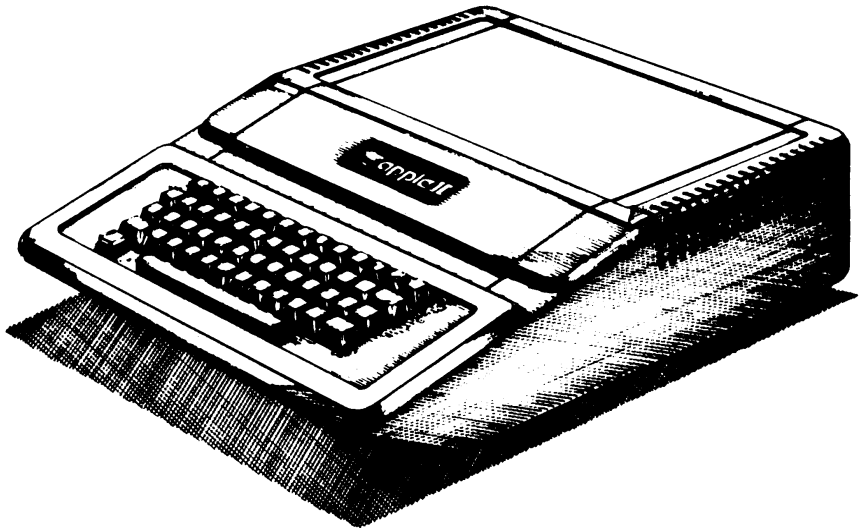
Apple 2 Computer Technical Information



Apple II Computer Documentation Resources

GENIE LAMP FOLDER (2/2)

www.textfiles.com/apple/
18 September 2000

CATALOG

Name	Type	Crtr	Size	Flags	Last-Mod-Date	Creation-Date
'! T E X T F I L E S…	TEXT	MOSS	194K	lvbspoImad	9/19/00 4:12 PM	9/18/00 7:09 PM
almp9501.app	TEXT	R*ch	194K	LvbspoImad	8/1/99 11:10 AM	1/30/74 5:51 PM
almp9502.app	TEXT	R*ch	194K	LvbspoImad	8/1/99 11:10 AM	1/30/74 5:51 PM
almp9503.app	TEXT	R*ch	97K	LvbspoImad	8/1/99 11:10 AM	1/30/74 5:51 PM
almp9504.app	TEXT	R*ch	194K	LvbspoImad	8/1/99 11:10 AM	1/30/74 5:51 PM
almp9505.app	TEXT	R*ch	194K	LvbspoImad	8/1/99 11:10 AM	1/30/74 5:51 PM
almp9506.app	TEXT	R*ch	194K	LvbspoImad	8/1/99 11:10 AM	1/30/74 5:51 PM
almp9507.app	TEXT	R*ch	97K	LvbspoImad	8/1/99 11:10 AM	1/30/74 5:51 PM
almp9508.app	TEXT	R*ch	97K	LvbspoImad	8/1/99 11:10 AM	1/30/74 5:51 PM
almp9509.app	TEXT	R*ch	194K	LvbspoImad	8/1/99 11:10 AM	1/30/74 5:51 PM
almp9510.app	TEXT	R*ch	194K	LvbspoImad	8/1/99 11:10 AM	1/30/74 5:51 PM
almp9511.app	TEXT	R*ch	194K	LvbspoImad	8/1/99 11:10 AM	1/30/74 5:51 PM
almp9512.app	TEXT	R*ch	194K	LvbspoImad	8/1/99 11:10 AM	1/30/74 5:51 PM
almp9601.app	TEXT	R*ch	194K	LvbspoImad	8/1/99 11:10 AM	1/30/74 5:51 PM
almp9602.app	TEXT	R*ch	194K	LvbspoImad	8/1/99 11:10 AM	1/30/74 5:51 PM
almp9603.app	TEXT	R*ch	194K	LvbspoImad	8/1/99 11:10 AM	1/30/74 5:51 PM
almp9604.app	TEXT	R*ch	194K	LvbspoImad	8/1/99 11:10 AM	1/30/74 5:51 PM
almp9605.app	TEXT	R*ch	194K	LvbspoImad	8/1/99 11:10 AM	1/30/74 5:51 PM
almp9606.app	TEXT	R*ch	97K	LvbspoImad	8/1/99 11:10 AM	1/30/74 5:51 PM
almp9607.app	TEXT	R*ch	194K	LvbspoImad	8/1/99 11:10 AM	1/30/74 5:51 PM
almp9608.app	TEXT	R*ch	194K	LvbspoImad	8/1/99 11:10 AM	1/30/74 5:51 PM
almp9609.app	TEXT	R*ch	97K	LvbspoImad	8/1/99 11:10 AM	1/30/74 5:51 PM
almp9610.app	TEXT	R*ch	97K	LvbspoImad	8/1/99 11:10 AM	1/30/74 5:51 PM
almp9611.app	TEXT	R*ch	194K	LvbspoImad	8/1/99 11:10 AM	1/30/74 5:51 PM
almp9612.app	TEXT	R*ch	97K	LvbspoImad	8/1/99 11:10 AM	1/30/74 5:51 PM
almp9701.app	TEXT	R*ch	97K	LvbspoImad	8/1/99 11:10 AM	1/30/74 5:51 PM
almp9702.app	TEXT	R*ch	194K	LvbspoImad	8/1/99 11:10 AM	1/30/74 5:51 PM
almp9703.app	TEXT	R*ch	97K	LvbspoImad	8/1/99 11:10 AM	1/30/74 5:51 PM
almp9704.app	TEXT	R*ch	194K	LvbspoImad	8/1/99 11:10 AM	1/30/74 5:51 PM
almp9705.app	TEXT	R*ch	97K	LvbspoImad	8/1/99 11:10 AM	1/30/74 5:51 PM
almp9706.app	TEXT	R*ch	97K	LvbspoImad	8/1/99 11:10 AM	1/30/74 5:51 PM
almp9707.app	TEXT	R*ch	97K	LvbspoImad	8/1/99 11:10 AM	1/30/74 5:51 PM
almp9708.app	TEXT	R*ch	97K	LvbspoImad	8/1/99 11:10 AM	1/30/74 5:51 PM
almp9710.app	TEXT	R*ch	97K	LvbspoImad	8/1/99 11:10 AM	1/30/74 5:51 PM
index.html	TEXT	R*ch	97K	LvbspoImad	7/12/00 9:11 PM	1/30/74 5:51 PM

```
================================================================================
DOCUMENT ! T E X T F I L E S
================================================================================
```

Apple II Textfiles

www.textfiles.com/apple/
18 September 2000

With the introduction of the Apple II family of computers, the wonders of programming, communicating, and just plain geeking out became affordable for an entire generation of budding enthusiasts and their families. By the end of the 70's an entire culture had risen up around the Apple II, and the energy of thousands of hardware and software hackers went into learning every last op-code and settable switch within the machine.

It can't be discounted that Apple's successful foray into the educational market resulted in schools countrywide brimming with Apple IIs, and social groups collecting around the labs after school hours. All manner of things happened there, some documented below.

These files range from explicit memory maps of the Apple II to long tutorials on how to "crack" games, that is, remove all copy protection and make the game easier to distribute between other pirates.

Filename	Size	Description of the Textfile
DOCUMENTATION	DIRECTORY	"Soft Dox" for Apple Programs
GENIELAMP	DIRECTORY	Archive of the Genielamp A2, the GEnie Apple II Roundtable
WALKTHROUGHS	DIRECTORY	Walkthroughs of Apple II Specific Adventures
acos.hst.mod	6235	How to get Speed out of your HST and HST Dual Standard Modem on an Apple IIGS
advdem.app	16645	Technical notes for Advanced DeMuffin II, a cracking tool
aecomman.app	1792	A list of commands for Ascii Express
aids	1024	Method for detecting the "Cyberaids Virus", by The Chemist
alien.clues	1448	Passwords for Alien Mind, by The Undertaker and the Vandal
ansi.spcs	24911	ANSI and VT100 Codes
apple.app	4157	Combining Applesoft with Assembly Language
apple.txt	4189	The Text of the Apple-Microsoft Agreement
apple2.gs	9388	The Sad, True Truth of the Apple II GS (Stands for Goddamned Slow)
appleii.jok	1384	The Unofficial Apple II Brainwash Test by Fred E. Long
applemaf.txt	22452	The Apple Mafia Story, as Told to Red Ghost
applenet.app	4096	Advertisement for Apple-net software. Note feature list
apples.txt	8230	Why the Apple II is Broken
appleser.app	11205	Apple //c Serial Port Information
applesoft.tips	2320	The Beagle Brothers Applesoft Tips Guide
appswitc.app	2677	Apple //e Soft Switch, Status, and other I/O locations
bin.ii	18944	Apple II Binary File Format, developed by Gary B. Little
bitsbaud.doc	11553	Bits, Baud Rate, and BPS, by michael A. Banks,

		1988
bootl-6	102420	Collection of Apple-0riented Texts and Flotsam from the Early 1980's.
bootl-6.hac	102420	Bootlegger Magazine Excerpts (Apple II Stuff)
catfur.app	7176	Bit Blaster's Information on the Cat Fur Modem
catstuff.app	9818	Expanding your Apple Cat // by the Warewolf
cheat.app	4424	All manner of cheats for various Apple II games
cheats	7416	LARGE Collection of Apple Cheats (Break into Monitor and Modify)
cheats.app	2749	The Penguin's Apple Cheats
cheats2.app	4498	Apple Pirate's Cheats
copyprog.app	2991	How to Copy Programs, by the Three Musketeers
copyprot.app	15163	Copy-Protecting your own disks, by Thomas T. Brylinski
correct.app	5716	Corrections to programming for the Apple Cat
cr.adder	1441	How to add Carriage Returns to Appleworks Databases
crack1.txt	1023	Introduction to a Talk on Software Piracy
crackdos.app	15403	Introduction to how AppleDOS operates
crackin.app	9989	An introduction to cracking by The Necromancer
crakowit.app	3647	Kracowicz' Kracking Corner IV
cramit.app	5062	An Introduction to Program Compression
cramit.txt	7040	Some Tips on Cramming Data with an Apple
crammin.app	5071	A simple compression scheme
crisis.app	1900	How to crack Crisis Mountain, by Doctor Who
deathcheat	517	Cheat for "Death Sword"
diskgo.txt	613	Getting Faster Apple DOS Speeds by Tamerlane of the Ring
diskjock.app	51504	Examining protected Applesoft programs, by the Disk Jockey
dos.chart	1678	The DOS 3.3 Memory Access Chart
dosless.txt	1792	Creating an Apple DOS-Less Disk
emu.pt.update	3739	Message: Bugs in IIGS Proterm v1.9p
errors.app	4286	A comment on error traps, by Nick Fotheringham
errors.txt	4480	A Comment on Error Traps by Nick Fotheringham from the Apple Barrel
expandca.app	9367	Expanding your Apple Cat, by Warewolf
futrae.app	4684	The Future Evolution of Ascii Express (Humor)
icon.convert	3308	Converting Apple IIGS Icons to Clip Art by Marty Knight
iigsprob.hum	2680	The Apple IIgs Sound Problem
joystick.app	5961	The Official Joystick Review Guide, by The Tracker
kickmacr.app	9981	How to kick butt with AE Macro Action
krack1.app	2927	High Technology's Cracking Tutorial, Part I
krack2.app	1765	High Technology's Cracking Tutorial, Part II
krack3.app	2239	High Technology's Cracking Tutorial, Part III
krack4.app	1887	High Technology's Cracking Tutorial, Part IV
krack5.app	2560	High Technology's Cracking Tutorial, Part V
krakowic.txt	13198	Kracowicz' Cracking Tips from ROM Radier
krckwczt.app	137510	The Kracowicz Basics of Cracking Series. A++
mac2info.app	11449	Late-breaking (1987) information on The Macintosh II
maccrack.app	5981	The Byte's introduction to Mac Cracking
machine.app	13084	Black Bag's Introduction to Machine Language for Cracking
machinel.app	15408	Dr. Firmware's Tutorial of Machine Language
macteam.app	9569	Macteam's thoughts on copy protection on the

		Macintosh
memory.txt	12020	An Apple Peek Poke, Call List
miffins2.txt	1421	How to use Demuffin Plus
ml.part.i	5680	The Machine Language Tutorial Disk by Dr. Firmware
ml.part.ii	5370	The Machine Language Tutorial Disk Part II by Dr. Firmware
ml.part.iii	5627	The Machine Language Tutorial Disk Part III by Dr. Firmware
ml.part.iv	4970	The Machine Language Tutorial Disk Part IV by Dr. Firmware
ml.part.v	5703	The Machine Language Tutorial Disk Part V by Dr. Firmware
ml.part.vi	5210	The Machine Language Tutorial Disk Part VI by Dr. Firmware
oneguy.txt	1408	Hey, If You Pirate the Game, Don't Call Tech Support
oo.world.info	3206	The Magnet Previews Out of This World GS
opcodez.app	2811	Various Apple Opcodes
param2.app	16201	Parameters of Nibbles Away II for various software packages
peekpoke.app	21120	A really large collection of Apple II PEEKs and POKEs
peeks.pokes	2957	Description of the differences between CALL, PEEK and POKE in Applesoft
peeks.pokes.1	6166	Collection of Apple Peeks and Pokes
peeks.pokes.2	4396	Collection of Apple Peeks and Pokes in the Zero Page Area
peeks.pokes.3.1	14869	Apple Peeks, Pokes and Calls List Version 2.1 by The Enforcer (May 1984)
peeks.pokes.3.2	5377	Miscellaneous Applesoft Information, by Control Reset
pitfall2.txt	2176	Soft Docs for Pitfall 2: Lost Caverns
pm2600.app	3045	The Poor Man's 2600 Hertz by Sir Briggs
pokelist.app	19769	A really large collection of Apple II PEEKs and POKEs (Duplicate)
quick.draw.3	5122	Quick-Draw Adventure Mapper by Sherlock Apple (Part III)
quick.spells	3256	Quick-Draw Adventure Mapper by Sherlock Apple (Spells)
secretk.app	6956	Secret Keys: Little easter eggs and news about Apple II games
softkey	21083	Softkey Unprotections for a Variety of Commercial Programs
trace2.app	11562	Mr. Xerox' boot tracing, volume I (badly converted)
usr.16.8k	85773	The Info File on the USR Robotics 16.8k Model
vidomac.app	33057	1986 Seminar on "Macintosh in Film and TV Production"
vt100	3685	DEC VT-100 Compatible Cursor Command Sequences
wings.fury.cht	606	Cheat to Wings of Fure
wizardry.4.info	3012	Advice about playing Wizardry IV
xmodem	21581	XMODEM Protocol Reference, by Ward Christensen January 1, 1982
ymodem.s	13048	YMODEM Source Code for GBBS by Mike Golazewski or Greg Schaefer
zmodem.gbbs	7045	The Addition of ZMODEM to GBBS!

There are 98 files for a total of 1,155,472 bytes.
There are 3 directories.

If you wish to have the entire directory conveniently archived and compressed into one file, please download either apple.tar.gz (6130920 bytes) or apple.zip (6496886 bytes) instead of all the files separately.

###

```
================================================================================
DOCUMENT almp9501.app
================================================================================

     ||||||  ||||||  ||  ||  ||||||  ||||||
     ||      ||      ||| ||    ||    ||
     ||  |||  ||||    ||||||    ||    ||||                Your
     ||   ||  ||      ||  |||    ||    ||
     ||||||  ||||||  ||  ||  ||||||  ||||||              GEnieLamp Computing

     ||     ||||||  ||     ||  ||||||                     RoundTable
     ||     ||  ||  |||   |||  ||  ||
     ||     ||||||  ||||||||  ||||||                     RESOURCE!
     ||     ||  ||  ||  ||  ||  ||
     |||||  ||  ||  ||     ||  ||

                    ~ WELCOME TO GEnieLamp APPLE II! ~
                      """""""""""""""""""""""""""""""""
              ~ HARDVIEW A2:  The Apple II as an Equity Computer ~
                    ~ THE TREASURE HUNT:  The Best of 1994 ~
                  ~ WHO'S WHO IN APPLE II:  Susan MacGregor ~
                     ~ HOT NEWS, HOT FILES, HOT MESSAGES ~

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  GEnieLamp Apple II ~ A T/TalkNET OnLine Publication ~  Vol.4, Issue 34
  """"""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""
  Editor.....................................................Douglas Cuff
   Publisher.................................................John F. Peters
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  ~ GEnieLamp IBM ~ GEnieLamp ST ~ GEnieLamp [PR] ~ GEnieLamp Windows ~
        ~ GEnieLamp A2Pro ~ GEnieLamp Macintosh ~ GEnieLamp TX2 ~
          ~ GEnieLamp A2 ~ LiveWire (ASCII) ~ GEnieLamp MacPRO ~
                      ~ Solid Windows ~ Config.sys ~
               ~ Member Of The Digital Publishing Association ~
  GE Mail: GENIELAMP  Internet: genielamp@genie.geis.com   FTP: sosi.com
 ////////////////////////////////////\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\

           >>> WHAT'S HAPPENING IN THE APPLE II ROUNDTABLE? <<<
           """""""""""""""""""""""""""""""""""""""""""""""""""""
                           ~ January 1, 1995 ~

 FROM MY DESKTOP ......... [FRM]        HEY MISTER POSTMAN ...... [HEY]
  Notes From The Editor.                  Is That A Letter For Me?

 HUMOR ONLINE ............ [HUM]        REFLECTIONS ............. [REF]
  Pentium Jokes.                          About Online Romance.

 ASCII ART GALLERY ....... [ASA]        HARDVIEW A2 ............. [HAR]
  Ling Ling.                              Apple II as an Equity Computer.

 THE TREASURE HUNT ....... [HUN]        PROFILES ................ [PRO]
  Yours For The Downloading.              Who's Who:  Susan MacGregor.

 PAUG NEWSLETTER ........ [PNL]         LOG OFF ................. [LOG]
  January 1995 Report.                    GEnieLamp Information.

[IDX]""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""
```

READING GEnieLamp GEnieLamp has incorporated a unique indexing system
"""""""""""""""""" to help make reading the magazine easier. To utilize this system, load GEnieLamp into any ASCII word processor or text editor. In the index you will find the following example:

```
HUMOR ONLINE ..... [HUM]
 [*]GEnie Fun & Games.
```

To read this article, set your find or search command to [HUM]. If you want to scan all of the articles, search for [EOA]. [EOF] will take you to the last page, whereas [IDX] will bring you back to the index.

MESSAGE INFO To make it easy for you to respond to messages
"""""""""""" re-printed here in GEnieLamp, you will find all the information you need immediately following the message. For example:

```
                (SMITH, CAT6, TOP1, MSG:58/M475)
 _______________|   _____|__  _|___    |____ |_______________
|Name of sender   CATegory  TOPic    Msg.#   Page number|
```

In this example, to respond to Smith's message, log on to page 475 enter the bulletin board and set CAT 6. Enter your REPly in TOPic 1.

A message number that is surrounded by brackets indicates that this message is a "target" message and is referring to a "chain" of two or more messages that are following the same topic. For example: {58}.

ABOUT GEnie GEnie's monthly fee is $8.95 for which gives you up to
""""""""""" four hours of non-prime time access to most GEnie services, such as software downloads, bulletin boards, GE Mail, an Internet mail gateway, and chat lines, are allowed without charge. GEnie's non-prime time connect rate is $3.00. To sign up for GEnie service, call (with modem) 1-800-638-8369 in the USA or 1-800-387-8330 in Canada. Upon connection type HHH. Wait for the U#= prompt. Type: JOINGENIE and hit RETURN. When you get the prompt asking for the signup/offer code, type: DSD524 and hit RETURN. The system will then prompt you for your information. Need more information? Call GEnie's customer service line (voice) at 1-800-638-9636.

SPECIAL OFFER FOR GEnieLamp READERS! If you sign onto GEnie using the
"""""""""""""""""""""""""""""""""""" method outlined above you will receive an *additional* six (6) free hours of standard connect time (for a total of 10) to be used in the first month. Want more? Your first month charge of $8.95 will be waived! Now there are no excuses!

*** GET INTO THE LAMP! ***

""

```
  ////////////////////////////////////// GEnie_QWIK_QUOTE ////
 /                                                          /
/  Q: How could God have created the Universe in only seven  /
/     days?                                                /
/                                                         /
/    A: He didn't have to deal with an installed base.    /
/                                                        /
////////////////////////////////////////  T.ZUCHOWSKI  ////
```

[EOA]
[FRM]//////////////////////////////
FROM MY DESKTOP /
//////////////////////////////
Notes From The Editor
""""""""""""""""""""""""

by Douglas Cuff
[EDITOR.A2]

You'd think this would be an easy editorial to write: I don't drink, so I can't possibly be hung over. However, thoughts of the year just past and possibilities for the future keep distracting me.

If you hang out around GEnie's A2 RoundTable, you already know that programmer Bill Tudor offered a holiday special on his shareware: pay just $10, and you're considered to be registered for a double handful of programs. Sure, this sort of offer shows that GEnie is the place to be, but it also makes me excited about the potential of an online service. Shareware programmers can offer time-limited specials almost as soon as they think of it! No lead-time, no delays here.

What about the future? Well, columnist Charlie Hartley tells me that GEnieLamp A2's immediate future includes a profile of yours truly. Gulp. I'm a little uneasy about the whole concept of the media making the news. As Albert Brooks's character, AARON, gibes in the movie _Broadcast News_, "Yes, please; let's never forget--we're the real story, not them." Far be it from _me_ to suggest that Charlie is scraping the bottom of the barrell.... <grin> As you'll see next time folks, I haven't really done anything worth profiling....

Okay, what about the REAL future? Well, as of this writing, it seems that Spectrum v2.0 is getting ready for release, and there's some hope that we might see a new version of GraphicWriter III in 1995 too. Here's hoping we'll also see the Second Sight and TurboRez video cards this year as well.

Also, several products were released--and, as usual, announced--last month. Not even counting the long-awaited AppleWorks 5! You can read all about it in HEY MISTER POSTMAN.

Apple Computer officially stopped supporting the Apple II in 1993, over a year ago. 1994 was NOT the year the Apple II died. With third-party products -- hardware, no less! -- still in development, it doesn't look as though 1995 will be one long wake, either.

-- Doug Cuff

GEnie Mail: EDITOR.A2 Internet: editor.a2@genie.geis.com

REPRINTING GEnieLamp

If you want to reprint any part of GEnieLamp, or post it to a bulletin board, please see the very end of this file for instructions and limitations.

ASCII ART BEGINS

ASCII ART ENDS

[EOA]
[HEY]//////////////////////////////
HEY MISTER POSTMAN /
//////////////////////////////
Is That A Letter For Me?
""""""""""""""""""""""""""""
by Douglas Cuff
[EDITOR.A2]

o BULLETIN BOARD HOT SPOTS

o A2 POT-POURRI

o HOT TOPICS

o WHAT'S NEW

o THROUGH THE GRAPEVINE

o MESSAGE SPOTLIGHT

>>> BULLETIN BOARD HOT SPOTS <<<
""""""""""""""""""""""""""""""""""""""

[*] CAT2, TOP5 ..... Apple Computer propaganda?
[*] CAT2, TOP19 ..... Spectrum recommendations
[*] CAT6, TOP3 ..... Dungeon Master hard drive patch
[*] CAT17, TOP18 ..... AppleWorks 5 arrives
[*] CAT37, TOP4 ..... Early ROM 3 IIgs ROMs?

>>> A2 POT-POURRI <<<
""""""""""""""""""""""""

PROSEL-16/FINDER TIDBIT
""""""""""""""""""""""""""

OK: for you who prefer to boot into the FINDER with ProSel-16 installed, check this out......

You can install ProSel-16 as NORMAL, including having it be the main program at bootup. Then go into CHANGE PARAMETERS, and while there, turn on the option that makes an image of the root directory of DEVICE #1, your boot device, then a few pages later, there is an option that you can set up that will RUN any program you want when you first boot or reboot your computer; in that field, enter:

" */system/finder

WHen you bootup or rebooot, ProSel-16 is run, then you go directly to the FINDER desktop! Want to go to ProSel-16? Open-Apple-Q and you are there. I set this up for a customer (he doesn't know it yet) and it was easy and flawless.

Hope the customer likes it!!!

Chuck
(A2.CHUCK, CAT30, TOP2, MSG:87/M645;1)

A TWO-BUTTON MOUSE oh, btw, something a lot of people don't know...
"""""""""""""""""""

anyone who has a ROM 03 GS has a two-button mouse ;) The "mouse keys" feature built into the ROM 03 supports both mouse buttons... "5" is the first button, with "0" and "." locking and unlocking it. But "-" is the SECOND mouse button, with "=" and "/" locking and unlocking it! :)

(This is documented on page 148 of the GS Hardware Ref, 2nd edition... I found it accidently once and I think it's cool :)
(T.BUCHHEIM, CAT12, TOP32, MSG:63/M645;1)

APPLEWORKS ON UNIX? I don't know whether someone needs this kinda
"""""""""""""""""""" information, but anyway here it goes:

Yesterday I transferred an AppleWorks 4.0 DB file to a Unix machine using the BlueDisk controller and a MS-DOS disk. I printed the DB file to disk as ASCII file, copied it to a MS-DOS disk with the MS-DOS utilities, put the disk into the drive of the Unix system. Using the command "dosdir a:" I got a listing of the files and using "doscp a:*.* /pathname/here" I copied the files from the disk to the location where I wanted them. Worked like a charm. I'm now trying to do something useful with these data on the Unix machine...

Udo - ... just a IIGS freak -
(U.HUTH, CAT12, TOP6, MSG:227/M645;1)

MACRO CHALLENGE
"""""""""""""""

```
     ()      Defenders of the faith!
     ||      ======================
     ()
 [==={} ===]   A plea for rescue from an
     ||         errant knight in distress!
     ||
     ||   Help me to vanquish the
     ||   omnipresent and obnoxious foe!
     ||
     \/
```

Ok, ok, now that I'm done with melodramatic introduction, let me explain exactly how I put my foot in my mouth, and what help I need to extract it.

On a local Apple-centric board bulletin board, where I normally post news that I find here on Genie, I was letting everyone know how wonderful Appleworks 5.0 was going to be, and how Apple II users could now have all the power that MAC and PC users have with such programs as Word, etc.

In fact, I claimed, Ultramacros provides even _More_ power to the average user than the macro utility in Word (WordBasic). (I firmly believe this to be true, by the way, based on things like GEM and other fancy macros I've seen.)

Well, wouldn't you know, someone called my bluff, and claimed that wordbasic was more powerful than Ultramacros, to which I naturally countered: "Ha! I can do anything in Ultramacros that you can do in wordbasic!"

He replied:

>Simple challenge, write a macro that will provide
>detailed system information about your computer and OS.
> Information should include Computer/CPU type,
>available RAM, available harddisk space, total
>system RAM....

Now my problem is, while I'm pretty sure that UM can handle this, I'm not so sure _I_ can, hence the localized epidemic of hoof-in-mouth.

Here's what I've figured so far, for the items my opponent specified. I'd appreciate any tidbits of advice on exact peek locations or calls that might be useful for the other stuff that I haven't figured out.

Available RAM: x:<all msg "There are " + str$ peek #freemem + " kilobytes of free memory left for desktop operations. "!

Available hard disk space: I think I have this one licked. I just had the macro go back to the Main Menu; Other Activities; List the Files, and read the line about "/Hard2/ has 2314K of desktop memory available" into a variable. Not elegant, but it satisfies the requirement.

Here's where I'm having trouble:
Computer/CPU type:
y:<all x = peekword {something} >! <== What address do I need to tell me what type of Apple II I have?

Total system RAM: Same thought/solution as above.

I figure there has got to be a way to do this with a couple of peeks. I would appreciate any tips; Thanks! :)

_____
|homas

(T.COMPTER, CAT17, TOP6, MSG:328/M645;1)

TWEAKING THE PC TRANSPORTER
""""""""""""""""""""""""""""""

While hacking my PCT (I'm trying to figure out how to use its video hardware and this is not an easy task!) I found a little patch to make the PCT control panel a little easier to read. In the file AEPC.SYSTEM change byte $1BBA from 07 to 0F. This will make the text brighter. The low nibble sets the text color and the high nibble the background color. Have fun!

(G.TOLAR, CAT14, TOP12, MSG:172/M645;1)

UNDERVALUED?
""""""""""""

So you can imagine my horror when a friend of my wife told me she recently sold her entire IIGS system (cpu, monitor, disk drive, mouse, keyboard) to a pawn shop for TEN DOLLARS!.

I cried.

 _____
 |homas

(T.COMPTER, CAT12, TOP5, MSG:84/M645;1)

NOW _THAT'S_ A NON-STANDARD ROM! Does anyone recognize...? My brother
""""""""""""""""""""""""""""""""" recently picked up a Woz Edition GS with an 03 board, obviously been helped. It appears to have some non standard ROMs. Specifically, does anybody know about "Turbo 28". Just at the moment I don't rremember which locations, but both chips are identified with the "28". At boot "Turbo 28" appears at the top of the text screen. Looking for alooking for a little history here, and perhaps compatability comments. How 'bout it Harold ??!

EtMusta [Fred Starkey}
(F.STARKEY, CAT26, TOP2, MSG:223/M645;1)

>>>>> Oh my!
"""""

How did your brother get a prototype ROM 3 system!?

The prototype units start up with "Turbo->28" instead of "Apple IIgs" at the top of the screen (almost certainly because the original plan for the ROM 3 IIGS was to include a faster processor).

Fascinating... I wonder how this unit found its way out into the real world.

Eric Shepherd (Sheppy)
[Team PPCPro]
(POWERPC.PRO, CAT26, TOP2, MSG:224/M645;1)

>>> HOT TOPICS <<<
"""""""""""""""""""

APPLEWORKS 5 FIRST ARRIVAL Got my AW 5.0 today!
""""""""""""""""""""""""""

I've only had an hour or so to play with it, but I am very impressed with the new additions!

Thanks, Quality

DON (Sent with CoPilot, ANSITerm 2.12, and beta CoPilot scripts)
(D.ZAHNISER, CAT17, TOP18, MSG:281/M645;1)

PRIZE FOR MOST INVENTIVE AW5 INSTALLATION PROBLEM The AW5 arrived today
""""""""""""""""""""""""""""""""

HOT KEYS _WITHIN_ ULTRAMACROS Poke $1d1f,1 to use hot keys in macros.
""""""""""""""""""""""""""""" Poke a 0 to turn it off when you're through. If you don't turn it off then run someone else's macros things may not work correctly.
(S.BEVILLE, CAT17, TOP18, MSG:350/M645;1)

[NB: AppleWorks 5 has a hot keys feature that does not interfere with macros. This patch is only if you WANT hot keys to interfere with macros. Apply with caution!--Ed.]

>>> WHAT'S NEW <<<
"""""""""""""""""""

APPLEWORKS TO RICH TEXT FORMAT The AppleWorks to RTF program is designed
""""""""""""""""""""""""""""""" for Apple II users who want to make use of their AppleWorks word processor files on the Mac/DOS platforms.

The program is a Mac application which will convert files from a 3.5" ProDOS disk* to Microsoft's Rich Text Format or ASCII text. With RTF formatting, your formatting is maintained (i.e. bold, underline, proportional, subscript, superscript, etc.)

The program requires System 7 or later.

We have added this topic in the Apple II area since AppleWorks users are here. Since the program is designed to extend the life of AppleWorks in the home/educational market we felt it appropriate to support users here.

To convert files from ProDOS disks you need to have the ProDOS file extension or System 7.5 on the Mac. Otherwise, you need to use Apple File Exchange to put your files on a Mac disk.

>>>>> Here is a little more information about the AppleWorks to RTF
""""" program.

Purpose: This program is designed with two groups of people in mind. The first group are those who have AppleWorks files and for whatever reason upgraded to a Mac platform and would like to use their files in the Mac word processors. The second group includes those who have Apple IIs at home and Macs at work. They can create documents at home in the best word processor ever written (AppleWorks) and then save their formatting and use the files in programs like Microsoft Word or PageMaker.

We chose the Microsoft Rich Text Format since it would allow us to save as much of the original AppleWorks format as possible. RTF is also imported by almost every word processor on Mac, DOS, and Windows.

AppleWorks to RTF can convert files in batches so you can take a disk of AppleWorks files and convert them all in one fell swoop. In time comparisons with ClarisWorks, and AppleWorks to RTF was always 10 to 20 times faster for conversion.

Requirements: The files to be converted must be on a mounted disk avail- able to a Mac. This could be on a server, floopy disk, or hard drive. If you are using a Mac LC with the //e card, you can use the ProDOS file extension to mount ProDOS disks on the Mac or if you have System 7.5

you can mount ProDOS disks by inserting them. The third alternative is to use Apple File Exchange to move the files from ProDOS disks to a Mac disk. Once there, AppleWorks to RTF will read them.

Eric
(KITCHEN.SINK, CAT25, TOP7, MSG:1&2/M645;1)

SCSI-2 CD-ROM SCSI DRIVER
"""""""""""""""""""""""""""

Sequential is pleased to announce the release of a new SCSI-2 CDROM device driver for the Apple High Speed SCSI card.

Recognizing that a large number of discQuest customers purchased SCSI-2 CDROM drives (such as Quality's Q-Drive CD) that don't fully work with the Apple SCSI card, we endeavored to produce a device driver for these customers.

The driver allows software to access the full range of SCSI-2 Audio Control commands, which means that software such as discQuest will be able to utilize the CD audio features of SCSI-2 drives.

Included with the Device Driver is a Media Control Toolkit driver, which allows the user to play regular audio CD discs via a "control panel".

The cost of the driver is a mere $24.95, and is available from Sequential Systems.

Sequential Systems
1200 Diamond circle
Lafayette, CO 80026
(800) 759-4549 (Sales)
(303) 666-4549 (International)
(800) 999-1717 (Technical Support)
(PROCYON.INC, CAT20, TOP16, MSG:1/M645;1)

QUICK CLICK CALC 1.2 SHIPS
""""""""""""""""""""""""""

Byte Works, Inc. is now shipping version 1.2 of Quick Click Calc, it's spreadsheet and business graphics program for the Apple IIGS. The new version adds lots of new features, and fixes all of the problems reported by customers in the initial releases.

Non-English speaking customers will be especially interested in the new support for international money and number formatting conventions, but there are many other improvements too.

Quick Click Calc 1.2 is being sent FREE OF CHARGE to anyone who purchassed an earlier version of the spreadsheet. As long as you ordered the program directly from Byte Works _or_ registered the program, and as long as you have not moved, you do not need to do anything to get the new version. If your address has changed or you bought the program from another source and didn't register it, be sure and contact Byte Works.

If you would like more information about Quick Click Calc, or would like to order a copy, you can contact Byte Works through the sources you see listed below. If you already have Quick Click Calc 1.0 or 1.1, and do not receive Quick Click Calc 1.2 by January 15th, be sure and get in touch to get your free upgrade!

Byte Works, Inc.

8000 Wagon Mound Dr. NW
Albuquerque, NM 87120

Phone: (505) 898-8183
AOL: MikeW50
GEnie: ByteWorks
Internet: MikeW50@AOL.COM
(BYTEWORKS, CAT45, TOP1, MSG:8/M645;1)

APPLE II RT STAFF CHANGEOVER
"""""""""""""""""""""""""""""

I'm pleased to announce a number of changes in day-to-day management of the Apple II RTs here on GEnie. Effective immediately, Susan MacGregor (A2.SUSAN) will become Chief Sysop of the A2 RT. Please congratulate her. Moving into 2nd in command in A2 would be our own Tom Zuchowski (T.ZUCHOWSKI). I am further pleased to announce that Lunatic E'Sex will be taking over as Syndicomm's Chief of Apple II Operations on GEnie, with general oversight of both A2 and A2Pro. (In case there is any confusion, HangTime will remain as A2Pro Chief Sysop.) Another change we might as well mention is that, given that Susan is no longer available as A2 RTC Manager, that spot will have to be filled. I'm happy to say that our own Gena Saikin has agreed to step into that role. All this will correspond with Gary Utter fading, with me, a bit more into the background, though we'll always still be here and watching over what happens.

Dean Esmay
(SYNDICOMM, CAT3, TOP12, MSG:144/M645;1)

NEW REAL-TIME CHAT SOFTWARE
"""""""""""""""""""""""""""

There will be new RTC Software deployed throughout GEnie on Monday 12/5. Here is a summery of the changes you'll see. How RTC's work won't change much, but most RTC scripts will need to be updated.

o The city name has been removed from the system. Only the state appears.

o Both the /SHOW and /WHO commands now additionally show the GE Mail address.

o The user is prompted to enter a name (nickname) upon entry into the RTC. The email address is no longer used as part of the "prepend string". It works very much like the chat system.

o The /STAtus command now shows the mail address and the nickname.

o Upon entry into the RTC a list of rooms, the number of users in the room and the room name are displayed to the user. This information is displayed only for rooms which have at least one user in them or rooms which have a "text delivery" active in them.

o The /USE command has been modified to display the name of the room as well as the room number and user count. /USE * shows ALL rooms.

o The /RAIse command may only be issued once until the meeting leader has recognized the user. If tried again the user will receive an informative message giving the position of their hand in the "hand queue".

o The /XRAise command is used to "lower" the hand.

o There is a new /EMAIL command which works similar to the /JOB command.

This command causes the GE Mail address to be added to the message. The /XEMAIL command will remove the GE Mail address. The default is no email address.

(A2.SUSAN, CAT3, TOP16, MSG:4/M645;1)

>>> THROUGH THE GRAPEVINE <<<

BIG RED TO CONTINUE

The Big Red Computer Club was scheduled to hang it up this month, but my issue of "Scarlett" arrived today, and John Wrenholt will keep Big Red going through 1995 while he prepares to market educational software to the Macintosh market. Apple II Services will be reduced in '95: "Scarlett" will cease publication, and Big Red will only take orders during business hours on Monday, Wednesday, and Friday. Wrenholt says that he has had nibbles to take over the niche that Big Red fills now, but "...there haven't been any serious offers."

I'm not sure what category this announcement fits into. Feel free to move it.

Eric (o= =o === =ooo oo oo= ==) ------------

(J.SCHONBLOM, CAT2, TOP3, MSG:276/M645;1)

NEW SOFTWARE COMPANY OFFERINGS

Just as a preview a few things we will be offering are Apple-IBM connect a program that lets you share files between the two computers, Gs remote, a program to let you control your GS from your IBM using the IBM side of Apple-IBM connect, and other things as the ideas come.

(A.BARR2, CAT8, TOP22, MSG:7/M645;1)

SPECTRUM TIDBITS

Arthur -- You could email your order and say "please backorder until SPv2.0 is shipping" so you can get the special price for v2.0 (which we hope to ship this month).

We've made improvements to the VT100 display, but have mainly been focusing on Spectrum itself. Because the displays are separate entities, they can be updated separately and dropped into a special folder, so YES it is very possible that there will be a VT220 display available in the future (planning for Q1 1995, and it would probably be posted here on GEnie so it would be free (except for minimal download time).

Thanks, --Dave

(SEVENHILLS, CAT43, TOP15, MSG:525/M645;1)

<<<<< E.HEIM3 [Eric] -- Kermit won't be in SPv2.0, but we are hoping to actually write a custom Kermit Online Display, and part of that would be the Kermit file transfer protocol. Again, being a separate component we can write that separate from Spectrum and post it online as soon as it's done. :)

STAMPS.RT [Lloyd] -- We're still working toward shipping this month, or very early next month. Spectrum is normally $129.95, but through 12/22/94 we're having a special on all our products (this wasn't posted in this topic, but was in the "news from SHS"--or something like that--topic).

The special price is just $64.98 (add 7% tax in FL, and $3.50 s&h in the U.S.). Email orders to "SevenHills" with your Visa/MasterCard/Discover # and expiration date (or mail a check/MO to Seven Hills Software, 2310

Oxford Road, Tallahassee, FL 32304).

If you want to wait for SPv2.0, be sure to tell us to "backorder this until SPv2.0 is available!"

Thanks, --Dave
(SEVENHILLS, CAT43, TOP15, MSG:536/M645;1)

[NOTE: The above message has been cut heavily. We try to avoid this at GEnieLamp, but in this case had to cut many irrelevant paragraphs.--Ed.]

BILL SHUFF PROGRAMMING FOR NEW SPECTRUM Bill's stuff for Spectrum 2.0 IS pretty amazing! (And I've only seen a small fraction of it..)
(T.BUCHHEIM, CAT13, TOP23, MSG:175/M645;1)

WOLFENSTEIN 3D We're just wrapping up Wolfenstein 3D and should begin shipping within the next two weeks. You may order from Vitesse, Inc. by calling our toll-free number at 1-800-777-7344. Prior to January 1, 1995, Wolfenstein 3D sells for $39.95. After the new year, the price goes up to $49.95. There is also an additional $5 shipping and handling charge.

Lowell Erbe
Vitesse, Inc., Technical Support
(VITESSE, CAT40, TOP6, MSG:2/M645;1)

>>> MESSAGE SPOTLIGHT <<<

Category 2, Topic 10
Message 113 Tue Dec 13, 1994
T.SMITH59 [Terrell] at 22:48 EST

I posted the following at the office, just to make some people nervous. :)

-=-=-=-=-=-=-=-=-=-=-=-=-=-

Frequently asked questions about the
Intel Pentium chip problems.

1. I've heard that the Intel Pentium chip has a serious bug.

Just because IBM is refusing shipment of the Pentium is no cause for alarm. Your computer will continue to work the same way it always has.

2. Can I still use my computer for everyday tasks?

Yes! As long as you use it for entertainment or games, there is nothing to worry about. The bug only affects math.

3. Can I trust my computer to do math calculations correctly?

Yes! The bug only affects higher math such as rocket science, construction engineering, air traffic control, government accounting, balancing a checkbook, or preparing income taxes. As long as you avoid

such projects, you have nothing to worry about.

4. I've heard that this only affects numbers at the ninth decimal place and beyond.

   Try this: use the windows calculator to divide 4,195,835 by 3,145,727. The correct answer is 1.333820449+. The Pentium shows the incorrect answer of 1.333739068902. The error is in the forth place. This should not be a problem for most users, unless you use the forth decimal place for calculations, such as for interest rates.

5. What about other machines with an "Intel Inside"? Are they affected as well?

   No, this bug only affects Pentiums. To prove it to yourself, go the Windows calculator and enter -2.01, then add 2.0. The answer, of course, should be -.01. Only if you get something else should you worry.

-=-=-=-=-=-=-=-=-=-=-=-=-=-=-

One guy at work tried the simple math problem above on a big 486 system and got 0.00 for an answer. "Hey!" he said, and tried it again. "Thank you," I said, "You just made my day." As I walked away smiling, he came chasing after me. "Why does it do that?!" he wanted to know. I smiled, "I have no idea. I don't use an Intel machine. I use one that works." And with a big grin, returned to my desk, leaving this poor guy dancing around about his 486, because it can't do simple math. :)

```
 __!__
   |    Terrell Smith
   |       tsmith@ivcfnsc.fullfeed.com
```

<-><-><->

Category 2, Topic 10
Message 121 Fri Dec 16, 1994
T.SMITH59 [Terrell] at 00:11 EST

They are smart people - smart enough to know when fun is being poked at them. :)

They already don't like the fact that I use an Apple at work - policy is "IBM compatible only." This is to optimize resources and training. I argued that I had my Apple already, and thus was able to "get it in," but was told, "We will not support it." To which I gladly agreed.

I was told that the Apple II could not "do anything," it was just for games. I was told the Apple would not hook up to the VAX main-frame. (It is). I was told that it would need to be connected at 9600 baud, and they didn't think it was able to do that - it's hooked to the VAX at 19,200). I was the first person in the building to have a scanner (a Quickie). I was the first to use OCR. (Hey, that can't be done!!!) (The director of MIS went out and bought a flatbed scanner and OCR software after seeing what I was doing.) I was the first to print PostScript files (after talking to them for years about getting a PS capable printer.) (Apples can't do that!) I was the first to print bar codes with addresses on letters to take advantage of cheap postal rates.

I'm the one they come to to convert MS-DOS files to MAC, or MAC to MS-DOS (for outside graphics people).(No I don't convert them on my //e, I also have a MAC, which I almost never use.)

They still don't like my "lowly //e" - but it is tolerated. :)

__!__
| Terrell Smith
| tsmith@ivcfnsc.fullfeed.com

[*][*][*]

While on GEnie, do you spend most of your time downloading files? If so, you may be missing out some excellent information in the Bulletin Board area. The messages listed above only scratch the surface of what's available and waiting for you in the bulletin board area.

If you are serious about your Apple II, the GEnieLamp staff strongly urge you to give the bulletin board area a try. There are literally thousands of messages posted from people like you from all over the world.

[EOA]
[HUM]//////////////////////////////
HUMOR ONLINE /
//////////////////////////////
Fun & Games On GEnie
"""""""""""""""""""""""

>>> DEPT. OF ARROGANCE AS A MARKETING STRATEGY <<<
"""

Q: What's another term for the "Intel Inside" sticker?
A: A warning label.

Q: How many Pentium designers does it take to screw in a light bulb?
A: 1.99904274017, but that's close enough for nontechnical people.

Q: What do you get when you cross a Pentium PC with a research grant?
A: A mad scientist.

Q: What's another name for the "Intel Inside" sticker they put on Pentiums?
A: Warning label.

Q: What do you call a series of FDIV instructions on a Pentium?
A: Successive approximations.

Q: Complete the following word analogy: Add is to Subtract as Multiply is to
1) Divide
2) ROUND
3) RANDOM
4) On a Pentium, all of the above
A: Number 4.

Q: What algorithm did Intel use in the Pentium's floating point

divider?
A: "Life is like a box of chocolates." (Source: F. Gump of Intel)

Q: Why didn't Intel call the Pentium the 586?
A: Because they added 486 and 100 on the first Pentium and got 585.999983605.

Q: According to Intel, the Pentium conforms to the IEEE standards 754 and 854 for floating point arithmetic. If you fly in aircraft designed using a Pentium, what is the correct pronunciation of "IEEE"?
A: Aaaaaaaiiiiiiiiieeeeeeeeeeee!

Top Twelve New Intel Slogans for the Pentium
''

11.9999103517 Quality is job .9999999384672.
10.9999999998 The world's most perfect random number generator.
9.9999973251 It's a FLAW, Dammit, not a Bug
8.9999163362 It's Close Enough, We Say So
7.9999414610 Nearly 300 Correct Opcodes
6.9999831538 You Don't Need to Know What's Inside
5.9999835137 Redefining the PC--and Mathematics As Well
4.9999999021 We Fixed It, Really
3.9998245917 Division Considered Harmful
2.9991523619 Why Do You Think They Call It *Floating* Point?
1.9999103517 We're Looking for a Few Good Flaws
0.9999999998 The Errata Inside

[EOA]
[REF]////////////////////////////
REFLECTIONS /
////////////////////////////////
Thinking About Online Communications
""""""""""""""""""""""""""""""""""""

by Phil Shapiro
[P.SHAPIRO1]

>>> SOME THOUGHTS ABOUT ONLINE ROMANCE <<<
"""

Finding a lifelong partner has never been easy. Most single persons just don't get to meet a lot of other folk in their day to day life.

A lot of couples meet through social circles, or at work. But even these circles remain rather small. If you add up all the people in your social circles, and all the people you might encounter at work, the number rarely rises above 40 or 50.

Choosing a life partner from a pool of 50 persons is indeed intimidating. The chances are small of your connecting up with someone whose interests and values are closely similar to yours.

How might online communications serve to increase the number of possible romantic encounters? Let me count the ways.

Online Resumes
""""""""""""""

First is the use of "online resumes." Various electronic bulletin boards and online services give members a place

to say a few words about their background and interests. (Important note: These "online resumes" bear little resemblance to the formal resumes people use when job hunting. "Online resumes" tend to be quite informal, unstructured -- almost playful.)

Browsing through a collection of online resumes can provide for an interesting "people watching" activity. The words people use to describe their interests speaks volumes about the person as an individual.

Crafting an online resume can actually be a lot of fun. If you take the time to embellish the resume in just the right way, you may very well connect up with others of similar ilk.

The neat thing about most online resumes is that they're not limited in length. People can use 50 words, 500 words, or 5000 words to write their own online resume.

Online Dialogues

The second facet of online courtship is the "online dialogue." The online dialogue usually gets rolling with one person innocuously sending a "hi there" message to someone they admire. The person receiving the message then innocuously sends a short but friendly reply. Soon a regular innocuous e-mail exchange evolves. And before either person knows it, both persons get to know each other without any of the risks or embarrassments of going out on a date.

And consider this. Both parties in the above hypothetical could be actively involved online with a dozen other potential partners. Compare this to the difficulty of juggling five or six dates in the real world.

So online communications can both broaden the pool of persons who you might interact with in the first place, and then it can allow you to "dialogue" with two or three times the number of people you might be able to fit into your dating schedule. Some of these "dialogues" will seem more self-sustaining than others. Those that aren't as self-sustaining will naturally peter out.

Online References

Say two persons who met online individually came to the realization that they were meant for one another. Would it not be useful for each of them to communicate with long-time friends of each other? Such communications could help reduce the number of unwelcome surprises.

For instance, Elizabeth could ask one of Robert's long-time friends to tell a bit about Robert's past. Robert's friends might reply with something along the lines of: "I've known Robert for close to 15 years now. Swell guy. A real charmer. In my view he would make for an excellent husband -- except for the fact that he's wanted for polygamy in seven states." [Or possibly "He'd make an excellent husband. In fact, he's already done so. Seven times. Simultaneously!"--Ed.]

Creating More "Matches That Fit"

The concept of online courtships may seem amusing and whimsical to some, but the hard truth is that divorce rates continue their upward rise. If online communications can help foster more "matches that fit," then society as a whole benefits in immeasurably large ways. After all, the union of two human beings is the fundamental unit of our society.

When two human beings connect up to form a committed partnership, the

union itself creates positive ripples throughout society.

The next time your modem connects to a bulletin board or information service, take a moment to reflect upon the meaning of the word "CONNECT" that appears on your screen. The word refers not only to the physical process of modems connecting with each other. It refers to the meaningful human connections that are about to unfold.

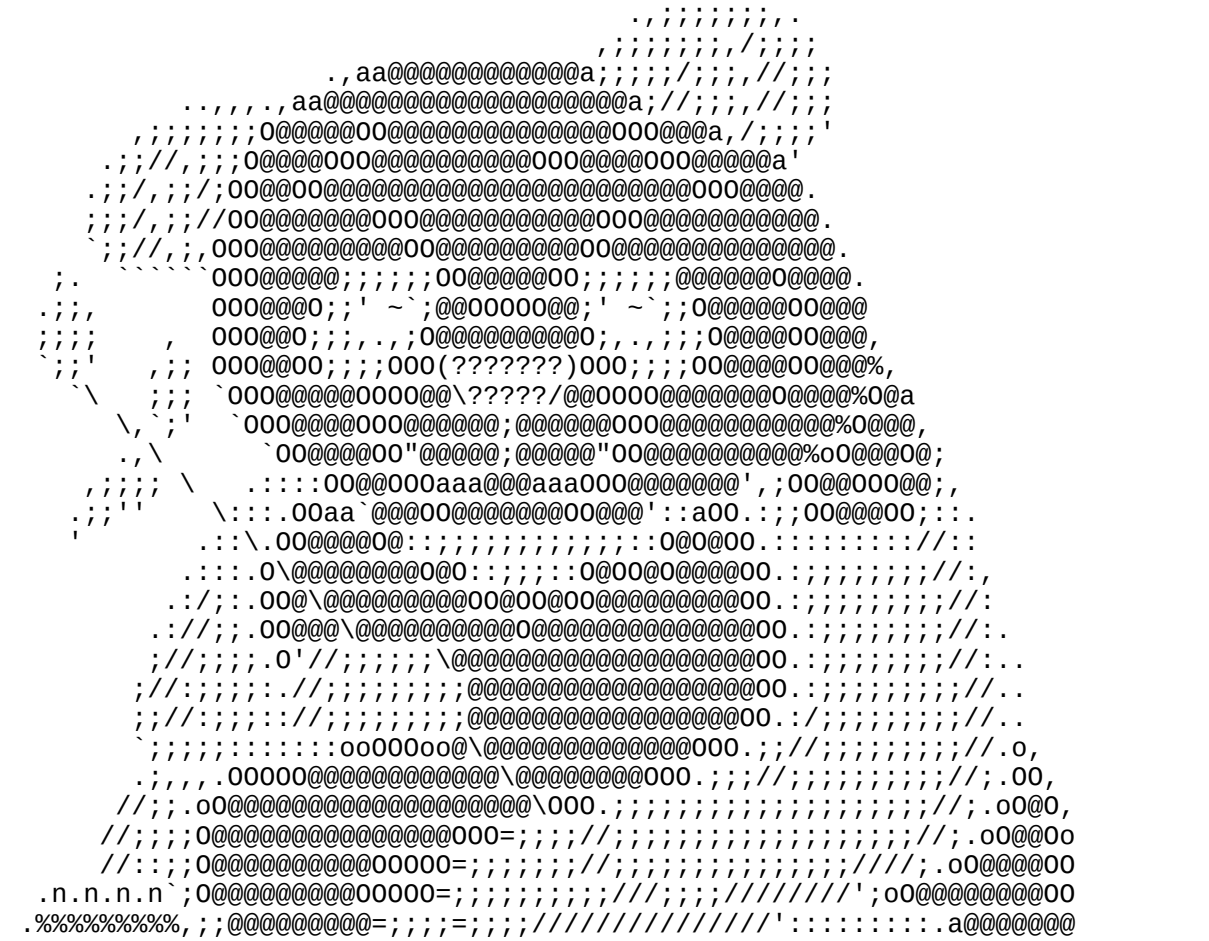
--Phil Shapiro

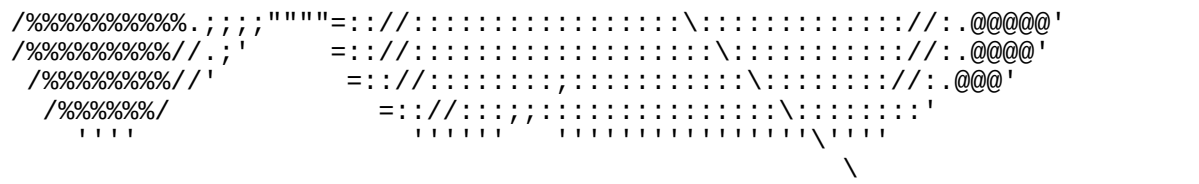
[*][*][*]

The author works as a freelance writer and educational computing consultant. He can be reached on GEnie at: p.shapiro1; on the Internet at: pshapiro@aol.com

[EOA]
[ASA]//////////////////////////////
ASCII ART GALLERY /
//////////////////////////////
Ling Ling
""""""""""
by Susie Oviatt
[SUSIE]

ASCII ART BEGINS





ASCII ART ENDS

[FOR VISUALLY IMPAIRED READERS: The above ASCII art consisted of a picture of Ling Ling, a giant panda, sitting and holding a tall shoot of grass.]

[EOA]
[HAR]////////////////////////////
HARDVIEW A2 /
////////////////////////////
Some Thoughts on The Apple II as an Equity Computer
""

by Phil Shapiro
[P.SHAPIRO1]

A 1993 study found that Apple II computers comprised 41 percent of the 4.5 million computers in our nations schools. (Electronic Learning, 9/94, p. 10.) This works out to be 1,845,000 computers.

(Picture them lined up side by side along a highway. Assuming that each computer is about two feet wide, 1,845,000 computers lined up along the highway would stretch for 698 miles -- 184500 times 2 feet divided by 5280 feet per mile. That means you would have to drive for over 11 hours, at 60 miles per hour, to travel from one end of the Apple II's to the other.)

As the more affluent schools in our nation decide to equip their computer labs with Macs and Power Macs, large numbers of Apple II computers will come available on the second-hand market. Along with the computers themselves will come huge quantities of second-hand Apple II educational programs. (Unless you have Apple IIe emulation cards in your Macs, the software is worth nothing without the computers.)

This mass abandonment of Apple II's by affluent schools is actually a cloud with a silver lining. The silver lining is that thousands upon thousands of Apple II's will soon become available to schools in lower income areas, to church-run afterschool enrichment programs, homeless shelters, adult literacy centers, children's hospitals, children's museums, public libraries, and ordinary working class families. Hundreds of Apple II's may also head overseas to developing countries whose teachers have long dreamed of setting up a computer lab.

The concept of computer equity was brought home to me recently when I received a phone call from a family in rural West Virginia. This family needed help getting the best use of their Apple II+ computer. I learned that they had bought this inexpensive computer to use with their three children. A few minutes of my time was all that was needed to help send them in the right direction.

It turns out that their Apple II+ had 48K of RAM, rather than 64K. So I sent them an extra 16K language card I had, giving them the chance to use a broader range of educational programs. A second incident, just last week, reinforced the notion of the Apple II's emergence as an equity

computer: an Apple II enthusiast in the local user group mentioned to me that he bought an entire Apple IIe system for $25 at a garage sale.

An exciting new era of educational computing is upon us. Wozniak's original dream to create a computer that virtually anyone could afford is finally coming true.

Persons knowledgeable about the Apple II are in a unique position to be of service. They can help advise people on where to turn to buy software, parts, peripherals, and supplies for their Apple II. They can help people learn where they might look to get broken Apple II's repaired. They can help people learn to trouble-shoot broken computers, and help to understand which of the programs that came with their computer can be put to good use. Using the Internet, they can help match up those with computers they'd like to sell with organizations, schools, or families with computers they'd like to buy.

What type of time commitment would be involved in providing such assistance? Not much. You might have to answer a few phone calls. If the charitable organization, family, or school were in your general area, you might visit them once or twice in person.

What are the rewards for getting involved with such volunteering? Helping the less fortunate can be "emotionally lucrative." Similar to Peace Corps work, you walk away immeasurably richer when you give of yourself to others.

The picture you might want to conjure up in your mind is an Apple II sitting on child's desk in a trailer park in South Carolina. Or an Apple II providing a measure of intellectual stimulation in a battered women's shelter in Wisconsin. Or an Apple II sitting in the center of a rural mountaintop school in Jamaica. Or an Apple II set up for public access in the library in Jackson, Mississippi.

All of these things can and will happen. Those of use who care about equity issues can see to it that these computers get used in the best way possible. Wozniak's dream, the "micro-millennium," is finally coming true. All the dream needs is a little nudging by you and me.

--Phil Shapiro

[*][*][*]

The author takes a keen interest in computer equity issues. He can be reached at: 5201 Chevy Chase Parkway, NW, Washington DC 20015. Phone (202) 686-5465. E-mail on GEnie: p.shapiro1@genie.geis.com

[EOA]
[HUN]////////////////////////////
THE TREASURE HUNT /
////////////////////////////
Yours For the Downloading
""""""""""""""""""""""""""""
by Charlie Hartley
[C.HARTLEY3]

>>> WELCOME TO THE TREASURE HUNT <<<

"""

This month I want to take time out to highlight what I consider to be the best of all the files described in the 1994 Treasure Hunt columns. Selecting these was not easy, and I am certain that others would have made other choices, but nevertheless, here they are. They are listed in the order in which they appeared in the various Treasure Hunt columns beginning with the first column in April 1994.

[*][*][*]

NOWORRIES13.BXY File #22323 (HyperCard Stack)
''''''

[*][*][*]

Button School (by Bill Lynn)

Bill Lynn is a master at creating neat HyperStudio stacks. This stack is an excellent tutorial on creating animated buttons for your stacks.

Bill begins by explaining basic button drawing, and continues with five additional lessons that detail how to create a variety of button styles. Included are momentary pushbuttons that appear to be pressed and then released, momentary flashing pushbuttons that do the same but with a change in color, latching pushbuttons and lighted latching pushbuttons that stay down until you click outside the button area, and finally lighted latching/reset pushbuttons that display a pattern of buttons. In this last case, the button stayed depressed until another button in the array is pressed.

This is file #17302, titled BUTN.SCHOOL.BXY. It contains only 63,616 bytes. This is a must-have stack if you want to learn how to create your own buttons for your stacks.

[*][*][*]

Animation School (by Bill Lynn)

Bill Lynn has also created a comprehensive tutorial on "cel" animation in this stack. Learn how to create your own animations by following his examples.

This is an updated version of the original stack first published on Stack-Central. It takes advantage of the new features of HyperStudio 3.0 and later versions.

Bill first teaches you how to create a flower in bloom with expanding petals. Next, he describes how to do a paddle ball in motion animation. He also teaches you how to create your own "dialog boxes" and how to use masks to create large scale animation.

This is a $5 shareware product. It is file #18907, titled ANIMSCH3.0.BXY, containing 367,360 bytes. Expect it to take about 34 minutes to download at 2400 baud.

[*][*][*]

Pat Kern's Favorite Print Shop Graphics, Fonts, and Borders

Here we will take a look at some of the ones that Pat calls her personal favorites. All of these files are public domain.

Not surprisingly, Pat is fond of the "Southwest" files created for the AzApple User Group (Phoenix, Arizona). She was very much involved with this group until she returned to Chicago.

The Southwest print shop uploads were the signature graphics collection of the AzApple User Group public domain library. The full list is given below.

File#	File name	Short Description
17103	STHWEST1.PS.BXY	Southwest Print Shop graphics.
17104	STHWEST2.PS.BXY	Southwest Print Shop graphics.
17105	STHWEST3.PS.BXY	Southwest Print Shop graphics.
17106	STHWEST4.PS.BXY	Southwest Print Shop fonts/brds.
17491	SWAZ.NPS.BXY	Southwest graphics,fonts,borders for 3.5.
17492	SWAZ.1.NPS.BXY	Southwest New Print Shop for 5.25.
17493	SWAZ.2.NPS.BXY	Southwest New Print Shop for 5.25.
17494	SWAZ.3.NPS.BXY	Southwest New Print Shop for 5.25.
17495	SWAZ.4.NPS.BXY	Southwest New Print Shop for 5.25

Since these are so similar, we will concentrate on the original Classic Print Shop stuff.

STHWEST1.PS.BXY contains 62 Print Shop graphics that have a southwestern, cowboy, or wild west theme to them. My personal favorites on this disk are Siesta (a Mexican in a large sombrero napping), Roadrunner, Wagon 01 (covered wagon), Stagecoach, and Campfire. There are also a number of horse graphics, cute Native American graphics, and cowboy graphics.

STHWEST2.PS.BXY contains 60 Print Shop grahics that continue the southwestern theme. There are 12 different "Sun" graphics and 8 "Horse" graphics. My favorites are Indian 06 which is almost a portrait of an Native American brave, and Indian 08 which portrays an attractive Native American woman.

STHWEST3.PS.BXY contains 67 more Print Shop graphics. If you are looking for Print Shop graphics of the states of the Southwest, get this one. It includes a graphic of the entire region, as well as individual graphics of Arizona, California, Nevada, New Mexico, Oklahoma, Texas, and Utah. These are very well done. Probably my favorite graphic on the disk is "Gracias" which looks just like Teddy Roosevelt during his Rough Rider days.

STHWEST4.PS.BXY contains 29 borders and 33 fonts files. The border files are all in the Southwestern theme. My personal favorite is Longhorn. The fonts include the following regular fonts (uppercase, numbers, punctuation): Angeles, Austin, Berkeley, Catus, California, Carmel, Cupertino, Dallas, Hollywood, Hombre, Houston, Lamoni, San.Diego, Santamonic, Seattle, Sierra, Slim, Texas, Tombstone, Utah, and Vegas. There are 4 font sets that include lowercase letters, numbers and punctuation marks. They are LCDallas, LCMonica, LCSierra, and LCTexas.

The best fonts on the disk include both uppercase and lowercase letters along with a limited group of punctuation marks. They include AAngles, ABerkeley, ACupertino, ADallas, AHombre, AMonica, APalo.Alto, and ASierra.

There is also a text file on the disk titled INFO.FONTS that tells you how to access this last group of fonts. Since it may be a bit difficult for some to access that file, it is reproduced below.

These Print Shop compatible fonts allow the user to combine Uppercase with Lowercase. Letters from the keyboard produce lowercase. You will not be able to use numbers & most punctuation, since those characters are used for the uppercase, so if you want to include addresses, phone numbers, dates, prices, etc. use another font. Use the following substitutions for uppercase letters:

A 1	F 6	K -	P &	U ;
B 2	G 7	L =	Q *	V :
C 3	H 8	M #	R (	W "
D 4	I 9	N $	S)	X <
E 5	J 0	O %	T +	Y >
				Z /

Only certain punctuation can be used as follows: . , ' ? !

With most programs, the number or punctuation will appear on the monitor. It will look strange, but will print out OK. Trust me. With LLL program, WYSIWYG.

You may want to print out the above substitutions and keep it in the disk jacket for reference. It will save you time.

Pat has uploaded several files that help you to create attractive greeting cards as well as emboss a variety of things. Here are some files you may want to download.

File#	File name	Short Description
17778	PI.GREETING.BXY	Publish It greeting card How To.
17850	PI.EMBOSS.BXY	How to Emboss. Publish It doc.
20818	EMBOSS.HINT.TXT	Hints for embossing

PI.GREETING.BXY, which requires Publish It, was created by Vivian Lynes for AzApple User Group Journal. It explains how to create a greeting card using the Publish It program. Just load the document into Publish It and print it out to one page. The upload also includes a greeting card template to use in creating your own cards.

PI.EMBOSS.BXY, which also requires Publish It, is a tutorial by Vivian Lynes that tells how to emboss using computer printouts. The layout was prepared by Pat Kern for AzApple Journal. To see this correctly, install the fonts Florence.12 and Florence.24 (included in upload) before printing.

EMBOSS.HINT.TXT is a short text file giving some hints for embossing computer-generated greeting cards & even bank checks (for gift giving). Can be listed & captured in your copy buffer or downloaded as an ascii text file.

[*][*][*]

TO.PERPCAL.BXY File #22882 9472 bytes AppleWorks Macros

Perpetual Calendar macros 1.3 [12 June 1994]
freeware -- copyright 1994 by Doug Cuff
algorithm partly based on an Applesoft BASIC program by ANTHONY DEBOER

Doug Cuff [EDITOR.A2] has produced a neat little AppleWorks macro package. In his long description, Doug says that this is a compact, memory-only perpetual calendar for AppleWorks. It contains TimeOut menu file for users and macro source code for programmers. It requires the built-in UltraMacros player or UltraMacros 4.2 or later.

The download includes 4 files. TO.CALENDAR.NOW is the Timeout file that you place in your Timeout folder. MACRO PERPCAL is the AppleWorks word processor file that contains the macros ready to compiled. NOTES contains Doug's directions about how to use these macros. VERSION HISTORY is just what is says.

Once installed, it will appear on the Timeout menu as CALENDAR NOW. You may select it from anywhere within AppleWorks. When selected, it first displays the present month in a box in the middle of the screen. Near the bottom is a request to press a key. When you press a key you are shown a menu of choices that include

Choose calendar year/month	Solid Apple-C
Today's monthly calendar	Solid Apple-T
Launch default macros	Both Apples-L

You may choose from this menu by highlighting your choice and then pressing return. The first choice allows you to input the year you want. Then it displays a list of months to choose from. The list also includes "whole year." You are then shown the month/year that you selected. If you selected the whole year, you are shown a month at a time, beginning with January.

The second choice displays the present month again. The third choice launches your default macros for you.

Using the escape key makes things a bit different. If you press the escape key while the calendar is on-screen, you will get a message at the bottom that says "Calendar stopped ... please press a key." Any key press at this point will take you to the menu. If you press escape at the menu, you will leave the menu but will not return to you default macros. This means that the calendar is available to you with the Apple keypresses. However, your default macros are not available. You can easily get the default macros back by pressing both Apple keys and the L key to launch them.

Since our current calendar, the Gregorian, did not exist before circa 1582, you can't use a year earlier than that. However, Doug does let you go all the way to the year AD 9999. <grin>

I highly recommend this little jewel!

[*][*][*]

MAZE.BXY File #23039 5120 bytes ProDOS game

InternaMaze
public domain lo-res game

This is an enhanced version of InternaMaze which was first created by Dennis G. Ward and then converted to Applesoft by Bill Fortenberry and

uploaded as file #1298 in 1987. I have taken the liberty of making some modifications in it to make it more user-friendly. This version adds the use of lowercase letters and the arrow keys to move though the maze. It also gives you a proper way to exit the program prematurely by pressing the escape key. For more information about it, see the April '94 A2 GEnie Lamp in the Treasure Hunt column. This continues to be public domain. Enjoy!

[*][*][*]

UPLOAD.TIPS.BXY FILE #20171 12800 BYTES UPLOADING TIPS

Tom Zuchowski provides a variety of tips for newcomers to GEnie who want to upload files to the A2 library. As Tom says, "Newcomers to A2's uploading process must go through a learning curve. These tips will guide you past the most common errors made by newcomers who are uploading for the first time. If you follow them closely you can be confident that your uploads will be correct and easily handled by the A2 staff and those who will download it."

[*][*][*]

Obviously, if you plan to do any up or downloading, you will need a copy of ShrinkIt. If you do not have one, or if your copy is fairly old, you can get the latest versions from the library. There is a version for those of you with Apple IIe (enhanced with 128K of memory) or the Apple IIc, as well as a version for the Apple IIgs. First we will talk about the IIe version.

SHRINKIT34.EXE (file #20074 - 41856 bytes) ShrinkIt for the IIe/IIc

This is ShrinkIt for the IIe & IIc, the standard archiver/de-archiver for the Apple IIe enhanced with 128K of memory, or the IIc, and ProDOS.

This version of ShrinkIt will unpack itself with a little help from you. Read the directions below for details.

Make sure to give it a file type of TXT when you download it, this is very important! Also, it's important that you keep the file name as "SHRINKIT34.EXE". Make sure that you have 82 free blocks on the same disk as SHRINKIT34.EXE. Then run BASIC.SYSTEM and from the "]" prompt, type -SHRINKIT34.EXE (that's a dash, then the name of the file).

That will get you the working version of ShrinkIt for the IIe & IIc! It will fit on a 5.25 diskette. The documentation is available in another file (see below).

[*][*][*]

SHK34.DOCS.BXY (file #20145 - 18048 bytes) ShrinkIt Documentation

In order to make the file SHRINKIT34.EXE unpackable to a single 5.25 floppy disk, the documentation file was removed from it. The documentation merely details the history, and give other general info about the program which is not necessary to operate it. Should you feel the need for completeness, then this file is for you. The BXY version of Shrinkit 3.4

already contains this file so a download is unnecessary.

[*][*][*]

If you have a GS, the ShrinkIt for you is GS-ShrinkIt v1.1 which is described below.

GSHK.BSE V1.1 (file #19517 - 118272 bytes) GS-ShrinkIt v1.1

This is GS-ShrinkIt v1.1. This is also a ShrinkIt self-extracting archive inside a Binary II wrapper. This means that you'll have to remove the Binary II wrapper either when downloading using your communications program (ie, turn Binary II mode ON), or remove the Binary II wrapper with a separate program once you've downloaded this archive. GSHK v1.1 is faster compressing, faster decompressing, can make self-extracting archives, and has been made easier to use. A MUST-HAVE for anyone downloading files from A2 or A2Pro!

Remember, you MUST download this with Binary II turned on, or use some other utility after the download to remove the Binary II wrapper. Then just run the program to have it extract itself.

[*][*][*]

COGITO.BXY File #23321 285696 bytes GS PUZZLE GAME

This is Cogito, the latest FREEWARE release from Brutal Deluxe. This nifty puzzle game for the GS is loosely based on the Rubik's Cube. The object is to restore a shuffled puzzle to its original condition. It starts off fairly simple and gets progressively harder. You can play any of the 100+ levels at any time, but of course you'll have more fun if you start at level 1 and work your way up. The game itself is in greyscale, but it's very well done and has some nice background music that you can turn on and off as you wish. Once the game starts, press any key on the keyboard to get to the "setup" screen. Be sure to read the READ.ME file first. Included is Tool 220 which must be placed in the Tools folder located in the System folder of your boot disk.

If you haven't discovered this game yet, rush over to the library and get it. It is well worth the long download time.

[*][*][*]

SHOWME1.1.1.BXY File #23435 73984 bytes GS GRAPHICS VIEWER +

Dave Leffler has provided us with an exceptionally good NDA/Finder Extra to view IIgs and other graphics including MacPaint, GIF, 3200 color, and Print Shop IIgs... and now, animations. Not only that but it also allows some simple changes in the graphics as well as the ability to save in several formats. Best of all, the price is right -- FREE. Dave releases this as JesusAware, the same as Freeware.

The following comments are quoted from Dave's documentation file that is included with the download.

"ShowMe! is a combination New Desk Accessory (NDA) and Finder 6.0 Extension (FX) that will allow you to see an unobstructed full screen views of any type of IIGS Super HiRes Graphic, plus some other non-IIGS formats. You can also save the displayed graphic in a couple of different formats, and do some simple color conversions.

"You may view:

- Unpacked graphics (Screen) files
- Eagle/Packbytes format packed graphics files
- Apple Preferred Format packed graphics files
- PaintWorks packed graphics files
- PaintWorks Gold 640 mode packed graphics format
- PrintShop GS Color Graphics
- Unpacked 3200 Color pictures
- Packed 3200 Color pictures, "3201"-APP and APF.
- Graphics Interchange Format, GIF graphics versions 87a AND 89a
- MacPaint graphics, Full or Half height

"You may save graphics: (does not apply to 3200 color pictures)

- Unpacked graphics (Screen) files
- Apple Preferred Format packed graphics files, Full or Screen Size
- Double Height Apple Preferred Format files, Full or Screen Size

"You may convert: (does not apply to 3200 color pictures)

- 320 mode pictures into 640 mode color pictures
- 320 mode pictures into 640 mode gray scale pictures
- 320 mode to 640 mode
- 640 mode to 320 mode
- 640 mode to 320 mode with default palette
- 320 mode to 640 mode with default palette

"You may also:

- Display more that one graphic at a time in a slide show fashion.
- Use it as a graphics previewer before launching a graphics application.

"You must have a IIGS running System software version 5.04 or later. Also a little extra memory might be nice for those large graphics files. Even though ShowMe! will work fine under 5.04, you'll have many more features when running it under the System 6.0 since it takes advantage of the new Finder features."

Previous versions were called ShowPic NDA. If you have a previous version, you know how good Dave's work is. This one is the best yet. Rush right over to the library and get it. Read the documentation file to be sure you are setting it up correctly, and then enjoy the graphics!

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FINDFILE.BXY File #10567 8820 bytes File Finder NDA

Steve Chick's Find File NDA, version 1.2, has some pretty nifty features.

First of all, since it's a NDA, it can be accessed from within any desktop program that gives you access to the apple menu. Second, it searches for filenames in the background while you work. It has a priority level option that let's you do high speed searches as well.

As a test, I opened ShadowWrite, then selected Find File, put it to work hunting through my 240 meg hard drive, and then went back to ShadowWrite and began typing. As I typed, I could hear the hard drive as Find File worked. When it finished, it beeped and all I had to do was reselect it from the Apple menu to see what it had found.

Find File is freeware. It works with System 4.0 and above. For you programmer types, the source code is supposed to be available in A2Pro.

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PIXMIX.BXY File #12726 99540 bytes GS JIGSAW PUZZLE GAME

PIXMIX

Copyright 1989 Doug Happel, All Rights Reserved
Freeware

PIXMIX is a jigsaw puzzle game for the Apple IIgs. It can read most kinds of IIgs graphic images from diskette, fracture them into from 6 to 80 pieces, and let you reassemble them as a pleasurable exercise. In my opinion, this is one of the true gems of the GS world. Even though it was created about five years ago, under ProDOS 16, it works just fine using the latest GS System software.

PIXMIX works with most image files of types $C0 and $C1. It cannot handle image files of partial screens (these wouldn't be of much use as a puzzle, anyway).

You may wish to select "Help..." from the Apple menu after you've launched PIXMIX. This will allow you to select any menu item and see a description of its use.

Start by selecting "New Image..." from the "Files" menu. This will bring up a dialogue box allowing you to choose the graphic image file you want to work with. After you have selected a file by "Open"-ing it, another dialogue box will appear asking you into how many rows and columns you'd like the image to be fractured. You must make a choice here (although you can always re-scramble the image later at a different level of complexity).

There are two windows available for your use. The window called "Boxtop" is the unscrambled image-- use it as a model. The window called "Puzzle" is the scrambled image-- this is where you reconstruct the image. You can switch from viewing one window to the other via the "Options" menu.

To re-assemble the image, click on a piece you'd like to move. Its colors will invert to indicate that it has been selected. Now click on another piece-- the two pieces will exchange places. This is known as "Single Swap" mode.

Another mode called "Block Swap" will let you move a block of pieces at a time. This mode can be selected via the "Options" menu. To select the block you wish to move, depress the mouse button with the cursor in one of your block's corners. Drag the cursor to the diagonally opposite corner,

and release the button. The selected rectangle will invert its colors. Now click the mouse button with the cursor in the upper-left corner of the destination block (of the same size). If the blocks do not overlap, they will swap positions. If the blocks overlap, and the destination is in the same row or column as the selected block, the latter will "slide" into its new location. Illegal moves will earn you a beep or an alert box.

Hint: In "Block Swap" mode, after you've selected a block, you can press the mouse button with the cursor within your selection and drag it to its new location.

Nestled within the "Puzzle" menu is a selection called "Choose Timer..." When you select this item, you will see a dialogue box which allows you to choose one of four timer options.

PIXMIX is Freeware. Please refer to the "About PIXMIX" item of the Apple menu for restrictions regarding its distribution.

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HISTORY OF THE APPLE COMPUTER BY STEVE WEYHRICH

(C)1991-94 by Zonker Software
Freeware

For those of you who are relatively new to the Apple II world, and for those of you who have never seen it, Steve Weyhrich has written the definitive history of the Apple II.

There are 23 chapters and 3 appendices full of information that will fascinate you. You can download the entire history in one download, or get it a chapter at a time. The complete history is contained in file # 19644. Be advised that this is a large file containing over 400,000 bytes.

The other way to go is to download the history one chapter at a time. Here are the files, together with their file numbers, number of bytes, and a brief description of the file's contents.

File#	File Title	Bytes	Description
17230	AH.01.BXY V1.1	8704	Apple II History 01: Pre-Apple Stuff
17231	AH.02.BXY V1.1	7552	Apple II History 02: Apple I
17232	AH.03.BXY V1.1	15744	Apple II History 03: Apple II
17233	AH.04.BXY V1.1	9984	Apple II History 04: II, cont.
17234	AH.05.BXY V1.1	6656	Apple II History 05: Disk II
17235	AH.06.BXY V1.1	14464	Apple II History 06: II+
17236	AH.07.BXY V1.1	15616	Apple II History 07: IIe, III
17237	AH.08.BXY V1.1	15232	Apple II History 08: IIc
17238	AH.09.BXY V1.1	17664	Apple II History 09: Disks, IIc+
17198	AH.10.BXY V1.0	12288	Apple II History 10: IIgs
17199	AH.11.BXY V1.0	12544	Apple II History 11: IIgs, cont.
17353	AH.12.BXY V1.0	20352	Apple II History 12: Peripherals
17355	AH.13.BXY V1.0	18816	Apple II History 13: Periph, cont.
17424	AH.14.BXY V1.0	15232	Apple II History 14: DOS 3.1 & 3.2
19480	AH.15.BXY V1.2	16768	Apple History 15: DOS 3.3, Beyond
17504	AH.16.BXY V1.0	14464	Apple II History 16: Languages
17505	AH.17.BXY V1.0	15232	Apple II History 17: Languages, cont
19320	AH.18.BXY V1.0	23936	Apple II History 18: Software

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19381 AH.19.BXY  V1.0       18816  Apple II History 19: AppleWorks
19645 AH.20.BXY  V1.1       19072  Apple II History 20: Magazines
19451 AH.21.BXY  V1.0       18176  Apple II History 21: Magazines, cont
19452 AH.22.BXY  V1.0       14080  Apple II History 22: Telecomm
19453 AH.23.BXY  V1.0       25856  Apple II History 23: Renaissance?

19339 APNDX.A1.BXY  V1.0    11392  Apple History Appendix A1 -- 77-80
19340 APNDX.A2.BXY  V1.0    16128  Apple History Appendix A2 -- 81-82
19341 APNDX.A3.BXY  V1.0    11904  Apple History Appendix A3 -- 83-86
19342 APNDX.A4.BXY  V1.0    12032  Apple History Appendix A4 -- 87-92
19454 APNDX.B.BXY  V1.0     20480  Apple History Appendix B: Timeline
19455 APNDX.C.BXY  V1.0      3584  Apple History Appendix C: Genealogy
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If you are new to the Apple II world, or even if you're not, I highly recommend this history. It is fascinating reading.

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UPLOAD.TIPS.BXY File #20171 12800 bytes HELP IN UPLOADING
''

Newcomers to A2's uploading process must go through a learning curve. These tips will guide you past the most common errors made by newcomers who are uploading for the first time. If you follow them closely you can be confident that your uploads will be correct and easily handled by the A2 staff and those who will download it.

This file and the next one are both recommended by Tony Ward, the Chief Librarian for the A2 Library. If you've never uploaded a file to the library, or even if you have, you should find some helpful tips here.

[*][*][*]

KEYWORDINFO.TXT File #23050 4608 bytes HELP WITH KEYWORDS
''

If you're like most people, you've never quite figured out how GEnie's library keywords work. Here is an edited copy of a Bulletin Board message that was posted by A2.LUNATIC on the subject. It explains in precise detail how keywords work and includes excellent tips of selecting keywords for searches and for uploads. This is a simple TXT file that may be downloaded or listed.

[*][*][*]

That's it for this month. I hope you have found something here to whet your interest. Drop me a line and let me know what you think of this column and offer any suggestions you might have about what should be in it.

Until next time, happy downloading!

-- Charlie Hartley

```
[EOA]
[PRO]//////////////////////////////
                        PROFILES /
//////////////////////////////
Who's Who In Apple II
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"""""""""""""""""""""""
by Charlie Hartley
[C.HARTLEY3]

>>> WHO'S WHO? <<<
"""""""""""""""""""""

~ GEnieLamp Profile: Susan MacGregor ~

This month we will profile the new Chief Sysop for the Apple II RoundTable. Susan MacGregor [A2.SUSAN] began her duties in December, replacing Gary Utter.

GEnieLamp> Susan, describe your new job here on GEnie.
''''''''''
Susan> I recently took over as Chief Sysop here in A2. That means I get
''''' to watch over everything that we do here and make sure that things keep rolling. For many things I simply make suggestions as needed on things and let the person who's in charge of that area make the decisions.

One of the main things I need to watch for is where something happening in one area will effect another area. We recently delayed releasing the new versions of GEM and CoPilot when we heard about the new RTC software that GEnie was about to deploy. The revised scripts are mostly all done, and being tested now.

GEnieLamp> What is the hardest part of your job? Why?
''''''''''
Susan> People problems. There are so many different things that can come
''''' up, and each problem needs to be handled differently.

GEnieLamp> What part of it gives you the most pleasure? Why?
''''''''''
Susan> Fire fighting. Sometimes strange things happen, and cause
''''' unexpected problems, and sometimes things get messed up. It's important to fix certain types of problem very quickly.

GEnieLamp> What other jobs have you held in the RT?
''''''''''
Susan> I was the RTC Manager for two years. We expanded our RTC coverage
''''' a lot, both here in A2, and in things we do in other RTs.

GEnieLamp> How did you first get interested in the Apple II computer?
''''''''''
Susan> I started playing Dungeon and Dragon's right after I graduated
''''' from college. That led me into other war games. The main problem I had with war gaming was that the people I played them with kept moving away, and it was tough to find new people to play them with. It had also been a problem finding times when we could both play.

By the time my second war game opponent moved away, the same companies that sold war games were selling computer versions of their more popular games. Since a computer wouldn't move away, and would always be available when I had time to play, it seemed like good thing to invest in.

I could justify the expense if I also gave up playing "arcade games" at a quarter a game, and instead played them on my own computer.

When I looked at which games I would want to play, and what computers

they were available for, the Apple II was the big leader. So that's what I got.

GEnieLamp> Do you have any anecdotes you can share with us about your
''''''''' first experiences with the Apple II?

Susan> I bought my computer to play games on, but I knew I could and
''''' would use it for other things. Little had I imagined just how quickly those other things would grow.

I started building a spreadsheet to track my household budget. (I was getting ready to go to graduate school, and that meant I needed to keep closer tabs on how much we spent on what.) My spreadsheed grew steadly as I kept expanding what all it could do.

Then my (now ex-) husband got involved in a start up business, and needed to develop a business plan for it. He knew how to use a different computer that used CP/M, so I taught him how to use mine, and we developed the business plan together in AppleWorks.

We had to buy a RamWorks card in order to build ever bigger spreadsheets. Two weeks later we went back and upgraded the memory on the RamWorks card and bought a Transwarp card also.

I still played games on it.

GEnieLamp> Tell us a bit about your family.
'''''''''

Susan> I have two children, Chris who's 14 and a sophomore in high
''''' school, and Linda who's 11 and just started Jr High (6th grade). My father also lives with us, and of course we have a dog, Ebony.

GEnieLamp> What do you consider your proudest accomplishment?
'''''''''

Susan> Opening up and running my own business for several years. Having
''''' to close it down was very disappointing, but I've never regretted doing it. I set up one room in back where my kids would spend their time after school each day. They had things to play with there, and even a VCR, but they also learned to help me with my business. They would put labels on things (usually while watching TV), sweep up parts of the store, play in my packing beads, write up sales invoices, and I even taught them how to help test equipment and demonstrate software for clients.

GEnieLamp> Who do you look up to as your mentors?
'''''''''

Susan> When I was young I used to help my father out a lot. We had moved
''''' into a small two-bedroom house, that grew into a six-bedroom house as our family kept growing. I learned to do all types of things, and got used to knowing that I could learn to do anything.

When I was in high school, my father told me that it didn't matter what I studied in college, because the main thing that I would learn in college was how to learn. I can understand what he meant a lot more now than I could when he first told me that, and I'm still busy learning new things.

GEnieLamp> It sounds like your father is a wise man, with good advice.
''''''''' What sorts of things do you like to do for fun (i.e.

non-computer hobbies)?

Susan> I've graduated up to Advanced Dungeons and Dragons II now, and I still play games on my computer. I also spend a lot of time doing yard work when it's not winter. We have 1/3 of an acre of land here with lots of trees and bushes. I'm no longer a little league manager, but we may yet get back into that.

GEnieLamp> How long have you been a member of GEnie?

Susan> I got online on GEnie when I became an RTC Host here in A2. That was in August of 1992.

GEnieLamp> What do you see as the future for the Apple II and its owners?

Susan> I think that Apple II's will continue to be used for a long time yet. There are people who move onto something newer, either because they need something that their Apple II can't do, or because they just want the newer slicker things. (The same people who likely buy a new car every couple of years.)

The one problem that Apple II users face is the limited amount of new programs that are available to them. Part of this is that there are already so many programs that have already been written for Apple II's, and don't need to be replaced. But another part is that many programers perfer to play with the newer systems. (They like to learn new things too; it's not just me.)

GEnieLamp> What was the best advice given to you as you assume this new challenge?

Susan> To remember that the staff in A2 is very competent and is already a great team!

GEnieLamp> Susan, thank you for a pleasant and informative interview. We wish you lots of success and personal enjoyment in your new job. :)

Susan> You're welcome! I want to invite all of your readers to visit the Apple II RoundTable often. We have a great deal to offer you.

[EOA]
[PNL]////////////////////////////
PAUG NEWSLETTER /
////////////////////////////
January 1995 Report

by GEna Saikin
[A2.GENA]

PAUG -- Planetary Apple User's Group -- is an online user group that meets the third Sunday of every month in the Apple II RoundTable Conference area. It was conceived over a year ago as a means for continued support of the Apple II computer, and to fill some of the gaps found by people trying to find local user groups.

THE MAIN EVENT This month, PAUG featured Tony Morales, Pat Kern, and Clay Juniel as we talked about the Sights and Sounds of

Christmas.

Clay Juniel started us off talking about various programs he has authored, including GS Entertainment, which plays music and displays graphics. GSE will play Synthlab, rSounds, Music Composer and many other formats. His GS Entertainment program is file #23270 here in our library.

Tony then told us a little about Sonobox, his New Desk Accessory (NDA) that plays MODs in the background. MODs are a format that is able to be used on several different platforms, and began on the Amiga. MODs can be obtained from various areas here on GEnie -- the MIDI RT, Atari RT, and the Amiga ST RT. Tony's Sonobox program is file #23533.

Pat Kern finished up by telling a little about the various graphics program she uses, including the New Print Shop, Publish It, Print Shop GS and Print Shop GS Companion, all of which she uses to make various cards, and other publishing tasks. She also gave us a quick lesson in embossing. All of the graphic programs above mentioned are commercial, but the items she has created with them are in our library...too many to list here.

For a list of all graphics, sounds and so on of Christmas, download file #23736. It's fairly current, can be "listed" (it's a text file) and will give you a list of most of our christmas graphics and sounds here.

WHAT'S NEW IN THE APPLE II WORLD? Some new things are appearing on the scene, and others are still in the cooker. Fax software is still being pursued and created by several different authors, and will be out when it's finished.

A new update to Spectrum is also being prepared for release. Rumor has it that it's soon to be released!

Appleworks 5, a great upgrade to the ever popular Appleworks 4 is released, and is now for sale.

WHAT'S NEW IN A2? We have some new faces onstaff, and new promotions. Susan MacGregor (A2.SUSAN) has been appointed Head Sysop of A2, while Gina Saikin (A2.GENA) was appointed as RTC Manager. Lunatic (A2.LUNATIC) will be taking over as Chief of Operations for A2 and A2Pro.

New hosts who have joined us include Nelson Eisel, Paul Parkhurst and Greg (SNAKEBYTE). Bear will be back in his "cave" on Saturday nights as well.

THE LIBRARY STACKS The following files are the "pick of the crop" for December, and can be found in the Apple II RoundTable library. A + before the number indicates it can be used on an 8 bit Apple.

+23731	A3D.PR.TXT	Animasia 3-D 1.0 press release
23729	XMAS.FNTS.BXY	Christmas bitmap fonts
+23726	XMASLIST.94.BXY	ASCII text list - A2 Christmas files
+23718	GEM.COST4.3.BXY	GEM COST v4.3 for GEM4 and AW 4.x
23715	DM.HD.PATCH.BXY	Install Dungeon Master on a hard drive
+23714	PI.INVITE.BXY	Publish It! Christmas party invitations
23699	GAMEHACK145.BXY	GameHacker v1.45: game-simplifying NDA
+23691	XMAS.TAGS2.BXY	Publish It! Christmas gift tags
+23679	XMAS.TAGS.BXY	Publish It! color Christmas gift tags

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 +23678 XMAS.PLCRD.BXY            Publish It! Christmas placecard
 +23677 A2NDX9412TX.BXY           A2 Category/Topic list, December 1994
  23664 RSCARDS.GS.BXY            RSCARDS IIGS graphical front end
 +23656 GLAMPA29412.BXY           GEnieLamp A2, December 1994 (AppleWorks)
 +23646 PI.XMASBORD.BXY           Publish It! Christmas border templates
  23642 MUSICOMP3.1.BXY           Music Composer v3.10 for the IIGS
```

IN CONCLUSION Remember, PAUG is YOUR meeting! If you have any
"""""""""""""" suggestions, insights, or ways to help us help you...let us KNOW! Future plans include working with groups on the "outside" to create a stronger bond within the Apple II community. Just e-mail C.ADAMS11 or A2.GENA, or post in Category 3, topic 34 in our bulletin board.

```
          /////////////////////////////////////// GEnie_QWIK_QUOTE ////
         /  A 1 MHZ IIe with a 5.25" deserves the "obsolete" tag.     /
        /  A CHEAP 8 MHZ IIe with mass storage does not.  Somebody   /
       /  wake me up when the PC wars are over, OK?                 /
      ////////////////////////////////////////////////  H.HOOD  ////
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[EOA]
[LOG]////////////////////////////
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GEnieLamp Information
"""""""""""""""""""""""

o COMMENTS: Contacting GEnieLamp

o GEnieLamp STAFF: Who Are We?

GEnieLamp Information GEnieLamp is published on the 1st of every month
""""""""""""""""""""""" on GEnie page 515. You can also find GEnieLamp on the main menus in the following computing RoundTables.

RoundTable	Keyword	GEnie Page	RoundTable	Keyword	GEnie Page
DigiPub	DIGIPUB	1395	Atari ST	ST	475
Macintosh	MAC	605	IBM PC	IBMPC	615
Apple II	A2	645	Apple II Dev.	A2PRO	530
Macintosh Dev.	MACPRO	480	Geoworks	GEOWORKS	1050
BBS	BBS	610	CE Software	CESOFTWARE	1005
Mini/Mainframe	MAINFRAME	1145	Programming	PROGRAMMING	1445
Data Comm.	DATACOMM	1450	Windows	WINDOWS	1335

GEnieLamp is also distributed on CrossNet and many public and commercial BBS systems worldwide.

o To reach GEnieLamp on Internet send mail to genielamp@genie.geis.com

o Current issues of all versions of GEnieLamp are File Requestable (FREQable) via FidoNet (Zones 1 through 6) from 1:128/51 and via OURNet (Zone 65) from 65:8130/3. SysOps should use the following "magic names" to request the current issue of the indicated GEnieLamp platform (FREQ FILES for names of back issues of GEnieLamp IBM):

Platform	Magic Name To Use

GEnieLamp IBM	GLIBM
GEnieLamp ST	GLST
GEnieLamp A2Pro	GLA2PRO
GEnieLamp Macintosh	GLMAC
GEnieLamp TX2	GLTX2
GEnieLamp A2	GLA2
GEnieLamp Windows	GLWIN

- Back issues of GEnieLamp are available in the DigiPub RoundTable Library #2 on page 1395 (M1395;3).

- GEnieLamp pays for articles submitted and published with online GEnie credit time. Upload submissions in ASCII format to library #42 in the DigiPub RoundTable on page 1395 (M1395;3) or Email it to GENIELAMP. On Internet send it to: genielamp@genie.geis.com

- We welcome and respond to all E-Mail. To leave comments, suggestions or just to say hi, you can contact us in the DigiPub RoundTable (M1395) or send GE Mail to John Peters at [GENIELAMP] on page 200.

- If you would like to meet the GEnieLamp staff "live" we meet every Wednesday night in the Digi*Pub Real-Time Conference at 9:00 EDT (M1395;2).

- The Digital Publishing RoundTable is for people who are interested in pursuing publication of their work electronically on GEnie or via disk-based media. For those looking for online publications, the DigiPub Software Libraries offer online magazines, newsletters, short-stories, poetry and other various text oriented articles for downloading to your computer. Also available are writers' tools and 'Hyper-utilties' for text presentation on most computer systems. In the DigiPub Bulletin Board you can converse with people in the digital publishing industry, meet editors from some of the top electronic publications and get hints and tips on how to go about publishing your own digital book. The DigiPub RoundTable is the official online service for the Digital Publishing Association. To get there type DIGIPUB or M1395 at any GEnie prompt.

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	o Sandy Wolf	[S.WOLF4]	Contributing Columnist

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message, type HHH. At the U#= prompt, type: JOINGENIE and hit the [return] key. When you get the prompt asking for the signup code, type DSD524 and hit RETURN. The system will then prompt you for your sign-up information. Call (voice) 1-800-638-9636 for more information.

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                    """""""""""""""""""""""""""""""""
            ~ THE TREASURE HUNT:  Yours for the Downloading ~
                  ~ WHO'S WHO IN APPLE II:  Doug Cuff ~
                  ~ HOT NEWS, HOT FILES, HOT MESSAGES ~

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  Editor.....................................................Douglas Cuff
   Publisher.................................................John F. Peters
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           >>> WHAT'S HAPPENING IN THE APPLE II ROUNDTABLE? <<<
           """""""""""""""""""""""""""""""""""""""""""""""""""""
                           ~ February 1, 1995 ~

 FROM MY DESKTOP ......... [FRM]        FROM MY MAILBOX ......... [MAI]
  Notes From The Editor.                 Letters to the Editor.

 HEY MISTER POSTMAN ...... [HEY]        HUMOR ONLINE ............ [HUM]
  Is That A Letter For Me?               Too Much Time on My Hands.

 REFLECTIONS ............. [REF]        ASCII ART GALLERY ....... [ASA]
  Bond Between Writers & Readers.        Valentine Art.

 THE TREASURE HUNT ....... [HUN]        PROFILES ................ [PRO]
  Yours For The Downloading.             Who's Who:  Doug Cuff.

                     LOG OFF ................. [LOG]
                      GEnieLamp Information.

[IDX]""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""
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READING GEnieLamp GEnieLamp has incorporated a unique indexing system
"""""""""""""""""" to help make reading the magazine easier. To utilize this system, load GEnieLamp into any ASCII word processor or text editor. In the index you will find the following example:

```
HUMOR ONLINE ..... [HUM]
 [*]GEnie Fun & Games.
```

To read this article, set your find or search command to [HUM]. If you want to scan all of the articles, search for [EOA]. [EOF] will take you to the last page, whereas [IDX] will bring you back to the index.

MESSAGE INFO To make it easy for you to respond to messages
"""""""""""" re-printed here in GEnieLamp, you will find all the information you need immediately following the message. For example:

```
                (SMITH, CAT6, TOP1, MSG:58/M475)
      _____________|   _____|__  _|___    |____ |_____________
     |Name of sender   CATegory  TOPic    Msg.#   Page number|
```

In this example, to respond to Smith's message, log on to page 475 enter the bulletin board and set CAT 6. Enter your REPly in TOPic 1.

A message number that is surrounded by brackets indicates that this message is a "target" message and is referring to a "chain" of two or more messages that are following the same topic. For example: {58}.

ABOUT GEnie GEnie's monthly fee is $8.95 for which gives you up to
""""""""""" four hours of non-prime time access to most GEnie services, such as software downloads, bulletin boards, GE Mail, an Internet mail gateway, and chat lines, are allowed without charge. GEnie's non-prime time connect rate is $3.00. To sign up for GEnie service, call (with modem) 1-800-638-8369 in the USA or 1-800-387-8330 in Canada. Upon connection type HHH. Wait for the U#= prompt. Type: JOINGENIE and hit RETURN. When you get the prompt asking for the signup/offer code, type: DSD524 and hit RETURN. The system will then prompt you for your information. Need more information? Call GEnie's customer service line (voice) at 1-800-638-9636.

SPECIAL OFFER FOR GEnieLamp READERS! If you sign onto GEnie using the
"""""""""""""""""""""""""""""""""""" method outlined above you will receive an *additional* six (6) free hours of standard connect time (for a total of 10) to be used in the first month. Want more? Your first month charge of $8.95 will be waived! Now there are no excuses!

*** GET INTO THE LAMP! ***

""

```
  ////////////////////////////////////// GEnie_QWIK_QUOTE ////
 /  Liberty is protected by 4 boxes:                         /
/   Soap, Ballot, Jury, Cartridge.  Use in that order.      /
////////////////////////////////////  jewell@Data-IO.com  ////
```

[EOA]
[FRM]//////////////////////////////
FROM MY DESKTOP /
//////////////////////////////

Notes From The Editor
"""""""""""""""""""""""

by Douglas Cuff
[EDITOR.A2]

This month, the big news is that Spectrum 2.0 has been released, assuming that Seven Hills Software kept their promise. However, in discussing the release of Spectrum, Dave Hecker of Seven Hills mentioned that they are also working on new versions of Kangaroo, TransProg III, and GraphicWriter III. That's exciting. (Of course, my cynical side immediately chimes in that this explains the pre-Christmas sale Seven Hills had on these products, but don't listen to it. My cynical side is a just an old grump with a permanent case of the winter blahs.) It's always exciting to know that the wheels keep turning.

At the same time, apparently not enough of us are voting with their wallets. Mike Westerfield says that sales of Quick Click Calc--a fine program, BTW--are not all they should be, and Michael Lutynski desperately needs more orders of Animasia 3-D in order to keep his head above water.

Now, I know that few of us have enough money to buy every piece of software that comes on the market. (I sure don't, as you'll read in this month's interview.) But if you do have the money, then take the time now to order the software. I've cut my editorial short this month so that you have the extra time. (Oh, all right, I also figured that since I'm profiled this month, there's a limit to how much of my voice you readers can take.)

-- Doug Cuff

GEnie Mail: EDITOR.A2 Internet: editor.a2@genie.geis.com

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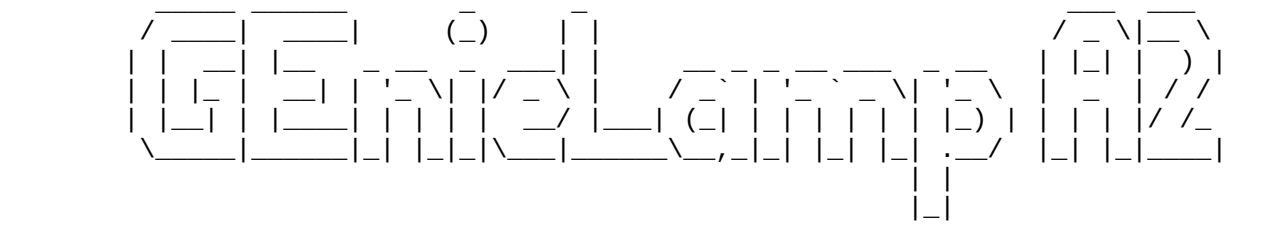
If you want to reprint any part of GEnieLamp, or post it to a bulletin board, please see the very end of this file for instructions and limitations.

ASCII ART BEGINS



ASCII ART ENDS

[EOA]
[MAI]//////////////////////////////
FROM MY MAILBOX /
//////////////////////////////

Letters to The Editor
"""""""""""""""""""""""

Unpaid Bills I was told that the latest A2 Lamp says that I am doing
'''''''''''' programming for Spectrum 2.0. Someone must have their Bills confused. It is not me that is doing that programming.

-= Bill Shuff =-
(W.SHUFF, CAT3, TOP3, MSG:265/M645;1)

Sorry about that, Bill. This was entirely my fault. In fact, it is Bill Tudor who has programmed XCMDs for Spectrum 2.0. I apologize for any inconvenience suffered.--Ed.

Check Before You Donate In the January GEnieLamp A2 there is an article
''''''''''''''''''''''' by Phil Shapiro about the Apple II as an Equity Computer. In the article, Phil discusses what might be done with the many Apple IIs in schools as school labs switch over to Macs and Power Macs. To quote:

"As the more affluent schools in our nation decide to equip their computer labs with Macs and Power Macs, large numbers of Apple II computers will come available on the second-hand market. Along with the computers themselves will come huge quantities of second-hand Apple II educational programs."

It would be prudent for us to inquire closely about our local school's plans. I have heard more than one report (from educators) of area schools =requiring that their Apple IIs be junked= -- thrown in the trash -- when their computer labs were "upgraded" to new machines. I find this appalling, unconscionable, and outrageous.

Phil proposes some fine uses for these machines, and others could think of more, but if the machines are thrown in landfills, the opportunity will be wasted. We've each come to terms in some way with Apple's decision to figuratively bury the Apple II; for Apple IIs to literally be buried would be a tragedy!
(EDMUNDL, CAT3, TOP3, MSG:277/M645;1)

[EOA]
[HEY]//////////////////////////////
HEY MISTER POSTMAN /
//////////////////////////////
Is That A Letter For Me?
"""""""""""""""""""""""""""

by Douglas Cuff
[EDITOR.A2]

o A2 POT-POURRI

o HOT TOPICS

o WHAT'S NEW

o THROUGH THE GRAPEVINE

o MESSAGE SPOTLIGHT

>>> A2 POT-POURRI <<<
"""""""""""""""""""""""""

WHILE THEY LAST...! Publish It 4! is available!!!!
""""""""""""""""""""""

Troll Associates (the company that sell children's books and software) has Publish It 4 available IN STOCK today. She couldn't tell me how many copies they had, so if you are interested, you should call soon.

Troll 1-800-526-5289 ext 1119

Publish It 4 - item # TM-AD275 $149.95

I'm not associated with this company but I know people have been looking for this program, so I'm passing along this info.

Cindy
(C.ADAMS11, CAT4, TOP2, MSG:392/M645;1)

APPLIED ENGINEERING SOURCE CODE GOOD NEWS!!! GREAT NEWS!!!
""""""""""""""""""""""""""""""""""

All is not lost with the AESource archive, it seems that the archive was corrupted when I tried to unpackit with GShrinkit v1.1. I then got a hint about trying to unpackit with Shrinkit v3.4, and to my amazement it worked.

The AESource is all intact, and this includes the PCTransporter source. I was able to unpackit, and took a quick look at. The source itself is old, and only includes the drivers for the PCT, and not the actual software. I guess something is better than nothing. :) :) :)

Sam Latella [A2World]
"Apple][Forever, IBM Never!!!"
(S.LATELLA, CAT14, TOP2, MSG:72/M645;1)

ONE THOUSAND MARK AND RISING Just about a week ago, Shareware Solutions
""""""""""""""""""""""""""""""" II passed a major milestone when I was able to proclaim that SSII now has subscribers in all 50 states.

Today, Shareware Solutions II has passed an even greater milestone. It now boasts a readership of 1,000 subscribers.

I'm almost at a complete loss for words.

I'd just like to thank everyone for their support and encouragement; I couldn't have done it without you.

Joe Kohn
Publisher, Shareware Solutions II
(JOE.KOHN, CAT28, TOP4, MSG:327/M645;1)

SEND IN YOUR TYPES As you may know, A2Pro has assumed responsibility for
""""""""""""""""""" assigning filetypes, sound types, scrap types, resource types, request codes, and all other previously Apple-assigned types. Unfortunately, we are having difficulty getting a complete list of -any- of the recent assignments from Apple's DTS. Thus, we ask you to please send a description of any and all data which may fall into one of the previous categories and which was assigned to you by DTS since June of

1992, when they published their last list. Please forward these data to -this- account, a2pro.help@genie.geis.com, as the A2PRO@genie.geis.com account mentioned in our press release is not currently staffed.

Also, we encourage you to feel free to send your requests for filetypes and such NOW. They will be filled as soon as we are reasonably sure that we have an accurate list. These can be filed either to me or the A2PRO address... but, if it's time-critical, please have it sent to me. :)

All temporary DTS assignments should be considered permanent unless we notify you of a conflict.

Thank you for your cooperation and your continued support of the Apple II series of computers. :)

...J. Nathaniel Sloan, Apple II Programmers' and Developers' RoundTable
on GEnie.
(A2PRO.HELP, CAT11, TOP20, MSG:19/M645;1)

ICON BASICS Doug's comments need a little clarification.
""""""""""""

First: To use a new Icon it must be placed into a Folder named ICONS. This folder must be in the root directory of a currently mounted volume. It does NOT have to be on the boot volume, but this is the preferred place for Icons that will affect all files (like the trash can icons). Generally the best method is to place icons that affect only a particular program onto the disk for that program, unless the program is kept on your hard drive.

Second: Since the introduction of System 6.0, the Finders own icons are not stored in the Icons folder. Instead they are in the Finder's resource fork. Even with the older systems, however all of the Finder's icons were lumped together into a single file. If someone were to do what doug suggests and move their Finder.Icons (on system 5 or earlier) to a differnt directory, the Finder would crash. While this method is fine for Icons added to the system, it will not work with the Full Trash Icon (unless you have more than one personal trash icon). This is not a problem though. When the Finder locates a new icon it simply replaces the built in icon with the new one.

Third. Be careful adding new icons. The Finder gets into trouble if more than one icon is added to the system with the same definition. I.e if you placed to new Trash Icons into your Icons folder, bad things are likely to happen. This is especially true for multiple copies of the "Generic file" icon. For this reason, I use an icon editor to check every new icon folder before I use it. I then combine any new Icons I like into my existing Icon Folders. What I end up with is a nice manageable set of Icon folders with no duplicates. My Icon folder looks something like this;

Folder.Icons
System.Icons
Filetype.Icons
Game.Icons

As I find or make new Icons that I like, I just place them into the appropriate folder.

I hope this helps

Dave C
(D.CORKUM, CAT2, TOP4, MSG:573/M645;1)

POINT TO POINT PROTOCOL
""""""""""""""""""""""""""
Is anyone out here interested in a PPP program for the Apple IIe? No, I kid you not... I recently ran accross a programmer who (just to prove it can be done) is working on a PPP program for the _8-bit_ Apple II. He asked me to put out some feelers in here to see how many people are interested should he be successful. :) He says he's already looked over the specs, and seems pretty sure of himself. I won't hold any promises, but I'm one that'll definately be excited if he gets it to work :)

Dave
(JUST.DAVE, CAT10, TOP10, MSG:299/M645;1)

EASTER EGGS THAT CHECK THE CALENDAR
"""""""""""""""""""""""""""""""""""""""
Aside from System's 6's Time Control Panel, I'm not aware of any other Easter Eggs that depend on the IIGS clock or that only activate themselves on certain days. That is, until Brutal Deluxe's Blockade arrived here about a week or so ago.

It seems to me that if you play Blockade on odd numbered days, the border flashes in time to the music. Played on even numbered days, there are no flashing borders.

Knowing Brutal Deluxe, I'm sure that's just one of many Easter Eggs in Blockade. Another one is activated when clicking on a senstive part of the graphic of the young lady.

Anyone else found any others?

Joe
(JOE.KOHN, CAT28, TOP4, MSG:369/M645;1)

>>>>>
"""""
Sorry, but our BBS package Eclipse (written in 1989) has an easter egg, where if it is the birthday of any of the authors (three of us), you'll get a happy birthday message on startup. So... BD were not the first.
(RICHARD.B, CAT28, TOP4, MSG:372/M645;1)

[Others pointed out the calendar-specific Easter eggs in Print Shop IIgs and Platinum Paint.--Ed.]

RAMFAST FATAL MEMORY FAULT CODES
""""""""""""""""""""""""""""""""""

- $00 - unknown, probably means your card is very confused
- $01-$08 - DRAM memory test failure
- $09 - EPROM Checksum failure
- $0C - Z180 processor crashed, indicates some hardware fault
- $0D - error writing cached data to disk device
- $0E - Termination power error

Jawaid
(PROCYON.INC, CAT20, TOP13, MSG:641/M645;1)

MEMORIES OF KOBE
""""""""""""""""
I just downloaded Steve Chick's Find.File NDA, and I noticed his address is in Kobe, Japan. Does anybody

know if he made it through the earthquake?
(P.CREAGER, CAT9, TOP5, MSG:463/M645;1)

>>>>> The last time I was in contact with him, after 2 years ago, he was
""""" no longer in Japan.

There are 2 different CIS' addresses for Steve Chick listed in FindFile. One has a typo, but one is valid. You could always try writing an e-mail to him.

Joe
(JOE.KOHN, CAT9, TOP5, MSG:465/M645;1)

NOW THAT'S PLUG AND PLAY! I have gone on record here stating the
"""""""""""""""""""""""""" Roadrunner is the best low priced internal hard disk drive available, and that its little more than plug and play when I send one to a customer. Here is a message I received yesterday:

>> Dear Chuck,
>> I got the Hard Drive Today. I connected it myself.
>> Isn't that nice?
>> It works fine!
>> I coppied my programs on to it with no trouble.
>> Thank you so much,
>> Brent Bacome

What you may find interesting is that Brent is inconvenienced with blindness. Yet he installed the two card Roadrunner, installed his TEXT-TALKER and other software and was up and running from the hard disk drive and on GEnie the same day the Roadrunner arrived in the mail.

I think that the fact I was able to help Brent was neat. That Brent doesn't need much help is way neater. I just had to share this.....

Chuck
(A2.CHUCK, CAT13, TOP25, MSG:253/M645;1)

>>> HOT TOPICS <<<
""""""""""""""""""""

APPLEWORKS 5 BUG FIX! Bug fix! Peter Hinchliffe of Australia reported
"""""""""""""""""""""" that AW5 crashes when you attempt to save a Data Base file which has multiple label-style reports containing background text. To solve the problem, patch the following bytes in SEG.AW:

Offset	Original	Change to
47C6	2D	20
47E6	20	3F
47E7	6F	A9 32 8D BA 5C AD AA 77 60
4F30	AD	20 5B 55

Note: In the latter two, only the original first byte is given. Obviously other bytes are being replaced by the new sequences.
(BRANDT, CAT17, TOP31, MSG:1/M645;1)

MACRO CAPTURES CELL MEMO TEXT I figured out how to capture up to 70
"""""""""""""""""""""""""""""" characters of a memo, even if it's much

longer, without crashing. The trick is to set the column width of the hidden column to the max then use < .getcell x,y,1 >. The 1 tells UM to grab what would be displayed on the screen, if it were displayed, not the literal value.

Here's my last effort on cell memos. I made one change that pokes a width of 80, actually an illegal value, into the colwidth table for the hidden category that contains the memo. I stopped at 80 because that's the maximum length of an Ultra string variable.

start

M:<asp:

```
     posn c,r :                    // get current position
     c = c + $80 :                 // set hi bit
     $1 = .getcell 121,1,0 :       // grab memo "map"
     $2 = chr$ c :                 // stuff c in $2
     x = .substring $2, $1, 1:     // search for current cell in map
     if x > 0 x = x + $79 :        // calculate which hidden column
     poke #colwidths + X, 80:      // set hidden col to 80 width
     $1 = .getcell x,r,1           // get up to 80 characters of memo.
     $1 = .zapchar $1, $d :        // remove crs from string
     msg $1 >!                     // show memo
```

Z:<asp:

```
     posn c, r :                   // get current position
     for I = $809b to $80a0 :      // range to search
          M = peek I :             // look for column in memo table
          ifnot M = C  :
     Next I else :                 // didn't find try again
     A = I - $809a + $79 :         // found memo for current cell
     poke #colwidths + A, 80:      // set hidden col to 80 width
     $1 = .getcell A,r,1 :         // get up to 70 characters of memo
     $1 = .zapchar $1, $0d :       // remove crs from string.
     msg $1 >!                     // show memo
```

(S.BEVILLE, CAT17, TOP18, MSG:{571}/M645;1)

AW5 PRINTER PROBLEMS """""""""""""""""""""" Appleworks 5.0 keeps changing the on-line status of my Imagewriter II from NLQ to Draft Mode before each print. I'd like to have the option of setting the on-line status from the Imagewriter panel. Previous versions of Appleworks would allow this but this one doesn't. Any suggestions?

thx

George Carmichael

(G.CARMICHAE1, CAT17, TOP29, MSG:42/M645;1)

>>>>> """"" Remove the ImageWriter printer from AW 5 and then reinstall it. The one that shipped pre-installed with some versions of AW5 had some extraneous code in it.

```
   |
 -(+)-
   |
   |
```

...Will
(W.NELKEN1, CAT17, TOP29, MSG:44/M645;1)

DON'T DO THIS! Here are a couple of AW5 don'ts:
"""""""""""""""

Don't attempt to duplicate an existing labels report format in the data base if the report contains background text unless there is background text for each line of the report. If you have background text on every line of the report, even 1 character, it works OK. Otherwise a =serious= crash results.

Don't try to use the TimeOut Menu from the Clipboard. I call this a blunderbug 'cause I just accidentally blundered into while not paying attention. You won't like the results of that one either :)

I think Dan has duplicated and worked up a fix for the first one. Can't remember if the second one has ever been reported but both are easy to avoid if you're aware of 'em.

[irrelevant portion of message omitted--Ed.]

>> sa-ctrl-r in SEG.AX

Got a msg through the Internet from someone who wanted to know why the Revert to the last saved version of a file macro (sa-ctrl-r) only works with word processor files. It's supposed to be a global, <all>, macro but I guess I put in <awp> by mistake. I don't think I've looked at this thing or used it since it was written, so evidently it's been that way since AW4.0 was released. If you want to use it, just find the macro in the SEG.AX.source file on /Extras/macros and change awp to all. Recompile the macro, then save it as a hidden task file using Ultra Options. Be sure to save the changed source file to your BACKUP copy of the /Extras disk, says Install Disk on the disk label. Never alter your original disks.
(S.BEVILLE, CAT17, TOP18, MSG:402/M645;1)

>>>>> > Steve, what kind of a serious crash
"""""

You're using a //e, right? Might be a different. I get one of those "arcade" crashes on the gs. Border color changes, speaker clicks, drive access (which can be very dangerous), nice colored pixels flashing all over the screen. Ctrl-reset does no good. oa-ctrl-reset doesn't reboot. I have to power down and start over. I think Randy said Dan was trying to do a getblock on a pointer to the background text when the pointer was 0. The memory manager doesn't like that.

I get the same type crash trying to access a TimeOut from the clipboard.

> You want to give us the steps to a crash? :)

You some kinda masochist :)

Load the file backgroundtext from the /Extras disk. Create a labels report from the existing layout. Try to duplicate the report. See the pretty colors. Watch the lights come on.
(S.BEVILLE, CAT17, TOP18, MSG:409/M645;1)

>>> WHAT'S NEW <<<

"""""""""""""""""""

SPECTRUM VERSION 2.0 IS SHIPPING IN JANUARY 1995! Even if that means
""" 1/31/95, it IS shipping this month! :)

Version 2.0 fixes the little "quirks" that were discovered (in-house and by users like you) after releasing version 1.0. Although most of you have probably never experienced these problems, here are some highlights:

+ Compressing Spectrum with HardPressed is no longer a problem; Spectrum is quite happy running in compressed form.
+ Spectrum's rBundle has been fixed so your Desktop file won't get bigger each time Spectrum is launched.
+ The "black text" and bogus memory errors when opening Editor files has been fixed.
+ Downloaded files always go into the correct folder (a lot of CoPilot users saw this one).
+ Fixed a problem that could have corrupted some memory when creating or editing a phonebook entry.
+ The "Copy File" script command can now copy even very large ("tree") files, where previously it showed an "access not allowed" error.

BUT VERSION 2.0 IS NOT MERELY A "BUG FIX" VERSION! We jumped from v1.0 to v2.0 because of all the new features and capabilities we crammed into Spectrum!

Here's an EXTREMELY short list of "new or changed features":

+ Spectrum v2.0 plays its sounds by event number, which means you can use the Sound CDEV to pick which sound is associated with each event.
+ Resuming Zmodem now works with GEnie, and is even more reliable on all systems when receiving unique files that happen to be named the same.
+ The Scrollback buffer can now be set to contain the "filtered" data (just like the Capture buffer) or the "raw" data (just like version 1.0).
+ Most Online Displays now support an EDITABLE chat line (using the Arrow keys).
+ Each Online Display has been updated to some degree. One big improvement to the Spectrum SHR displays is that they now show _23_ lines down!
+ Phonebook entries can remember an Online Display choice.
+ Scripts execute up to 300% faster than they did in version 1. WOW!

THE SCRIPTING LANGUAGE ALSO HAS A *BUNCH* OF NEW FEATURES! These new features will benefit you even if you don't write scripts, because people are already writing useful scripts for working on services such as GEnie.

Here are a few of the new scripting capabilities:
+ Use any reasonable number of NAMED variables (no longer limited to variables 0 through 9)!
+ Create up to 32 "HitZones" so your script can respond to mouse clicks.
+ Work with "Spectrum External Commands" (XCMDs), which greatly extend Spectrum's capabilities. For example, a "Line Edit" XCMD lets scripts display a custom window with up to 8 LineEdit boxes (the script specifies the labels and the kind of data to enter).

Other XCMDs include:

```
   AlertWindow -- gives scripts COMPLETE access to the AlertWindow tool
                  call
   Chatterbox -- lets scripts manage "private" messages while in a live
                 chat, by displaying each private chat in its own custom
                 window)
   Debug -- helps script authors to debug their scripts
   HodgePodge -- several utilities, such as number conversions, text
                 conversions, etc.
   Inform -- display a custom window containing a Teach file
   Lister -- lets scripts manage lists of information, and lets the user
             interract with them in a custom window
   RadioCheck -- display a window with radio buttons and checkboxes
   rVersion -- reads rVersion info out of files which contain that info
   ScriptEditor -- access advanced TextEdit tool functions
   Speech -- speak any given phrase, IF Byte Works' "Talking Tools" is
             installed
   Twilight II -- controls the Twilight II screen blanker so it blanks only
                  at appropriate times, and completely inactivates it
                  during file transfers
   XLoader -- provides an easy way to activate and inactivate Spectrum
              External Commands while using Spectrum

Don't Have Spectrum Yet?   Now is the perfect time to "trade-up" to
''''''''''''''''''''''''   Spectrum version 2.0!

     If you already own some other telecom program (which you obviously
do, since you're reading this message online) then you can "trade up" to
Spectrum for just $65!*  When you place your order, just tell us what
software you are trading up from; it's THAT simple.

     *Plus tax (in FL) and shipping & handling; keep reading...

Already Own Spectrum Version 1.0?   Upgrade from Spectrum version 1.0 to
''''''''''''''''''''''''''''''''''  Spectrum version 2.0 for the Special
Introductory Price of just $25!*

     If you purchased Spectrum in Dec94 or Jan95 then the upgrade is
free*; see the end of this message for further details.

     *Plus tax (in FL) and shipping & handling; keep reading...

Hey, Check This Out!   If you're ordering Spectrum or the Spectrum Upgrade
''''''''''''''''''''   then you'll be interested in two more great deals
we've worked out!

     DEAL #1 -- BALLOON is a new desk accessory (NDA) that lets you easily
create and maintain NuFX (ShrinkIt) archives on your IIGS.  Because Balloon
is a NDA, you don't have to quit Spectrum (or any other IIGS application)
just to pack or unpack files!

     Dealing with NuFX archives has never been easier.  In the Finder you
double-click an archive and instantly see what's in it...and extract the
files right there!  And creating an archive is just as easy--simply
highlight some icons then choose "Archive Files" from the Extras menu.

     Now, that's cool enough, but it gets EVEN BETTER:  With Balloon you
also get a Spectrum External Command (XCMD) that transparently keeps track
of all the files you download.  As soon as you log off and it's "safe" to
```

unpack, Balloon pops open and automatically unpacks the files you received! (Of course there are preferences to tailor Balloon to your desires...opt for the completely automatic/no prompting/automatic extraction of your archives, or go with full prompting, or something in between.)

The Balloon XCMD even adds several new commands to Spectrum's scripting language! That right, with Balloon and the Balloon XCMD, you can write script to open existing archives, create new archives, add files to archives, and extract files from archives.

Joe Wankerl at GS+ Magazine wrote this great utility, and you can purchase it from EGO Systems for $25...OR you can take advantage of the special deal we've worked out, where you can purchase it direct from Seven Hills Software for only $18!*

*Plus tax (in FL) and shipping & handling; keep reading...

DEAL #2 -- TALKING TOOLS is set of system tools which provide "voice synthesis" (computer-generated speech) for your Apple IIGS! Because the speech is computer-generated instead of being recorded, these tools let you speak ANY phrase at will.

To make this happen we created the "Speech" external command for Spectrum v2.0. Using the Speech XCMD you can control various speech settings (Male or Female voice, pitch, volume, etc.), and you can write scripts that actually SPEAK to you!

This capability is fun, but it's also useful. Imagine being able to truly _listen_ to a GEnie Roundtable while doing something else (building a model, reading the newspaper, etc.)!

Because Ewen Wannop wrote the Speech XCMD which controls the speech tools, we are able to provide the Speech XCMD for FREE with Spectrum v2.0. But the XCMD won't do diddly unless you've actually got the speech synthesis tools from Byte Works.

You can purchase "Talking Tools" from Byte Works for $35...OR you can order direct from Seven Hills Software and get it for just $25!*

*Plus tax (in FL) and shipping & handling; keep reading...

Great! Where Do I Send My Money? When you place an order please give us:
''''''''''''''''''''''''''''''''''

+ Your name
+ Your complete address
+ Your area code and phone number
+ What you are ordering and how much you expect to pay*
+ Your Visa/MasterCard/Discover card number WITH expiration date (we DO accept checks and money orders by mail)

*Add tax (in FL) and shipping & handling, as follows:
- Calculate Subtotal (add cost of all the products you're ordering)
- If in Florida, add 7% tax
- Add $3.50 for shipping and handling

Online orders: Send email to SEVENHILLS here on GEnie
By FAX: 904-575-2015 (anytime)
By phone: 904-575-0566 (M-F, 9am-5pm ET)

By mail: Seven Hills Software
2310 Oxford Road
Tallahassee, FL 32304-3930

Important ''''''''' If you qualify for the free Spectrum upgrade (i.e., you purchased Spectrum in Dec94 or Jan95) we need a photocopy of your dated sales receipt UNLESS you purchased directly from Seven Hills Software.

If you did NOT purchase Spectrum directly from us then you MUST submit your order (with dated sales receipt) either by mail or by FAX.

If you DID purchase Spectrum directly from us then you may submit your order by any method, but be sure to tell us you're eligible for the FREE upgrade, and to look up the invoice in our records.
(SEVENHILLS, CAT43, TOP15, MSG:{639}/M645;1)

BALLOON V2.0 IS NOW AVAILABLE FOR THE IIGS! "" EGO Systems is pleased to announce that version 2.0 of Balloon is now shipping!

Balloon is a new desk accessory (NDA) that allows you to easily create and maintain NuFX (ShrinkIt) archives on your IIGS. Since Balloon is a NDA, you no longer have to run GS-ShinkIt to extract files from archives! So, if you use a desktop telecommunictions program, like Spectrum from Seven Hills Software, you can manipulate your ShrinkIt archives while still online!

Here are a few of Balloon's features:

* Balloon can extract files from ShrinkIt archives.

* Balloon can create new ShrinkIt archives.

* Balloon can add/remove files to/from existing ShrinkIt archives.

* Balloon recognizes ShrinkIt archives that are enclosed in Binary II, MacBinary and America Online for Macintosh "wrappers."

* Balloon works properly in both 640 and 320 modes, just like all good new desk accessories should!

* Ballon allows you to have multiple ShrinkIt archives and file information windows open at once.

* Balloon is Finder friendly. Double-click on a ShrinkIt archive and Balloon opens it automatically! Balloon can also communicate with other system extensions to automatically open files after they are extracted from an archive!

The Balloon v2.0 package also comes with the Balloon XCMD for Spectrum v2.0. By using this XCMD with Spectrum v2.0, you can have Balloon AUTOMATICALLY expand the ShrinkIt archives that you download with Spectrum! You don't even have to open Balloon!

In addition, the Balloon XCMD for Spectrum v2.0 lets you write Spectrum scripts that give you full access to the Balloon new desk accessory and all its capabilities. For example, you can write a script

that will create a new archive and add files to it. Or, you could write a script that would open an existing archive and extract all the files from it to a folder that you specify.

As if that weren't enough great stuff, the Balloon v2.0 package also includes a copy of our popular new desk accessory text editor, EGOed lite. With EGOed lite installed in your system, you can quickly and easily read and print text, Teach, AppleWorks Classic and AppleWorks GS word processor files. Balloon and EGOed lite will even work together to let you automatically open and read the word processing files that you extract from your ShrinkIt archives!

So, how much does all this cost? Believe it or not, the retail price for Balloon v2.0 is just $25! This price includes first class shipping to anywhere in the United States, Air Mail shipping to Canada and Mexico, and surface mail shipping to anywhere else in the world. (For Air Mail delivery outside North America, add $3, for a total of $28.) As an added bonus, when you send in your Balloon registration card, we'll send you a FREE issue of GS+ Magazine, the only Apple IIGS Magazine and Disk publication! (If you are already a GS+ Magazine subscriber, sending in your Balloon registration card will get you a free magazine-only back issue of your choice!)

Speaking of GS+ Magazine, if you are a GS+ Magazine subscriber, you can get Balloon v2.0 at a special introductory price of only $20! When you order, just let us know that you are a subscriber and include your customer number (it's on your GS+ Magazine mailing label above your name) to qualify for the special introductory price. But hurry! This special offer ends on April 3rd, 1995!

The Ever So Fine Print
''''''''''''''''''''''
Balloon requires System Software v6.0.1, at least 2MB of RAM, and a hard drive. Spectrum v2.0 is required to use the Balloon XCMD for Spectrum v2.0, it will NOT work with earlier versions of Spectrum. (However, the Balloon new desk accessory WILL work with older versions of Spectrum.)

Balloon v2.0 is a complete rewrite of the original Balloon Finder extension that appeared in GS+ Magazine V5.N2. Balloon v2.0 is a stand-alone product and will NOT appear in GS+ Magazine! Only current GS+ Magazine subscribers can purchase Balloon for the special introductory price of $20. However, if you subscribe when you place your order for Balloon, you can get the special pricing. This special offer expires on April 3rd, 1995.

To order Balloon, give us a call at 1-800-662-3634 between 9 a.m. and 5 p.m. Monday through Friday. (Outside the United States, call 615-332-2087. We accept Visa and MasterCard for all phone orders.) You can also FAX your order to us at 615-332-2634. If you prefer to order by mail, send your check or money order (made payable to "EGO Systems" and in US funds only), or credit card information to:

Balloon
EGO Systems
P. O. Box 15366
Chattanooga, TN 37415-0366

America Online, Delphi: GSPlusDiz
GEnie: Diz

Internet: Diz@genie.geis.com
(DIZ, CAT33, TOP2, MSG:475/M645;1)

CRY FOR HELP Yes, this is a cry for help. My name is Michael Lutynski
"""""""""""" and I am starting a small business called Animasia. My first product, Animasia 3-D, is finally ready to begin shipping in the next several days. However, the cost for printing the first run of manuals, registration cards, and disk labels have monopolized my expenses and almost completely offset the orders received so far.

I am asking for anyone who is interested in Animasia 3-D to consider purchasing it now. This is not meant to be an advertising campaign. I need only four orders to help me meet my pressing financial obligations.

What Is It? In brief, Animasia 3-D is a desktop application that creates
'''''''''''' animations using three-dimensional models. Animasia 3-D also can be used to create images and clip art for other applications. A more descriptive press release is available upon request.

What You Will Receive You will receive the following:
''''''''''''''''''''

Two manuals: Tutorial and Reference
Four disks: Application, Tutorials, Animations, and Projects
Registration card

The manuals are laser printed with spiral bindings. Of the 300+ total pages, there is an illustration on almost every page. The Tutorial manual contains twelve complete lessons and the Reference is thorough.

The disks contain the application, tutorials, sample animations, projects, and 3-D clip models. One animation entitled "Warning" is 40 seconds long. For HyperCard IIgs users, there are also two new animation player XCMDs written by Brian Gillespie.

There is a 30 day satisfaction guarantee. If Animasia 3-D just isn't for you, you can return it for a full refund. All in all, the package is professionally done.

You will need an Apple IIGS with System Software 6.0.1 and at least 2Mb of memory. 4Mb, a hard disk, and an accelerator are strongly recommended.

Why Is It Shipping Now? Animasia 3-D was supposed to be released on
'''''''''''''''''''''''' December 10th. The release has been pushed back to correct a few significant bugs and generally to make everything as perfect as can be.

As of today, 1/26/95, the only issues that remain are to determine which animations and 3-D clip models will be included and to type up a few disk notes. All other materials are ready to go.

About Animasia The Animasia 3-D project began as a test in the summer of
''''''''''''''' 1989. Not until 1991 was it seriously developed. Since that time, I have written several articles for GS+ magazine, created the Addressed For Success label printing application, and worked as technical support for Econ Technologies.

Animasia 3-D was demonstrated at this summer's KansasFest. User

suggestions were implemented, like faster operation and support for gray-scale images and animations.

Conclusion ''''''''''' If you've already ordered, thank you very much. Your Animasia 3-D will be arriving shortly. If you'd like to order, I'm asking that you please do so now; the funds are greatly needed. The cost is US $99 plus $3.50 shipping and handling. Overseas orders add $5. Florida residents add 6% sales tax. At this time, only checks or money orders are accepted.

The address is:

Animasia
3324 Vishaal Drive
Orlando, FL 32817
USA

If you would like to contact me by voice, by all means, please do so at 407-380-9932. Business hours are 10 AM - 4 PM Eastern Time, Monday - Friday. I can also be reached on-line at animasia@genie.geis.com.

Please distribute this message where you think it may reach an audience.

Sincerely,
Michael Lutynski
President
Animasia

(ANIMASIA, CAT2, TOP27, MSG:46/M645;1)

OFFICE PRODUCTIVITY SOFTWARE TAKES LEAVE OF ABSENCE """""""""

<<Jim
(DIGISOFT, CAT13, TOP34, MSG:11/M645;1)

FUTURE OF II ALIVE I'm not sure what we're going to do with II Alive.
"""""""""""""""""" It's likely we'll continue publishing it in some form or another, but what that form will be is currently up in the air. With the shrinking subscription base, I don't think we can continue to publish it as a "glossy" much longer.

I personally won't be working on it very much; my job responsibilities at QC have changed somewhat recently, and I'm not doing much writing.

I'll keep y'all informed.
(II.ALIVE, CAT42, TOP10, MSG:130/M645;1)

INTERVIEW WITH WOZ Is there a question you have always wanted to ask
"""""""""""""""""" STEVE WOZNIAK? (the Woz, Saint Woz, Da Man, etc. <g>)

Well, now's your chance! PowerGS will be interviewing Steve Wozniak for the next issue!!! Yes, it's true, and you can be a part of this first interview with Woz since '86.

(yea yea it's free! :))

Email to A.RAHIMZADEH -- I will also check my internet account periodically (on gellersen for those who have it in PowerGS issue 4), but to insure that I get the questions you have, please send it to my GEnie account!

Happy Holidays and Apple II FOREVER!

-Auri Rahimzadeh
Editor in Chief
PowerGS Diskazine(TM)
(A.RAHIMZADEH, CAT13, TOP38, MSG:121/M645;1)

<<<<< The interview with Steve Wozniak has _not_ been cancelled.
""""" Actually, it was just delayed since we had some difficulties in California. I am pleased to announce, however, that Woz and I are doing the interview through e-mail now, and that Issue Number Five of PowerGS should be released sometime in February.

Yes, there IS an interview with The Woz. If you have any questions, please email me at A.RAHIMZADEH or arahimza@gellersen.valpo.edu on the internet.

I hope you had a wonderful new year!

Sincerely,

Auri Rahimzadeh
Editor in Chief
PowerGS Diskazine
(A.RAHIMZADEH, CAT13, TOP38, MSG:123/M645;1)

FAXINATION DELAYED, FEATURES CUT Sorry to hear, and report, a slight

""""""""""""""""""""""""""""""""" delay in Faxination. I talked with them today (Tuesday) and was told that there was a "minor" bug found and it would be fixed before shipping. As sad as I was that I would not have my new toys for Christmas, I told them I appreciated them holding it back until they fixed the bug.

Michael E.
(M.EWEN, CAT40, TOP2, MSG:139/M645;1)

>>>>> Faxination will allow you to forward faxes to one new address at a
""""" time, and the new addresses can be selected from your phone book. It looks like we may have to defer the batch send feature until a (maybe free) upgrade due to delivery delays. Also, compatibility concerns fueled the decision to NOT include a "timed send" feature, so you will have to start your fax transmissions manually. For the same reason, no redial feature is being included in the initial release. The limit for the number of entries in the phone book is about 32,767, but the practical limit for your machine may be smaller due to RAM or disk space limits.

Steve Bernbaum -

Many regrets, but every time I look at the serial routines, the entire program seems to break. :) I now plan to include alternate port support, but the lateness of the program prevents me from including it in the initial release. I think ProTerm allows you to use the Modem port even if it is not enabled in the Control Panel, and Faxination certainly does. Perhaps you could simply put your modem in the Modem port and only reconfigure your communications software? (Hope so, been there with the mass reconfig -- several times! :)

Da Programmer
(S.MCQUEEN1, CAT40, TOP2, MSG:142/M645;1)

>>>>> We're hoping to be shipping by January 15, 1995
"""""
Lowell Erbe
Vitesse, Inc., Technical Support
(VITESSE, CAT40, TOP2, MSG:155/M645;1)

WOLFSTEIN 3-D FOR IIGS When will Wolf be out? Only the dead will tell!!
""""""""""""""""""""""""
Truely, I can't give a date yet. Bill is busy with a emergency project near final along with Wolf GS. So, he is working as fast as he can to finalize two projects at the same time!

I can tell you that all the main art is done. The walls and game sprites are all completed. Misc stuff like interface screens and junk like that still need to be done, but are trivial stuff.

I'll keep you all posted. :)
(S.EVERTS, CAT40, TOP6, MSG:26/M645;1)

>>>>> "Bill is busy with a emergency project near final along with Wolf
""""" GS." ^^^^^^^^^^^^^^^^^

Whuzzat?

Scott, you seem rather knowledgable abt Wolf... how about some specs?

Blood, automap, hounds, are they all included? (especially the former :)

-Ken

(KEN.GAGNE, CAT40, TOP6, MSG:27/M645;1)

<<<<< Yes, I'm quite familiar with it since I did all the artwork
""""" conversion. :)

It's based on the Mac "Third Encounter" version. It has blood, automap, and hounds. ;)

The main difference is the artwork was reduced from 128x128 pixels to 64x64 pixels and of course reduced to 16 colors. It was a major job but I think you'll like the results. I'm quite happy with the final art.

There will be 90 levels!!! It will have the original 30 which is all that was included in the "Jaguar", "Super Nintendo", and "Mac shareware" versions. Plus it includes all 60 levels of the original "IBM" version which are broken down into 6 missions of 10 levels each.

There will be at least 3 screen resolutions you can pick. Maybe more in the final version. An accellerator card is HIGHLY recommended.

I'm right now finishing up the interface screens, so it is getting close. I'll keep you posted on the progress. I'm expecting a new version next week for test.

(S.EVERTS, CAT40, TOP6, MSG:28/M645;1)

<<<<< The mac "third encounter" has the original 30 levels which were
""""" used in the Jaguar and Super Nintendo versions. They were heavily modified levels from the IBM version.

The 60 extra levels are the entire levels that came with the full IBM version.

It gets kind of confusing. Basicly, the IBM full version had 6 missions, each with 10 levels.

When the SNES and Jaguar versions came out, they made a new set of 30 levels based on the IBM version.

Then the Mac version came out and took those 30 levels. They then got the original IBM levels and added them back. Thats why it has 90 levels. When you play the IBM levels, you may notice half of them are familiar, but they were heavily changed. Rooms were moved, deleted, or added, doors change, etc.

So... On the mac version, they had three versions. One with the 3 levels, one with the 30 levels, and one with all 90 levels.

The gs version will only be released with all 90 levels.

I'm sure I confused all of you now! :)

On the question of compatibility... The game will NOT be compatible with IBM WAD files. The formats are very different. We are building in a feature to allow you to load in new levels. We aren't making a level editor, but hopefully some brave programmer will decide to make one for it.

Hint, hint!! So if someone does do an editor, I'm sure we'll see tons of new levels. Bill says its possible to edit the art too, so someone can make an art editor too!

Wolf Barney, here we come!!

-Scott
(S.EVERTS, CAT40, TOP6, MSG:33/M645;1)

>>>>> We don't yet have a project release date for Wolfenstein 3D. We're
""""" working out some final details and a few bugs, but hope to begin shipping by February.

Vitesse is taking orders for Wolfenstein 3D NOW. The current price is $39.95. After it begins shipping, however, the price will go up to $49.95.

Lowell Erbe
Vitesse, Inc., Technical Support
(VITESSE, CAT40, TOP6, MSG:35/M645;1)

APPLEWORKS 5 ON A MAC? The emulator, tentatively titled "Phoenix II" and
"""""""""""""""""""""""" heretofore referred to as "Phoenix" or "the Phoenix project," allows you to run AppleWorks 5 on a Mac. AppleWorks 4 will likely be supported as well. There will be some trade- offs, at least in version 1.0, such as no double hires graphics, but on the other hand, you'll actually being running AW5 on your Mac. That means macros and pokes and all that stuff is the same; this isn't _similar_ to AppleWorks, it's running your _actual_ AW5 software on a Mac or Power Mac.
(BRANDT, CAT17, TOP28, MSG:52/M645;1)

SECOND SIGHT CARD STILL IN THE WORKS > Shipping soon??? I hear it was a
"""""""""""""""""""""""""""""""""""" > question of the manual being
> delayed??

Manual? What manual? :-)

No, we're doing a slight hardware revision. We want to do everything we can to keep your interest on our product, so there will likely be a new feature: TrueColor. (Actually, by luck, it looks like we'll get this almost for free :-)

The firmware is progressing nicely. I'm nearly done with lores, leaving only double lores, hires, and double hires to do. BTW, AppleWorks looks GREAT on a VGA monitor. :-)

Jawaid
(PROCYON, CAT20, TOP14, MSG:260/M645;1)

QUICKDRAW II SUPPORT FOR SECOND SIGHT? OK, I wasn't going to say anything
"""""""""""""""""""""""""""""""""""""" again just yet, but the QuickDraw II support IS being worked on! I've managed to get about a third of QD disassembled and understood so far (it's about 32K of code in total), and I've started work on the driver structure. At this point, I believe it to be possible to support higher resolutions in many programs, though of course not any that write directly to screen memory, even though this is an Apple supported method. You will not get more colours out of existing programs, and I'm also concerned about the display being rather odd looking because of the large difference in aspect ratios.

The best I can offer is, we'll have to wait and see how it works out. Initially I was quite excited about the prospects of using the Finder, AppleWorks GS, etc., at 1024x768, but now I realize that the display is going to look very squished unless I add special code to, for example, double the height of 640 mode icons and also change the system font.

I also do not have any official affiliation with Sequential and have not seen any documentation on how to access the board. Hopefully I'll have everything else pretty much ready when the board and developers' docs are released so I can put together the driver for the SS very quickly.

I still think that the best use of the board will come from new programs written with the Second Sight in mind, but my driver system should help with at least some of the older programs that will not be updated.

Mike

(M.HACKETT, CAT20, TOP14, MSG:245/M645;1)

TURBOREZ CARD ALSO BEING WORKED ON

"""""""""""""""""""""""""""""""""""

Re: TurboRez. It exists. It's real. It's under tremendous pressure to be completed. There actually are people who develop things but do not feel the need to continually toot their own horn.

On the other hand, it would be nice if RezTek popped in here so I'll e-mail Bill St. Pierre and ask him to reply to this topic.

Michael

(ANIMASIA, CAT6, TOP16, MSG:32/M645;1)

>>> MESSAGE SPOTLIGHT <<<

"""""""""""""""""""""""""""

Category 5, Topic 2
Message 396 Wed Jan 11, 1995
M.DYE at 00:00 EST

I know I should be happier about this than I am, but Woz made the cover of the latest "Apple Developer Tools Catalog" hustling Mac development tools. The blurb on page 1 prattles on thus:

> "No, you're not seeing things... that's Steve Wozniak on our cover. Woz heard about our great subscription products that automatically deliver regular updates. He got so excited that he couldn't resist getting in on the action!
>
> ... While Woz probably won't deliver these terrific products personally, you're sure to be more than satisfied! Just like Woz!

I know things, especially in technology, more faster and faster, but I really like my IIGS. The macs I make use of at work are just boxes, ClarisWorks is OK; it just doesn't compare to the feeling I get helping at an Apple II user group meeting. Words can hardly express the gratitude I feel towards what Woz and all the others for Apple II hardware and software and I know the Power Mac and MacOS are Apple's future, but it doesn't feel the same. Maybe Woz has something to say beyond that bogus blurb.

Mark Dye - Lurking in Otego, NY

[*][*][*]

While on GEnie, do you spend most of your time downloading files? If so, you may be missing out some excellent information in the Bulletin Board area. The messages listed above only scratch the surface of what's available and waiting for you in the bulletin board area.

If you are serious about your Apple II, the GEnieLamp staff strongly urge you to give the bulletin board area a try. There are literally thousands of messages posted from people like you from all over the world.

[EOA]
[HUM]//////////////////////////////
HUMOR ONLINE /
//////////////////////////////
Fun & Games On GEnie
"""""""""""""""""""""""

by Douglas Cuff
[EDITOR.A2]

>>> TOO MUCH TIME ON MY HANDS <<<
"""""""""""""""""""""""""""""""""""""

A long, long time ago, I used to run a computer BBS on my trusty Apple IIe. Some of the callers knew each other, but most of the denizens knew each other only as names. After a year or two, some of the more regular callers organized a "night out", when we all met for dinner to remind ourselves of the faces behind the names.

The first time we did this, there was a distinct lack of organization. The time, date, and place of the event floated in limbo. One participant asked, innocently enough, "So what's the story on the banquet hall?" All she wanted to know is what progress had been made in making reservations at the proposed venue. A simple enough question.

Well, you know how it is when you have a lot of stress. Sometimes you expend a lot of energy on trivial things just to keep yourself sane. That was and is my excuse for my following reply to the innocent question "What's the story on the banquet hall?"

[*][*][*]

Once upon a time, far, far away, there was a banquet hall named Ermintrude. She was a very jolly and good banquet hall most of the time, but unfortunately she had a very low tolerance for the inane drivel that passes as dinner conversation in modern-day North America, and so, throwing off her tablecloths and curtains, she set out to seek her fortune.

As she was trundling down the road with no thought in her mind other than the fact that it was quite chilly to be out without one's foundation, she ran into three little children named Flopsy, Mopsy, Cottontail, and Peter. She noticed that they looked quite sad.

"Why do you look so sad?" Ermintrude asked, going for the obvious, and addressing all three at once, so as to save time.

"Yea, though would fain break bread--" began one.

"All right, knock it off!" warned Ermintrude. "Speak English, or French, or both, but not something you've obviously mugged up out of a book published about the same time that King Arthur was in rompers."

"We're starved!" cried all three at once.

"Starved?" echoed the puzzled Ermintrude. "How can that be? Surely your mothers have given you your Family Allowance cheques."

"No, money is not the problem," Mopsy explained, and indeed, Ermintrude noticed that the children's pockets were fairly stuffed with loonies.

"Then I don't understand. There is a McDonald's right behind us, a Burger King in front of us, and an Arby's just down the droke a piece. Fast food to the right of us; fast food to the left of us; fast food all around us; char-broiled and sundry."

"With a clarity unparalleled in an inanimate object, you have mentioned the solution and the problem in the same breath," said Flopsy, who, to be absolutely frank, was a trifle too verbose. "We have partaken of the fare at all three emporiums..."

"...and we're still hungry!" finished Mopsy.

"Not overly surprising, considering that there's about as much food value in their containers as in the muck they dish into said containers," said Ermintrude sourly. "Come with me, children, to a land beyond the blue mountains, where food is nourishing and no one tries to serve you while wearing a thing that looks like telephone operators' gear."

So the three hungry and apparently boundlessly optimistic children bundled into Ermintrude, and they all set off for the land behind the blue mountains.

[Join us for an exciting installment of the story of the banquet hall, to presented at approximately the same time that it has been reliably determined that hell has frozen over.]

[*][*][*]

But I'm feeling much better now.

--Doug Cuff

[EOA]
[REF]////////////////////////////
REFLECTIONS /
////////////////////////////
Thinking About Online Communications
""""""""""""""""""""""""""""""""""""""

by Phil Shapiro
[P.SHAPIRO1]

>>> NURTURING THE EMOTIONAL BOND BETWEEN WRITERS AND READERS <<<

"""

Last month I finished reading an excellent new book, "The Metaphysics of Virtual Reality." Having finished the book, my mind was swirling with ideas. So I sat down and wrote a lengthy e-mail message to the author of the book, Michael Heim. His Internet address was printed right there in the preface of the book.

Within a day of sending the message, I received a friendly reply. Incredibly enough, the very person who had spent months and months of work writing this book was ready and able to respond to my own reactions to the book.

The excitement of being able to communicate with someone whose book you just read is hard to describe. The experience is akin to going backstage after a play to chat with the director and actors of the production. Or being invited backstage at the end of a rock concert to chat with your favorite performers.

Truth is, I was already familiar with Heim's work from his earlier book, the uniquely insightful, "Electric Language: A Philosophical Inquiry Into Word Processing." I had written a feature length review of this earlier book, so I e-mailed Heim a copy of the review .

Heim was duly appreciative to receive a copy of the review I wrote. Actually, it took me all of five seconds to send him the review. The review was already sitting on my hard drive as a text file. The least I can do to show my appreciation of an excellent book is to send the author a copy of a review I have written about the book.

Last year I engaged in an equally invigorating e-mail exchange with syndicated columnist Michael Schrage, whose 1990 book, "Shared Minds: The New Technologies of Collaboration," has some immensely interesting things to say about collaborative creativity. Schrage is currently working at MIT's Media Lab, a place whose mission is to dream and play with all the possibilities of converging technologies. (For a probing report on the goings on at MIT's Media Lab, see Stewart Brand's top-notch 1987 book, "Media Lab: Inventing the Future at MIT.")

The excitement of direct communications between writers and readers is something that results in great benefits to both. Writers, after all, derive emotional sustenance from the feedback they get from readers. The very purpose of writing becomes real and tangible when readers are able to respond to your books right in your own e-mail mailbox.

Online communications transforms the "imagined audience" into a "real audience." By doing so, it nurtures the emotional bonds between writer and reader.

The possibilities of writer/reader interaction got me thinking about the experiences I had writing a column for my college newspaper. While an undergraduate, I wrote a regular commentary column on the back page of my college newspaper. The words I would write on Sunday evenings at my desk, in my room, would be be multiplied 10,000 times to appear in bundles of newspaper around campus on Thursday afternoons. I'd often receive feedback from friends within an hour or two after the papers hit the sidewalk.

The positive feedback created by hearing reader reaction to my ideas

served as a potent source of creative energy for my next column. This same type of tight feedback between writer and reader is made possible by online communications.

It's only fair to admit, though, that there are some downsides to having book readers communicate directly with book authors. A popular author might receive several hundred fan e-mail messages per day. Naturally, fans will come to learn that not each and every e-mail message can be responded to personally, in detail.

On the other hand, online communications allows book authors to personally involve themselves with the publicity for a book. Book publishers will naturally start favoring those authors ready and able to put in the hours to answer online reader responses. Grueling and expensive book signing tours will thankfully take on a lesser role in book publicity.

Authors who write books on telecommunications subjects, especially, will be expected to be available to interact with reader fan mail. Before the turn of the century, it won't be surprising to hear the comment, "I can't for the life of me understand why this author didn't include his/her Internet address in the beginning of this book. Perhaps they're one of those 'recluse' authors, or something."

-Phil Shapiro

[*][*][*]

Addendum: Copies of the book reviews mentioned in this article can be found as text files in the Digipub RoundTable file library, and in the new "Readers" RoundTable file library here on GEnie. To locate the particular number of the file, search under the uploader: p.shapiro1

To navigate to the Digipub RoundTable, simply type "digipub" or "m1395" (no quotes) at any standard GEnie prompt. To navigate to the new "Readers" RoundTable, type "readers" at any standard GEnie prompt.

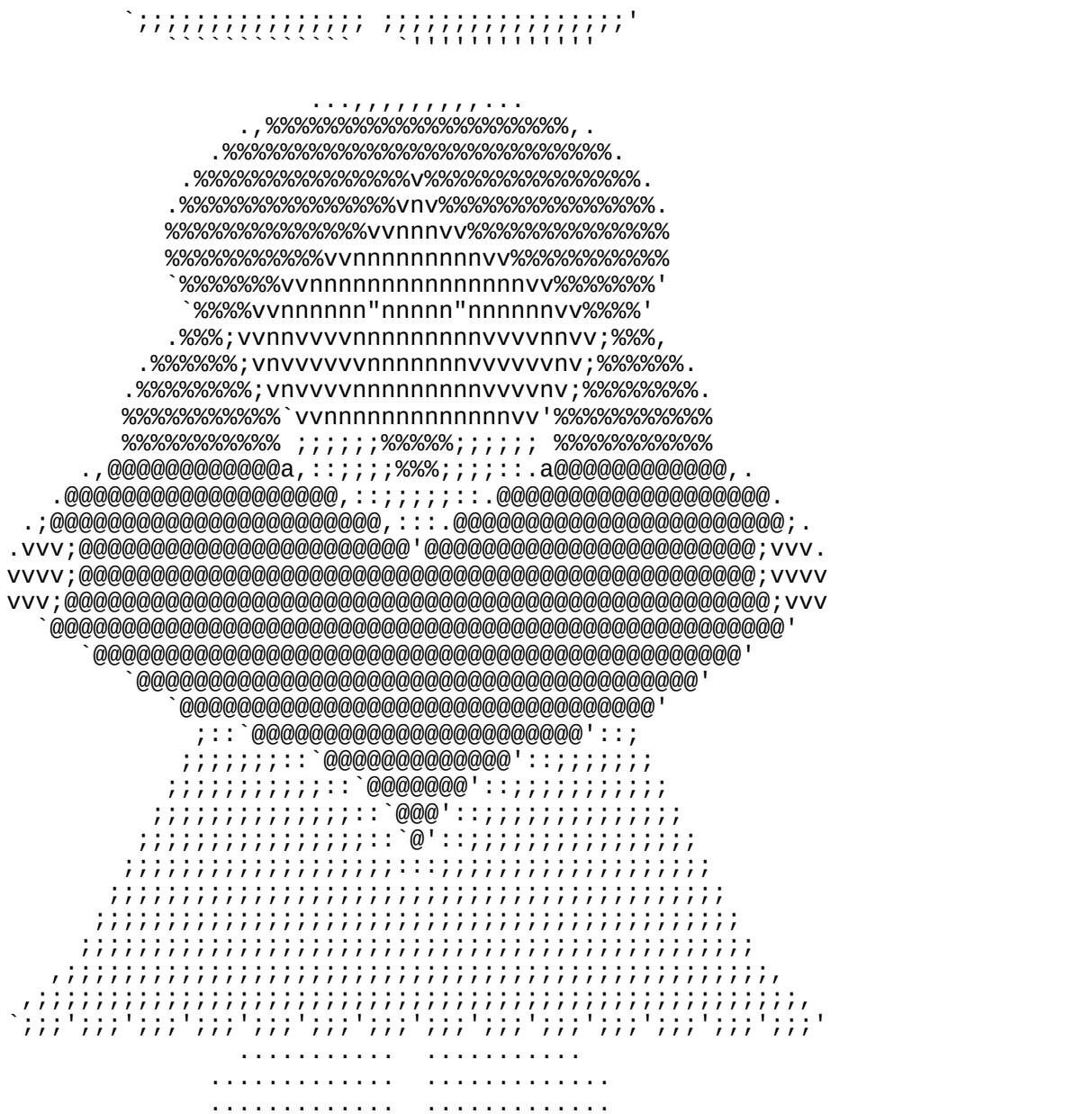
Also, persons interested in following (and contributing) book reviews with the Internet community in general may enjoy the newsgroup titled: rec.arts.books.review. This moderated newsgroup tends to have a broader and more interesting selection of book reviews than the New York Times book review section. To contribute book reviews to this newsgroups, read the instructions given in the FAQ (Frequently Asked Questions) file for the newsgroup, which is posted periodically as a message to the newsgroup.

Shapiro takes a keen interest in the social and psychological dimensions of online communications. He can be reached at: p.shapiro1@genie.geis.com and pshapiro@aol.com. This is the twentieth column in his ongoing series, "Thinking About Online Communications".]

[EOA]
[ASA]////////////////////////////
ASCII ART GALLERY /
////////////////////////////////

Valentine Art
"""""""""""""""
by Susie Oviatt
[SUSIE]

ASCII ART BEGINS



ASCII ART ENDS

[FOR VISUALLY IMPAIRED READERS: The above ASCII art consisted of two pictures: a teddy bear holding a balloon bouquet, titled "Be Mine", and a little girl holding a valentine.]

[EOA]
[HUN]////////////////////////////
THE TREASURE HUNT /
////////////////////////////
Yours For the Downloading
""""""""""""""""""""""""""""

by Charlie Hartley
[C.HARTLEY3]

Welcome back to the Treasure Hunt! This month we will take a look at

a variety of files available in the A2 Library. Let's get started. :)

[*][*][*]

MAH.JONGG.BXY File #18729 154240 bytes GS STRATEGY GAME

Mah Jongg
By Chris Heckman and Scott Mathews
Copyright 1991, 1992. All rights reserved.
Wedge Software.
Shareware - $5.00

Joe Kohn uploaded this game for Wedge Software. He describes it as a "fabulous implementation of the ancient game of Mah Jongg. Similar to Shanghai, but better, as each game is completely different as tiles are set at random."

The following information is based on the READ.ME text file that comes with the download.

The object of the game is to clear all the tiles from the screen. To clear the tiles, you must first find a pair of tiles that match identically. Only matched pairs can be removed from the playing field. Also, a tile must be considered as 'free' in order to be removed.

A tile is considered 'free' if there are no tiles on top of the tile you would like to remove, and the tile has either no tiles immediately to its left, or no tiles immediately to its right. Think of it as having to slide tiles out to the left or right without disturbing the board.

Tiles are highlighted and removed by using the mouse. Error messages will prompt you when you try to remove or match up a tile in error.

A background image sits underneath all the tiles. If you can clear the board, you'll get to see it in its entirety.

You can load in a new set of tiles if you get bored of the default set. Four tile sets are included with this download. There are several other tile sets in the A2 library.

S.DASILVA1 has recently uploaded several tilesets for Mah Jongg. Here is a list of them.

File#	File Name	Description
23864	ENGLISH.BXY	English Tileset for Mahjongg
23865	FLAGTILES.BXY	Flag Tileset for Mahjongg
23808	FRENCH.TILE.BXY	French Tileset for Mahjongg
23897	HARPOON.BXY	Harpoon Tileset for Mahjongg
23899	HEBREW.TILE.BXY	Hebrew Tileset for Mahjongg
23807	LAKE.TILES.BXY	Lake Side Tileset for Mahjongg
23581	NIGHT.TILES.BXY	Night Tileset for Mahjongg
23721	PATTERN.TIL.BXY	Patterns Tileset for Mahjongg
23896	SPHERE.TILE.BXY	Sphere Tileset for Mahjongg

All of these are fairly short downloads, so I recommend that if you like Mah Jongg, download all of these are try them out.

Instructions for creating your own tilesets are included in the READ.ME file.

I like this game a lot. It requires concentration and foresight. There are no "shoot 'em up" tactics here, just solid strategy and a bit of luck.

[*][*][*]

DESKTOP2.BXY File #23867 37248 bytes GS INIT/PROGRAM

DeskSets v1.0
by Larry Badten
May 1994
JesusAware (similar to Freeware)

Pat Kern, who uploaded this program, said about it, "Tired of looking at the same startup/background screen each time you use your GS? Here's a program that will select from several different desktop patterns that can be changed daily, each bootup, or find one you like & use it all the time. 31 patterns are included and you can add others as desired.

Larry Badten, the author of this program said about it: "This is a combination of an init (DeskSets) and a GS/OS program. The init must be loaded into the boot disks' System/System.Setup folder to become active at boot time. This init looks for two things: 1) a folder called "DeskTops" (located in your boot disks' System folder) which contains the patterns and 2) a preference file which will be in your boot disks' System/Preferences folder (the program and/or init will create and update this file).

"The init has several options. They are: 1) Load a different pattern after each x boots (you will enter the value for x); 2) Load a different pattern if the date has changed since the last boot; 3) Don't change the pattern; 4) Show the boot icon; 5) Hide the boot icon.

"The above options may be changed with the program "SetDesks", which may be launched from any ProDOS or HFS volume or directory. Another option is to set the next desk pattern to be selected. If you set a new desk pattern, you may elect to have it redraw your current desktop (this allows you to view each desktop)."

This program works as advertised. I've viewed each of the available screens and selected one of them to permanently (until I get tired of it, anyway) replace the plain blue screen you normally see with the Finder and other desktop programs like ShrinkIt GS.

Directions are also included explaining how to create your own background screens.

[*][*][*]

BIRTHDAYS.BXY File #23887 28672 bytes DESKSET PICTURES

This upload by Pat Kern contains six more desktop backgrounds for the Apple GS DeskSets program by Larry Badten, review above.

These novelty backgrounds all have something to do with wishing you a

happy birthday. Encourage Pat to create more backgrounds by downloading these.

[*][*][*]

GRNSLEEVE.BXY File #23872 107648 bytes MOD SONG

Ken Gagne uploaded this Christmas favorite, Greensleeves, better known as the Christmas carol "What Child Is This?" Play it with MODZap, Sonobox, or any other Amiga MOD player.

I've played it with Sonobox, and it sound nice. Download this one now and you will have it ready for next Christmas.

[*][*][*]

APPLE.SALE.BXY File #23948 17664 bytes ADB OF PROGRAMS

This is an interesting upload. Mr. Nissel [J.NISSEL1] has a list of 733 pieces of Apple II software that he would like to sell in one large package. While there are some duplications (indicating more than one copy of a piece of software available), this is an impressive list of Apple II software.

I recommend that you download this AppleWorks data base file and take a look. If nothing else, it's interesting to see what software he has accumulated. Contact Mr. Nissel for details about what he is asking for this package.

[*][*][*]

ELECREP95.BXY File #23940 20992 bytes ELECTED OFFICIALS

This download contains a listing of all currently elected Federal Senators, Congresspeople, and Representatives of the US Territories, their phone #'s and office assignments, as well as the seated Governors for all 50 States. It also includes information on how to write to the elected officeholders, as well as the President and Vice-President. All information is stored in AppleWorks 3.0 format. The information is current as of 1-15-95.

This is useful information in an easy to access format. Mr. Katz [H.KATZ] is to be commended for making it available.

[*][*][*]

GODZILLABAR.BXY File #23953 26240 bytes APF GRAPHIC

Joe Kohn uploaded this grayscale graphic titled Barney vs Godzilla: The first (and only) chapter. It is a $C0 filetype SHR graphic.

The Barney-haters among you will get a kick out of this graphic. The rest will no doubt send hate-mail to Joe (Just kidding, please don't!). This is what I call a throwaway download. Get it because you're curious

and because it's a small download. But then, who knows, you might find a real use for it. :)

[*][*][*]

UNISYS.LZW.TXT File #23959 5760 bytes TEXT FILE

This file contains a statement titled "Unisys Clarifies Policy Regarding Patent Use in On-Line Service Offerings." This covers Unisys's actions to enforce it's copyright of LZW against Compuserve, as well future licensing needed for the use of LZW.

Since the LZW compression is used in GIF graphics, as well as in products such as ShrinkIt which use it to compress and decompress files, this issue of potential copyright infringement is of great importance to us in the Apple II Roundtables.

This statement clarifies some of the facts, and answers some of the questions that have been asked recently both here and on the Internet. I recommend that you get this file and read it.

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BLOSSOM.NO1.BXY File #23937 143744 bytes NEWSLETTER

The Apple Blossom
by
Steve Cavanaugh

According to Steve, "The Apple Blossom is a 4 page newsletter about current products for the Apple II in AWGS PL format. It uses Bookman, Palatino and Times (included in the archive if you don't have them.) I am sending it to local schools who often don't know about things like the new AppleWorks or Quick Click Calc. If you would like to print this and send copies, please feel free to do so. I have around 120 names in my database for my area now, and as I am doing this out-of-pocket, I can't put in too many more names. Maybe we'll start taking ads in the future? Enjoy."

This version of The Apple Blossom requires that you have AppleWorks GS and Pointless for TrueType fonts. If you have AWGS, but not Pointless, then download file #23943, which uses bitmapped fonts instead. Steve includes Palatino, Times, and Bookman bitmapped fonts with this second download.

I can't actually comment on this newsletter, since I don't have AppleWorks GS; but I can tell you that the comments in the bulletin board about is have been quite favorable.

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ANSITRMRTC.BXY File #23874 9472 bytes RTC TRANSCRIPT

This is an edited transcript of the ANSITerm Real-Time Conference held on Monday, January 9, 1995. The guest speaker was Paul Parkhurst, author of ANSITerm Telecommunications Software for the Apple IIGS.

ANSITerm is a full-featured terminal program that offers compatibility with PC-based bulletin board systems that use PC-ANSI emulation to display colored text and special graphical characters, as well as support for VT52 and VT100 emulations.

ANSITerm also works well on GEnie and will support CoPilot.

If you are looking for a new telecommunications program, I suggest you take a look at this file. It provides a wealth of information that may help you to decide what to get.

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SPECTRUMRTC.BXY File #23925 19456 bytes RTC TRANSCRIPT

This is the edited transcript of the Spectrum 2.0 Real-Time Conference held on January 16, 1995, in the A2 RTC. Read this transcript for details on Spectrum 2.0's new features and when it will be available.

Spectrum 2.0, which is a true GS Desktop telecommunications program, promises to be a nice piece of software, particularly for those who like to write their own scripts. Even if you are looking for a plug-and-play program, you should take a look at this transcript.

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SLOTSCAN162.BXY File #23871 13184 bytes UTILITY

SlotScan - Version 1.62
Freeware for Noncommercial Uses

Robert Claney has created this program, which will run on any computer with 16k. It will tell you what kind and version of Apple computer you have, and how much memory you have.

What gives this program it's name, though, is the fact that it scans your computer's slots and/or ports, telling you what is present in each one. It will describe in detail the individual devices attached to SmartPort cards or ports, and SCSI cards which may be in your system. It will identify the capacity of any drives which are supported by ProDOS.

If, for some reason, you transfer SlotScan to DOS 3.3, it will work there too. It does require at least 16k in order to run, though. This is probably how you will have to run it on a][or][+.

The program comes with a detailed documentation file. While it is freeware for noncommercial uses, those who find a need for it in conjunction with a commercial product should contact Mr. Claney. His address is included in the documentation.

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AW5MACROS.BXY File #23883 5632 bytes APPLEWORKS 5 MACROS

Steve Beville has uploaded a corrected version of the AppleWorks 5.0 Macros file which contains a description of the default macros for this

program.

This file contains a list of the default macro set contained in SEG.UM and SEG.AX on the AppleWorks 5.0 disk. These macros are automatically installed when AppleWorks is booted with UltraMacros activated.

If you have AppleWorks 5.0, and especially if you use macros with it, you should download this small file.

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While we're on the subject of AppleWorks 5.0, there are five archives of bulletin board messages related to this program now available in the library. These are archives of the messages posted to the "AppleWorks 5.0 Is Shipping!" topic. Download the following files and read through them to gleam some jewels of information about AppleWorks 5.0 from folks who know it well.

The files are

23917	AW5GENDIS01.BXY	Messages from 8/5/94 - 10/16/94
23918	AW5GENDIS02.BXY	Messages from 10/17/94 - 12/9/94
23919	AW5GENDIS03.BXY	Messages from 12/10/94 - 12/23/94
23920	AW5GENDIS04.BXY	Messages from 12/24/94 - 12/31/94
23921	AW5GENDIS05.BXY	Messages from 1/1/95 - 1/13/95

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That's it for this month. I hope you have found something here to whet your interest. Drop me a line and let me know what you think of this column and offer any suggestions you might have about what should be in it.

Until next time, happy downloading!

-- Charlie Hartley

[EOA]
[PRO]////////////////////////////
PROFILES /
////////////////////////////////
Who's Who In Apple II
""""""""""""""""""""""""
by Charlie Hartley
[C.HARTLEY3]

>>> WHO'S WHO? <<<
""""""""""""""""""""

~ GEnieLamp Profile: Doug Cuff ~

This month we will profile our own editor, Doug Cuff. Doug is not only the editor of the GEnieLamp A2, he is also the editor of the monthly disk magazine A2-Central, and the author of the delta manual for the new AppleWorks 5.

GEnieLamp> Tell us about your job as editor of GEnieLamp A2.
''''''''''

Cuff> About the most interesting thing about it is how I got the job! I
'''' had just rejoined GEnie after a short absence, and heard that Dean Esmay was looking for an editor for GEnieLamp A2. Since it had been GEnieLamp A2 that was responsible for making me come back to GEnie--I couldn't bear to be left out of the fun any more!--I applied, despite the fact that almost no one knew who I was. I got the job, for the usual No Good Reason (no, I was not the only one to apply :-), and GEnieLamp editor-in-chief John Peters showed me the Reader's Digest version of the ropes.

An important part of each edition of GEnieLamp is the HEY MISTER POSTMAN column, in which each editor selects a digest of the messages posted that month on the respective RoundTable. This requires me and my fellow editors to read every single message in every single category. (You don't know how much I sometimes long for the luxury of IGNoring a category PERmanently.) Actually collecting the messages only takes three hours a week, but reading them takes much longer. I have to read every message carefully, too, since I'm always on the lookout for Quik Quotes to sprinkle throughout the magazine.

My favourite part of the magazine has always been the profiles. I'm not sure what I've done that's worth profiling. I only report the news, after all. Others--like Jawaid Bazyar, Randy Brandt, "Brutal Deluxe", Bill Heineman, Michael Lutynski, Steven McQueen, Greg Templeman, Bill Tudor, Eric Shepherd, Dan Verkade, Joe Wankerl, Mike Westerfield, and dozens of others, most of whom I'm just offended by not thinking of their names off the top of my head--MAKE the news (by writing the programs).

My least favourite part of the job is its deadline. GEnieLamp A2 and A2-Central are both due on the same day! Do you have any idea what it's like to edit two monthly magazines, both of which depend on the previous month's events, and both of which are due on the same day? I manage, but anyone who thinks it's a lot of fun would have made an ideal companion for the Marquis de Sade.

GEnieLamp> Tell us about your job as editor of the A2-Central.
'''''''''

Cuff> It gives me the chance to pretend to be Tom Weishaar (which I
'''' ain't, however much I'd like to be), and it gives me the chance to work with Steve Weyhrich. Steve is great. He'd written columns for GEnieLamp A2 for quite some time before he started working at A2-Central, but we didn't meet until KansasFest 1994.

It's also great fun working with Uncle DOS, who writes our letters column. As fictional characters go, he's pretty three-dimensional. It's an amazing kick to be the editor of a newsletter you're a charter subscriber of.

Professionally, it's an odd sort of situation. ICON, which publishes A2-Central and almost a dozen other disk newsletters, is a not-for-profit group. Yet A2-Central pays for submissions (not much, I'm afraid, but we do pay), and ICON pays me a small amount (out of which I have to pay the authors, which is kind of unusual). I suppose it's this anomaly that causes people to assume we're a major magazine, instead of the newsletter Tom Weishaar always envisioned us as being.

Anything else you'd like to know about working at A2-Central? I'm so

close to the subject, I can't imagine what anyone would find interesting about it.

GEnieLamp> Some of our readers may be interesting in submitting to A2-Central. Tell us what you might be looking for in the way of articles, etc.

Cuff> If I knew the answer to that, I'd probably write and research the articles myself! I guess what I'm looking for is something I haven't thought of so far. I have two pieces of advice for aspiring authors, both good for all magazine and newsletter markets: First, be sure you're not submitting an idea that your market has already handled. Second, realize that "think pieces" are the prerogative of the editor. I've had a few submissions in which the author is basically trying to point out that the future isn't so bleak for the Apple II... whether to console him/herself, or to console A2-Central's readers, I don't know. None of this is bad, but neither is it good enough.

To simplify: Only editors of literary magazines are likely to be interested in a piece based on what an author _thinks_. Editors of news magazines are more likely to be interested in what an author _knows_. (Editors particularly like authors who research to fill in the gaps where they _don't_ know.) I've got dozens of people who can give me their wry observations on the Apple II's mistreatment by Apple Computer, but no one so far who has offered to explain exactly what Big Red Computer will be offering in 1995.

Of course, A2-Central is still interested in what Apple II users think, same as always. Just write Uncle DOS and tell him--he's glad to listen! If you have a question or an answer to one, he's just as glad to get those. Be sure to use the new address, though: 6405 Metcalf Avenue, Ste. 106, Box 22, Overland Park, Kansas 66202-4080.

GEnieLamp> Tell us about your experiences as you wrote the Delta manual for AppleWorks 5.

Cuff> It was complete and utter madness, and I'd do it again in a minute if they asked me to.

It began when Jerry Kindall asked me, in early September, if I'd be interested in the job. When I said yes, he asked me how much I charged. I'd already been helping in the beta testing of AppleWorks 5, knew about how much work had been done on the program, and made a guess of a week, or two at the most.

Two weeks to write the update manual for AppleWorks 5. Right. You know, if they held a contest for estimating time to project completion, Randy Brandt, Jerry Kindall, and I would all tie for last. I ended up working over 30 days on the manual, and they weren't 9-5 days, either. Over the entire period, I think the earliest I went to bed was midnight, and there were quite a few nights when I kept working until 3 AM. All this despite the fact that Randy had already written huge chunks of the manual! (For instance, I adapted the portion on the Outliner from his Outline 3.0 manual.)

All the time I was writing, AppleWorks 5 was still in development, so it was possible to write a page in the morning and have it be either obsolete or flat-out wrong by the evening. (It was also possible to spend

three hours trying to circumvent a bug that prevented me from being able to document a feature.) Randy Brandt couldn't have been nicer. He read several drafts of the manual, and corrected my errors with patience and good humour.

I wrote the manual using AppleWorks 5 itself, but the last few days were spent putting the document into a Rich Text Format, so that Jerry Kindall could read it on his Mac with my original formatting intact. This saved Jerry so much time, he actually arranged for me to be paid a bonus! I uploaded my final draft in mid-October... and that same night, Randy phoned me to say he'd added one last feature and ask if it was too late to have it in the manual. (Jerry added those paragraphs, so it wasn't really too late.)

GEnieLamp> How did you first get interested in the Apple II computer?
''''''''''

Cuff> It's all thanks to--or possibly the fault of--my younger brother
'''' Leslie, who in turn owes his interest to his high-school chum Steve Garland. My brother Les used to play games on his friend's Apple II-Plus, and asked for an Apple II for Christmas of 1982.

On Christmas morning, Les had an Apple II-Plus to play with. He wrote a simple program in BASIC that drew random dots on the hi-res screen, and that looked pretty cool. Not only was it my first glimpse of a personal computer--which explains why I was impressed by a pretty quick hack--but the hi-res display of random dots looked like a star field. (Years of Star Trek had convinced me this was the loveliest possible view.) The computer kept drawing dots, which quickly became boring, and the other members of the family drifted away.

"How many dots is it going to draw?" I asked Les.

"Five thousand," Les replied.

"Can you make it show how far along it is?" I asked.

"Sure," said Les, and he interrupted the program. He added one line--one line!--of code, and started the program going again. Sure enough, it was now counting the dots it was drawing. That was it. I was hooked. You could make the darned thing respond to your wishes.

In retrospect, I realize that all Les did was insert a PRINT statement in the middle of a FOR-NEXT loop. Never mind. At that time, I was enormously impressed at how easily you could control the machine.

GEnieLamp> Do you have any anecdotes you can share with us about your
''''''''''' first experiences with the Apple II?

Cuff> Not long after my younger brother Les wowed me with a simple PRINT
'''' statement, I picked up the Applesoft BASIC manual that came with the machine and started writing programs. These programs, when run, were singularly unimpressive... but I didn't write them to run them. I wrote them to list them, to remind myself of how various commands worked and what their syntax was.

My favourite early moment came when Les borrowed Mission: Asteroid (Hi-Res Adventure #0) from his pal Steve Garland. For weeks, Steve and Les

had been stuck at the first screen of the game, where you have to get past a receptionist by giving a password. I watched Les type increasingly wild guesses for the password, then walk away from the computer in frustration with the game still running. I quickly sat down in his place, never having seen an adventure game before. I had seen Les type "INVENTORY", so I tried that. Practically all that "I" was carrying was a watch, so I typed "LOOK WATCH". It had a button on it, so I typed "PRESS BUTTON"... and the game told me the password! I gave the password to the receptionist, and proceeded with the game. At that point, Les came back into the room. It was a couple of seconds before he could choke out, "How did you _do_ that?" Only then did he tell me how long he and his friend had been working on the problem.

With that, I was hooked on adventure games. Les and I finished the game in no time, returned the disk to his friend, and started buying our own adventure games. I remember buying Mystery House (Hi-Res Adventure #1)--_years_ after its original release--and finishing it in one weekend. I bought Softporn Adventure, the text adventure that later metamorphosed into Leisure-Suit Larry, and finished it in one day. Don't get me started on the Infocom adventures, or GEnieLamp A2 will be twice its normal size this month!

For the same reason, don't get me started on when I used to run a BBS. That doesn't qualify as "early years" material anyway.

GEnieLamp> Running a BBS sounds like an exciting adventure. Tell us
''''''''' about your experiences.

Cuff> Not letting me off that easily, eh?
''''

My fondest memories of running a BBS are of the friends I made, people I wouldn't otherwise have met, and whom I still keep in touch with via E-mail. One of my bulletin board system's leading lights was a young lady named Kirsten, who took to dropping by in person every second week or so. One day she brought along her best friend... which is how I met Tara, the lady who is now my wife!

I made other friends, too (didn't marry a one of 'em!) and got to visit with them this Christmas just past. After I closed my BBS, about a dozen of us gathered in my living room for a wake! We celebrated with a parody of Poe's poem "The Raven", co-written by my wife and myself. (You'll find it reproduced in the October 1994 issue of A2-Central.)

Running a BBS also provided me with an education--one I needed, but one I didn't much relish at the time. "The astonishing thing," someone once said, "is not that most people have a price, but how low that price is." It was frightening to learn how many people considered that they had a right to break the rules, because they personally were on the side of the angels. In practice, it didn't matter much, but I lost a few of my illusions about human nature.

More of a problem was a user named Ron who began by applying for accounts in several names. He rapidly moved on to trying to hack in to other accounts, including the system operator's (mine), which is a black crime. Fortunately, he wasn't very good at it. I banned him from the system. In his attempts to get back on, he tried blackmail, he tried bribery, he tried threats, he tried ruining my reputation, and he tried portraying himself as persecuted. All of this stopped when his employer

had him arrested for stealing equipment to the value of--I think--$75,000. He was convicted and sentenced to jail. To replace my lost illusions about human nature, I gained some respect for the justice system.

GEnieLamp> Tell us a bit about your family.
''''''''''

Cuff> Well, my wife Tara and I have been married for three years, and we
'''' haven't any children yet, so we're an abbreviated family. We both come from Newfoundland, Canada's easternmost province. (You pronounce "Newfoundland" to rhyme with "understand": nyu-fnd-'LAND. People who stress the middle syllable drive Newfoundlanders crazy.) We're living in London, Ontario while Tara takes her computer science degree at the University of Western Ontario.

My mother and father were both teachers, though by the time I was born, my mother had become--well, a mother--and my father was a university professor. I have three brothers: Jeff and Bob, both older, and Les, who is younger.

The family history really got interesting when my father decided to start a publishing company, Harry Cuff Publications. I started there as a shipping clerk, and taught myself most aspects of the business. I'm insufferably proud--according to my brothers, anyway--of the fact that I am neither the eldest son, nor the one who joined the firm first, yet was still the one who was second in command until I let the firm to join Tara in London, Ontario. Whoops, I've started talking about myself again, and not the family. Next question, please?

GEnieLamp> What do you consider your proudest accomplishment?
''''''''''

Cuff> Our marriage. It's a wonderful thing. My wife and I communicate
'''' in extremely efficient but sometimes confusing ways. At a casual get-together, we once utterly confounded our hostess--my wife by uttering the sentence, "Well, that went through my head like a pregnant earwig!" and me by _understanding_ it. (All Tara meant was "That remark went over my head.") Understanding someone that well produces a warm feeling. Like Fezzik in _The Princess Bride_, my private picture of hell is being left alone with everybody going "BOOOOOOOOOO" at me forever. Now that I've met Tara, I don't have to worry about that any more, and neither does she.

GEnieLamp> Who do you look up to as your mentors?
''''''''''

Cuff> These days, I find it's hard to find anyone with the time to act as
'''' a mentor, don't you? In any case, I prefer jobs that have a certain amount of autonomy. With those sorts of jobs, your superiors throw you in at the deep end. They don't hang about to give advice. Some of them only check back months later, presumably to see if they need to have your remains fished out of the pool.

While they may not have been my mentors, I'd like to use this opportunity to compliment a few people: Jerry Kindall, managing editor of _II Alive_, is the best editor I've ever written for. He often finds a way to make my articles just a little bit better and still remains sensitive to the author's original intentions. GEnieLamp chief John Peters provides his clear head--none clearer!--when mine is muddled, volcanic, or narcissistic,

and often provides a shoulder to sob on, too.

Probably the closest thing I've had to a mentor is my father, whom I love dearly. Oddly enough, he rarely gave me professional advice when I was working for the family firm, but outside the office, he sure shapes my values and behaviour.

GEnieLamp> What sorts of things do you like to do for fun (i.e. non-computer hobbies)?

Cuff> I guess programming doesn't count, does it? I like programming, but it will never be more than a hobby.

I enjoy theatre. For several years, I was a stage manager with amateur theatre groups in Newfoundland. I enjoy theatre-going, too, but that's definitely a luxury when you're looking for work, as I am these days. Before I started working on A2-Central, I'd occasionally volunteer to usher at one of the professional local theatres, which meant I could see the show for nothing, but there's no time for that now. This past summer, my wife and I splurged to see _Othello_ at the world-famous Stratford Festival. I've wanted to attend ever since I was a young'un, and since Stratford is only 50 minutes' drive from where I live, the temptation was too great.

I enjoy reading and writing, and am starting to worry at how little time I have for reading now that I'm writing for GEnieLamp A2 and A2-Central regularly. I agree with Stephen King's assertion that authors who say "I don't have time to read" are like people who start up Mount Everest while claiming that they didn't have time to buy rope or pitons.

GEnieLamp> What do you read for pleasure?

Cuff> In my early adolescence, I read Agatha Christie; while a university undergraduate, I read P. G. Wodehouse; and as a graduate student, I read Harlan Ellison.

That's actually a gross oversimplification, and worse, it doesn't address the question of what I'm reading now. Alas, I no longer read as much fiction, though I do try to pick up everything by Spider Robinson, and occasionally dip into my wife's Heinlein collection or try to borrow a Vonnegut I haven't read. And I still read Harlan Ellison. When I feel like a touch of humour, I'll re-read William Goldman or British author Keith Waterhouse. As a stage manager, I read hundreds of play scripts, and still enjoy reading those and television scripts from British series such as "A Bit of Fry and Laurie", "Yes, Minister", and so on. I've read and enjoyed exactly one Stephen King book--_Misery_--because it dealt with the horrors one human being can inflict on another. Now _that's_ terrifying. Vampires and devils don't do a thing for me, not on the printed page. Running into one in real life, however...!

I read a lot of "light" reference books, ones that present information in an entertaining way--Trivial Pursuit could well have been invented as a way to make me appear clever--and am constantly searching for a well-written biography. It's astonishing how many poorly-written bios there are. People are fascinating, so why are so many books about them dull?

GEnieLamp> Are computers a part of your daytime job? Please tell us a

''''''''' little about what you do between 9 and 5.

Cuff> Unless you count editing GEnieLamp A2 and A2-Central, I don't have a
'''' daytime job. (I don't really consider either a day job. I don't get paid for editing GEnieLamp A2, and while I do get a small amount for editing A2-Central and that _is_ my only income at present, it pays too far below poverty level--which isn't ICON's fault, by the way--to be considered a day job.) I'm looking for work, and that--plus keeping the household running--takes up most of my daytime hours.

GEnieLamp> How long have you been a member of GEnie?
'''''''''

Cuff> Boy, I'm lucky I keep all my credit card statements--I wouldn't
'''' have been able even to estimate the answer to that one: I joined in 1988, when Tom Weishaar began promoting GEnie in A2-Central. I called infrequently at best, partly because the nearest node was an extremely LONG-distance call from Newfoundland, and partly because of the atrocious user interface. I didn't become a regular caller and full-fledged member of GEnie's A2 community until 1993.

GEnieLamp> What new services do you think GEnie should provide its
''''''''' subscribers?

Cuff> It should provide better access for modems operating at 9600 baud
'''' and higher, and it should do so as soon as possible. It's already waited too long. It should provide a more efficient upload protocol than XMODEM. It should provide full access to the Internet, and of course they're actively working on that last one.

One service GEnie doesn't have that CompuServe does is Phone*File, an online telephone book--the "white pages"--for the USA. There's also a "Yellow Pages" version that covers Canada and the US. I like it a lot, and hope that GEnie will implement something similar.

An "old" service GEnie should keep is ASCII-level service, so that you don't have to use a fancy-shmancy graphics interface just to log in. Businesses that don't have time for the lowest common denominator are going to find that their supply of new customers is limited.

GEnieLamp> What one piece of advice would you pass along to a new
''''''''' Apple II telecommunications enthusiast?

Cuff> First of all, join GEnie. I realize that sounds as though I'm
'''' drumming up trade for the service that publishes GEnieLamp A2, but it's genuinely what I advise. GEnie is _the_ place to be if you use an Apple II. These days, you have to be online to get the best support for your Apple II. CompuServe is no longer the fun place it was. America Online doesn't want to know you any more. Delphi is still an unknown. The Internet has too much strife too often. GEnie is the clear winner.

The only problem is that GEnie's user interface is about as intuitive as the second law of thermodynamics. Therefore, my second piece of advice is that you start using an offline message processor like CoPilot or GEnie Master (GEM). I resisted using message processors for years, figuring they would require me to abandon the spontaneity of being online. I was wrong. (This happens sometimes.) Now I recommend CoPilot and GEM every chance I get.

GEnieLamp> What do you see as the future for the Apple II and its owners?
''''''''''

Cuff> I prefer not to prophesy. All I can tell you is that it's not over
'''' yet. I have a feeling that some of us will use our Apple II computers until there is no longer a way to patch them up. Probably Joe Kohn and I will be duking it out for the title here, but don't schedule the match for any time soon.

GEnieLamp> Can you offer some advice about software and hardware that a
'''''''''' new Apple II user might invest in? What do you have and use?

Cuff> Much depends on what they want to do! I love AppleWorks, and
'''' wouldn't hesitate to recommend it to anyone who has a need for a word processor or a data base or a spreadsheet. (UltraMacros also provides a satisfying programming environment.) I _would_ hesitate to recommend it to someone who wants to play games.

I happen to like Talk is Cheap, the telecommunications program by Don Elton. It's easy to write scripts for it, and it works on Apple IIe's and IIc's as well as IIgs's. If it had ZMODEM, I might never need anything else.

I personally prefer a monochrome monitor because I work with my Apple II all day, every day, and the eyestrain that a colour monitor causes in ridiculous. Luckily, I use text-based applications 95% of the time, since I'm either using a word processor or telecommunications software, and colour is not likely to be vital to either task. I can't say I recommend it for anyone who doesn't do at least 8 hours of word processing in a day, though.

Our computer equipment consists of a ROM 01 IIgs with 4 megs of RAM, two monitors (one monochrome and one RGB colour), a 105-meg hard drive, a 21-meg Floptical drive, a 9600-baud modem that only connects reliably at 2400, and an ImageWriter II printer. There's also a IIe with a 20-meg hard drive and a 1200-baud modem.

We also have a 286 laptop on extended loan from my eldest brother, but I haven't used it since I dragged it to KansasFest. It literally gathers dust. MS-DOS is not my friend.

GEnieLamp> Where do you see the future of telecommunications moving in
''''''''''' the next five to ten years?

Cuff> This is a difficult question for those who try not to prophesy! I
'''' have fears that the Internet as we know will be taxed or legislated out of existence, but I don't really know how likely that is. I predict that, in ten years, telecommunications will have evolved even beyond my capacity to predict. We're all in for some thrilling, frustrating times.

GEnieLamp> Doug, it as been a pleasure talking with you. The Apple II
''''''''''' world is blessed by dedicated, articulate folks like you. Keep up the good work! :)

Cuff> Thanks very much for speaking with me. If anyone has any questions
'''' about GEnieLamp A2 or A2-Central, I hope they'll drop me a line at editor.a2@genie.geis.com (or just EDITOR.A2, on GEnie). I love to get

mail!

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A note to our readers: If you want to know more about a particular person and want him/her to be interviewed for the GEnieLamp A2 profile column, send E-mail to C.HARTLEY3 or EDITOR.A2 and we'll see what we can do. In your E-mail message, tell why you think this person is a good candidate for the profile.

GEnie_QWIK_QUOTE

The Oscar sound and icon vanished because the Children's Television Workshop found out about it and apparently threatened lawsuits to protect their copyrights.

Well, that's very un-Muppet of them.

POWERPC.PRO & KEN.GAGNE

[EOA]
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GEnieLamp Information

- COMMENTS: Contacting GEnieLamp
  - GEnieLamp STAFF: Who Are We?

GEnieLamp Information

GEnieLamp is published on the 1st of every month on GEnie page 515. You can also find GEnieLamp on the main menus in the following computing RoundTables.

RoundTable	Keyword	GEnie Page	RoundTable	Keyword	GEnie Page
DigiPub	DIGIPUB	1395	Atari ST	ST	475
Macintosh	MAC	605	IBM PC	IBMPC	615
Apple II	A2	645	Apple II Dev.	A2PRO	530
Macintosh Dev.	MACPRO	480	Geoworks	GEOWORKS	1050
BBS	BBS	610	CE Software	CESOFTWARE	1005
Mini/Mainframe	MAINFRAME	1145	Programming	PROGRAMMING	1445
Data Comm.	DATACOMM	1450	Windows	WINDOWS	1335

GEnieLamp is also distributed on CrossNet and many public and commercial BBS systems worldwide.

- To reach GEnieLamp on Internet send mail to genielamp@genie.geis.com

- Current issues of all versions of GEnieLamp are File Requestable (FREQable) via FidoNet (Zones 1 through 6) from 1:128/51 and via OURNet (Zone 65) from 65:8130/3. SysOps should use the following "magic names" to request the current issue of the indicated GEnieLamp platform (FREQ FILES for names of back issues of GEnieLamp IBM):

Platform	Magic Name To Use
GEnieLamp IBM	GLIBM
GEnieLamp ST	GLST
GEnieLamp A2Pro	GLA2PRO
GEnieLamp Macintosh	GLMAC
GEnieLamp TX2	GLTX2
GEnieLamp A2	GLA2
GEnieLamp Windows	GLWIN

- o Back issues of GEnieLamp are available in the DigiPub RoundTable Library #2 on page 1395 (M1395;3).

- o GEnieLamp pays for articles submitted and published with online GEnie credit time. Upload submissions in ASCII format to library #42 in the DigiPub RoundTable on page 1395 (M1395;3) or Email it to GENIELAMP. On Internet send it to: genielamp@genie.geis.com

- o We welcome and respond to all E-Mail. To leave comments, suggestions or just to say hi, you can contact us in the DigiPub RoundTable (M1395) or send GE Mail to John Peters at [GENIELAMP] on page 200.

- o If you would like to meet the GEnieLamp staff "live" we meet every Wednesday night in the Digi*Pub Real-Time Conference at 9:00 EDT (M1395;2).

- o The Digital Publishing RoundTable is for people who are interested in pursuing publication of their work electronically on GEnie or via disk-based media. For those looking for online publications, the DigiPub Software Libraries offer online magazines, newsletters, short-stories, poetry and other various text oriented articles for downloading to your computer. Also available are writers' tools and 'Hyper-utilties' for text presentation on most computer systems. In the DigiPub Bulletin Board you can converse with people in the digital publishing industry, meet editors from some of the top electronic publications and get hints and tips on how to go about publishing your own digital book. The DigiPub RoundTable is the official online service for the Digital Publishing Association. To get there type DIGIPUB or M1395 at any GEnie prompt.

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	o Dave Nienow	[D.NIENOW]	IBM Staff Writer
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	o Charlie Hartley	[C.HARTLEY3]	A2 Staff Writer
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""""""	o Tim Buchheim	[TIM.B]	Co-Editor
ETC.	o Jim Lubin	[J.LUBIN]	Add Aladdin Scripts
"""""	o Scott Garrigus	[S.GARRIGUS]	Search-ME!
	o Mike White	[MWHITE]	(oo) / DigiPub SysOp
	o Susie Oviatt	[SUSIE]	ASCII Artist
	o Al Fasoldt	[A.FASOLDT]	Contributing Columnist
	o Phil Shapiro	[P.SHAPIRO1]	Contributing Columnist
	o Sandy Wolf	[S.WOLF4]	Contributing Columnist

\\\

echo). Have the modem dial 1-800-638-8369. When you get a CONNECT message, type HHH. At the U#= prompt, type: JOINGENIE and hit the [return] key. When you get the prompt asking for the signup code, type DSD524 and hit RETURN. The system will then prompt you for your sign-up information. Call (voice) 1-800-638-9636 for more information.

////////////////////////////////\\

[EOF]

```
================================================================================
DOCUMENT almp9503.app
================================================================================

     ||||||  ||||||  ||  ||  ||||||  ||||||
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     ||     ||||||  ||||||||  ||||||                     RESOURCE!
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                    ~ WELCOME TO GEnieLamp APPLE II! ~
                      """""""""""""""""""""""""""""""""
                ~ HARDVIEW A2:  Networking with Etherplus ~
             ~ THE TREASURE HUNT:  RTCs You May Have Missed ~
        ~ PAUG NEWSLETTER:  Report from the Planetary Apple User Group ~
                    ~ HOT NEWS, HOT FILES, HOT MESSAGES ~

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  GEnieLamp Apple II ~ A T/TalkNET OnLine Publication ~  Vol.4, Issue 36
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           >>> WHAT'S HAPPENING IN THE APPLE II ROUNDTABLE? <<<
           """""""""""""""""""""""""""""""""""""""""""""""""""""
                              ~ March 1, 1995 ~

 FROM MY DESKTOP ......... [FRM]        HEY MISTER POSTMAN ...... [HEY]
  Notes From The Editor.                  Is That A Letter For Me?

 HUMOR ONLINE ............ [HUM]        REFLECTIONS ............. [REF]
  A Few Anagrams.                         Links Between School and Home.

 ASCII ART GALLERY ....... [ASA]        HARDVIEW A2 ............. [HAR]
  Musical Doodles.                        Networking with Etherplus.

 THE TREASURE HUNT ....... [HUN]        PAUG NEWSLETTER ......... [PNL]
  A Selection of RTC Transcripts.         January/February 1995 Report.

                     LOG OFF ................. [LOG]
                      GEnieLamp Information.

[IDX]""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""
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READING GEnieLamp GEnieLamp has incorporated a unique indexing system
"""""""""""""""""" to help make reading the magazine easier. To
utilize this system, load GEnieLamp into any ASCII word processor or
text editor. In the index you will find the following example:

```
HUMOR ONLINE ..... [HUM]
 [*]GEnie Fun & Games.
```

To read this article, set your find or search command to [HUM].
If you want to scan all of the articles, search for [EOA]. [EOF] will
take you to the last page, whereas [IDX] will bring you back to the
index.

MESSAGE INFO To make it easy for you to respond to messages
"""""""""""" re-printed here in GEnieLamp, you will find all the
information you need immediately following the message. For example:

```
                (SMITH, CAT6, TOP1, MSG:58/M475)
 _______________|   _____|__  _|___    |____ |_______________
|Name of sender   CATegory  TOPic    Msg.#   Page number|
```

In this example, to respond to Smith's message, log on to page
475 enter the bulletin board and set CAT 6. Enter your REPly in TOPic
1.

A message number that is surrounded by brackets indicates that
this message is a "target" message and is referring to a "chain" of two
or more messages that are following the same topic. For example: {58}.

ABOUT GEnie GEnie's monthly fee is $8.95 for which gives you up to
""""""""""" four hours of non-prime time access to most GEnie
services, such as software downloads, bulletin boards, GE Mail, an
Internet mail gateway, and chat lines, are allowed without charge.
GEnie's non-prime time connect rate is $3.00. To sign up for GEnie
service, call (with modem) 1-800-638-8369 in the USA or 1-800-387-8330
in Canada. Upon connection type HHH. Wait for the U#= prompt. Type:
JOINGENIE and hit RETURN. When you get the prompt asking for the
signup/offer code, type: DSD524 and hit RETURN. The system will then
prompt you for your information. Need more information? Call GEnie's
customer service line (voice) at 1-800-638-9636.

SPECIAL OFFER FOR GEnieLamp READERS! If you sign onto GEnie using the
"""""""""""""""""""""""""""""""""""" method outlined above you will
receive an *additional* six (6) free hours of standard connect time
(for a total of 10) to be used in the first month. Want more? Your
first month charge of $8.95 will be waived! Now there are no excuses!
*** GET INTO THE LAMP! ***
""

```
  ////////////////////////////////////// GEnie_QWIK_QUOTE ////
 /  Less than a year ago, I read in WordPerfect Magazine a    /
/  rave about some new featurs in one of their products.     /
/  Seems you could have more than one file open at the same  /
/  time, and wonder of wonders, highlight something in one   /
/  file and drag it onto another file!  They thought this    /
/  was a =nifty new= feature.  I saw it in 1988.  On a GS.   /
////////////////////////////////////////////  EDMUNDL  ////
```

[EOA]
[FRM]//////////////////////////////
FROM MY DESKTOP /
//////////////////////////////
Notes From The Editor
"""""""""""""""""""""""""

by Douglas Cuff
[EDITOR.A2]

>>> MUCH TOO LATE FOR GOODBYES <<<
"""""""""""""""""""""""""""""""""""""""

Last month, ICON (formerly Resource Central) produced its final issue of A2-Central (formerly Open-Apple). I was its editor.

When I was interviewed for GEnieLamp A2 last month, I didn't know A2-Central was on its last legs. I didn't even know the issue of A2-Central I was working on would be the last ever. I didn't get a chance to say goodbye. I can't say goodbye here and now, because many A2-Central readers lives in countries GEnie doesn't reach.

I don't suppose it matters much. There isn't much to say. I would have liked to have told all those who stuck with A2-Central even after it dropped its paper version--and even all those who cancelled then--about its spiritual successor, Shareware Solutions II. Even though there wasn't much to say, I wish someone had had the chance to say it. No one should be put into the ground with too few words.

A2-Central began its life in 1985 as an one-man, eight-page newsletter. That one man was Tom Weishaar, and that newsletter was Open-Apple. In 1989, Open-Apple metamorphosed into A2-Central to avoid the wrath of Cupertino, and that change brought with it A2-Central-On-Disk. In 1993, the paper version of A2-Central disappeared, and A2-Central-On-Disk dropped the "-On-Disk" from its name, since the newsletter was available in disk format only.

At the start of 1994, I started writing for A2-Central. By the middle of the same year, I had been appointed editor. I was the sixth person to edit the newsletter with Uncle DOS, after Tom Weishaar (accept no substitutes), Dennis Doms (whose Internet series began in the final issue), Jay Jennings (for one issue only), Ellen Rosenberg (last editor of a paper version), and Dean Esmay (who had edited A2-Central-On-Disk since 1989).

Now it's gone. The little newsletter that was printed in "teeny-weeny-eyestrain-o-vision" (a phrase invented by Matt Groening for his _Life in Hell_ comic strip) on paper not much thicker than onionskin. The little newsletter that spawned a mail order company. The little newsletter that spawned a dozen other disk magazines. The little newsletter that many absent-mindedly referred to as a magazine.

Happily, we are not gone. Tom Weishaar has not passed to the Great Beyond, and the other editors--including myself, thank you--seem to be pretty hale and hearty. More happily, you are not gone. You're still out there, eager to find solutions with your Apple IIs, and still getting to know these great computers. Even more happily, the Apple II is not gone. It's been 18 years since they first made one, and two years since they last made one, and the computer still is not gone.

As those of us who loved Open-Apple in its various forms remember, it was ten years ago when Tom Weishaar open the first editorial of his newsletter with the sentence, "My banker says I'm crazy to start a newsletter about an eight-year old computer."

You weren't crazy, Tom. At least, you weren't any crazier than the thousands who subscribed over the years.

Open-Apple (A2-Central). 1985-1995. R.I.P.

-- Doug Cuff

GEnie Mail: EDITOR.A2 Internet: editor.a2@genie.geis.com

REPRINTING GEnieLamp

If you want to reprint any part of GEnieLamp, or post it to a bulletin board, please see the very end of this file for instructions and limitations.

ASCII ART BEGINS

ASCII ART ENDS

[EOA]
[HEY]//////////////////////////////
HEY MISTER POSTMAN /
//////////////////////////////
Is That A Letter For Me?
""""""""""""""""""""""""""""

by Douglas Cuff
[EDITOR.A2]

o A2 POT-POURRI

o HOT TOPICS

o WHAT'S NEW

o THROUGH THE GRAPEVINE

o MESSAGE SPOTLIGHT

>>> A2 POT-POURRI <<<
""""""""""""""""""""""""""

GRAPHICS CONVERSION WITH PRISM All's well that ends well?
"""""""""""""""""""""""""""""""

You decide...

A few weeks ago, I posted a message about my recent experience with purchasing the graphics conversion program - Prism - from Other World Computing.

All told, it took 6 weeks from the time I placed my phone call until Prism arrived. During those 6 weeks, it was a comedy of errors. I must have placed 10 phone calls to the 800 toll free number, and the witches' brew of excuses I heard were the most absurd I've ever heard in my life.

The thing of it is...Prism is an excellent program that does a superior job in converting graphics. It's just too bad that it is not available from anyone other than Other World Computing. Dealing with them was nothing but toil and trouble.

Joe

(JOE.KOHN, CAT2, TOP20, MSG:235/M645;1)

MORE GRAPHICS CONVERSION I'm a bit of a cross platform graphics 'nut' and
"""""""""""""""""""""""""" I wannna tell you that, as much as I like Show.me's capabilities, I've had no success in saving or converting GIF's of more than 15 colors or 3200 color graphics of any kind at all. My hardware is a ROM 3 GS, Appletalk in slot 1 (I've tried it without it, too), RamFast w/256k, 85 meg Quantum HD, 4 Meg CV tech Ram card, a Superdrive, 3 Unidisks and a 5.25 --and a 8MHz 16k Zip.

I highly recommend Tim Meekins' ImageQuant (very alpha, but in the A2 library) for those who are serious in the saving and editting of graphics on the II GS. It is actually the second best (commercial programs included) universal converter of graphics that I have ever seen. The best graphic converter program for the GS has not yet been released because of GS/OS conflicts but is the only program that I know of that can convert Aldus SuperPaint Documents from the MacIntosh to the IIGS.

Look for TGM (Tim's Graphic Mangler) in late 1995. Perhaps sooner if I get over this habit of being stupid :)

Tim K

(KELLERS, CAT6, TOP6, MSG:171/M645;1)

AMERICA ONLINE E-MAIL There is something very very wrong with the America
"""""""""""""""""""""" Online Internet e-mail gateway.

I read in my local newspaper about problems that thousands of people are reporting when sending Internet e-mail to AOL addresses, and have actually tried a few experiments.

I've sent e-mail to AOL that got cut off mid-sentence. I've sent e-mail to my former AOL address which was canceled on 11/1/94, and the e-mail never bounced. I've sent e-mail to non-existent AOL addresses which have taken 4 or 5 days to "bounce."

In short, I don't think you're doing anything wrong.

Joe

(JOE.KOHN, CAT29, TOP6, MSG:376/M645;1)

SAY IT LOUD
"""""""""""

As Public Relations Manager here I could use a little bit of help from all of you..

I am finding that when I make contacts with vendors, many of them don't realize how much of their business is generated by Apple II using customers, and even fewer realize that GEnie A2 is the center of the Apple II universe :)

What I'm asking you to do is:
When you order a computer product for your Apple II, tell the sales person that's what it's for, and that it will work on Apple II's :)
[of course it's a good idea to tell them this after they've take your order]...

If you are ordering from a business you've seen recommended here in A2, be sure to tell them that the reason you are ordering from them is that they were recommend in the Apple II RoundTable on GEnie.. We may be able to encourage some vendors to acknowledge that they have Apple II products that they didn't even know they had :)

Doug.P <------A2 Hardware Help and A2 Public Relations Manager
(DOUG.P, CAT3, TOP12, MSG:235/M645;1)

SHANGHAI TILES AND HIERARCHIC
"""""""""""""""""""""""""""""

I too have found that Hierachic causes problems with other programs - for instance, just recently when playing Shanghai I could not remove some of the tiles which were actually free.

Initially, I couldn't fathom out what the problem was, but after a process of elimination I found that with Hierarchic installed the problem was present, without it all was well. Just to confirm it was no coincidence, I reinstalled/removed Hierarchic and rebooted several times - with the same results.

Pete Green (U.K)
(P.GREEN, CAT43, TOP15, MSG:206/M645;1)

[My personal experience was that KANGAROO, which uses Hierarchic, was causing a problem with Shanghai, but that HIERARCHIC itself was blameless. Your mileage may vary. -- Ed.]

GLEN BREDON, WHERE ARE YOU?
"""""""""""""""""""""""""""

Where is Glen?

Glen retired at the end of the last school year and moved back to California. He has a year-round place in the Sierra's at about the 3,000 foot level and retreats to the summer cabin above the 7,000 foot level after the roads are cleared.

I only recently finally unpacked his puter; but by now, his GEnie account has grown old with disuse and he could not log back on. I should ask Syndicomm to find a way to get him back on, but never seem to remember....
(A2.CHUCK, CAT20, TOP2, MSG:223/M645;1)

>>> HOT TOPICS <<<

"""""""""""""""""""

FAXINATION GETS COOL RECEPTION; WORK ONGOING
""

MAJOR PROBLEM ! with the FAXination NDA. With it activated, any P8 program I use crashes on quitting it. Doesn't matter if I launch the P8 program from the Finder or ProSel, as long as GSOS has loaded desk accessories, P8 programs such as AW classic or Print Shop leaves you in the monitor after quitting. Anyone else experiencing this ? Later . . . . Dave Heyes

(D.HEYES1, CAT40, TOP2, MSG:206/M645;1)

>>>>> There seem to be a number of concerns regarding the ProDOS 8
""""" resource problem with FAXination. Let me address those concerns now.

First, the problem is related to the way FAXination makes use of the Resource Manager.

Second, this problem is our top priority. We expect to have a fix by Friday, 17 Feb. 1995.

Third, the Vitesse BBS should be available by Friday, 17 Feb. 1995. The ProDOS fix will be made available at that time.

Lowell Erbe
Vitesse, Inc., Technical Support

(VITESSE, CAT40, TOP2, MSG:220/M645;1)

>>>>> Well, I received Faxination today. I too am a bit disappointed in
""""" my initial results. Setup was pretty easy, using Shadowwrite to enter a simple test message went smoothly and the Fax/printer driver works as in the manual. However, when done creating the fax document nothing happens as I would expect it, but no lock up. Going into the NDA and the Send Fax log section shows the document and accessing it works OK. Viewing the fax document works well also. But sending the fax is impossible. When trying to get the fax sent the program accesses my modem, (a Supra Faxmodem 14.4 V.32/42/mnp2-5, the one with the special alpha numeric LED matrix display, using the hardware handshaking cable from Intrec), the program sends an error message saying that it is unable to initialize the modem, retrying ends with the same result. Canceling this causes the computer to lock up requiring a reboot. The P8 crash is definitely a problem. Trying to place the program into receive results with the same error message and lockup. I can see that the program is attempting to send commands to my modem, the data lights are working and the modem is apparently responding, the LEDs display OK and the modem works fine afterwards with Proterm 3.1.

I have tried setting different things in the control panel, DC printer and modem panel, nothing changes at all.

At this time, I've worked with the program for several hours and since I am constantly forced to reboot the computer I have had no choice but to remove the program from my system. I noticed that there might be a problem with corrupted disks and did a verify disk and validate files with no errors.

At this stage I am VERY disappointed, and will be waiting for initial bug fixed from Vitesse which I hope will be coming VERY soon!

TRON - Life is too short, don't RUSH it, think for yourself!

(T.R.ONAN, CAT40, TOP2, MSG:224/M645;1)

>>>>> To all FAXi owners
"""""

I've had mine about four days now. Don't get discouraged. I am personally grateful that Vitesse and Mr. McQueen got it this far, against the odds!

FAXi is [understatement mode ON] a wee bit premature [understatement mode OFF], but Vitesse will get it there.

Three things to remember:

1. The alternative was no program.

2. Part of the reason FAXi got pushed out the door so soon was all of us clamoring for it...

3. If FAXi was perfect, what would we complain about? You should see the email that I've been sending! At least it keeps me off the streets!

Mike ("Maj") Murley
(M.MURLEY3, CAT40, TOP2, MSG:231/M645;1)

>>>>> I just (finally!) got some time to get online again and check out
""""" the messages here. There were way too many for me to read now, but I have them in scrollback and will read them shortly. Thanks for the tremendous interest in FAXination! Thanks also for the patience of those of you who have not returned your programs in disgust! :)

Many of the problems seem to have come from my attempt to generate a "universal" init procedure, which now works most of the time. Perhaps it is time for me to give up and just ask for an init string from the user, even though the object of the game is to NOT require you to go searching through your modem manuals for the correct command sequence!

Other problems arise from the BBS itself. The board uses the Metal BBS program, a public domain Apple II BBS system. It may take a bit of gettng used to, but is really quite simple once you understand where you need to go. Just follow the menus, and when in doubt hit the ? key, and you should be alright. Most of you have predefined user accounts, which you can find and customize by entering your invoice number when the system asks for your name or handle. If that doesn't work, follow the instructions for applying for a NEW account, and I will validate you within a day. I check for new applications once or twice daily, when I have time. (usually late at night. :)

When logging on to the Vitesse, Inc. BBS, the System News will be used to advertise when a new copy of FAXination becomes available. As requested, I will also post a message here to let GEnie users know about it, too.

We are now testing a copy which appears to handle sending and receiving pretty well, and has had its init procedure upgraded to accommodate more modems. I am also correcting the AWGS printing bug, which will probably take another day. As soon as these changes are checked out,

we will be releasing them.

Thanks again for your patience, and your comments. And please bear with me, I'm making mistakes as fast as I can! :)

Da Programmer (aka Sysop) ((Sheesh! When will I learn?))
(S.MCQUEEN1, CAT40, TOP2, MSG:297/M645;1)

SPECTRUM 2.0 PREFS CONVERT BUG STOMPED
""
EVERYONE -- Ewen has found the problem with Prefs.Convert. Depending upon the particular conversion route (what errors may have occured, etc.) it was possible for the Prefs.Convert program to close _all_ resource files, instead of just the ones it had opened. This causes the system to crash as soon as anyone needs access to a resource (typically the very next screen update)!

The good news is if this crash occurs, the converted "Spectrum2.Prefs" file will already be complete, except for any previous passwords. So, if a crash does occur while using Prefs.Convert, just restart the computer, then double- click the "Install" icon to finish off the installation.

NOTE: This discovery means I do NOT need any old "Spectrum.Prefs" files to examine, so don't bother xmailing if you haven't yet.

Thanks, --Dave
(SEVENHILLS, CAT43, TOP15, MSG:164/M645;1)

APPLEWORKS 5 DB AUTO-SORT CRASH
"""""""""""""""""""""""""""""""""
Anybody else having crashes that seem to be related to either auto-sorting or category totals in the data base? Sometimes into the monitor.

My problem has not been consistent, might be tied in with the print buffer, went away, and came back.

Sorry this is so sketchy, but I couldn't figure anything out, except for what I just said.

Ray
(the Sauer Kraut)
(R.SCHUERGER1, CAT17, TOP31, MSG:35/M645;1)

>>>>> """""
A crash with auto-sorting does occur on the second auto-sort after a text file has been loaded and saved, or some such very weird combo. I'll certainly try to fix it, but although it's easy to reproduce, it takes numerous seemingly unrelated steps, which makes the source of the bug very hard to pinpoint.
(BRANDT, CAT17, TOP31, MSG:36/M645;1)

>>> WHAT'S NEW <<<
"""""""""""""""""""

LAST ISSUES OF A2-CENTRAL, TIMEOUT-CENTRAL, SCRIPT-CENTRAL, STUDIO CITY
""

In the beginning was the end
''''''''''''''''''''''''''''
We are on the bank of the river now, drying off, exhausted, but alive. After months of swimming upstream, this month we quit.

When I set up ICON a year ago, I felt it would guarantee Resource Central's publications a long future. ICON had not only the monthly income from renewals of our longstanding Apple II publications, it also had new Macintosh and Windows publications coming on stream that would generate new members, new subscriptions, and eventually, more renewals.

Unfortunately, my dream has turned into a nightmare. Projections for 1995 show ICON's expenses would have been about $210,000, while income would have been only $140,000, a shortfall of 50 percent. Worse, even the low-cost guerrilla marketing efforts we've been doing for Macrocosm, Solid Windows, Config.sys, and our other publications have been costing more than they've brought in, so there's no salvation there.

We also operated at a significant loss during 1994. We were able to cover our expenses by selling off many of our assets, such as our retail inventory and some of our office furniture and computer equipment. But the bottom line is that we ran out of money in January.

As our remaining assets sell, we will have the cash to pay what we owe to our editors and contributors. However, we don't have the cash to pay back what we owe to our members for unfulfilled subscriptions, which is by far the biggest liability we have. Since we simply don't have the money to pay you back, we've made arrangements for you to get an equivalent number of issues of similar computer publications from another publisher.

If you were a subscriber to the Macintosh version of Studio City, your subscription has been converted into a subscription to the HyperStudio Journal, a new publication created by Studio City's editor, Bill Lynn. You will receive your first issue with a week or two.

If you were a subscriber to any of our other publications, about March 1 you'll get a letter from The Cobb Group, a computer newsletter company owned by Ziff-Davis, that describes a selection of their publications. The letter will include a card with a label that has your name and address, the ICON publication you subscribed to, and how many issues were left on your subscription. If you subscribed to more than one of our publications, you'll get a separate letter for each one. All you have to do is select which of The Cobb Group's publications you'd like to receive and return the card to them.

The selection includes a variety of Macintosh, DOS, and Windows publications. Most of them are paper newsletters, but there are also some disk publications.

On a personal note... While it's painful to see Resource Central and ICON disintegrate like this, your support and loyalty gave me and those who worked with me over the last ten years great careers. We want to thank you for that. Those of you who are left are the loyalest and bestest.

I am now editing two of The Cobb Group's publications. They are Quick$ense, which is for Quicken users, and $imply$ecure, which is for Kiplinger's Simply Money users. Both of these are on the list of Cobb Group publications you can subscribe to. Our editors and staff are all moving on to a variety of new adventures. Thanks for accompanying us on this one.

Sincerely,

Tom Weishaar
(TOM.W, CAT23, TOP3, MSG:1/M645;1)

NEW VENDORS """""""""""" Two new vendors to consider. I have NOT dealt with them, but got this information from AOL. Both are current info. Blue Sky deals with several Apple II peripherals and cards, And Aurora has a new line of 800 K and 1.44 MB disk drives. Just thought that this might be of interest. Steve

1) Blue Sky20@aol.com

Apple High Speed SCSI Card = $119.95
RamFAST SCSI Card w/256K = $208.00
RamFAST SCSI Card w/1MB = $244.00
External SCSI Case w/Power Supply = $64.95
Sequential Systems RAM GS 4MB card = $159.95

Now as for Hard Drives, small SCSI drives in the 20-100 Range are becoming very hard to acquire. And if they can be fcound they are usually very expensive. So let me know the size drive you were looking into and also about how much you wanted to spend on one, and I will get back to you.

All equipment above carries a 1 year warranty. Shipping is $4 Prepaid or $7 COD.

Rob Steiner
Blue Sky Information Technologies
1094 Robin Road
Franklin Square, NY 11010
516-872-0386

2) Aurora SM

Press Release of New Products - HD and HD Ultra drives

Carrollton, TX (July 1, 1994) Advanced Logic Integration, Inc is proud to announce the release of the two 3.5" drive models for the Macintosh and Apple II computer. The HD and the HD Ultra drives. These high quality drives use the latest surface mount technology and quality Sony(tm) drive mechanisms. Exclusive to the ALI drives, is a green/red light indicating read/write activities.

The HD drive works as an 400K, 800K and 1.44Mb on properly equipped Mac and Apple II computers. Fully SuperDrive compatible on SuperDrive equipped Macs. What makes this drive unique is its ability to be used externally on the new Quadra and Centris Macintosh computers (which don't have external drive ports). ALI has designed a special adapter kit which allows these single drive Macs to use a second drive. Now, you can use these Macs for two disk backup programs, disk-to-disk copies and disk installation without having to swap disks. The HD drive retails for $249. The Quadra Adapter Kit is $49.

The HD Ultra is an amazing drive that allows 1.44MB Mac and DOS disks to be recognized on a Macintosh that is only able to recognize 800K floppies. The HD Ultra attached to a Mac 512Ke, Plus, SE, Classic, or Mac II will recognize Mac 400K, 800K and 1.44MB disks. This is accomplished by

the processor in the HD Ultra drive and the Ultra INIT loaded in the System Folder. Additionally, 720K and 1.44Mb DOS disks can be recognized by using Apple's File Exchange or PC Exchange utilities. The HD Ultra drive works without software as a 400K, 800K and 1.44Mb on properly equipped Mac and Apple II computers. It is fully compatible with Apple's SuperDrive. The HD Ultra drive retails for $339.

The drives are the Mac "platinum" color and same footprint as Apple's SuperDrive. All are constructed of high quality materials, pass strict quality control procedures and packed with all necessary materials.

Dealers: Inquiries are welcome at our corporate offices. For dealer availability and pricing, please call (214) 446-8444.

Individuals: For additional information, please contact your local ALI dealer or call our international distributor, ABC Direct, at (800) 481-6782.

(S.CAVANAUGH1, CAT2, TOP20, MSG:250/M645;1)

INTERVIEW WITH STEVE WOZNIAK!
"""""""""""""""""""""""""""""""

It'll be here February 15th!

POWERGS ISSUE NUMBER FIVE!!!!

....WITH....

*** AN INTERVIEW WITH STEVE WOZNIAK! ***

... 12 pages of the Woz ...
... What's he been up to? ...
... Readers asked questions, too! ...
... Sound Clips ...
... Pictures! ...

and

THE GS-STUDIO!
... About Music Production on the GS ...

and

REVIEW OF THE TURBO ASB CARD!
... The New High Speed Serial Board for the II! ...

and

MUCH MUCH MORE!!!
... Including letters, music, sound, and more! ...

"Where Can I Get It?"

GEnie(tm)
Shareware Solutions II
comp.binaries.apple2 (the binaries)
ftp.cco.caltech.edu (caltech)
grind.isca.uiowa.edu (grind)

-=- Coming Soon To A Screen Near You! -=-

(A.RAHIMZADEH, CAT13, TOP38, MSG:126/M645;1)

PROTERM FOR THE MACINTOSH, TOO! (There were some oversights in a message
"""""""""""""""""""""""""""""""" posted 2/7/95 and this document replaces the previous post. The previous post was killed and this corrected one takes its place. Sorry for the oversight and the fact that it is out of sequence now with the original post and some of the queries to this message.

(There is one more clarification in this updated message concerning the expiration date this offer.)

IT'S HERE & IT'S NEW! and IT'S PROTERM MAC
~~~~~~

Again -- ProTERM improves to meet current needs!

ProTERM provides Macintosh computer users with current and state of the art telecommunications. Completely new on its new Mac platform, ProTERM Mac 1.0 is a demonstration of extraordinary engineering combining incredible new features, while maintaining the best the great features of ProTERM's history.

The package includes:
- o ProTERM Mac
- o In depth user manual -- 400+ pages of how to do it help.
- o "Jump Start" Quick-Help reference.
- o Quick Reference cards.
- o Registration materials.
- o Sign-up kits for CompuServe, Delphi, Genie, CRS & Dow Jones News/Retrieval.

U p d a t e P o l i c y f o r V a l i d a t e d L i c e n s e e
~~~~~~

Who is validated?
ProTERM owners who have mailed their ProTERM Warranty/Registration cards for ProTERM 2.2 or 3.x or have updated from any prior version to ProTERM A2 2.2 or 3.x are on our records as a valid ProTERM owner.

Validation and Eligibility for Update:
ProTERM owners who have purchased ProTERM 2.2 or 3.x but have not registered by mailing their ProTERM Warranty Card, can send the ProTERM 2.2 or 3.x serialized Warranty Card Registration card or the original ProTERM (previously unregistered) disks showing the serial number with their request for update.

Order by Phone
Registered ProTERM 2.2 or 3.x owners can update using:
VISA, MasterCard or Discovery.
Call the sales number, InTrec BBS or send this order form via mail or fax. EMail: See online addresses below.

- Update to ProTERM Mac
  from any ProTERM 2.2 x or 3.x $40.00 <= Special one time offer!

(This offer expires midnight 2/28/94)

Purchase new at one time special offer $50.00 <= Special one
(This offer expires midnight 2/28/94) time offer!

- Basic shipping and handling
for ground shipping within the
continental United States. $8.00

Extra Shipping -- For other than basic
ground USA shipments, add one of the
following to the Basic $8.00:

2nd day air within USA	Add	$7.50
Overnight within USA	Add	$18.00

We Ship US Air Mail To: ---------

Canada	Add	$5.00
Europe, Asia, Africa, Australia and Pacific Rim	Add	$20.00

PLEASE PRINT CLEARLY
~~~~~~~~~~~~~~~~~~~

_____
Name

_____
Business name (if applicable to your use of ProTERM)

_____
Shipping address

_____
City, State, Zip

_____/_____
Phone (day)

_____/_____
Phone (eve)

Update cost: $40.00) $_____

Arizona residents only P 6.7% sales tax $_____

Basic Shipping & Handling $8.00

Extra shipping (if applicable)
Check or money order enclosed
or credit card # $_____

Check or MO payable to: InTrec Software, Inc.
Must be U.S. dollars on a U.S. bank.

___ ___ ___ ___ - ___ ___ ___ ___ - ___ ___ ___ ___ - ___ ___ ___ ___
Card Number

___ ___ / ___ ___
~~~~~~~~~~~~~~~~~~~

Expiration date

_____

Signature

_____

Name on card (please print clearly)

InTrec Software, Inc.
3035 E Topaz Cir
Phoenix, AZ 85028-4423
Voice 602/992-1345
BBS 602/992-9789
FAX 602/992-0232
75300,735 - CompuServe
InTrec - Delphi, GEnie
AOL & ALink
Internet: 75300.735@compuserve.com
(INTREC, CAT24, TOP14, MSG:44/M645;1)

>>> THROUGH THE GRAPEVINE <<<

WOLFENSTEIN 3-D DELAYED

We still don't have a release date for Wolfenstein 3D. We've got the first 30 levels working, but are having some trouble with the remaining 60 levels.

As far as an accelerator, we are STRONGLY recommending one. The intense animation simply doesn't perform well without it.

Lowell Erbe
Vitesse, Inc., Technical Support
(VITESSE, CAT40, TOP6, MSG:47/M645;1)

>>>>> A couple of days ago I placed an order w/Vitesse & was given some bad news:

1) Wolf 3-D will be delayed approx. 30 days due to a contractual glitch. The impression was that it was semantics & should be resolved.
2) No go on SimCity --- "they" (the copywrite holder) want an unreasonably high $$$. <SIGH> Makes me mad; guess I'll have to get a stupid PC clone so I can play this game. I believe in capitalism --- but cut us a break!!!!!

To their credit, the Vitesse rep was also upset that SimCity won't be distributed and in other ways was very friendly & helpful. Kudos to Vitesse!
(J.KOCH6, CAT6, TOP3, MSG:340/M645;1)

PROGRAMMERS NEEDED FOR SEQUENTIAL MYSTERY PROJECTS

Don't know offhand. It might be summer.

We are finishing up this video board thing, then we're going to do a quickie Apple II project, then I am going to be working on some spiffy networking projects. Any programmers with Mac & Apple IIGS experience might want to fax a resume to 303-665-0933, attention Jawaid.

Jawaid
(PROCYON, CAT20, TOP12, MSG:127/M645;1)

SECOND SIGHT BOARD COMING? we're going to final hardware this week, and
""""""""""""""""""""""""""" the firmware is coming along rather nicely.
Expect to see the board Real Soon Now.

Jawaid
(PROCYON, CAT20, TOP14, MSG:301/M645;1)

OTHER FAX SOFTWARE Dear Paul, Just because Vitesse has come out with fax
"""""""""""""""""" software don't stop or slow down work on yours. In
fact work harder! As it will not take much to be better. <sigh>
(G.TOLAR, CAT38, TOP15, MSG:176/M645;1)

>>>>> Don't worry! I'm working away on it. I haven't seen Faxination
""""" yet, so I really don't know what features it supports, but PMPFax
will be very comprehensive and expandable. I've been having a problem for
the past month or so that wouldn't go away. It finally did, so I can
actually do something new for a change! But it is slowly (at least, slower
than I'd like) getting finished. I will keep everyone up to date on the
progress.
(PMP, CAT38, TOP15, MSG:177/M645;1)

>>>>> > My understanding is that Rich Wifall has abandoned work on
""""" > Faxplosion :(.

<Engage cryptic mode>

Maybe he has, and maybe he hasn't?
(JOE.KOHN, CAT10, TOP9, MSG:188/M645;1)

SHIFTY LIST 2.0 IN THE WORKS Shifty List 2.0 new features so far include
"""""""""""""""""""""""""""""" the ability to change the startup
application within a Shifty List script.

AND use different scripts by holding down different keys while shift-
booting. For instance, to boot with just my debugging tools and boot
directly into ORCA, I can shift-O boot. :)

AND you can reverse the meaning of the shift key, so that
shift-booting loads EVERYTHING and regular booting uses your Shifty List
script.

AND the maximum pathname length has gone from 256 bytes to 8k.

AND you can rename your boot disk without breaking your Shifty List
scripts.

AND I'm just getting started!! Look for Shifty List 2.0 coming
sometime this summer to a Softdisk G-S near you (hopefully :).

Sheppy
(POWERPC.PRO, CAT13, TOP18, MSG:96/M645;1)

>>> MESSAGE SPOTLIGHT <<<
""""""""""""""""""""""""""

Category 2, Topic 4
Message 582 Mon Feb 20, 1995

B.BACOME [BRENT] at 01:14 EST

Mr. Smith, Please don't sell all of your computer stuff. Here's what happened to me the other day: I'm totally blind I live alone and don't have much sighted help. My hard drive, accidently, got initicialized. All of my talk files and data files were gone. I knew that as long as my controler card was inside the computer, My computer wouldn't startup because there wasn't any data on the hard drive. So, I turned off the machine, took out the disk controler card for my hard drive, and inserted a 5.25 talking disk. Well, thanks to God, my machine started. Then i reformatted my hard drive and have been really careful every since. If I can be of any help to you folks, let me know.

Thanks so much,
Brent Bacome

[*][*][*]

While on GEnie, do you spend most of your time downloading files? If so, you may be missing out some excellent information in the Bulletin Board area. The messages listed above only scratch the surface of what's available and waiting for you in the bulletin board area.

If you are serious about your Apple II, the GEnieLamp staff strongly urge you to give the bulletin board area a try. There are literally thousands of messages posted from people like you from all over the world.

[EOA]
[HUM]////////////////////////////
HUMOR ONLINE /
////////////////////////////////
Fun & Games On GEnie
"""""""""""""""""""""""
by Ted Therio

>>> A FEW ANAGRAMS <<<
"""""""""""""""""""""""""""

If you can take a word or phrase and scramble its letters so that it forms a different word or phrase, you've made an anagram. These days, there are computer programs that will help you form anagrams. The trouble with these programs is that they make it easy to form bad or clumsy anagrams, such as "lick harbour gate fort" for "the rock of Gibraltar". Anyone who looks up from their laptop to announce such an anagram may safely be met with a cry of "Who cares?"

A good anagram is one that acknowledges the context of the original phrase, and avoids cheats such as phrases beginning "O," to use up a leftover O, ("mosquitoes" <=> "O, Moses! Quit") and clumsy constructions. Here are twenty anagrams of the more artful sort:

desperation <=> a rope ends it

Ivanhoe, by Sir Walter Scott <=> a novel by a Scottish writer

conservative <=> not vice versa

a divorce suit <=> I advise court

eleven + two <=> twelve + one

the answer <=> wasn't here

Saint Elmo's fire <=> is lit for seamen

the eyes <=> they see

orchestra <=> a cart horse

atom bombs <=> a mob's tomb

talcum powder <=> world cup team

schoolmaster <=> the classroom

endearment <=> tender name

Western Union <=> no wire unsent

Is pity love? <=> Absolutely!

circumstantial evidence <=> can ruin a selected victim

noiseless <=> lionesses

no admittance <=> contaminated

one hug <=> enough

a stitch in time saves nine <=> this is meant as incentive

[EOA]
[REF]//////////////////////////////
REFLECTIONS /
//////////////////////////////
Thinking About Online Communications
""
by Phil Shapiro
[P.SHAPIRO1]

>>> FORGING NEW LINKS BETWEEN THE SCHOOL AND HOME <<<
""

Education, by its very nature, is a collaborative enterprise. Schools cannot succeed unless children have a supportive home environment. Many families cannot raise their children without a supportive school environment.

Considering how vital education is to society's well-being, you would think that teachers and parents would be engaging in regular communications. The truth is that neither parents nor teachers have time to phone one another regularly. To be sure, written notes are carried by students back and forth between home and school, but these notes hardly establish the type of ongoing dialogue that makes parents and teachers well connected with each other.

Enter electronic mail. The nature of the technology makes it exceedingly easy to maintain an ongoing dialogue. The reply to one message invites a response of its own. Pretty soon parents and teachers can actually get to know each other.

What can happen when parents and teachers communicate? A lot. Parents can keep closely informed about what's happening in the classroom, allowing them to create parallel learning opportunities outside of the classroom. Likewise, teachers can keep closely informed about happenings at the child's home, allowing them to make appropriate adjustments for events in the child's life.

Teachers can stay clued in to when a child's pet dies, to when a new sibling is born, to when a new interest is sparked, to when a new personal milestone is reached. For example, if a child develops a passionate interest in tornadoes and violent weather, imagine how useful it would be for a teacher to become aware of that fact. Imagine how useful it would be for a teacher to know on the first day of school that the most meaningful thing in a student's life is baseball. Likewise, imagine the lost learning opportunities to teachers who remain unaware of the fields of learning with special meaning to their students.

One of the primary advantages of electronic mail exchanges between the home and school is that it helps re-create that mythical "tribal village" from which all social structures spring. If parents get to know teachers on a more personal level, they're bound to have a better appreciation of the teacher's teaching style. And if teachers get to know parents on a more personal level, they're bound to gain deeper insight into the child's inner self.

Think back to when you were in school. If your parent ever needed to talk with your teacher, didn't it feel awkward to have these two total strangers getting together for a meeting? Would it not have seemed more natural if they didn't talk just two or three times per year?

Electronic mail has several other uses in helping to forge stronger ties between home and school. Parents and teachers can maintain closer links about developing disciplinary problems, enabling both groups to work in concert to nip problems in the bud. Teachers can easily send a single E-mail message copied to all online parents in a particular class, making use of online communication's "broadcasting" capabilities. Academic triumphs of the school as a whole, and of individual students, can be appropriately "celebrated" online on the day the good news comes to light.

Think back to the days of the one room school house. Everybody knew one another. The social fabric was tightly knit. People pulled together because the community's goals were well-defined and commonly understood.

Online communications serve to rebuild the sense of community that functions as the primary wellspring of education. With community comes hope, and with hope comes everything else.

Phil Shapiro

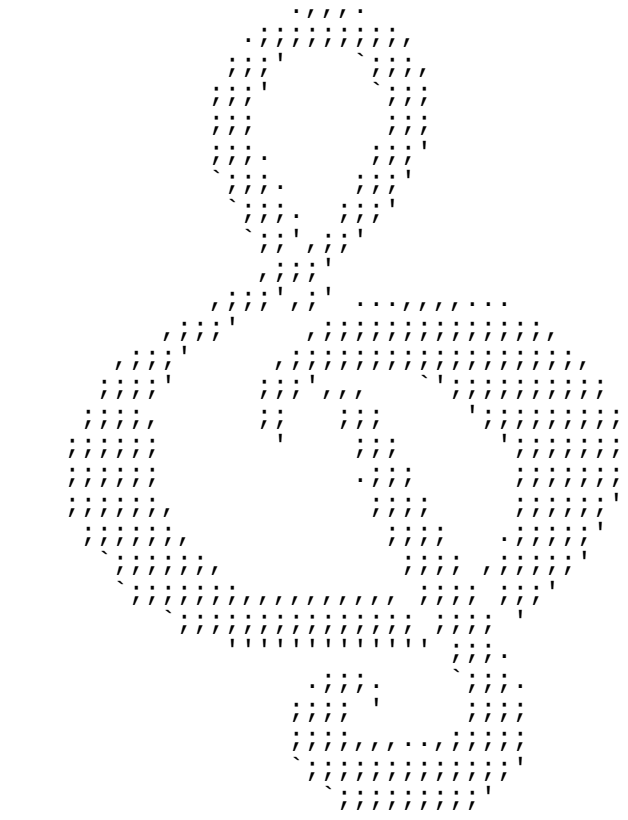
[*][*][*]

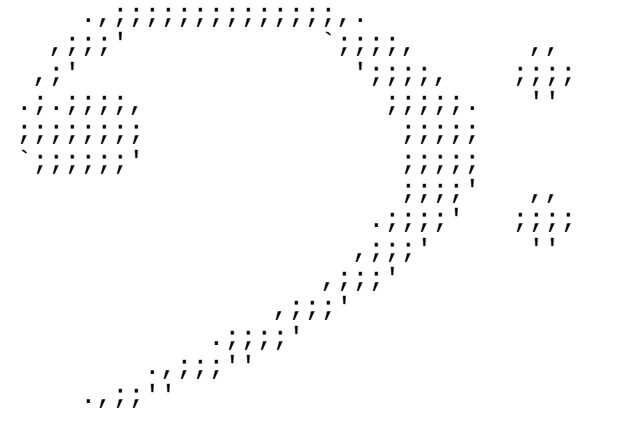
The author takes a keen interest in the social and psychological

dimensions of online communications. He can be reached on the Internet at: p.shapiro1@genie.geis.com and pshapiro@aol.com

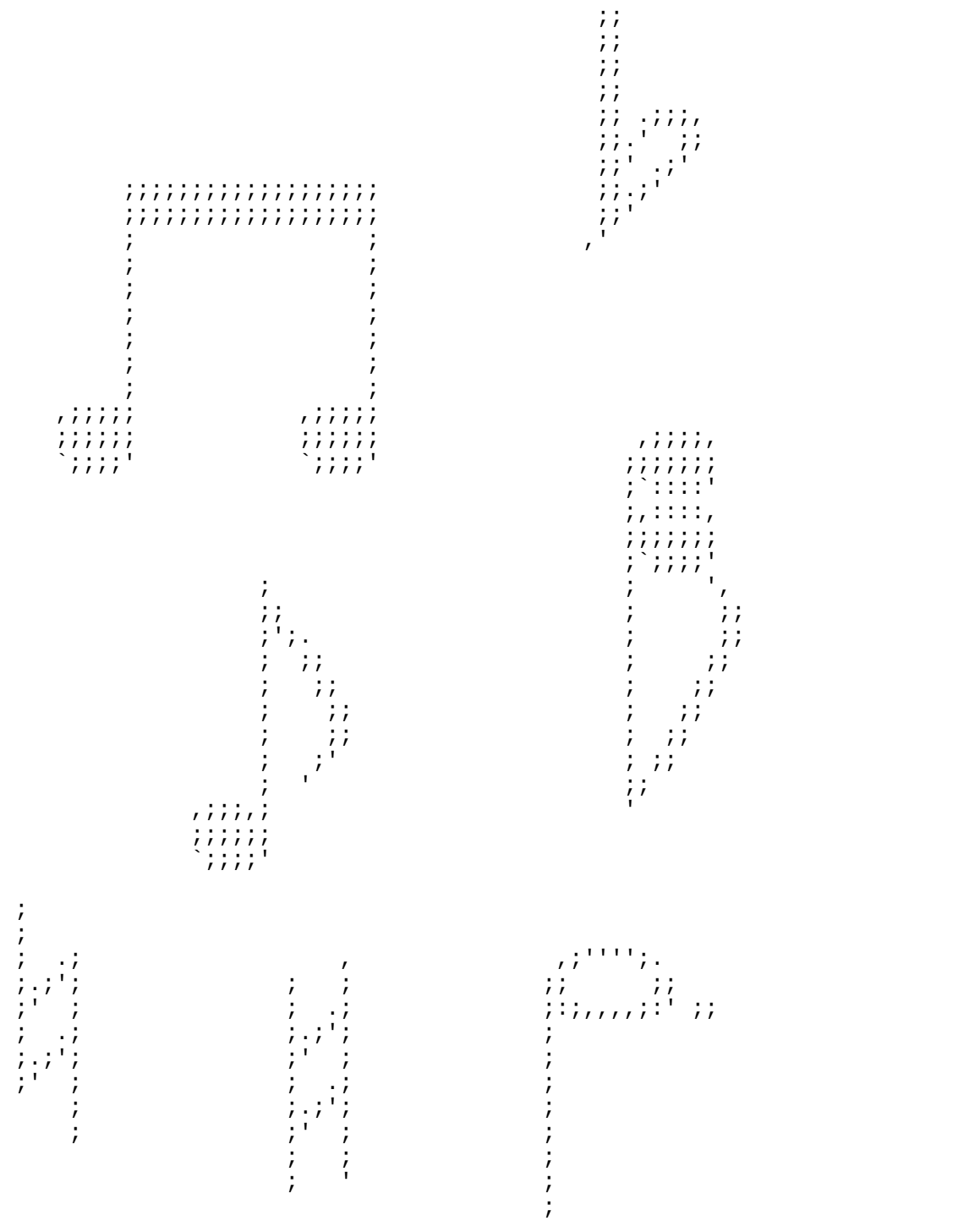
[EOA]
[ASA]//////////////////////////////
ASCII ART GALLERY /
//////////////////////////////
Musical Doodles
""""""""""""""""
by Susie Oviatt
[SUSIE]

ASCII ART BEGINS





,



ASCII ART ENDS

[FOR VISUALLY IMPAIRED READERS: The above was a set of ASCII art renditions of a treble clef, a bass clef, several notes, a sharp, a flat, and a natural.]

[EOA]
[HAR]//////////////////////////////
HARDVIEW A2 /

////////////////////////////////
Networking with Etherplus
""""""""""""""""""""""""""""""

by Phil Shapiro
[P.SHAPIRO1]

>>> NEWS ABOUT THE NEW "ETHERPLUS" NETWORK <<<
""

An Apple II news item in the latest issue of Electronic Learning magazine caught my eye last week. At the end of 1994 a company named VELAN, based in Los Altos, California, announced that its now possible to use their hardware and software to connect up Apple II's to an Ethernet network of MS-DOS and/or Macintosh computers.

I placed a phone call to VELAN to find out more about this. I chatted for a while with Kevin Hurlbut. Kevin explained that the brief news item in Electronic Learning magazine was not entirely accurate. Apparently it is possible to connect Apple II's to a VELAN Ethernet network, but the connection is made using the standard Apple II serial connection, rather than via an Apple II Ethernet card.

For those who might not know, serial connections to a network are considered rather slow. Still, the news from VELAN is quite welcome. These days it is possible for a school to purchase an entire lab of Apple II computers, second hand, for under $1000. Networking these computers together, using an MS-DOS file server, might make good sense.

Here's a copy of the press release for the new "Etherplus" networking product.

[*][*][*]

Press Release:
11/28/1994

"EtherPlus"
ETHERNET ON VELAN NETWORKS

VELAN Inc., a provider of educational networking systems since 1986, is pleased to announce the development of EtherPlus. EtherPlus adds support of network industry standard 10Base-T Ethernet to VELAN's networking software. EtherPlus allows VELAN's educationally oriented network operating system software to network MS-DOS and Macintosh computers using standard Ethernet hubs, cables and adapters. This move has been prompted by the enormous success and popularity of 10Base-T Ethernet in the networking industry.

VELAN President Max Brown said, "We are very excited because EtherPlus is now the only Ethernet network operating system on the market that also supports Apple II computers. We believe that this product is ideal for educational institutions, especially schools in transition from Apple II's to Macintosh and MS-DOS computers."

EtherPlus integrates seamlessly with the traditional VELAN Network Operating System, and can be "back fit" into previously delivered servers, preserving the classroom and curriculum management capabilities of the VELAN software.

Schools may choose to run EtherPlus on MS DOS and Macintosh computers using industry standard Ethernet cards. Additionally, the VELAN ACT 1 Server Board and VELAN Network interface cards may be used for Apple II computers, or Macintosh and MS-DOS computers that cannot support Ethernet. For those situations where a combination is desirable, a VELAN server will accommodate a combination of both types of server boards.

VELAN EtherPlus communications will open important new doors, such as peer-to-peer communications and Internet connections.

EtherPlus beta testing has been completed with MS-DOS computers and Macintosh testing will be completed by early summer.

VELAN also announces the completion of its file sharing capabilities for Macintosh computers, to go along with the previously released MS DOS file sharing. The VELAN Network System can now serve administrative, library and multi-user management programs at Ethernet speeds, while managing curricula for Apple II, Macintosh and MS-DOS computers.

Call (415) 949-9150

or

FAX (415) 949-9170

for more information or for a dealer near you.

VELAN Inc.
935 Fremont Ave.
Los Altos, CA
94024

[*][*][*]

And here's an e-mail message Kevin Hurlbut sent me, explaining the costs involved in setting up an Etherplus network of Apple II's.

[*][*][*]

Phil,

I'll just briefly lay out some pricing for you. If you are only interested in an Apple II network, the power of the server is not all that important. A 486 with 1MB of RAM is actually overkill. Of course, if you want to do Apple II's and connect Mac's or PC's with Ethernet, the server should be a power house.

After the server, you need server boards. They come in 3 flavors: VIP 1 (really old), VIP 2 (not as old) and ACT 1 (latest, greatest). The difference between the boards is *speed*.

Each server board supports 16 serial devices (computers or printers). The prices:

VIP 1	$795.00
VIP 2	$1795.00
ACT 1	$2495.00

To network 30 Apple II's and a couple of printers, you would need 2 server boards.

The base price for the software is $2195.00. This includes all the software necessary to make the network run.

Interface cards for Apple II computers cost $85.00 each. We usually quote cabling at $30.00 per computer. The system uses Unshielded Twisted Pair cable.

So, the total to build a network of 30 Apple II's (assuming all the machines are in the same room), would be:

2 Server Boards Range between $1590.00 - $4990.00
(depending on which boards you buy)

Interface cards	$2550.00
Network Software	$2195.00
Cabling	$900.00

Installation quotes have to be done on a per site basis.

Optional features include a tape backup system ($995.00) and a power conditioner (UPS $275.00)

Kevin Hurlbut
Internet address: velan@netcom.com

[EOA]
[HUN]////////////////////////////
THE TREASURE HUNT /
////////////////////////////
Yours For the Downloading
""""""""""""""""""""""""""""
by Charlie Hartley
[C.HARTLEY3]

Welcome back to the Treasure Hunt! This month I've decided to feature the transcript files of special Real-Time Conferences held in the Apple II RoundTable over the years. Whether you are looking for specific information about a product, or just interesting in traveling down memory lane, there is a wealth of information available in these files.

Most are ASCII text files that have been shrunk with various forms of ShrinkIt. Unpack them and read them with your favorite word processor.

I've provided you with the file numbers, the file names, the size of the files in bytes, and a brief description of what is in the file. I've begun with the most recent file and worked my way back. I did not include the oldest of the transcript files, but if you are interested in them, go to the Apple II library 17 and select a file number smaller than the last one given here.

[*][*][*]

File: 24274 -- Name: AnimasiaRTC.BXY

This is a transcript of the RTC on ANIMASIA 3-D held on February 27, 1995. The guest was Michael Lutynski, author of the program.

File: 24088 -- Name: LZW.RTC.BXY -- # of bytes: 10112

This is an edited transcript of the RTC on LZW held in the A2 area on 2/6/95. It includes a discussion of the effects of the LZW patent on Apple II programs.

File: 23925 -- Name: SPECTRUMRTC.BXY -- # of bytes: 19456

This is the edited transcript of the Spectrum 2.0 RTC held on January 16, 1995, in the A2 RTC. Read this transcript for details on Spectrum 2.0's new features and when it will be available.

File: 23874 -- Name: ANSITRMRTC.BXY -- # of bytes: 9472

This is an edited transcript of the ANSITerm RTC held on Monday, January 9, 1995. The guest speaker was Paul Parkhurst, author of ANSITerm Telecommunications Software for the Apple IIGS. ANSITerm is a full-featured terminal program that offers compatibility with PC-based bulletin board systems that use PC-ANSI emulation to display colored text and special graphical characters, as well as support for VT52 and VT100 emulations. ANSITerm also works well on GEnie and will support CoPilot.

File: 23745 -- Name: PAUG.DEC.94.BXY -- # of bytes: 16768

Guests Tony Morales, Pat Kern, & Clay Juniel discuss the Sights & Sounds of Christmas in A2. Transcript of RTC Dec. 11, 1994. Discussion of Sonobox & Mods, GS Entertainment, Music Composer, & Jukebox, Greeting Cards & Embossing with Publish It, New Print Shop, & Print Shop GS, & other ways to use your computer for graphics & sounds. Cindy Adams, RTC leader. Monthly PAUG meeting.

File: 23625 -- Name: J.KOHN.RTC.BXY -- # of bytes: 21120

This is an edited transcript of the RTC with Joe Kohn discussing the Apple II and the Internet. The conference was held on Saturday, November 19,1994.

File: 23511 -- Name: B.TUDOR.RTC.BXY -- # of bytes: 13056

This is an edited transcript of the RTC held on Friday, October 21. The conference guest was Bill Tudor and the topic was his Apple IIgs utilities. Extraneous comments have been edited out.

File: 21883 -- Name: BIRD.VR.RTC.BXY -- # of bytes: 22144

Bird spun a wild tale during my Sunday Virtual Saloon RTC on 12.19.93. By popular demand (if a little late) here it is. Enjoy!

File: 21536 -- Name: WAGNER.TRAN.BXY -- # of bytes: 14848

This is an edited transcript from the online talk show, "A Walk on the Wild Side with Tara & Co!" An interview with Roger Wagner on October 4, 1993. Enjoy!

File: 21210 -- Name: TOM.W.TRANS.BXY -- # of bytes: 12544

This is the edited transcript of the first "Walk on the Wild Side with Tara & Co." interview...featuring Tom Weishaar! This was a "fun" interview, strictly for pleasure -- no meaningful information content whatsoever! Enjoy! Interview date: 8/16/93

File: 21196 -- Name: HYPER.M.814.BXY -- # of bytes: 11648

Here is a text file transcription from the first Hypermediacs RTC, a group devoted to creating and distributing HyperStudio stackware. This transcript has been completely edited to remove extranious chatter so it's a small D/L of a fairly focused discussion.

File: 20936 -- Name: APPLEII.MTS.BXY -- # of bytes: 13184

This is an RTC with Dean Esmay as the Guest in a GEnieUs RTC entitled Meet The SysOps. This is a really short D/L, and makes some good reading. Dean talks about the purpose of A2, the longevity of the Apple II, tools for making A2 and A2Pro faster and cheaper to use, as well as other tidbits. All in all a really fun read, enjoy!

File: 20272 -- Name: RTC.LUTUS.BXY 92/11 -- # of bytes: 11904

This is the transcript of a RTC held on November 10, 1992. The featured guest was Paul Lutus. The subject of the conference was Apple Writer.

File: 20260 -- Name: RTC.SWITCH.BXY -- # of bytes: 9984

This is the transcript of a RTC held on January 12, 1993. The featured guest was Jawaid Bazyar. The subject of the conference was SwitchIt!

File: 20131 -- Name: RTC.HAYMAN.BXY 92/10 -- # of bytes: 4480

This is the transcript of a RTC held on October 22, 1992. The featured guest was Gary Hayman. The subject of the conference was The Magic File Cabinet.

File: 20128 -- Name: RTC.WAGNER.BXY 92/10 -- # of bytes: 12160

This is the transcript of a RTC held on October 13, 1992. The featured guest was Roger Wagner. The subject was an Evening with Roger Wagner.

File: 19521 -- Name: RTC.HARTLEY.BXY -- # of bytes: 4992

This is the transcript of a RTC held on September 15, 1992. The featured guest was Charlie Hartley. The subject was Computer Keyboarding.

File: 19345 -- Name: RTC.SOFDISK.BXY -- # of bytes: 7936

This is the transcript of a RTC held on August 20, 1992. The featured guests were Bryan Pietrzak and Jay Jennings. The subject was Softdisk Publishing.

File: 19284 -- Name: RTC.KITSINK.BXY -- # of bytes: 9728

This is the transcript of a RTC held on August 11, 1992. The featured guests were Guy Forsythe and Eric Bush from Kitchen Sink Software. The subject of the conference was AccuDraw, an 8-bit CAD program for the Apple II.

File: 19273 -- Name: RTC.OOTW.BXY -- # of bytes: 3968

This is the transcript of a RTC held on August 2, 1992. The featured guest was Bill Heineman but he could not make it, and Nate Trost filled in admirably. The subject of the conference was Out of This World, a new game from InterPlay.

File: 19180 -- Name: RTC.BRANDT.BXY -- # of bytes: 6912

This is the transcript of a RTC held on July 28, 1992. The featured guest was Randy Brandt of JEM software, author of UltraMacros 4.0. The subject was UltraMacros 4.0.

File: 19062 -- Name: RTC.UTILWKS.BXY -- # of bytes: 7296

This is the Transcript of a RTC held on March 24, 1992. The featured guest was George Wilde, author of UtilityWorks and UtilityLaunch.

File: 19011 -- Name: RTC.SWIHART.BXY -- # of bytes: 12160

This is the transcript of a RTC held on April 14, 1992. The featured guest was Tim Swihart, Apple II product manager, and all around nice guy! The topic of the conference was Apple IIgs System Software 6.0.

File: 18765 -- Name: DAVE.MATT.BXY -- # of bytes: 10368

This is the Transcript of a RTC held on April 28, 1992. The featured guests were Dave Lyons and Matt Deatherage, with a special guest appearance by Gregg Branche. The subject was the newest and best System Software, 6.0 for the Apple IIgs.

File: 18538 -- Name: RTC.KOHN.BXY -- # of bytes: 8960

This is the transcript of the RTC held on February 25, 1992. The featured guest was Joe Kohn, the PD software librarian for the BRCC [Big Red Computer Club]. The subject of the conference was PD software for the Apple II.

File: 18097 -- Name: GS.PLUS.BXY -- # of bytes: 7680

This is the transcript of the RTC held on February 18, 1992. The featured guests were Steve Disbrow and Josef Wankerl. The subject of the conference was GS+ magazine.

File: 18095 -- Name: ECON.BXY -- # of bytes: 8576

This is the transcript of the RTC held on February 11, 1992. The featured guest was D.Proni. The subject of the conference was ECON Technologies.

File: 17755 -- Name: HEINEMAN.BXY -- # of bytes: 6912

This is the transcript of the RTC held on January 28, 1992. The

featured guest was Bill Heineman, programmer extraordinaire for the IIgs. The subject was Sluggo III, a Nintendo developement system for the IIgs.

File: 17753 -- Name: FILLMORE.BXY -- # of bytes: 10624

This is the transcript of the RTC held on January 21, 1992. The featured guest was Kent Fillmore, Computing RT Manager on GEnie. The subject was DRACO-Net, the longest running Apple II BBS in the country.

File: 17584 -- Name: SUPRAMODEM.BXY -- # of bytes: 8448

This is the transcript of the RTC helde in the Apple II RT on January 14, 1992. The featured guest was Mark White of Supra Corporation.

File: 17535 -- Name: TRIAD.BXY -- # of bytes: 5888

This is the transcript of a RTC held on January 7, 1992. The featured guest was Mike Nuzzi of Triad Ventures. The subject of the conference was SoundConvert, a sound converter from Triad Ventures.

File: 17533 -- Name: FORM.CONF.BXY -- # of bytes: 9344

This is the transcript of a RTC held on December 22, 1991. The featured guests were Gerhard Kress, the programmer of Formulate, and Dave Hecker from Seven Hills Software. The subject was Formulate a mathematical formula processor from Seven Hills.

File: 17140 -- Name: RTC.RWP.BXY -- # of bytes: 13056

Roger Wagner discusses HyperStudio 3.0 and all its new features. HyperStudio is a hypermedia program for the Apple IIgs.

File: 17057 -- Name: RTC.UNCDOS.BXY -- # of bytes: 16128

This is the transcript of a RTC held on November 5, 1991. The featured guest was Tom Weishaar, otherwise known as Uncle DOS.

File: 17048 -- Name: HYPERMEDIA.BXY -- # of bytes: 15232

This is the transcript from the November 18, 1991 HyperMedia RTC. The subject was "Meet the editors of Studio City and Script Central". The guests were Bo Monroe, Dean Esmay, and Hangtime. Discussions revolved around Hypermedia in general, comparisons between Hypercard IIgs and HyperStudio, the Studio City and Script-Central magazines, and more.

File: 16823 -- Name: RTC.FINDER.BXY -- # of bytes: 10752

This is the transcript of a RTC held on October 9, 1991. The featured guests were Andy Nicholas and Dave Lyons of Apple Computer, Inc. The subject was Finder 6.0 and IIgs System Software 6.0. [The most recent version is of course System 6.0.1.]

File: 16635 -- Name: RTC.PT3.BXY -- # of bytes: 11904

This is the transcript of a RTC held on September 17, 1991. The featured guests were Jerry Cline and Greg Schaefer of InTrec [then Insync] Software, Inc. The subject was the long-awaited new version of their communications software, ProTERM 3.0. [The most recent version is ProTERM

3.1.]

File: 16150 -- Name: RTC.KFEST91.BXY -- # of bytes: 26624

This is the transcript of a RTC held on July 19, 1991. The subject was the Apple II Developer's Conference that is held in Kansas City. Among the products discussed were IIgs System Disk 6.0, SuperDrive card, Ethernet card, HyperCard IIgs 1.1, and HyperStudio 3.0.

File: 15425 -- Name: SCRIPTCNTRL.BXY -- # of bytes: 10112

This is the transcript of a RTC held on April 23, 1991. The featured guest was HangTime, the editor of Script-Central. The subject was HyperMedia and Script-Central, a new HyperCard IIgs based publication from Resource-Central.

File: 14589 -- Name: RTC.HCGS2.BXY -- # of bytes: 18900

This is the transcript of a RTC held on January 29, 1991. The featured guests were John Lawler and Tim Swihart of Apple Computer. The subject was HyperCard IIgs.

File: 14482 -- Name: RTC.HS.BXY -- # of bytes: 12600

This is the transcript of a RTC held on January 15, 1991. The featured guests were Roger Wagner and Eric Mueller of Roger Wagner Publishing. The topic was HyperStudio.

File: 14359 -- Name: RTC.NEWC.BXY -- # of bytes: 11340

This is the transcript of a RTC held on January 8, 1991. The featured guests were Larry O'Connor and Scott Gentry. The subject was the Advanced Vision Plus digitizer and the Allison digitizing software.

File: 14193 -- Name: RTC.HCGS.BXY -- # of bytes: 15120

This is the transcript of a RTC held on December 18, 1990. The featured guests were John Lawler, Andy Stadler, and Tim Swihart of Apple Computer.

File: 14070 -- Name: RTC.AFEST90.BXY -- # of bytes: 10080

This is the transcript of a RTC held on November 29, 1990. The featured guest was Peter Kimpton, the AppleFest conference director for Exposition Management.

File: 14032 -- Name: RTC.SYS.503.BXY -- # of bytes: 21420

This is the transcript of a RTC held in the Apple II Programmers RT on November 19, 1990. Includes lots of information on the new IIgs system software 5.0.3! The featured guest was Dave Lyons (and company) of Apple Computer, Inc.

File: 13908 -- Name: RTC.ZIP2.BXY -- # of bytes: 15120

This is the transcript of a RTC held on November 6, 1990. The featured guest was Tony Vece of Zip Technologies.

File: 13849 -- Name: RTC.SAMSNET.BXY -- # of bytes: 10080

This is the transcript of a RTC held on October 30, 1990. The featured guest was Joe Davis, the executive director of SamsNet, the Soviet/Americans Network.

File: 12881 -- Name: RTC.SHRINK.BXY -- # of bytes: 13860

This is the transcript of a RTC held on July 10, 1990. The featured guest was Andy Nicholas of Paper Bag Productions, creator of ShrinkIt and ShrinkIt GS.

File: 12847 -- Name: RTC.PROTERM.BXY -- # of bytes: 15120

This is the transcript of a RTC held on June 26, 1990. The featured guests were Jerry Cline, Greg Schafer and Mike Golaszewski of InSync [now InTrec], publishers ProTERM 2.2.

File: 11934 -- Name: RTC.ZIP.BXY -- # of bytes: 12600

This is the transcript of a RTC held on June 5, 1990. The featured guest was Tony Vece of Zip Technology.

File: 11931 -- Name: RTC.SMASTER.TXT -- # of bytes: 21420

This is the transcript of a RTC held on May 29, 1990. The featured guests were Jeff Fox and Scott Hammond, authors of SwitchMaster from QLabs.

File: 11827 -- Name: RTC.ASIC.BXY -- # of bytes: 12600

This is the transcript of a RTC held on May 22, 1990. The featured guests were William Hayes and Tony Fadell of ASIC Enterprises.

File: 11752 -- Name: RTC.CV.TECH.BXY -- # of bytes: 13860

This is the transcript of a RTC held on May 8, 1990. T he featured guests were Andrew Vogan and Terry Chlebek of CV Tech, creators of the RamFAST SCSI card.

File: 11750 -- Name: RTC.NAUG.BXY -- # of bytes: 15120

This is the transcript of a RTC held on May 1, 1990. The featured guest was Warren Williams of the National AppleWorks User Group.

File: 11080 -- Name: RTC.PUBLISHIT.BXY -- # of bytes: 13860

This is the transcript of a RTC held on April 17, 1990. The featured guest was Bruce Rosenblum of Turning Point Software, author of PublishIt! 3.0.

File: 11077 -- Name: RTC.UWGS.BXY -- # of bytes: 7560

This is the transcript of a RTC held on April 10, 1990. The featured guest was George Wilde, the author of UtilityWorks and Utility Launcher for the Apple IIgs.

File: 11072 -- Name: RTC.WESTBROOK.TXT -- # of bytes: 17640

This is the transcript of a RTC held on April 3, 1990. The featured guest was David Westbrook of Ingenuity, Inc.

File: 10407 -- Name: EBBS.RTC.BXY -- # of bytes: 15120

This is the transcript of a RTC held on February 20, 1990. The guests were Joe Schober and Scott Sidley, developers of the EBBS networking BBS system.

File: 10404 -- Name: APPLENET.BXY -- # of bytes: 11340

This is the transcript of a RTC held on February 13, 1990. The guest was Larry Edwards, GEnie's online advocate of the AppleNET BBS system.

File: 9376 -- Name: TOMZ.RTC.BXY -- # of bytes: 8820

This is the transcript of a RTC held on December 19, 1989. The guest was Tom Zuchowski, GEnie Eamon expert and president of the Eamon Adventurer's Guild, who discussed the popular public-domain Eamon series of role-playing adventure games.

File: 9374 -- Name: TRIV.DEC89.BXY -- # of bytes: 6300

This is the transcript of the Apple II Trivia game held in the Apple II RT on December 12, 1989. It includes questions, answers, and a list of players with scores.

File: 9204 -- Name: RTC.FORSYTH.BXY -- # of bytes: 10080

This is the transcript of a RTC held on December 5, 1989. The guest was Guy Forsythe of Kitchen Sink Software, publishers of technology and education programs for the Apple II.

File: 9011 -- Name: GAMES.RTC.BXY -- # of bytes: 13860

This is an A2 RTC Transcript of a conference held November 21, 1989, which focused on Apple II games.

File: 8937 -- Name: LINK.RTC.BXY -- # of bytes: 12600

This is an A2 RTC Transcript of the RTC held on November 14, 1989; the guest was John Link, author of the popular AppleWorks utility program, SuperPatch.

File: 8841 -- Name: AE.Q.AND.A.BXY -- # of bytes: 11340

This is the transcript of a RTC held on November 7, 1989. The guest was Jeff Holcomb of Applied Engineering, who answered questions about AE's many products for the Apple II.

File: 8785 -- Name: OKS.Q.AND.A.BXY -- # of bytes: 16380

This is the transcript of a RTC held on October 31, 1989. The guest was Andy Finkenstadt of Ohio Kache Systems, who answered questions about OKS's disk accelerator products.

File: 8646 -- Name: MENSCH.RTC.TXT -- # of bytes: 17640

This is the transcript of a RTC held in the Apple II Programmers and Developers RT on Oct 9, 1989. The featured guest was Bill Mensch of the Western Design Center. In this transcript, Mensch discusses faster 65816 chips, his planned Mensch Microprocessor, and an accelerator contest, among many other topics.

File: 8585 -- Name: RTC.C2.PLUS.BXY -- # of bytes: 10080

This is the transcript of a RTC held on August 29, 1989. The featured guest was Russ Gibson of Central Point Software.

File: 8481 -- Name: RTC.B.BROS.BXY -- # of bytes: 16380

This is the transcript of a RTC held on August 15, 1989. The featured guests were Mark de Jong, Jeff Jungblut and Mark Munz of Beagle Bros.

File: 8479 -- Name: RTC.STN.EDG.BXY -- # of bytes: 15120

This is the transcript of a RTC held on August 8, 1989. The featured guest was Barney Stone of Stone Edge Technologies.

File: 8293 -- Name: RTC.KANSAS.BXY -- # of bytes: 23940

This is the transcript of a RTC held on July 25, 1989. The conference reviewed the A2 Central Developers Conferece held in Kansas City on July 21 and 22.

File: 8272 -- Name: RTC.AW.3.0.BXY -- # of bytes: 17640

This is the transcript of a RTC held on July 18, 1989. The featured guest was Elisa Nakata of Claris Corporation.

File: 8270 -- Name: RTC.PROTREE.BXY -- # of bytes: 11340

This is the transcript of a RTC held on July 11, 1989. The featured guest was Bob Garth of the Protree RT.

File: 7863 -- Name: RTC.HAAS.BXY -- # of bytes: 10080

This is the transcript of a RTC held on June 27, 1989. The featured guest was Jeff Haas of Electronic Arts.

File: 7860 -- Name: RTC.GEOS.TXT -- # of bytes: 31500

This is the transcript of a RTC held on June 20, 1989. The featured guest was Matt Loveless of Berkeley Softworks.

File: 7794 -- Name: KAOS.RTC.BXY -- # of bytes: 15120

This is the transcript of the KAOS RTC held at 4 PM EDT on July 29, 1989 which discussed the A2 University Group Project.

File: 7072 -- Name: RTC.MENZE.TXT -- # of bytes: 18900

This is the transcript of a RTC held on May 9, 1989. The featured guest was Mike Menze of Timeworks, Inc.

File: 7067 -- Name: RTC.OVERLAY.TXT -- # of bytes: 21420

This is the transcript of a RTC held on April 25, 1989. The featured guests were Doug Camplejohn and Mike Schwartz of Apple Computer, Inc.

[*][*][*]

That's it for this month. I hope you have found something here to whet your interest. Drop me a line and let me know what you think of this column and offer any suggestions you might have about what should be in it.

Until next time, happy downloading!

-- Charlie Hartley

[EOA]
[PNL]//////////////////////////////
PAUG NEWSLETTER /
//////////////////////////////
January/February 1995 Report
""""""""""""""""""""""""""""""

by "VACC Dave" Johnson
[VACC.DAVE]

INTRODUCTION (VACC Dave is sitting in for GEna Saikin this month, as she
""""""""""""" has the 'flu. Thanks, Dave. Get well soon, GEna!)

PAUG was created over a year ago to help cement the Apple II community, to provide a nexus point for existing user groups, and to provide a place of haven for those who can't find local support groups in their area.

WHAT'S NEW IN THE APPLE II WORLD? This report is actually a combined
"""""""""""""""""""""""""""""""""" January/February report.

AppleWorks 5.0 was released in January and it is fantastic. See Category 42, Topic 30 for official support. More general discussion can be found in Category 17, Topic 27, and in Topics28-32 of that category.

Spectrum 2.0 also started shipping in January. The people at Seven Hills have worked very hard on this and it is a really great 16-bit (IIgs only) Communication program. The introductory demo by Ken Lucke is a sight to behold and worth the price of admission by itself. In it he shows the extreme versatility of the Spectrum scripting language. It looks like a hypermedia stack and it's all done with Spectrum scripts and external commands (XCMDs)! See Category 43, Topics 15 & 16.

There was an upgrade to CoPilot, the IIgs offline navigator, to version 2.5.5. See the library listings below for download file numbers.

Congratulations to Joe Kohn's Shareware Solutions II newsletter on reaching 1000 subscribers in all 50 states plus many countries around the world. For more information on SS II, see Category 28.

WHAT'S NEW IN A2 There will be a new lineup in the Roundtable conference
"""""""""""""""" area starting March 1st. As always, our Bulletin Board (option #1 from the A2 main menu) is a wealth of information on topics of interest in the A2 world, as well as general discussion on everything

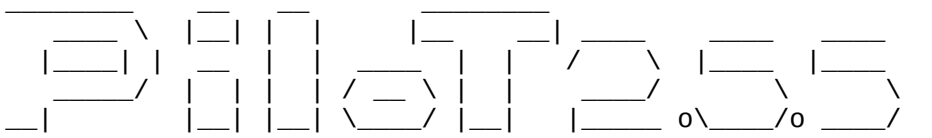
imaginable! Come in and introduce yourself in category 2, topic 6. If you're a fugitive from America Online, feel free to post in both topic 2 and 6.

THE LIBRARY STACKS
""""""""""""""""""""

Some interesting uploads of January and February:

+24012	GLAMPA29502.BXY	GEnieLamp A2, Feb. 1995 (AppleWorks)
23970	IMAGEQUANT.BXY	Multi-format picture viewer
23963	BEATBOX.01A.BXY	BeatBox .01a 4-8 track MOD player
+23959	UNISYS.LZW.TXT	Unisys statement on LZW, 1/6/95
+23940	ELECREP95.BXY	A full listing of the 104th Congress
23939	VALEN.DSKTP.BXY	Valentine desktop backgrounds
23937	BLOSSOM.NO1.BXY	New Apple II Newsletter (AWGS)
+23926	A2.DOM.0195.BXY	A2 Disk of the Month, January 1995
23924	RFMEDIA1.2.BXY	RamFAST Media Control Drivers v1.2
23887	BIRTHDAYS.BXY	Birthday desktop backgrounds
+23885	A2NDX9501TX.BXY	Bulletin Board Index, 1/95 (text)
+23884	A2NDX9501DB.BXY	Bulletin Board Index, 1/95 (ADB)
23876	AWGS1040.94.BXY	1994 income tax preparer (AWGS)
+23875	AW1040.94.BXY	1994 income tax preparer (AW)
+23871	SLOTSCAN162.BXY	Slotscan v1.62 - scans slots!
23983	WARNINGANIM.BXY	Animation created with Animasia 3-D
+24012	GLAMPA29502.BXY	GEnieLamp A2, Feb. 1995 (AppleWorks)
24056	SP.XTRAHELP.BXY	Extra Help files for Spectrum XCMDs
+24058	A2.JAN.TXT.BXY	TXT update of A2 Library Index - Jan.
+24059	A2.JAN.ADB.BXY	ADB update of A2 Library Index - Jan.
24079	READSPEED.BXY	GS/OS block device speed tester
24095	SPACELUG1.2.BXY	Space Lugzarian 7094: HyperCard GS game
24117	SPAM.MOD.BXY	Very funny "Spam" Amiga MOD music module
24125	MACBIN.BXY	Decode and encode MacBinary files
24126	COP.PT3.255.BXY	CoPilot v2.5.5 for ProTERM 3.x
24127	COP.SPC.255.BXY	CoPilot v2.5.5 for Spectrum 1.0/2.0
24128	COP.TIC.255.BXY	CoPilot v2.5.5 for TIC 3.31+
24131	VENDORDA.BXY	NDA of Apple II vendors
+24132	VENDORTXT.BXY	Text file of Apple II vendors
+24135	SSII.FAQ.TXT	Shareware Solutions II Info File
24145	CP.ICONS.BXY	Icons for CoPilot v2.5.5

+ = Works on 8-bit Apples



The latest and greatest. Available for download now!
ProTERM users download file # 24126 * Spectrum users download file # 24127
Talk Is Cheap users download file # 24128

ENDGAME The next PAUG meeting will be on the third Sunday in March--
""""""""" March 19--at 7:00 to 9:00 pm EST. See you then in Roundtable Conference room 1. (Press 2 at the main A2 menu, 645, or just type "m645;2".)

```
          ////////////////////////////////////// GEnie_QWIK_QUOTE ////
         /  ANDERSON'S REMINDER:                                      /
        /        There's always the possibility that you suck.       /
       ////////////////////////////////////////  Bob Anderson  ////
```

```
[EOA]
[LOG]//////////////////////////////
                        LOG OFF /
//////////////////////////////////
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GEnieLamp Information
"""""""""""""""""""""""

o COMMENTS: Contacting GEnieLamp

o GEnieLamp STAFF: Who Are We?

GEnieLamp Information """""""""""""""""""""""" GEnieLamp is published on the 1st of every month on GEnie page 515. You can also find GEnieLamp on the main menus in the following computing RoundTables.

RoundTable	Keyword	GEnie Page	RoundTable	Keyword	GEnie Page
DigiPub	DIGIPUB	1395	Atari ST	ST	475
Macintosh	MAC	605	IBM PC	IBMPC	615
Apple II	A2	645	Apple II Dev.	A2PRO	530
Macintosh Dev.	MACPRO	480	Geoworks	GEOWORKS	1050
BBS	BBS	610	CE Software	CESOFTWARE	1005
Mini/Mainframe	MAINFRAME	1145	Programming	PROGRAMMING	1445
Data Comm.	DATACOMM	1450	Windows	WINDOWS	1335

GEnieLamp is also distributed on CrossNet and many public and commercial BBS systems worldwide.

o To reach GEnieLamp on Internet send mail to genielamp@genie.geis.com

o Current issues of all versions of GEnieLamp are File Requestable (FREQable) via FidoNet (Zones 1 through 6) from 1:128/51 and via OURNet (Zone 65) from 65:8130/3. SysOps should use the following "magic names" to request the current issue of the indicated GEnieLamp platform (FREQ FILES for names of back issues of GEnieLamp IBM):

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GEnieLamp ST	GLST
GEnieLamp A2Pro	GLA2PRO
GEnieLamp Macintosh	GLMAC
GEnieLamp TX2	GLTX2
GEnieLamp A2	GLA2
GEnieLamp Windows	GLWIN

o Back issues of GEnieLamp are available in the DigiPub RoundTable Library #2 on page 1395 (M1395;3).

o GEnieLamp pays for articles submitted and published with online GEnie credit time. Upload submissions in ASCII format to library #42 in

the DigiPub RoundTable on page 1395 (M1395;3) or Email it to GENIELAMP. On Internet send it to: genielamp@genie.geis.com

- o We welcome and respond to all E-Mail. To leave comments, suggestions or just to say hi, you can contact us in the DigiPub RoundTable (M1395) or send GE Mail to John Peters at [GENIELAMP] on page 200.

- o If you would like to meet the GEnieLamp staff "live" we meet every Wednesday night in the Digi*Pub Real-Time Conference at 9:00 EDT (M1395;2).

- o The Digital Publishing RoundTable is for people who are interested in pursuing publication of their work electronically on GEnie or via disk-based media. For those looking for online publications, the DigiPub Software Libraries offer online magazines, newsletters, short-stories, poetry and other various text oriented articles for downloading to your computer. Also available are writers' tools and 'Hyper-utilties' for text presentation on most computer systems. In the DigiPub Bulletin Board you can converse with people in the digital publishing industry, meet editors from some of the top electronic publications and get hints and tips on how to go about publishing your own digital book. The DigiPub RoundTable is the official online service for the Digital Publishing Association. To get there type DIGIPUB or M1395 at any GEnie prompt.

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	o Tom Trinko	[T.TRINKO]	Mac Staff Writer
	o Bret Fledderjohn	[FLEDDERJOHN]	Mac Staff Writer
	o Ricky J. Vega	[GELAMP.MAC]	Mac Staff Writer
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	o Mel Motogawa	[M.MOTOGAWA]	ST Staff Writer
	o Sheldon Winick	[S.WINICK]	ST Staff Writer
	o Terry Quinn	[TQUINN]	ST Staff Writer
	o Richard Brown	[R.BROWN30]	ST Staff Writer
	o Al Fasoldt	[A.FASOLDT]	ST Staff Writer
	o Fred Koch	[F.KOCH]	ST Staff Writer

ATARI ST/TX2	o Cliff Allen	[C.ALLEN17]	EDITOR/TX2
ATARI [PR]	o Bruce Faulkner	[R.FAULKNER4]	EDITOR/GEnieLamp [PR]
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	o Charlie Hartley	[C.HARTLEY3]	A2 Staff Writer
A2Pro	o Nate C. Trost	[A2PRO.GELAMP]	EDITOR
	o Tim Buchheim	[TIM.B]	Co-Editor
POWERPC	o Ben Soulon	[BEN.GELAMP]	EDITOR
ETC.	o Jim Lubin	[J.LUBIN]	Add Aladdin Scripts
	o Scott Garrigus	[S.GARRIGUS]	Search-ME!
	o Mike White	[MWHITE]	(oo) / DigiPub SysOp
	o Susie Oviatt	[SUSIE]	ASCII Artist
	o Al Fasoldt	[A.FASOLDT]	Contributing Columnist
	o Phil Shapiro	[P.SHAPIRO1]	Contributing Columnist
	o Sandy Wolf	[S.WOLF4]	Contributing Columnist

\\\

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DOCUMENT almp9504.app
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                  ~ WELCOME TO GEnieLamp APPLE II! ~
                    """""""""""""""""""""""""""""""""
            ~ SOFTVIEW A2:  Review of Quick Click Calc v1.2 ~
 ~ APPLEWORKS ANNEX:  AppleWorks 5 Released... Coming Soon for the Mac! ~
                ~ FOCUS ON...:  Quick Click Morph Q&A ~
             ~ THE TREASURE HUNT:  Easter Goodies and More ~
                  ~ HOT NEWS, HOT FILES, HOT MESSAGES ~

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 GEnieLamp Apple II     ~ A T/TalkNET Publication ~     Vol.4, Issue 37
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 Editor.....................................................Douglas Cuff
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           >>> WHAT'S HAPPENING IN THE APPLE II ROUNDTABLE? <<<
           """""""""""""""""""""""""""""""""""""""""""""""""""""
                              ~ April 1, 1995 ~

 FROM MY DESKTOP ......... [FRM]        HEY MISTER POSTMAN ...... [HEY]
  Notes From The Editor.                  Is That A Letter For Me?

 HUMOR ONLINE ............ [HUM]        CONNECTIONS ............. [CON]
  Top 10 Lists.                           Buy a Computer for the Family.

 FOCUS ON... ............. [FOC]        APPLEWORKS ANNEX ........ [ANX]
  Quick Click Morph Q&A.                  Introducing AppleWorks 5.

 ASCII ART GALLERY ....... [ASA]        THE TREASURE HUNT ....... [HUN]
  Easter Showers.                         Easter and More.

 SOFTVIEW A2 ............. [SOF]        LOG OFF ................. [LOG]
  Quick Click Calc v1.2.                  GEnieLamp Information.

[IDX]""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""
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READING GEnieLamp GEnieLamp has incorporated a unique indexing system to
"""""""""""""""""" to help make reading the magazine easier. To utilize this system, load GEnieLamp into any ASCII word processor or text editor. In the index you will find the following example:

```
HUMOR ONLINE ..... [HUM]
 GEnie Fun & Games.
```

To read this article, set your find or search command to [HUM]. If you want to scan all of the articles, search for [EOA]. [EOF] will take you to the last page, whereas [IDX] will bring you back to the index.

MESSAGE INFO To make it easy for you to respond to messages
"""""""""""" re-printed here in GEnieLamp, you will find all the information you need immediately following the message. For example:

```
                (SMITH, CAT6, TOP1, MSG:58/M475)
 _______________|   _____|__  _|___    |____ |_______________
|Name of sender   CATegory  TOPic    Msg.#   Page number|
```

In this example, to respond to Smith's message, log on to page 475 enter the bulletin board and set CAT 6. Enter your REPly in TOPic 1.

A message number that is surrounded by brackets indicates that this message is a "target" message and is referring to a "chain" of two or more messages that are following the same topic. For example: {58}.

ABOUT GEnie GEnie's monthly fee is $8.95 which gives you up to four hours
""""""""""" of non-prime time access to most GEnie services, such as software downloads, bulletin boards, GE Mail, an Internet mail gateway, and chat lines. GEnie's non-prime time connect rate is $3.00. To sign up for GEnie service, call (with modem) 1-800-638-8369 in the USA or 1-800-387-8330 in Canada. Upon connection type HHH. Wait for the U#= prompt. Type: JOINGENIE and hit RETURN. When you get the prompt asking for the signup/offer code, type: DSD524 and hit RETURN. The system will then prompt you for your information. Need more information? Call GEnie's customer service line (voice) at 1-800-638-9636.

SPECIAL OFFER FOR GEnieLamp READERS! If you sign onto GEnie using the
"""""""""""""""""""""""""""""""""""" method outlined above you will receive $50.00 worth of credit. Want more? Your first month charge of $8.95 will be waived! Now there are no excuses!

*** GET INTO THE LAMP! ***

""""""""""""""""""""""""""""""""""""

by Douglas Cuff
[EDITOR.A2]

>>> I COULD WRITE A SONNET... <<<

Special message for those of you reading the April issue of GEnieLamp A2 on the first day it's available: There aren't any April Fool jokes in this issue, so all the good news you're about to get is true. (There's very little bad news this month!) I've recently come to believe that if you can't perpetrate a April Fool joke before noon on April 1--when your victim knows he or she should be on his guard--then you haven't got any business pulling the gag at all.

No, this is not because I got caught out last year. <grin> In fact, last year, I was privileged to see what I consider to be very nearly the perfect April Fool joke. The denizens of the Apple II Programming RoundTable, A2Pro, put their welcoming banner up backwards:

```
SREMMARGORP II ELPPA EHT                          __ __ __    _______  ______
ELBATDNUOR SREPOLEVED DNA                        \ \\_\\_\  /_______\|__ __\
_________________________________________ \_\/ \  \|__|___   |__|\__\
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mmoCidnyS yb deganaM       eht fo muroF laiciffO nA       \__\|________\
                             retupmoC lanoitanretnI  ______\__|__|   \__\
                              (NOCI) krowteN srenwO  \________|__|    \__\

atsoC aD gerG ,tsorT etaN :sposyS ruoY
lesetihW .P ddoT ,naolS leinahtaN
```

You really had to see it scrolling at 2400 baud or slower to appreciate how startling it was. The time from being startled to the sudden realization that I'd been had was mere seconds... and then I laughed out loud.

I thought of stealing A2Pro's idea, and having this month's issue start like this:

```
                                 |||||| |||||| ||  || |||||| ||||||
                                    ||   ||   || ||| ||   ||   ||
               ruoY                 ||||   ||   ||||||   |||| ||| ||
                                    ||   ||   ||| ||   || || ||  ||
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         elbaTdnuoR                       |||||| ||    || ||||||    ||
                                          ||  || |||  ||| ||  ||    ||
          !ECRUOSER                       |||||| |||||||| ||||||    ||
                                              || || || || ||  ||    ||
                                             || ||    || ||  || |||||

                                                   !looF lirpA  :.S.P
```

Naah! I don't particularly like April Fool jokes, but I really don't like plagiarism. <grin>

[*][*][*]

I guess another reason I haven't inserted any April Fool jokes in

this month's issue is that I already feel foolish enough.

In this issue of GEnieLamp A2, I finally get to tie up the last loose end created by the closure of A2-Central. It's like this: In September 1994, I asked Mike Westerfield of the Byte Works, Inc. for a review copy of Quick Click Calc. He sent it, and I intended to review as soon as I had time to sit down and put it through its paces. I really _hate_ software reviews that are based on first impressions, and so I waited until I really had time to thoroughly use Quick Click Calc. The review was supposed to run in the March 1995 issue of A2-Central... and there was no March 1995 issue of A2-Central.

Another thing I really hate is not being able to follow through on my commitments... so the Quick Click Calc review appears in this issue of GEnieLamp A2. I know it's not exactly what you bargained for, Mike, but it's the best I can do. (GS+, Shareware Solutions II, Softdisk G-S and II Alive have already reviewed it.)

Mike Westerfield has been very good to me. I've owed him this review for months now. Of course, I don't owe his program a _good_ review. So did Quick Click Calc get a good review or not? You'll just have to read this month's Softview A2 column and see.

In the meantime, the Byte Works has announced its second entry in the Quick Click Calc series: Quick Click Morph. You'll read all about it this month.

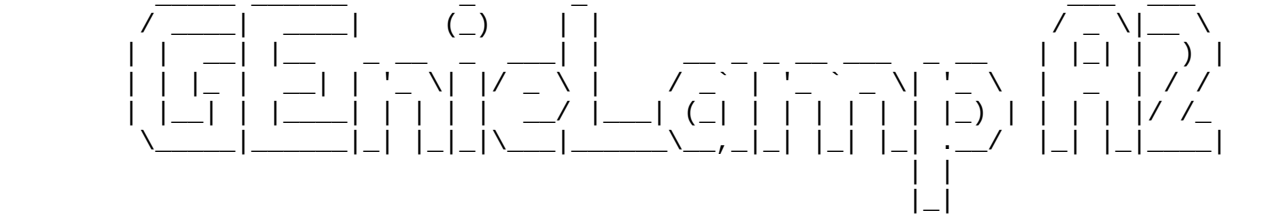
-- Doug Cuff

GEnie Mail: EDITOR.A2 Internet: editor.a2@genie.geis.com

REPRINTING GEnieLamp

If you want to reprint any part of GEnieLamp, or post it to a bulletin board, please see the very end of this file for instructions and limitations.

ASCII ART BEGINS



ASCII ART ENDS

[EOA]
[HEY]////////////////////////////
HEY MISTER POSTMAN /
////////////////////////////
Is That A Letter For Me?

"""""""""""""""""""""""""""
by Douglas Cuff
[EDITOR.A2]

o BULLETIN BOARD HOT SPOTS

o A2 POT-POURRI

o HOT TOPICS

o WHAT'S NEW

o THROUGH THE GRAPEVINE

o MESSAGE SPOTLIGHT

>>> BULLETIN BOARD HOT SPOTS <<<
""""""""""""""""""""""""""""""""""""

[*] CAT17, TOP20 ..... AppleWorks 5 on the Mac with Phoenix II
[*] CAT17, TOP31 ..... AppleWorks 5.1 coming next month!
[*] CAT28, TOP4 ..... Unofficial 6.0.2 from Brutal Deluxe?
[*] CAT40, TOP2 ..... FAXination gets the bugs out
[*] CAT42, TOP10&11 ..... II Alive status
[*] CAT45, TOP4 ..... NEW! Quick Click Morph

>>> A2 POT-POURRI <<<
""""""""""""""""""""""""

SUPERCONVERT UPDATE
""""""""""""""""""""
Unfortunately we haven't heard from Jason in a while...a long time ago he got halfway through a real nice update to SC, but then stopped for personal reasons (among them getting married). As far as I know he hasn't touched SC since then. :(

With every royalty check we include a note asking him to finish it...maybe one day he will. We're also working on some things that will give us some other options in case he doesn't...we'll let you know when anything results.

--Dave
(SEVENHILLS, CAT43, TOP5, MSG:190/M645;1)

>>>>>
"""""
Jason's done some Newton stuff as well. He's got a pretty dern good Newton programmer utility.
(WANKERL, CAT43, TOP5, MSG:196/M645;1)

BILL TUDOR LEAVES GENIE (BUT NOT THE APPLE II!)
""
Unfortunately, Bill will probably not be seeing your messages. He has dropped his GEnie account. He can be reached at WTUDOR@AOL.COM now.

I will make a copy of your messages and forward them to him.

Ken Lucke
(K.LUCKE, CAT42, TOP26, MSG:224/M645;1)

GS TRACKBALL
""""""""""""
For those interested in a GS compatible trackball;

Precision Instruments makes one; it's labeled as a Macintosh ADB but it works just fine with my GS. Got mine for just under $40 at the local Computer City, and yes, even the lock light works. . .

Ryan

(R.SUENAGA1, CAT12, TOP32, MSG:154/M645;1)

APPLEWORKS 5, ULTRAMACROS AND APPLETALK
""

Don't give up on running AW5 and macros with AppleTalk active. I do it all the time.

The main trick seems to be launching AW5 from ProSel-16 rather than from Finder (although I can often run AW5/UM even after launching from Finder, but in that case Finder is launched from ProSel-16, which may account for that).

Then you need to know how to patch AW5 to allow macros with AppleTalk active. I'll be glad to give you that if you want to try it. Randy's Free Patcher has a patch that purportedly does that, but I couldn't get it to work, so I had to do it manually from Block Warden.

Let me know if you want to pursue this.

:: Dan ::

(D.CRUTCHER, CAT12, TOP13, MSG:156/M645;1)

<<<<< In AW5, in APLWORKS.SYSTEM, change offset +148F from EE to 2C
"""""

Longer answer (if not familiar with Block Warden or Zap): Run Block Warden or Zap, set prefix to your AppleWorks directory, press "F" to <F>ollow the file APLWORKS.SYSTEM, use up-arrow to move to byte $001400, press "E" to enter <E>dit mode, use down- and right-arrow cursor keys to move to byte $00148F, type "2C" to overwrite "EE", escape to "R/W mode" and press "W" to write the change to disk. Of course, you should only do this to a copy of AW5.

Having made the change, try running AW5 from ProSel-16 with AppleTalk active and see what happens. If you still get crashes, suspect other interrupt-driven inits or DAs. If you can't get it to work, you can always reverse the process and change byte 148F back to EE.

:: Dan ::

(D.CRUTCHER, CAT12, TOP13, MSG:177/M645;1)

KARL BUNKER'S SOURCE CODE
"""""""""""""""""""""""""

I received the following email from Karl Bunker in reply to an inquiry I sent to him.

[begin]

Charles --

Nice to hear a little blast from the past. It figures that there would be some questions posted about my stuff on GEnie within weeks of me closing my account there. But since I don't have an Apple II/IIgs any more, and since I've been forgetting everything I ever know about the 'II at an alarming rate, I probably wouldn't have been able to answer any questions anyway.

Regarding my source code, I did release some of it for public use when I left the A2 field, and uploaded it to GEnie's A2Pro library. I'm not sure exactly what I released, but I know it included the code to Quit.To, File-A-Trix and SF.Get. I still have just about all my assembly source code from my Apple II days, so if anyone's interested in the source to some of my other programs, or if there's some problem with accessing the code I uploaded to GEnie previously, just let me know. My assembly code is all in Lisa816 format, and Lisa816 saves its source in its own non-text format, so to be usable one would need a copy of Lisa816 to convert it to text. (The code I previously uploaded to GEnie had been converted to text, but the code I have in my archives isn't converted.) I also have my Lisa816 original disk, so if it's legal to do so, I could provide a copy of that too. (I trashed or gave away all my other II/IIgs software long ago, but I loved that darn assembler so much I just had to hang onto it.)

As to what I've been up to lately, well, I've been learning huge amounts about Mac programming and programming in general (I'm embarrassed to think about "real" programmers looking at my Apple II code from way-back-then; my apologies to anyone who takes on the job of figuring it out). And naturally, I have vastly huger amounts still to learn. I'm currently programming full time for the first time in my life, and my plan is to make a stab at earning a living by designing and writing games for the Mac. I'm just finishing up a semi-major project; if you ever peruse Mac magazines, perhaps you'll be hearing about it in 6 months or so.

Feel free to post this note on GEnie, if anyone's interested.

Karl

[end]

We will be in touch with Karl about getting his source code and will keep everyone posted.

Charlie

(A2.CHARLIE, CAT13, TOP10, MSG:156/M645;1)

THE BEST POSSIBLE IIGS? I am looking for the reason I shouldnt move over
""""""""""""""""""""""""" from my GS 01 unit to a 03 unit. I have already been advised that my AE ramplus card may not work due to chips on or not on the card. All tips needed..

I have come into a rom 03 GS 1meg but bare bones, only the monitor, 2 drives, keyboard, mouse, I have been thinking of setting it up with only the best and fastest hardware. What would you do, if you did it over again??

Any and all help will be appreciated. :)) Thanks....willis

(W.POOLE, CAT12, TOP5, MSG:121/M645;1)

>>>>> 1. RamFast Rev D with 1 meg cache
"""""

2. Sequential Systems 4 meg memory card.

3. ZipGS in the 10/64 configuration. (Faster is possible, but not necessarily better, the 10/64 is stone reliable.)

4. Quantum 240 LPS hard drive in an APS case. (Since the 240 LPS is

no longer made, this may be hard to find. :) (Bigger drives run into a problem with the number of usable partitions under ProDos, and I don't beleive in using HFS partitions on a GS. A 240, with a Syquest as your second drive, should give you all the capacity you'd ever need. The LPS series drives were faster than the stuff Quantum is currently selling, not that you could ever notice or measure the difference.)

5. Syquest drive for backups. I prefer the 44meg since it is the least expensive (just bought two brand new carts from MacMall for $44/ea) and has plenty of capacity for GS backups. (I.e. format the cart to 32 megs and a remainder, back up each of your 32 meg partitions on the main drive to a Syquest cart using ProSel Volume Copy. (Of course, you COULD buy a Syquest 270, and back everything up to ONE cart, but if that one cart died......)

(Others may disagree, but you asked for opinions, and that's mine. :)

6. 28,800 modem (v34), USR or Hayes preferred, many others acceptable...

(Sayyyyy, did I just describe MY system? Why, yes, I guess I did, except that my memory card is actually from CV Tech, and my hard drives are in TMS cases, but otherwise...)

7. Second Sight video card from Sequential (as soon as it becomes available) running a 15" or better Sony or NEC SVGA monitor.

8. Buffered Grappler Plus running into a DeskJet 550C with either the Vitesse or Sevenhills drivers.

9. Superdrive card and drive. (I'd run that out of Slot 6 myself, and bag the 5.25 drives, then put a pair of 800K drives on the Smartport.)

If you REALLY want to tweak it, get a keyboard from a Mac SE30 (same circuit board as the GS keyboard, in a better case) and make sure that you have an original "grey ball" style GS mouse, not one of those new "black ball" mice that shipped with the Rom 03. (Or try to find a Rom 03 Kensington Turbo mouse, if you like those things....) (And get a "Y" connector for the ADB cables, so you don't have to plug the mouse into the keybaord, it lays out much nicer on your desk.:)

For a touch of the obscure, find one of Bob Consortis "On Board" 4 meg memory cards. I don't know if Bob has any left, but that thing is the BEST built memory card ever produced for the GS. (So well built, in fact, that it cost Bob too much to produce it and he took a real bath on them.)

(You could put more RAM in the machine with a "piggyback" memory card, and get a REALLY big hard drive, and a REALLY fast ZIP, but it would just be for bragging rights. :) (If you're gonna do that, you'll want to put a 20" monitor on that Second Sight card. :)

(Sayyy, this was fun, wasn't it? :)

Gary R. Utter
(GARY.UTTER, CAT12, TOP5, MSG:122/M645;1)

>>> HOT TOPICS <<<
"""""""""""""""""""""

FAXINATION v1.0.5 STOMPS SOME BUGS
""""""""""""""""""""""""""""""""""

A new version of FAXination is now available on the Vitesse BBS. Go to the (X)transfers area, then select Area 3 and download from the only directory in the FAXination Updates area.

The new version includes the NDA and the Print Driver. Unpack the archive and replace your old files with the new ones. This update addresses the following problems:

- Garbled receives on LineLink modems.
- Printing from AWGS and GraphicWriter III is much better now!
- You may now Print AND View faxes in your fax logs!
- When creating a fax document, FAXination now names the document for you using the name from the title of your document window.

When logging on to the Vitesse BBS for the first time, try entering your Invoice Number from the invoice you received with your FAXination package. If you get a "Invalid Information Entered" response, I probably haven't been notified that your program was shipped. Just type "NEW" to apply for an account and you will be granted access within a few hours.

While most people can get on the BBS in the first try, one or two have been bumped off due to line noise or something, which also locks up the BBS. If this happens to you, send a FEEDBACK at the logon prompt and tell me what you want to use for a handle and password, plus your invoice number, and I will set up a complete account for you. If you STILL can't get on, other arrangements will be made on a case by case basis.

Thank you.
Da Programmer

(S.MCQUEEN1, CAT40, TOP2, MSG:374/M645;1)

<<<<< Re: Garbled faxes (Other than LineLink
""""""

I expect to get a LineLink 144e modem for testing in the next couple of days, and will make it work at that time. Sorry for the false optimism in the announcement for version 0.1.4, but I really thought I had something there. :(

When set up to receive, whether manually or in Auto-receive mode, FAXination starts a RunQ task which triggers once per second and looks for a RING response from the modem. The RunQ task is not allowed to trigger again until it has finished, but the NDA, which uses the same Resource Manager files, could conceivably be causing some kind of a weird conflict, which might account for the fact that a few people are seeing crashes if they leave their Receive functions active for too long.

When a fax is actually coming in, FAXination uses its own interrupt handler to place incoming characters in a buffer, and the main program copies the characters from the buffer to a chunk of memory large enough to contain the entire page. This copying is done between interrupts. The interrupt handler permits other interrupts to be processed by the regular system handlers when no incoming characters are detected, so it is possible that NDA's or CDEV's which use interrupts could take control long enough to cause characters to be lost.

Anyone who is experiencing garbled faxes which contain recognizeable

features should try disabling their other NDA's and any non-essential CDEV's or INIT's which might be using interrupts. Clocks and screen blankers come to mind as potential culprits. If your faxes contain nothing but staticky-looking lines and dots, then you probably have a different problem, and should report your modem type here or on the Vitesse BBS.

Da Programmer
(S.MCQUEEN1, CAT40, TOP2, MSG:425/M645;1)

QUICK CLICK MORPH
""""""""""""""""""
Well, if you pay attention to the main GEnie banners, you now know that the second Quick Click program is Quick Click Morph.

Sunday's conference topic is Quick Click Morph. I will upload a few short sample morphs between now and then, BUT:

This announcement is a GEnie exclusive. I won't answer any questions about the program itself until Sunday's conference... So be there! :)

I will, of course, answer questions about specific demos or about morphing in general.

Mike Westerfield
(BYTEWORKS, CAT45, TOP4, MSG:1/M645;1)

<<<<<
"""""
At the conference, I said QCMorph would ship around the end of the month. Some rather annoying (but in the long run not critical) medical problems have kept me away from the keyboard for nearly a full week, and as a result, QCMorph will ship around the first week of April--unless the medical problems cause more delays. I'll keep you informed, and I do appologize for the delay.

Mike Westerfield
(BYTEWORKS, CAT45, TOP4, MSG:32/M645;1)

PHOENIX II--APPLEWORKS 5 ON THE MAC
"""""""""""""""""""""""""""""""""""
> Is there anything like AppleWorks
> and Ultramacros to compare to in
> the mac world?

Well, this summer there will be AppleWorks 5 and UltraMacros IN the Mac world. JEM Software will be shipping an emulator (codenamed Phoenix) which lets you run your actual AppleWorks 5 on any 68020 or better Mac, including a native PPC version for PowerMacs. The emulator wp find/replace test mentioned in the Jan 1995 Naug Forum emulation article gave a time of 613 seconds for][in a Mac on a 610; on the same machine, Phoenix currently takes 66 seconds, and on a PowerMac, only 15 seconds (compared to about 30 seconds for a IIgs).
(BRANDT, CAT17, TOP6, MSG:9/M645;1)

<<<<<
"""""
> I assume this is an unaccelerated GS

Yes, that's the the stock IIgs at 3mhz. However, a 7mhz IIgs takes about 15 seconds as well, so the PowerMac is comparable on that test.

> Any idea about the price of Phoenix yet?

Yes.][in a Mac lists for $149. We'll probably list around $99, and undoubtedly there will be an offer or two, such as to the NAUG

membership.

Keypad macros will work.
(BRANDT, CAT17, TOP20, MSG: /M645;1)

<<<<< > Are ya saying I'll be able to use AW5 and AW files on the Mac,
""""" > without any conversions? Can files be created on the Mac, and
> used on the GS? :)

Yes and yes. You're not running software similar to AppleWorks, you're running actual AppleWorks. We just provide the "engine", so you'll still need a copy of AppleWorks in order to work. Since you're running AppleWorks, you're loading, working with, and saving regular old AppleWorks disks. Under System 7.5, you can save directly onto ProDOS disks which can then be popped into your IIgs. Better yet, all it takes is a connection between your IIgs and your Mac and you can use Personal AppleShare to run AppleWorks on both machines from the Mac hard drive.

> Will all the functions of AW5 be usable?

Not graphics stuff like Paint, Graph or DB Pix. We're not sure exactly how printing will be handled yet. We will support a quick copy to/from the AWP clipboard and the Mac system clipboard for data transfer to other Mac apps.

WARNING: Although Phoenix runs on 68020 machines, the performance on a Mac II is pretty bad. I wouldn't use it on a 68020 unless it was accelerated. I haven't tried a 68030 yet, but my 68040LC does a great job, and Mark's PowerMac provides impressive performance. I'm guessing/hoping that the 604-based PowerMacs will run most AppleWorks functions faster than a 12mhz IIgs. The great thing is that AppleWorks can just surf the latest wave of Apple hardware, getting faster and faster as time goes by. :)
(BRANDT, CAT17, TOP20, MSG:9/M645;1)

<<<<< I hope we can live up to your expectations. We're working hard to
""""" make the Phoenix project a viable Mac application, at least to former A2'ers. Yesterday we got externals working. There are now UltraMacros commands which can call Mac external commands. For example, we have one called PLAYSOUND. A macro such as A:<all msg ' Please wait ' : .sound "Welcome" : goto sa-b>! will put up a message, speak a recorded greeting as .sound tells PLAYSOUND to use the sound "Welcome", and continue on with the macro. Pretty slick!

Another cool features is that your root directory can be specified as "/*/" and the Mac will use the current Phoenix folder. This means that regardless of the hard drive's name, inits and TimeOut apps load up and the default data disk finds files in the Phoenix folder right after installation without having to reconfigure everything like on the A2.

Yes, Mark is Mark Munz of Beagle Bros/JEM Software fame. He's the programmer on Phoenix. I'm the publisher, A2 tech advisor and co-designer. Between the two of us we've got it in pretty good shape by now.
(BRANDT, CAT17, TOP20, MSG:19/M645;1)

<<<<< We could ship a lot sooner if we didn't try to print from within
""""" Phoenix. Since we have a "wp clip-to-mac clip" feature, would most of you settle for printing from within a normal Mac application?
(BRANDT, CAT17, TOP20, MSG:21/M645;1)

SYSTEM 6.0.2 FOR THE IIGS
"""""""""""""""""""""""""

Olivier Zardini of Brutal Deluxe has asked me to post the following message here on A2. Please note that his Internet e-mail address is at the end of his note, and for various reasons which I think should be fairly obvious given that legal copyrights are involved, I'd prefer if you contacted him directly rather than by posting a response here or by e-mailing me. I'm simply passing along Brutal Deluxe's message...

Hello,

After 2 months of hard work, we are proud to announce that we have made the source code of the WHOLE Apple //gs 6.01 SYSTEM.

Few bugs have been corrected, such as the Font Manager one. But many of them remain in the system. We have found many things like that

```
_TLStartUp
bcc *+3
brk $f0
.
.
```

That would explain why the system crashes so often. So, there is a lot of work to do to clean the system up.

The purpose of this message is to get from the users a list of the bugs. Apple Computer Inc should have such a list, could someone ask them for it ?

A good thing will be to add to the next system (6.02 ??) the setup files we mainly use (Bill Tudor's extensions, PicViewer...).

Our purpose is not to upload the whole sources code on FTP sites but to find people (or organization like Phoenix Project) who could help us in debugging some parts of the system. We are looking for experimented beta testers, because some parts like FST (Appleshare, msdos...) can't be tested on our configuration (We have no network at home).

We perfectly know that the Apple //gs system is not a public domain software and the fact of releasing a new version is probably illegal. But, if we and you don't do it, who will do it ? Apple has decided to leave the Apple II community and will never change his mind. But, if someone at Apple Comp wants to help us, that will be a good thing.

We are awaiting your comments. Your propositions & help are welcome.

Apple //gs System 6.02 infinitum :-)

Antoine VIGNAU and Olivier ZARDINI
from
Brutal Deluxe Software

Antoine VIGNAU
11 rue Emile Fourcand
33000 BORDEAUX
FRANCE
Tel : (33) 56.48.00.94

Olivier ZARDINI
Res. la foret du Conte
33140 CADAUJAC
FRANCE
Tel : (33) 56.30.73.36

Rtel : 3615, 3614 Bal LOGO Rtel : 3615, 3614 Bal ZARDOS

Email : zardini@ixl.u-bordeaux.fr
(JOE.KOHN, CAT28, TOP4, MSG:273/M645;1)

<<<<< (Here's a follow up from Brutal Deluxe. I'm relieved after reading
"""" this..JK)

Hello...

... and many thanks to everyone who posted us a message.

Let us explain few things. We think that our previous message was not quite understandable.

- We don't want to be a substitute of Opple and replace them in updating the system they have provided.

- We DO KNOW that releasing a complete set of SystemDisk 6.0.2 is illegal and we won't go that way. Even though it has not been clearly explained, our purpose is to make a special disk including updated files. A patch IS impossible in many cases. (It is exactly what we did with our french version of the system)

- The _TLStartUp example was JUST an example :-) It was given in order to show you that some utilities are bugged. The interesting part is the BRK mnemonic. Okay?

- The aim is to have a 6.0.2 system which would be an update of 6.0.1 (update of 6.0) and NOT to had functionality to the system.

- We don't really think that Opple will release an update to the system even though some says the contrary.

- We will be happy to have exchanges with other people who are working in the same way (Quickdraw patch, Programmers on GEnie...).

The following is the software we had worked on:

- Complete set of Control Devices (/CDEVs)

- Complete set of Desk Accessories (/Desk.Accs)

- Complete set of Drivers (/Drivers)

- Complete set of File Translators (/FSTs)

- Complete set of Init Files (/System.Setup)

- Complete set of Tools (/Tools)

The next software is on a way to completion or need no updating:

- GS/OS (That's but stupid you install it in bank $00, there is a loss of about 8kb of direct page area)

- Finder (The disassembling is ended, the Magic Dropping Routine located and will soon be corrected)

- ADU, Archiver, Installer, SynthLab, Teach We don't think these files need to be updated (The Installer is really well programmed, and ADU is a nightmare...)

So, for we can release such an update, we want you to send us:

1/ The list of the bugs you have encountered:
Which supposed file is corrupted and so on...
(Hi Geoff: Can you send us your list please?)

2/ The domain in which you can help us debugging:
Hello, I have a BlueDisk, then you can test MsBeurk FST...

As far as FSTs are concerned:

1/ Understanding the internal structure of an FST is not so hard

2/ Writing a FST suppose to know other platforms' system files. We have no documentation on Commodore Amiga files structure...

3/ We will probably write a documentation of the FST structure.

Here we go...

Antoine VIGNAU and Olivier ZARDINI
from
Brutal Deluxe Software

(JOE.KOHN, CAT28, TOP4, MSG:296/M645;1)

<<<<< My initial reaction after I got the e-mail from Brutal Deluxe was
""""" fear; fear of copyright infringement.

After a series of e-mails back and forth with Brutal Deluxe, and after hearing from Bob Consorti (the author of the _new_ BOS operating system for the Apple III) that fear has dissipated.

If you have specific information about System 6.0.1 bugs, please e-mail them to Brutal Deluxe. If you want to help them, please e-mail Brutal Deluxe. If you have technical information about FSTs or other components of GS/OS, please e-mail them to Brutal Deluxe.

Thanks.

Joe

(JOE.KOHN, CAT28, TOP4, MSG:303/M645;1)

OUTLOOK FOR II ALIVE II Alive will continue to be published for at least
"""""""""""""""""""""" another year, although starting with the next issue, the size will decline even further. We will be removing some of the ads to help make up for this.

(II.ALIVE, CAT42, TOP10, MSG:148/M645;1)

<<<<< II Alive is not going quarterly anytime soon. Thanks, everyone,
""""" for all the suggestions, but I'm afraid I'm not the one who's made the decisions regarding II Alive, and in any case these decisions are not subject to change at this time.

(II.ALIVE, CAT42, TOP11, MSG:111/M645;1)

>>>>> The official word is that the magazine will continue "at least
""""" another year".

I've heard enough "official statements" to recognize that the modifier "at least" is there to allow maneuvering room in case of unexpected occurrences, and that "another year" is the only definite statement.

The official word is that the magazine's going to get thinner, and that advertising will be reduced. Both of these changes are contrary to the end of attracting new subscribers.

It is my belief that the majority of subscriptions run through the end of 1995; it is my belief that this is why the magazine will continue "another year".

(R.HARDMAN, CAT42, TOP11, MSG:117/M645;1)

<<<<< Well, actually, we hired Dean Esmay to edit II Alive a while back,
""""" and then we turned around and hired Syndicomm (the company he owns) to help us with theLINQ, our new Internet service for education. So we have recently hired another editor for II Alive -- one whose work has impressed me time and again. I'll be announcing his name soon and he'll be taking over this account. B)

(II.ALIVE, CAT42, TOP11, MSG:119/M645;1)

>>> WHAT'S NEW <<<

QUICK CLICK MORPH FOR THE APPLE IIGS

Published by Byte Works, Inc.

Price: $60
Requirements: System 6.0.1, 1.125M RAM
Also supports: Hard drives, printers, accelerator cards

Contact:

Mike Westerfield
Byte Works, Inc.
8000 Wagon Mound Dr. NW
Albuquerque, NM 87120
(505) 898-8183

AOL: Send e-mail to MikeW50 or visit us using keyword ByteWorks.
GEnie: Send e-mail to ByteWorks or visit us in A2, Category 45.
Internet: Send e-mail to MikeW50@AOL.COM

Announcing Quick Click Morph The Byte Works, long the dominant company for Apple II development tools, announced their second productivity tool in a GEnie exclusive on March 19th. The new program puts the G for Graphics back in the Apple IIGS in a big way: Quick Click Morph brings Hollywood style special effects to the Apple II community! You can create movies with morphs, tweens and fades. Quick Click Morph also brings a new standard for movie color on the Apple IIGS, supporting several color palettes including 256 color movies!

Quick Click Morph is expected to ship around the end of March, 1995. The Byte Works will announce the program again when it actually ships, but will accept orders now. Naturally, pre-release orders will not be processed until the program actually ships.

Look What You Can Do
''''''''''''''''''''
Morphs are those amazing movie clips you sometimes see on high budget films and commercials. You start with two or more original pictures, identify a few similar points, like the eyes on a girl and a cat, and the program creates a smooth movie that changes one picture to another. The middle frames, showing a mix of the two pictures, can be amusing, informative, or thought provoking.

Morphs are great attention grabbers. For example, think how effectively you could grab the attention of a 7th grade student with a HyperStudio evolution stack that opens with a morph that gradually changes a pre-human skull to a human skull. Imagine their reaction to continental drift if you grab their attention with a morph that changes Pangaea, the original grouping of continents, smoothly into the current world map.

Morphs are also a great way to make a statement. Morphing your "favorite" politician into Mickey Mouse could release some tension, not to mention get your point across at a meeting.

My favorite morphs are for entertainment. A morph changing my daughter into her cat was an instant neighborhood hit. (This morph is available in GEnie's A2 library.) Mother-daughter morphs and mother-child-father morphs are a lot of fun, too. Whatever your subjects, morphs are a great way to entertain!

Can I Share My Morphs?
''''''''''''''''''''''
Of course, once you create a morph, you'll want to send it to your friends. Morphs created with Quick Click Morph can be played with any standard PaintWorks movie player. We even give you one with Quick Click Morph, and it's freeware, so you can send it to anyone you want at no charge. Our movie player even lets you create a movie slide show that plays selected movies until you tell it to stop.

And for those unfortunate friends who don't have an Apple IIGS, you can always hook a standard VCR recorder from your television set to the monitor output for your Apple IIGS and record all the morphs you want!

What can Quick Click Morph Do?
''''''''''''''''''''''''''''''
For those of you who are familiar with Morphing, and want to know the gritty details, here they are! For those of you who have no idea what these details mean, don't worry--the manual teaches you how to create morphs with step-by-step examples that show you how to use the program, not just what the features are!

Quick Click Morph starts with two or more pictures, which you can supply in a variety of formats. These include Apple IIGS screen dumps, Apple Preferred pictures (including 3200 pictures stored in Apple Preferred format) and uncompressed RGB TIFF files.

Once you assemble the original pictures for your morph, you have a variety of options for each sequence. You control the number of frames, how fast the colors shift, the way the images change, and much more.

Picking the control points to tell the program how to map one picture to another is a key feature of any Morph program, and Quick Click Morph gives you a lot of flexibility. You can choose from control points or lines. Color coding helps you see which points correspond between your start and end frames. You can look at the frames full size, or shrunk so the entire frame fits in the available space, and you can view one frame or the start-end frame pair. A simple click of the mouse creates a control point, and moving one is as simple as dragging it with the mouse.

You can pick from a variety of color palettes. Grayscale movies are great for any application. For geometric morphs, the standard 320 mode color palette is a fast and effective color choice. HyperStudio likes to work in the standard 640 color palette, and Quick Click Morph is happy to oblige. You can also select a custom 16 color palette. All of these choices lead to fast morphs which take as little as 30 seconds per frame on an unaccelerated Apple IIGS. (The time goes up with the number of control points. Typical morph times on an unaccelerated Apple IIGS are about 5 minutes per frame.)

If you'd like to invest a little more computer time on a morph, you can also pick from the dazzling 128 color and 256 color morphs! These formats take full advantage of the Apple IIGS's multiple color palettes. And due to some behind the scenes tricks, these full-color movies can still be played with a standard PaintWorks movie player!

The Byte Works
''''''''''''''
We're the Byte Works, famous for our programming tools for the Apple II series of computers--and now for our productivity tools for the Apple IIGS, too!

Founded in 1980, we have a long history of serving the Apple II community. We started with ORCA/M, a macro assembler that is one of two programs ever to earn a perfect rating from Peelings II magazine. We went on to write APW, Apple Computer's standard programming environment for the Apple IIGS. We've brought you dozens of other programs, too, like ORCA/C, the award winning C compiler; ORCA/Pascal, the only commercial object oriented language for the Apple II; and our Toolbox Programming courses, which have introduced thousands to the world of Apple IIGS toolbox programming. And don't forget HyperLogo and 3D Logo, our fun, easy to use programming languages that can actually show 3D pictures on any color Apple IIGS!

Look for more innovative, fun, useful programs for your Apple IIGS for us in the months to come. We're one company with a long term commitment to our Apple IIGS customers!

Ordering
''''''''
We accept Visa and MasterCard orders on-line or by phone, and personal checks or school purchase orders by mail.

Please include $5 for shipping in the US and Canada. For credit card orders, we can charge exact shipping for our overseas customers. If you need to know oversees shipping in advance, send your name, address, what you are ordering and how you want it shipped (air or surface), and we'll be happy to calculate the shipping charges.

Distribution
''''''''''''
Please give a copy of this [message] to everyone you know! Feel free to use it in newsletters or catalogs, or to post it on bulletin boards or on-line services.

For a printed brochure describing Quick Click Morph, send us your mailing address. Ask about our product list showing other Apple IIGS programs, too! We'll also let you know about other new Apple IIGS programs and special offers in the months to come.

STATUS OF TURBOREZ GS (Mar 7, 1995) As of the above date, production of the TurboRez GS board has been suspended and will not be resumed. It's been a long, difficult path over the years, with various versions of the product appearing periodically. At this point, however, the project is being laid to rest and RezTek will not be developing any standalone video boards for the Apple II in the future. Despite getting about as close as we've ever been to completing the product, there's no arguing with the fact that the competing board from Sequential Systems is not only beating us out the door by 3-4 months but also has the clear advantage in the price category. Rather than subject ourselves to an economically bruising battle and putting the Apple II marketplace thru a VHS/Beta type product war, we decided this was the best course of action. This will insure a single, standard upgrade path.

So, for those Apple IIe/IIGS users who are interested in enhancing the video output of their computers, we'd like to suggest and recommend the Second Sight video card from Sequential Systems (which should be shipping right about now). Sequential is a company known for putting out solid, well-designed products in the past, and the Second Sight card looks to be no exception. Here at RezTek, we're looking into the distinct possibility of supporting the Second Sight product sometime in the near future. Stay tuned for more on that subject...

William St.Pierre
RezTek
2301 Cotton Ct
Santa Rosa, Ca 95401
707-573-9257
Internet: Reztek@Genie.Geis.Com

GOLDEN ORCHARD ORDERING INFORMATION

What is Golden Orchard? Golden Orchard is the largest Apple II CD-ROM made to date. It contains over 600 megabytes of files useful to Apple II owners, including tons of freeware, shareware, utilities, games, graphics, sounds, music, source code, and much more, all in uncompressed, easy-to-navigate form. It is primarily targetted at the Apple IIGS owner, and can be fully accessed on a Mac or Apple IIGS equipped with CD-ROM drive. (Apple IIe owners can access the ProDOS partition only.)

Golden Orchard Shipping SOON! Golden Orchard will ship the first week of April! We are now taking preorders, which will be sent out the first day we ship.

SPECIAL INTRODUCTORY OFFER: Save $5 off the normal $65 list price by ordering now! That's LESS THAN 10 CENTS PER MEGABYTE!

Pricing Information for Introductory Special

Golden Orchard (Special) .. $60

Shipping & Handling:
United States $2
Mexico/Canada $3
Overseas $5

To order, please send payment to:

Jim Maricondo
PO Box 11005
Stanford, CA 94309-1005

Make checks payable to Jim Maricondo.

Sorry, credit cards are not acceptable. User group bulk discounts available.

For further information, check out our world wide web site at:
* http://www-leland.stanford.edu/~jagaroth/digisoft/

Or email:
* jagaroth@mail.stanford.edu

GOLDEN ORCHARD QUESTIONS AND ANSWERS MARCH 17, 1995 REVISION

Will the CD be readable on a PC? No. The ISO 9660 file system (needed for the CD to be PC readable) is just too restrictive and thus not very feasible for our needs. Instead the CD has ProDOS and HFS partitions.

Will the CD be readable on a Mac? Yes. The CD has six HFS partitions (this) was due to bugs in the HFS FST, but it also allowed us to fit a LOT more on the CD since it reduced HFS overhead considerably) and one ProDOS partition, all of which are capable of being mounted on a Mac. However, you will need Mac CD drivers that will recognize multiple HFS partitions and ProDOS partitions. The only driver we know of that will do this is FWB's CD-ROM Toolkit. It will mount the 5 HFS partitions, and if you have the ProDOS File System extension (part of the Apple IIe card software for the Mac) it will also mount the ProDOS partition as well.

Almost all files should fit on an 800k disk so you could read them on a Mac with CD-ROM drive and transfer them to the GS manually. 800k disk images are one exception, but you can convert them into their original disk format on the Mac or the IIGS using included programs, so it shouldn't be a problem.

Will the CD be useful to an Apple IIe owner? Somewhat. The ProDOS partition is around 18MB. It contains lots of AppleWorks files, ProDOS 8 utilities and programs, BASIC programs, and other items of interest to Apple IIe owners. However the definite focus of this disc is the IIGS.

What is the current status of the project? When will the CD be shipping?

We expect it to REALLY be shipping the first week of April (1995), if not sooner! Right now the CD is being replicated by the CD manufacturing company. We are presently taking preorders that will be shipped when we

start shipping.

Will there be user group discounts? If your user group would like to put together a group order, please contact us (see below) for group discount information.

What about overseas orders? We encourage overseas orders but regret that we cannot accept credit cards as a method of payment. Overseas orders will be charged a $5 shipping and handling fee for air mail shipping.

GOLDEN ORCHARD CONTENTS SUMMARY: (Partial listing)

```
Applications    81mb
        Demos   10mb
        Games   27mb
        Graphics & Sound Demos  7mb
        Graphics Utilities      5mb
        Sound & Music Programs  10mb
        System Utilities        4mb
        Telecommunications      5mb
Disk Images     145mb
        FTA Software    22mb
Graphics        51mb
        3200 Color Pictures     8mb
        Animations      10mb
        APF Pictures    5mb
        GIF Pictures    12mb
Music   64mb
        MIDI Songs      5mb
        MODs    22mb
        SoundSmith Songs        16mb
        SynthLab Songs  12mb
Sounds  13mb
Apple Software  28mb
        System Software
        HyperCard IIGS
AppleWorks      10mb
BASIC Programs  1mb
Stacks  28mb
        HyperCard IIGS  6mb
        HyperStudio     22mb
Bitmap Fonts    2mb
TrueType Fonts  28mb
Deprotects & Cheats     6mb
Icons   1mb
CDAs    2mb
NDAs    2mb
Inits   1mb
Finder Extensions       1mb
Patches & Updates       1mb
Text Files      25mb
Programming     124mb
        From Apple      31mb
        Data Compression        2mb
        Assembly Source 8mb
        C Source        10mb
```

Utilities 18mb

OMNIPRINT NOW AVAILABLE FOR APPLEWORKS 5 Kitchen Sink Software is proud to finally announce that OmniPrint is now available for AppleWorks 5.0. For those customers who purchased OmniPrint from Kitchen Sink Software directly since Dec. 1, 1994 you should be receiving your free upgrade in the mail within the next few days.

Upgrades for all other versions are available for $10.00. You can call or write to Kitchen Sink Software at:

Kitchen Sink Software, Inc.
903 Knebworth Ct.
Westerville, OH 43081
800-235-5502 (continental US)
614-891-2111 (Columbus Ohio and outside the US)

We accept VISA and Master Card orders as well as school purchase orders, money orders, and checks. We do not recommend sending cash through the mail, but if we get it, we will honor it :)
(KITCHEN.SINK, CAT25, TOP3, MSG:21/M645;1)

<<<<< OmniPrint can be used only with an ImageWriter II. Basically what """" it does is give you complete control over the downloaded fonts capability of the printer. It comes with several fonts which can be transferred to the printer's memory and then print at the same speed as regular text.

You can use all of the special characters for foreign language printouts or a special font for math symbols. You can create custom borders to go around text you want to highlight. You can even print letters rotated 90 degrees.

The single user price for OmniPrint is $49.95. Or, you can get a lab site license for $99.95.

Kitchen Sink will even honor School Purchase Orders, or VISA/Master Card. You can order at 800-235-5502 or send an order to:

Kitchen Sink Software, Inc.
903 Knebworth Ct.
Westerville, OH 43081

Eric Bush
Kitchen Sink Software, Inc.
(KITCHEN.SINK, CAT25, TOP3, MSG:23/M645;1)

>>> THROUGH THE GRAPEVINE <<<

ONLINE IIGS GENIE NAVIGATOR BEING TESTED Hello! Syndicomm, the organization which manages the Apple II RoundTables here on GEnie, is proud to announce....

"GEnie for the IIgs," the Apple IIgs front end for GEnie, is now ready for beta testing! That's right, we're now opening the door for YOU to access a brand-new way to use GEnie on your Apple IIgs! If you would

like to be involved in the beta-testing effort, please send GEnie mail to A2PRO.HELP, including the following information:

Your full name
An evening phone number
A description of your Apple IIgs system. You'll need:
- o System Software 6.0.1 (available in the A2 & A2Pro libraries)
- o An error-connecting modem (MNP4 or v.42, for example)
- o At least 1.25 megabytes of memory (more recommended)
- o Hard drive recommended

Also, please include a short self-description. In what other beta tests have you been involved? Why you think you should be admitted to this beta test? Describe your experience with GEnie and with the Apple IIgs desktop interface. How long have you been telecommunicating? etc. :)

The beta test will commence on or about March 12th.

The GEnie for the Apple IIgs Project Manager stated "I believe we're on schedule for a June release, as I originally stated earlier this year. Of course, that will depend largely upon how well the beta process goes - if any major bugs are discovered, it may take longer to reach release, of course. However, I do believe we'll be ready before Windows 95 will be."

This topic will be closed. Please make any replies or comments in topic 36 in this category (3).. and please use GEnie Mail to volunteer for the beta test.

(A2PRO.HELP, CAT3, TOP35, MSG:2/M645;1)

SOFTDISK PERSONNEL CHANGES
""""""""""""""""""""""""""

About a week and a half ago, I resigned my position at Softdisk, Inc. As such, I will no longer be in charge of, or officially associated with, the Softdisk G-S product.

Unofficially, I will continue to work with Softdisk in supporting the GSLib programmers library and in submitting programs for publication on Softdisk.

Mail for Softdisk should now be routed to SOFTDISK.INC and not to me.

-Greg Templeman

(BARNABAS, CAT2, TOP3, MSG:327/M645;1)

<<<<<
"""""

In my final Diskovery article (on the next issue), I wrote that unlike those who came (and left) before me, I leave Softdisk as an unapologetic Apple IIGS programmer (the fact that I never bought another machine may contribute to that... :)

What happens at Softdisk is that people work very very hard with very few resources, and so we stretch ourselves thin. We can only work so hard for so long.

Now that I'll no longer be expected to write articles, fix up submissions, correspond/talk with submitters/subscribers, assemble issues, make templates, and write programs I'm not very interested in because of the demands of each issue, I hope to be able to actually produce more of my own actual programs. And of course, I certainly hope Softdisk G-S is around for a long, long time (because they pay submitters good money, and I

wouldn't mind some extra income doing what I love).

-Greg Templeman
(BARNABAS, CAT2, TOP3, MSG:331/M645;1)

>>>>> Greg's departure does not mean the demise of SDGS in quality or
""""" support for the Apple II community. I have been with the company for five years starting before Zak, before Mohawk Man, before Dean, and before Barnabas.

This company was founded on the Apple II line and remains steadfast in its support of its "Parent Product." I remain as Editor-in-Chief of the Apple Development Group and will now lend my hand (directly) to the SDGS product.

I can assure you that you will be receiving the same quality and stability that you have always enjoyed. For instance, on the next issue we have an update to Western Vistas with more vistas, the second winner in our Softdisk Adventure Machine Contest, and more!!!! Look forward to some killer apps, useful productivity items, and YES, even Greg's contributions (albeit as a submitter).

Sincerely,

Lee Golden
Softdisk Editorial

PS. If you didn't figure it out yet I will be the online rep for SDGS.
(SOFTDISK.INC, CAT34, TOP2, MSG:277/M645;1)

BUG REPORT FLUSHES OUT APPLEWORKS 5.1! I have discovered a significant
"" bug in AWKS 5.0 ADB that has been repeated many times. Do a record selection with two or more criteria, then insert a field at the top of the multiple-record layout screen. Then start copying down the column using oa-'. Hold down the keys and when the bottom of the column (the end of the selection) is reached, it starts scrolling the entire list of records WITHOUT the SELECTION even though it still is indicated at the top of the screen. It occurs mostly when the selection is no longer valid due to the changes made to the category. The result is destruction of data. I've had this happed many times over the last several days working on a rather large project. Has this condition always existed?

John F. King
(J.KING26, CAT17, TOP31, MSG:50/M645;1)

>>>>> As soon as you insert a record, rules are cancelled. Look at the
""""" count of records selected as soon as you insert; it matches your total records, proving that rules are off. However, I did find a display bug which must be the cause of your confusion, in that the rules message isn't immediately re-drawn. I'll fix that in 5.1 so it resets to All records as soon as the insert occurs.

BTW, your background text problems are solved in AW 5.1. Thanks for the sample file which allowed me to duplicate the bug and squash it.
(BRANDT, CAT17, TOP31, MSG:51/M645;1)

>>>>> AppleWorks 5.1 is a free update (the files are useless to anyone
""""" who doesn't already have AW 5.0) and will be available by

mid-April, as soon as I decide it's survived the beta test period. It'll be available here on GEnie.

(BRANDT, CAT17, TOP31, MSG:53/M645;1)

FAX SOFTWARE IN DEVELOPMENT
"""""""""""""""""""""""""""""

It *has* been awhile since I've updated everyone...

PMPFax is coming along just fine. It is now successfully sending and receiving faxes. I've also got most of the superstructure finished, and will soon be tying up some loose ends, adding a few more features that I want, and getting everything ready for fourth-party developers to write extensions for it. It will be quite involved and have quite a number of features and configurable options, which is why its taking me longer than anticipated to finish. But the wait will be worth it :)

Again, if anyone has any suggestions or wishes for it, its still not too late to tell me and possibly have them included. Post any suggestions here to let everyone mull it over a bit. And thanks for being patient!

Paul

(PMP, CAT38, TOP15, MSG:194/M645;1)

>>> MESSAGE SPOTLIGHT <<<
""""""""""""""""""""""""""""

Category 43, Topic 15
Message 420 Mon Mar 13, 1995
GARY.UTTER [Dispatcher] at 07:11 EST

>> "LOL! I guess that's the price of more power (tm Tim Allen)."

More power? I think NOT. :)

Don't tell the folks in the Mac RT this (I am the Chief Sysop over there, after all), but I still do a good 90% of my work on the GS.

The 10/64 GS is mucho faster than my Mac IIsi, and the maximum text file size I can load up is measured in megabytes (as opposed to 32K for SimpleText).

I use the Mac for things the GS cannot do (because the software is not available) like complex graphic layout work, Internet connectivity, and accessing GUI based BBSs like First Class and NovaLink. The Mac also does a MUCH nicer job of printing. (Pointless and suchlike notwithstanding, the Mac simply does a superior job.)

A PowerMac with the equivalent of CoPilot could probably persuade me to make the switch....

Gary R. Utter

[*][*][*]

While on GEnie, do you spend most of your time downloading files? If so, you may be missing out some excellent information in the Bulletin Board area. The messages listed above only scratch the surface of what's available and waiting for you in the bulletin board area.

If you are serious about your Apple II, the GEnieLamp staff strongly urge you to give the bulletin board area a try. There are literally thousands of messages posted from people like you from all over the world.

[EOA]
[HUM]//////////////////////////////
HUMOR ONLINE /
//////////////////////////////
Top 10 Lists
""""""""""""""
by Steve Weyhrich
[S.WEYHRICH]
and Doug Cuff
[D.CUFF]

>>> APPLE II TOP TEN LISTS <<<
""""""""""""""""""""""""""""""""""

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From Overland Park, Kansas, "I don't think we're in Oz anymore", it's the A2-Central Show, with Doug and Steve!

And now, from the home office in London, Ontario:

TOP TEN REASONS THE APPLE IIe IS BETTER THAN THE IIgs
''''''

7. Get to make up entertaining lies to explain the REPT key to youngsters.
6. Only two graphics modes to keep track of.
5. If the original 6502 was good enough for Woz, it's good enough for me!
4. Slot 0 sure to impress the babes.
3. Freed from worry of clothes washer mangling disks left in shirt pocket.
2. Can afford one for every room in the house.
1. Reset key conveniently located just above Return key, making word processor double as a game of skill.

And the Number 0 reason that the Apple II Plus is better than the IIe or IIgs... whoa, we have a tie!

0. Spouse can't yell at you for leaving the Caps Lock key down. / LIFE IS SIMPLER IN UPPER CASE (tie)

[*][*][*]

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[EOA]
[CON]////////////////////////////
CONNECTIONS /
////////////////////////////
Online Thoughts
""""""""""""""""
by Al Fasoldt
[A.FASOLDT]

>>> BUY A COMPUTER FOR THE FAMILY, NOT FOR THE KIDS <<<
""

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I've been asked many times to help others choose a new personal computer for their home. Some of the readers who write or call are looking for their first home computer, and others are upgrading to a faster and fancier model. Many add a qualification: They'd like to buy the same type of computer their children are using in school.

I can think of no worse reason to choose one computer over another.

The computers used in typical American schools may very well be outdated. Many schools can't even afford to buy the books they need and pay their teachers a proper wage, let alone purchase modern computers. Some are even still using old Apple II models, which aren't made any longer. [!!!--Ed.]

But this is, for me, a minor point. What matters much more is the question of why families buy computers in the first place.

A home computer is an appliance that can make life more interesting and can make daily chores easier. It's a tool that can improve your

writing skills and your financial abilities. It's a gateway to adventure and an extension to the telephone that can connect you with a world you may never have explored before.

This is something children need to realize as much as you do. That's how they learn and grow.

Before you start shopping for a computer, write down a list of everything you'd be using the computer for. Will you use it for word processing? Nearly all home computers are. Will you use it to connect with online services?

Do you want to take advantage of the educational and recreational aspects of the latest addition to home computing, CD-ROM? More than half of all new personal computers come with CD-ROM devices built-in.

Notice that none of these things (and there are dozens of other uses) is specifically oriented toward children. In some ways, they are family activities. Some of them, such as the incredibly easy way you can do your taxes on a computer, are strictly for adults.

To your kids, of course, this is a children's world. If you ask them what they want to do with a computer, you'll get a kids' answer. Listen to them and take their desires into account.

They may, for example, want to play the games that are available on CD-ROM. Or they may want to log onto GEnie. (And they'll probably do it before you do, since children aren't afraid to try something new. The rest of us are usually stodgy and wary of everything newfangled.)

Most important, keep in mind that children learn much faster than we adults do.

"My kids would have to learn how to use a different kind of computer," one reader told me. "That seems like too much to ask when they have everything else going on."

Not at all. I'd bet it wouldn't take a 9-year-old more than 10 minutes to learn how to use a different computer. I could be wrong, though; kids learn how to play new video games at the arcade in about three nanoseconds, and so they'd probably master your Mac or your Windows PC--or any kind of computer--faster than you can say, "Don't press that key!"

Heck, let them press that key. They'll be masters of the new machine in no time.

And then they can teach you.

[EOA]
[FOC]////////////////////////////////
FOCUS ON... /
////////////////////////////////
Quick Click Morph Transcript
""""""""""""""""""""""""""""""""

by Cindy Adams
[C.ADAMS11]
and Tim Kellers
[KELLERS]

>>> QUICK CLICK MORPH Q & A <<<

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On March 19, 1995, Mike Westerfield of the Byte Works, Inc. chose a GEnie Real-Time Conference--on the A2 RoundTable, natch!--as the place to announce his new program, Quick Click Morph!

With the permission of the A2 RoundTable, GEnieLamp A2 presents a heavily edited transcript of that conference. If you'd like to read the conference in all its glory as conducted by Cindy Adams, just move to the A2 Library (m645;3) and download file #24583, QCMRPHTRNCT.BXY. To see the sample KarenCat morph referred to throughout the conference, download file #24489, KARENCAT.BXY.--Ed.

[*][*][*]

WESTERFIELD: QC Morph is a GS implementation of what is becoming very popular on some other computers, which is a personal-sized (and priced) morph program that lets you take two or more drawings of any kind and create a movie that smoothly changes from one to another. There are countless applications for morph programs, from serious educational applications to just plain silly, but my personal favorite is entertainment! Some of you may have seen the KarenCat morph... which shows my daughter Karen morphed into one of our cats!

[See the QC Morph press release in HEY MISTER POSTMAN for more ideas.--Ed.]

QUESTION: When will it be released, and how much is it?

WESTERFIELD: QC Morph itself will be released in about 1.5 to 2.5 weeks [March 29-April 5], depending on when the covers get back from the printer. The price is $60.

You can order by e-mail, or by contacting us:

Byte Works, Inc.
8000 Wagon Mound Dr. NW
Albuquerque, NM 87120
(505) 898-8183
GEnie: ByteWorks
Internet: MikeW50@AOL.COM

We'll need this information from you:

Name
Mailing Address
VISA or MC card # and expiration date
(or a personal check if you are ordering by mail)
What you are ordering
What you expect to pay (avoids confusion)
($60 for QC Morph. Shipping is $5 in the U.S. and Canada; a bit more to other places.)

QUESTION: What formats are the movies saved in, other than C2?

WESTERFIELD: QC Morph writes movies as PaintWorks animation files.

It comes with a freeware movie player, so you don't even have to download one to give the movies away.

The _input_ formats include screen files, Apple Preferred images (including 3200 images in Apple Preferred format) and uncompressed RGB TIFF files (since QC Morph can handle far more colors than you can display on a screen).

The morphs can be creates as grayscale, or in color using a variety of palettes, including: the default 320 palette, the default 640 palette (think HyperStudio movies), a custom 16 color palette, 128 colors, or 256 colors. All can be saved as PaintWorks movies.

QUESTION: With the KarenCat morph, I can tell that you carefully positioned the eyes, nose, and mouth so the morph was smooth. Is this a feature of the program or do you need to carefully pay attention to such details?

WESTERFIELD: It's something you do, but it's very easy. You start by putting in a few points by clicking the mouse at the proper location. For KarenCat I started with four points around each eye and four more around the mouth. You then flip to the final frame, and drag the points to the corresponding position there. If you get mixed up, color coding helps you keep the dots straight. After playing with a one or two frame morph to see where the problems are, you add more points (in that case, around the outside of the head/ears and along the chin) and try again until the results are good. Finally, you up the number of frames, start the morph, and go do something else for a while. When you come back--presto, a movie!

QUESTION: Your description of Karencat indicates that you used other programs to create that morph. Do you need all that to create morphs?

WESTERFIELD: No, you don't _need_ anything else to use QC Morph. Just some starting pictures.

QUESTION: Will QC Morph support the Second Sight card?

WESTERFIELD: I'm looking into the possibility of supporting it, but don't have one of the cards yet. I'd also like to see how many people will buy it before making too big of a commitment. But Second Sight would work _very_ well with 12 bit color morphs! Put it at about 80% based on the info I've seen so far. (For me, 80% is pretty high.)

QUESTION: How long would it take to create a 15 second morph at 30 frames/second?

WESTERFIELD: The time depends on what you are doing and how many frames per second you ask for. The baseline time is about 17 seconds for a grayscale fade between two frames. The time goes up roughly 8 seconds per control point, and you need about 15 for a passable morph; more for a really good one. KarenCat used about 15-20. When you add color, things slow down even more. For a very complicated morph with color and

a lot of control points, you will probably need to let the computer run overnight. On the other hand, the same is true of the Mac and PC--they're faster, but in a way the GS screen makes up for it by requiring less resolution. :)

QC Morph is about as fast as the program I've tested on the 50 MHz 486 machine, but slower than my PowerMac.

QUESTION: Is that on an unaccelerated GS?

WESTERFIELD: I'm running an accelerated GS. That's where they are about the same, but keep in mind that there are a _lot_ of variables there!

QUESTION: What are the limits on control points? How many?

WESTERFIELD: There is no limit on the number of control points, other than available memory and screen clutter. You can also pick between control _points_ like Morph on the Mac, or control _lines_, which work much better on many kinds of pictures, especially hand-drawn or line-art originals.

QUESTION: What is the overall limiting factor on the length of a movie? RAM or drive space?

WESTERFIELD: RAM space.

QUESTION: How much memory do stored movies generally take up?

WESTERFIELD: That depends on how complex they are. KarenCat is about average for a picture morph; it uses about 17K per frame.

QUESTION: 4 megs of ram is good for how much morphing?

WESTERFIELD: There are some variables, but it would be pretty save to assume you can get 35 frames, probably more. If the morph is smaller than 320x200--say like the KarenCat morph--that goes up a lot. For something like KarenCat, the number of frames would be closer to 100.

QUESTION: Is there any way to link morphs together into a "slide show" for use in visual presentations? Specifically, can you link more than one movie together into a slide show.

WESTERFIELD: As in creating movie slide shows? You bet. Morph itself doesn't do it, but the movie player does. Let me clarify... Morph can take as many originals as you like. It always creates a single movie, though. The movie player (freeware) will play multiple movies in a slide show.

QUESTION: Mike, can you have QC Morph do a transition from an initial pic to a second, then to a third? Or chain two transitions?

WESTERFIELD: You bet. Use as many original frames as you like. The only practical limit on anything--number of frames, number of morphed frames, number of control points--is RAM and time.

QUESTION: If you morph between two pictures, then after the fact want to

add a third, can you append, or must you regenerate the sequence?

WESTERFIELD: You just append the new one. QC Morph knows that the original morph sequence is not dirty, and does not use time to regenerate it unless you change something that would affect that part of the movie.

QUESTION: Is there a way to link the movies into Hyperstudio, to allow the interposition of still frames, etc..?

WESTERFIELD: Sure. Hyperstudio uses movies as animations. You can play anything you create that way. HyperLogo can play movies under script control from Hyperstudio, too.

QUESTION: How does it handle "color-shifts" if a control point is a different color in one frame than it is in the next?

WESTERFIELD: For 128 and 256 color movies, Morph works internally with full 12 bit colors, computing the actual best fit color for every pixel in the picture on the morph pass, followed by a color fit algorithm much like the ones used by SuperConvert to reduce the colors to the best ones for the GS screen. That takes a lot of time, of course. I'm still playing with that part of the code, though, so I can't give you final numbers. Suffice it to say you won't generate a 50 frame 128 color morph and sit watching the screen while you wait for the results. :)

QUESTION: How does it handle it if the two pictures have different color palettes? Does it dynamically remap the color palettes in between frames, or does it try to get a best fit out of the two and just switch at some point?

WESTERFIELD: For some applications (like HyperStudio) you'll use a fixed palette, but for most movies you'll choose between grayscale or a custom color palette of 16, 128 or 256 colors.

For a 16 color palette, Morph uses the original picture's colors exclusively. It works best if the original picture and destination picture use the same palette, of course. For 128 colors, the program actually calculates 12 bit color internally. Then for each frame, it picks the best 128 colors for that picture, using 8 palettes. This gives a smooth color transition between any pair of pictures, and the starting and ending pictures can have very different color palettes.

With 256 colors, you'll usually start with similar pictures. This gives a full 16 palettes for each frame, and the colors remain fixed over each morph sequence,but for similar colored start and stop frames, the results are better than for 128 color morphs.

QUESTION: As I understand now, QC Morph constructs a PaintWorks movie that can be run in many venues, right?

WESTERFIELD: Yes. You see, PaintWorks itself may not handle 256 colors, but the movie format _can_! It's just delta frames, and you

can slip color table and SCB changes into the middle of any PaintWorks movie!

QUESTION: Does QC Morph utilize Publish & Subscribe? Can you make a graph morph into another graph, for instance, in a QCC worksheet?

WESTERFIELD: QC Morph does not use publish and subscribe, due to my reluctance to write code I cannot test and the fact that subscribing to movies from a spreadsheet, or spreadsheets from a movie, didn't make much sense. :) If I do a QC Write, I will definitely support Publishing of movies from QC Calc and Subscribing to them from QC Write.

QUESTION: Mike, what do the QC Calc sales numbers look like? I bet QC Morph surpasses those!

WESTERFIELD: QC Calc was pretty disappointing. I think QC Morph will do better too, though--or I wouldn't have written it, frankly.

QUESTION: Will there ever be a QC Write? If not, what's next?

WESTERFIELD: Whether or not there is a QC Write depends a great deal on how well QC Morph sells.

I'd also like to mention that we'll be offering a new service with QC Morph. We have not worked out all the details yet (i.e. price), but we will offer scanning services, taking your pictures and converting them to TIFF files you can load with QC Morph. And BTW, QC Morph can color convert those TIFF files to a variety of GS color formats for you, too. So watch for that service after we finish out time studies to make sure we charge enough to pay for the labor. :)

Also, for the mathematically inclined, I'll mention that you can use QC Morph as a special effects package. You can export the dots positions, paths, and fade percent to an ASCII file, edit them, and reload them. Normally that would be pretty anal, but you can do things like create a series of morph lines that flip one picture into another using a mathematical transition you create from, say, BASIC, then load the transition and use it on any two frames. In fact, this is the basis for a HyperStudio special effects package that will come out someday.

[EOA]
[AWX]////////////////////////////
APPLEWORKS ANNEX /
////////////////////////////////
Introducing AppleWorks 5
"""""""""""""""""""""""""""

by Jay Curtis
[J.CURTIS8]

>>> APPLEWORKS 5 BRINGS HOME THE USERS <<<
""

Thanks to AppleWorks 5, I'm an Apple II user reborn!

Some years ago, the office where I work embraced the Macintosh. Despite this, I have continued to use a IIgs at home. I was even able to persuade my boss that the LC-III computer he purchased for my use should have a IIe card. In time, however, the advantages of Apple II computing became less obvious. I started to save my money for an eventual Mac purchase.

This past winter, I spent some of that Mac money for an AppleWorks 5.0 upgrade. I'm sure glad that I did. For the time being, I've stopped saving for a Mac. I'm now saving instead for an H-P Deskjet printer and other refinements for one of my IIgses. AppleWorks 5.0 is simply the smartest software purchase I have ever made.

What makes AW5 so great is the speed, the convenience, the astounding level of integration that programmers Randy Brandt and Dan Verkade have built into the three modules, and the ease with which you can link documents. Other integrated software products such as Microsoft Works and ClarisWorks just don't have the level of integration, the relational capabilities, or the speed that AppleWorks 5.0 possesses. (This is no April fool's joke; they really don't have them.) AW5 is a mature program that almost certainly goes well beyond anything that Robert Lissner ever envisioned when he created the original AppleWorks.

AW5's performance comes at a cost, however. Some users may need additional memory to run this powerhouse. According to the AW5 delta manual, a "minimum" of 256K is required to run AppleWorks 5.0.(1) However, 256K should really be considered a BARE minimum for AW5. With 256K of RAM, you will get a respectable 100K of space for your desktop files on a IIe, but none of the modules will load into memory. With limited RAM, you will be slowed down markedly while program segments are being accessed from disk, and you will be hard pressed to make full use of all of AW5's integration capabilities. Asking AW5 to run in 256K is analogous to asking Frank Shorter to run the Boston Marathon on crutches.

While AW5's predecessor, AppleWorks 4.x, would run on 128K machines, the desktop size was only 20K with such machines, and a minimum of 320K was necessary to load ANY of the three AppleWorks modules. For these reasons, 128K of RAM was never really a practical minimum for AppleWorks 4.x, any more than 256K is now for AppleWorks 5.0. For this latest version of AppleWorks, the effort to make it run in 128K has been abandoned.

To make AW5 really sing, you will want to load all three modules to memory, make your TimeOut applications memory resident, and load your standard and custom dictionaries to a RAM disk. (If you're storing AppleWorks 5 on a hard drive connected to a RamFAST SCSI card, there's really no advantage to loading AppleWorks modules, TimeOut applications, or dictionaries to RAM.) Set "remember loaded files" to "yes," and set your printer buffer option to "yes." Some may wish to increase spreadsheet rows from 999 to 9999, and many others will also want to keep UltraMacros and Init Manager active. Just how much memory do you need for all of this? Some users will be satisfied with 512K, but 1 megabyte or more will provide a great deal more security, especially for those who work with large files and who want to make the fullest use of AW5's integration capabilities.

What else do you need? AppleWorks 5.0 and "extras" come from Quality Computers on a pair of 3.5" disks, period. The 5.25" disks disappeared with the last version (although, if you want to install AW5 to a hard drive

and only have 5.25" floppy drives, you can get a set of 5.25" disks for that purpose). Your Apple II will need one or two 3.5" drives, or a hard disk drive and one microfloppy. The majority of those who will read this article, and who are also interested in AW5's advanced features, will already possess the necessary system requirements to run it.

Although a mouse is not required, AW5 has a fully configurable mouse interface, similar to the capabilities UltraMacros gave to AppleWorks 3.0. The mouse is great to have, especially if you are someone who is used to also working with GS or Mac desktop applications. Additionally, a clock is a definite "must have" with AW5. While a clock is not required, AW5 has a number of time-dependent features that offer great convenience, and you'll need a clock to access them.

There may be a few folks (hopefully VERY few) who are still running AppleWorks on 128K Apple IIe systems or 256K IIgs systems. To those people, I believe that it is reasonable to say that upgrading your system AND purchasing AppleWorks 5.0 will still be considerably cheaper than buying a new computer. It will cost you under $500 (much less if you purchase used equipment) for the necessary upgrades to make AW5 basically BLOW THE DOORS off of most current 4MB Mac systems running ClarisWorks or Microsoft Works under System 7. It's something to think about.

AppleWorks 5.0 has a number of new features that make Quality Computer's $59.95 upgrade from AppleWorks 4.x extremely worthwhile. Some of these features include an outliner and print previewer in the word processor, background text in single record layout in the database, and the ability to install cell memos or notes in the spreadsheet. Another really great, new feature is the ability to view database files in what is called "mixed mode," both single record layout AND multiple record layout, simultaneously. There's an "AfterWork" screen saver, alarm clock reminder function, "@today" function in the database, and there's also the ability to actually view pictures in the database. The new capability of AW5 to print odd or even pages will come in especially handy when you print document pages back-to-front with that new HP Deskjet that you're going to want.

As mentioned previously, there are also several new features that mean speed--lots of speed. For example, there is now a FULL Ultramacros package (which allows you to WRITE and compile, as well as RUN, these macros) and thereby customize those repetitive tasks that are unique to your computing habits. There is an excellent desktop organizer that remembers the files you access and speedily returns them to the desktop after you leave and return to AppleWorks. There are also "one touch" menus, a "memory manager" that allows you to easily set up and access a RAM disk on most Apple II systems, and there's a built-in printer buffer that gets you back to work much faster after you send documents to the printer. For me, all of this speed has been a welcome change from the lethargic Microsoft Works running on my 4MB Mac at the office.

I should also mention that AppleWorks 5.0 comes from Quality with more goodies and enhancements than I have been able to explore in several weeks of part-time perusal. There are tons of macros, Randy's Free Patcher, TimeOut Paint, the TimeOut Updater (to make those favorite TO utilities run under AW5), the TO Ultra Compiler, and Steven Beville's excellent "DB Link" Utility. Next month, we'll turn our attention more to the AppleWorks 4.x engine that runs inside of AW5. The features of AppleWorks 4.x, together with the new features of AppleWorks 5.0, make the

$79.95 upgrade to AW5 from earlier versions undoubtedly the greatest software value that has ever been offered to Apple II users.

[*][*][*]

APPLEWORKS 5 ON THE MAC: THE FUTURE OF APPLEWORKS? For any Macintosh users who happen to be reading this, the answer is "Yes." AW5 runs nicely on LC-style MACs with the IIe card. VERY nicely. However, you should configure your system for 1MB of RAM in Apple II mode and install a minimum 10MB ProDOS HD partition on your Mac hard drive. Set your display to "Monochrome" and your system speed to "Fast" for best performance. Mac users will find that there are a number of things that they can do with AppleWorks 5.0 that they simply cannot do with most Mac integrated software products, and most certainly NOT for the price of AW5.

The exciting news is that you will soon be able to run AppleWorks 5 without a IIe card. This new method will almost certainly outperform the IIe card! During a recent interview with Randy Brandt, this writer was given an opportunity to SEE AppleWorks 5.0 running in emulation on Brandt's Centris 610. The emulation has been code-named the "Phoenix II" by Randy Brandt and his collaborator, veteran AppleWorks programmer Mark Munz. The emulation requires Macintosh System 7 and a 68020 Mac or newer. Randy explained that I was only the third person besides himself and Mark to actually see the emulation. He said that it was approximately the thirtieth revision of the "Phoenix II" since they had begun working on it.

I asked Randy how he and Mark Munz had been able to license the Apple II ROMs for their emulation. He grinned and explained that NO Apple II ROM code had been used to develop the emulator. The emulator runs in a window on the Mac desktop and has been designed specifically for use with AppleWorks 5.0. It translates 65c02 assembly code that AW5 is written in, and the ProDOS calls, directly to Mac code and System 7 calls, bypassing the need to emulate an Apple II ROM altogether. The emulator takes up only 120k of additional disk space and is placed in a folder on the Mac hard drive together with AW5.

Because Phoenix II makes no attempt at full Apple II emulation, it is a much faster way of running AW5. Additionally, running AW5 under Phoenix II is also considerably faster than running the program on an Apple IIe PDS card which, in effect, provides IIe performance. One other advantage over the PDS card, according to Brandt, is that AW5's operation on the Mac desktop is virtually "seamless," just like any other Mac application.

As promised, speed was indeed blindingly fast. All of the AW5 functions that Randy demonstrated on his Centris left my unaccelerated IIgs in the dust. Randy launched AW5 from an icon on his Mac hard drive. The program opened, displayed the familiar sequence of screens and arrived at the AppleWorks main menu in a fraction of the time it takes for my RamFAST-equipped IIgs to run through the same sequence from ProSEL. Given that there are both native Mac AND Power Mac versions of the emulation, Randy said that AppleWorks' speed will only increase as more of the Mac operating system is converted to Power Mac code, and the Power Mac moves beyond the 601 RISC processor to the 604 and above. He said confidently that the speed gains for AW5 running on a Power Mac will soon surpass even the fastest ACCELERATED IIgs or IIe.

Like any other Mac program, the AW5 window can be moved around on the

Mac desktop, and the Mac menu bar remains visible at all times. AW5 can be left to run in the background while other Mac programs are accessed. Imagine... AppleWorks running in the background!

With standard white fonts on a black background, its appearance on the Mac was virtually the same as it normally appears on an Apple II. However, users will be able to change the appearance of the emulation somewhat by changing the font types and by using the Mac's reverse, black-on-white screen. UltraMacros, TimeOut and other modifications run the same under the Mac emulation as they do on any Apple II. Users will be able to write and record their macros or add TimeOut features just as they always have done.

The old 1MB memory barrier for running AppleWorks on the Apple IIe PDS card has been surpassed by Phoenix II. Randy demonstrated how he could allocate up to 4MB of space to AppleWorks on his Centris, and he also demonstrated the "save snapshot" feature from the Mac menu bar. If you don't like to go through the continual hassle of saving your files back to disk, shutting down, then rebooting and trying to remember which files you wanted to call up and where they were located, you will no longer have to bother with all of this. You can "save a snapshot" of your session back to your Mac hard drive instead. That means that you can instantly save all 36 files from your 3 desktops, 1MB or more of stuff if that's what you've got, back to your hard drive. You can do this in the middle of a spreadsheet recalculation or a database sort if you like. Reboot your snapshot at some later time and you can come right back to where you were in your earlier AppleWorks session.

When I shook hands with Randy at the end of the interview, my head was absolutely spinning. I couldn't stop grinning from ear to ear even after I had left. As Randy had said, AppleWorks running on a Mac is "not a novelty." Mark Munz, Randy and the others have really done it; they've created a serious integrated software program that will now run on Mac systems, and it possesses features that make it a tough competitor. Randy said that a PC version of the Phoenix II is also planned.

The native Mac and Power Mac versions will be supplied together for the same cost, and should be available by summer according to Brandt. Additionally, although no formal price has yet been set for AW5 bundled with the Phoenix II, Randy indicated that the emulator by itself will likely sell for a fraction of the price of a IIe PDS card. It sounds strange to say, but unless Claris and Microsoft pay attention here, they could easily get blindsided in their integrated software business by none other than AppleWorks 5.0 and Phoenix II. These days, it's a topsy-turvy world of emulation software and RISC-based computing where ANYTHING can happen and probably will. More information from my interview with Randy Brandt about AW5 will be available in future installments.

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(1) The AW5 delta manual says that, strictly speaking, AW5 "will load with only 192K of memory." However, "little or no desktop memory" would be left over for documents with just 192K (p. 89).

[EOA]
[ASA]////////////////////////////
ASCII ART GALLERY /
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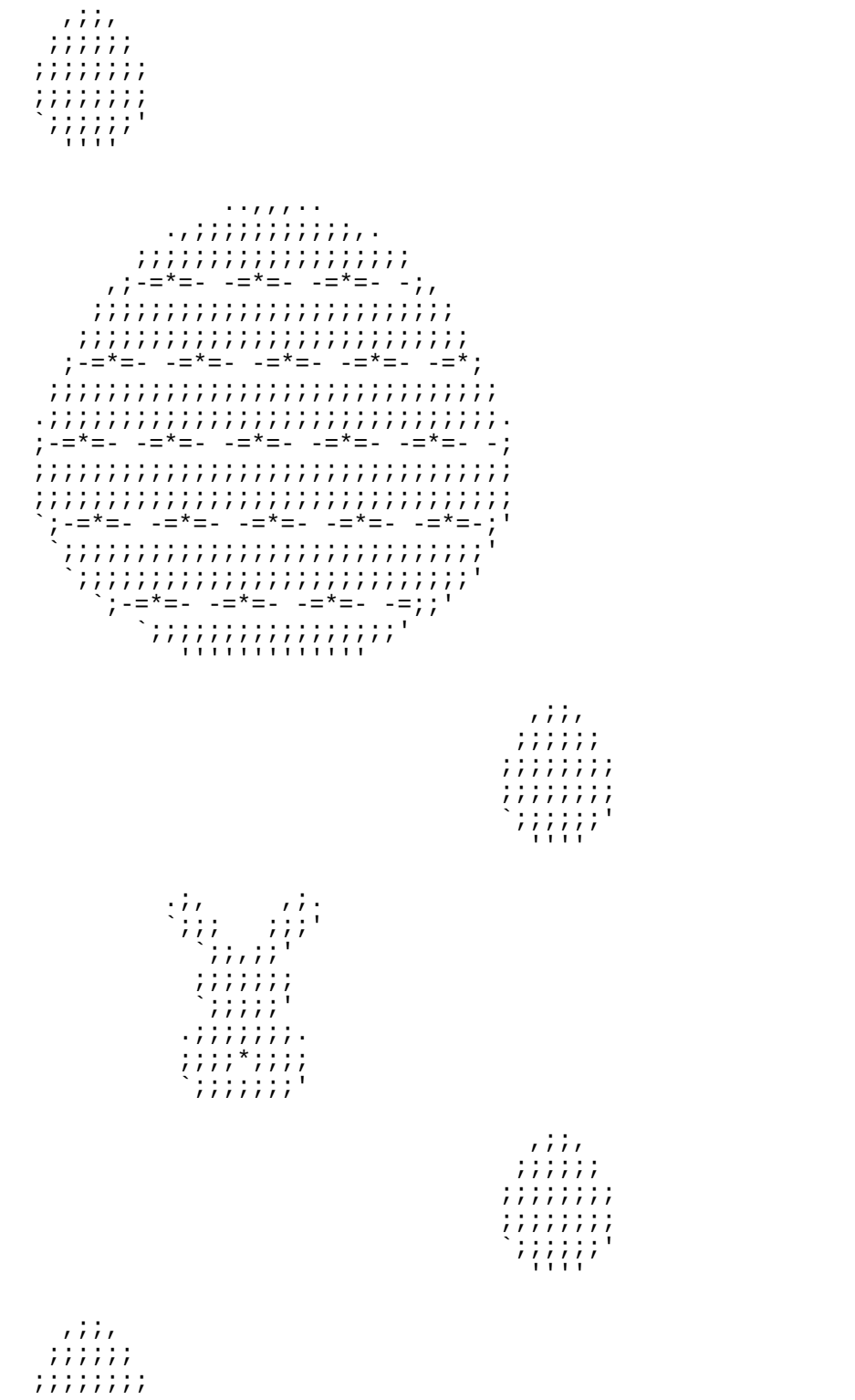
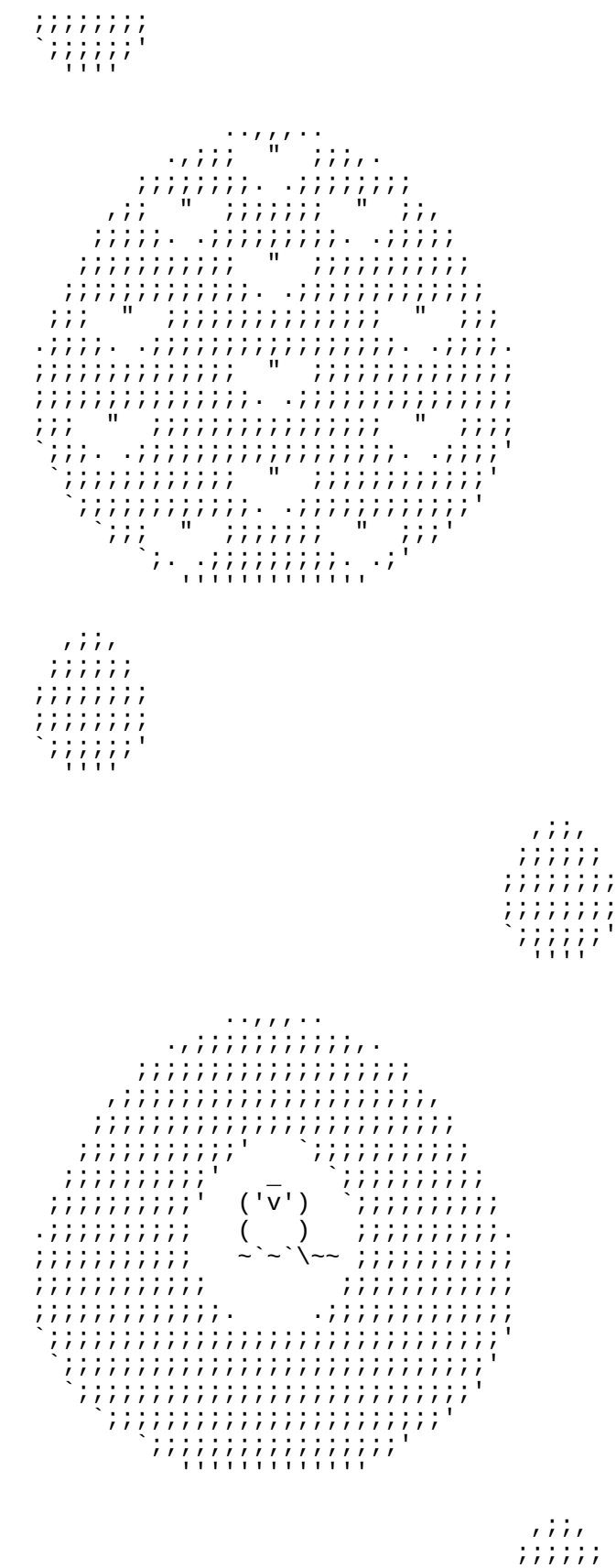
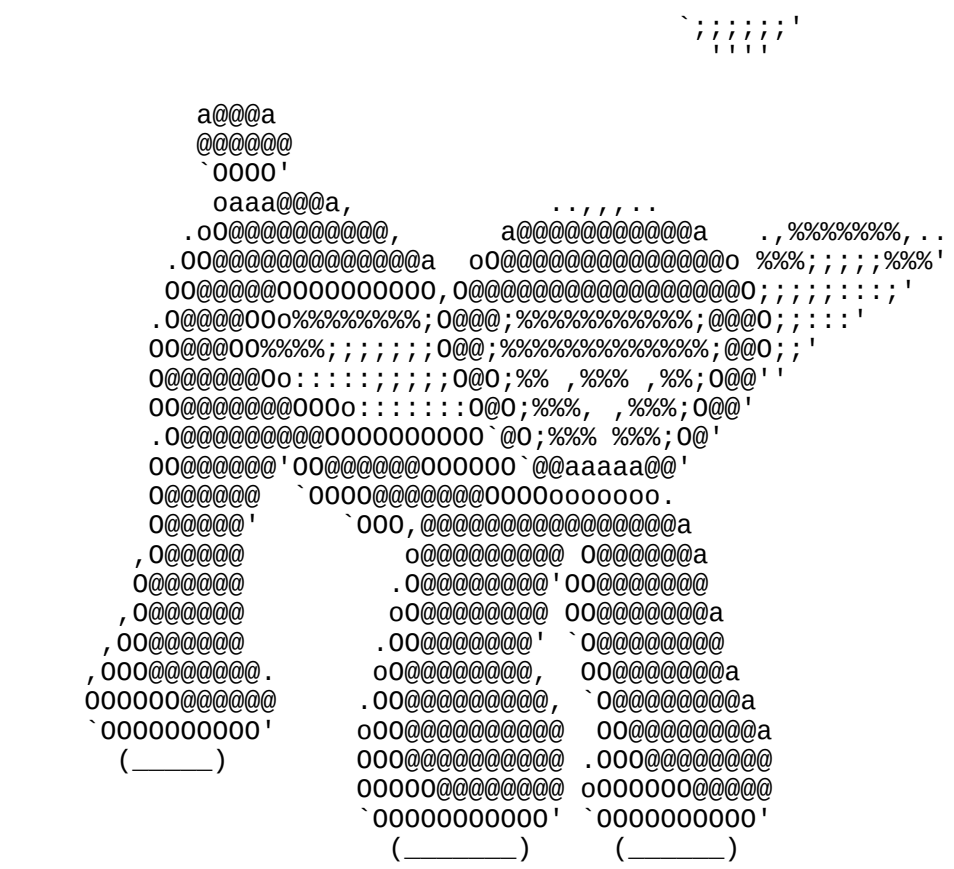
Easter Showers
""""""""""""""""
by Susie Oviatt
[SUSIE]

ASCII ART BEGINS







ASCII ART ENDS

[FOR VISUALLY IMPAIRED READERS: The preceeding was a shower of Easter eggs, some large and some small, a basket of Easter Eggs, and a lamb.]

[EOA]
[HUN]//////////////////////////////
THE TREASURE HUNT /
//////////////////////////////
Yours For the Downloading
""""""""""""""""""""""""""""
by Charlie Hartley
[A2.CHARLIE]

Welcome back to the Treasure Hunt! With the Easter season upon us, we will first take a look at some Easter related downloads. Then we will take a brief look at a variety of new treasures.

[*][*][*]

CROSS.PIC.BXY File #22297 5888 bytes SHR Graphic

This is a Super Hi-Res graphic of Jesus on the cross. It is suitable to use as a background picture on your desktop. Rather nicely done. Uploaded by R.ADAMS48.

[*][*][*]

EASTERSHR.BXY File #24528 56448 bytes SHR Graphics

Seven SHR cartoon-style Easter pictures in PNT format. These were collected from various sources such as ads, etc. Scanned by Quickie; edited and colored with Platinum Paint. You may use a paint program to modify colors to suit your own needs. Uploaded by B.NEUMAN.

[*][*][*]

CHRISTIAN.BXY File #24529 31872 bytes SHR Graphics

Five SHR pictures of Christian interest in PNT format. Scanned by Quickie from various sources, such as Christian literature, church bulletins, etc. Edited and colored with Platinum Paint. You must have a viewing program which will scroll the Apple Preferred Format full screen to see all of the graphics. Uploaded by B.NEUMAN.

CHRISTIAN2.BXY File #24530 37760 bytes SHR Graphics

Four SHR pictures of Christian interest in PNT format. Like the ones above, these were uploaded by B.NEUMAN. I think you might be pleased with these.

[*][*][*]

EASTER1.SHR.BXY File #24603 248200 bytes SHR Graphics

Pat Kern has just uploaded this collection of 38 Easter Super High Resolution single screen graphics. They are mostly in color. You can view them on the screen or import them into a desktop publishing program, including Publish It, import or edit them in paint programs, or import them to hypermedia programs. This collection includes several graphics found in some of the other files listed in this article. However, Pat has changed most of them into single screen graphics. This is a nice collection.

[*][*][*]

EASTER.DESK.BXY File #24592 161792 bytes Desktop Backgrounds

Pat Kern continues to provide us with desktop background screens. Add these seasonal Easter desktop files to the Desktop program #23867 and you can change your startup screens each bootup or each day, or find one or several screens that you like and use only those that you desire. 26 new screens give you a wide range of choices.

[*][*][*]

EASTER.ART.BXY File #14536 17640 bytes DHR Graphics

Originally uploaded by Lee.Raesly as XMAS.PICS.BXY, T.Konczal broke the file into 3 Christmas and multiple holiday files. This file contains 6 double hires Easter graphics. These pictures work with Publish It! 4 and GraphicWriter III, but not with AppleWorks GS.

[*][*][*]

EASTER.BXY File #20526 19456 bytes DHR Graphics

Easter Double High Resolution graphics that were scanned with a Quickie scanner. Useful in Publish It! or other programs that use double hires graphics. Uploaded by Cindy Adams.

[*][*][*]

EASTER1.DHR.BXY File #17796 72832 bytes DHR Graphics

24 B&W graphics for Easter. Pat Kern, Cindy Adams, and Lee Raesly worked together to scan a variety of double high resolution graphics and prepare them for use with such programs as Publish It, Dazzle Draw, Tutor Tech, GraphicWriter, and various DHR paint programs. This is the first of eight uploads of these graphics.

The other 7 files in this series include the following:

Name	File #	Bytes	Description
EASTER2.DHR.BXY	17797	87296	24 B&W graphics for Easter.
EASTER3.DHR.BXY	17798	63872	21 B&W graphics for Easter.
EASTER4.DHR.BXY	18078	75008	24 B&W graphics of bunnies & Easter baskets.
EASTER5.DHR.BXY	18079	47360	19 B&W graphics of bunnies.
EASTER6.DHR.BXY	18080	22656	9 B&W graphics of chicks, geese & ducks.
EASTER7.DHR.BXY	18081	21376	9 B&W graphics of Easter eggs.
EASTER8.DHR.BXY	18082	12928	5 B&W graphics of lambs.

[*][*][*]

RELIG.1.DHR.BXY File #17808 59008 bytes DHR Graphics

Religious clipart. Part 1 of 4. 24 B/W religious graphics to import to Publish It, Dazzle Draw, Graphic Writer, Tutor Tech, or DHR paint programs. Use as-is for church newsletters, programs, announcements, or colorize or edit as you desire. Scanned by Pat Kern and Cindy Adams for AzApple User Group. Copy freely.

The other uploads in this series:

Name	File #	Bytes	Description
RELIG.2.DHR.BXY	17809	46720	24 B/W religious graphics
RELIG.3.DHR.BXY	17810	27392	10 B/W religious graphics
RELIG.4.DHR.BXY	17954	63232	20 B/W religious graphics

[*][*][*]

EASTERCARDS.BXY File #18300 14848 bytes Publish It! Templates

This requires Publish It! It includes one Easter card and one Easter brunch invitation. It was designed by Vivian Lynes for AzApple User Group. The clipart was scanned by Pat Kern. Load it into Publish It! Install Kenilworth.12 font if you have it; otherwise Wilmette.12 or even Ravinia.18 works nicely for the Easter card. The inside text for the Easter brunch is only a sample; rewrite it to suit your needs.

EAS.REC.TWO.BXY File #20555 16896 bytes Publish It! Templates

This also requires Publish It! Just unpack the file and load it into

Publish It! Install the Itasca.72 font (included in upload). It prints out 4 pages. The layout uses a dot-matrix printer. Text and graphics have been placed for you. Several Easter recipes for two servings--meat, side dishes, breakfast, and beverages. Also, a recipe to use chopped hard cooked eggs in Mexican style dish. Even how to hard cook eggs. Clipart & layout were done by Pat Kern. Score another plus for Pat. :)

EAS.RECIPES.BXY File #20508 32384 bytes Publish It! Templates

Use Publish It! and print out a three-page Easter recipe document. The text and graphics have been placed for you. Setup for dot matrix printers. Install Itasca font (included in upload). Also uses various sizes of Desplaines and Deerfield, which are included in main Publish It! program. The layout is by Pat Kern. The graphics were scanned by Pat Kern and Cindy Adams. (Where have I heard those names before?)

[*][*][*]

EASTER.EGGS.BXY File #9231 12600 bytes AppleWorks 3.0 data base

Before we leave the subject of Easter altogether, let's talk about Easter eggs. No, not the kind that the Easter bunny leaves, but the hidden messages and features that programmers build into their programs. These goodies are hidden, and you have to hunt for them... unless someone has compiled a list Easter eggs, and someone has! (NOTE: The file is only partly concerned with Easter eggs. It also explain how to makes copies of programs that are copy-protected, how to cheat at games, and hints.) This file was last updated on December 14, 1989, but it contains a lot of goodies. You'll be amazed just how easy it is to cheat at the original LodeRunner game... you'll think the programmer _wanted_ you to cheat!

[*][*][*]

The latest versions of CoPilot scripts are out and available! Changes since Version 2.5 include direct support for SprintNet, 14.4/19.2 support, improved fonts, alternate dial changes allow both SprintNet and GEIS nodes to be included, user configurable dialog delay times, ability to skip RoundTable access while online, configure mail to be auto-retrieved or not, save your postings for one call, forever, or not at all, get port data automatically, "Save & Mark" at end of mail works! Bugs fixed include making Binary II work properly, adding Binary II to packed disks and more.

EVERYONE SHOULD READ THE DOCS _BEFORE_ INSTALLING! This applies ESPECIALLY current to CoPilot users!!

Here are the versions available:

CP.TIC.V255.BXY File #24481 251648 bytes CoPilot for Talk is Cheap

This archive contains CoPilot V2.5.5 for TIC. Discussion and questions are welcome in Category 29, Topic 16 of the Apple II bulletin board.

CP.SPC.V255.BXY File #24480 257792 bytes CoPilot for Spectrum

This archive contains CoPilot V2.5.5 for Spectrum. Discussion and questions are welcome in Category 29, Topic 17.

CP.PT3.V255.BXY File #24479 320896 bytes CoPilot for ProTERM

This archive contains CoPilot V2.5.5 for ProTERM. Bugs fixed allow you to download up to 10 files without error, all versions of PT 3.0 should now work without mods. CPS achieved during downloads are recorded in the message file for evaluation. Discussion and questions are welcome in Category 29, Topic 15.

CP.FIX.V255.BXY File #24478 31616 bytes CoPilot Update Fixes

If you've downloaded CoPilot before, or the version you have is not v2.5.5, then you don't need this file! This archive contains some minor fixes for the earlier releases of CoPilot v2.5.5. If you were one of the approximately 230 people who downloaded these archives, these script replacements will make your CoPilot installation consistent with the full archives currently in the A2 Library. If you have the ProTERM version and have fixed the GetBill problem, you DON'T need this. Only downloaders of the now deleted earlier uploads need to download this archive. The archive accommodates GEnie's new prompts in the BILLING area and provides fixes for TIC and Spectrum bugs that have shown up since the earlier offerings.

CP.REPLCMNT.BXY File 24552 103168 bytes Spectrum 2.0 Replacement Scripts

These are not "official" scripts, but Ken Lucke's special scripts that allow CoPilot to take advantage of the features of Spectrum 2.0. You MUST be using CoPilot v2.5.4 or later and Spectrum v2.0--these scripts will NOT work with earlier versions of EITHER program. This is v1.1 of these scripts, some new features added since v1.0 as well as the bug fixes. Unpack using GSHK or Balloon to the folder that contains your GECoPilot program file, with overwrite mode turned on. DO NOT mix these files with v1.0 of Ken Lucke's scripts. Discussions of these scripts takes place in Category 29, Topic 24.

[*][*][*]

A2.LIB.INFO.TXT File #24468 6400 bytes Library Index Info File

Tom Zuchowski has produced a series of files to index the entire Apple II RoundTable library. The files are available in two main versions, a simple ASCII text version, and a version requiring AppleWork 3.0. Here is all you need to know to select the files that you need:

It can be a very time-consuming chore to search the A2 Library for the neat files you want. That's why we have assembled the A2 Library Indexes for you. You can download the Index and peruse the files safely offline with the billing clock stopped!

The A2 Library Index is available in several different configurations to meet the needs of different systems. This info file describes the complete Index set and offers suggestions on which Index files are right for you.

AppleWorks 3.0 data base versions:

Name	File #	Description
A2.LIB.ADB.BXY	24467	AW 3.0 ADB index of libs. 1-48, 50-54, 58-59, & 62.

```
A2LIBGS.ADB.BXY  24466  AW 3.0 ADB index of Libs. 1-12, 20-31, & 48.
A2LIBP8.ADB.BXY  24465  AW 3.0 ADB index of Libs. 13-19, 32-47, 50-54,
                        58-59 & 62.
A2.1319.ADB.BXY  24464  AW 3.0 ADB index of Libs. 13-14 & 16-19.
A2.15.ADB.BXY    24463  AW 3.0 ADB index of Library 15.
A2.3238.ADB.BXY  24462  AW 3.0 ADB index of Libs. 32-38.
A2.3940.ADB.BXY  24461  AW 3.0 ADB index of Libs. 39-40.
A2.4144.ADB.BXY  24460  AW 3.0 ADB index of Libs. 41-44.
A2.4553.ADB.BXY  24459  AW 3.0 ADB index of Libs. 45-47 & 50-53.
A2.5462.ADB.BXY  24458  AW 3.0 ADB index of Libs. 54, 58, 59 & 62.

Text versions:

Name             File # Description
''''             ''''''' '''''''''''
A2LIBGS.TXT.BXY  24457  TXT index of Libs. 1-12, 20-31, & 48.
A2LIBP8.TXT.BXY  24456  TXT index of Libs. 13-19, 32-47, 50-54, 58-59 & 62.
A2.1319.TXT.BXY  24452  TXT index of Libs. 13-14 & 16-19.
A2.15.TXT.BXY    24450  TXT index of Lib. 15.
A2.3238.TXT.BXY  24448  TXT index of Libs. 32-38.
A2.3940.TXT.BXY  24446  TXT index of Libs. 39-40.
A2.4144.TXT.BXY  24445  TXT index of Libs. 41-44.
A2.4553.TXT.BXY  24444  TXT index of Libs. 45-47 and 50-53.
A2.5462.TXT.BXY  24443  TXT index of Libs. 54, 58, 59, & 62.

                                [*][*][*]

EEF's Guide to the Internet     3 ASCII Text Files

     This is version 3 of EFF's Guide to the Internet (formerly Big Dummy's
Guide to the Internet) by Adam Gaffin.  The original upload in the Internet
RT has been converted into 3 ASCII text files, and cleaned up for Apple II
use by B.HANSEN6.

     The files are:

     Name          File #  No of Bytes
     ''''          '''''''  '''''''''''
     NTG3.0P1.BXY  24570   83456
     NTG3.0P2.BXY  24571   85504
     NTG3.0P3.BXY  24572   59776

                                [*][*][*]

     That's it for this month.  I hope you have found something here to
whet your interest.  Drop me a line and let me know what you think of this
column and offer any suggestions you might have about what should be in it.

     Until next time, happy downloading!

                             -- Charlie Hartley

[EOA]
[SOF]//////////////////////////////
                      SOFTVIEW A2 /
//////////////////////////////////
Software Review
""""""""""""""""""
```

by Douglas Cuff
[EDITOR.A2]

>>> REVIEW: QUICK CLICK CALC v1.2 <<<

Rating: B+
Price: $60
Requires: Apple IIgs, 1.125 meg RAM, System 6.0.1, one 3.5" drive
Publisher: The Byte Works, Inc.
8000 Wagon Mound Drive NW
Albuquerque, NM 87120
phone 505-898-8183
GEnie mail: BYTEWORKS

Quick Click Calc is a spreadsheet program for the Apple IIgs that uses the familiar desktop environment. I can't tell you whether or not you need a spreadsheet program, but if you do, then you should seriously consider Quick Click Calc. Spreadsheet programs are never glamorous, but Quick Click Calc has a solid and a comfortable feel.

I can't compare Quick Click Calc with AppleWorks GS; I've never used the latter. I'll do my best not to compare Quick Click Calc with the spreadsheet in AppleWorks classic, although that's the spreadsheet with which I'm most familiar. Quick Click Calc shares a few minor concepts with Lotus 1-2-3, too, so anyone familiar with any spreadsheet program should feel at home.

Quick Click Calc began life as part of the concerted effort to produce version 2.0 of AppleWorks GS. Programmer Mike Westerfield obviously felt that even if AppleWorks GS wasn't to be revived, this new spreadsheet module should. Between you and me, that was the right guess.

Re-introducing the Desktop

One of the great things about Quick Click Calc is that it makes sensible use of the desktop. I happen to dislike both the graphic user interface and using a mouse, so it comes as a pleasant surprise to find that Quick Click Calc makes good use of both. It's actually easier to use the mouse than the keyboard to select cells. I'm used to the feeling that I'd rather use the keyboard instead, if only the programmer would let me. I had none of that hemmed-in feeling with Quick Click Calc--it's the first program to make my heart go all GUI!

One of the aspects that makes the desktop environment work is the fact that you can set the size of your spreadsheet. The default size is ZZ columns (702) by 999 rows, but it can take quite a while to scroll down 999 rows. If you set the number of rows to 25 or 50, then scrolling to the bottom of a spreadsheet is fast and easy. Another gem is the fact that you can select blocks of cells by clicking in the cell that forms one corner of the block, then move to the cell that forms the corner diagonally opposite... without having the drag your selection. Dragging from one cell to another to select a block can take quite a long time. So Quick Click Calc allows you to click in one corner, move to the other corner and simply press the Shift key before clicking on the opposite corner. This demonstrates the difference between a program that's easy to program (easy on the programmer) and one that's easy to use (easy on the user)!

Quick Click Calc endeavors to provide a certain amount of flexibility

by being compatible with The Manager, a desktop-switching program that would allow you to have more than one program in memory, but its most important capacity for the sharing of data is its publish and subscribe capabilities.

Publish and Subscribe

Publish and subscribe has been described as a super-powerful version of copy and paste. Publish and subscribe allows you to create little reminder files ("editions") that tell the computer to copy data from one file into others. Not only does this relieve you from having to remember to copy new information each time it changes--not to mention to tedium of actually having to do it--but it can copy the data to more than one file at a time.

Suppose, for example, that you keep track of your outstanding credit card charges in one file, your checkbook in another, and your general finances in a third file. Publish and subscribe allows you to copy the totals of your credit card and your checkbook file into the general finances file.

Using publish and subscribe also means you can eliminate distracting subtotal columns by publishing the information to a separate spreadsheet. You could use the data in general finances to publish a table of your monthly electricity bills. Don't forget that you can publish to more than one spreadsheet at a time: your checkbook balance is a figure that might be required by several spreadsheets, and publish and subscribe allows you to have an updated figure in all of them.

The only problem with publish and subscribe that I can see is that doesn't have the immediacy of copy and paste. It's not enough to change a file on the desktop; that won't affect the other files. You'll have to save the files that "publish" data and reload those that "subscribe" to data, or use the built-in commands that force a spreadsheet to update manually. This limitation seems to be linked to the very power of publish and subscriber. You don't get immediacy, but this lack of immediacy means that you don't have to have a file on the desktop in order to use data in it. Not a bad trade-off.

Three Types of Graphs

The graphing capacities of Quick Click Calc are quietly impressive. It will produce pie charts, line charts, and bar charts. It will even produce three-dimensional line and bar charts.

The feature I appreciate most about the line chart option is that you can plot a curve fit, which allows you to see the general trend of a chart as opposed to the plotting of individual values. The feature I like best about bar charts is that you can choose a conventional bar chart, or a stacked one. This is useful for comparing elements of a trend to an overall trend. For example, suppose that you are comparing--month by month--how many minutes you spend connected to GEnie, Delphi, and CompuServe. In a conventional chart, you look at how the services compare to each other ("hey, I use GEnie twice as much as I do the other two put together"). In a stack bar chart, you can compare all the time you spent online that month on all three services ("uh-oh, I'm spending five hours a day tying up the phone line").

Anything that helps you visualize a trend or correlation makes for a better spreadsheet, and Quick Click Calc's graphing capabilities do a good job here. A nice extra is the ability to change the size of the graph by

dragging the grow box. You'd expect playing with the window size to change the size of the _window_ for the graph, but it doesn't. It actually changes the size of the graph itself. This means you can have teeny little graphs dotted around your desktop as you work, reminding you of the general trends. You won't be able to read the labels, but what the heck. You've got an overview.

More Features """""""""""""" Another feature of Quick Click Calc is the cell note. This allows you to attach a comment to a cell, which might remind you of the source of a figure, or how it breaks down, or what other spreadsheets this cell affects. (Although AppleWorks 5 does feature cell notes, Quick Click Calc doesn't know about it, so it doesn't import them. However, it's quite an easy matter to retrieve them. AppleWorks 5 stores its cell notes as cells in the DR-DW range, and it's quite simple to copy them from those cells into a cell note.)

Quick Click Calc allows you to choose the font, point size, style, and color for each cell individually. All of this means that you can produce visually impressive printed versions of your spreadsheets. Owners of AppleWorks classic will be particularly impressed at how much more attractive Quick Click Calc printouts are. They're also likely to be easier to read! Heck, they're even easier to read on the screen.

Quick Click Calc's border feature helps here, too--on screen or on paper. It allows you to draw separator lines on the top, on the bottom, to the left, or to the right of any cell. Of course, you can have as many borders as you like--all four, a combination of three or two, just one, or none.

Valuable options are not necessarily those you use every day. Quick Click Calc offers you the chance to encrypt a file, so that it cannot be opened or viewed without a password. I've used this feature on just two files--ones I rarely update--which means I don't use it a lot, but it sure is valuable when I do need it. The encryption provided seems to be adequate to stop an honest man. If all you're worried about is some nosy parker idly loading your spreadsheet files to find out how much you spend on ivory back-scratchers in a year, worry no more... Quick Click Calc's encryption will foil them. If you have professional code-breakers on your block, then maybe Quick Click Calc won't protect you. But presumably you have bigger worries if professional code-breakers have access to your computer.

Another great feature is the transpose command, which takes a block and switches the rows and columns. If your data looks like this (before):

```
1    2    3         4    5
6    7    8         9    10
11   12   13        14   15
```

then you can use the transpose command to make it look like this in one easy step (after):

```
1    6    11
2    7    12
3    8    13
4    9    14
5    10   15
```

This is particularly handy in conjunction with line and bar charts. These charts assume that the points of data you want to plot are progress in rows---that is, if it's a monthly chart, that Jan, Feb, Mar, etc. appear down the top of the screen, and not along the left side. If you've created a spreadsheet with the months listed on the side, the transpose command will save you a lot of trouble in creating a chart.

Another little detail that you'll appreciate is that Quick Click Calc lets you type 11% exactly that way--it won't balk and complain when you type the % part. Such little things can make a big difference.

A Few Quibbles """""""""""""""

The major drawback to Quick Click Calc is that owners of unaccelerated IIgses might find the program a little slow. Filling down and filling right are particularly time-consuming. True, some actions that seems to slow down the program are taking place in the background (a background that takes precedence until the user provides some input, but a background nonetheless). However, this requires some getting used to.

Another aspect that takes some getting used to is the way Quick Click Calc handles absolute cell references. I know I promised not to be forever comparing Quick Click Calc to AppleWorks classic, but just this once, okay? When copying cells in AppleWorks, only after you have made the important decisions about what to copy and where to copy it are you forced to deal with the lower-priority issue of whether you want formula references copies as is, or relatively. That is to say, if a cell contains a reference to A1.A3, do you want it to remain exactly the same when copied one column to the right? Or do you want it updated so that the reference becomes B1.B3? Mike Westerfield has said he will consider adding a "hot key" to force absolute values at copying time in a future version.

The manual is a little on the sparse side. It begins with a few tutorials to get you used both to the use of a spreadsheet program and the special details of Quick Click Calc. These specific examples are most welcome. After that, the manual seems to be more of a quick reference guide. It's perfectly adequate for those familiar with spreadsheets and the IIgs desktop interface, but other than that, it's just a sort of starting-place to explore Quick Click Calc. Exploring the rest of Quick Click Calc seems to be an exercise left to the purchaser.

One little bug I observed: Sometimes, when you create split windows, you'll find that one window has a thumb of maximum size, which means it isn't possible to scroll in that window. Not to worry, because you just have to move the split line slightly and all will be will.

Little things that I wish Quick Click Calc would change: I wish it was possible to configure the colors used to draw the charts. When drawing a line chart, your first of four lines is drawn in red, followed by a yellow, blue, and green. As editor of GEnieLamp A2, I tend to create line graphs that compare A2's popularity compared to the IBM and Mac versions of GEnieLamp, and I want red to stand for Apple II, blue for IBM, and pretty much any other color for other versions such as Mac. This means I have to arrange the rows of data so that Apple II comes first, and IBM third. What's worse is that bar charts substitute the two middle colors, blue and yellow.

Line Bar
'''' '''

Color 1	red	red
Color 2	yellow	blue
Color 3	blue	yellow
Color 4	green	green

You'll have to get used to things more commonly found in spreadsheets on other platforms, such as = to indicate the beginning of a formula (not +), $ to indicate that a cell reference is absolute, and a cell range expressed by A1:A3 instead of A1...A3 or A1.A3.

A tip for those importing AppleWorks classic spreadsheets: If you run into any difficulty, don't give up. Reboot your IIgs--shift boot, if necessary--and try again. I've had a few conversions fail on the first try but be successful if I start afresh. Watch out, though, because Quick Click Calc will only transfer the values and formulae, and not the formatting information of a file. For instance, if you have column widths customized, you'll have to recustomize them after you load your files into Quick Click Calc.

All these drawbacks are quite minor, and I wouldn't be the least bit surprised if some were addressed in upcoming revisions. Earlier version of Quick Click Calc had some trouble importing AppleWorks classic spreadsheet files; as of Quick Click Calc v1.2, the problems seem to be gone. Also, v1.2 features more preferences, such as the ability to use European or American date formats, decimal formats and money formats.

Great Support """""""""""""" As with all Byte Works products, I found support to be outstanding, even for a small company... where humanity and reasonableness are more often found. (I used electronic mail for my support, but I'm sure writing or phoning would result in equally close attention being paid.) And let's face it, at $60, the price is sure right.

As I said above, the Byte Works listens to customers' suggestions for improvements. If enough people use Quick Click Calc to make it worthwhile, you can be sure Byte Works will add more custom options, such as letter grades (A-F) that don't correspond to the 4.0 grade-point system. (The university I attended uses a 3.0 system, worse luck.)

Byte Works _listens_ to their users. What more do you want in the way of support?

More Quick Clicks...? """""""""""""""""""""""" When you look at the cover of the Quick Click Calc manual, you can't help be struck by the fact that the Quick Click logo and the word Calc are separately entities. The Byte Works obviously had expansion in mind--possibly a word processor called Quick Click Word or Quick Click Write. Indeed, the second product in the line, Quick Click Morph, was announced in mid-March.

At KansasFest 1994, Mike Westerfield said that Quick Click Calc grew out of his efforts to provide an spreadsheet module for Quality Computers' proposed release of AppleWorks GS 2.0. I couldn't help but wonder if the QC had been transformed from Quality Computers to Quick Click when the AppleWorks GS 2.0 project foundered. Mike Westerfield says not: "There is no connection between Quick Click and Quality Computer other than an accidental correspondence of initials." (But apparently I wasn't the only one to ask. :-)

Sales of Quick Click Calc have not been good enough to warrant a

Quick Click word processor. Byte Works is trying again, though, with Quick Click Morph. If sales of Morph are more impressive, or if sales of Quick Click Calc suddenly pick up, we may indeed see a word processor and possibly even a data base in the Quick Click series. Since the Quick Click series is designed to use publish and subscribe wherever possible, this should mean that data from one module can easily be transported to another.

Final Word
""""""""""
In summary, Quick Click Calc is a good bet for anyone who needs to store or manipulate numeric data, but particularly good for those who want to produce sharp charts or attractive printouts. Buy it!

```
          ////////////////////////////////////// GEnie_QWIK_QUOTE ////
         / I was trying to write a stack showing the history of       /
        / aviation... but it kept crashing!  I tried the same thing, /
       / showing the history of the penal system... but it kept     /
      / locking up!  So I tried to put together a stack on ice     /
     / cream... but it kept freezing up!                          /
    /                                                            /
   / Finally, in frustration, I attempted to write a stack on   /
  / the history of civil war-era ironclad warships, and you    /
 / can guess what happened...                                 /
/                          it always crashed into the Monitor! /
////////////////////////////////// T.R.ONAN & D.KERWOOD  ////
```

```
[EOA]
[LOG]//////////////////////////////
                         LOG OFF /
//////////////////////////////////
```

GEnieLamp Information
"""""""""""""""""""""

o COMMENTS: Contacting GEnieLamp

o GEnieLamp STAFF: Who Are We?

GEnieLamp Information
"""""""""""""""""""""
GEnieLamp is published on the 1st of every month on GEnie page 515. You can also find GEnieLamp on the main menus in the following computing RoundTables.

RoundTable	Keyword	GEnie Page	RoundTable	Keyword	GEnie Page
DigiPub	DIGIPUB	1395	Atari ST	ST	475
Macintosh	MAC	605	IBM PC	IBMPC	615
Apple II	A2	645	Apple II Dev.	A2PRO	530
Macintosh Dev.	MACPRO	480	Geoworks	GEOWORKS	1050
BBS	BBS	610	CE Software	CESOFTWARE	1005
Mini/Mainframe	MAINFRAME	1145	Programming	PROGRAMMING	1445
Data Comm.	DATACOMM	1450	IBM PC Prog	IBMPCPRO	617
PowerPC	PPC	1435	PowerPCProg	PPCPRO	1440

GEnieLamp is also distributed on CrossNet and many public and commercial BBS systems worldwide.

o To reach GEnieLamp on Internet send mail to genielamp@genie.com

o Current issues of all versions of GEnieLamp are File Requestable (FREQable) via FidoNet (Zones 1 through 6) from 1:239/260 and via

OURNet (Zone 65) from 65:65/1. SysOps should use the following "magic names" to request the current issue of the indicated GEnieLamp platform:

Platform	Magic Name To Use
GEnieLamp IBM HyperRead	GLHYPIBM
GEnieLamp IBM Multimedia	GLMMIBM
GEnieLamp ST	GLST
GEnieLamp A2Pro	GLA2PRO
GEnieLamp Macintosh	GLMAC
GEnieLamp TX2	GLTX2
GEnieLamp A2	GLA2
GEnieLamp PowerPC	GLPPC

- Back issues of GEnieLamp are available in the DigiPub RoundTable Library #2 on page 1395 (M1395;3).

- GEnieLamp pays for articles submitted and published with online GEnie credit time. Upload submissions in ASCII format to library #31 in the DigiPub RoundTable on page 1395 (M1395;3) or Email it to GENIELAMP. On Internet send it to: genielamp@genie.com

- We welcome and respond to all E-Mail. To leave comments, suggestions or just to say hi, you can contact us in the DigiPub RoundTable (M1395) or send GE Mail to John Peters at [GENIELAMP] on page 200.

- If you would like to meet the GEnieLamp staff "live" we meet every Wednesday night in the Digi*Pub Real-Time Conference at 9:00 EDT (M1395;2).

- The Digital Publishing RoundTable is for people who are interested in pursuing publication of their work electronically on GEnie or via disk-based media. For those looking for online publications, the DigiPub Software Libraries offer online magazines, newsletters, short-stories, poetry and other various text oriented articles for downloading to your computer. Also available are writers' tools and 'Hyper-utilties' for text presentation on most computer systems. In the DigiPub Bulletin Board you can converse with people in the digital publishing industry, meet editors from some of the top electronic publications and get hints and tips on how to go about publishing your own digital book. The DigiPub RoundTable is the official online service for the Digital Publishing Association. To get there type DIGIPUB or M1395 at any GEnie prompt.

>>> GEnieLamp STAFF <<<

GEnieLamp	o John Peters	[GENIELAMP]	Publisher
APPLE II	o Doug Cuff	[EDITOR.A2]	EDITOR
	o Gina E. Saikin	[A2.GENA]	A2 Staff Writer
	o Charlie Hartley	[C.HARTLEY3]	A2 Staff Writer
A2Pro	o Tim Buchheim	[A2PRO.GELAMP]	EDITOR

ATARI ST	o John Gniewkowski	[GENIELAMP.ST]	ATARI ST EDITOR
""""""""""	o Bruce Smith	[B.SMITH123]	EDITOR/TX2
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	o Sheldon Winick	[S.WINICK]	ST Staff Writer
	o Terry Quinn	[TQUINN]	ST Staff Writer
	o Richard Brown	[R.BROWN30]	ST Staff Writer
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	o David Leithauser	[D.LEITHASUER]	HyperRead Editor
	o Brad Biondo	[B.BIONDO]	IBM Staff Writer
	o Billy Storey	[B.STOREY]	IBM Staff Writer
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	o Bret Fledderjohn	[FLEDDERJOHN]	Mac Staff Writer
	o Ricky J. Vega	[GELAMP.MAC]	Mac Staff Writer
POWER PC	o Ben Soulon	[BEN.GELAMP]	POWER PC EDITOR
""""""""""			
WINDOWS	o Bruce Maples	GELAMP.WIN	EDITOR
""""""""			
ETC.	o Jim Lubin	[J.LUBIN]	Add Aladdin Scripts
""""	o Scott Garrigus	[S.GARRIGUS]	Search-ME!
	o Mike White	[MWHITE]	(oo) / DigiPub SysOp
	o Susie Oviatt	[SUSIE]	ASCII Artist
	o Al Fasoldt	[A.FASOLDT]	Contributing Columnist
	o Phil Shapiro	[P.SHAPIRO1]	Contributing Columnist
	o Sandy Wolf	[S.WOLF4]	Contributing Columnist

\\\

hit the RETURN key. When you get the prompt asking for the signup code, type DSD524 and hit RETURN. GEnie will then prompt you for your signup information. For more information call (voice) 1-800-638-9636.

////////////////////////////////////\\

[EOF]

```
================================================================================
DOCUMENT almp9505.app
================================================================================

     ||||||  ||||||  ||  ||  ||||||  ||||||
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     ||||||  ||||||  ||  ||  ||||||  ||||||            GEnieLamp Computing

     ||     ||||||  ||     ||  ||||||                   RoundTable
     ||     ||  ||  |||   |||  ||  ||
     ||     ||||||  ||||||||  ||||||                   RESOURCE!
     ||     ||  ||  ||  ||  ||  ||
     |||||  ||  ||  ||     ||  ||

                    ~ WELCOME TO GEnieLamp APPLE II! ~
                      """""""""""""""""""""""""""""""""
     ~ APPLEWORKS ANNEX:  AppleWorks 5 Takes on the (Mac) Competition
         ~ FOCUS ON...:  The Internet, Australia, and the Apple II
                       ~ PROFILES:  Tom Zuchowski ~
                ~ THE TREASURE HUNT:  Top 20 Eamon Adventures ~
                     ~ HOT NEWS, HOT FILES, HOT MESSAGES ~

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 GEnieLamp Apple II     ~ A T/TalkNET Publication ~      Vol.4, Issue 38
""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""
Publisher.....................................................John F. Peters
 Editor.....................................................Douglas Cuff
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          ~ GEnieLamp IBM ~ GEnieLamp ST ~ GEnieLamp PowerPC ~
        ~ GEnieLamp A2Pro ~ GEnieLamp Macintosh ~ GEnieLamp TX2 ~
         ~ GEnieLamp Windows ~ GEnieLamp A2 ~ LiveWire (ASCII) ~
            ~ Member Of The Digital Publishing Association ~
 GE Mail: GENIELAMP                       Internet: genielamp@genie.com
////////////////////////////////////\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\

           >>> WHAT'S HAPPENING IN THE APPLE II ROUNDTABLE? <<<
            """""""""""""""""""""""""""""""""""""""""""""""""""
                              ~ May 1, 1995 ~

 FROM MY DESKTOP ......... [FRM]        FROM MY MAILBOX ......... [MAI]
  Notes From The Editor.                  Notes To The Editor.

 HEY MISTER POSTMAN ...... [HEY]        HUMOR ONLINE ............ [HUM]
  Is That A Letter For Me?                Is That Funny or Scary?

 FOCUS ON... ............. [FOC]        APPLEWORKS ANNEX ........ [ANX]
  The Internet.                           In This Corner, AppleWorks 5.

 ASCII ART GALLERY ....... [ASA]        PROFILES ................ [PRO]
  Menagerie.                              Who's Who:  Tom Zuchowski.

 THE TREASURE HUNT ....... [HUN]        LOG OFF ................. [LOG]
  Best 20 Eamon Adventures.               GEnieLamp Information.

[IDX]"""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""
```

READING GEnieLamp GEnieLamp has incorporated a unique indexing system to
""""""""""""""""" to help make reading the magazine easier. To utilize
this system, load GEnieLamp into any ASCII word processor or text editor.
In the index you will find the following example:

```
                  HUMOR ONLINE ..... [HUM]
                   GEnie Fun & Games.
```

     To read this article, set your find or search command to [HUM]. If
you want to scan all of the articles, search for [EOA]. [EOF] will take
you to the last page, whereas [IDX] will bring you back to the index.

MESSAGE INFO To make it easy for you to respond to messages
"""""""""""" re-printed here in GEnieLamp, you will find all the
information you need immediately following the message. For example:

```
                  (SMITH, CAT6, TOP1, MSG:58/M475)
          _______________|   _____|__  _|___    |____ |_______________
        |Name of sender   CATegory  TOPic    Msg.#   Page number|
```

     In this example, to respond to Smith's message, log on to page 475
enter the bulletin board and set CAT 6. Enter your REPly in TOPic 1.

     A message number that is surrounded by brackets indicates that this
message is a "target" message and is referring to a "chain" of two or more
messages that are following the same topic. For example: {58}.

ABOUT GEnie GEnie's monthly fee is $8.95 which gives you up to four hours
""""""""""" of non-prime time access to most GEnie services, such as
software downloads, bulletin boards, GE Mail, an Internet mail gateway, and
chat lines. GEnie's non-prime time connect rate is $3.00. To sign up for
GEnie service, call (with modem) 1-800-638-8369 in the USA or
1-800-387-8330 in Canada. Upon connection type HHH. Wait for the U#=
prompt. Type: JOINGENIE and hit RETURN. When you get the prompt asking
for the signup/offer code, type: DSD524 and hit RETURN. The system will
then prompt you for your information. Need more information? Call GEnie's
customer service line (voice) at 1-800-638-9636.

SPECIAL OFFER FOR GEnieLamp READERS! If you sign onto GEnie using the
"""""""""""""""""""""""""""""""""""" method outlined above you will
receive $50.00 worth of credit. Want more? Your first month charge of
$8.95 will be waived! Now there are no excuses!

                        *** GET INTO THE LAMP! ***
"""

```
          ////////////////////////////////////// GEnie_QWIK_QUOTE ////
         /  "IIGS is a nice machine; I have one but we have to be     /
        /   realistic.  When is the last time you went into a store  /
       /    and found any software for it?"                         /
      /                                                            /
     /      "Yesterday!!!"                                        /
    ////////////////////////////////////  S.HEWES & R.PASOLD  ////
```

[EOA]
[FRM]//////////////////////////////
FROM MY DESKTOP /

////////////////////////////////
Notes From The Editor
""""""""""""""""""""""""""

by Douglas Cuff
[EDITOR.A2]

I don't own many hats, but I sure wear a lot of them. The hats are of course metaphorical, and are just my roundabout way of announcing that I've been appointed editor of II Alive magazine, which is published by Quality Computers. When I started my career as editor, I was working in print, and it's nice to in print again. That doesn't mean I'll be giving up my career as videotext editor, though. You're stuck with me for another month at least, and for as long as I can continue to juggle both II Alive and GEnieLamp A2.

However, this month the double duties mean that my editorial is a little "abbreviated" (which I'm informed is the politically correct term for "short").

[*][*][*]

It looks as though KansasFest 1996 is a go! I've omitted all messages that give sign-up info from this issue of GEnieLamp A2, though, because I understand that the messages posted to the A2 RoundTable are no longer accurate (partly because the organizers need a minimum number of participants). If you're interested in paying the $200 attendance fee, and can get to Kansas City this July 27-29, just drop me a line and I'll forward your message to the organizers.

[*][*][*]

Did you know that you can earn free time on GEnie by writing for GEnieLamp A2? Each article accepted for publications gets you a credit for three non-prime time hours!

Of course, that leaves me a little puzzled about how to pay Kevin Noonan this month. Kevin's from Australia, and can't afford a GEnie account, but he's written an article about the Internet in Australia for us. At least I know how to pay Jay Curtis for his continuing AppleWorks 5 series....

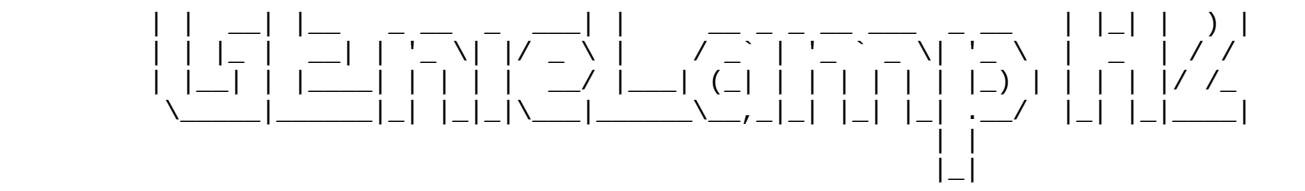
-- Doug Cuff

GEnie Mail: EDITOR.A2 Internet: editor.a2@genie.com

```
 _____________________________________________________________
|                                                             |
|                   REPRINTING GEnieLamp                      |
|                                                             |
|   If you want to reprint any part of GEnieLamp, or          |
|   post it to a bulletin board, please see the very end      |
|   of this file for instructions and limitations.            |
|_____________________________________________________________|
```

ASCII ART BEGINS

```
 _____ _______     _     _                          ___  ___
/ ____|  ____|     (_)    | |                       / _ \|__ \
```



ASCII ART ENDS

[EOA]
[MAI]//////////////////////////////
FROM MY MAILBOX /
//////////////////////////////
Notes To The Editor
"""""""""""""""""""""""

>>> BOOK ANNOUNCEMENT--"THINKING ABOUT ONLINE COMMUNICATIONS" <<<
"""

For the past three years I've been writing a GEnieLamp column titled "Thinking About Online Communications." The aim of this column has been to reflect upon the nature of the online experience by taking a closer look at the social and psychological aspects of online communication.

E-mail feedback about these essays has been far more positive than I expected. Several loyal readers have recently suggested that I compile an anthology of the essays.

With the third anniversary of GEnieLamp A2 occurring last month, I felt the time was ripe to act on these suggestions. In the past two weeks, I've collected together about twenty five of these essays into a anthology, and am in the process of locating an publisher.

GEnieLamp readers interested in seeing excerpts from this book can find them in file number 3646 in the Digipub library. In assembling these excerpts from the book, I've tried to collect the most central passages from each of the essays in the book.

In a way, the excerpts contain virtually all the core ideas of the book. The rest of the book just elaborates upon these core ideas.

Thanks, again, to all those who've sent encouraging feedback about this column. Your e-mail has served as vital sustenance to the creative process.

Cheers,

- Phil Shapiro
[GEnie: p.shapiro1]

[EOA]
[HEY]//////////////////////////////
HEY MISTER POSTMAN /
//////////////////////////////
Is That A Letter For Me?
"""""""""""""""""""""""""""
by Douglas Cuff
[EDITOR.A2]

o BULLETIN BOARD HOT SPOTS

o A2 POT-POURRI

o HOT TOPICS

o WHAT'S NEW

o THROUGH THE GRAPEVINE

o MESSAGE SPOTLIGHT

>>> BULLETIN BOARD HOT SPOTS <<<

[*] CAT3, TOP25 ..... NinjaForce Mega demo
[*] CAT8, TOP24 & CAT12, TOP 13 ... PostScript breakthroughs
[*] CAT10, TOP10 ..... GEnie's new Internet service
[*] CAT11, TOP16 ..... IOMEGA Zip drives
[*] CAT17, TOP20 ..... AppleWorks 5 and Phoenix II
[*] CAT42, TOP29 ..... Bug in AW4/5 spelling checker?

>>> A2 POT-POURRI <<<

TWO "NEW" COMPANIES
I called Apple Computer the other day and learned of two mail order companies that specialize in Apple II software which I had never heard of before.

Perhaps these would be of use to someone. I have requested catalogs/flyers and when I received them, I'll post some additional information.

B & R (in San Diego)
(619) 225-8281

CCV Software (somewhere on the East Coast)
(800) 843-5576

They specialize in educational products. Their main customers are schools but they will sell to individuals.

(E.WAGNER10, CAT15, TOP9, MSG:3/M645;1)

REPORTS OF HIS DEMISE...
Hello there! Long time no type. This is Bill Tudor (formerly W.TUDOR here on GEnie). I'll be a guest over in A2Pro tonight (hence this account). I have not read all the previous posts, but I read about 20-30 of them.

(1) I left GEnie because I am working on a non-Apple IIgs project that requires large file xfers at least 4 times a week. On GEnie I was limited to 2400 bd, on AOL I use 14400 for <$10/month, so, I bought a new modem and jumped ship. I do miss the traffic over here on GEnie. Of course, if GEnie did give me 14400 (from Albany, NY) for $10/month, I'd be right back here! (Yes, I did write and tell them this).

(2) I hardly get any e-mail anymore! My address is "WTudor@aol.com".

Note the lack of a "period" after the "w". It's just as easy to e-mail me as before... just send to "WTudor@aol.com@inet#" (I think). I reply back by sending to XXXX@genie.geis.com. Easy as that.

(3) Sorry I can't be on the BBS a here and in A2Pro anymore. I will talk via email, though, if you have any problems/questions with any of my stuff.

Thanks,
Bill Tudor
[WTudor@aol.com]

(A2U.PROF2, CAT13, TOP23, MSG:54/M645;1)

HANGING VS. CRASHING
"""""""""""""""""""""

This is a much different problem than "crashing". I'd like to take a moment to suggest everyone keep the following definitions handy:

CRASH = Computer went "bonk". The mouse pointer still moves, but clicking or typing doesn't do anything.

HANG/INFINITE LOOP = No "bonk". The mouse pointer still moves, but clicking or typing doesn't do anything.

HANG/IN THE WEEDS = No "bonk". The mouse pointer is frozen (won't move). In some cases the speaker sometimes "clicks", or the screen fills with lovely colors.

OTHER PROBLEM = The computer is still working, but the program isn't behaving as you expected it to.

These definitions are helpful to know because saying "crash" or "hang" sends me off in one direction. For example, there isn't any known cause for Express v2 to crash or hang, so I'll be hunting for/suggesting other causes.

But saying, "Whenever I print something with AWGS, Express prints part of the page then starts printing garbage" gets me right on your specific problem. :)

NOTE: I'm not "scolding" anyone; I'm just trying to help everyone get better service from all us software publishers! :)

Back to the problem at hand....

[text omitted]

Thanks,
--Dave

(SEVENHILLS, CAT43, TOP10, MSG:284/M645;1)

>>>>> If 'crash' won't do, how about FREEZES
"""""

FREEZES = No "bonk". Mouse doesn't move, hitting any key or combination of keys does nothing. Everything is frozen. Only shutting off the computer will get everything up and running again.

This is what usually happens to me regardless of what program I am using.

Ron
(RON.ROYER, CAT43, TOP10, MSG:286/M645;1)

AUDIOZAP AND .AU FORMAT SOUNDS ON THE IIGS
""
> I don't know of any GS
> programs that can
> play/convert .au sounds.

All it takes is a (ahem) shareware solution....

.Au files are sound files that were created on Sun work stations. I believe that they are very closely related to what we in the GS world would call "raw binary sounds." I'm also pretty sure that any GS sound player will play them back, but as noted, they won't sound very good.

Enter the IIGS sound man, Ian Schmidt, and his AudioZap.

AudioZap is a $20 shareware program. When you pay Ian your fee, he will mail you a different version - AudioZap v2 - that does an excellent job of playing back and/or converting .au sound files, as well as just about every other foreign file format sound you'll ever encounter on the net.

I did an audio test a few months back with some .wav sound files. Every GS sound program I tried did play the sounds, but it was almost like listening to old scratchy records. Using AudioZap v2, the sounds were CD quality.

It's just another case of having the right tool to do the job.

Ian recently moved. I'll drop him an e-mail to find out his current address.

Joe (Shareware Solutions r Us) Kohn
(JOE.KOHN, CAT10, TOP10, MSG:220/M645;1)

>>>>> I thought I heard that Ian was no longer taking shareware payments
""""" for AudioZap. It could be nothing more than faulty memory on my part, so please let me know if this is not the case.

- Tony Ward
(A2.TONY, CAT6, TOP7, MSG:63/M645;1)

<<<<< Oh, oh
"""""

I didn't remember in which category we'd been discussing AudioZap, so I followed up on it in Cat 28/Top 4.

Ian Schmidt wrote to me the other day and says that once his current work project is completed, he's going to re-release AudioZap v2 as freeware.

Joe
(JOE.KOHN, CAT6, TOP7, MSG:73/M645;1)

LI'L LEAK IN BALLOON
""""""""""""""""""""""
I was using Balloon to unshrink some files, and discovered that if I had a file that was already existing, and selected "skip" the skipped file was deleted. I tried it

several times with the same result. Choosing to overwrite caused no problems, but skipping would delete the skipped file every time. If you unshrink a file, then unshrink it a second time and answer "skip" to each report of an already existing file, then delete the original archive, you will find you have nothing left and will have to re-download the archive. If you just cancel, all is well, also.

Carl Knoblock - Telephone Tech
(C.KNOBLOCK, CAT33, TOP9, MSG:28/M645;1)

>>>>> That's a known problem with Balloon. It silently slipped by beta
""""" testing. When we get around to putting out a Balloon update (I don't know when this will be... probably not for a while) this will be fixed.
(WANKERL, CAT33, TOP9, MSG:29/M645;1)

EXTENDED POSTSCRIPT GRAPHICS Great News! This probably belongs in Cat8
"""""""""""""""""""""""""""""" Top13 (PS) but it was here that the issue came up. Mentioned that Steve had sent me an EPS graphic last night & that I was having trouble. All is well & very exciting!

In the dead of night I changed the FT from UNK to TXT, reviewed it in ShadowWrite, and all _seemed_ well and complete, but when I fed it to PI4 all he could say was "getting errors trying to read file". Took a closer look today & found it contained a resourse fork. Could not decipher what was in that resource. It was not PS code and it was not the author's message (at least I don't think so). It may have been a bit-mapped version for the screen or something?

Next I tried to delete the resource fork, but Reslin threw up and said it was not formatted properly. MAC? Since ShadowWrite could deal with the data portion I simply saved it under another name (yet another _great_ for SW). Voila! The next thing that emerged from my printer was a full-page sized image of Beethoven in splendid, true-blue PostScript-drawn form ;-)

And yes, we -can- scale EPS graphics, simply be reducing the size of the text window which contains the PS code on the PI4 page (and the reduced image is as clear as ever)! You can even change LVB's apparance by making the window square instead of rectangular. So NOW, I'm off to spend some money on EPS files in order to have some graphics available. Isn't life wonderful?! Bless you Steve, & =thanks=. Anyone gave any good (cheap) sources for this stuff?

Margot (20:23 PST - Fri 4/7/95) Spectrum v1.0/CoPil v2.50
(M.TAYLOR66, CAT12, TOP13, MSG:237/M645;1)

MEGA DEMO BY NINJA FORCE REQUIRES ACCELERATOR here's a statement from
"" NinjaForce regarding the Mega Demo:

Hi folks on GEnie,

seems some of you are having problems with our demo. Sorry! Well, the disk exchange problem is indeed a ROM 03 incompatibility. The ROM 03 patch fixes this problem. This has NOTHING to do with the AE Drive. The Ninjaforce Megademo HAS BEEN DEVELOPED ON AN AE 800K DRIVE!

However, the demo won't run with the latest Apple disk controller supporting High Density drives or the Blue Disk controller card. There may be problems with AE High Density drives.

Speed problems: TransWarp users MUST turn off the AppleTalk delay. Users reporting problems with their ZIP: The demo has been developed on a ZIP 8/16 and 9/32 configuration. The ZIP MUST be configured as follows, or the demo will complain that your GS is too slow: AppleTalk IRQ delay MUST be off, Counter Delay MUST be on.

Do not try to boot the demo from ProDOS 8 if you're under GS/OS. The demo will crash (our fault, sorry!). The best way to launch the demo is to set the startup slot to slot 5 and making a warm boot. If you cold boot into the demo, remember that the DIP switch settings of the ZIP override the settings from the ZIP CDA!

Why did it take us 2 years to do? Well, after all, it wasn't really two years. We just don't hack the GS all the time!! However, we had to develop a whole programming enviroment which contains the Ninjaforce Assembler (ProDOS 8 based, as fast as Merlin 16, macro support and nice editor), the Ninjaforce Debugger (works in conjunction with the Assembler), the NinjaTracker (music player based on the Soundsmith player, heavily enhanced to handle most Amiga MOD effects correctly), MOD Convert (Amiga Module converter to NinjaTracker), and other stuff...

Also, please do not compare the Ninjaforce Megademo to Brutal Deluxe software. While we have a very good relationship to Brutal Deluxe, they just do very SIMPLE games. SIMPLE does not mean they are bad, but from a coding, graphic and music standpoint, they are nothing amazing at all. Anyway, they do something, and they do it for free. Something we highly appreciate.

Ahh, speaking of games...
...we'll strike back!

Ninjaforce / Germany
(U.HUTH, CAT3, TOP25, MSG:54/M645;1)

>>> HOT TOPICS <<<
""""""""""""""""""""

IOMEGA ZIP 100 DRIVES: EARLY REPORTS
""""""""""""""""""""""""""""""""""""

Mercer County Community College received 25 IOmega Zip 100 drives today. The extra carts we ordered are on backorder. I took a driver home for evaluation purposes and:

Plugged in the Wall Wart 5V 2A variety
Turned termination switch ON
Set SCSI ID switch to 5 (6 was already taken)
Fired the muther up

RamFast screen came on indicating a new device has been attached. In the RamFast SCSI Utilities screen the device uses a non standard block size. Must format device to use, Format the drive (very slow). 98272K total size, Install 3 partitions, 32768K 32768K and 32736K. Name them and quit RamFast utility and Finder sees them just fine.

Started testing,

Disk to Disk copy 65535 blocks

From	To	Time
Quantum LP240S	Syquest 44meg	3:00
Quantum LP240S	IOmega Zip 100	3:40

Verify 65535 blocks

Device	Time
Quantum LP240S	0:44
Syquest 44meg	1:15
IOmega Zip 100	0:50

Validate 1544 files

Device	Time
Quantum LP240S	3:23
Syquest 44meg	4:10
IOmega Zip 100	3:47

Boot AWGS

Device	Time
Quantum LP240S	0:19
Syquest 44meg	0:20
IOmega Zip 100	0:20

It takes 7 seconds for the first disk icon to appear on the desktop after a disk insertion. Then another 10 seconds for the other 2 icons. The disks that come from IOmega are not recognized by the RamFast/Finder probably because the first partition on the cart is a driver or a map. The drives are dark blue and are very light and quiet.

The disk eject button works fine to remove a cart and dim the icons on the desktop. The drive is ejected on shutdown. There are two lights on the cart, a green power LED and a amber activity LED.

It is hard to tell here when the drive stops spinning but it clicks when it restarts. IOmega says that the drive spins down to preserve media life in the manual. It comes with Mac and IBM software.

The carts are about the size of a 3.5" floppy but twice as thick. The shutter is about one fifth the size of the shutter on the 3.5" floppy. Each cart comes in a jewel case and is warrantied for the life of the cartridge.

I like IT!!!

Binary Bear
(BINARY.BEAR, CAT11, TOP16, MSG:195/M645;1)

<<<<< Here's some info on the ZIP I'm writing for an newsletter article.
""""" I will be uploading a couple of SHR's later tonight as well.

Using a ZIP Drive with an Apple IIGS
''''''''''''''''''''''''''''''''''''

The ZIP drive by Iomega Corporation, maker of Bernoulli drives, is a small, removeable SCSI drive unit that uses 3.5" cartridges (well, more like 3.6S) in 25 MB and 100 MB densities. The drive comes in two models, a SCSI model for use with PC's or Mac's (or Apple IIGS's, as we have now found) or a Parallel port model for use with PC's. The unit is quite small, only 7 by 5.5 by 1.75 inches, has a termination switch and a SCSI ID

selector switch (it can only be set to ID 5 or 6), and dual 25 pin SCSI ports. There is no power switch on the unit, which draws power from a very bulky power block. The ZIP drive can be laid flat or stood horizontally (there are rubber feet attached for this) The front has an eject button and dual LEDs, a green one to indicate power on and an amber one to indicate disk access. The unit sells for $199.00 in most of the Macintosh mail-order catalogs like MacMall, MacWarehouse or MacConnection, and the media cost about $19.95 for the 100 MB cartridges (less if you buy 5 packs) and $9.95 for the 25 MB cartridges. However, at the present time, the cartridges (except for the 100 Mb cartridge that ships with the unit) are seriously back-ordered.

I tried out a ZIP drive with two Apple IIGS configurations. Both were ROM 01 GS's with 4.25MB of RAM, hard drives and Apple CD-ROM drives. Computer #1 has a TransWarp GS accelerator and an Apple HighSpeed SCSI card, and Computer #2 has a RamFAST SCSI card with 256K cache.

On the first GS, I started up with my Hard Drive at SCSI ID set to 6, the ZIP drive set to 5 and the CD-ROM drive set to 0. The ZIP disk was the last drive in the SCSI chain and was terminated. Once in Finder, the drive mounted (the cartridge was a 100 MB disk with HFS formatting), but I twice got a message saying that with the installed file system translators the device could not be read. I was given the choice to initialize or eject. I twice chose eject, and the drive remained mounted. I was able to copy to and from the ZIP disk with no problems.

I ejected the ZIP disk (dragging the disk to the trash unmounted it but did not eject the disk...I had to do that manually) and started up GS ShrinkIt to decompress a file...but with the ZIP disk ejected, I was unable to navigate disks and partitions in the open file dialog box. Inserting the ZIP disk solved the problem.

I then connected the ZIP drive to my PowerBook 170 and turned FileSharing on. I went to AppleShare in the Control Panels NDA on my IIGS and linked with the PowerBook, and mounted the ZIP disk on the IIGS desktop...it worked like a charm, and I was able to open the first part of this review, which I had exported from WordPerfect 3.1 in RTF format, in EGOed 2.0.

Next, I hooked up the ZIP drive to my RamFAST equipped IIGS. This procdure took a little more time, although this was not all due to the RamFAST. As owners of a RamFAST probably know, when you add or subtract a device from the SCSI chain, the RamFAST Utilities are presented upon booting up so that you can add the disk/partitions to the cards "map" of volumes. It will be worth your time to get the manual out if you don't do it very often. The problem for me came in the area of SCSI ID's. The ZIP drive, as a cost-cutting measure I suppose, only has two ID's selectable, 5 or 6. Since the computer boots from the highest numbered SCSI device, that means that your IIGS hard drive needs a SCSI ID of 6 or 7. Mine, of course, were numbered 1 and 3, so I had to dig out a manual to reconfigure the DIP switches on my old CMS drive and set it to 6. My other drive is even older, and you need to open the unit up to change its SCSI ID, which I wasnUt about to do at 12:30 am! After doing that, I finally managed to get the ZIP disk mounted on the desktop, and from there it was treated like any other disk...except that it was a large one. In fact, I opened this review from the cartridge in the ZIP drive in EGOed 2.0 to finish typing this segment.

Just how cost effective is this drive. Well, for the initial investment of $199.00, you get a 100 megabyte hard drive. For less than $100.00 you can add 5 cartridges and now have 600 MB of disk space...which can grow along with your storage needs. These may even work with IIe's, especially if using the 25 MB cartridges, which could be formatted as single ProDOS volume. So as backup, or even a second, expandable hard drive, this seems to be a worthwhile investment. It is not as sturdy as a hard drive, however, with its plastic case, and I would not recommend it for use around young children who might decide to play with it. It may be sturdy enough, but it certainly doesn't have the steel case that my hard drives do.

(S.CAVANAUGH1, CAT11, TOP16, MSG:201/M645;1)

APPLEWORKS 5 ON THE MAC [Continued from last month]

We could ship a lot sooner if we didn't try to print from within Phoenix. Since we have a "wp clip-to-mac clip" feature, would most of you settle for printing from within a normal Mac application?

(BRANDT, CAT17, TOP20, MSG:21/M645;1)

>>>>> "Settle"? Yes, if it means getting Phoenix faster. But I know that
""""" I would want direct printing from Phoenix before too long. Speaking of which, what printers will Phoenix (when it has direct printing) print to? LaserWriters (he asks hopefully)?

And if LWs will be supported, would that have any bearing on AW5's ability to print directly to a LaserWriter via Appletalk? It seems that if you can get the Mac version to do it, you might learn something that would allow it on a GS. If I could access the Appletalk network at work for file sharing and/or printing directly from AW on my GS, I would be several steps closer to heaven.

Whatever, I can barely wait for Phoenix. Thanks.

:: Dan ::

(D.CRUTCHER, CAT17, TOP20, MSG:25/M645;1)

<<<<< If Phoenix supports "direct" printing, it will be an ImageWriter
""""" emulator sending an image to any Mac printer. You'd have a lot more flexibility just dumping the text into another app for fancy fonts and the like. One other possibility is setting up AppleEvents to send a file to Kitchen Sink's AW to RTF, which would then generate a file for another Mac app like Word or ClarisWorks, with most of the formatting still intact.

> And if LWs will be supported, would that have any bearing on AW5's
> ability to print directly to a LaserWriter via Appletalk?

None at all. The Phoenix emulator and the Mac toolbox would be doing the work. AW5 would think it was printing to a directly-connected ImageWriter, so there's nothing to be learned that could apply to the IIgs.

It's just too difficult to get information on AppleTalk. I spent money on books and made several serious efforts, and was unable to acquire enough information to do anything beyond identifying that AppleTalk was present and active. People at Apple would say things like, "Try this and see what happens. If that doesn't work, I can't really help you." Of course, when I tried their suggestions, nothing useful ever happened.

(BRANDT, CAT17, TOP20, MSG:26/M645;1)

<<<<< Thanks for the printing feedback. We won't rule it out for v2.0
""""" (if sales warrant such a beast), but for now we'll go with saving text files or using the Mac clipboard to transfer data.

UltraMacros now includes new dot commands to get and set the text and background colors, the font name, and the font size. You can also play sounds, get the Mac time with seconds, and call various external Macintosh commands. Ultra can also save or open snapshots, which are images of the entire session. On Mark's PowerMac, it takes about 2 seconds to restart a session with 27 files on the desktop!
(BRANDT, CAT17, TOP20, MSG:29/M645;1)

<<<<< Phoenix is currently for AW 5.1 only (upgrade files are included
""""" for 5.0 owners). Mark has contemplated making a similar program which will let you launch any ProDOS system file, but the problem is ROM support. AppleWorks doesn't use any ROM routines (except for printing, which we're not currently supporting), so there are no legal complications.
(BRANDT, CAT17, TOP20, MSG:36/M645;1)

II ALIVE ISSUE COMING SOON... The March/April issue is currently in
"""""""""""""""""""""""""""""""" production. We're thinking of renaming it at this point. %)
(II.ALIVE, CAT42, TOP10, MSG:156/M645;1)

...THANKS TO THE NEW EDITOR! I'm now in charge of theLINQ and no longer
"""""""""""""""""""""""""""""""" am able to devote the time II Alive deserves. For this reason, the March/April issue (and subsequent issues) will be edited by Doug Cuff, who will also be using this account. If you need to e-mail me, I'll still be online; my other account is JERRY.K.
(II.ALIVE, CAT42, TOP11, MSG:149/M645;1)

>>> WHAT'S NEW <<<
""""""""""""""""""""

ANNOUNCING THE COOLEST IIGS ICON EDITOR YET! EGO Systems is pleased to
"" announce the release of ICE! ICE is the first and ONLY IIGS icon editor that allows you to edit both old Finder Icon files as well as rIcons! With ICE, you can finally get at, and CHANGE, all those icons that have been out of reach since System 6.0 was introduced!

Sound good? Just check out these features:

- * - ICE can edit old-style Finder Icon files.
- * - ICE can edit ANY rIcon from ANY type of IIGS file.
- * - ICE can have as many Finder Icon and rIcon files open as memory will allow.
- * - ICE can copy and paste icons between Finder Icon and rIcon files.
- * - ICE can create new Finder Icon files and new files containing rIcons.
- * - ICE can append rIcons from one file onto another file.
- * - ICE can save icons (either kind) out to disk as REZ source code.
- * - ICE allows you to paste a PICTURE from the IIGS clipboard for use as an icon!

But, the best thing about ICE is the price! ICE is just eight bucks!

That's right! ICE is only $8! And that price includes printed documentation! In fact, at $8, ICE costs less than the shareware fee for an older icon editor, and ICE isn't shareware, and it isn't old! It's a brand-new, commercial-quality program from a company that's been supporting the IIGS for almost six years!

So, what's the catch? Well, the only catch is that ICE is part of the latest issue of GS+ Magazine. That means that not only do you get the ICE program and its documentation, you also get an issue of GS+ Magazine complete with two MORE programs, reviews of four IIGS products, and a whole bunch of other great stuff crammed inside it! (It also means that if you already subscribe to GS+ Magazine, you'll be getting ICE as part of your regular subscription!)

And it's all just eight bucks!

So, what are you waiting for? If you want to order ICE with your VISA or MasterCard, we'll even pay for the phone call! But hurry! After June 30th, 1995 the price of ICE goes up to $10!

Pricing & Shipping
- ICE (GS+ V6.N5 Magazine & Disk) - $8 ($10 after June 30th, 1995)
- Delivery to Canada or Mexico - $2 extra
- Surface mail delivery outside North America - $2 extra
- Air Mail Delivery outside North America - $5 extra

VISA & MasterCard Orders Only: 800-662-3634 (9 am - 5 pm Eastern Time)
FAX: 615-332-2634 (24 Hours a day)
Delphi: GSPlusDiz
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Chattanooga, TN 37415-0366

Need More Information?
Call 615-332-2087. (9 am - 5 pm Eastern Time)

Steven W. Disbrow
Publisher of GS+ Magazine
(DIZ, CAT33, TOP5, MSG:235/M645;1)

KANSASFEST '95 (TENTATIVE) For everyone who is interested in attending KansasFest '95, here is a tentative list of seminars (times are not set yet):

A Fireside Chat with Joe Kohn Discuss the future of the Apple II in the 90's and beyond with Joe Kohn, publisher of Shareware Solutions II.

The Apple II and the Internet: Part II (Joe Kohn) Discuss the World Wide Web and the internet, it's uses, and it's applicability and use on an Apple II.

Building an Apple IIGS Portable (Tony Diaz) Find out how to put the most powerful Apple II into a form that can be taken with you! Tony Diaz tells all!

Connecting Real World Devices (Erick Wagner) The name says it all -- how to connect real world devices to an Apple II.

Animation and 3D on the Apple IIGS (Michael Lutynski) Michael Lutynski, author of Animasia 3D, the premier three-dimensional modeling and animation program for the Apple IIGS, tells how to apply three-dimensional strategies to make presentations more powerful and how to use Animasia 3D.

HyperStudio and Education (Roger Wagner)

Explore the possibilities of the powerful HyperStudio environment and what it can do for you, your classroom, and your productivity.

So far that is the list, but there are two other seminars being worked on:

Second Sight and DiscQuest Demo
GNO and the Apple IIGS

(A.RAHIMZADEH, CAT4, TOP12, MSG:44/M645;1)

PRINT SHOP REPLACEMENT EDITOR I have written an 8-bit program that lets you create full color graphics for the New Print Shop, and I would like to get a few people to beta test it before I release it. If any one would like to try it out and inform me if they find bugs or if I have left out some essential feature, please contact me by sending me a GEnie E-mail. The program requires a IIc or an enhanced IIe with an 80 column card, and a color monitor.

This program is the result of an effort to "fill in the gaps" in the graphics editor included with the New Print Shop. That graphics editor only lets you create monochrome graphics, and does not display them on the screen at the same aspect ratio as the printed pictures. People with a IIgs can create the low resolution full color graphics with the Print Shop gs Companion, and export them to the New Print Shop format, but I was unable to find any software for the IIc/IIe to do this. Version 1 of the program I wrote lets you only make the low resolution full color graphics for NPS, but I plan to upgrade it to be capable of the high resolution full color graphics.

Gerry (the Applesoft-aholic)
(G.WRIGHT12, CAT6, TOP34, MSG:157/M645;1)

ANIMASIA MOVES TO A NEW ADDRESS Effective May 1, 1995, Animasia's new mailing address will be:

Animasia
12175 Science Drive, #3
Orlando, FL 32826
USA

The change in address reflects a need for additional space to accommodate business operations. Support for Animasia 3-D will continue

unabated.

The phone number, 407-380-9932, and Internet e-mail address, animasia@genie.geis.com, will not change.

Contact: Michael Lutynski
(ANIMASIA, CAT13, TOP41, MSG:49/M645;1)

>>> THROUGH THE GRAPEVINE <<<
""""""""""""""""""""""""""""""""

MORE ON PMPFAX Well, to answer some of Steve's questions...
""""""""""""""""

You'll basically be able to view, print, and export received faxes. For sending, I will probably write a fax translator to import received fax pages as a send page, so you will be able to import them directly into a send job. As for editing received fax pages... not sure how I'd go about doing that... cover sheets will basically be an object- oriented page layout program. They will have the ability to import SHR and APF files as picture objects, and have the ability to export coversheets as APF files, so theoretically you could use the coversheet generator to edit a fax page. All coversheets will be b&w (for obvious reasons), but you could view a received page, export it to an APF file, then open a coversheet, import the APF, edit the layout (add text, rects, ovals, lines, etc), then export that to an APF file, THEN import it using the APF fax translator when you send (quite a few steps). However, i'm still not sure about the actual format I will be using for received files yet (they will be stored as raw T.4 encoded data, but I may do some translating first... not sure yet), so all this might change :)

As for "printing"... to send a print job as a fax, you will just hold down the Option key while you choose the Print menu item. That's it. Instead of the JobDialog, you'll get the PMPFax dialog. Page Setup will be the same (that is, it will be the same for whatever printer you have currently chosen); PMPFax will get all page information from the print record created by your actual print driver. This method has a couple of benefits... 1) you don't have to go into the Control Panel and choose another print driver, and 2) you don't have to reformat your document to work with whatever paper sizes happen to be available with a fax driver. You can have your document formated for, say, an Imagewriter, and when you fax it, it will use the paging information that the Imagewriter driver uses. If, the next time, you actually want to print, just choose Print without the Option key and you'll be printing as usual.

As for the outside line thing... because the method for using long distance, and accessing outside lines varies so much, what I will be doing instead is having a single dial prefix string definable in the station setup dialog. This prefix will be sent before any phone number before dialing. So, if you want to put in your LD service number, you can. I will probably also add a check box for each phone entry so you can tell it to use the dial prefix or not when dialing. This is so you can have local numbers that will be dialed normally, and LD numbers that use your prefix, etc... its still not too late to change any of this, so if anyone has any suggestions, let me know.

As for phone books... I could add a comment field if you like. Right now, I have First Name, Last Name, Organization, Fax Phone, and Voice Phone. Entries will be displayed sorted by any of the above fields. Since

they are displayed in lists, just typing the first few letters of a name will bring that name up, so no extra indexing is necessary.

One of the substitution fields for cover sheets is a Memo. You will be able to edit a memo whenever you have chosen a coversheet with the send job. I will also have a Quick Fax menu item in the fax center to allow you to just choose a cover sheet, choose a receipient, and edit a memo, and send that imediately as a single-page fax.

I don't know about any laws requring sender info on each sheet in a fax, but you will be able to add Titles (headers and footers) to each page. Titles are broken down into six zones, three at the top and three on the bottom, left, center, and right. You can edit the text you want displayed in any of these zones, and choose whether you want top titles, bottom titles, or both. The text can use any font style, and size (as long as it fits into the box defining the zone) and can be justified however you want it to be. PMPFax includes quite a number of substution fields that can be used in titles (more can be used in coversheets), such as all station ID information, page number, total pages, time, date, etc. This allows you to customize how you want the titles of each of your fax pages to look like.

Anyway, that's a bit of how things work. I've been getting quite a lot done on this lately, so I'm hoping to get it to beta test in a month or two. This turned out to be a much larger project than I had anticipated (it does quite a bit). Note PMPFax will also support external modules that other parties can support, such as fax translators, import/export facilities for phone books and received faxes, "Extras" in the fax center menu, etc. So, if PMPFax lacks some feature, someone can always just write a module to do that function.

Paul

(PMP, CAT38, TOP15, MSG:205/M645;1)

WOLFENSTEIN HELD UP
""""""""""""""""""""

Unfortunately, we are still involved in a contract dispute regarding Wolfenstein. We have been using the extra time to do a lot of testing and I can tell you that the game looks and sounds fantastic! It will be well worth the wait.

It does look like we might be resolving the dispute shortly, but don't hold your breath...

Lowell Erbe
Vitesse, Inc., Technical Support

(VITESSE, CAT40, TOP6, MSG:61/M645;1)

THE COLLABORATORS / II NOT DISTURB
""""""""""""""""""""""""""""""""""

Are you interested in helping the Apple II world, but don't know what you have to contribute?

Are you a writer? an artist? a musician? or an avid user who'd like to test? Do you have great ideas for software? Perhaps you like to lay out menus and windows in Genesys, even if you don't program? Do you have some spare time and a willingness to lend a hand?

If so, I'd like you to join the ranks of The Collaborators: individuals contributing what they can toward new software for the AppleII. Right now, it looks like I'll have 4 months of free time to write software for the Apple II. Let's make this a group effort to maximize the

results!

Right now, I'm working on a program called II Not Disturb. It's designed to make more system add-ons work with telecom software. If you're a Spectrum user, and have had problems with certain extensions (like clock DAs) while online, let me know right away. I particularly need testers with high-speed modems, but anybody who's had trouble in the past should let me know.

Even if we can't use your talents right this minute, sign up for future reference and we'll try to make use of your talents on future programs.

-G.T. Barnabas [Greg Templeman]
(BARNABAS, CAT13, TOP9, MSG:1/M645;1)

<<<<< OK, I've sent II Not Disturb v1.0d2 out to volunteer testers who
""""" have Spectrum. Get cracking, folks! I'm curious to see the improvement (I've never had problems with clock software and Spectrum... so why am I writing this?!? er... because other people needed it, I guess! :)

:::walking away in disgust, knocking self on the forehead for writing a program that I don't personally need right now...::: ;)

-G.T. Barnabas
(BARNABAS, CAT13, TOP9, MSG:31/M645;1)

>>> MESSAGE SPOTLIGHT <<<
""""""""""""""""""""""""""""

Category 45, Topic 3
Message 149 Thu Apr 06, 1995
BYTEWORKS at 22:12 EDT

Dave, I understand your points about wanting to do serious work on the GS, and agree (although I like to have fun, too). I also know that there are a lot of people who still buy for their GS. That's why we're still here. The issue for me is, and always has been, whether there are _enough_ people who would buy the word processor. In terms of the needed raw numbers, I haven't seen very much to encourage me lately, but I'm still on the lookout for good signs. :)

Mike Westerfield

-/-/-

Category 45, Topic 3
Message 150 Thu Apr 06, 1995
BYTEWORKS at 22:33 EDT

> No offense but my GS is not a hobby computer it is my business
> computer.

Good. But understand that 100 customers won't tempt me to write a word processor. While you are not unique, though, surely you know that you are unusual. About 2/3 of all GSs were sold to schools, and most of those were actually used as accelerated //e computers. I've had zilch luck selling into that market. About 1/3 were sold into homes, where it's fair

to call them hobby computers--even though a lot of people do serious things with their hobby. (And that's what I meant--to characterize the market, not to demean a particular use.) The number of GSs sold as business computers were a minor blip.

So does that mean there is no need for serious tools? Of course not. But there's also little call for Word and Lotus 1-2-3.

> I hate to see someone as well respected as yourself referto this
> computer as anything but a real computer.

I never said it wasn't a real computer. But hobbiests are real people who use real computers, too, and there are a lot of them. I would characterize the vast majority of my customers as hobbiests. That may change as more and more of you come to our company for productivity tools, but _very_ few of the people who are using our other products are using them to earn a living.

Also, FWIW, I find hobbiests to be more informed and more likely to use their computers for a variety of reasons that business users. To me, hobbiest is _not_ a dirty word. Hobbiests are the people who _enjoy_ their computer, who stay after work to play games, who read technical magazines, who learn to program, who learn to repair or even build parts for thoer computer--not because they get paid to, but because they love it!

Finally, sitting here at my desk, I have a PowerMac, a fairly heavy-duty Compaq, and an Apple IIGS. I program on all of them. I do my business work on the Mac. But when I want to have fun--after work, when it's time to program or play just for myself--it's invariably the GS you'll find on! And at that point in time, I'd call myself a hobbiest... maybe an overqualified one, but a hobbiest none the less. :)

Mike Westerfield

[*][*][*]

While on GEnie, do you spend most of your time downloading files? If so, you may be missing out some excellent information in the Bulletin Board area. The messages listed above only scratch the surface of what's available and waiting for you in the bulletin board area.

If you are serious about your Apple II, the GEnieLamp staff strongly urge you to give the bulletin board area a try. There are literally thousands of messages posted from people like you from all over the world.

[EOA]
[HUM]//////////////////////////////
HUMOR ONLINE /
//////////////////////////////////
Dept. of I Can't Tell if that's Funny or Scary
""""""

release of Joe-Bob(tm), a new software package that the company hopes will open up a huge untapped computer market. With the motto "The software for the rest of y'all(tm)," Joe-Bob reaches out to the same demographic group that buys 4x4s, supports the gun lobby, and drinks Miller Lite.

"Computers have been commonly seen as for leftists and intellectuals," explains Microsoft spokesperson Willy Maclean, "but we've recently seen people like Newt Gingrinch embracing new technology -- the time is right for the rest of America to get wired!"

Instead of a desktop or office metaphor, Joe-Bob(tm) puts the user in a garage. "Click on the Lynyrd Skynyrd tapes, and get a complete music library in digital stereo. Click on the pinups, and get hooked up to the Internet's hottest gifs," the promotional materials explain.

The package does not include a word processor or spreadsheet, but does have software that keeps track of the football season, lists the best roadhouses between Florida and Nevada, and can even order spareribs and beer at the click of a mouse.

"This is righteous software, man," says beta-tester Billy Grugg. "It thinks like I think." Brad Cunningham agrees: "I take it everywhere," he says, pointing to a Pentium laptop racked under his 12-gauge in his pickup truck. Microsoft is offering desktop users a special clip-on beer holder for their monitors.

"Look at what's popular out there," says Microsoft Chairman Bill Gates. "Four of the top-10 Usenet newsgroups are about sex, and splatter video games like Doom and Mortal Kombat are bestsellers. We're just catering to a demand, that's all."

Microsoft is reportedly distributing badges and bumper stickers saying things like "Joe-Bob: Make Your Disk Hard," "Go Microsoft -- Go Intel - - -- Go America," and "QuickTime is for Pinko Hippie Wimps."

Apple declined to comment.

[EOA]
[FOC]////////////////////////////
FOCUS ON... /
////////////////////////////
The Internet
"""""""""""""
by Kevin Noonan
(knoonan@cleese.apana.org.au)

>>> THE WIZARDS OF OZ--THE INTERNET AND THE APPLE II IN AUSTRALIA <<<
"""

Australia is a big, empty place--roughly 4000 km by 4000 km with a population of only around 18 million. Cities are separated from one another by up to 2500 km. In these days of a rapidly shrinking Apple II community, the sensible way for denizens of Oz to keep in touch with each other is by e-mail.

Of course we do things differently here in Australia so a brief report might assist: Technically we "Internet" users in Oz use the AARnet--the Australian Academic Research Internet. The American term

Usenet is unknown in Oz. This Internet is "owned" by the collective heads of our universities. We have an British-style university system, with a chancellor in charge of each university. This is a largely ceremonial position; the real power lies with the vice-chancellors. This Internet was set up for research communication and the like but has grown as rapidly in Australia as in other parts of the world.

Our university system is almost totally funded by government out of taxation revenue. There are only a handful of privately-owned universities in Oz and they have all come into being in the last few years. As with many other government-funded institutions, it is considered politically expedient to decrease the level of this funding and expect the universities to find the money in other ways.

The explosion in Internet usage has led the vice-chancellors to bring in a new "pay-for-use" system to make money for other areas of university life. This create some limits for those in Australia who use the Internet.

Let me give an example based on my own experience. I am a member of a public access network called APANA, which charges me $50/year for access. My local server, a machine called cleese, also charges me $50. (I use dial-up access, but I could use SLIP for the same price.) I get unlimited hours, unlimited access to all Internet facilities: telnet, ftp, WWW, irc, etc. That is a good deal!

We expect charges to rise based on our usage. This will tend to dampen the enthusiasm for growth in Oz, but it will also create a marketplace for commercial Internet suppliers which will probably tend to oppose that dampening. There are a number of such companies that have sprung up in the last year or two (DIALix, ozemail, iinet, connect.com, and pegasus to name a few) and all are apparently doing quite well.

I guess I should also explain to our rather more libertarian northern hemisphere friends that there is almost no history of public works being paid for by commercial companies. Almost all of Australia's infrastructure has been paid for by taxation, and built by government. There are exceptions but they are few. The commercial aspect of the Internet in the USA (in particular) is a brand new venture in Oz.

No matter what many may say about the Internet, I suspect that it is more of a dirt track than an information superhighway and will remain that way until the technology takes another step. Programs like Mosaic (sadly not available for the Apple II) and the whole World Wide Web system may yet make a liar of me.

One aspect of USA support that I wish we had in Oz is the support of politicians. (That statement may cause some sharp intakes of breath!) Whatever his faults, US Vice-President Al Gore at least knows about and uses the Internet. In Oz we know of no politician who uses the Internet--certainly none have ever said anything that indicates this, though they do talk in vague generalities (since when do politicians do otherwise?). Certainly our Prime Minister, Paul Keating, has made a small amount of funds available for things like CD-ROM technology support... but for the Internet, only indirect cut-backs.

Nonetheless the place of Australia in the Internet is important. Recently the head of the Internet Society (structured to allow for better planning of the Internet's future) was an Australian. I also believe that

in terms of computers connected to the Internet, Australia ranks in second place (though a very distant second to the USA).

The main news gateway for Australia is at the University of Melbourne. There is apparently no censorship of newsgroups but for reasons I have not been able to discern, we don't get the thousands of newsgroups that the USA apparently has (last count on my server was around 4500 groups--friends on the Internet in the USA often speak of 10000 groups). I know many of the USA newsgroups are local to particular communities or states and have no wider interest base.

Which brings me to a troublesome point for we Oz users. I read many newsgroups and subscribe to many list server newsgroups and every few weeks I read statements that show that many forget that the Internet is not exclusively for US citizens. No serious criticism is intended but it would be good if some of the more smaller minded Internet users did not assume that everyone using the Internet is an American. Also, it is possible on most systems to limit the distribution of your message--"world" is often the default distribution, but it isn't always appropriate. Try using "local", "usa", and "na" (North America) as appropriate.

As with everything else, PCs dominate the Internet in Oz, there are a smaller number of Macs, and I am sure other "serious" computers such as Suns. We Apple II users make do with our usual programs (I use both ProTERM and GNO/ME as my means of connecting) which means we miss out on things like live sound and graphics via the WWW.

We in the state of South Australia have tried to convince the last few Apple II users here to use the Internet as source of help and news. So far out of the 10-15 Apple II members of the South Australian Apple Users Club, we have managed to persuade 8 to use the Internet. Many are lurkers (they read all the news but make no postings of their own), but a few are active in asking and answering questions.

We also maintain regular e-mail contacts with Apple II users in the rest of Australia. We still have a sense of community even though we have never met face-to-face.

One problem I have found at times is that with the sheer volume of electronic traffic on Australia's links to the rest of the world, we get very slow links for things like ftp and I often find that chatting on the irc can sometimes be pointless as there can be lags of over 5 minutes. Even news can suffer. I have seen some news take a week to get to my site (so much for instantaneous communications).

Maybe I am being too picky. The ability to connect to a computer at Caltech to get the latest Apple II public domain files at no cost is rather impressive. If it takes 20 minutes to get a file instead of 5 minutes I guess I can still manage to wait!

One of the very important uses of the Internet for those of us outside North America is that it can now be used to contact companies that maintain a presence on CompuServe, GEnie, and Delphi. This makes it possible for us to order goods. Companies often advertise 1 800 telephone numbers but these are of no use to people in Australia (and most other countries as well). Companies I have dealt with have taken the sensible method of allowing me to simply make an order after they have my credit card number on record (NEVER, never send a credit card number via e-mail;

it is not entirely safe). This requires me to make one order via a phone call or snail mail (i.e. the regular postal service). I have ordered many things from a range of companies and have never had any worries with this method. It has required some detective work at times as companies always quote a 1 800 number but rarely give an e-mail address.

I know it is now possible to telnet to GEnie and get a GEnie account (I tried it late last year). It works well and is a better and cheaper way of accessing GEnie than through our Australian telecommunication companies, but it is still quite expensive with an hourly surcharge applied for telnet users.

In the end, it needs to be understood that in Australia we have a small, fragmented Apple II community and that for many of us our ability to get help on software or hardware is dependent on the Internet. We in South Australia do what we can to help our local Apple II users but when the really difficult questions come we resort to the Internet. People on the Internet have so far been terrific in assisting. I know that on a good day I can get answers to questions in just a few seconds via the irc, a few hours via e-mail, and a few days via the newsgroups. These are vital services.

[*][*][*]

GLOSSARY
"""""""""

ftp or file transfer protocol, is a program you can use to transfer files
''' from a far-off computer to the local computer that you use to connect to the Internet. (Keep in mind that once you transfer a file from the far-off computer to your local Internet provider, you still have to transfer the file from your local provider to your own microcomputer.) GEnie's Internet Services now offer this option.

IRC or Internet relay chat, is used to talk "live" with other Internet
''' users. On GEnie, the closest equivalent is a RTC, or real-time conference/chat.

SLIP stands for Serial Line Internet Protocol, and is a way of allowing
'''' full Internet access over a normal modem. Most Internet modem access is _not_ SLIP access. SLIP allows you to use graphic interfaces like Mosaic and Netscape.

WWW or World-Wide Web (also known as w3) is like hypermedia for the
''' Internet. People create documents that contain links to pictures, sounds, and other documents. For example: If I create a document about myself, then I might explain that I am interested in the Apple II. The phrase "Apple II" would be highlighted, indicating that there was a link for that phrase. If you select that link, you'd be taken to places of interest to Apple II users.

[EOA]
[AWX]////////////////////////////
APPLEWORKS ANNEX /
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In This Corner, AppleWorks 5
"""""""""""""""""""""""""""""""

by Jay Curtis

[J.CURTIS8]

>>> APPLEWORKS 5 TAKES ON THE COMPETITION <<<
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In the Apple II world, AppleWorks really has no competitor, especially now that AppleWorks 5 has been released. As we mentioned last month, JEM Software is preparing to release an emulator that will let you run AppleWorks 5 on a Macintosh.<1> How will AppleWorks fare when faced with competition from other -Works programs?<2>

Although AppleWorks 5 doesn't have the graphic capabilities of either Microsoft Works or ClarisWorks, it DOES have several important advantages that make it competitive with both of them. Included among these advantages are AW5's relational database, extensive library of utilities and templates and its excellent file access and management features. AW5's speed, and its economic use of disk space and memory will also help to make it competitive.

Unlike Microsoft Works and ClarisWorks, AW5 has no menu bar, no scroll bar and no movable and resizable window.<3> There is no built-in capability for including graphics within text files or for manipulating data and displays through such features as "object linking and embedding" or "publish and subscribe." AppleWorks has no WYSIWYG (what you see is what you get) interface with changeable and scalable fonts, nor does AW5 come with a full drawing and painting module or a telecommunications module.<4> However, what AppleWorks lacks in its ability to DISPLAY data, it makes up for in its capability to MANIPULATE and PROCESS data with speed and efficiency.

Many of today's object-oriented, GUI (graphic user interface) applications have become RAM hungry and lethargic. Unless they are run on the latest hardware and system software and/or with substantially increased memory, they are practically guaranteed to frustrate those users who update their software without upgrading their hardware. AppleWorks is an exception. Not only has it remained a character-based product but, over the years, programmers Alan Bird, Dan Verkade, Rob Renstrom, Mark Munz and Randy Brandt have poked and prodded AppleWorks to do more within the 65c02's 64K addressing limit. They have refined the program, fixed the bugs, added new features, made it faster, and made it more efficient.

The result is that AppleWorks is now a larger program with greater capability, but WITHOUT the bloat and lethargy of many of today's GUI products. In a recent review of Microsoft Works 4.0 the writer noted, "the recommended full installation fills a whopping 16 MB."<5> Even the conservatively-sized ClarisWorks 3.0 fills a hefty 9.5 MB on disk. With software of this size, disk access can slow down a program considerably. In contrast, the requirements for Appleworks 5 are small (around 1 MB for full installation on disk and less than 1/2 MB in RAM). AppleWorks is also fast because it is coded in assembly language (which also keeps it small). Also, it has been coded to make the best possible use of the Apple II's architecture and it runs without disk access.

Randy Brandt said that virtually "thousands of lines of code have been added" to AppleWorks since version 3.0 came out. He said that the only constraint in using Apple II hardware with AppleWorks has been the hardware's limited "graphic capability." However, "in terms of adding features," he said, "there was no intrinsic impediment" with Apple II

hardware. Brandt added, "We literally spent hours on end pawing through code to squeeze out a few bytes." He said, "We crammed in code, shoehorned in code everywhere that we could." According to Brandt, in some places in AW5 the user will notice that messages have been shortened and that this was done "just to get more bytes."

Although larger and more feature-packed, AW5 is still an 8-bit, character-based program that continues to possess most of the same, familiar menus, key commands and procedures that it has always had, regardless of whether it is running on an Apple II or on a Mac. Therefore, although it has changed, anyone who used AppleWorks ten years ago could easily sit down with AppleWorks 5 today and quickly learn how to access its new capabilities.

DIRECT COMPARISON """""""""""""""""" Admittedly, many of AW5's newest features are shared by MS-Works and ClarisWorks. For example, AW5's split window viewing capability in the word processor and spreadsheet is available in all ClarisWorks documents and in the MS-Works spreadsheet. Like AppleWorks 5, ClarisWorks also has a capable outliner available in the word processor. However, no outliner exists in the most current version of MS-Works. The ability to embed cell notes and memos in spreadsheets is shared between AppleWorks and MS-Works, but not ClarisWorks (which still lacks this capability in even its most recent version).<6> Like AppleWorks, both MS-Works and ClarisWorks offer multiple database views. However, neither program offers AppleWorks' MIXED single record layout and multiple record layout display.

All three programs offer calculated database fields with both logical and numerical operators, and all three offer the considerable power of 3-D referencing, i.e. the ability to reference worksheet cells in other spreadsheets. All three software packages offer adequate mail merge capability. However, unlike MS-Works, AppleWorks can call up merged AppleWorks word processor files and display their data independently of the linked database.

An advantage of both MS-Works and ClarisWorks is that each can link files and to update and share data automatically between the files. Microsoft Works uses what it calls Object Linking and Embedding (OLE) to accomplish data sharing (in version 4.0), while ClarisWorks uses what it calls "frames" with System 7's "Publish and Subscribe" feature to share data between documents. In both MS-Works and ClarisWorks, linked documents in WP, DB and SS modules can automatically be updated when information is changed in a key document. This feature can have distinct advantages, especially in documents that include graphic displays and that need to be reposted with new data regularly. However, the information in these documents is updated in linked files ONLY according to how it is changed in the key file.

In contrast, AppleWorks provides the capability to link files and share data INTELLIGENTLY (i.e, according to user-defined rules) through its relational database capabilities. In response to a recalculation or to field input, AW5 can search fields or cells in related files on the desktop (or on disk) and import the variable data in those files. Data sharing may vary depending on the kind of calculation that was made, the rule that was linked to the cell or field, or the input that a spreadsheet cell or DB field had received. Additionally, AppleWorks can also EXPORT data to linked files when a rule has been met. All of this is done not through simple object linking, but according to conditions that the user has

prescribed beforehand.

The relational database capabilities of AppleWorks 5 are regarded by some as its strongest feature. These capabilities were originally built-in to the AppleWorks 4.x engine that runs inside AW5, and they evolved from the "Total Control" AppleWorks enhancement that was developed for AppleWorks 3.0. In effect, it is now possible to program AppleWorks to automatically generate sophisticated, full, narrative reports from brief alpha-numerical data alone. Users of either ClarisWorks or MS-Works may sneer at AppleWorks' 60-category limit per record, but this limitation is really only a limitation of the mind when you consider the power of AW5's true relational capabilities. More about these capabilities will appear in a future article.

AppleWorks' file management features are SIMPLY superior to either Microsoft Works or ClarisWorks. Both of those programs depend totally upon the Mac desktop and operating system to perform such tasks as file deleting, moving, copying, or renaming. In order to access those capabilities, it is necessary to either close the MS-Works or ClarisWorks window (or quit the application altogether), select the Mac desktop and then manipulate files by selecting and opening file folders from the desktop.<7> Once the file maintenance activities have been completed, then the program can be reselected or relaunched and program tasks resumed.

On the other hand, with AppleWorks, all necessary file maintenance can be performed from within the program, including deleting, renaming, copying, moving, lock, unlock and even change of file type. Additional file and disk management functions available from the "Other Activities" menu include copy, erase, format and verify disks, AND create, copy and rename subdirectories.

Randy Brandt noted that, when running under Phoenix II on the Mac, "Phoenix disables the Disk Activities menu in AW5." However, he added, "File activities continue to work." This means that it will NOT be possible to copy, format, erase, verify, or rename disks from within AppleWorks on the Mac, nor will it be possible to create or copy subdirectories. However, deleting, renaming, copying and moving files will continue to be possible on the Mac just as it is on the Apple II.

AppleWorks 5's file access is VASTLY superior to either ClarisWorks or MS-Works. Neither of those programs, for example, has AW5's capability to remember the last 9 files accessed during a previous session and then make the files available through a desktop organizer when the program is relaunched. Additionally, neither program allows the user to preselect commonly used data paths for saving and opening files. This "Quick Path" menu is created through AW5's "Select standard settings for AppleWorks" feature. Up to 8 data paths can be pre-selected. Unlike either ClarisWorks or MS-Works, AppleWorks makes it possible to select and open multiple files in one operation instead of opening them one at a time (an extremely time-consuming process when multiple files are required). Users can select files by scrolling through a subdirectory, checking them with a MouseText check mark then open them with a single key stroke. Additionally, a range of files can be selected with a command-arrow key stroke and then opened.

Randy Brandt explained that when AW5 is run in emulation under "Phoenix II" and Macintosh System 7.0 and System 7.5, files are written to and read directly from subdirectories on the Mac's HFS volume(s). AW5

potentially has access to any of the Mac's online volumes. According to Brandt, AppleWorks itself "can even be run from a directory that doesn't have a legal ProDOS path." Brandt said, "We've defined /* as the directory or folder where Phoenix resides, so we can ship with things like TimeOut and inits active, since their paths are defined as /*/aw.inits and /*/timeout, allowing them to work no matter what the real path is."

Under Phoenix and System 7.0, if the user wishes to copy files to a ProDOS-formatted disk in the Mac's SuperDrive, then it is necessary to run the files through Apple File Exchange before they can be saved to the ProDOS disk. However, under Macintosh System 7.5, it is possible for AW5 to read and write AppleWorks files directly to ProDOS-formatted disks in the Mac's SuperDrive and/or to a ProDOS volume on the Mac's HD, bypassing AFE altogether. This is made possible by System 7.5's "Macintosh Easy Open" (MEO) file translation capabilities. Perhaps even more important for some users, "[u]nder System 7.5 you should be able to load and save MS-DOS text files directly, using MS-DOS disks," said Brandt.

Steven Beville's "ChangeTextType" macro program should come in handy for saving AppleWorks files directly to MS-DOS disks under Phoenix and System 7.5. This short program can be compiled and saved as a TimeOut application. It gives the user the opportunity to save files from the AppleWorks desktop as "Word processor, AppleWorks Text and MS-DOS Text." As it has currently been written, the program is designed to save files as ASCII text in MS-DOS format (with added linefeeds). These files can then be copied to an MS-DOS disk using a GS application such as Peter Watson's MS-DOS utilities or the Mac's Apple File Exchange. For those running AW5 on the Mac under System 7.5 and Phoenix, however, direct access to MS-DOS volumes and text files should make those intermediate steps unnecessary.

One final advantage to the use of AppleWorks 5 over either ClarisWorks or Microsoft Works is the enormous library of AppleWorks files that is available to users. Nothing like this library exists for either of the other two integrated software programs. New and old users alike can potentially save tremendous amounts of time over the creation of their own task files and templates by simply downloading what they need from bulletin board services at no cost beyond online charges. On GEnie alone, there are more than 800 AppleWorks-related files containing virtually thousands of utilities, database and spreadsheet templates, macro programs, payroll, home finance and small business worksheets, and organizational management templates that can be used directly with AW5 or converted to AW5 use.

Many of the AppleWorks utilities and files available online are from the National AppleWorks User Group (NAUG) and many others are from independent AppleWorks users and enthusiasts. New AppleWorks users, whether they choose to run AppleWorks on a Macintosh or an Apple II, should consider the potential value of this library when comparing programs. Eventually, if Brandt and Munz can produce a DOS version of Phoenix II, users may be able to save or access AppleWorks files with full formatting and control characters directly to MS-DOS disks for use with AppleWorks running on DOS systems.

In effect, AW5 may eventually run nearly everywhere, with full file interchange and access between systems, as a completely hardware-independent program. It's ideal for people who must work on multiple platforms. If you are a dedicated AppleWorks 5 user, it may not matter what kind of computer you use; you will have access to AppleWorks and its extensive library of files wherever you are. This amazing

possibility is very real. In the next installment, we'll talk more about AW5's capabilities and about ways in which these amazing capabilities can be used.

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NOTES
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<1> It was suggested in last month's installment that AW5 might be bundled and sold with the Macintosh "Phoenix II" emulator. As of this writing, Randy Brandt has indicated that there are no such plans, and that he is only interested in selling the Phoenix II emulator by itself through JEM software. The emulator will sell for less than the IIe card, but no final price has been determined.

<2> Programs such as Microsoft Works and ClarisWorks are in fact descended from AppleWorks. AppleWorks was there first.

<3> This is not entirely accurate if AppleWorks 5 is running in EMULATION on the Mac. The "Phoenix II" emulation and System 7 provide a menu bar with certain capabilities that can be used with AW5 such as "Save Snapshot." Also, the window that AW5 runs in can be moved around the desktop. In emulation, scrolling is done from within the program, however.

<4> TimeOut Paint is included with AW5, but it does not function as an integrated part of the program in the same way that the paint and draw modules function in MS-Works and ClarisWorks. Additionally, previous versions of AppleWorks would allow use of TimeOut TeleComm from within AppleWorks, but use of this feature is no longer available with AW5.

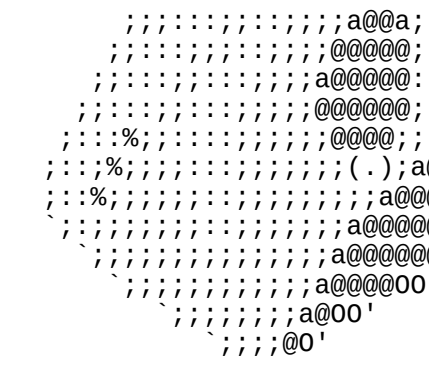
<5> Norr, Henry. "Microsoft Works 4.0." MacWorld (January 1995), p. 64. These figures refer, of course, to hard drive space, not space in memory.

<6> "ClarisWorks 3.0/ Compact and well integrated, ClarisWorks now costs less and still does it all." MacUser (April 1995), p. 60.

<7> It is also possible to use the desktop's "Find" capability from the "Edit" cascade menu on the Mac's menu bar in order to locate a desired file or set of files. However, those with older, 4MB Mac systems like the LC-II or LC-III know that even the simple act of performing file maintenance may over-tax the system RAM and result in an out-of-memory error, depending on how many applications have been left open. For this reason, it may be prudent to quit applications rather than just closing their windows. Unfortunately, this may mean additional time required in relaunching.

[EOA]
[ASA]//////////////////////////////
ASCII ART GALLERY /
//////////////////////////////
Menagerie
""""""""""
by Susie Oviatt
[SUSIE]

ASCII ART BEGINS



ASCII ART ENDS

[FOR VISUALLY IMPAIRED READERS: The preceding was a picture of a beagle puppy and an Orca whale.]

[EOA]
[PRO]////////////////////////////
PROFILES /
////////////////////////////
Who's Who In Apple II
""""""""""""""""""""""""
by Charlie Hartley
[A2.CHARLIE]

>>> WHO'S WHO? <<<
""""""""""""""""""""

~ GEnieLamp Profile: Tom Zuchowski ~

This month we will profile the man who probably knows more about the Eamon adventures and the world of Eamonauts than anyone else.

GEnieLamp> You seem to be the resident Eamon guru on GEnie. Why don't
"""""""""" you begin by telling us what the Eamon adventures are, and how you came to be so involved with them?

Tom> Eamon adventures are text-based games of exploration and combat.
""" Eamon is similar to, though usually much simpler than, the old Infocom series of games. Basically, the computer tells you what you see, and you type in simple commands such as GET POTION, GIVE POTION TO FRODO, DRINK POTION, etc. Eamon is a public-domain gaming system that began as nothing more than a small set of tools for writing Eamon adventures. Over the years, the tools have become much more sophisticated, and many dozens of people have written some 230 different Eamons. By the way, nobody knows why Donald Brown named it "Eamon", so don't ask. <grin>

I first discovered Eamon back around 1982 or '83 by ordering some from a mail-order public-domain software house. I become enamoured with the concept of a system that enabled anyone to design and write text adventures, and best of all, they were comparatively cheap to buy. When John Nelson began the first national Eamon club, I became an active contributor, especially in the bug-fix department. For some reason, I used to get a lot of entertainment from fixing other people's bugs.

But it was when I actually wrote my first Eamon that I discovered just how much FUN Eamon can be. Writing an Eamon adventure is perhaps the most engrossing thing I've ever done with a computer. Of course, different

people like doing different things and everyone won't share my enthusiasm, but I know people who were forced to quit writing Eamons because they became obsessed with them to the point of neglecting their real lives. I know that feeling well!

In 1986, John Nelson bought a PC, and he soon let his Eamon club slide into total neglect. After many months of nagging him, he transferred the tattered remains of his club to me. I began the "Eamon Adventurer's Guild" newsletter, and got most of the public-domain vendors on board with me so that we would have a common Eamon numbering system.

Then Dean Esmay called me in 1989 and got me online with GEnie as A2's "Eamon guy". I eventually became the "8-bit" guy for the library crew, but Eamon remains my true love in Apple II gaming.

GEnieLamp> What are your duties as the "8 bit" guy for the library crew?
"""""""""""

Tom> It might be more accurate to call me A2's "8-bit advocate". Most of
""" the A2 staff are, or course, hard-core GS enthusiasts. I sort of appointed myself as the staff voice for 8-bit users, to keep everyone mindful of the needs and limits of the 8-bit platforms.

As far as the library goes, my area got expanded from just Eamon to include the 8-bit games and utilities libraries back when Dean asked me to handle those areas during the big clean-up project four or five years ago. We went through every file in the library, converting everything to BXY, eliminating redundant files, and removing stuff that just didn't work. In the course of this, I became familiar with everything we had. Since then, I made up a few "Best of A2" 8-bit uploads and still try to make sure that we don't release new uploads of things we already have. I sometimes do things like verify compatibility, or may be called upon to help II+ users with their special problems.

My main library work these days isn't so much as an 8-bit specialist, but is simply to help A2.TONY out with whatever he asks me to do: fix descriptions, move files, do research, fill in when he takes off for a few days, and so on. This takes some of the load off of him and makes it easier to stay ahead of library developments at all times. I also do the monthly Library Indexes.

I've always liked using my IIe more than a GS. This is undoubtedly at least partly because my IIe has a lot of enhancements and my GS does not, but I've never been a huge fan of rodents.

GEnieLamp> Tell us about your present project of uploading all of the old
""""""""""" Eamon adventures to the GEnie library.

Tom> Well, there are only two or three public-domain vendors left that
""" carry the entire Eamon set, and I recently realized that some Eamons could possibly become lost forever if something wasn't done to preserve them.

I am uploading everything I have to A2's library. This way, it will always be available to the public, no matter what happens to me or the Apple II public-domain mail-order business. A2 will not only have ALL of the DOS 3.3 and ProDOS Eamons, but also a lot of other utilities and stuff that has never been available anywhere. Sam Ruby's custom Eamon editors

for many of his landmark Eamons are one example. I'll be uploading more reviews and tutorials, too.

Note that there are DOS 3.3 Eamons, and also ProDOS Eamons in 40-column and 80-column format. People who are looking for specific Eamon stuff should not despair of finding it among the hundreds of files that will eventually reside in the library. I am using specific file naming conventions so that a search on the keyword EAMON will result in sorted lists that are not only sorted by number but also by operating system and display, too.

GEnieLamp> """""""""" [We asked Tom to list his Top 20 all-time favorite Eamon adventures. They are listed and described in the Treasure Hunt column this month.]

How did you first get interested in the Apple II computer?

Tom> """ My first exposure to computers was a job assembling and reconciling computer runs for a big mainframe in a bank. This got me interested in them, and I learned to work on them in the Air Force back in the late 70s. Getting my own computer was very high on my list of things to do when I became a civilian in 1979, and I bought my first II+ in 1980. It had 64K and one Disk II floppy drive, and cost me something like $2,500 or so.

I had originally intended to buy an Ohio Scientific computer, which I judged to be the most interesting and capable computer on the market. But it happened that one of my co-workers in my new job had an Apple II, and he convinced me that we could have a lot more fun together if we used the same computer. As it turned out, Visi-Calc killed off all of the Apple II's competitors, so I got lucky.

GEnieLamp> """""""""" What would you consider to be the top five programs ever written for the 8 bit Apple II series of computers?

Tom> """ These choices are based on my personal experience. I don't doubt that there are some candidates for this list that I've simply never used, and I may have let some worthies slip my mind, but here goes:

1) ProTERM 3 The best telecom program I've ever used. I'm still looking for a program for my 486 that is more than half this good.

2) AppleWorks No list would be complete without this program. AppleWorks is the best program I've ever used for "quick and dirty" databases and word processing. Perhaps I should specifically single out AppleWorks 3.0, the version that (in my opinion) made AW into a serious program. Having said that, I should perhaps also mention that the later versions are even better!

3) Diversi-DOS Bill Basham's DOS 3.3 replacement is MUCH superior to ProDOS for 5.25-only systems. It's just as fast as ProDOS, makes fewer demands on system resources, and is easier to use. But it's only good for DOS 3.3 disks, which limits its utility these days.

4) ShrinkIt 3.4 Where would we be today without Andy Nicholas? This is the program I always use to show PC-snobs what a lowly 13-year-old Apple II is STILL capable of. (If only all of our programs were this good!)

5) Copy II+ 8.4 Not the best disk utility that was ever on the market, but it's the one that I use the most often. I think it's the easiest to use, and it gives me some features I need that I don't see anywhere else.

GEnieLamp> Do you have any anecdotes you can share with us about your """""""""" first experiences with the Apple II?

Tom> Gosh, I don't know. I was totally consumed by programming and """ gaming. My job had me working out of my home on an "on call" basis, and I had a lot of free time. I'll bet I spent upwards of 70-80 hours per week programming and playing games in 1980-81. No social life at all.

Back then a low-end printer cost about $800, and I didn't get a printer or an assembler until '81 or '82, and so I used to spend absolutely absurd amounts of time working with pen and paper and typing things in by hand. This is a very time-consuming way to write and debug machine-code programs! Fortunately, I had the foresight to get that Disk II at the beginning.

I had an inventory of about 400 small parts that I carried for my job, and it was a tedious task to reconcile it four times a year. So I built a speech synthesizer and wrote a program that read my inventory to me while I checked my stuff. It was a wonderfully productive program and quite successful. Of course, I spent much more time constantly making it "better" than I ever saved by merely using it. It was great fun!

The early days were great. I wrote several small articles that I sold to the many Apple II magazines of the day. Anybody could do it back then, when they published entire articles about how to save a single byte in a routine. Ah, the days of 16K computers!

I was late to come to ProDOS, still using my II+ and DOS 3.3 up until 1989. ProDOS just didn't have anything to offer to me that I thought I needed, and cost more resources than DOS 3.3 did. (There are still legions of such Apple II users out in the World; you'd be amazed.) It took coming online to GEnie to expand my needs beyond what I could do with the ol' II+. These days I use a souped-up IIe, a stock GS, a 486, and the II+, pretty much in that order.

GEnieLamp> Tell us a little bit about yourself. """""""""""

Tom> I was born and grew up in northwest Missouri, near Kansas City. """ Since I was 8 years old, all I ever wanted to do was design rocket hardware, and the year I graduated from high school was the year they pulled the plug on Apollo. I drifted for two years in college and then joined the Air Force in search of an interesting career. I learned to repair computers in the Air Force, and got my AA Electronics degree. The Air Force stint included two years in Japan, where I would have gladly lived the rest of my life, if they would have let me stay there. I wound up in North Carolina, which is a pretty nice place, so I can't complain. I live in a small rural housing development a few miles out from a medium-sized city, and really like the peace and quiet. I listen to a lot of music of the hard-rock variety, and watch far too much TV. I'm 43 years old.

GEnieLamp> What do you consider your proudest accomplishment?

"""""""""""

Tom> I never really thought about it before. Probably my proudest
"""   accomplishment is the fact that my father is proud of how I turned out and what I have become. That means a lot to me. It rather dazzles me that my wife thinks I'm good enough for her, because she is quite an exceptional woman, very wise and smart.

Computer-wise, I take great pride in the esteem that my own Eamon adventures are given by many Eamon gamers. The best Eamon authors are darned good, and it's a real honor to be included in that select group by people whose opinions I value. There's an awful lot that goes into a top Eamon adventure that no one but another Eamon author would ever notice. Like many things, when it's done right, the user doesn't even know it's there.

Online, I'm darned proud of the job the library staff does in A2. A2's library was a real mess at one time, and Dean put together a great crew that cleaned it all up. We put a lot of work into keeping things that way that the users never see. Tony does a great job and it's a real pleasure to work with him.

GEnieLamp> Who do you look up to as your mentors?
"""""""""""

Tom> I really never thought of it before. My dad, of course. He taught
""""" me to be honest and do the best work I know how; I always have, and it's stood me well over the years. I took much inspiration in my youth from the honorable heroes in Robert Heinlein's teenager stories. I learned a lot about how to live an honorable life from many people I knew when I was younger.

I guess I'm old enough now that I don't look to anyone for inspiration or direction. Possibly this is a consequence of becoming the defacto head of my extended family, as my parents get old.

I don't really have any aspirations to become a better programmer than I am now, so I don't look to anyone in that regard. Don't misunderstand me, I have no doubt that my programming ability could use a lot of help, but I have to be inspired by a project to get motivated, and nothing new looms on the horizon.

GEnieLamp> What sorts of things do you like to do for fun
"""""""""""   (i.e. non-computer hobbies)?

Tom> Heh. I do spend too much time playing with computers. I am a
"""   member of the local astronomy club and own a small astronomical reflecting telescope that I'd like to use more than I do. I have a motorcycle and a '61 Austin-Healy Sprite sports car that I haven't even driven in a couple of years, but I keep telling myself that someday I will get tired of the computer....

My main hobby these days is High Power Rocketry. HPR is the adult version of the little Estes rockets that many of us flew as kids, but uses much larger airframes and motors that are only available to certified adult fliers. The old saying, "the only difference between men and boys is the price of their toys" very much applies to rocketry, I'm afraid. My crowning achievement in HPR to date is a 1/12th-scale V-2 that was very

well received at last year's National meet in Kansas.

GEnieLamp> Tell us a bit about your family.
"""""""""

Tom> I'm married to a wonderful woman named Tina; we just got married
""" last August and I am the luckiest guy on earth. We have no children, but we do share the house with ten cats, two of which were actually intentionally acquired. The rest just sort of showed up and moved in, as we seem to live in a popular pet dumping ground area. Actually, ten cats aren't as bad as you might think, once you get used to the idea that you can't have anything nice in the house. I imagine that it's much like having small children, in terms of dirt and destructiveness. Though I doubt that children shed so much in the spring.

GEnieLamp> Are computers a part of your daytime job? Please tell us a
""""""""" little about what you do between 9 and 5.

Tom> I have worked for the past 15 years servicing CAT scanners, a job
""" that once required considerable technical ability above all else but now requires a great deal of customer-handling skill as the technology has matured. I work for a national independent service provider and work on a variety of types and brands of scanners. As you might expect, CAT scanner repair isn't a huge field, and though I work for the largest independent outfit in the business, my immediate supervisor lives in Atlanta, and his supervisor is in California. I work out of a bedroom office in my house, as do most people in my line. This means that I have a lot of free time in which I sit around waiting for a customer to call in a problem. This fact of my life had a lot of bearing in my taking up Eamon as a hobby, as it is something I can do and enjoy, yet quit on an instant's notice without needing to clean up when I get called to work.

GEnieLamp> What new services do you think GEnie should provide its
""""""""" subscribers?

Tom> I'd like to see better Internet coverage and more competitive rates
""" for high speed and daytime use. And of course we need more and faster high-speed nodes! It would be great if GEnie could get involved with some of the magazines and such that presently restrict themselves to CIS or AOL. I sincerely hope that they never rework their software to require a proprietary front end. I'd like to see a really easy way to do email across the services.

GEnieLamp> Where do you see the future of telecommunications moving in
""""""""" the next five to ten years?

Tom> Well, we'll be seeing 9600 quickly become the default "slow" speed,
""" especially as the commercial online services continue to try to outdo each other. I see just about everyone who moves about in their job telecommunicating many times on a daily basis. Cell phone modem and fax links will become very commonplace for business travellers. More and more correspondence will travel direct through the wire rather then via the mail or Fed Ex.

I don't share the general enthusiasm for the Internet as the upcoming "Information Highway"; I just don't think that it has the underlying infrastructure to handle the need. This probably means that the Federal government will get involved in the "highway" construction, which will

result in poor performance, massive bureaucratic overhead, and endless Federal meddling in our lives and business. I think we'll wind up with a Federal system that is about as intrusive and friendly as the IRS. (Cheerful guy, ain't I?) If we don't want this, then it is up to all of us to keep up with what Congress and the Clinton Administration is up to and LET THEM KNOW when we disagree. Our telecommunications rights are NOT defined in the Constitution, and it's up to each of us to make sure that the Feds don't ruin everything.

GEnieLamp> What one piece of advice would you pass along to a new
"""""""""" Apple II telecommunications enthusiast?

Tom> Gosh. ONE piece? Spend the bucks and buy a decent telecom program.
""" If you're using some old piece of telecom trash, you'll find that this is the single best investment you can make. If you already have one, then find and learn the tools and methods that you need to interact with the PC and Mac worlds, and accept the fact that they will seldom meet you halfway. Enjoy the fact that you can actually get to know the movers and shakers in our cozy Apple II world and that they may actually get to know you.

GEnieLamp> Tom, this has been an enjoyable interview. Thank you for
"""""""""" sharing with us.

Tom> It's been my pleasure. I hope that your readers will check out some
""" of the Eamon Adventures featured in the Treasure Hunt column. They really are my favorites.

[*][*][*]

A note to our readers: If you want to know more about a particular person and want him/her to be interviewed for the GEnieLamp A2 profile column, send E-mail to A2.CHARLIE or EDITOR.A2 and we'll see what we can do. In your E-mail message, tell why you think this person is a good candidate for the profile.

[EOA]
[HUN]////////////////////////////
THE TREASURE HUNT /
////////////////////////////
Yours For the Downloading
"""""""""""""""""""""""""""
by Charlie Hartley
[A2.CHARLIE]

Welcome back to the Treasure Hunt! This month we will take a look at the best 20 Eamon adventures available in the Apple II library on GEnie. As explained in this month's Profile column, Eamon adventures are text-based games of exploration and combat that allow you to type simple commands such as GET RING and DRINK POTION and see how the game responds. There are hundreds of Eamon games. Each module is loosely referred to as a "dungeon", despite the fact that it might take place entirely in the outdoors, or in outer space... or even in a dungeon!

This month I have asked Tom Zuchowski, our resident Eamon expert, to tell us about these files. The rest of this column is written by him.

>>> THE BEST 20 EAMON ADVENTURES <<<

"""""""""""""""""""""""""""""""""""""""

Like anyone else, I am very fond of my own Eamons and can't be objective when deciding where to place them in a list of "Top 20" Eamons. So here is the top 20 as determined by the Eamon Adventurer's Guild's Ratings Poll.

Sorry for the low number of raters, but for some strange reason many people are very reluctant to rate the Eamons they've played, even when they write to bawl me out because they strongly disagree with a given rating! Go figure.

Everyone has his own special likes and dislikes when adventuring. Everyone's tastes may not specifically agree with this list, but it is probably a fair guideline for a few adventures that most will enjoy.

The scale is 1-10 with 10 the best, and no Adventure has been rated by its author:

GEnie file#	Adventure	Average rating	# of raters
15698	124 Assault on Dolni Keep	9.2	6
15697	114 Thror's Ring	9.0	6
15747	78 The Prince's Tavern	9.0	3
16034	194 Attack of the Kretons	9.0	2
15872	120 Orb of My Life	9.0	1
18011	204 Sanctuary	9.0	1
15948	161 Operation Endgame	8.9	5
17522	150 Walled City of Darkness	8.8	2
15748	147 The Dark Brotherhood	8.7	3
17162	129 Return to Moria	8.6	4
20058	166 Storm Breaker	8.5	2
18039	148 Journey to Jotunheim	8.4	5
19648	145 Buccaneer!	8.3	3
16798	108 The Mines of Moria	8.2	4
19683	121 Wrenhold's Secret Vigil	8.2	2
17043	169 The Black Phoenix	8.1	5
16248	91 FutureQuest II	8.0	5
14384	117 Dungeon of Doom	8.0	3
16503	118 Pittfall	8.0	1
24516	225 Adventure in Interzone	8.0	1

124 Assault on Dolni Keep Set in J.R.R. Tolkein's Middle Earth, you and two hardy companions are tasked to rescue a wise High-Elf from an Orc stronghold. This Eamon is nearly unique in that each of your two companions has knowledge and skills that you yourself lack. They are capable of some independent action, will offer advice, and won't hesitate to argue with you if they think you are making an unwise choice. It's a smallish dungeon, because all the special programming for the companions used up a LOT of memory.

[Note: Tom is too modest to tell you that he is the author of this top-rated Eamon Adventure.--CH]

114 Thror's Ring Also set in Middle Earth, this time you and your two companions are tasked to recover the last Dwarven Ring of Power from the depths of Moria. I did a fair amount of research on the

setting and style, and lots of people have told me that they enjoyed the richness of the descriptions. This Eamon broke some new ground program-wise and was an early forerunner of what eventually became the Eamon 7.0 MAIN.PROGRAM. Still, it was my first Eamon, and there's a lot I would do different now that would have made it even better.

78 The Prince's Tavern Here, in this adventure by Bob Davis, you are tasked to recover a 600-year-old bottle of scotch from the depths of a rather silly tavern. Lots of laughs; just when you think it finally turned serious, something silly happens.

194 Attack of the Kretons This is absolutely the funniest Eamon ever written, as well as being one of the finest-crafted titles in the list. I REALLY enjoyed it. Basically, your quest is to rescue a besieged city from the Kreton horde and the god of cheese dip. If I had to pick just one Eamon to show people, this one might well be it. It was written by Nathan Segerlind.

120 Orb of My Life John Nelson had a real gift for using the basic Eamon programming tools to turn out really decent Eamons in just a day or two; I could never figure out how he did it. This is his best. This Eamon is one of a gaggle of Eamons that were entered in a long-forgotten Eamon club contest involving a quest for the recovery of a wizard's Life Orb.

204 Sanctuary Sam Ruby is absolutely the finest Eamon author who ever lived. This Eamon broke new ground with an all-new combat system that takes distance into account. But this is not one for "hack'n'slash" fans! Everything you do requires careful reading and forethought, with dozens and dozens of obstructions and difficulties to solve. Even the combat requires a careful selection of the best weapon for the job. I highly recommend this one!

161 Operation Endgame Your special-ops team has been tasked to infiltrate an enemy stronghold and take out their sole nuclear-tipped missile. Sam Ruby was inspired by the movie "Predator" for this, and your team is very reminiscent of Dutch's. Sam's specialty is combat, and this one fully incorporates modern weapons and adds many, many realistic touches to the play. I've played it a half-dozen times, and this one of a very few that gets better with each play.

150 Walled City of Darkness My goal here was to design a comparatively difficult, puzzle-oriented Eamon that could not be completed in a single session. It has several multi-part interlocking puzzles. My inspiration was Roger Zelazny's "Creatures of Light and Darkness", and the play has a similar style, I think. You must find means to defeat a number of supernatural foes in your quest to attain godhood, so that you will have sufficient power to defeat a god of great Evil.

147 The Dark Brotherhood Pat Hurst did some pretty sophisticated stuff here. This Eamon plays on several subtle levels that help determine your eventual success, and is my favorite among his work.

129 Return to Moria Sam Ruby went through a period where he was trying to turn ALL of the Middle Earth story into Eamon adventures. This one is his best of the lot, as you quest in the depths of

Moria for several things that Minas Tirith must have to survive. Very well-written.

166 Storm Breaker
''''''''''''''''''
This fantasy pits you against an evil god who has just awakened from a thousand-year sleep and is feeling his oats, so to speak. An awesomely good play for puzzle fanciers. Sam manages to cram an incredible number of locales, creatures, peoples, and events in this Eamon, and does it in a most entertaining and believable style.

148 Journey to Jotunheim
''''''''''''''''''''''''
This Eamon is mostly "true", being based on several Norse legends. Here you accompany Thor into a land of Giants on a desperate bid to recover his stolen war-hammer. I did quite a bit of research for this one, but I confess that I got the original idea from "The Last Trump", a great novella by Fletcher Pratt and L. Sprague de Camp. This Eamon has a unique feature: it has a very large vocabulary and will respond meaningfully to commands involving pretty much everything you see.

145 Buccaneer!
''''''''''''''
By far, the best seagoing Eamon ever written. A two-parter: in part one you must buy, crew, and provision a ship to put to sea in part two. Both parts are excellent. This was also written by Pat Hurst.

108 The Mines of Moria
''''''''''''''''''''''''
This Eamon is very reminiscent of the "Moria" portion of the "Fellowship of the Ring". Like the book, the passes are blocked and you and your companions must cross Moria to deliver vital information to Gondor. Good stuff! Another Sam Ruby classic.

121 Wrenhold's Secret Vigil
'''''''''''''''''''''''''''
This Bob Davis creation is another of the entries in that old "Life-Orb" contest. This is a very well-written, serious fantasy Eamon. It has just about the wickedest maze in the entire series; by the time you realize what you've stumbled into, you're in trouble!

169 The Black Phoenix
'''''''''''''''''''''
Pure, unabashed space opera. No doubt strongly inspired by Heinlein's "Starship Troopers", you are a soldier in one of the toughest outfits in the galaxy. Roger Pender writes great "pulp" science fiction dialogue, not letting facts get too much in the way of a good story. You have six missions to fulfill, starting with a simple reconnoiter and progressing to a very tough "hold until relieved" firefight. With LOTS of special features, this one is not to be missed by military SF fans.

91 FutureQuest II
'''''''''''''''''
This a is "classic" 50s-type SF offering. You must steal into the Krell Empire, where you must kill the evil scientist Mordor Kang and destroy his doomsday device, the Zontar Ray Machine. Really keeps you on your toes surviving. Roger Pender does the best SF in Eamon.

117 Dungeon of Doom
'''''''''''''''''''
This was the very first "pure" 80-column Eamon adventure, with true 80-column lower-case text and some pretty sophisticated programming. A very nicely executed Eamon by Dan Knezek.

118 Pittfall
''''''''''''
This is a basic "kill'n'loot" Eamon scenario. What elevates it to the Top 20 is clean writing and lots of well-done

special stuff. Even so, it is not particularly difficult and is a good choice for beginners. A very relaxing play by Scott Starkey.

225 Adventure in Interzone
''''''''''''''''''''''''''
This adventure by Frank Kenze is a landmark Eamon from the player's point of view, with the cleanest player interface ever done in Eamon. The actual plot and play is probably more like a "7" rating, but interface is such a pleasure to use that the overall effect is much enhanced.

[*][*][*]

Note: To play any of the above adventures you will need to download the ProDOS Eamon Master and Main Hall by Don Brown & John Nelson (file #16219). This Eamon Master contains the Main Hall, where your character buys spells and armaments and where he stays between outings; the Beginner's Cave, a VERY simple adventure for first-timers; an extensive player manual; and various character editing programs.

I want to thank Tom for sharing his knowledge of Eamon Adventures with us. I encourage folks to try out some of these adventures.

That's it for this month. I hope you have found something here to whet your interest. Drop me a line and let me know what you think of this column and offer any suggestions you might have about what should be in it.

Until next time, happy downloading!

-- Charlie Hartley

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/ Well, I got my copy Thursday, and, as the ultimate Crash /
/ Test Dummy, we'll soon see! /
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                              ~ June 1, 1995 ~

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  Lynx and VT100.                         Summer's Here.

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  Exploring "Very Best Of A2".            June 1995 Report.

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READING GEnieLamp GEnieLamp has incorporated a unique indexing system to
"""""""""""""""""" to help make reading the magazine easier. To utilize this system, load GEnieLamp into any ASCII word processor or text editor. In the index you will find the following example:

```
HUMOR ONLINE ..... [HUM]
 GEnie Fun & Games.
```

To read this article, set your find or search command to [HUM]. If you want to scan all of the articles, search for [EOA]. [EOF] will take you to the last page, whereas [IDX] will bring you back to the index.

MESSAGE INFO To make it easy for you to respond to messages
"""""""""""" re-printed here in GEnieLamp, you will find all the information you need immediately following the message. For example:

```
                (SMITH, CAT6, TOP1, MSG:58/M475)
 _______________|   _____|__  _|___    |____ |_______________
|Name of sender   CATegory  TOPic    Msg.#   Page number|
```

In this example, to respond to Smith's message, log on to page 475 enter the bulletin board and set CAT 6. Enter your REPly in TOPic 1.

A message number that is surrounded by brackets indicates that this message is a "target" message and is referring to a "chain" of two or more messages that are following the same topic. For example: {58}.

ABOUT GEnie GEnie's monthly fee is $8.95 which gives you up to four hours
""""""""""" of non-prime time access to most GEnie services, such as software downloads, bulletin boards, GE Mail, an Internet mail gateway, and chat lines. GEnie's non-prime time connect rate is $3.00. To sign up for GEnie service, call (with modem) 1-800-638-8369 in the USA or 1-800-387-8330 in Canada. Upon connection type HHH. Wait for the U#= prompt. Type: JOINGENIE and hit RETURN. When you get the prompt asking for the signup/offer code, type: DSD524 and hit RETURN. The system will then prompt you for your information. Need more information? Call GEnie's customer service line (voice) at 1-800-638-9636.

SPECIAL OFFER FOR GEnieLamp READERS! If you sign onto GEnie using the
"""""""""""""""""""""""""""""""""""" method outlined above you will receive $50.00 worth of credit. Want more? Your first month charge of $8.95 will be waived! Now there are no excuses!

*** GET INTO THE LAMP! ***

"""

```
          ////////////////////////////////////// GEnie_QWIK_QUOTE ////
         /  "My port settings are set to Deskjet 550C/Printer.HAR.    /
        /  Any other ideas?"                                         /
       /                                                            /
      /  "Get a three to five pound sledge hammer (I prefer        /
     /  Craftsman).  Wave it slowly over the machine, while       /
    /  telling it how much PLEASURE you will get out of          /
   /  smashing it to flinders if it doesn't start performing    /

  /  properly."                                                 /
 ////////////////////////////  RON.ROYER & GARY.UTTER  ////
```

[EOA]
[FRM]//////////////////////////////
FROM MY DESKTOP /
//////////////////////////////
Notes From The Editor
""""""""""""""""""""""""

by Douglas Cuff
[EDITOR.A2]

Summer's here, and that means it's time for--you guessed it--reruns on your TV!

Instead of reruns, I'd like to talk to you about a summer special that's been scheduled. It's called KansasFest, and it's especially for Apple II users. It's not on TV... it's a summer get-together in Kansas City, Missouri.

Last time, I told you that you could write me for information about KansasFest. (Thanks to those who did!) This month, I'm pleased to announce that the "transfer of power" has taken place, and that you should now E-mail registrations and information requests to:

kfest.info$@genie.com

If your mailer won't let you include a dollar sign ($) in an E-mail address, try this address instead:

kfest@galadriel.ecaetc.ohio-state.edu

As you'll see in this month's issue of the PAUG newsletter, KansasFest is a go! If you've never been to KansasFest before, you'll want to go this year, and if you're an old Kfest hand, you don't need me to encourage you to return.

KansasFest began as a summer conference for Apple II programmers, but it quickly became a more informal get-together for Apple II users of all sorts. KansasFest was started by Resource Central, which metamorphosed into ICON. As we all know, ICON and all its disk publications disappeared this year, but the Apple II community on GEnie was determined that KansasFest live on, and they've pulled it off!

KansasFest guarantees you a great time. I went for the first time, last year, and it was wonderful. Lots of demonstrations of new products, lectures, and just plain hanging around with Apple II people. Nobody tries to be la-di-da or uppity, there's a cup of tea for all. (Well, the cup of tea is more likely to be a can of Jolt Cola, Dr Pepper, or Mountain Dew, but you get the idea.) Stay up all night programming. See the PAUG newsletter for details on what's been planned and how you can enjoy the fun!

[*][*][*]

Here's a tip for those of you who can't wait for GEnie to unveil the Usenet newsgroup part of their Internet services:

You can already read Apple II related newsgroups using Lynx!

To do that, you'll need to know a little bit about using Lynx via

GEnie. So go explore, and come back here when you're done.

Right. All you need to do to read the messages in comp.sys.apple2 and other such newsgroups is go to a web page that has a link to those newsgroups. If you know about such a web page, please use it. If you don't, you can use this example.

Once you've started Lynx on GEnie, press G to go to a specific page. Then type:

http://www.ugcs.caltech.edu/~nathan/apl2.resource.html

This should get you to Nathan Mates's Apple II page. (I first met Nathan when he generously sent me some of his Apple IIgs programs for inclusion on A2-Central. Hi, guy!)

Hands off the keys for a moment, please! Yes, on the first screen you should see a reference to comp.sys.apple2, but you don't want to select that link. We're still in the FAQ (Frequently Asked Questions) section. Press the space bar once or twice, until you see the Newsgroups section Nathan has set up. Then move the cursor to comp.sys.apple2, and press Return. Voila! A bunch of subject headers from that newsgroup. You can join in the fun on the Usenet. In fact, you can even try to post a message if you like. It might even work! :-)

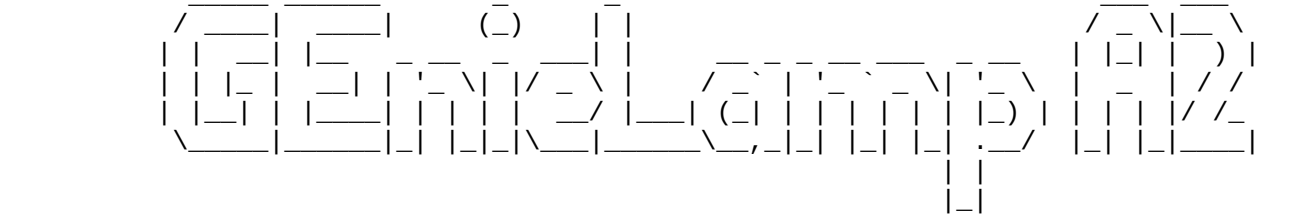
Who else would tell you these things, gang?

-- Doug Cuff

GEnie Mail: EDITOR.A2 Internet: editor.a2@genie.com

REPRINTING GEnieLamp
If you want to reprint any part of GEnieLamp, or post it to a bulletin board, please see the very end of this file for instructions and limitations.

ASCII ART BEGINS



ASCII ART ENDS

[EOA]
[HEY]////////////////////////////
HEY MISTER POSTMAN /
////////////////////////////
Is That A Letter For Me?

"""""""""""""""""""""""""""
by Douglas Cuff
[EDITOR.A2]

o BULLETIN BOARD HOT SPOTS

o A2 POT-POURRI

o HOT TOPICS

o WHAT'S NEW

o THROUGH THE GRAPEVINE

o MESSAGE SPOTLIGHT

>>> BULLETIN BOARD HOT SPOTS <<<

[*] CAT8, TOP24 ..... TrueType and PostScript fonts
[*] CAT20, TOP14 ..... Second Sight card ships!
[*] CAT40, TOP2 ..... FAXination Update V0.1.6
[*] CAT42, TOP10 ..... II Alive to Last One More Year
[*] CAT44, TOP2 ..... KansasFest

>>> A2 POT-POURRI <<<

9600 BAUD AND SPRINTNET CHARGES TO DISAPPEAR
"""

Here's an announcement I think everyone is going to love.

1. Eff. Aug. 1 GEnie 9600 & SprintNet Surcharges Removed!.....

GEnie is happy to announce effective August 1, 1995, GEnie's 9600 baud and SprintNet surcharges will be eliminated. Along with the elimination of high speed surcharges for both U.S. and Canada, we'll also offer 14.4 baud access through SprintNet and reduce Canada's Datapac surcharge to CAN $5.00/hour.
(A2.TONY, CAT3, TOP12, MSG:369/M645;1)

SEQUENTIAL BBS NOW ON THE NET
"""""""""""""""""""""""""""""

The Sequential BBS is now available from Internet via Telnet:

telnet hypermall.com

At the login prompt:

login: bbs
password: bbs

(i.e., 'bbs' is both the login name, and the password. The password MUST be typed in lowercase letters).

Since GEnie now has Telnet capabilities, I am turning the Sequential BBS into the primary source of tech support for Sequential Systems products. This consolidation will help me save considerable time.

Check it out, and tell me what you think!

Jawaid

(PROCYON, CAT20, TOP13, MSG:50/M645;1)

YOUR MONEY MATTERS TO BE A LOST CLASSIC? I got some bad news and some good news.

After quite a bit of time trying to unsuccessfully duplicate some problems with the beta version of YMM that testers found but which they couldn't duplicate, I've decided to not release a new version of YMM. That's the bad news.

However, the good news is that I'll be happy to release the program and it's source code to the Lost Classics. I'll be talking to A2.Tim to get this done as soon as possible.

In retrospect I wish I had done quite a few things differently in developing and marketing YMM. Along with some complaints on the program I have gotten many more compliments (many times from the same people). Trying to continue to support and update YMM on a part time basis along with everything else (wife, home, job, and two kids) has been hectic and it hasn't allowed me enough time for YMM to support it the way I would have liked to. Hopefully someone else (or multiple someone elses) will be able to step in and do a better job.

I'll be making up quite a few copies of the program, the beta version, the validation program, and the documentation which I will send out as required and I will answer any questions that I can.

However, along with releasing YMM to the A2 Lost Classics I'll also be selling my Apple IIgs computer and software. I've been using an Apple II+, IIe, and finally Apple IIgs for close to 14 years and it'll be hard to let go of it. I wrote three commercial programs for the Apple II series of computers and in total have had over 3000 users of these programs. It was a lot of work and a lot of fun.

We did get a PC Clone around Christmas time with a CD Rom and while the operating system on the IIgs is better, there is a wealth of home and educational software available for it that is really awesome. Apple's teatment of the IIgs and it's lack of marketing support for the IIgs made the decision to get a PC clone pretty easy for me (plus my wife uses an IBM PC at work).

I'll be around for a couple of months but then expect I'll most likely drop my Genie account. I'll always be available by snail mail though.

Steve

(S.PETERSON2, CAT8, TOP11, MSG:275/M645;1)

NEW EXTERNAL COMMANDS FOR SPECTRUM 2.0 I just posted THREE new Spectrum XCMDs! :)

If the files are OK they will be:

#24921 - BatchXfer
#24922 - Freezer

#24923 - Library

BatchXfer lets scripts send multiple files via the Ymodem-batch or Zmodem- batch protocol. (Users could always do this manually, but a script could not.)

Freezer "disconnects" the mouse during file transfers, so moving the mouse will not cause character loss at that time. There are also commands that scripts can use to freeze/unfreeze the mouse during any "crucial" access.

Library lets scripts access a common "library" script that contains functions you often use. For example, if you write 10 scripts and in each one you include a subroutine that centers text, you can instead put the "center text" function into the library and change those 10 scripts to call the library function. If you wanted to change the centering routine to fix a problem or add some feature, instead of modifying the routine in those 10 separate scripts you'd just have to modify the common library script.

Enjoy! --Dave
(SEVENHILLS, CAT43, TOP15, MSG:207/M645;1)

APPLE II HARDWARE FROM ABC DIRECT
"""""""""""""""""""""""""""""""""""

I've been exchanging e-mail with David of ABC Direct, who are marketing a 1.44 MB floppy drive for the Mac and Apple II which is basically the same as the old AE drive. I asked if it would work as a 1.44 MB drive on the GS and his response was:

"Yes, our 1.44MB drive will work in the IIgs. If the IIGS is SuperDrive compatible, then you will see 1.44MB. Otherwise, you will need to wait for our 1.44MB controller card that will be available in August.

1 800 481 6782
David
ABC Direct"

So it looks like we will be seeing a new superdrive card for the Apple II line this summer. Good news for our market again!
(S.CAVANAUGH1, CAT14, TOP30, MSG:249/M645;1)

CD-CENTRAL, ANYONE?
"""""""""""""""""""

Well, a thought was just crossing my mind: How about creating a CD which contains all the disk publications Open-Apple/Resource Central/ICON ever released. Including all the back issues of Open-Apple/Resource Central on disk. If I'd get the "OK" from Icon/Tom Weishaar and could get all the missing issues of the publications (I do have quite a few I bought used, but not complete...) I'd see to it that such a CD being produced. Would there be interest in such a CD?

Udo - ... just a IIGS freak -
(U.HUTH, CAT23, TOP3, MSG:114/M645;1)

TRUETYPE AND POSTSCRIPT FONTS
"""""""""""""""""""""""""""""

Hi all, this is a long post coming, hope you don't mind:

Mark Kline and I have been working on a problem he's had at school and I thought this was exciting enough information to share with everyone :)

Mark has a computer lab with many GS's tied to a Laserwriter Select 360, a Postscript printer. He's able to display Truetype fonts on screen via Pointless, and if the fonts he wants to use for printing have Postscript equivalents, he can d/l the Postscript equivalents with Laserbeam.

Unfortunately, Mark also has a bunch of TrueType fonts that don't have Postscript equivalents, including a few mathematical fonts (he's a teacher). So we needed to find a way to send the TrueType fonts to the Postscript printer and have them make sense.

Having a Macintosh, I know that the Mac Laserwriter driver can make the conversion on the fly or d/l the TrueType font to the printer and the font can be used like any Postscript font. So that was my starting point, and after a few days of fooling around, I've figured out how to use a Mac to convert a TrueType font to a downloadable Postscript file that will contain the font data and remain in the printer; I'm hesitant about calling this a Postscript font because it's really not one. However, you can d/l it using Laserbeam or your favorite comm program (not fully tested, but it works with both the Mac and Laserbeam, so I'll assume it works with anything).

Here we go:

(1) Make sure the TT font you want to use is installed in the Mac.

(2) Use a Macintosh word processor (I use WriteNow 4, but any should do) to create a new document, select the font you want to convert, and insert a single space into the document, of any size.

(3) Make sure the Laserwriter is chosen in the Chooser, ATalk on.

(4) Select Page Setup, click the options button, and make sure "substitute fonts" is _not_ checked.

(5) Select Print, under "Destination" click the "File" radio button, then hit "Save".

(6) In the Save File dialog box, save as Format: PostScript Job, Font inclusion: All (All But Standard 13 should work as well :), under whatever name you want (in this case, I use the name 'Tryit').

(7) Open the file (Tryit) with your word processor.

(8) Search for the string "%%BeginFont" without the quotes.

(9) Between the last line following %%BeginFont starting with a % (mine says "%IPS-TrueTypeFont-1-1-1", again without the quotes) and the first line without a preceeding % (mine says "25 dict begin" without quotes), insert, on its own line, "serverdict begin 0 exitserver" without quotes.

(10) Save the file as a text file.

That file now contains the pseudo Postscript font. Send the thing to the printer however you want (comm program, Laserbeam, Laserwriter utility on the Mac). . . it may give you an error message while loading (it does

for me :), but the font appears to stay in the printer; shows up on documents like a regular font after that, and I would suspect you don't even have to change the name of the fonts anymore (Laserbeam users know what I'm talking about).

Caveats: I have not tested extensively yet, but this seems to work fine with TrueType fonts from the KeyFonts CD Rom, which I use regularly. I would think it would work with any TT Font on the Mac; additionally, the generated files are quite large (close to 300k so far, it seems), which can take quite a bit of time to d/l. I thought this was exciting enough to post about. Have a good time with it; I'll be around to try and answer questions on it :)

Ryan
Still in caffiene withdrawal
but Kansasfest bound in '95!
(And delivered by Copilot and PT 3.1 :)
(R.SUENAGA1, CAT8, TOP24, MSG:167/M645;1)

GENIE FRONT-END FOR THE IIGS NEWS
""""""""""""""""""""""""""""""""""

Well, the final results of the "Name the Apple IIgs Front End" poll are here! After the votes were tabulated, the winners were easy to find... unfortunately, however, we cannot yet release them. :) After a long discussion with the GEnie for the Apple IIgs Product Manager, Syndicomm and A2Pro management came to the realization that the front end simply couldn't be ready on time if we included the recommendations of the beta testers, who have been a marvelous help as we've moved towards a truly polished product.

Therefore, we are extending the beta test, as well as re-opening the field to anyone else who would like to be a tester. We will not reject anyone, so even if you were informed earlier that we were full, we have a place for you. If you'd rather not use pre-release software, well... it looks like we can offer you August 1st as a release date. We're very sorry that it couldn't be sooner.

PLEASE! If there's anything you'd like to have included in the front end, let us know ASAP. Your suggestions may not be prepared in time for version 1.0, but they will certainly be given most careful consideration.

Also, it has come to my attention that some users are not sure exactly what this entire "Front End" thing is all about. Thus, I have created a topic in A2's Category 3 where you can ask any questions you like. No, this is _not_ a new version of CoPilot (although we hope to release a new CoPilot version at some point in the future). No, you do _not_ need any other program to use this. Topic 37 is now available in A2's bulletin board to help answer these and other questions.

The remainder of the voting results (with the top three scores hidden for the suspense :) follow. Thank you for your patience.

Rank	#	Name	Points
1.	XX.	YYYYYYYYYYYYY	ZZ
2.	XX.	YYYYYYYYYYYYY	ZZ
3.	XX.	YYYYYYYYYYYYY	ZZ
4.	32.	Jasmine GS	40
5.	26.	IIgs Cruiser	33
6.	24.	GS Up Front	22

7.	19.	GEnieNav	18
8.	1.	A2 View	13
9.	46.	The GANTRI	13
10.	33.	LampLighter	12
11.	18.	GEnieMate	11
12.	31.	Isaac Newton?	10
13.	21.	GenieuS Access	9
14.	27.	II-GeniuS	9
15.	8.	Gandalf	8
16.	7.	Fly II High	6
17.	12.	GEnie Servant	6
18.	16.	GEnieBot	6
19.	23.	GS to the MAXX	6
20.	9.	GaS.n.GO	5
21.	35.	Mean Gene	5
22.	41.	SideKick	5
23.	49.	WozAware	5
24.	Write-In: Gus-GS		5
25.	17.	GEnieFront	4
26.	48.	The Wizard	4
27.	2.	Apple Apply	3
28.	30.	In The Bottle	3
29.	29.	II-Nav	2
30.	10.	Gee.Slick	1
31.	28.	IIGEnie-uS	1
32.	3.	Apple Snapple	0
33.	5.	Barramundi	0
34.	6.	Browser	0
35.	13.	GEnie Servitor	0
36.	14.	GEnie Supporter	0
37.	15.	GEnie Sustainer	0
38.	22.	GS Grillwork	0
39.	25.	GSus	0
40.	34.	Let's Do It	0
41.	36.	Newton	0
42.	37.	Pathfinder	0
43.	38.	ROM Roam	0
44.	39.	ROMper Room	0
45.	40.	Searcher	0
46.	42.	Sorcerer	0
47.	43.	SpellBinder	0
48.	44.	StickyBeak	0
49.	45.	The Apple Corps	0
50.	47.	The Spiced Apple	0

This topic will now be closed. You may reply to this message in topic 36 here in A2's Category #3.
(A2PRO.HELP, CAT3, TOP35, MSG:5/M645;1)

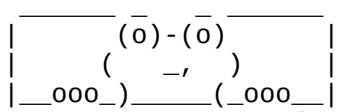
>>> HOT TOPICS <<<
""""""""""""""""""""

EARLY REPORTS OF SECOND SIGHT It's love at Second Sight!
""""""""""""""""""""""""""""""""

I'm back... with an upgraded RamFAST, my Second Sight card installed and a lovely 15" .28 pitch SVGA monitor. Gorgeous! (QuickDraw desperately needs an upgrade, though).

One thing... can you guys make the ribbon cables a little longer? I have a ROM 01, and with the card in slot 3, the cable won't reach the connector opening (for now, my GS case is opened up for the VGA cable to reach inside). I'd have gladly paid a little more for a little more cable...

I ordered my card on 9/16/94, the wait was definitely worth it. Great job, Sequential!



(FROG.MAN, CAT20, TOP14, MSG:70/M645;1)

<<<<< > Could you please reveal who you ordered it from
"""""

Directly from Sequential. I saw the TurboRez at Apple Expo West, and then and there set aside funds for the eventual release of that card. When I heard about Second Sight, I _immediately_ ordered one. I almost got whiplash reaching for the phone ;) I was one of the first to place an order. Of course, I've been gnashing my teeth for 8 months waiting... I would also have gotten a TurboRez for our other GS if it would have been released.

My card came with 1 meg video memory soldered on. Since I've got one of the first cards, the firmware isn't totally tricked out yet, and the manual is at present a stapled handout. But all of these will be automatically sent out as soon as they are finished, so don't fret.

The SecondView software is very straightforward. It displays both GIFs and TIFFs. A disk of GIFs is included. The pictures are breathtaking compared to the GS SHR screen. Seeing that resolution on the standard GS RGB monitor was kind of weird after getting used to the limits of the GS display for so long. And my 15" SVGA monitor is fabulous, just like pics you would see on a PeeCee or a MAC, but with more style, of course.

> Hmmm, I don't like the sound of the ribbon cable being too short. Do you
> mean it won't reach the opening directly behind the slot it's in?

My cable is about an inch too short. The VGA connector needs to go in the opening behind slot 2. If I put the Second Sight in slot 2 it would just barely reach. I could barely put it in the (DB-25) opening in front of slot 3, but then I would have to move my SoundMeister and three other connectors (domino effect) and the VGA connector would need an adapter plate for the oversize hole. I don't like the idea of Apple leaving the M2B0 signal off of the other slots 1-6, so I'll probably break out the soldering iron to deal with that anyway. I made a little extension cable but I couldn't track down any 16-pin male headers today.

BTW, Jawaid... Is my cable an exception? The VGA cable is 8-7/8" from the base of the HD-15 (where it meets the backplane of the GS) to the far side of the 16-pin header when installed.

Anyway, the SHR screen is a little jaggy with Second Sight because you lose the dithering. But it is no big deal because there are no black lines between the scan lines either. Right now I have my RGB monitor hooked

up to the standard RGB port, and my SVGA monitor running from Second Sight simultaneously. I've only had the card for a couple of days now, but I can't even look at the RGB monitor anymore. How did I avoid going blind looking at that screen?! Now I can read my messages from across the room with this baby. When comparing GIFs simultaneously on both screens, WOW! Order yours today, if you haven't already done so. If/when Quickdraw II is updated, the GS will really sparkle! I can't wait to see a //e with one of these under the hood. Thanks, Sequential!
(FROG.MAN, CAT20, TOP14, MSG:74/M645;1)

<<<<< > How does the card improve the display on the RGB monitor if it's
""""" > plugged into the card. (You can do that can't you? I may be
> mistaken.)

The improvement is significant. The display is white, not grayish, and 640 X 400 GIFs are very crisp!

>> My cable is about an inch too short.

> What's the chance of geting a longer cable to solve this problem.

I called Sequential and they said that the first couple of boards sent out unfortunately had a VGA cable that was too short. They are sending a new one out to me pronto. So the problem already has been fixed...
(FROG.MAN, CAT20, TOP14, MSG:85/M645;1)

UNOFFICIAL KANSASFEST MOTELS AND HOTELS Kansas City Motels near Avila
""" College (from the AAA book)

Courtyard by Marriott 816-941-3333
500 E. 105th St., Kansas City, MO 64131
(I-435 and Holmes St)

Best Western Hallmark Inn 913-383-2550
7000 W. 108th St., Overland Park, KS 66211
(I-435 and Metcalf)

Clubhouse Inn - Overland Park 913-648-5555
10610 Marty, Overland Park, KS 66212
(I-435 and Metcalf)

Courtyard by Marriott 913-339-9900
11301 Metcalf, Overland Park, KS 66212
(I-435 and Metcalf)

Drury Inn - Overland Park 913-345-1500
10951 Metcalf, Overland Park, KS 66210
(I-435 and Metcalf)

Embassy Suites - Overland Park 913-649-7060
10601 Metcalf, Overland Park, KS 66212
(I-435 and Metcalf)

Fairfield Inn - Overland Park 913-381-5700
4401 W. 107th, Overland Park, KS 66207
(I-435 and Roe)

Hampton Inn - Overland Park 913-341-1551

10591 Metcalf E. Frontage Rd, Overland Park, KS 66212
(I-435 and Metcalf)

Overland Park Marriott 913-451-8000
10800 Metcalf, Overland Park, KS 66210
(I-435 and Metcalf)

Red Roof Inn - Overland Park 913-341-0100
6800 W. 108th St., Overland Park, KS 66211
(I-435 and Metcalf)

These are only those listed in the AA book. I-435 and Metcalf is about 5 miles from Avila College.

(C.ADAMS11, CAT44, TOP2, MSG:158/M645;1)

HANGTIME'S HOTEL SURVEY Quick comments (from memory) for those planning
"""""""""""""""""""""""" to stay at a hotel while at KFest:

The Fairfield is the closest to Avila, however NO hotel is within walking distance of the collage, you will need transportation. This hotel is barebones, but clean and reasonably priced. In years past they did offer a free continental breakfast (that was quite yummy, BTW).

The Marriott is a gorgeous hotel with full amenities as I recall, but naturally you pay for that. They do have weekend rates (Fri-Sun).

Also I think I remember some questions regarding the difficulty in getting from the airport to the hotels, and from the hotels to the collage. Both are a snap. The I-435 loop takes you almost from the airport (it's a short drive [I think on route 29, but that's foggy ... Hey, It's been a year]) to the hotels (they're right off the loop). From the hotels you just get back on 435 and get off at Wornall (There's even a little sign on the highway for Avila), and make a right ... the school is "down the road a piece" on the left.

--HangTime

(HANGTIME, CAT44, TOP2, MSG:159/M645;1)

AIRPORT TRANSPORT: QUICKSILVER For everyone that's been asking,
"""""""""""""""""""""""""""""""" Quicksilver still is in Kansas City.

I was told that it would be $17.50 per person to go from the airport to Avila College. (This is only what I was told, so don't hold me to it if they change their rates.) They need 1 day advance notice, so we might want to wait until a little closer to time to call them at -----

1-800-888-8294

Cindy

(C.ADAMS11, CAT44, TOP2, MSG:167/M645;1)

KANSASFEST GENIE NODES I have already had a request for the Kansas City
"""""""""""""""""""""" GEnie nodes to be publicized - so here they are,
straight from PHONES at any main prompt.

Kansas City	300/1200	$2.00/hr	SprintNet	816-221-9900
Kansas City	300/1200/2400		GEnie	816-474-1778
Kansas City	2400	$2.00/hr	SprintNet	816-472-1430
Kansas City	9600	$2.00/hr	SprintNet	816-421-5783

Kansas City 9600 $6.00/hr GEnie 816-472-5178

Cindy

(C.ADAMS11, CAT44, TOP2, MSG:168/M645;1)

>>> WHAT'S NEW <<<

SECOND SIGHT CARD SHIPS! Sequential Systems is pleased to announce that the Second Sight SVGA card for Apple II computers is now shipping. It will take some time for us to clear our backlog, so please be patient. However, rest assured that cards are shipping.

Below is an updated feature list for Second Sight.

--
SecondSight* SVGA Board
Specifications & Features

SECOND SIGHT

A 24-bit video card for Apple II computers.

Monitors Works either with standard VGA/SVGA monitors, or with the standard IIGS RGB ("AppleColor RGB") monitor & compatibles.

Modes The following existing Apple II and IIGS video modes are emulated for display on an SVGA monitor.

40 & 80 column text
Lores / double lores
Hires / double hires
320x200x16
640x200x4/16

The card is capable of the following SVGA video modes:

Graphics

320x200
640x200
640x400
640x480*
800x600*
1024x768*

Text

40x25
80x25
80x43*
80x50*
80x60*
132x25
132x60*

There are three basic graphics modes: indexed (palette), Hi-Color, and True-Color.

In indexed mode, each pixel can be one of 256 colors that are specified in a palette. Each of these 256 palette entries can be one of 16.7M colors. (All modes)

In Hi-color mode, each pixel can be any of 32768 direct colors (no index or palette lookup). (resolutions up to 800x600)

True-color mode is similar, but each pixel can be any of 16.7M (million) colors. (resolutions up to 640x480)

(Note: existing software titles will not automatically use the high-resolution modes).

(* indicates that the mode is not available when used with an AppleColor RGB monitor.)

(Since the VGA chip is completely programmable, there are actually a potential of millions of different text and graphics video modes - the above list is just the most commonly used ones).

Software Support
''''''''''''''''
SecondSight comes with an image viewer program that supports GIF and 8-bit TIFF images. A Photo-CD viewer will be forthcoming soon.

A programmer's library with on-disk documentation is also available, to facilitate the development of third-party software for the card.

At the current time no QuickDraw II support is provided.

Cost
''''
Pricing will be detailed in a future post; or feel free to call Sequential *toll-free* at 800-759-4549 for prices.

Expected Third Party Software Support
'''''''''''''''''''''''''''''''''''''

Sequential Systems
discQuest(tm) and discQuest Encyclopedia(tm)

Procyon
GNO/ME (high resolution text drivers)

Todd Whitesel
Lord High Giffer (GIF image viewer)

Tim Meekins
imageQuant

Aurora Software
dungeonQuest

Digisoft Innovations
Twilight II

["Common Questions and Answers" deleted from GEnieLamp A2--Ed.]

--
Jawaid Bazyar | Like UNIX? Like your Apple IIGS? Then ask

Procyon, Inc. | me about GNO/ME for the Apple IIgs!
bazyar@netcom.com | P.O Box 620334 (Sequential: 303-666-4549)
--Apple II Forever!-- | Littleton, CO 80162-0334 (303) 781-3273

(A2.TONY, CAT20, TOP14, MSG:58/M645;1)

II ALIVE TO PUBLISH 6 MORE ISSUES This is the official word on II Alive:
""""""""""""""""""""""""""""""""""

1) There will be exactly six more issues of II Alive, including the May/June issue which is currently in production. (There is no March/April issue. However, this doesn't mean you have missed an issue; when you subscribed we signed you up for six issues; we don't just blindly cut you off after a calendar year).

2) Since we will cease publishing after six more issues, we are not accepting renewals. We are, however, considering making individual issues available as they are released, for those whose subscription runs out before we stop publishing. Pricing has not yet been set. Possibly we might offer some sort of mini-subscription (2-3 issues at a time). We are still considering what to do about this. Drop me a note and let me know what you think.

3) At the end of II Alive's run, any subscriber who is still owed issues will receive a refund for unfulfilled issues. (It is possible that we might arrange for subscription transfers to another publication, but it seems unlikely.)

Sadly, II Alive subscriptions have been continuing to fall off and our Apple II business now represents less than 15% of our total sales volume. It's still profitable for us to sell Apple II products at the moment, but with the way things are going we will be very surprised if the Apple II market is still profitable for us this time next year.

On an unrelated note, I will no longer be employed by Quality Computers after June 6, 1995. (I will be doing consulting and freelance writing full time, in case anyone is wondering.) The parting is amicable and it is likely I'll be working on QC projects in the future, on a contract or part-time basis.

(JERRY.K, CAT42, TOP10, MSG:233/M645;1)

FAXINATION UPDATE V0.1.6 Another FAXination update is now available. As
""""""""""""""""""""""""" before, just unpack it and use the files to replace your old programs. You can find it on the Vitesse BBS by

1. At the Main Menu, enter X for File Transfers.

2. Enter 3 to go to Area 3 for FAXination Updates. This is VERY important.

2.a. If you go too far, use the 'Z' command to change areas, then do step 2.

3. Enter 'S' to tell the BBS to Send you a file. (On your own computer, you will be receiving the file.)

4. Choose 'A' to add a file to your Y-Modem batch, then select file number 1.

5. Choose 'B' to Begin transmitting the files in your Y-Modem batch. Instruct your own computer to receive files using Y-Modem.

This update corrects the bug in the FAXination printer driver which forces the "Condensed" check box to always be checked. This same bug sometimes caused one or more pages of certain documents to be improperly scaled.

A new set of options is now available which lets you set a prefix and suffix which are appended to the phone number each time you dial. Each of these fields can contain up to 20 characters.

A new checkbox called "Line Noise Compensation" forces the fax transmission speed to slow down. This is useful in cases where the fax appears to connect properly, but the received document is completely or partially garbled.

Another new checkbox called "Extended Class 1 Protocol" is effective only with Class 1 modems. Most Class 1 modems automatically handle delays between messages during the fax protocol conversation, and this box should normally remain unchecked. However, some modems seem to do exactly what they are told, when they are told, so checking this box will cause FAXination to ensure that the required delays are being honored. This check box is ignored for Class 2 modems.

Error messages have been modified. If the modem experiences "No Dial Tone," "Busy," "No Carrier" or similar conditions unexpectedly, the message will reflect this fact. If the error is an unexpected condition related to the fax protocols, a generic error is generated indicating a "Fax Protocol Error."

A few more instruction cycles have been trimmed from the interrupt handler. This may improve reliability, especially when receiving faxes.

A great deal of time has been spent searching for the "Fax Print" bug and the "Crash When Ready to Receive" bug. These have not been found, but there are indications that there may be a CDEV or INIT conflict involved. If anyone experiences a consistent problem with printing faxes, or finds that their machine crashes while waiting for an incoming fax, please list the contents of your CDEVS folder and your SYSTEM.SETUP folder and e-mail them to the address below. Otherwise, disable the programs one at a time, keeping track of what is being changed, and reboot and retry the failed operation until it works. Then PLEASE tell us which program seems to be causing the conflict so we can fix it or at least warn everyone about what to look out for!!

Thanks, and happy faxing!

Steve

S.MCQUEEN1@GENIE.GEIS.COM
(S.MCQUEEN1, CAT40, TOP2, MSG:262/M645;1)

>>> THROUGH THE GRAPEVINE <<<
""""""""""""""""""""""""""""""""""

WOLFSTEIN 3-D PROGRAMMER SPEAKS UP There were some disagreements between

"""""""""""""""""""""""""""""""""" me and my former employer that resulted in lawyer involvement.

Since the delicate nature of the disagreement, I had to stop working on projects the directly or indirectly involved my former employer (Wolf 3D was indirectly involved).

At this time we are settling the dispute and hopefully a contract will be signed in a week.

No one is more frustrated than myself that this whole mess even began. Please bear with me.

Burger

P.S. Wolf 3D is worth the wait.
(BURGERBILL, CAT40, TOP6, MSG:68/M645;1)

MORE GS GAMES FROM VITESSE Tracer Sanction and Mind Shadow are not help up as a result of the dispute. Unfortunately, they are held up for other reasons. Mainly, we have been working on fixing problems with FAXination, and getting Wolfenstein 3D ready to ship. Right now, we really don't have a release date for Tracer Sanction and Mind Shadow.
""""""""""""""""""""""""""""

Lowell Erbe
Vitesse, Inc., Technical Supporot
(VITESSE, CAT40, TOP6, MSG:78/M645;1)

WHAT NEXT FOR THE BYTE WORKS? A lot of updates, some small projects that have been on the back burner for a while, and some GS versions of HyperStudio programs we're doing for the Mac. (Those may be offered under the RWP label, but I suspect the GS versions will come out from us.)
""""""""""""""""""""""""""""""""

I'll go into specifics as the projects are nearer to completed.

Mike Westerfield
(BYTEWORKS, CAT45, TOP3, MSG:156/M645;1)

PMPFAX STARTS BETA TESTING It looks like PMPFax is probably about a week away from beta. I've got everything implemented; I just need to touch up a few things before I send it out to my testers. I'm hoping by the middle of next month, it will be ready for release, but it all depends on how beta testing goes. I want to make sure the fax routines work with everything, and all the rest of the modules work the way they should (its quite extensive; the beta testers have their work cut out for them :)
""""""""""""""""""""""""""""

Anyway, I'll keep everyone up to date when it gets into beta. I'll also post a features list in a couple of weeks. Thanks for waiting, everyone; I don't think anyone will be disappointed :)

Paul
(PMP, CAT38, TOP15, MSG:206/M645;1)

SOFTWARE FOR THE SECOND SIGHT CARD? Seven Hills Software, Procyon, and Sequential Systems are pleased to
""""""""""""""""""""""""""""""""""""

announce their cooperation to produce software that takes advantage of the Second Sight video card!

In the near future Seven Hills Software plans to release two product updates that (among other improvements) will take advantage of the Second Sight card:

- SuperConvert is expected to support displaying pictures in higher resolutions and colors

- Spectrum's ANSI display is expected to display true ANSI colors instead of the "dithered" colors offered by the standard IIGS video hardware

Support is also planned for other titles; watch for future announcements from Seven Hills Software.

For more information contact:

=== SuperConvert, Spectrum ===
Seven Hills Software, 2310 Oxford Road, Tallahassee, FL 32304
America Online, AppleLink, eWorld, GEnie: SevenHills
Internet: sevenhills@aol.com
CompuServe: 75300,1743
Voice: 1-904-575-0566, M-F, 9am-5pm ET
Fax: 1-904-575-2015 anytime

=== Second Sight ===
Sequential Systems, 1200 Diamond Circle, Lafayette, CO 80026
Sales: 1-800-759-4549, 9-5 MST
(intl): 303-666-4549 anytime
Internet: sequential@hypermall.com
Telnet: telnet hypermall.com, login: bbs, password: bbs
(Sequential Systems Internet BBS)
(SEVENHILLS, CAT43, TOP2, MSG:113/M645;1)

IS 3.01 THE MOST RECENT VERSION OF SUPERCONVERT? Yes, therefore No.
""

The good news (which one can infer from the Second Sight notice posted in another Seven Hills topic) is that there WILL be an update to SuperConvert! Jason Harper decided that his schedule just won't permit him to finish the update, so he has released all the source code to us!

And we've already got someone lined up who thinks they'll be able to tackle the project and finalize the update. The update already includes lots of great improvements; the new author will be polishing some of them, and filling in some of the "holes" where new features were planned but never written. And, at the same time, we anticipate adding support for viewing pictures via the Second Sight video card from Sequential Systems.

As always, I'll post more information when I have it. :)

Thanks,
--Dave
(SEVENHILLS, CAT43, TOP5, MSG:203/M645;1)

<<<<< The first upgrade was already almost done by Jason. Our goal is
""""" just to _complete_ that upgrade with its many current improvements

and ship it. Haven't you been waiting long enough? :)

These Load Formats were added:
+ Apple II:
  New Print Shop Graphics
  Thunderscan Raw Scan File
  Springboard Publisher's "Works of Art"
+ Apple IIGS:
  ComputerEyes GS raw data file
+ Macintosh:
  MacPaint, as a monochrome image (a new image type in SuperConvert)

The only item that falls outside "just _finishing_ the upgrade" is support for viewing pictures via the Second Sight board, which we anticipate will be relatively easy (and "safe").

After the first update (which also includes lots of cool new features) is released, we've got some BIG plans on the drawing board. :)

Thanks,
--Dave

(SEVENHILLS, CAT43, TOP5, MSG:208/M645;1)

GS/TCP GRAPHIC WEB-BROWSING SOFTWARE

Since GS/TCP is a "When-he-has-the-time" project for the programmer (Derek Taubert), progress on it is somewhat herky-jerky :-) A more viable short-term solution would be something that works like "Slip-Knot" for PC's.. it interfaces to the Lynx program on an Internet shell account for people who don't have access to SLIP or PPP (the two direct methods to interface to the Web).

Now, when TCP gets finished, support for it could easily be added to such a browser.

I agree that Second Sight would be almost a prerequisite for such a beast (and I'm not even being biased here! :-) While we GS'ers have lived with 16-color graphics for years, it _does_ take a non-trivial amount of time to convert a 256-color image to 16 colors. This processing time would be on top of that which it takes to uncompress a GIF or JPEG image. Yes, you could do a mostly-text browser which worked much like Lynx in that you only get an image when you specifically request it, but what fun is that? :-) (besides, that's what Lynx already does...)

Jawaid

(PROCYON, CAT13, TOP9, MSG:113/M645;1)

QUICK CLICK MORPH TO SHIP

This is a quick note to let you know that Quick Click Morph will ship on or about Monday 22 May. We're waiting for the documentation to come back, and it's due back around then.

Those of you who have placed an order should plan on the charge to your credit card in the next few days.

Those of you who have been waiting for the program to ship, wait no longer! Because of impending vacations, if you don't order in the next few days, the order won't be shipped until after June 6th!

Mike Westerfield
(BYTEWORKS, CAT45, TOP4, MSG:66/M645;1)

>>> MESSAGE SPOTLIGHT <<<
"""""""""""""""""""""""""""""

Category 44, Topic 2
Message 71 Wed May 10, 1995
JOE.KOHN [SSII] at 10:25 EDT

I remember being so intimidated the first time I attended KansasFest. After all, there were going to be all these famous Apple II super-stars there, all these folks that I admired from afar. How, I wondered, would I ever be able to talk to the likes of such mega-folks like Burger Bill or Roger Wagner?

My fears were alleviated within minutes of arrival at Avila College.

I found people there with all different computer skill levels. I found teenagers and grand-fathers, students and teachers, programmers and hobbyists. I soon discovered that there really was a "community" of Apple II users. It didn't matter whether people were professional programmers or 13 year olds. There was a sense (and that sense is evident every day here on A2) that we were 'all in this together' and that all our differences disappeared as we gathered to socialize and learn from each other.

For me, that first KansasFest was a real eye opener. I never realized before that there were others like me. I seriously thought I was unique and alone, lost in my own little Apple II world, until I went to KansasFest, and found hundreds of others who all spoke the exact same language as I did and cared about the exact same things I cared about. I found I wasn't the only one who spent 60 or 70 hours every week sitting in front of my computer. I found out that I wasn't the only one who struggled in front of my computer, trying to figure things out.

By the time I got to KansasFest, I'd already been working with my Apple II for several years, but had done so from the isolation of my computer room. I was already hopelessly obsessed and addicted to my Apple II, and it really was a great relief to learn that I wasn't alone. During that first KansasFest, the isolation ended. Not only did I meet my heroes, I became friends with them.

KansasFest is an educational activity and a celebration that's a lot like going to summer camp with 100 of your closest friends. It's always a thrill to meet people you've "met" online and to marvel that they don't look anything like you imagined they would. It's inspirational to watch Roger Wagner in action. It's amusing to watch Bill Heineman being followed around by teenage burger-wannabes. It's great to meet our Australian brethren and laugh about the slang they speak. It's a kick to see Tony Diaz's portable IIGS. It's even fun to argue politics with Apple II peers and to philosophize on the meaning of life.

KansasFest is truly the highlight of the year for Apple II users. It's fun and inspirational. It's phenomenal to meet folks from all over the world who all care about the same things you care about.

Forget any fears about not fitting in. At KansasFest, you _will_ be among peers and good friends.

Joe

[*][*][*]

While on GEnie, do you spend most of your time downloading files? If so, you may be missing out some excellent information in the Bulletin Board area. The messages listed above only scratch the surface of what's available and waiting for you in the bulletin board area.

If you are serious about your Apple II, the GEnieLamp staff strongly urge you to give the bulletin board area a try. There are literally thousands of messages posted from people like you from all over the world.

[EOA]
[HUM]//////////////////////////////
HUMOR ONLINE /
//////////////////////////////
Ode to Dr. Seuss
""""""""""""""""""
by Gene Ziegler
(via N.CRAWFORD)

The following was written by Gene Ziegler and posted to Delphi's DTP Forum (and forwarded to me roundabout):

>>> A GRANDCHILD'S GUIDE TO USING GRANDPA'S COMPUTER <<<
""

Bits. Bytes. Chips. Clocks.
Bits in bytes on chips in box.
Bytes with bits and chips with clocks.
Chips in box on ether-docks.

Chips with bits come. Chips with bytes come.
Chips with bits and bytes and clocks come

Look, sir. Look, sir. Read the book, sir.
Let's do tricks with bits and bytes sir.
Let's do tricks with chips and clocks, sir.

First, I'll make a quick trick bit stack.
Then I'll make a quick trick byte stack.
You can make a quick trick chip stack.
You can make a quick trick clock stack.

And here's a new trick on the scene.
Bits in bytes for your machine.
Bytes in words to fill your screen.

Now we come to ticks and tocks, sir.
Try to say this by the clock, sir.

Clocks on chips tick.
Clocks on chips tock.
Eight byte bits tick.
Eight bit bytes tock.

Clocks on chips with eight bit bytes tick.
Chips with clocks and eight byte bits tock.

Here's an easy game to play.
Here's an easy thing to say.

If a packet hits a pocket on a socket on a port,
And the bus is interrupted as a very last resort,
And the address of the memory makes your floppy disk abort
Then the socket packet pocket has an error to report!

If your cursor finds a menu item followed by a dash,
And the double-clicking icon puts your window in the trash,
And your data is corrupted 'cause the index doesn't hash,
Then your situation's hopeless, and your system's gonna crash.

You can't say this? What a shame, sir!
We'll find you another game, sir.

If the label on the cable on the table at your house
Says the network is connected to the button on the mouse,
But your packets want to tunnel on another protocol,
That's repeatedly rejected by the printer down the hall,
And your screen is all distorted by the the side effects of gauss,
So your icons in the window are as wavy as a souse,
Then you may as well reboot and go out with a bang,
'Cause as sure as I'm a poet, the sucker's gonna hang!

When the copy of your floppy's getting sloppy on the disk,
And the microcode instructions cause unncesssary risc,
Then you have to flash your memory and you'll want to RAM your ROM.
Quickly turn off your computer and be sure to tell your mom!

[EOA]
[POE]////////////////////////////
POETIC REFLECTIONS /
////////////////////////////////
The Forgotten One
""""""""""""""""""
by Tony Morales
[HEXMAN]

>>> THE FORGOTTEN ONE <<<
""""""""""""""""""""""""""""

Copyright 1995 by Tony Morales. All rights reserved.

I am looked upon as being useless,
Good for absolutely nothing.
Abandoned by my parents,
In favor of my brother.
They say that he is faster,
More attractive and appealing.
Yet still I survive.
For nearly twenty years,
I have set standards.
Now, I am forgotten.
I was the first to have color graphics,
And an easy setup.

No one today seems to care,
To offer consent.
Despite the mistreatment,
I have endured over the years,
It makes me proud to say,
I am an Apple II.
For those who used and loved me,
Will never truly forget,
The mark I have made,
The path I have set.

[EOA]
[FOC]////////////////////////////
FOCUS ON... /
////////////////////////////////
Lynx and VT100
""""""""""""""""
by Douglas Cuff
[EDITOR.A2]

Now that Internet services have come to GEnie, you can travel the World Wide Web and really explore. You don't have to feel left out any more just because you have an Apple II. (References to web pages are showing up everywhere these days: I was only a little surprised to see them show up in movie ads, but shocked when one appeared on my bank statement last month!) The Apple II doesn't yet have the fancy graphics-based interfaces such as Mosaic and Netscape, but you'll find the text-based interface of Lynx quite adequate. All you need is VT100 emulation.

Don't let the term "VT100" intimidate you. It's simply a standard display mode that most computers, including the Apple II, can support. That's really all you need to know.

Can _your_ terminal program support VT100? Probably. ANSITerm, ProTERM, Spectrum, and Talk is Cheap all support it. Chances are, you're already using one of those package to log on to GEnie... and if you're not, you probably should be.

Not all Apple II terminal programs support VT100 equally, however. Apart from normal and inverse characters, VT100 can require bold, underlined, blinking, double wide, and double high characters... and combinations, such as bold underline.

For the purpose of Lynx, you'll find what you need most are normal, bold, and underline characters, plus VT100's ability to move the cursor to any position on the screen. Why you need normal characters should be self-explanatory. Bold is often used in web pages for emphasis, so it's nice to have. Underline is used to indicate links, so it's more than nice; it's vital! (If you don't already know what links I'm talking about, see the sidebar at the end of this article.)

Another consideration when using Lynx is what download protocols a telecom package supports. Some images are embedded into web pages, which the Lynx user must do without, but others pictures may be downloaded. If you download a file, GEnie asks you if you want to use Zmodem or Xmodem, so your terminal software had better support one or the other.

Let's look at how various Apple II telecommunications programs stack up when it comes to VT100:

PROGRAM	GRADE	MODE	UNDERLINE	BOLD	XMODEM	ZMODEM
ANSITerm	A	graphics	YES	no*	YES	YES
SnowTerm	A-	graphics	YES	YES	no	no
ProTERM	B+	text	YES	YES	YES	YES
Agate	B	graphics	YES	no	no	YES
Kermit	C+	text	YES	YES	YES	no
Spectrum	C	text	no	no	YES	YES
TelCom	C-	text	YES	YES	YES	no
Talk is Cheap	D	text	YES	YES	YES	no
ATP	D	text	YES	YES	no	no
Z-Link	F	text	?	?	YES	no

ANSITerm

Computer: Apple IIgs only
VT100 display: super hi-res graphics

ANSITerm, a commercial package, is probably the best of the lot for using Lynx on GEnie. "Out of the box", it appears that its VT100 mode supports underlining but not bold characters. However, you can configure ANSITerm's screen colors to get bold. (Personally, I used a white background and a blue foreground.) There's a trade-off, though: either your normal characters or your bold characters must have a dithered look, which makes them harder to read. You should choose the more ragged-edged characters for the bold text... it's the lesser of two evils. Or you may prefer the default of having bold text displayed as normal text... it's up to you.

ANSITerm not only supports Zmodem and Xmodem file transfer, but also Kermit. Kermit is the method most often found on the net, so if you're expecting that your Internet time on GEnie will lead you to seek out a full-fledged Internet provider, and you're going to be buying telecommunications software, you should definitely consider ANSITerm for your IIgs.

For use on the Internet, ANSITerm definitely rates an A+.

SnowTerm

Computer: Apple IIgs only
VT100 display: super hi-res graphics

SnowTerm is a shareware package that does an excellent job of displaying all VT100 modes, including blinking text, which ANSITerm cannot handle. Since you're unlikely to come across blinking text while browsing the web, however, this point is somewhat moot. The important point is that VT100 does an excellent job of displaying both underline and bold text. It has a readable font for all modes... its display is even better than ANSITerm's, to my taste!

SnowTerm falls down badly in the area of file transfer, though. It offers nothing, not even Xmodem. Since beginners are unlikely to need file transfer, SnowTerm's excellent handling of VT100 codes earns it a solid A.

ProTERM
"""""""""

Computer: Apple IIe, Apple IIc, Apple IIc+, Apple IIgs
VT100 display: text

ProTERM, a commercial package, is the only text-based VT100 telecom software tested that earns a better-than-average rating. Text-based software is at a distinct disadvantage when it comes to displaying both normal, bold, and underlined text. The Apple II's 80-column text screen can display only normal and inverse text. We can use inverse to indicate underlined text--much more important than bold when using Lynx--but what can we do about bold text? One option is to ignore it entirely. The other option is to use inverse text for bold as well. However, if you use inverse for both underline and bold text, which is the ProTERM default, you won't be able to tell the links from the emphasized text! Which is better? Well, if you ask me, it's better to ignore the bold text, but ProTERM lets you configure this parameter to your own taste. That earns ProTERM extra marks. Still, VT100 on the text screen is poor at best, partly due to anomalies in the way the 80-column text screen handles inverse.

ProTERM also does well in the file transfer department, providing not only the Zmodem and Xmodem modes that GEnie encourages you to use, but also Kermit, for those that feel they may venture out further on the Internet. If you don't have an Apple IIgs, then ProTERM is the package that any Apple II Internet explorer should buy! It rates a solid B+.

Agate
""""""

Computer: enhanced Apple IIe, Apple IIc, Apple IIc+, Apple IIgs
VT100 display: double hi-res graphics

Agate is a shareware package that uses the double hi-res screen to display underline text exactly as it should, with no recourse to inverse text. However, its VT100 emulation is not perfect, and it occasionally drops characters... which can be dreadful, particularly if Agate chose to drop a character just as cursor co-ordinates were being sent. Also, Agate does not allow you to use the arrow keys to navigate during Lynx, which is a serious disadvantage. It is for this reason that Agate ranks the lowest of the graphics-based VT100 emulators for the Apple II. Also, beware that the program has been known to crash on receipt of some of the more rare VT100 sequences.

When it comes to downloading, Agate supports Zmodem but not Xmodem. This is a trifle unusual, but will not be of great importance to the user. Agate's poor user interface should earn it a much lower rating, but it gets a B from me mostly because of its valiant attempt to use the double hi-res screen for character display.

Kermit
"""""""

Computer: Apple II+, Apple IIe, Apple IIc, Apple IIc+, Apple IIgs
VT100 display: text

Kermit is a freeware program. It obeys the Kermit and VT100 protocols rigorously. It displays both underline and bold text in inverse characters, which can be confusing. As noted above, it makes it difficult to tell where the links are at a glance. Also, Kermit has a command-line interface that makes it a poor choice for the beginning user.

Kermit supports Xmodem downloading--as well as Kermit, of course. Only its rigorous adherence to the standards earns it a C+.

Spectrum
""""""""""

Computer: Apple IIgs only
VT100 display: text

Spectrum is a commercial program. While I feel that Spectrum is a good telecommunications package overall, its VT100 emulation is truly deplorable. Not only is it text-based (in a GUI program!), but it doesn't support either underline or bold text. If using inverse for both made it difficult to navigate with Lynx, using inverse for neither makes it an absolute nightmare. The fact that it consistently drops characters with my local host--even after a shift-boot!--doesn't make me feel any better about Spectrum's VT100 display. At least it properly supports the arrow keys.

Spectrum fares a good deal better in the downloading department. It supports Zmodem and Xmodem, and it is rumored that a Kermit module will eventually be available for its latest incarnation. Frankly, it is only Spectrum's use as a general telecom program that prevents it from receiving a failing grade for its VT100 emulation instead of the C grade I have supplied.

NOTE FOR SPECTRUM OWNERS: If you already own Spectrum, the best thing to do is give the VT100 mode a miss. Instead, use the ANSI emulation! This works _very_ well so far as Lynx is concerned. Don't forget to turn color Lynx menus on, though, when you visit GEnie's Internet area, if you want to see why I recommend Spectrum's ANSI mode over its VT100 mode.

TelCom
"""""""

Computer: Apple IIgs only
VT100 display: text

TelCom is a freeware program originally intended for use with GNO/ME. It uses inverse for both underline and inverse, and supports Xmodem downloading. It was meant as a bare-bones telecom package, and that's all it is. Rating: C-.

Talk is Cheap (v4.x)
""""""""""""""""""""""

Computer: enhanced 128K Apple IIe, Apple IIc, Apple IIc+, Apple IIgs
VT100 display: text

Talk is Cheap is a commercial program that added VT100 support in its most recent version. It uses inverse text for both bold and underline. TIC's VT100 emulation doesn't always clear the screen properly, which is a serious flaw when using Lynx.

As for transfer protocol, Talk is Cheap supports Xmodem but not Ymodem. When it comes to Lynx-ability, it only rates a D. It hurts me to give TIC such a low rating, because I've used it for years and love it--overall, it's a good, affordable telecom program--but its VT100 module just isn't up to snuff.

ATP
"""
Computer: Apple IIe, Apple IIc, Apple IIc+, Apple IIgs
VT100 display: text

ATP is a shareware program of considerable years. It uses inverse text for both bold and underline, which can be a trial, for the reasons discussed. It makes the problem worse by not having a blinking cursor (either box or underscore), so it's very hard to tell exactly what link the cursor is resting on! It doesn't support the arrow keys, and it doesn't allow downloading... neither Zmodem nor Xmodem. As far as using Lynx goes, this program is awful: D.

Z-Link
"""""""
Computer: Apple IIe, Apple IIc, Apple IIc+, Apple IIgs
VT100 display: text

This shareware package fails the VT100 test by crashing into the monitor when it receives a VT100 initiation sequence. For that reason, I can't tell you whether or not it supports bold or underlined characters. Its documentation tells me it supports Xmodem but not Zmodem downloading, but avoid it. Rating: F.

[*][*][*]

You should be aware that I haven't mentioned absolutely all the Apple II telecommunications software that claims to support VT100, but I've tried. There's a shareware (or possibly freeware) program called GSVT that isn't mentioned in this article... because it's not available for download on GEnie. I last saw it on CompuServe years ago. There's also TMTerm, which works under GNO/ME, and I understand that it supports VT100 display... though I don't think it's technically a telecommunications package. If you know of any program I've missed, I'd be delighted to hear from you.

The revelation that Spectrum's ANSI modem works better for Lynx that does its VT100 mode might lead you to try ANSI software for the Apple II instead. Certainly the ANSI modes of both Spectrum and ANSITerm handle Lynx quite well. I am aware of three shareware or freeware ANSI programs for the Apple IIgs: MegaTerm, GenericTerm, and ColorTerm. None of these support downloading. GenericTerm is probably the best of these three, with MegaTerm coming a close second. You should avoid ColorTerm... its font is illegible and it doesn't clear the screen very well (It also doesn't work on a ROM 3 IIgs.)

If you want to take advantage of GEnie's new Lynx option, my recommendation is that you use ANSITerm (VT100 or ANSI mode) or Spectrum (ANSI mode, but not VT100) if you have a IIgs, or ProTERM if you don't have a IIgs. If you can't afford one of these commercial packages, I recommend SnowTerm for the IIgs or Agate for the IIe and IIc. In fact, if you're absolutely certain you'll never need to download (which is unlikely), I recommend SnowTerm, ahead of ANSITerm or Spectrum, for any IIgs user.

[*][*][*]

****
*

```
*  SIDEBAR:  What's all this fuss about a web, anyway?  *
*                                                       *
*********************************************************
```

The World Wide Web works a lot like HyperStudio and HyperCard. If you've used either package, you can equate "links" with "buttons", stop reading this sidebar right now, and go back to the article. :-)

When you read a document on the web with Lynx, certain words or phrases will be underlined or highlighted (depending on your telecommunications software). These words or phrases indicate links to other places on the web. All you have to do is move your cursor to the link, press Return, and you'll be taken to a new place... and probably see even more links!

For example: imagine every word you see in the text below that has [square brackets] around it is a link.

My name is [Doug Cuff]. I was born in [St. John's], [Newfoundland], [Canada]. I use an [Apple II] computer.

If you selected "Doug Cuff", you'd get information about me. If you selected "St. John's", you'd get information pertaining to that city. Same deal with the "Newfoundland" and "Canada" links. If you selected "Apple II", you'd see a wide range of information of interest to Apple II users.

The great thing about the web is that links can point to information pretty much anywhere. You don't have to have your Apple II link point to information you yourself created... you can have the link point to information about the Apple II elsewhere, or even to the web document of someone else who's interested in the Apple II! (No sense reinventing the wheel, is there?)

When using Lynx, the World Wide Web resembles hypertext, with the highlighted words and phrases providing links to other areas. With graphics-based tools like Mosaic and Netscape (not yet available for the Apple II, remember), the World Wide Web resembles hypermedia, since these tools can display graphics as you browse!

[EOA]
[ASA]////////////////////////////
ASCII ART GALLERY /
////////////////////////////////
Summer's Here
"""""""""""""""
by Susie Oviatt
[SUSIE]

ASCII ART BEGINS

ASCII ART ENDS

[FOR VISUALLY IMPAIRED READERS: The preceding was a picture of a swallowtail butterfly and a picture of a banana split.]

[EOA]
[HUN]////////////////////////////
THE TREASURE HUNT /
////////////////////////////
Yours For the Downloading
"""""""""""""""""""""""""""

by Douglas Cuff

[EDITOR.A2]

Welcome back to the Treasure Hunt! This month, regular columnist Charlie Hartley is taking a leave of absence, but he'll be back next month.

I thought we'd take a closer look this month at some of the "Best of A2" disks that A2 RoundTable staff created back in 1991 and 1992. If this column has encouraged you to do any exploring on your own, you'll probably have seen these files, which were designed to fit on a single 800K 3.5" disk. Since the short descriptions don't give you much of an idea exactly what these archives hold, I thought GEnieLamp A2 should provide detailed lists.

Here are the 9 "Very Best of A2" archives:

```
17180  BEST.A2.ART.BXY    2 Dec 1991  double hi-res pictures
18761  BEST.OF.SHR.BXY    2 Jun 1992  super hi-res pictures
17586  BEST.3200.BXY      1 Feb 1992  3200-color pictures
16957  BEST.ICONS1.BXY    2 Nov 1991  icons
19399  BEST.FONTS.BXY    13 Sep 1992  fonts
17897  BEST.UTILS.BXY     1 Mar 1992  8-bit utilities
17356  BEST.GAMES.BXY     1 Jan 1992  8-bit games
18976  BEST.OF.MS.BXY    31 Jun 1992  Music Studio songs
16728  BEST.EAMONS.BXY   29 Sep 1991  Eamon adventure games
```

This month, we'll just look at the first three, all of which are archives of pictures.

[*][*][*]

BEST.A2.ART.BXY file #17180 171008 bytes 13'00" DL time @ 2400

This collection of black and white double hi-res clip art contains 46 pictures suitable for use with desktop publishing programs such as PublishIt! and Graphicwriter III. The graphics were collected by Tom Konczal in December 1991.

The archive includes a great shareware program called PHOTOMATRIX, which allows you to print out single- and double-high resolution graphics in condensed form... 30 pictures to a page. PHOTOMATRIX, by John C. Thomason, is the only shareware item on this disk. The pictures themselves are public domain and they may be used for any purpose, without charge.

Let's look at the pictures, which are divided into 8 categories: holidays, military, office, planes, school, ships, sports, and miscellaneous. Each category has its own subdirectory.

>>> HOLIDAYS <<<

CANDY.CANE — On the left side of the screen is candy cane wrapped in holly; to the right there is a rectangle with space for a message.

COUPLE.DANCE — A man and woman dressed in evening clothes "close" dance; they surrounded by bubbles. There's space for a message to the right.

FATHER.TIME — On the left, Father Time with scythe in hand and hourglass at

''''''''''' his feet; in the lower right corner, a baby, wearing a sash, is throwing confetti. There's space for a message between them.

HAUNT.HOUSE In the background, a large haunted house with moon and clouds
''''''''''' overhead, and a few bats; in the foreground, a small graveyard; to the left, dead tree with owl sitting in it.

HEARTS.HEART The outline of this large heart is made of many smaller
''''''''''' hearts of various sizes. There's space for a message inside the heart.

JACK.O.LATERN A large jack o'lantern, facing right.
'''''''''''''

NY.BALLON A baby clings is lifted aloft by one large balloon and three
''''''''' small ones; confetti surrounds. There's space for a message on the largest balloon.

SANTA.BEARD A portrait of Santa, wearing cap, with an extra-large beard
''''''''''' providing space for Christmas message.

SNOW.MAN A cute two-stage (one ball for head, second for body) snowman is
'''''''' wearing patched hat, scarf, and mittens. He is holding a candy cane and there is holly at his base. There's room for a message across his middle.

TURKEY A large turkey, facing left, provides space for a message.
''''''

>>> MILITARY <<<

F14A.TOMCAT F-14A Tomcat aircraft, facing right, landing gear up.
'''''''''''

F18A.HORNET F-18A Hornet Canadian aircraft, facing left, landing gear
''''''''''' down.

M.60.PATTON M-60 Patton tank, facing left.
'''''''''''

SDKFZ Sorry... I don't know what sort of military vehicle this is
''''' exactly. It has two large wheels in front and a tread in back. It is facing left. Next to it, a soldier stands as he paints or cleans it.

SHERMAN.WW.II Sherman tank; a helmeted soldier is poking out of the top.
'''''''''''''

>>> MISCELLANEOUS <<<

BUGLE.BANNER A large, straight ornamental horn (no valves) with a banner
''''''''''' tied to it with two pieces of ornamental cord with tassels. There's space for a message on the banner.

CAKE A two-tier cake with four candles on the top tier; two candles on
'''' bottom tier; ribbons and bows much in evidence.

IRISH To the left, a leprechaun playing a pipe; to the right, an oval of
''''' shamrocks providing suitable space for a message. The leftmost

border of the oval is cut off.

>>> OFFICE <<<

FEET.DESK.DHR
''''''''''''' A man wearing a suit and tie is smiling at he folds his arms behind his neck and puts his feet on desk (on which rest a pen set and a dial telephone). Also see PAPERWORK.DHR, which shows the same man hard at work. Cartoon.

FIVEOCLOCK.DHR
''''''''''''' A man wearing suit and tie; hat in right hand, coat over left arm, looks up at clock in smiling anticipation, ready to leave work for the day. Also see NINEOCLOCK.DHR, which shows the same man arriving. Cartoon.

GOSSIP.DHR
'''''''''' A head and shoulders picture of woman with shoulder-length hair speaking into phone receiver, which she holds in her left hand. Her right hand rests on the mouthpiece and holds a pencil. Cartoon.

MANAGEMENT.DHR
''''''''''''' Cartoon of a two-storey outdoor privy (crescent on both doors); top storey is labelled "Management"; bottom storey is labelled "Employees".

NINEOCLOCK.DHR
''''''''''''' A man wearing suit, tie, and hat, coat over right arm, bag labelled "Coffee" in right hand, arrives at work, bags under eyes, clock on wall. Also see FIVEOCLOCK.DHR, which shows the same man about to leave work. Cartoon.

PAPERWORK.DHR
''''''''''''' A man wearing suit and tie sweats as he stands over two large stacks of paper. Two sheets are falling off the desk. Also see FEET.DESK.DHR, which shows the same man relaxing. Cartoon.

WANTITWHEN.DHR
''''''''''''' Four characters in fits of laughter over the legend "YOU WANT IT WHEN?!" Cartoon.

>>> PLANES <<<

HELI.1.PIC
'''''''''' A helicopter, facing left. Digitized.

OLD.OLD.OLD
''''''''''' Old "flying machine", viewed from the right side. Digitized.

RACER.4
''''''' Small racing plane, facing right. Digitized.

>>> SCHOOL <<<

BOOKSAPPLE2.DHR
''''''''''''''' Three books, held together by a strap, sit on a surface; an apple sits on top of books. Books are in three-quarter perspective view.

DIPLOMA.2.DHR
''''''''''''' A scroll read "Congratulations" on top and "Class of 1991" on bottom; ribbon in right lower corner. Space for a message, particularly if you erase existing text.

GLOBE.DHR
''''''''' A collection of objects: globe, lunchbox, apple, crayons, scissors, paste pot, pad of paper, ruler, etc.

KID.GRAD.DHR A small girl with a shy smile and pigtails sits, legs crossed, wearing striped shirt, jeans, and sneakers, a mortarboard on her head. Realistic rendering.

KIDS.CMPT1.DHR In the foreground, two kids using a computer, possibly a Mac, in middle group, one kid using a computer while another stands and watches; in the background, one kid listening to female teacher. Realistic rendering.

LIBRARY.DHR A small male child hands two books over desk to female librarian. There are objects on the librarian's desk and a bookcase in the background. Realistic rendering.

MORTAR.BD.DHR A mortarboard and a diploma.

OWL.GRAD.DHR An owl wearing mortarboard perched on three books. Realistic rendering.

POM2.DHR Two female cheerleaders leaping into air, arms wide, pom-poms in each hand.

SCHOOLXING.DHR A group of children cross the road while in the foreground their female teacher holds up their hand to indicate that cars should stop. Realistic rendering.

>>> SHIPS <<<

GONDOLA.1.PIC In the foreground, a young male and female cuddle in a gondola while the gondolier poles them along; in the background, the city of Venice.

HMS.VICTORY HMS Victory; sailing vessel in full sail, facing right.

RIVER.BOAT2.PIC A paddle-wheel river boat on the river, facing right. Smoke pours from large smokestack.

USS.CONSTITUTIO USS Constitution, large sailing vessel in full sail, on the waves, facing left.

>>> SPORTS <<<

CANOEING.1.DHR A cartoon of a beaver sitting on a log, polling it downriver with a stick; underneath legend "CANOEING", all enclosed by a closed semi-circle.

GOLF.1.DHR A golfer in background exults as his ball bounced right into the hole. Cartoon.

GOLF.2.DHR A golfer in background is dismayed as ball bounced into the water trap. Cartoon.

SPORTS.2.DHR A young man wearing football helmet is surrounded by golf clubs, darts, pingpong paddles, skis, balls, etc. He clutches a hockey stick, pool cue, baseball bat, tennis racquet, etc. Cartoon.

[*][*][*]

BEST.OF.SHR.BXY file #18761 586752 bytes 45"15" DL time @ 2400

This collection of 32 PNT ($C1) 320-mode ultra hi-res graphics was compiled in the summer of 1992. Apart from the graphics, it also has a copy of SUPERVIEW, a utility which can view 320-mode, 640-mode, and even 3200-color graphics.

APPLESPHERE.320 A surreal imaginary "landscape" in which multi-colored Apple Computer logos stretch off to the horizon; above, two spheres reflect the logos on the "ground" (and they also casts shadows thereon). Color.

ASTRONAUT.320 A digitized photo of an astronaut standing on the moon. B&W with a blue tint.

BILL.OPUS.320 Cartoon of Bill the Cat and Opus the penguin (from the comic strips Bloom County and, later, Outland) which is a mock ad for the America Meadow Party labelled "Two for America". Opus is on the right, Bill is on the left; they are both facing right. Color.

CHEETA.320 Extreme close-up drawing of a tiger, mostly eyes and snout. 3200-color version also available in the "Best of 3200" archive, confusingly under the name TIGER.3200. Color.

DEMON.BREW.320 Dark fantasy drawing of a red demoin grinning evilly over a cauldron. Smoke spirits seem to be escaping from the flame. Color.

DRACONIS.320 Drawing of a red dragon baring its teeth at a sorcerer draped in a cloak. The sorcerer, standing at the extreme right, seems about to cast a spell. Color.

FAUCET.320 Stylized, predominately blue, rendering of a faucet dripping, into a large pool in the interior of a room. The pool shows the rippled effect of a droplet hitting the surface. In the background, an open window shows a cityscape. Color.

GIRL.SAMANT.320 Photo of a young blonde lady reclining (waist-up). She is wearing a diamond necklace and a blue dress with startling decolletage. Color.

GOLDN.RETRV.320 Head-shot drawing of a golden retriever, labelled as such. Color.

GREAT.SEAL.320 Drawing of the Great Seal of the United States. Eagle and E Pluribus Unum. You know what I'm talking about, right? Color.

GRIMRIDER.320 Impressive drawing of the grim reaper riding on a horse through a desert landscape; his bony white arm wields a scythe. The drawing is framed, and the horse and rider seems to be about to ride through it. Color.

HARRY.320 Extreme close-up photo of Harry, Bigfoot as he appeared in the movie Harry and the Hendersons. B&W with tint.

HIT.ANY.KEY.320 Cartoon of a duck standing in front of his computer, preparing to respond emphatically to the "Hit any key to continue" message by using a sledgehammer. Color.

HOUND.DOG.320 Close-up photo of a sad-eyed hound dog lying on its front paws. Two screens high. Labelled "Nut'n but a Hound Dog!!!". B&W.

JUPITER1.320 Drawing of part of Jupiter with one of its moons in the lower right corner. Color.

KOALA.320 Grainy close-up photo of a koala bear. B&W.

LADYLIBERTY.320 Close-up photo of the head of the Statue of Liberty. B&W with greenish tint.

LEOPARD.320 Color drawing of a leopard on the left side of the screen. The leopard has its head raised and is looking up. Color.

MAX.HEADROO.320 Partly a digitized photo, partly a freehand rendering of Max Headroom. If you don't know who Max Headroom is... you're better off, trust me. Color.

MEDFLY.320 Extreme close-up/magnification of a medfly (mostly just the eyes). Digitized; blue & white.

OPUS.320 Cartoon head-shot of a mildly dismayed-looking Opus the penguin (from Berkley Breathed's comic strips Bloom County and Outland). Color.

RED.DRAGON.320 Extremely large, muscular red dragon breathes fire, lighting up a portion of the dungeon. Color.

REPTILES.640 Clean digitization of a M. C. Escher drawing. Reptiles seem to be crawling in and out of a stylized reptile pattern on a piece of paper. B&W

ROCKWELL.320 Digitization of a Norman Rockwell painting. Sure wish I knew the exact title; I expect Rockwell fans with tell me in time for next month's issue of GEnieLamp A2. Side view of many heads--obviously a congregation--praying. Color.

ROSE.320 Drawing of three roses (but they could pass for carnations in a pinch). Color.

SECRETARIAT.320 Drawn portrait of Secretariat, a brown racehorse. He is wearing blue tack. Color.

SHET.SHPDOG.320 Drawing of a Shetland sheepdog on a black background. Color.

SUNSET.LEE.320 Drawing of a sunset as seen through trees near a pond. Two screens high. Color.

TORNADO.320 Drawing of a tornado tearing up Kansas. Pastel effect. Two screen high. Greyscale.

UNCLE.SAM.320 Cartoon of Uncle Sam playing with a computer, his coat draped over the back of his office chair. A balloon representing the computer display shows that he is playing a text adventure game. Color.

UNICORN.320 Drawing of a unicorn galloping across an imaginary grid landscape. There is a star field in the background. 3200-color version also available in "Best of 3200" archive. Color.

WIZARD.320 Cartoon of a elderly mouse wizard with a long white beard and purple cloak in his cave, speaking to a short mouse in a red, hooded coat. Can anyone identify the TV show or movie it comes from? Color.

[*][*][*]

BEST.3200.BXY file #17586 605952 bytes 46'45" DL time @ 2400

This collection of 21 3200-color pictures was compiled around January 1992. To view these graphics, you will need a program capable of displaying 3200-color graphics, such as SUPERVIEW (see the "Best of SHR" archive) or Show Me! There are others, just search on "3200" in the A2 library.

ALMADEN.3200 Digitized photo of a wine bottle, wine glass, grapes, cheese, bread, all resting on a red checked tablecloth, all which seems to be on several bales of straw. Color.

ASTRO.3200 Digitized photo of an astronaut floating in space, strapped into some sort of propulsion frame. Color.

BIGMAC.3200 Extreme close-up of a Big Mac hamburger from Macdonald's. You can see the upper half of the sesame seed bun, pickle, lettuce, cheese, tomato, and part of the beef patty. Now _that's_ a close-up. Digitized photo. Color.

BOY.3200 Digitized head-shot photo of a young boy in a red baseball cap looking at something in rapt attention and awe. It seems to have been night when the photo was taken (probably with a flash); the background is very dark. Labelled "CHICONY VGA". Color.

CHEETAH.3200 Two drawings of a cheetah by Robert Bateman, scanned in with ComputerEyes digitizer. Color.

CHOLLA.3200 Digitized photo of an extreme close-up of the flower on a cholla cactus. Color.

DINOSKULL.3200 Digitized flash photo of a dinosaur skeleton in a museum. Labelled "CHICONY VGA". Color.

FISH.3200 Digitized photo of two colorful tropical fish. Sure wish I could identify 'em for you. Readers? Color.

LADY.3200 Digitized head-shot photo of a female with short dark hair, wearing silver earrings. A high-maintenance model with a neutral "high fashion" expression. :-) Color.

LOCUTUS.3200 Digitized photo of Patrick Stewart as Locutus of Borg (from
''''''''''' Star Trek: The Next Generation). Low angle. Color.

NYMPH.3200 Fantasy drawing of a nymph lying prone in a woodland pool.
''''''''''' A deer-like animal stands nearby. To the left are the gnarled roots of trees and the spray of mist, presumably from a waterfall. Through the mist, you can make out the silhouette of a satyr. Color.

PARROT.3200 Digitized photo of a predominantly red parrot with pink wings
''''''''''' (which are spread) sitting on a tree branch. Color.

PRETTY.3200 Digitized photo; extreme close-up of a female model with a
''''''''''' pretty face and a slight smile. Color.

RACCOON.3200 Digitized photo of a head of a raccoon costume. Color.
'''''''''''

ROPES.3200 Digitized photo; study of many coils of rope on a rail in an
''''''''''' urban marine setting. Labelled "CHICONY VGA". Color.

ROSE.3200 Digitized photo of a red rose. Color.
'''''''''

SALLYB.3200 Digitized photo, from the ground, of the front of a silver
''''''''''' prop aircraft, identified on the nose cone as the Sally B (in script font) and a painting of a nude woman.

SPIDERC.3200 Digitized photo; extreme close-up/magnification of a spider.
''''''''''' B&W with tint.

TIGER.3200 Extreme close-up drawing of a tiger, mostly eyes and snout.
''''''''''' 320-mode version also available in the "Best of SHR" archive, confusingly under the name CHEETA.320. Color.

TULIPS.3200 Digitized photo of a landscape, a field of tulips. Color.
'''''''''''

UNICORN.320 Drawing of a unicorn galloping across an imaginary grid
''''''''''' landscape. There is a star field in the background. 320 mode version also available in "Best of SHR" archive. Color.

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As Charlie would say, that's it for this month. Keep in mind that many pictures have been uploaded since 1991 and 1992, so there are plenty excellent pictures in the A2 Library that weren't eligible for inclusion in these "Best of" archives. Charlie will be back next month. If you bug him enough, maybe he'll provide you with descriptions of other "Best of" archives. Or maybe not. Tune it next time to find out; same Lamp-time, same Lamp-channel....

[EOA]
[PNL]//////////////////////////////
PAUG NEWSLETTER /
//////////////////////////////
June 1995 Report
"""""""""""""""""

by David R. Kerwood
[D.KERWOOD]

The mission of the Planetary Apple User's Group (PAUG) is to serve as the online heart of the worldwide Apple II Community. PAUG's goals include providing help and support for folks who may not have a local group nearby, and to create a virtual link between both the online and offline user group community. PAUG sponsorship of an online user group is focused on promoting the fact that the Apple II is still alive, and doing very well.

There _is_ support; PAUG can provide it, or help you find it! We meet the third Sunday of every month at 7:00 pm Eastern in the Apple II RoundTable Conference area. With no dues to pay or miles to drive, PAUG offers the Apple II user a friendly and comfortable association with others with similar computing interests, plenty of accurate information, hints, tips, and the security that comes with knowing that you have all the computing support you could possibly need right at your fingertips. What could be more convenient?

THE MAIN EVENTS """""""""""""""" It's been some time since we've last put out a newsletter, but that has not been for a lack of anything to report! The truth is that there has been a lot of reorganization and reshuffling of people associated with PAUG, and with the Apple II Roundtables on GEnie. Things are starting to settle down now, and we're certain that you'll like the result.

To give some idea of the breadth of information and topics that have been the hallmark of PAUG meetings, here is a little list of what we've been up to, since our initial inception as the World Wide User Group, then as the Planetary Apple League, and now as PAUG:

1993
October - Inaugural meeting of the then WWUG (now PAUG) - WWUG and Syndicomm, with a visit from Tom Weishaar; and Softdisk/Softdisk G-S, with Bryan Pietrzak
November - Telecommunications and the Apple II
December - Jerry Kindall (Quality Computers), and AppleWorks 4.0

1994
January - WWUG becomes PAL; Dave Hecker (Seven Hills), and Spectrum
February - Jawaid Bazyar (Procyon/Sequential), and discQuest
May - Sam Latella, and the newsletter A2World
June - Upcoming events at (ICONFest - nee KansasFest)
July - Highlights and happenings from ICONFest
September- PAL becomes PAUG; User group Open House
October - Accessing GEnie with the Offline navigators GEM and CoPilot
November - Accessing the Information Superhighway, upcoming GEnie Internet access
December - The sights and sounds of Christmas with Pat Kern (graphics), Tony Morales (Sonobox) and Clay Juniel (GS Entertainment)

1995
January - AppleWorks 5.0, with Will Nelken and Randy Brandt
February - User group Open House
March - Mike Westerfield (ByteWorks), and Quick Click Morph for the IIgs
April - GEnie's Internet Access
May - Hypermedia and the IIgs, using HyperCard and HyperStudio

As you can see, we've been on kind of roll this year, fulfilling our mission of serving as the online Apple II user group resource for the entire planet! We have had great guests for many of our meetings, and on several occasions have had the honor of hosting new product announcements and services. Our biggest coup came just this past March, with ByteWorks choosing the monthly PAUG meeting as its venue for the formal rollout of the spectacular new addition to their Quick Click Line of productivity applications for the IIgs, Quick Click Morph. The mighty morphin' power ranger for the IIgs, Mike Westerfield, happily proclaimed that the generation time to create a typical morph animation on his accelerated IIgs was equivalent to what you'd see on a 50 MHz 486 PC clone. Mike has uploaded a demo morph animation to the A2 Library here on GEnie, file number 24489 (KARENCAT.BXY). This jaw-dropping animation shows Mike's daughter "morphing" into their family cat, "Psi". If anything qualifies as something well worth the download time, then file #24489 is it--a must see!

April found PAUG in the enviable position of bringing user group support for the largest resource entity now available to the Apple II family of computers--the Internet. All any Apple II user needs now to get on the onramp to the "Information Superhighway" is GEnie access. The PAUG meeting went a long way towards illuminating the possibilities now available to anyone on GEnie, from gopher, archie, and veronica for information searching, and ftp access to worldwide collections of files and applications. Perhaps the most exciting development was the announcement that GEnie subscribers would now be able to break into the hottest area of the Internet, the World Wide Web, using the text-based navigation tool called Lynx. With Lynx, any Apple II with telecommunications software having VT-100 emulation can serve as a window into the vast wealth of information available on the 'Web!

Our most recent PAUG meeting brought a focus to what is possible on the Apple IIgs using the two supremely-capable hypermedia authoring tools for that platform, HyperCard IIGS (HCGS), from Apple, and HyperStudio, from Roger Wagner Publishing. The need for hypermedia support had become particularly apparent since Apple Computer reclassified HCGS as system software, which allowed it to be made downloadable from GEnie. In addition, the demise earlier this year of the ICON-based disk publications Studio City and Script-Central made the need for support a pressing issue for many. Some of the most interesting stacks available for downloading were discussed, as well as tips and hints for those that were interested in creating their own stacks. A good example of the power of hypermedia is one very noteworthy HCGS stack that can be used as a program launcher and alternative to the Finder. Called "No Worries", it can best be described as a near clone of the popular Macintosh application "At Ease". It can be a lifesaver if your IIgs is available and accessible to small children, or for those who want to use the computer but are uncomfortable with The Finder. Formerly shareware, this super stack has been updated and released as freeware! Highly recommended by A2's own resident hypermedia guru Hangtime, it can be found in the A2 Library as file #22323.

WHAT'S NEW IN THE APPLE II WORLD? Things are really hopping with both
"""""""""""""""""""""""""""""""""" Apple II hardware and software. In addition to the products mentioned above, Sequential has begun shipping their VGA card for the Apple IIe and IIgs. Called Second Sight, this relatively inexpensive bundle consisting of a video card and imaging software promises to transform computing on the Apple II. Initial reports from those who have installed the card have highly favorable, some to the point of near ecstasy!

A significant update to the only full-featured desktop telecommunications software for the IIgs has been published by Seven Hills Software. Spectrum v2.0 rivals the best telecomm software available for any computing platform, and has garnered a loyal following in A2. When combined with the GEnie offline navigator CoPilot, Spectrum has become one of the slickest ways for Apple IIgs users to fully utilize GEnie, while maintaining their online time (and costs!) at a minimum. Our own Ken Lucke has written a full set of customized CoPilot scripts that take advantage of the special features only available in the Spectrum v2.0, and watching these scripts do their thing is an eye-opener to anyone who has ever said, "You can't do that on an Apple II!"

Speaking of CoPilot, the latest version of what many consider the best GEnie offline navigator available for any platform is now v2.5.5. CoPilot, when used with either Talk Is Cheap, ProTERM, or Spectrum, can really enhance your online experience on GEnie. And the very least it will do is save you money! The easiest way to get to it is to choose item #7 from the A2 Roundtable Menu.

Randy Brandt has gone on record as saying that he plans to publish at least one more update to AppleWorks, now selling well at v5.0 (and v5.1 is coming soon!). But this will be no ordinary update to this very popular 8-bit integrated program. Code-named Phoenix, this is not actually an update, per se, but an Apple II emulator that will run Appleworks v5.x on Macintosh computers. GEnie, as always, will continue to provide all the resources of the A2 subscribers and staff to bear for any of your questions, including Phoenix when it's released. All versions of AppleWorks and AppleWorks GS are supported in the Apple II Roundtable on GEnie, having an entire category of topics devoted to all facets of these highly versatile integrated applications.

Vitesse has released their fax software for the IIgs. Called FAXination, it has also brought a capability to this machine that most had never thought would exist. FAXination has had some significant early teething problems in its initial release, but Vitesse has come a long way toward making successful send/receive fax capability a reality for the IIgs with v1.0.6. Parkhurst Micro Productions is also working on production of fax software for the IIgs, and CEO Paul Parkhurst has announced that the package is going into beta-testing, with an anticipated release later this year.

And one more bit of hardware news of note--there is a removable media drive that has just recently hit the market that has gotten many in the Apple II community to sit up and take notice. While it was not originally intended to be used as an Apple II peripheral, the Iomega "Zip" drive is a SCSI device that uses ejectable 100 or 25 megabyte disks, and it has been checked out by several of the GEnie subscribers in A2. The bottom line? It works, and works quite well. With a typical retail price of about $200, and media cost of about $20 per 100 MByte disk (each about the size of a thick 3.5" floppy disk), the Iomega "Zip" drive has been found to be a cost effective method for backing up your data, as well as being able to be used as a removable hard drive, much like a SyQuest unit. The Zip Drive recently was the topic of a Real Time Conference (RTC), which was replete with detailed information on how to use this drive with the Apple II. Want to know more? Well, we archived the RTC for you, just download file #25002 (IOMEGA.ZIP.BXY) for the straight story. If you're not familiar with GEnie's Real Time Conference, this transcript will give you a good idea of

what the RTCs are all about. Check it out!

WHAT'S NEW IN GENIE'S A2 ROUNDTABLE? As I mentioned earlier, there has been quite a lot going on as far as our own internal reorganization is concerned. Here is the new breakdown of the main movers and shakers on the A2 staff, and their positions. Remember, they are here to serve you, and to make your time on GEnie as enjoyable and productive as it can possibly be!

Our Chief of Apple II Operations (A2 and A2Pro):

Lunatic E'Sex	Chief of Apple II Operations	A2.LUNATIC

The Apple II RoundTable Staff:

Susan MacGregor	Chief Sysop	A2.SUSAN
Tim Tobin	Assistant Chief Sysop	A2.TIM
Charlie Hartley	Bulletin Board Manager	A2.CHARLIE
Sarah Phillips	BB Assistant Manager	S.PHILLIPS1
Doug Cuff	BB Assistant Manager	EDITOR.A2
Richard Bennett	Special Projects	RICHARD.B
Loren Damewood	A2 Help Desk	LORENZO
Bill Dooley	Internet Access	A2.BILL
Harold Hislop	Hardware Coordinator & Guru	HAROLD.H
Chuck Newby	Disk of the Month Editor	A2.CHUCK
Doug Pendleton	Hardware Help	DOUG.P
Tim Tobin	Lost Classics/Fonts	A2.TIM

Quite possibly the biggest thing on the minds of the staffers in A2 is the upcoming KansasFest. What? You thought Kfest was history since A2-Central ceased operations? Think again, Chester. Kfest is going to be a reality this summer, and it'll be better than ever! For many years Resource Central, and then ICON, sponsored a popular festival for Apple II computer users called ICONference. Last year the festival was expanded to include users of Macintosh computers. Although RC/ICON went away, KFest will continue under new sponsorship! This summer, in Kansas City, Missouri, you can once again:

- meet friends old and new
- learn about how to get the most out of your computer and peripherals
- see demonstrations of new products
- meet the celebrities of our little world
- experience the InterNet and all that it has to offer to us and our computers
- take advantage of special KFest '95 offers from Apple II and Macintosh vendors
- and, of course, stay up all night if you want to :)

There will be speakers and presentations on a wide variety of topics. Presentations scheduled (so far) include:

* Joe Kohn - Shareware Solutions II
* Erick Wagner - How to Control Real World Devices
* Michael Lutynski - Animasia
* Mike Westerfield - Quick Click Morph and HyperStuff
* Tony Diaz - Building a case for the GS
* Roger Wagner - HyperStudio

 * Greg Templeman - GSLib
 * Richard Bennett and J. Nathaniel Sloan - GS front end for GEnie
 * Doug Pendleton and Dave Ciotti - Solder, the Flux of the Matter
 * Ryan Suenaga - PDA's and PowerBooks - Portability for the Professional

KFest '95 will again be held on the campus of Avila College in Kansas City, Missouri. It will take place from July 27-29, 1995. The cost will be only $200, which _includes_ use of a double room in the Avila College dorms _and_ meals! (If you wish to stay at one of the many hotels or motels near the college then the cost is $150, but you would, of course, have to find and pay for your own room).

Kfest this year is being sponsored by Parkhurst Micro Products, makers of the award-winning ANSITerm telecommunications software, as well as the soon to be released PMPFax. You can send your registration form and fee to:

Kfest '95
c/o Parkhurst Micro Products
2491 San Ramon Valley Blvd. Suite 1-317
San Ramon, CA 94583

Please make checks payable to Parkhurst Micro Products. VISA and MasterCard also accepted for phone registrations: Just call PMP with your VISA or MasterCard number at (510) 837-9098.

If you have questions about Kfest, you can also find answers via the InterNet. Just send an email message to kfest.info$@genie.com or Kfest@galadriel.ecaetc.ohio-state.edu. An information file and registration form can also be found in the GEnie A2 Library, download file #24892.

THE A2 LIBRARY """""""""""""" The following files are the "pick of the crop" for May, and can be found in the Apple II Roundtable library. A "+" before the number indicates it can be used on an 8 bit Apple.

+24832	GLAMPA29505.BXY	GEnieLamp A2, May 1995 (AppleWorks)
24837	JAZGRAPH.BXY	Comprehensive graphing package
+24861	A2.APR.ADB.BXY	April ADB Update of A2 Library Index
+24863	A2.APR.TXT.BXY	April TXT Update of A2 Library Index
24879	MSDOS.TOOLS.BXY	MS-DOS Utilities v2.21
+24892	KFEST95.TXT	Registration info for KFest '95
+24902	E.MPGM.TOUR.BXY	Plain-English desc. of Eamon MAIN PGM
+24904	FRKSPLITPRO.BXY	Split GS resource forks under ProDOS 8
24915	KFEST95CNTD.BXY	KFest '95 Countdown Twilight II module
24921	BATCHXFER.BXY	BatchXfer - Spectrum XCMD
24922	FREEZER.BXY	Freezer - Spectrum XCMD
24923	LIBRARY.BXY	Library - Spectrum XCMD
+24924	A2.DOM.0595.BXY	A2 Disk of the Month, May 1995
+24947	GSPLUSFAQ.BXY	Information about GS+ magazine
+24955	A2.MANUAL.BXY	Capture of A2 Online Manual (1 big file)
+24956	A2.SML.MANS.BXY	A2 Online Man. (split into small files)

Either of the last two files are "must haves" for those of you that are relatively new to GEnie. Even experienced hands may find these useful as well.

IN CONCLUSION Remember, the goal of the Planetary Apple User Group is to

""""""""""""""" be _your_ primary Apple II resource! If you have any suggestions, insights, or ways to help us help you...let us _know_! Future plans include working with groups on the "outside" to create a stronger bond within the Apple II community. Just E-mail C.ADAMS11 or A2.GENA, or post in Category 3, Topic 34 in the A2 bulletin board (m645;1).

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         ////////////////////////////////////// GEnie_QWIK_QUOTE ////
        /  Forget about viruses...  In the A2 world, you can safely  /
       /   bet that you're the most dangerous element of your       /
      /    computer system. :)                                     /
     ////////////////////////////////////////////  FROG.MAN  ////
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[EOA]
[LOG]////////////////////////////
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GEnieLamp Information
"""""""""""""""""""""""

o COMMENTS: Contacting GEnieLamp

o GEnieLamp STAFF: Who Are We?

GEnieLamp Information """"""""""""""""""""""" GEnieLamp is published on the 1st of every month on GEnie page 515. You can also find GEnieLamp on the main menus in the following computing RoundTables.

RoundTable	Keyword	GEnie Page	RoundTable	Keyword	GEnie Page
DigiPub	DIGIPUB	1395	Atari ST	ST	475
Macintosh	MAC	605	IBM PC	IBMPC	615
Apple II	A2	645	Apple II Dev.	A2PRO	530
Macintosh Dev.	MACPRO	480	Geoworks	GEOWORKS	1050
BBS	BBS	610	CE Software	CESOFTWARE	1005
Mini/Mainframe	MAINFRAME	1145	Programming	PROGRAMMING	1445
Data Comm.	DATACOMM	1450	IBM PC Prog	IBMPCPRO	617
PowerPC	PPC	1435	PowerPCProg	PPCPRO	1440

GEnieLamp is also distributed on CrossNet and many public and commercial BBS systems worldwide.

o To reach GEnieLamp on Internet send mail to genielamp@genie.com

o Current issues of all versions of GEnieLamp are File Requestable (FREQable) via FidoNet (Zones 1 through 6) from 1:239/260 and via OURNet (Zone 65) from 65:65/1. SysOps should use the following "magic names" to request the current issue of the indicated GEnieLamp platform:

Platform	Magic Name To Use
GEnieLamp IBM HyperRead	GLHYPIBM
GEnieLamp IBM Multimedia	GLMMIBM
GEnieLamp ST	GLST
GEnieLamp A2Pro	GLA2PRO
GEnieLamp Macintosh	GLMAC
GEnieLamp TX2	GLTX2
GEnieLamp A2	GLA2

GEnieLamp PowerPC ..... GLPPC

- Back issues of GEnieLamp are available in the DigiPub RoundTable Library #2 on page 1395 (M1395;3).

- GEnieLamp pays for articles submitted and published with online GEnie credit time. Upload submissions in ASCII format to library #31 in the DigiPub RoundTable on page 1395 (M1395;3) or Email it to GENIELAMP. On Internet send it to: genielamp@genie.com

- We welcome and respond to all E-Mail. To leave comments, suggestions or just to say hi, you can contact us in the DigiPub RoundTable (M1395) or send GE Mail to John Peters at [GENIELAMP] on page 200.

- If you would like to meet the GEnieLamp staff "live" we meet every Wednesday night in the Digi*Pub Real-Time Conference at 9:00 EDT (M1395;2).

- The Digital Publishing RoundTable is for people who are interested in pursuing publication of their work electronically on GEnie or via disk-based media. For those looking for online publications, the DigiPub Software Libraries offer online magazines, newsletters, short-stories, poetry and other various text oriented articles for downloading to your computer. Also available are writers' tools and 'Hyper-utilties' for text presentation on most computer systems. In the DigiPub Bulletin Board you can converse with people in the digital publishing industry, meet editors from some of the top electronic publications and get hints and tips on how to go about publishing your own digital book. The DigiPub RoundTable is the official online service for the Digital Publishing Association. To get there type DIGIPUB or M1395 at any GEnie prompt.

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	o Gina E. Saikin	[A2.GENA]	A2 Staff Writer
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	o Phil Shapiro	[P.SHAPIRO1]	Contributing Columnist
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                  ~ WELCOME TO GEnieLamp APPLE II! ~
                    """""""""""""""""""""""""""""""""
            ~ THE TREASURE HUNT:  The Best of Music Studio ~
                    ~ HARD_VIEW:  IOmega Zip Drives ~
                 ~ HOT NEWS, HOT FILES, HOT MESSAGES ~

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           >>> WHAT'S HAPPENING IN THE APPLE II ROUNDTABLE? <<<
           """""""""""""""""""""""""""""""""""""""""""""""""""""
                              ~ July 1, 1995 ~

 FROM MY DESKTOP ......... [FRM]        HEY MISTER POSTMAN ...... [HEY]
  Notes From The Editor.                  Is That A Letter For Me?

 HUMOR ONLINE ............ [HUM]        CONNECTIONS ............. [CON]
  Software for suing Microsoft.           Virtually Real, Really Virtual.

 ASCII ART GALLERY ....... [ASA]        THE TREASURE HUNT ....... [HUN]
  Summer Garden.                          The Best of Music Studio.

 HARD_VIEW ............... [HAR]        REAL-TIME SCHEDULE ...... [RTC]
  IOmega Zip Drives.                      Chat with other Apple IIers.

                     LOG OFF ................. [LOG]
                      GEnieLamp Information.

[IDX]""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""

READING GEnieLamp   GEnieLamp has incorporated a unique indexing system to
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""""""""""""""""""" to help make reading the magazine easier. To utilize this system, load GEnieLamp into any ASCII word processor or text editor. In the index you will find the following example:

HUMOR ONLINE ..... [HUM]
GEnie Fun & Games.

To read this article, set your find or search command to [HUM]. If you want to scan all of the articles, search for [EOA]. [EOF] will take you to the last page, whereas [IDX] will bring you back to the index.

MESSAGE INFO To make it easy for you to respond to messages
"""""""""""" re-printed here in GEnieLamp, you will find all the information you need immediately following the message. For example:

(SMITH, CAT6, TOP1, MSG:58/M475)
|Name of sender CATegory TOPic Msg.# Page number|

In this example, to respond to Smith's message, log on to page 475 enter the bulletin board and set CAT 6. Enter your REPly in TOPic 1.

A message number that is surrounded by brackets indicates that this message is a "target" message and is referring to a "chain" of two or more messages that are following the same topic. For example: {58}.

ABOUT GEnie GEnie's monthly fee is $8.95 which gives you up to four hours
""""""""""" of non-prime time access to most GEnie services, such as software downloads, bulletin boards, GE Mail, an Internet mail gateway, and chat lines. GEnie's non-prime time connect rate is $3.00. To sign up for GEnie service, call (with modem) 1-800-638-8369 in the USA or 1-800-387-8330 in Canada. Upon connection type HHH. Wait for the U#= prompt. Type: JOINGENIE and hit RETURN. When you get the prompt asking for the signup/offer code, type: DSD524 and hit RETURN. The system will then prompt you for your information. Need more information? Call GEnie's customer service line (voice) at 1-800-638-9636.

SPECIAL OFFER FOR GEnieLamp READERS! If you sign onto GEnie using the
"""""""""""""""""""""""""""""""""""" method outlined above you will receive $50.00 worth of credit. Want more? Your first month charge of $8.95 will be waived! Now there are no excuses!

*** GET INTO THE LAMP! ***
""

////////////////////////////////////// GEnie_QWIK_QUOTE ////
/ If Napoleon had won the battle of Waterloo, there'd have /
/ been one less Abba song. /
// T.KRAJNA ////

[EOA]
[FRM]//////////////////////////////
FROM MY DESKTOP /
//////////////////////////////
Notes From The Editor
""""""""""""""""""""""
by Douglas Cuff
[EDITOR.A2]

>>> "WE HAVE MET THE ENEMY, AND HE IS US" <<<
"""

As long as there has been science fiction, there have been warnings about how computers will control us or destroy us. They adjust all data so that it fits the database, which is how the average North American ended up with 2.3 children. They blindly follow instructions regardless of context, which is why a grammar checker complains about the repetition in the opening paragraph of Dickens's _A Tale of Two Cities_.

Well, relax. The good news is that computers are not going to pigeonhole us into either misery or oblivion. The bad news is that we humans are doing it to ourselves... or, more likely, to one another. The tendency of the computer to reduce everything to ones and zeroes means nothing compared to the eagerness with which some of grasp a tool that only deals with ones and zeroes.

For example: I admit, with some shame, that I use a major credit card. About a year ago, the bank that issued the card gave me the capacity to use any convenient telephone to check my last five transactions. I heartily dislike the idea, which strikes me as inviting trouble. Or hasn't anyone at either the bank or the credit company realized that I'm not the only one in the world with access to a phone, and therefore with access to my last five transactions?

Here is where I made my mistake: I called up the bank to get them to disable this terrific feature.

I explained my request and--here's where I went wrong--my potential problem to the person on the other end of the phone. She thought I was complaining about a merchant to whom I had unwisely given my credit card number. I rephrased the problem. She still thought I was complaining about a merchant. I rerephrased the problems. She thought I was complaining about a hypothetical merchant. Eventually, she passed me on to her supervisor.

Needless to say, I had to start at square one, explaining my concern from scratch. The supervisor thought I was complaining about a merchant. So I rephrased the problem. The supervisor thought I was complaining about a merchant....

"Then said I, Lord, how long? And he answered, Until the cities be wasted without inhabitant, and the houses without man, and the land be utterly desolate." [Isaiah 6:11]

It took me three different people, almost an hour of my time, and more frustration than I care to admit to finally get the message across. In the end, I had to raise my voice slightly, interrupt the zombie-like speech, and demand, "Listen to me. Listen to what I am saying."

The brains of these three people were so used to dealing with maybe five basic consumer complaints that they routed all requests into one of the five areas. Now, just possibly the poor drones who answer the phones all day can be excused this atrophy of the little grey cells. Possibly. But not their supervisor, and most definitely not the supervisor's supervisor.

In the end, I did convey to the Level 2 supervisor just what the heck I wanted. She clearly thought I was a crank for refusing such a convenient service, but she allowed as how she could place what she called a "phone block" on my card... meaning that if I wanted to pay my credit card bill, I could no longer do it over the phone.

What's more, she did place that block, and she did it the first time I asked for it. I know for certain that she did it, because all of a sudden, merchants were telling me that they couldn't accept my credit card. It seems the phone block that prevented others from abusing my credit card also prevented certain merchants from accepting my credit card. (Incredibly, the alleged professionals who wrote and installed the credit card company's software hadn't checked for such a conflict.) I may be flattering myself, but this seems to me to indicate that I was the very first person to request a phone block.

By the time my credit card company straightened out the problem, I was well on the way to collecting a second example of how some people are good at dealing only with the same scenario, and reject any scenario they haven't prepared themselves for.

My doctor had sent me to a specialist, and that very busy, harried specialist, had instructed me to call him if I had certain symptoms before our next appointment. So, like the naif I am, I did call him when the feared symptoms grabbed hold of me and shook me like a milkshake.

The receptionist refused--absolutely refused--to put me through to the specialist. If I was in extreme pain, go to emergency. If I was not in extreme pain, consult my physician. What I was absolutely not supposed to do, according to the receptionist, was bother the specialist.

Now, I understand that people do make nuisances of themselves, wasting the time of an overworked medical specialist when protocol demands that a G.P. make a referral. I would estimate that the receptionist had already had to deal with a hundred such nuisances that week. What troubles me is that she was no longer capable of listening. Anyone who wants to turn this into a treatise on overwork--and it's not a bad idea--is invited to write his or her own editorial. I still find it chilling how readily people tend to assume that what they're hearing is what they're used to hearing.

Most data base programmers make the assumptions that the data is going to be consistent. Real life isn't consistent. It's not merely that humans aren't consistent, it's that what happens to humans is not consistent. Any program that forces you to fit the environment to the computer, rather than the other way around, is a third-rate program.

The widespread use of computers in today's work-world isn't the problem. It's just the symptom.

[*][*][*]

Last month, I tipped you off that you could use Lynx to read Usenet newsgroup such as comp.sys.apple2, merely by visiting the links on Nathan Mates's home page. Well, you can, and it's a fairly non-threatening way of doing it, too.

However, for those of you who want to read comp.sys.apple2 without

bothering Nathan, it's quite simple. Just press G to go to a specific place, and instead of typing something that begins with "http://", just type:

news:comp.sys.apple2

and you'll be taken to comp.sys.apple2. It will also work with other newsgroups, such as comp.sys.apple2.comm, comp.sys.apple2.gno, comp.sys.apple2.marketplace, comp.sys.apple2.programmer, comp.sys.apple2.usergroups, comp.binaries.apple2, comp.sources.apple2, and alt.emulators.ibmpc.apple2.

-- Doug Cuff

GEnie Mail: EDITOR.A2 Internet: editor.a2@genie.com

REPRINTING GEnieLamp

If you want to reprint any part of GEnieLamp, or post it to a bulletin board, please see the very end of this file for instructions and limitations.

ASCII ART BEGINS

ASCII ART ENDS

[EOA]
[HEY]//////////////////////////////
HEY MISTER POSTMAN /
//////////////////////////////
Is That A Letter For Me?
""""""""""""""""""""""""""""
by Douglas Cuff
[EDITOR.A2]

o BULLETIN BOARD HOT SPOTS

o A2 POT-POURRI

o HOT TOPICS

o WHAT'S NEW

o THROUGH THE GRAPEVINE

o MESSAGE SPOTLIGHT

>>> BULLETIN BOARD HOT SPOTS <<<

[*] CAT2, TOP10 ..... Supporting Brutal Deluxe
[*] CAT3, TOP25 ..... The Finder Patch
[*] CAT8, TOP25 ..... Point of sale software
[*] CAT44, TOP2 ..... KansasFest

>>> A2 POT-POURRI <<<

LEGAL SOURCE OF STAR TREK SOUNDS Regarding the Star Trek sounds. A couple of years ago (Sept/Oct 93 to be specific), Bill Moore (of GS+) coordinated with Sound Source and converted the Star Trek sounds into IIgs format. So, call "Sound Source" at 800-877-4778 or 805-494-9996 and ask for their Star Trek and/or Terminator 2 sounds for the Apple IIgs. They cost $24.95 each, or $39.95 for both. (from the Sept-Oct/93 GS+ magazine). They come in a 3 disk set, ready to play on the IIgs!

Wayne Sheffield (Be patient. God isn't finished with me yet!)
(W.SHEFFIELD, CAT31, TOP5, MSG:60/M645;1)

<<<<< Yes, it's legal. They licensed them for this purpose

Since you asked for the sounds on the set, here goes: Star Trek, "The Logical Collection" (rSoundSample Names) (sounds are separated by a semi-colon).

Alien Beam 1;
Alien Button 1;
Aye, Captain;
Bridge Button 1;
Bridge Button 3;
Bridge Button 4;
Bridge Button 5;
Bridge Button 6;
Bridge Buttons 7A;
Bridge Click;
Bridge Power Up;
Bridge to Captain;
Bulkhead Door;
Button Sequence 1;
Button Sequence 2;
Button Sequence 3;
Communicator;
Computing Now, Captain;
Contamination;
Did It Work?;
Disengage Computer Now!;
Dramatic Cue 1;
Dramatic Cue 2;
Dramatic Cue 7;
Energize 1;
Energize 2;
Energy Field;
Fascinating;

Female Computer;
Great Curiousity;
Hail Whistle;
He's Dead Jim;
His Brain is Gone;
I Can't Explain it, Captain;
I suggest you study this;
I'm a Doctor;
It Will Never Work!;
It's Gone, Sir;
Leave That Alone;
Main Phasers Firing;
Main Theme;
Materialization;
Maximum Warp;
Nothing, Sir;
Phasers 1;
Photon Torpedo 2;
Quickly, Captain!;
Red Alert;
Reset;
Sick Bay 1;
Standing By, Captain;
Sterilize;
Suspense Cue 1; That sir, is illogical;
The Ultimate Computer;
Theme Cue 1;
Time Portal;
Transporter;
Verified;
View Screen 1;
Vulcans Never Bluff;
What have you done;
Where are you going;
You Are Relieved;
You Earth People;
Your logic can be.

FYI, this is how they did it. They secured the original soundtrack magnetic tape reels from Paramount Pictures, and converted them to Digital Audio Tape (DAT). From there, they converted/editted selected sound effects into digital code.

Wayne Sheffield (Be patient. God isn't finished with me yet!)
(W.SHEFFIELD, CAT31, TOP5, MSG:64/M645;1)

RUMOR: AOL HELPS VIRUS
"""""""""""""""""""""""""

Just a little note on the lighter side,

I just received notification through Air Force channels, that the recently mailed AOL disk was distributed with the BUPT virus on board. Way to go AOL. One more good reason to stick with the Apple.

Dave C.
(D.CORKUM, CAT2, TOP4, MSG:129/M645;1)

DEADEYE DRIVES
""""""""""""""

Hehehe, that reminds me of an incident that happened to me back when I was still working at Softdisk.

A year or so ago, we discovered a very serious bug after we'd mastered and duplicated an issue, but before it had been mailed out. Unfortunately, due to the schedules of some of the larger Softdisk products, we couldn't reduplicate with the big automatic machines, so we had to resort to the old manual disk duplicators (two drives, can duplicate two disks at a time, manual eject button, have to be hand fed).

Several people split up the long process of reduplicating all the Softdisk G-S disks with these old machines, and I did my part as well. I had a couple of disk duplicators sitting on my desk, hooked up to a spare power strip (on the floor). Unfortunately, one of the duplicators had an especially strong ejection spring, which shot disks out like toast.

A one in a million shot: I pressed the ejection button, the disk ejected (but I missed stopping it), it flew into a perfect arc down onto the power strip, hitting the button at just the right angle to shut off the duplicating machines.

Fortunately I didn't hook my computers up to the same power strip! :)

-G.T. Barnabas
(BARNABAS, CAT44, TOP2, MSG:188/M645;1)

QUALITY COMPUTERS ON APPLE II, II ALIVE, APPLEWORKS 5 > It takes bad
""""""

them. However, I cannot answer something this vague. I understand you're upset, but every customer, including the Apple II customer is important to us.

> You have to actively search for subscribers (and customers) if you expect
> to succeed. QC charged a premium price for a magazine that was always
> late, started shrinking after the 3rd issue, and was not even able to be
> subscribed to, as the telephone sales staff repeatedly told potential
> subscribers that it was folding -- for the past six months

Uncle! We learned one important lesson. Never try to handle a subscription base the size of II Alive if it's not your primary business. We just didn't have the knowledge, the time, and the resources to continue with II Alive and I personally will miss the fun I had writing for it. There still is a Woz interview coming up in a future issue:)

> They have yet to print anything other than a press release about why
> anyone might want a Second Sight card.

This is mostly because the second sight card is late. We don't have it yet. AppleWorks GS tought us to wait and see something before we go right ahead and market it. When it's released, I'm sure it will have plenty of space. After all, it's a neat thing that frees you from the shackles of the IIGS monitor.

> Sales of Appleworks 5 disappointing? Perhaps because there was never a
> convincing reason for people like me to update to it. I use AW3.0 about
> four times per year and have never felt limited.

I too used Appleworks 3 since the first day it came out. I bought Appleworks GS before I had a GS. Then I got AppleWorks 4 when it was Quadriga and Appleworks 5 when it was Narnia. You never truly know what it's like on the mountain until you leave the valley. Trust me, without Appleworks 5, you're missing a lot.

(QUALITY, CAT42, TOP10, MSG:303/M645;1)

FREE IIC UPGRADE DISAPPEARS
""""""""""""""""""""""""""""""

Some bad news in IIc land, I'm afraid. My local dealer (Albany, NY) showed me a msg from Cupertino - Apple will no longer do the //c logic board swap for free, effective May 3, 1995.

I'm now sitting with a ROM 01 //c and not happy, but I encourage people to appreciate the length of time that Apple _did_ support this free upgrade. I have had 4 //c's upgraded over the years for free over a 8-9 year period. Pretty good service. The free lunch had to end sometime :(

Dave H.

(D.HUGGINS1, CAT26, TOP3, MSG:61/M645;1)

PATCHES FOR PC TRANSPORTER
""""""""""""""""""""""""""

I thought some of you PCT users might be interested in some of my latest patches to the PCT software. Note: These have only been tested a little. Use at your own risk. Let me know what you think. These are only good for PCT software version 2.0.4 or 2.0.5. As many of you know there is really no difference between the two. Just different versions of ProDOS to fix clock problems. Just Preferred Computing (what an arrogant name, I don't prefer them!) and AE were not honest about this. I'm glad they are gone! Perferred did not offer to give me my money back, BTW.

All patches are applied to the file AEPC.SYSTEM. You will need a block editor that will follow files and show you the position relative to the beginning of the file.

This first patch was listed earlier but I thought I'd post it again. It makes the PCT control panel show up in bright text. Great for those dim monitors.

```
Start at Byte      Bytes there
                   Replace with

$1bba:             07
                   0f
```

Short patch, eh?

The next two patches are great for GS users with extended keyboards.

This patch resets the keyboard lights on exit. So that your Scroll Lock, Num Lock, and Caps Lock lights, if on at exit, will not stay on when you leave the PCT software. This patch simply intercepts the exit routine and makes a call within the PCT software that tells it to clear all the keyboard lights. I have a init for caps lock light for ROM 01 GS users that I hope to release in the near future that is PCT aware. If you've ever tried other caps lock inits they tend to goof up the scroll lock and num lock lights, mine does not. My init is also fast in that it will not interfere with Apple][telecom programs. Encourage me!

```
$80                D5 46
                   60 5c
$3c60              00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
                   a9 00 8d 88 32 3a 8d 89 32 20 64 32 4c 5d 46
```

This final patch swaps the function of the Open-Apple (Command) and Solid (Option) keys on the keyboard. Although this patch can be used by GS users without an extended keyboard. Its usefulness comes in the fact that (at least my) extended keyboard's option key is also labeled "ALT". The PCT used the Open-Apple key for the ALT key. This patch fixes this. It also offers the change in the labeling of the keyboard layout map in the PCT control panel. I wish I could edit it to show a real extended keyboard.

```
$1244              04
                   08
$1248              08
                   04
$1707              04
                   08
$170b              08
                   04
```

This part of the patch is only needed if you want the keyboard map labeling changed.

```
$725c              53 6f 6c 69 64 2d 41 70 70 6c 65 20 28 4f 50 54 49 4f
                      4e
change to...       4f 70 65 6e 2d 41 70 70 6c 65 20 28 43 4f 4d 4d 41 4e
```

If there are any other patches you would like to suggest I'd like to hear them. I don't know if I can do all of them though, but I might give it a try. One I'd like to see is the PC time syncing with secs. from the GS side. However that would requiring fixing the clock driver on the PC side and I don't know if I can pull that off! Currently the PCT gets the time with a ProDOS GET_TIME call. This only supports Year, month, date, hours, and minutes, no seconds!

Happy PCing!

(G.TOLAR, CAT14, TOP12, MSG:342/M645;1)

MAC SERVER? YOU DON'T NEED ANY STINKIN'... I can't help but mention that
"" you do _NOT_ need a Mac to function as a server for this purpose. A programmer can program a GS to act as a special server to process the specific functions of your point of sale application.

I say this with certainty because I know someone who had created a professional, custom, networked database entirely of GSes using nothing but AppleTalk connections! (It was highly impressive.) He wrote the program in two parts: clients, and a server. The server collected data from the clients and generated reports. The clients queried the workers for sales information. Like I said, it was a custom application and could not be repurposed without considerable reprogramming.

Michael

(ANIMASIA, CAT8, TOP25, MSG:12/M645;1)

TRANSWARP IIE HELP I recently got a transwarp for my //e also. No
"""""""""""""""""" manual. Someone sent me some nice instructions for how to set the two switch groups. But the thing still drops into the monitor if I try to boot from the hard disk (set in slot 7). Is there something I haveto do different if uI use the hard drive. If I take it out the Transwarp works good. But with the HD (some kind of off brand mac drive SCSI) it crashes. If I try to boot slot 6 or 5 after doing a control-reset, the prodos screen comes up, them the computer freezes. So what gives?

(B.BAKER22, CAT14, TOP7, MSG:94/M645;1)

>>>>> I wouldn't know unless you told me your setup. But let's save some
""""" time. Here are all the details you'll probably need.

You can put the TW card in slot 3 (yes, finally a use for slot 3!)

Block 1 is for Memory cards, of the bank switch type. If you have any of these kind of cards in a slot (rare) OPEN that switch (push it down). If you use a RamWorks in the aux slot (and if you don't, get one!) the TW will accelerate all programs in memory :) Switch 8 on both blocks 1 and 2 should be OPEN for full TW speed (leave them there).

Block 2 is for peripheral cards, and here is where the fun begins. Switches 1 to 7 correspond to your slots. Any empty slots (no cards) should be CLOSED. Slot 3 (where the TW should be) should be CLOSED.

If you have a serial interface card (like a Super Serial card for printer or modem), that slot should be OPEN. Parallel interface cards can

be CLOSED for maximium speed. Your SCSI Hard Drive slot (7) should be CLOSED for maximum speed. Do you have an Apple Hi Speed SCSI card?

I ran this configuration with DMA on and had no problems until I added a PCTransporter card. Then I had to turm DMA on the SCSI card OFF. That may be your problem, since the TW uses it's own DMA.

You can change speeds (for games, etc) by running these simple basic programs.

First, make a subdirectory named SPEED.

Get into BASIC and make the following programs -

```
NEW
10 REM START 1 MHZ SPEED
20 POKE 49268,1
30 END
```

LIST the input to make sure it is okay, and then save it as START.1MHZ

Then make this one -

```
NEW
10 REM START 3 MHZ SPEED
20 POKE 49268,0
30 END
```

Save as START.3MHZ

You can also make this one, if you feel you will ever need it. Just remember that if you use this, you will have to ReBoot to get the TW back into operation.

```
NEW
10 REM DISABLE TRANSWARP
20 POKE 49268,3
30 END
```

Save as DISBLE.TW

Now you should have these 3 basic programs under /H?/SPEED/ available- (Where /H? is the name of your HD Partition.)

START.1MHZ
START.3MHZ
DISABLE.TW

Simply run the desired choice, and there you go!

Ray

(R.PASOLD, CAT14, TOP7, MSG:95-96/M645;1)

THERE ARE NONE SO BLIND...
"""""""""""""""""""""""""""

I had some fun at the office today - we had open house for 72 new staff workers, and I left my //e running on my desk with a large banner on the screen which said "Apple II Forever!"

Quite a few people were surprised to see an "ancient" computer, and they were even more amazed to find out all the "stuff" it's hooked to (accelerator, internal HD, scanner, laser printer, VAX mainframe, high speed modem), but what really blew their minds was seeing a printed brochure done on it. One guy even took a copy just to show others. "No one is going to believe this was done on an Apple //e!" he said over and over - and not just to me - to everyone he met. :)

__!__
| Terrell Smith
| tsmith@ivcfnsc.fullfeed.com
(T.SMITH59, CAT2, TOP7, MSG:125/M645;1)

VT100 ON AN APPLE II PLUS
"""""""""""""""""""""""""

What Bill said. Modem MGR has a VT-220 emulation, which (according to the manual) encompasses VT100 and VT-52 as well.

Modem MGR is a SOLID, very powerful telecom program for the II+. It literally has no competition in this market.

It's $50 from:

MGR Software
Suite 101
305 So. State College Blvd.
Anaheim, CA 92806
(714)993-0294

They take plastic.

TomZ
(A2.TOMZ, CAT7, TOP16, MSG:78/M645;1)

>>> HOT TOPICS <<<
"""""""""""""""""""

BRUTAL DELUXE AND "SYSTEM 6.0.2"
""""""""""""""""""""""""""""""""

I've explained my position to Joe (who is "shocked" and "appalled" at me, which is of course his right :). I'll stick to my opinion, though: I have no intention of installing the Brutal Deluxe "System 6.0.2 update," (those quotes are there for a reason, folks), and I will not go out of my way to support it in any software I write. Period.

That's my feeling on it; let's talk about something more fun now. :)

Sheppy
[Team PPCPro]
(SHEPPY, CAT9, TOP7, MSG:273/M645;1)

>>>>> To be fair, Brutal Deluxe has openly invited any able programmers
""""" to help them with the system software update. If they can put together a series of patches (or a single large patch program, however they plan on doing it) to improve upon 6.0.1, then more power to them. But these patches must not change any of the functionality of 6.0.1. If there are new features added, it will be up to individual software writers to use them or not (much like the new features that were added in 6.0.1.) If a new piece of software requires the Brutal Deluxe update, it should ship with the patch program since this will obviously not be an official Apple

Comp. update.

Whether their update is "official" or not is irrelevant. If it works and it's useful, people will use it. There have been quite a few unofficial patches that have been endorsed by the Apple IIgs community. FixFontMgr is a good example. It is included in the latest version of Pointless, and many people consider it a mandatory patch. II Scroll is unofficial but it's so darned useful that many people can't live without it. If Brutal Deluxe can create more of these types of improvements, that's great.

- Tony Ward
(A2.TONY, CAT2, TOP10, MSG: 41/M645;1)

>>>>> Log me in as one more very-experienced GS programmer, and one who
""""" has done a lot of low-level work, who wouldn't trust Brutal Deluxe to rewrite an OS.

I feel so strongly about this, I might design code to NOT work under it. Let me hasten to add that there are programmers here I would trust to do such a project. The BD folks just aren't in that lot.

A lot of these European programs don't even work right between ROM 01's and ROM 3's. That speaks volumes to me about the kind of programming underlying it all.

Also, I distrust many of these programs that mess illegally with my Battery RAM. Quite simply, I don't see the right kind of mindset in these types of programmers to do an OS properly, and I don't want a poorly-done OS to kill the GS market by dividing it between the "good OS" and "new OS" camps.

I've written SEVERAL bug-patches for the GS (I've lost count of the exact number; many of them were done at Softdisk, of course, but some were done before that). I don't have problems with bug-patch add-ons, but presuming to rewrite the OS is quite a different matter. Also, I know how much time and effort _I_ go to to make my patch programs 100% compatible; it's exhaustive and methodical work. I haven't seen that kind of work ethic in many other programmers.

-Greg Templeman
(BARNABAS, CAT2, TOP10, MSG:43/M645;1)

>>>>> A few months ago, Brutal Deluxe proposed a group programming
""""" project that would identify bugs in System 6.0.1 and fix those bugs.

They specifically asked for assistance. They stated that they needed help in identifying the existing problems, and they solicited other programmers to join in on the project.

I think that if people have concerns about Brutal Deluxe's proposed project that they should get in touch with Brutal Deluxe directly, and either offer to get involved in the project, offer constructive criticisms of their programming skills, or explain to them why their proposed project might be ill conceived or unfeasible.

The only programmer I've spoken to recently about the proposed Brutal

Deluxe project was most vehemently opposed to any Brutal Deluxe meddling with system software, but was equally vehement about not contacting them to explain why. And, that frustrated me, as I'd rather see the lines of communication opened up.

That's my 2 cents....

Joe

(JOE.KOHN, CAT2, TOP7, MSG:109/M645;1)

KANSASFEST IS COMING This is an official KFest '95 WARNING!!!
""""""""""""""""""""""

We are limited to 80 beds (that's 40 rooms) in the dorms at Avila. We now have registrations for 62 of those beds.

If you've been holding off sending in your registration because you are waiting for snow in Phoenix or some other miracle, you had better quit waiting and get in touch with PMP (Paul Parkhurst) as soon as possible.

After we reach dorm capacity, you may still register to attend KFest '95, but you will need to make your own arrangements to stay in a motel.

Full registration information may be found in the first message of this topic.

Be there! July 27-29!!

Cindy

(C.ADAMS11, CAT44, TOP2, MSG:215/M645;1)

>>>>> In Topic 2, there is some discussion about the Kansas City airport.
""""" I'm not a resident of the city, but in looking at my city map it appears that there are two ways to get from the Kansas City International Airport (KCI) to the college.

1. Exit through the main gate (Cookingham Drive) onto Interstate 29 heading south. Take I-29 into the city. It will merge with I-35; continue south until it connects with I-70. Take I-70 east to the junction with I-435. Take I-435 south to exit 75A (Wornall Rd.). Follow Wornall south. Avila College is on the left a little ways down.

2. Exit through the main gate (Cookingham Drive) onto Interstate 29 heading south. At highway 152, exit west. It appears to be a four lane, limited access highway. Follow 152 west to I-435. Take I-435 south and follow it around until it reaches Wornall Rd from the west. Then exit to the college. This appears to be a longer route, but it MAY be less crowded. If you take this route, you will pass through Overland Park, Kansas.

Charlie

(A2.CHARLIE, CAT44, TOP3, MSG:21/M645;1)

>>>>> |>
""""" |\oute #2 is how I've usually gotten from the airport to Avila. It's very difficult to make a wrong turn or get lost on. Not that I've ever actually driven in Kansas City, myself... But still, this year I'm planning on renting a car and driving from the airport, and I bet I could get to Avila via route #2 without even looking at a map.

-= Lunatic (:
(A2.LUNATIC, CAT44, TOP3, MSG:22/M645;1)

>>>>> I agree 100% with Luny, Route #2 is =the= way to go. Route #1 is
""""" probably a few miles shorter, but takes you through a real spaghetti-pile rat's-nest of heavy-traffic intersections and lane changes. Route #2, OTOH, is a straight shot with no changes and has less dense traffic.

TomZ
(A2.TOMZ, CAT44, TOP3, MSG:23/M645;1)

>>>>> I should have included a 3rd route in my list. Thanks, Carl
"""""

(3) Exit the airport, go under I-29 and follow Highway 291 to the interchange at I-435. Take the first ramp onto I-435. Follow I-435 around the east side of Kansas City until you get to Wornall Rd. Follow Wornall Rd. south to the college.

It appears from the discussion that route #1 (through downtown Kansas City) is a bad idea. ;)

Charlie
(A2.CHARLIE, CAT44, TOP3, MSG:29/M645;1)

>>>>> I know some are likely to call this nit-picking, however anyone
""""" that actually goes to "KCI" will be very disappointed when they find that KFest is not in Kono, Indonesia B-)>

The airport code for Kansas City International airport (the airport you WILL arrive at if you fly) is MCI. -- HangTime [PT Powered] B-)>
(HANGTIME, CAT44, TOP2, MSG:227/M645;1)

>>>>> Here's some additional information about Kansas City hotels. This
""""" builds on the information that Cindy had previously posted.

I was able to get prices (__single__ rate) for most of the hotels listed below. The exception(s) were the Marriott hotels. When I called, their local reservation person was gone for the evening and I couldn't get through on the 1-800 reservation line (it was busy). The 24-hour reservation line for the Marriott hotels is 1-800-229-9290.

Please use the prices listed below as a __guideline__ for comparison. Your actual mileage may vary :)

Kansas City Motels near Avila College (from the AAA Book)

Courtyard by Marriott 816-941-3333
500 E. 105th St., Kansas City, MO 64131
(I-435 and Holmes St)

Best Western Hallmark Inn 913-383-2550
7000 W. 108th St., Overland Park, KS 66211
(I-435 and Metcalf)
[$62, free local calls, phone jack available]

Clubhouse Inn - Overland Park 913-648-5555
10610 Marty, Overland Park, KS 66212
(I-435 and Metcalf)
[$75, free local calls, phone jack available]

Courtyard by Marriott 913-339-9900
11301 Metcalf, Overland Park, KS 66212
(I-435 and Metcalf)

Drury Inn - Overland Park 913-345-1500
10951 Metcalf, Overland Park, KS 66210
(I-435 and Metcalf)
[$69, free local calls, phone jack available]

Embassy Suites - Overland Park 913-649-7060
10601 Metcalf, Overland Park, KS 66212
(I-435 and Metcalf)
[$119, local calls are $0.75 each, phone jack available]

Fairfield Inn - Overland Park 913-381-5700
4401 W. 107th, Overland Park, KS 66207
(I-435 and Roe)
[$53, free local calls, phone jack available]

Hampton Inn - Overland Park 913-341-1551
10591 Metcalf E. Frontage Rd, Overland Park, KS 66212
(I-435 and Metcalf)
[$66, free local calls, phone jack available]

Overland Park Marriott 913-451-8000
10800 Metcalf, Overland Park, KS 66210
(I-435 and Metcalf)

Red Roof Inn - Overland Park 913-341-0100
6800 W. 108th St., Overland Park, KS 66211
(I-435 and Metcalf)
[$43/50, free local calls, phone jack available]

>>>> new entry to list <<<<
Motel 6 - Kansas City - Lenexa, KS (Southwest) 913-541-8558
9725 Lenexa Drive, Lenexa, KS 66215
(I-35 @ 95th St. Exit 224) -- NE corner of I-435 & I-35
$33.14 (including tax), free local calls, phone jack avail
(E.WAGNER10, CAT44, TOP2, MSG:236/M645;1)

>>> WHAT'S NEW <<<
"""""""""""""""""""

(San Rafael, CA. June 7, 1995) Shareware Solutions II, a general interest bi-monthly newsletter devoted to the Apple II computer, is pleased to announce that it is now the exclusive distributor of "The A+ Home Organizer."

Created by Dr Cynthia Field, "The A+ Home Organizer" is a collection of AppleWorks GS templates designed to assist you in organizing your personal and family information. There's a credit card registry, a personal balance sheet that allows you to create a statement of net worth, several mortgage related templates that will help you through the maze of

refinancing your home, a vacation planner, a template to create address labels, a template that lets you enter information about friends and family and that serves as a reminder for important dates, a medical authorization form, a home inventory worksheet, and a template that tracks the details of your financial life. All documentation is provided on disk.

Originally available through inCider/A+ Magazine for $29.95, Shareware Solutions II is making "The A+ Home Organizer" available for only $5. There are no additional charges for shipping and handling, and air mail delivery to anywhere in the world is included as part of the $5 cost. Despite its low cost, "The A+ Home Organizer" is not freeware, shareware or public domain; it is professionally created commercial software for the Apple IIGS.

In order to use these templates, you MUST own AppleWorks GS.

Shareware Solutions II can accept checks or money orders, in US dollars (or drawn on a US account) and made payable to "Joe Kohn." Sorry, but no credit cards or school purchase orders can be accepted.

Joe Kohn
c/o Shareware Solutions II
166 Alpine Street
San Rafael, CA 94901-1008
USA

(JOE.KOHN, CAT28, TOP4, MSG:40/M645;1)

>>> THROUGH THE GRAPEVINE <<<
"""""""""""""""""""""""""""""""""

SCRIPT-CENTRAL BACK ISSUES
""""""""""""""""""""""""""""

I've dropped a few hints concerning a few of the projects that Shareware Solutions II has on tap...

HangTime has secured the copyrights to the excellent HyperCard based Script-Central magazine-on-disk that he edited/created for ICON. HangTime and I have reached an agreement for Shareware Solutions II to distribute those, once again.

There's a lot that needs to be done before all those back issues will become available once again. In no particular order....

1) We need to set a price for each issue and we need to determine a price for the entire collection.

2) I need to go through all 20+ issues and re-acquaint myself with them in order to be able to describe what's contained on each issue.

3) I do not yet have a complete set of disks.

So, in the midst of preparing the next issue of SSII, I have some other time consuming tasks. I imagine that we'll be able to set an equitable price in the next few weeks, so that should be included in the next issue.

I'd just thought you'd want to know...

Joe Kohn

(JOE.KOHN, CAT28, TOP4, MSG:348/M645;1)

IIGS MS-DOS UTILITIES
"""""""""""""""""""""""

Recently I spoke via internet mail with Peter Watson. One of the things I asked was if he planned on releasing a "desktop version" of his MSDOS Utilities. Here is his reply:

> Re: The "desktop version". I have started designing it, but time is a real issue. It will probably be an NDA, which means I won't try to implement some of the bells and whistles that would be easy in a full application. On the other hand, you will be able to transfer files from within any other application, which is as close as we're going to get to a "real" MSDOS FST.

I have no idea when it might be available, but he _is_ working on it!

-Doc
Internet: WEL378@prb.mhs.compuserve.com

(M.WELTE, CAT9, TOP17, MSG:51/M645;1)

UPDATED SUPERCONVERT
""""""""""""""""""""""

Our goal is to have it finished by KansasFest. Don't know how much [it will cost] yet. We'll announce complete details here as soon as SC is ready.

(SEVENHILLS, CAT43, TOP5, MSG:217/M645;1)

STATE OF FAXINATION
"""""""""""""""""""

As near as I can tell, we have one problem where the program sometimes doesn't know that it's supposed to turn on the Print Manager; one where the Finder is doing screen updates and we have a Resource Manager bug; and one where a certain model of Zoom modem doesn't handle the ends of pages the same way that everybody else does, and therefore FAXination quits after sending one page.

Most of our users seem to be pretty happy with the last version (v0.1.6) so I'll release another after I check out the fixes for the problems mentioned above. Then there are a couple of features that need to be added, and a couple of suggestions on making things a bit easier to deal with, and I will finally be able to declare Version 1.0!

Yes, fax software is a *colossal* pain, but where would the fun be if it was easy? :) Have I mentioned today that I hate modems?

Da Programmer

(S.MCQUEEN1, CAT40, TOP2, MSG:276/M645;1)

>>> MESSAGE SPOTLIGHT <<<
""""""""""""""""""""""""""""

Category 9, Topic 6
Message 100 Sat Jun 03, 1995
M.EWEN [Michael E] at 01:44 EDT

Yesterday at about 6:30 I posted a message in A2 about the problems I was having with accessing my P8 programs. It turns out that the problem was my RamFast mapping. Everything is back to normal and I am ever so grateful for all the help. In my desperation I also posted the same message on Usenet.comp.sys.apple2. In A2 I had 3 suggestions within a couple of hours and a solution within 24 hours. On the famous Intenet I

had not responses with the first 24 hours, none. Now if I ever needed (which I don't) any encouragement to stay on GEnie I just got it. To me it makes very short work of the discussion in Usenet.comp.sys.apple2 about the costs and usefulness of GEnie. Once again thanks to all.

Michael E.
Delivered by:
Spectrum 2.0/CoPilot v2.55

[*][*][*]

While on GEnie, do you spend most of your time downloading files? If so, you may be missing out some excellent information in the Bulletin Board area. The messages listed above only scratch the surface of what's available and waiting for you in the bulletin board area.

If you are serious about your Apple II, the GEnieLamp staff strongly urge you to give the bulletin board area a try. There are literally thousands of messages posted from people like you from all over the world.

[EOA]
[HUM]////////////////////////////
HUMOR ONLINE /
////////////////////////////////
Fun and Games on GEnie
"""""""""""""""""""""""""

Microsoft Announces New CD-ROM Software to Aid Consumers In Suing MS

(REDMOND) In an effort to make it easier for computer users everywhere to file a law suit against itself, Microsoft Corporation today announced Microsoft Litigation '95, a multimedia reference library complete with 139 frequently used legal writs, briefs, templates and forms which are accessible from within other programs with a single click.

With this handy tool, a user will be able to combine elements of the popular Microsoft Office and Microsoft Office Professional desktop productivity suites in conjunction with the Litigation '95 CD-ROM package to quickly and efficiently bring suit against Microsoft for a variety of reasons, whether legitimate or frivolous.

What is new this year:

Litigation Builder
"""""""""""""""""""
Located on the QuickSuit information retrieval toolbar, Litigation Builder provides instant access to an enormous variety of case law and civil code from within any program on the Windows platform.

Suit Wizards (tm)
"""""""""""""""""
Suit Wizards (tm) guide the user through the many mazes of 'legalese' required to bring suit against Microsoft, whether in city, county, state, Federal, Appellate, or Supreme Court. Localized versions of Litigation '95 will provide for the equivalent of lawsuits in any nation's format.

Year in Review
""""""""""""""
The Year in Review section highlights lawsuits, findings, settlements and other legal events of the past year which

affect Microsoft, including the Justice Department suit, Judge Sporkin's refusal to approve the settlement and the Stacker suit.

All New Forms View more than 650 legal templates and forms from around
""""""""""""" the world, 930 country-specific case law findings, and 180 bar associations. Also click a Latin legal term to hear it pronounced. Nothing could make it easier for a non-lawyer to bring suit against Microsoft.

More Multimedia Elements Litigation '95 contains all new video for a
"""""""""""""""""""""""" total of 45 clips, 150 new audio clips for a total of five hours of sound, and 550 new images for a total of 3,000 pictures. The law dictionary contains more than 80,000 spoken pronunciations (the feature can be turned off if desired).

[EOA]
[CON]////////////////////////////
CONNECTIONS /
////////////////////////////////
Online Thoughts
"""""""""""""""

by Al Fasoldt
[A.FASOLDT]

>>> VIRTUALLY REAL, AND REALLY VIRTUAL <<<
"""

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I was adjusting the sound level of my virtual CD player the other day when I suddenly realized how strange this act would have seemed a few years ago.

But "virtual" is the buzzword of the mid-'90s for computer users, so no one who has mastered a modern personal computer is likely to find anything strange in what I was doing.

I turned a knob in the middle of my computer screen. Not a real knob, of course -- that would really have messed up the display when I was doing my word processing. It was a virtual knob.

Then I pushed the "pause" button when the phone rang. It isn't a real button, mind you. I mean, it _is_ a real button, since it does a real thing -- it puts the CD player on pause. But it's not a real button, if you know what I mean.

Don't feel bad. Sometimes I don't know what I mean or what others mean, either, when talk comes around to the latest virtual machines. I don't know of any other term for them.

They're all around us when we use personal computers.

You're told to click on a window. It's not a window, of course. It's a virtual window. And you're told to press a button. It's really a picture of a button.

Things can get complicated fast. In our standard PC setup at the newspaper where I train journalists in the new technologies of our trade, reporters click on a typewriter to start up their word processor. It's not

a typewriter, of course. It's not even a picture of a typewriter, if you are thinking along the virtual reality path. It's a picture of a virtual typewriter.

And so I have my virtual CD player. The controls look just like the knobs and buttons on the Technics CD player that sits on the shelf beside my computer, but it's a lot more fun to use. Any time I want to listen to a compact disc, I can just slide the disc into my CD-ROM drive and put my virtual player on the screen.

I can even slide the virtual player out of the way if I'm doing something else. It sure beats trying to lug my Technics around.

What this means to the non-virtual CD-player business is anybody's guess. I know typewriters all but disappeared when word processors and cheap computer printers took over. Sure, you need a computer if you want to use a virtual CD player, but that's no problem; every office has computers, and maybe 40 percent of all homes do, too.

Computers can be turned into virtual telephones, too. And virtual TVs. I guy I know has a virtual stereo FM receiver on his computer screen.

One of my friends made a big discovery in the area of virtuality the other day. He found a virtual keyboard on his computer screen. It comes with Microsoft Windows. If you press a virtual key on this virtual keyboard you get a virtual letter on the screen, I suppose. It would have been a lot easier for him to press the real letter on the real keyboard, but it wouldn't have been, well, virtual.

And it wouldn't have been as much fun.

[EOA]
[ASA]////////////////////////////
ASCII ART GALLERY /
////////////////////////////
Summer Garden
"""""""""""""""
by Susie Oviatt
[SUSIE]

ASCII ART BEGINS

ASCII ART ENDS

[FOR VISUALLY IMPAIRED READERS: The preceding was a picture of an iris and a picture of a rose.]

[EOA]
[HUN]////////////////////////////
THE TREASURE HUNT /
////////////////////////////
Yours For the Downloading
""""""""""""""""""""""""""""

by Charlie Hartley
[A2.CHARLIE]

Welcome back to the Treasure Hunt!

As Doug told you last month, there are several "Best of" disk collections in the Apple II library. This month I'd like to give you some extra information about the "Best of Music Studio Songs" file, as well as information on the other Music Studio files available in the library.

This file, titled BEST.OF.MS.BXY (#18976) was uploaded in June 1992. Since then there have only been a handful of new files uploaded for Music Studio. If you have Music Studio, or have seen it for sale used and wondered about it, here is the information you need to get the best of the already recorded Music Studio songs.

[*][*][*]

Here is a list of all of the songs available on the Best of Music Studio Songs file. This file is designed to fit on a single 800K 3.5" disk.

To make this list, a song had to be special to some folks. I'll make no attempt to evaluate them, since I have a tin ear. :)

ALLATRK.SNG	Alla Turea - Wolfgang A. Mozart
ANNIES.SNG	Annie's Song by John Denver
BEETHVN5TH.SNG	Beethoven's 5th
BENHUR.SNG	Ben Hur Chariot Race March
BLACKBIRD.SNG	Blackbird - The Beatles
BLUE.MOON.SNG	Blue Moon - Hart & Rogers
BO.RHAPSODY.SNG	Bohemian Rhapsody
BOLERO.SNG	Bolero by Ravel
BRICKWAL.SNG	Another Brick on the Wall
BRISTL.STMP.SNG	Bristol Stomp - The Dovells
BTVNS5THPNO.SNG	Beethoven's 5th
BUMBLEBEE.SNG	Flight of the Bumble Bee
CAN.CAN.SNG	Hooked On a Can Can by Eric
CANTINA.B.SNG	Cantina Band
CLOSER.SNG	Closer to the Heart by Rush
COLOUR.SNG	Colour My World

CONCERTO.SNG	Concerto in the Italian Stype
DOWNUNDER.SNG	Down Under by Men at Work
DWARVES.SNG	March of the Dwarves
ENTERTAINER.SNG	The Entertainer by Joplin
EVERY.DAY.SNG	Every Day
FALCON.CRST.SNG	Falcon Crest Arr: Greg Dib
FLASHDANCE.SNG	Flashdance - What a Feeling
GAMES.PLAY.SNG	Games People Play
GBUSTERS.SNG	Ghostbusters- Ray Parker Jr.
GGROBAR.SNG	Grandma Got Run Over - Brooks
GHOSTRIDERS.SNG	Ghostriders
HEARTBREAK.SNG	Heartbreaker by Pat Benetar
HELP.RONDA.SNG	Help Me Rhonda by Brian Wilson
HERE.THERE.SNG	Here, There, and Everywhere
HILL.ST.SNG	Hill Street Blues Theme
I.HAV.2.DO2.SNG	All I Have To Do Is Dream
INVENTION10.SNG	Invention #10 in G Major
INVENTION12.SNG	Invention #12 in A Major
INVENTION15.SNG	Invention #15 in B Minor
LINUS.LUCY.SNG	Linus and Lucy - V. Guaraldi
LION.SLEEPS.SNG	Wimoweh Mbube - The Tokens
LOLLIPOP.SNG	Lollipop
LONELY.SNG	You're Only Lonely
LUCIFER.SNG	Lucifer - Alan Parsons Project
MORK.SNG	Mork & Mindy Theme
MPLE.LF.RAG.SNG	Maple Leaf Rag by Scott Joplin
NACHT.MIDI.SNG	Eine Kleine Nachtmusik - Mozart
NINETOFIVE.SNG	Nine To Five
ONE.UR.WITH.SNG	Love The One You're With
OVERTURE.SNG	Overture - Rush
PAINT.BLAK.SNG	Paint It Black - Rolling Stones
PEOPLE.EAT.SNG	The Purple People Eater
PETERGUNN.SNG	Peter Gunn
PLAY.W.FIRE.SNG	Play With Fire - Rolling Stones
ROCK.ROUND.SNG	Rock Around the Clock
ROCKUSA.SNG	Rock in the USA
RUDOLPH.SNG	Rudolph Song
RUNNING.SNG	Running With The Night
S.L.T.WIND.SNG	She's Like the Wind - P. Swayze
SD.SILENCE.SNG	The Sound of Silence
SILANCEAG6O.SNG	The Sound of Silence
SINFONIA12.SNG	Sinfonia Nolz in A Major
SOLILOQUY.SNG	Soliloquy - Rush
SOMETHING.SNG	Something for Nothing
SOOLAIMON.SNG	Soolaimon by Appletree
SPAULDING.SNG	Hooray for Captain Spaulding
SPIRIT.SNG	Spirit of the Radio by Rush
ST.ELSE.SNG	St. Elsewhere Arr: Greg Dib
SURFIN.USA.SNG	Surfin' USA - Beach Boys
SYRINX.SNG	The Temple of Syrinx
UNDER.SEA.SNG	Under the Sea
VINCENT.SNG	Vincent (Don McLean)
WONDERFUL.SNG	Wonderful! Wonderful!
YAKETY.YAK.SNG	Yakety Yak - The Coasters
Z812.SNG	1812

Since this file was uploaded, there have been only four other Music Studio files uploaded. They are:

File#	Filename	Description
22510	CANNON.SNG.BXY	Tune for Music Studio .01
19924	PEACE.BXY	Music Studio song 'Peace, Peace'
19625	UNDERSEA.BXY	Under the Sea from "Little Mermaid."
19528	AMERICANPIE.BXY	Song, American Pie by Don McLean.

Of the four, only PEACE.BXY caught my attention (but don't forget my tin ear ;)

Below is a list of all of the other Music Studio songs available in the Apple II library. It includes all of the songs on the BEST list, as well as a number of others.

File#	Filename	Description
17378	LINUS.LUCY.BXY	Peanuts theme song for MS 2.0
17377	GGROBAR.BXY	GGROBAR for Music Studio 2.0
17267	FAREWLL.SNG.BXY	Rush: A Farewell To Kings for MS
17159	THETREES.MS.BXY	The Trees by Rush for Music Studio
17018	CLASSICAL..BXY	A bunch of classical songs for MS
17016	OLDIES.BXY	A bunch of oldie songs for MS
17015	RUSH.TUNES.BXY	A bunch of RUSH tunes for MS
17014	ROCK.TUNES.BXY	A bunch of tunes for MS
16574	PAPA.PRCH.BXY	Song for Music Studio (RE-UP)
16573	SINFONIA12.BXY	Song for Music Studio (RE-UP)
16572	SINFONIA09.BXY	Song for Music Studio (RE-UP)
16570	SINFONIA07.BXY	Song for Music Studio (RE-UP)
16569	SINFONIA03.BXY	Song for Music Studio (RE-UP)
16567	IF.I.FELL.BXY	Song for Music Studio (RE-UP)
16566	NIGHTINGALE.BXY	Song for Music Studio (RE-UP)
16565	WONDERFUL.BXY	Song for Music Studio (RE-UP)
16564	SUNDAY.GIRL.BXY	Song for Music Studio (RE-UP)
16563	GAMES.PLAY.BXY	Song for Music Studio (RE-UP)
16562	LUCIFER.BXY	Song for Music Studio (RE-UP)
16561	BE.LIKE.U.BXY	Song for Music Studio (RE-UP)
16560	RISING.SUN.BXY	Song for Music Studio (RE-UP)
16257	TRUE.COLORS.BXY	Song for Music Studio (RE-UP)
16256	CAL.GIRLS.BXY	Song for Music Studio (RE-UP)
16254	I.GET.AROUN.BXY	Song for Music Studio (RE-UP)
16253	PURPLE.PEPL.BXY	Song for Music Studio (RE-UP)
16252	FR.OVRSPILL.BXY	Song for Music Studio (RE-UP)
16251	ROKROLL.SND.BXY	Sound file for Music Studio (RE-UP)
16247	FALCON.CRST.BXY	Song for Music Studio (RE-UP)
16246	MAPLE.LF.RG.BXY	Song for Music Studio (RE-UP)
16245	GO.YOUR.WAY.BXY	Song for Music Studio (RE-UP)
16244	DOWN.UNDER.BXY	Song for Music Studio (RE-UP)
16243	RUDOLPH.BXY	Song for Music Studio (RE-UP)
16242	SURFR.GIRL.BXY	Song for Music Studio (RE-UP)
16241	BARBARA.ANN.BXY	Song for Music Studio (RE-UP)
16240	BERETTA.SNG.BXY	Song for Music Studio (RE-UP)
16230	POSMNTATERS.BXY	Ragtime song for MusicStudio 2.0.
16174	CANTINA.BXY	Song for Music Studio (RE-UP)
16173	CAN.CAN.SNG.BXY	Song for Music Studio (RE-UP)
16172	SPAULDING.BXY	Song for Music Studio (RE-UP)
16171	AMERICA2.BXY	Song for Music Studio (RE-UP)
16170	CAL.DREAMIN.BXY	Song for Music Studio (RE-UP)

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16169 BROADWAY.BXY       Song for Music Studio (RE-UP)
15722 MUSICON.BXY        Icons - Music Studio and SoundSmith
15552 WITCHY.BXY         Song for Music Studio
15551 STAIRWAY.HV.BXY    Song for Music Studio
15550 KILLING.ME.BXY     Song for Music Studio
15549 EVERYBREATH.BXY    Song for Music Studio
15483 BOADWAY.BXY        Song for Music Studio
15456 SOLACE.BXY         An original piece for Music Studio
15419 FALLING.2.BXY      New version of Twin Peaks theme
15368 TWIN.PEAKS.BXY     Twin Peaks Theme for Music Studio
15271 VINCENT.BXY        Song for Music Studio
15216 MTRIBUTE.BXY       Michigan Tribute for Music Studio
15201 BACH.BXY           Song for Music Studio
15194 WE.R.WORLD.BXY     Song for Music Studio (RE-UP)
15193 CELLO.WBNK.BXY     Wavebank for Music Studio (Re-Up)
15190 STELSEWHERE.BXY    Song For Music Studio (Re-UP)
15163 PSN.PIGEONS.BXY    by Tom Lehrer for MusicStudio
15139 COLOUR.SNG.BXY     Song for Music Studio (Re-Up)
15138 MS.1812.SNG.BXY    Song for Music Studio (Re-UP)
15137 BUTLOVE.SNG.BXY    Song for Music Studio (RE-UP)
15136 GHST.BUSTR.BXY     Song for Music Studio (RE-UP)
15134 SAIL.AWAY.BXY      Song for Music Studio 2.0
15029 AGNST.ODDS.BXY     Song for Music Studio
15028 AXEL.FOLEY.BXY     Song for Music Studio
15027 ANOTHR.BRIK.BXY    Song for Music Studio
15026 ON.BROADWAY.BXY    Song for Music Studio
15025 AMERICA.BXY        Song for MusicStudio
14923 DONT.BE.SHY.BXY    Song for Music Studio
14502 IN.MY.ROOM.BXY     Song for Music Studio
14498 INVENTION.13.BXY   Song for Music Studio
14497 SOOLAIMON.BXY      Song for Music Studio
14217 GOD.REST.YE.BXY    A Christmas song for Music Studio
14216 GHOSTRIDERS.BXY    Ghost Riders song for Music Studio
14209 W.CHRISTMAS.BXY    Christmas Music For Music Studio
14208 WHAT.CHILD.BXY     Christmas Music For Music Studio
14207 SILENT.NITE.BXY    Christmas Music For Music Studio
14206 MANGER.BXY         Christmas Music For Music Studio
14205 KING.W.BXY         Christmas Music For Music Studio
14204 JOY.2.WORLD.BXY    Christmas Song For Music Studio
14176 FIRST.NOEL1.BXY    Christmas Music For Music Studio
14172 DECK.HALLS1.BXY    Christmas Music For Music Studio
14167 BETHLEHEM.BXY      Christmas Music For Music Studio
14066 XMAS.CAROL.BXY     by Tom Lehrer for MusicStudio 2.0.1
13962 NEVER.ENDIN.BXY    Song for Music Studio
13961 JUMP.BXY           Song for Music Studio
13960 HEARTBREAKR.BXY    Song for Music Studio
13959 FLASHDANCE.BXY     Song for Music Studio
13957 DANCER.BXY         Song for Music Studio
13938 MARTHA.BXY         Song for Music Studio
13901 SND.SILENCE.BXY    Song for Music Studio
13900 GT.CHARLIE.BXY     Song for Music Studio
13899 CLEMENTINE.BXY     A Music Construction Set Song
13898 BUMBLEBEE.BXY      Song for Music Studio
13897 BOHEMIAN.RP.BXY    Song for Music Studio
13896 BOLERO.BXY         Song for Music Studio
13895 BOOKENDS.BXY       Song for Music Studio
13639 TRIO.K1.BXY        Song for Music Studio
13638 TCHAIKOVSKY.BXY    Song for Music Studio
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13637 PRE.BELLS.BXY      Song for Music Studio
13636 MOZART.3.BXY       Song for Music Studio
13635 MOZART.2.BXY       Song for Music Studio
13634 MINUET.T.BXY       Song for Music Studio
13633 MINUET.F.BXY       Song for Music Studio
13632 MINUET.2.BXY       Song for Music Studio
13631 FANFARE.M.BXY      Song for Music Studio
13630 DWARVES.BXY        Song for Music Studio
13629 ALLEGRO.F.BXY      Song for Music Studio
13590 AMANDA.BXY         Song for Music Studio
13574 HITCHCOCK.BXY      Song for Music Studio
13410 HLLSTRT.MS.BXY     Hill Street Blues for Music Studio
13377 SONSDAUGH.BXY      Song for Music Studio
13376 SEVENWORDS.BXY     Song for Music Studio
13375 SACREDHEAD.BXY     Song for Music Studio
13374 PRAISE.LORD.BXY    Song for Music Studio
13373 OVERSPILL.BXY      Song for Music Studio
13372 NINETOFIVE.BXY     Song for Music Studio
13371 MORK.MINDY.BXY     Song for Music Studio
13370 PETER.GUNN.BXY     Song for Music Studio
13344 CHRISTVER2.BXY     Song for Music Studio
13343 CHRISTVER1.BXY     Song for Music Studio
13341 CHIEFSINNER.BXY    Song for Music Studio
13340 CHARIOTS.BXY       Song for Music Studio
13339 AMADEUS.BXY        Song for Music Studio
13338 LORD.GUIDE.BXY     Song for Music Studio
13337 I.KNOW.BXY         Song for Music Studio
13335 HOLYHOLY.BXY       Song for Music Studio
13334 ENTERTAINER.BXY    Song for Music Studio
13333 CROWNHIM.BXY       Song for Music Studio
13239 MUSKRAT.BXY        Muskrat Ramble for Music Studio 2.1
13023 UNDER.SEA.BXY      from The Little Mermaid for MS 2.0
13020 STREN.LIFE.BXY     a Ragtime Two Step by Scott Joplin
12953 MEDIT.BXY          Bossa Nova tune for Music Studio
12674 REQUERO.BXY        3 Classic Guitar Music Studio Songs
11818 SNDSMITH.94.BXY    Version 0.94 of an awesome sequencer
11747 ANNIES.SNG.BXY     MS file of Annie's Song by J Denver
11190 POPULAR.BXY        30's,40's & modern popular music
11189 CLASSICS.BXY       classic music for Music Studio 2.0
10998 OLDIES.ROCK.BXY    18 Music Studio files
10019 RUSH.WIND.BXY      Song by Keith Green for MS2.0
 9754 SIDE.BYSIDE.BXY    side by side for Music Studio
 9049 XMAS.BXY           White Christmas for Music Studio
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That's it for this month. I hope you have found something here to whet your interest. Drop me a line and let me know what you think of this column and offer any suggestions you might have about what should be in it.

Until next time, happy downloading!

-- Charlie Hartley

[EOA]
[HAR]////////////////////////////
HARD_VIEW //
////////////////////////////////

Hardware and You
"""""""""""""""""
by Bill Quinn
[QUINNIE]

o ADD SOME ZIP TO YOUR LIFE!

o ZIP DRIVE TECHNICAL SPECIFICATIONS

[Editor's note: This column was originally written for GEnieLamp IBM. I've presented it here, in a slightly abbreviated form, because much of the information is applicable to those who wish to run a Zip drive on their Apple II.]

>>> ADD SOME ZIP TO YOUR LIFE! <<<
""""""""""""""""""""""""""""""""""""""

Author's note: This is an article I wrote for a computer club's monthly magazine. Since I wrote the article I have purchased an AC adapter that will work world-wide and I must say that it is half the weight of the one that comes with the Zip drives. To the person who wanted to know if you can run programs from the drive--yes. Just remember the parallel-port drive has a speed like an old AT hard drive--the Seagate 4038 at about 29 Ms.

I Have a Zippy Drive A couple of months ago I heard rumors that the Iomega Company was going to release a new external portable drive. The name of this new drive is Zip.

From the preliminary information I learned that:

It would be small, measuring about 5 x 7 x 1-1/4 inches.
It would weigh about one pound.
The disks would hold 100 Mb of data.
The disks would measure about 4 x 4 x 1/4 inches.
The drives were made as a SCSI or Parallel port drive.
The parallel Zip Drive has a Printer Pass-Though Connector.
The cost would be about $200 for either drive.
The 100 Mb disks would sell for about $20.
The 25 Mb disks would sell for about $15.

In my opinion the most important information was the cost of the new drive and the cost of those 100 Mb disks.

Because Iomega makes the excellent Bernoulli drive, I was most interested in adding one of these new drives to my portable computer in order to reduce the weight we carry when traveling. We use a Compaq Aero, a sub-notebook computer, which weighs only about four pounds. We also carry the Bernoulli Transportable drive and about four Bernoulli 90 Mb cartridges. The transportable and cartridges weigh about 12 pounds; about three times the weight of the computer.

This Zip drive has reduced the weight of our computer gear by over eight pounds. When traveling eight pounds is a lot of computer weight to loose. Try to lose eight pounds of body weight in a week's time.

I purchased the parallel port Zip drive because I wanted the ability to move the drive around to our various computers. I wanted the ability to

connect the drive to other peoples machines without a lot of configuration hassles as well.

The Zip Drive comes with one free 100 Mb Zip Tools Disk which has about 20 Mb of Iomega programs to install and support the Zip drive in either DOS or Windows. The one 3.5 inch (1.44 Mb) installation diskette furnished allows you to boot your computer with the Zip drive and to install the software for DOS or Windows from the Zip 100 Mb disk. There is an external power supply (a cube 2x2x3 inches) along with a Data Cable furnished with the Zip Drive too.

My only criticism of the Zip Drive is the Power Supply cube which plugs directly into an electrical outlet. This method necessitates the use of a power strip for conveniently switching on or off the Zip drive. If a power strip is not used, the cube will not allow you to plug any other gadget into the same outlet. The same type of power cubes are used for portable printers and modems and I don't like them either. I would rather they use a short 12 to 18 inches pig-tail wire with a plug on the end. This system would allow you to plug several other items into a power strip or a wall outlet box.

Installation on my various systems was very easy. If you need more information or if you have installation problems, there is a 130-page manual and a couple of short "read me" files on the 3.5 installation diskette. These cover just about everything you would need should you experience any problems. Well... maybe the Crash Queen would need some help. (grin)

I used the new Iomega drivers that came with the Zip drive on our Tower computer. These drivers allowed me to boot with the two Bernoulli drives and the Zip drive when attached.

On the portable computer and some other computers I use the Iomega GUEST program. The GUEST program is a system driver which allows you to use your Zip drive temporarily almost anywhere. It uses about 25 Kb of memory and it may be loaded in either high memory or conventional memory. This GUEST driver may be used as a permanent system driver as well.

When installed, the Zip drive becomes just another drive on your system. You can run programs. You can copy files and programs to and from the Zip drive. If you use Stacker you can store over 200 Mb on each disk.

Performance of this drive has been more than adequate for me. The access speed of the Zip drive is about 29 ms which equates to the speed of the old Seagate 4038 series drive I had in an old 286 computer. The speed of data transfer to and from the Zip drive will depend on the model you purchase. SCSI will be faster. If you have a bi-directional parallel port or an EPP chip set, you may be able to use a faster mode of data transfer which will significantly improve the performance of your Zip drive.

Caching will also speed up drive access. Make sure you load the Zip drivers before loading your cache program.

I have been running several programs from the Zip drive and I can see a small difference in the speed of loading the programs. The speeds of my hard drives are about 10 to 12 ms, which is about three times faster than the Zip drive. With the cost of the 100 Mb disks at $20, however, I can put up with the slower speed.

To make the most of your Zip drive Zip disks may be used to extend your hard disk (hard disk upgrade alternative). Are you constantly running out of hard disk space? Your Zip drive and disks give you unlimited storage for all your information. By placing files on Zip disks you have ready access to them without filling up your hard disk. Zip Tools software will help you find any files you need, and Zip drive's hard-disk-like performance will let you access information quickly.

Do you need to move information between different work locations? Between home and work? To and from clients? Your Zip drive and disks offer complete mobility. Zip disks fit in a shirt pocket. The Zip drive is easy to carry and is quickly set up. The GUEST program allows you to use your Zip drive temporarily almost anywhere.

Back up your hard disk. Your Zip drive makes backups fast and simple. You don't need special backup software just copy critical files to a Zip disk. Copying is lightning fast and it will give an exact duplicate of your original files. Should you need to restore a file simply copy it back to your hard drive, or just access it directly from the Zip drive.

Create a multimedia library (images, sounds, and video). Because of their high capacity, being removable, and random access, Zip disks are ideal for storage-hungry image, sound, and video files. Clips may come from a variety of sources including scanners, CD-ROMs, and video input devices. Multimedia presentations and demonstrations may be created and stored to include video which may be replayed directly from the Zip disk.

Do you need to keep files for a number of years? Archive your valuable files on a Zip disk and store them in a safe place. Whenever you need them you can access them quickly.

Get organized. If you work on several different projects or with many different clients, try segmenting your work onto different disks. You can organize your information by project, client, date, or whatever. Zip disks give you the capacity to get all associated files onto a single disk. Switching between projects and customers is as simple as inserting another Zip disk.

To keep sensitive or confidential information safe, store it on a Zip disk and use your Zip Tools software and assign to it a password which must be used in order to read from or write to the disk. At work you can protect sensitive information such as personnel files, company directories, and product plans or designs. At home you can secure personal information such as tax records, budgets, and computerized checkbooks.

I like this Zip drive and can recommend it as a best buy for the average computer user. Considering the cost of the drive and disks it has proven to be an excellent purchase.

Enjoy!

>>> ZIP DRIVE TECHNICAL SPECIFICATIONS <<<
""

\\\ Works like a hard drive...
 \\\\\\\\\\\\\\\\\\\\\\\\\\\\\\

Max Sustained transfer rate up to 1.4MB/second
Average Seek time 29 milliseconds
Buffer size 32K SCSI throughput up to 60MB/minute
Parallel throughput up to 20MB/minute
Average start/stop time 3/3 second
Drive long format time (surface verify) 15 minutes
Drive short format time 5 seconds
Drive auto spin down
Software selectable

\\\ No fail reliability...
\\\\\\\\\\\\\\\\\\\\\\\\\

Drive data bit transfer (hard errors) 10 errors in 10(13) bits
Disk drop height/shock tolerance 8ft/1000Gs
Disk estimated shelf life 10 years
Disk storage capacity 100MB or 25MBs
Drive read/writes 100MB or 25MB disks.

\\\ Operating system compatibility
\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\

DOS, Windows, Mac, OS/2, ProDOS, and GS/OS
Drive temperature tolerances: Operating 50' to 90' F(10' to 32'C)
Storage -8' to 126' F (-22'to 52' C)
Shipping -40' to 140' F(-40' to 60' C)

Drive operational modes fixed or removable
Drive orientation horizontal or vertical
Drive service life 5 year Warranty
1 year warranty on drive
Limited Lifetime warranty on disks

[EOA]
[RTC]////////////////////////////
REAL-TIME SCHEDULE //
////////////////////////////////
Conference Time
""""""""""""""""
by Gena Saikin
[A2.GENA]

Here's the latest RTC schedule for A2. All times shown are Eastern. Come join us!

Day	Time	Topic/Name	Your Host	GE Mail
Sun	1500-1700 ET	Voyage II the Limits & Beyond	Mark Kline	M.KLINE1
	1700-1900 ET	II Forward Lounge	Bill Moore	BILL.MOORE
	1900-2100 ET	Look II the Rainbow/PAUG	Cindy Adams	C.ADAMS11
	2100-2300 ET	II Speak	Gena Saikin	A2.GENA
	2300-0100 ET	Ken's Korner	Ken Lucke	K.LUCKE
Mon	2100-2300 ET	ProDOS Palace	Tim Kellers	KELLERS
	2300-0100 ET	Chunk's Bits and Bytes	Chuck Stites	C.STITES
Tue	2100-2300 ET	The Lunatic Fringe	Lunatic E'Sex	A2.LUNATIC

```
     2300-0100 ET  ****                     Gena Saikin      A2.GENA

Wed  2100-2300 ET  Greatly Insane           Nelson Eisel     N.EISEL
     2300-0100 ET  II Change the World      Greg Templeman   BARNABAS

Thu  2100-2300 ET  Off the Walls            Sarah Phillips   SARAH.P
     2300-0100 ET  TBC Forum                Mike Garvey      TBC

Fri  2100-2300 ET  Apple II Roadside Diner  Paul Parkhurst   PMP
     2300-0100 ET  Friday Frolics           Greg Betzel      SNAKEBYTE
     0100-0300 ET  Ryan's Late Nite Luau    Ryan Suenaga     R.SUENAGA1
     0300-dawn     Open RTC                 INFORMAL

Sat  1500-1700 ET  The Wizard's Lair        Ray Merlin       R.MERLIN
     1700-1900 ET  Millennium Apple         Dave Johnson     VACC.DAVE
     1900-2100 ET  The Wishing Well         Doug Pendleton   DOUG.P
     2100-2300 ET  The Cave                 Dave Ciotti      BINARY.BEAR
     2300-0100 ET  The Abyss                David Kerwood    D.KERWOOD
     0100-0300 ET  Sheppy's Bug Collection  Eric Shepherd    SHEPPY

          ////////////////////////////////////////// QWIK_QUOTE ////
         /  HUXTER'S LAW OF SCIENCE FICTION VISUALS:                 /
        /           It's not space unless there's a nebula.         /
       ////////////////////////////////////////  Sean Huxter  ////

[EOA]
[LOG]//////////////////////////////
                          LOG OFF /
//////////////////////////////
GEnieLamp Information
"""""""""""""""""""""""
```

o COMMENTS: Contacting GEnieLamp

o GEnieLamp STAFF: Who Are We?

GEnieLamp Information
"""""""""""""""""""""""

GEnieLamp is published on the 1st of every month on GEnie page 515. You can also find GEnieLamp on the main menus in the following computing RoundTables.

RoundTable	Keyword	GEnie Page	RoundTable	Keyword	GEnie Page
DigiPub	DIGIPUB	1395	Atari ST	ST	475
Macintosh	MAC	605	IBM PC	IBMPC	615
Apple II	A2	645	Apple II Dev.	A2PRO	530
Macintosh Dev.	MACPRO	480	Geoworks	GEOWORKS	1050
BBS	BBS	610	CE Software	CESOFTWARE	1005
Mini/Mainframe	MAINFRAME	1145	Programming	PROGRAMMING	1445
Data Comm.	DATACOMM	1450	IBM PC Prog	IBMPCPRO	617
PowerPC	PPC	1435	PowerPCProg	PPCPRO	1440

GEnieLamp is also distributed on CrossNet and many public and commercial BBS systems worldwide.

o To reach GEnieLamp on Internet send mail to genielamp@genie.com

o Back issues of GEnieLamp are available in the DigiPub RoundTable

Library #2 on page 1395 (M1395;3).

- GEnieLamp pays for articles submitted and published with online GEnie credit time. Upload submissions in ASCII format to library #31 in the DigiPub RoundTable on page 1395 (M1395;3) or Email it to GENIELAMP. On Internet send it to: genielamp@genie.com

- We welcome and respond to all E-Mail. To leave comments, suggestions or just to say hi, you can contact us in the DigiPub RoundTable (M1395) or send GE Mail to John Peters at [GENIELAMP] on page 200.

- If you would like to meet the GEnieLamp staff "live" we meet every Wednesday night in the Digi*Pub Real-Time Conference at 9:00 EDT (M1395;2).

- The Digital Publishing RoundTable is for people who are interested in pursuing publication of their work electronically on GEnie or via disk-based media. For those looking for online publications, the DigiPub Software Libraries offer online magazines, newsletters, short-stories, poetry and other various text oriented articles for downloading to your computer. Also available are writers' tools and 'Hyper-utilties' for text presentation on most computer systems. In the DigiPub Bulletin Board you can converse with people in the digital publishing industry, meet editors from some of the top electronic publications and get hints and tips on how to go about publishing your own digital book. The DigiPub RoundTable is the official online service for the Digital Publishing Association. To get there type DIGIPUB or M1395 at any GEnie prompt.

>>> GEnieLamp STAFF <<<

GEnieLamp	o John Peters	[GENIELAMP]	Publisher
	o Mike White	[MWHITE]	Managing Editor
APPLE II	o Doug Cuff	[EDITOR.A2]	EDITOR
	o Gina E. Saikin	[A2.GENA]	A2 Staff Writer
	o Charlie Hartley	[C.HARTLEY3]	A2 Staff Writer
A2Pro	o Tim Buchheim	[A2PRO.GELAMP]	EDITOR
ATARI	o Sheldon H. Winick	[GELAMP.ST]	ATARI EDITOR
	o Bruce Smith	[B.SMITH123]	EDITOR/TX2
	o Mel Motogawa	[M.MOTOGAWA]	ST Staff Writer
	o Terry Quinn	[TQUINN]	ST Staff Writer
	o Richard Brown	[R.BROWN30]	ST Staff Writer
	o Al Fasoldt	[A.FASOLDT]	ST Staff Writer
	o Timothy V. Steed	[T.STEED1]	ST Staff Writer
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	o David Leithauser	[D.LEITHASUER]	HyperRead Editor
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	o Tom Trinko	[T.TRINKO]	Mac Staff Writer
	o Bret Fledderjohn	[FLEDDERJOHN]	Mac Staff Writer
	o Ricky J. Vega	[GELAMP.MAC]	Mac Staff Writer

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WINDOWS	o Bruce Maples	GELAMP.WIN	EDITOR
ETC.	o Jim Lubin	[J.LUBIN]	Add Aladdin Scripts
	o Scott Garrigus	[S.GARRIGUS]	Search-ME!
	o Mike White	[MWHITE]	(oo) / DigiPub SysOp
	o Susie Oviatt	[SUSIE]	ASCII Artist
	o Al Fasoldt	[A.FASOLDT]	Contributing Columnist
	o Phil Shapiro	[P.SHAPIRO1]	Contributing Columnist
	o Sandy Wolf	[S.WOLF4]	Contributing Columnist
	o Lloyd E. Pulley	[LEPULLEY]	Contributing Columnist

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                  ~ WELCOME TO GEnieLamp APPLE II! ~
                    """""""""""""""""""""""""""""""""
                   ~ THE TREASURE HUNT:  Animation ~
             ~ HEY MISTER POSTMAN:  Reports from KansasFest ~
                  ~ HOT NEWS, HOT FILES, HOT MESSAGES ~

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 GEnieLamp Apple II     ~ A T/TalkNET Publication ~      Vol.4, Issue 41
""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""
Publisher.....................................................John F. Peters
 Editor.....................................................Douglas Cuff
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          ~ GEnieLamp IBM ~ GEnieLamp ST ~ GEnieLamp PowerPC ~
        ~ GEnieLamp A2Pro ~ GEnieLamp Macintosh ~ GEnieLamp TX2 ~
         ~ GEnieLamp Windows ~ GEnieLamp A2 ~ LiveWire (ASCII) ~
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//////////////////////////////////////\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\

           >>> WHAT'S HAPPENING IN THE APPLE II ROUNDTABLE? <<<
           """""""""""""""""""""""""""""""""""""""""""""""""""""
                              ~ August 1, 1995 ~

 FROM MY DESKTOP ......... [FRM]        HEY MISTER POSTMAN ...... [HEY]
  Notes From The Editor.                 Is That A Letter For Me?

 HUMOR ONLINE ............ [HUM]        REFLECTIONS ............. [REF]
  Computer Light Bulb Jokes.             "Notching".

 ASCII ART GALLERY ....... [ASA]        THE TREASURE HUNT ....... [HUN]
  Baby Elephant.                         The Best of Music Studio.

                     LOG OFF ................. [LOG]
                      GEnieLamp Information.

[IDX]""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""

READING GEnieLamp   GEnieLamp has incorporated a unique indexing system
""""""""""""""""""   to help make reading the magazine easier.  To utilize
this system, load GEnieLamp into any ASCII word processor or text editor.
In the index you will find the following example:
```

HUMOR ONLINE ..... [HUM]
GEnie Fun & Games.

To read this article, set your find or search command to [HUM]. If you want to scan all of the articles, search for [EOA]. [EOF] will take you to the last page, whereas [IDX] will bring you back to the index.

MESSAGE INFO To make it easy for you to respond to messages reprinted here in GEnieLamp, you will find all the information you need immediately following the message. For example:

(SMITH, CAT6, TOP1, MSG:58/M475)
|Name of sender CATegory TOPic Msg.# Page number|

In this example, to respond to Smith's message, log on to page 475 enter the bulletin board and set CAT 6. Enter your REPly in TOPic 1.

A message number that is surrounded by brackets indicates that this message is a "target" message and is referring to a "chain" of two or more messages that are following the same topic. For example: {58}.

ABOUT GEnie GEnie's monthly fee is $8.95 which gives you up to four hours of non-prime time access to most GEnie services, such as software downloads, bulletin boards, GE Mail, an Internet mail gateway, and chat lines. GEnie's non-prime time connect rate is $3.00. To sign up for GEnie service, call (with modem) 1-800-638-8369 in the USA or 1-800-387-8330 in Canada. Upon connection type HHH. Wait for the U#= prompt. Type: JOINGENIE and hit RETURN. When you get the prompt asking for the signup/offer code, type: DSD524 and hit RETURN. The system will then prompt you for your information. Need more information? Call GEnie's customer service line (voice) at 1-800-638-9636.

SPECIAL OFFER FOR GEnieLamp READERS! If you sign onto GEnie using the method outlined above you will receive $50.00 worth of credit. Want more? Your first month charge of $8.95 will be waived! Now there are no excuses!

GET GEnieLamp ON THE NET! Now you can get your GEnieLamp issues from the Internet. If you use a web browser, connect to "gopher://gopher.genie.com/11/magazines". When using a gopher program, connect to "gopher.genie.com" and then choose item 7 (Magazines and Newsletters from GEnie's RoundTables).

*** GET INTO THE LAMP! ***

GEnie_QWIK_QUOTE ////
Thank you all for being so willing to help! I have nothing but good things to say about the people here in A2 and A2PRO! That modem was the best money I ever spent.
GOLDFISH ////

[EOA]
[FRM]////////////////////////////
FROM MY DESKTOP /
////////////////////////////

Notes From The Editor
"""""""""""""""""""""""

by Douglas Cuff
[EDITOR.A2]

Let's get a few things straight....

One: Yes, this issue of GEnieLamp A2 is shorter than usual.

Two: No, it doesn't mean that GEnieLamp A2 is on the brink of extinction.

As most of you know, editors of the various "flavors" of GEnieLamp work for the love it, and certainly not because we're paid. This month, I had to put GEnieLamp A2 on the back burner so I could work on a few things that do pay me. Not to mention prepare for the end of this month, when my wife and I move house (again).

I couldn't have been busier if I'd attended KansasFest. Unfortunately, I couldn't afford it this year... and after the great time I had last year, it was torture to miss it. If you're in the same boat as I, you'll be slightly mollified to hear that this issue contains KansasFest reports from lots of participants.

To console myself for not being able to attend this year, I ordered the videotape of the 1992 KansasFest, which GS+ Magazine have resurrected. At only $15 a pop (shipping included in North America), it makes a good poor man's KansasFest... even if it is three years old. The magic is still there.

As soon as I shut up and let you read this month's issue, you'll notice that GEnieLamp alumnus Phil Shapiro has returned from sabbatical, and is back with his "Thinking About Online Communications" column. Welcome back, Phil! I've missed you.

A personal note: this issue makes two full years for me as editor of GEnieLamp A2. Two years ago, I was a complete unknown on GEnie. In the period since, I've started writing for, and went on to edit, both _A2-Central_ and _II Alive_, in addition to my duties at GEnieLamp A2. All during that time, my wife has been slogging away at her B.Sc., and hasn't uttered a word of complaint about me letting our financial situation worsen so that I could do volunteer work on GEnieLamp A2... because I loved it. My wife graduated with her degree this summer, and I'd like to congratulate her--and thank her--here, because it is she who has made these last two years possible.

-- Doug Cuff

GEnie Mail: EDITOR.A2 Internet: editor.a2@genie.com

REPRINTING GEnieLamp

If you want to reprint any part of GEnieLamp, or post it to a bulletin board, please see the very end of this file for instructions and limitations.

ASCII ART BEGINS

ASCII ART ENDS

[EOA]
[HEY]//////////////////////////////
HEY MISTER POSTMAN /
//////////////////////////////
Is That A Letter For Me?
"""""""""""""""""""""""""""

by Douglas Cuff
[EDITOR.A2]

o BULLETIN BOARD HOT SPOTS

o A2 POT-POURRI

o HOT TOPICS

o WHAT'S NEW

o THROUGH THE GRAPEVINE

o MESSAGE SPOTLIGHT

>>> BULLETIN BOARD HOT SPOTS <<<
"""""""""""""""""""""""""""""""""""""

[*] CAT2, TOP28 ..... Apple IIgs ROM 04 a myth?
[*] CAT2, TOP28 ..... When ordering, say "Apple II"
[*] CAT9, TOP5 ..... Hermes = ShadowWrite v1.3.4
[*] CAT9, TOP16 ..... How useful are aliases?
[*] CAT13, TOP9 ..... II Not Disturb v1.0
[*] CAT17, TOPS27-32 ..... AppleWorks v5.1 released
[*] CAT29, TOP13 ..... CoPilot for ANSIterm arrives
[*] CAT29, TOP19 ..... Soon: CoPilot/8 for the Apple IIe
[*] CAT33, TOP2 ..... GS+ Magazine celebrates six years
[*] CAT33, TOP5 ..... Word processor? Web browser?
[*] CAT44, TOP2 ..... KansasFest

>>> A2 POT-POURRI <<<
"""""""""""""""""""""""""

SPANISH DICTIONARY FOR APPLEWORKS
"""""""""""""""""""""""""""""""""""""

Try CCC Inc. at P.O. Box 430063, Laredo, TX 78043-0063 or call them at (210)723-4512.

They have a Spanish dictionary that works with AppleWorks 3 or 4.

There is a Basic version for 29.95, an Intermediate version for 39.95 and and Advanced version for 49.95. I don't know what the difference is, you will have to call and ask.

They also make 3 versions of Spanish/English translators and a couple of Spanish Grammar programs.

VACC Dave.....
(VACC.DAVE, CAT2, TOP2, MSG:34/M645;1)

APPLEWORKS 5.1 > I installed AW 5.1 and it boots up until the FINAL
"""""""""""""" > screen and then it asks me to insert my AW disk!

This problem should have nothing to do with any hardware or patches. I bet you are using the same default macros you used with 5.0, right?

The problem you are experiencing has to do with a change in the dot commands. The command .awpath used to give the pathname that you launched appleworks from followed by a slash such as: /HD1/AW5/

Sometimes having a slash at the end of a path will not work properly with Appleworks so the default macros did a couple of steps to get rid of it and then used the resulting path to load something else.

The new version has .awpath leave off that extra slash to begin with (which really is better), but if you use older macros, they will still attempt to cut the slash. Since it is no longer there, it cuts the last letter of the pathname instead! So, it can't find what it is looking for and it asks you to insert the disk.

Find the <ba-[> macro in the default set. Now find the following lines in it:

```
$1 = .awpath :
Z = len $1 : Z = Z - 1 :
$1 = left $1,Z :
.online $1 :
```

Just completely delete the 2nd and third line shown above.

Next find the <ba-#> macro and you will see this:

```
<ba-#>:<all:
     $1 = .awpath :
     $1 = $1 + "SEG.NA" :
```

To fix this one, change the "SEG.NA" to be "/SEG.NA".

That should do it unless you have some macros of your own that also use

So save this new macro file (I'd used a different name). Then compile it and save it as the default set (activate start-up macro should be YES).

Hope that takes care of it.

Bob

(R.FISCHER7, CAT17, TOP27, MSG:81/M645;1)

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""""""""""""""""""""""""""""""

A$H PAID for Apple IIe, IIc, IIgs and Accessories. We buy Imagewriters, Imagewriter II's, Apple 3.5 and 5.25 Disk drives, Disk II's, UniDisks, DuoDisks, All Brands Color Composite or Apple RGB Monitors, Mice, Keyboards, Disk Int. Cards, Super Serial Cards, Mouse Cards, Printer Cards, Extended Memory Cards, Parts, etc. Large quantities are welcome. Nationwide Pick-up available.

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"Affordable Computers for Education"

E-mail or 1-800-2APPLE2 (Voice) or 1-510-458-2255 (Fax)
with equipment list for a prompt quote

(T.COOK17, CAT4, TOP31, MSG:74/M645;1)

PC TRANSPORTER AND FLOPTICALS
""""""""""""""""""""""""""""""

Sam, I remember you were having trouble getting your PCT to recognize your Floptical. A question: Are you using the RamFAST. If yes, do you allow automapping or have you mapped any of the volumes yourself?

I just discovered that, for some reason, if I map one or more of my HD partitions, my Floptical is no longer recognized when I'm in PCT mode. In Finder the Floptical is there, in the RF Utilities the Floptical is there and mapped where it's always been. Using File-A-Trix my Floptical can be accessed. But when I go into PCT mode, File-A-Trix no longer sees it, it sees RAM3 instead.

When I unmapped everything (except my first two partitions), all worked as before. I'm not sure why, but I hope this trick works out for you.

Wily

(P.CREAGER, CAT14, TOP12, MSG:35/M645;1)

>>>>> """""

IT WORKS!!!! IT WORKS!!! The [preceding] message allows a Ramfast/PCT and floptical to work properly together....

Thank-you very much, you just saved me a bundle of $$$$$ this has been one of the greates messages posted on Genie (of course this is my opinion :))

Thanks again...

Sam Latella [A2World]
"Apple II Forever, IBM Never!!!"

P.S. Wily, I forwarded you message to Jawaid (Sequential Systems), and DIZ (GS+ Magazines)

(S.LATELLA, CAT14, TOP12, MSG:36/M645;1)

<<<<< """""

Another side note about a floptical aand the PCTransporter (now that I've got it working thanks to you :)...).

The PCTransporter can read and write to 21meg floptical disks!!!!

I haven't tried formatting 21meg floptical disks directly from the PCTransporter.

What I did was use Peter Watson's MS-DOS utilities to format a 21meg floptical disks. I then booted up the PCTransporter, and placed the 21meg floptical in the floptical drive, and Viola!!!! The disk showed up in drive A: as a 20meg formatted MS DOS disk!!!

Sam Latella [A2World]
"Apple II Forever, IBM Never!!!"
(S.LATELLA, CAT14, TOP12, MSG:37/M645;1)

RAMFAST ERROR CODES
"""""""""""""""""""""

I think it was posted a while ago by Doug P. I'm not sure, actually... but I did right the info down. These are error codes generated by the RamFAST:

RamFAST Fatal Memory Fault
''''''''''''''''''''''''''

$00	Unknown, probably means that the RamFAST is very confused
$01-08	DRAM memory test failure
$09	EPROM checksum failure
$0C	Z180 processor crashed, indicates some hardware fault
$0D	Error writing cache data to disk
$0E	Termination power error

BTW, the Z180 processor is the main chip on the RamFAST itself, other than the ROM and the cache RAM. It is made by Zilog, but there is also a Hitachi equivalent. I'm glad I could help out, if only a little bit :)

```
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___ooo_)_____(_ooo___
```

(FROG.MAN, CAT20, TOP13, MSG:275/M645;1)

WHAT ELEPHANT?
""""""""""""""

I've found that trying to explain who my Apple works to an I-beemer is like trying to explain nuclear physics to a gnat :)

But I still love their favorite question....'But doesn't that cause your system to crash'..... to which I usually answer 'What's a crash?' ;)

TRON - [effaced]
(T.R.ONAN, CAT30, TOP2, MSG:236/M645;1)

SYSTEM SOFTWARE FIXES
"""""""""""""""""""""

It's on Issue #65 of Softdisk G-S. FWIW, people who want to have the latest bug-fixes for System Software should consider buying the following SDGS back-issues while they still can:

#54	Fix ROM Blaster	Fixes a memory blaster in ROM on all IIgs's
#57	Desktop Memory Fixer	Fixes a "memory-eating" bug with custom backgrounds
#64	Disk-Mount Bug Fix	Fixes a hanging bug that strikes when disk-swapping
#65	QD Picture Patcher	Fixes a bug with large pictures (e.g. printing)

These are the most important of the patches, IMO. Of course, there are other programs on some of the other issues from about #35 on that are

really worth having.

-Greg Templeman
(BARNABAS, CAT42, TOP23, MSG:207/M645;1)

HERMES / SHADOWWRITE
""""""""""""""""""""""
Okay, I promise this is my last update to this message! :)

> Will someone explain to me the difference between Hermes & ShadowWrite,
> other than the coloring? :\

The best way to find out, is to get Hermes and put it into your DA's folder and try it. You don't have to remove ShadowWrite, you can run BOTH at the same time! I did this to determine which I liked best. The small bug fix in Hermes is related to the way SW formats documents. In some rare instances, SW would "Forget" and lose the formatting (this is according to the Hermes docs, as I never experienced this.)

	ShadowWrite	SW Hermes
	''''''''''''	''''''''
Color	Cool Colored Menu.	B/W Professional.
Bugs	Possible Format Problem.	None Known.
Speed	Loads Docs FAST.	Loads Docs FASTER (due to the format bug fix?)
Menus	Includes Easter Egg and extended 'About' Dialog.	Excludes these items and uses less disk space.
Keyboard	Standard IIGS.	Supports Extended Types.
Apple Menu	Listed down at the S's.	Way up at H. (I like that!)
Foot Print	139 blocks, 69K.	128 blocks, 64K.
Interface	Alert Dialog boxes not standard.	Cancel and Discard buttons in alert dialog boxes swapped, to fit the Apple Guidelines.
Memory Use	28K	28K

File #25304 HERMES.BXY Hermes v1.3.4. (Hermes is a ShadowWrite update)

If you choose to have both at once, any changes you make to either effects the other. In other words, if you change the default font in Hermes, the next time you use SW, that will also be the default font, etc...

Have fun!

Ray (of Light)
A2.PR Writer
Delivered by: ProTERM A2 v3.1, GEM v4.21 Offline GEnie Message Manager
(R.PASOLD, CAT9, TOP5, MSG:135/M645;1)

BUG CONFLICT
""""""""""""
I have confirmed that a conflict does exist between Balloon 2.0 and my List Manager Patch init. I am investigating at

this time. It looks like somebody (I dunno who) is doing something totally abnormal, and I don't currently think it's either me or EGO Systems. :)

Sheppy

(SHEPPY, CAT13, TOP18, MSG:205/M645;1)

USE FOR IBM-COMPATIBLE CPUS
"""""""""""""""""""""""""""

In regards to hard drives there is a good use for IBM's... The idea was passed on to me, and I used it. Buy a 88 or 288 IBM, (I paid $15), give or sell the guts, except for the power supply, use this case, the same color as the //gs, as a stand under the gs, to rise the monitor up high enough for easy viewing, and to put a cheap internal hard drive in (I just bought a second, 80 meg. Quantum for $45 post paid), the power hook up works fine, a couple $$ for an adaptor lets you hard hook it up in the drive bay, and you can put three more there too... or a CD-ROM.

(R.MARSH10, CAT11, TOP12, MSG:100/M645;1)

II+ AND AQUARIUMS
"""""""""""""""""

Since Keith asked, I'll elaborate a little on my][Pluses. They all use power supplies, so maybe I can get away with a quick post ;-)

All my interfacing is done throught the game port, so it's rather simple stuff. One original][Plus looks after my cold water aquarium. A themistor probe inputs the water temperature via the paddle line, a Basic program interprets it and switches a chiller on and off. One annuciator line is used to switch an optically isolated relay circuit, which in turn activates a solid state relay wired into the 120VAC line for the chiller (actually a converted dehumidifier). Overkill in isolation perhaps, but I used to use mechanical relays for the AC side. The tricks were to ensure a suitable delay before starting the chiller (so that the compressor was not trying to do quick on/off cycles) and to make it fail safe, as the chiller can easily wipe out my entire fish collection if it stays on. Automatic startup from power failures was another consideration. It's been running continously for a couple of years now without problems. The only failure occurred when a fish broke the glass tube that contained the thermistor. Everything shut down safely despite an indicated water temperature of 2700 degrees! I use an almost identical set up for controlling my air conditioner or radiant heater, depending upon the season.

The fact that these machines run continuously unattended gives me a little concern as I suspect the power supplies are the weak link. They are very lightly loaded though, since each machine has only a Disk][controller installed (not even a 16K ram card!) I don't like to use the system saver-type external fans, as they are too noisy for my open plan studio. I have finally taken to building "fan cards" from trashed cards. I put a low power, brushess fan on the stub of a cut down old card, and wire it into the appropriate traces. The card sits in slot 0 and directs a gentle air flow over the power supply case. I'm amazed at how much cooler the supply, and the whole computer runs like this. Best of all for my application, there is almost no sound. Don't think I'd try this solution on my 5 drive, 8 card, Zipped //e though <g>.

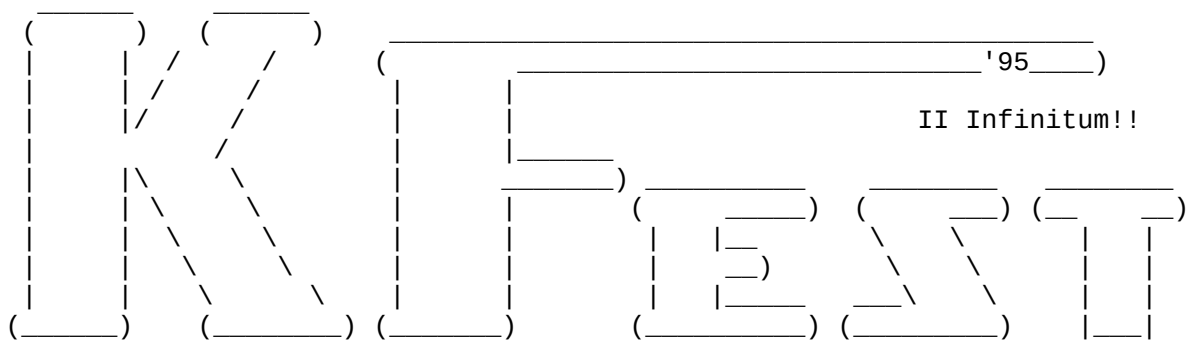
I should put in a plug for Vernier Software here. I learned everything I know about interfacing from David's Apple II project books - How To Build A Better Mousetrap and Chaos In The Laboratory - excellent for those who like to extend the capabilities of their Apple(s).

(P.BRICKELL, CAT12, TOP11, MSG:280/M645;1)

>>> HOT TOPICS <<<
"""""""""""""""""""

KANSASFEST ANNOUNCEMENT This is a reposting of the official KFest '95 announcement. Please notice that the price goes up in a week and that July 18th is the last date that pre-registrations can be accepted.

[As they say on TV, "Taped earlier...do not phone now!" <grin>--Ed.]



KFest is back again this summer better than ever!

For many years Resource Central, and then ICON, sponsored a popular festival for Apple II computer users called ICONference. Last year the festival was expanded to include users of Macintosh computers. Although RC/ICON went away, KFest will continue under new sponsorship!

This summer, in Kansas City, Missouri, you can once again:
- meet friends old and new
- learn about how to get the most out of your computer and peripherals
- see demonstrations of new products
- meet the celebrities of our little world <grin>
- experience the InterNet and all that it has to offer to us and our computers
- take advantage of special KFest '95 offers from Apple II and Macintosh vendors
- and, of course, stay up all night if you want to :)

There will be speakers and presentations on a wide variety of topics. Presentations scheduled thus far include:

* Joe Kohn - Shareware Solutions II
* Erick Wagner - How to Control Real World Devices
* Mike Westerfield - Quick Click Morph and HyperStuff
* Tony Diaz - Building a case for the GS
* Roger Wagner - HyperStudio
* Greg Templeman - GSLib
* Richard Bennett and J. Nathaniel Sloan - GS front end for GEnie
* Doug Pendleton and Dave Ciotti - Solder, the Flux of the Matter
* Ryan Suenaga - PDA's and PowerBooks - Portability for the Professional

KFest '95 will again be held on the campus of Avila College in Kansas City, Missouri. It will take place from July 27-29, 1995. The cost will be only $200, which _includes_ use of a double room in the Avila College dorms _and_ meals! (If you wish to stay at one of the many hotels or motels

near the college then the cost is $150, but you would, of course, have to find and pay for your own room).

***

If you have been thinking about attending KFest '95. now is the time to sign up. The registration fee will be going up on July 7th to $225 for the dorm and conference, and $170 for the conference only. The last date pre- registrations will be accepted is July 18th.

***

KFest this year is being sponsored by Parkhurst Micro Products, makers of the award-winning ANSITerm telecommunications software, as well as the soon to be released PMPFax. You can send your registration form and fee to:

KFest '95
c/o Parkhurst Micro Products
2491 San Ramon Valley Blvd. Suite 1-317
San Ramon, CA 94583

* Please make checks payable to Parkhurst Micro Products.

***

They will also take credit card registrations. Just call PMP with your VISA or MasterCard number at (510) 837-9098 .

(C.ADAMS11, CAT44, TOP2, MSG:251/M645;1)

<<<<< KFest just wouldn't be the same without a roast of one of the more
""""" (in)famous Apple celebrities. This year, Steve Dizbrow, of GS+ Magazine, has graciously consented to be the roastee.

Cindy

(C.ADAMS11, CAT44, TOP2, MSG:249/M645;1)

KANSASFEST PREPARATION (GENERAL)
""""""""""""""""""""""""""""""""""

From some posts I've scanned, I've collected these impressions:

1. KFest starts just after noon on the 27th.

2. The dorms are not open the night of the 26th.

3. KFest ends with a session just after noon on the 29th.

Are these impressions facts?

Is there an official schedule, yet? If so, where do I get one?

Mike Westerfield

(BYTEWORKS, CAT44, TOP2, MSG:245/M645;1)

>>>>> Mike, you are a good reader! All of your gleaning was correct
""""" except for: 3. KFest ends with a session just after noon on the 29th.

Saturday morning will be the vendor fair and swap meet, but there is

a "class session" with speakers scheduled for the afternoon. That way, people can get their belongings out of the dorm rooms and spend their hard earned $$ too.

There will be a tentative schedule in your snail mail box within the next couple of days. Everyone that has registered so far will be receiving a confirmation letter, tentative schedule, map of KC and Avila, motel lists, and what ever else Paul thinks of to include.

Cindy
(C.ADAMS11, CAT44, TOP2, MSG:246/M645;1)

KANSASFEST PREPARATION (SPECIFIC)
""""""""""""""""""""""""""""""""""
> how do I fit an Apple IIgs (sans
> monitor) into carry-on.

1. Verrrry carefully.

2. Send your clothes and other gear ahead.

3. Stuff your clothes and other gear inside the GS.

4. Put your toothbrush in one pocket, and a change of underwear in another. Do without everything else. :)

Carl Knoblock - Telephone Tech
"Goin' to Kansas City, Kansas City, here I come....."
(C.KNOBLOCK, CAT44, TOP3, MSG:140/M645;1)

LIVE KANSASFEST REPORTS
"""""""""""""""""""""""
Thanks to Dave Ciotti and Doug Pendleton, I know know which end of the soldering iron is hot. ;) Dave's explanations of the basics of soldering on circuit boards left me with a fine appreciation of those of you who do this sort of thing regularly.

Mike Westerfield gave a neat demo of Quick Click Morph, and explained the basics of how it works. This is a nice program.

Roger Wagner was running around taking digital photos of folks. I bet we will see them later. :)

Lunch was pretty good ... for college food. ;)

More later...

Charlie
(A2.CHARLIE, CAT44, TOP6, MSG:6/M645;1)

>>>>> Hello, all you KFesters! I miss it already... :
"""""

I wonder if Uncle Tom will show up...?

Looking forward to the reports.

```
  |
-(+)-
  |
  |
    ...Will
```

(W.NELKEN1, CAT44, TOP6, MSG:7/M645;1)

>>>>> Uncle Tom is here Will. Shall I tell him you said, hi?
"""""
(A2.SUSAN, CAT44, TOP6, MSG:8/M645;1)

[Er... Tom Weishaar is Uncle _DOS_, people. <snicker>--Ed.]

>>>>> Roger Wagner did a nice job with his keynote address this evening,
""""" especially since he didn't have but 24 hours to prepare for it. :)

Erick Wagner provided a nice introduction to using the Apple II game port to operate a variety of sensing devices. He promised to upload more information here on GEnie after Kfest is over.

We're all looking forward to the pizza party tonight sponsored by Roger.

More later...

Charlie
(A2.CHARLIE, CAT44, TOP6, MSG:9/M645;1)

>>>>> BTW, Joe Kohn and Ryan Suenaga also had sessions today. Since I
""""" had to choose where to go (tough choices!), I didn't get to see what they had to offer. Hopefully someone else can fill you on on Joe and Ryan's sessions.
(A2.CHARLIE, CAT44, TOP6, MSG:10/M645;1)

>>>>> Joe Kohn talked about some of his motivations and history in his
""""" Fireside Chat. Interesting how he evolved along with the industry. He announced that Symbolix (spelling?) will soon be shareware, with Shareware Solutions being sole distributor for a couple of months, and later being available online. Symbolix isn't for everyone, but for the math whizzes, it can be awesome. Symbolix is a GS/OS program.

More later.
Ray
(R.MERLIN, CAT44, TOP6, MSG:11/M645;1)

>>>>> I saw this great post in the Mac RT, so I stole it and in case you
""""" haven't read it, here it is again. (I thanked Steve and hope its ok.)

From the Mac RT

Category 43, Topic 3 (Like our Cat 44, Top 6)
Message 56 Fri Jul 28, 1995
S.GOZDZIEWSK [Steve.MAC] at 02:28 EDT

KansasFest-Day 1:

Apple's local Representative dicussed all the new Apple products, most of which will be introduced at MacWorld next month. There should be something exciting for Apple Mac users in at least one of the new products.

PDA's and Powerbooks by Ryan Suenaga covered "which one for you?" In a very clever group session, Ryan had us pick out the best for us by having

us decide which assets were most important in our purchase. Final decisions was split, with a couple of us deciding both would be best for us :)

InterNet: The Good,the Bad,and the Ugly by Joe Kohn. A long time Internet user, Joe brought us up to date on the current status of Internet. He also noted that things change every minute on this vast network.

Soldering, by Dave Ciotti and Doug Pendleton. While many Mac users won't be taking a soldering iron to their Macs, this was probably the most detailed and BEST discussion of soldering I've ever attended.

Roger Wagner, of Roger Wagner Publishing Inc. "hosted" the annual "Bite the Bag" competition as well as providing a late night "Pizza and Soda" festival for all attendees. Thanks Roger!

A little tired and there's still "late night" discussions going on about every imaginable facet of computers. Tommorrow gang!

Steve.MAC
(R.PASOLD, CAT44, TOP6, MSG:14/M645;1)

>>>>> Just got back from the banquet/roast at KFest to the dorm :) Steve
""""" Disbrow was a wonderful target, and Roger Wagner, Tom Weishaar, and Joe Wankerl were the persecution :)

An incredibly fun time had by all here! More going on as we continue :)

Ryan
Barefoot and Powerbooking, but having a great time :)
(R.SUENAGA1, CAT44, TOP6, MSG:15/M645;1)

KANSASFEST WRAP-UP After the long and exhausting drive home, and a good
"""""""""""""""""""" night's sleep, I've opened this topic to discuss the happenings at KFest 95. This was one of the best experiences of my life! My first impression, the one thing that stays in my mind is this.... Here were people who still love the Apple II, and all that it can do. I felt so at home at KFest. It was nice to be able to sit down with other folks who believe in the same thing you do, namely the Apple II.

There was so much going on at KFest that it is hard to describe it all. There was session after session about things to do with the Apple, it was a shame that I couldn't attend them all. I did attend Joe Kohn's sessions. Joe gave a talk about his experiences with the Apple, how he got involved with it. Joe is a very dynamic speaker, not to mention a most personable guy. There was Roger Wagner, running around like a maniac all over the place. Roger is the kind of person that when you look at him, you can't help but start grinning.

There are really two impressions of KFest that will stay with me for a long time.

'Bite The Bag'. You have to see this to believe it. Nothing I can say would be adequate to describe this. I did not participate, simply because my ..er.. center of gravity would be a hindrance, I think. :)

Second Impression? Well, mainly, it's this. I don't believe that I

will ever look at a can of RAID in quite the same manner again. For sure.

I'd really like to thank everyone who had a hand in producting KFest 95. Cindy Adams is a wonder. Thanks for all your efforts Cindy. (Including not 'thwaping' me too much.) Thanks to Paul Parkhurst, for handling all the details, that made the fest so seamless. Thanks to all the folks who helped in some way, you made a first timer's experience a memorable one.

There are so many things to talk about...Lets' hear about your experiences!

Cap'n Ron
'Catchin up on sleep'
(R.WILSON97, CAT44, TOP7, MSG:1/M645;1)

>>>>> This was my first K.Fest. Thanks to Auri, for getting this year's
""""" started. The Staff that brought it to reality. Roger and Pam, for the pizza and pop. Again to Roger, for the asides about life, during your presentations. Sarah, for the salsa. Larry (The HACK) Elseman, for the walking RTC's. Tom Weishaar, for coming back.. to enjoy it with us. And to all the 'Names' I've known about, and new friends I meant, for just being there.

We've all read gushing reviews (and rightly so) of the FESTivities, over the years. I am going to make a personal observation, that I don't recall ever seeing. I am going to dare to paint a different picture.. coming from a different angle, that never-the-less, draws the same "gushing" conclusion.

Not everyone is interested in everything covered in all the (diverse) Events. Several Events, (by necessity) are scheduled simultainiously. Thus, I found myself ruling out a 'Mac' discussion, a way-over-my-head programing class, and reluctantly choosing to listen to Dave Ciotti and Doug Pendleton, talk about computer repair.. what I considered, the lesser of three evils. Despite that mindset, it turned out to be one of the most interesting, informative, and functional demonstrations, of the entire weekend. I don't think any of these folks (even who's subjects, your not interested in) are capable of boring seminars.. they love what they are doing, and it shows.

Glad I've been there,
And done that!

The Trivial Dan
(D.CROSS5, CAT44, TOP6, MSG:16/M645;1)

>>>>> I finally made it home to Jersey! The drive back was a really hard
""""" one. 22 hours straight seemed like an eternity, especially when you have to fight off sleep the whole ride. (It's my fault, I didn't sleep much while at KFest!) Who has time to sleep when there's so much to do and so little time to do it in? :)

My Apple //gs is back at home and it seems happy -- Nothing broken, nothing lost, so I am in good shape.

This was my first KFest and all I can say is "Incredible!" I had a wonderful time meeting everyone and finally putting faces to all the names.

Wow! The best part about KFest is that everyone is there for the same reason... the Apple II. Hanging out with a group of Apple orientated people for three days straight is a treat. :) Oh, I also came home with the "King of Bite the Bag" crown... something I never dreamed possible, but it wasn't easy. :P

I am seeing double... laters!

- Russell

(R.NIELSON1, CAT44, TOP7, MSG:2/M645;1)

>>>>> I would love to write a synopsis of the great time I had at KFest
"""""" but it will have to wait until my brain wakes up. I think it shut down sometime Saturday afternoon due to information overload and "more than 4" the night before (ask Cindy about that...<g,d,r>)

- Tony Ward

(A2.TONY, CAT44, TOP7, MSG:3/M645;1)

>>>>> KFest '95 was fantastic!
""""""

I just want to thank everyone that attended because YOU are what KFest is all about. I also need to thank everyone that helped to make it such a successful event.

I'll be ordering the extra T-shirts within the next couple of days. (After I get my house back in shape after 5 days of mom being gone.) This is the LAST chance T-shirts can be ordered, so let me know by Tuesday, August 1 at midnight EDT if you want one. Two people gave me money on Saturday at lunch when I didn't have my list, so you need to email me your size and address. That date and time should read 11:00 PM, August 1.

Probably the worst part of my entire trip was sitting in the airplane for 6 1/2 hours. A dust storm blew through Phoenix at the same time we were trying to land. We circled for 30 minutes, made an attempted landing dow to about 200 ft, then flew to Tuscon and waited while 10 planes got thier fuel first. Whatever, I finally made it home after a 3 hour delay.

Once again ---- thanks to everyone that was at KFest!!!

Cindy

(C.ADAMS11, CAT44, TOP7, MSG:4/M645;1)

>>>>> Some observations from Kfest:
""""""

1) Apple II people are the finest people on Earth. I'm proud to know them. People like Tom Weishaar, Joe Kohn, and Roger Wagner (among others) are the kind of people that you will remember all your life.

2) Apple II people that you meet at Kfest are invariably much nicer than they even seem online. It's always a pleasant surprise to meet somebody in person that I know as a nice person from GEnie and find that they are VERY nice people.

3) You mean my GS can do THAT? Wow!

Best moments that I participated in:

1) Tony Diaz popping the case on one of those 1.5" Focus hard drives he sells and passing it around. I don't need one, but I WANT one, just because it is SO cool!

2) Dan Cross & buddy stumbling across Tom Weishaar in the hall and crying out, "We're not worthy! We're not worthy!"

3) The look on Ann Pendleton's face when Lunatic sat down next to her at lunch. (She hadn't yet learned what a swell guy Luny is, in spite of his extreme appearance. <G>)

4) Meeting in person several people that I have known from correspondence for years and years. (See Item #2 above -- it applies to correspondence as well.)

I'm darned glad I went!

TomZ
(A2.TOMZ, CAT44, TOP7, MSG:5/M645;1)

>>>>> Wow, I guess (for some unknown reason :) I'm about last to get back
""""" home...

Of course, the airlines lost my baggage too :(It may even surprise people that I'm back online, seeing as I lent my modem out to a developer to help debug a product, but a friend here has been so kind as to loan me his modem. Of course, I was forced on Saturday night to order a new 28.8 modem since mine won't be back for awhile :D

This was my first KFest, and I must say: Kansasfest is _every bit_ what it's cracked up to be. It was _fully_ worth the expense and I'm already working on finding a way to go back next year.

Thanks to Cindy, Paul, Mark, and Tim (who unfortunately couldn't be there): as well as everyone else who helped put KFest together!

Tony: I'm working on my UG column as we type this, and I'll try and either post or upload it too.

Ryan
::sigh::
Did we have enough fun at KFest '95 or what?
(And delivered by Copilot and PT 3.1 :)
(R.SUENAGA1, CAT44, TOP7, MSG:6/M645;1)

>>>>> > Wow, I guess (for some unknown reason :) I'm about last to get
""""" > back home

Nope. :-)

I just got home 30 minutes ago. After flying all the way around the world for KFest, I can say as always, it was worth it!

Special thanks to the committee for organising it this year. See you next year!

Regards,

Richard
(RICHARD.B, CAT44, TOP7, MSG:8/M645;1)

FUTURE KANSASFEST
""""""""""""""""""
First of all, K'Fest '95 was great! It was my first year attending. Before things ended, they announced that there will be a K'Fest 96!!

Anyway, here's my problem.....

[text deleted by GEnieLamp A2 editor--sorry, Dave!--Ed.]

Dave Grenda
Apple IIgs user since 1987
Sent via Spectrum v2.0 & GEnie CoPilot v2.5.5
+ Ken Lucke's Replacement Scripts
(D.GRENDA, CAT2, TOP4, MSG:299/M645;1)

SECOND SIGHT
""""""""""""
Well, after chasing the UPS driver for 1/2 block this morning, I finally received my Second Sight card.

Installation was only slightly difficult because I have a ROM 01 and I had to move my ZipGS out of slot #3 to accommodate Second Sight. Since my sound card lives in slot #2, I had to move it to slot #4 to make room for the ZipGS. It's a good thing I read the manual because I decided to test the AppleColor RGB monitor first which requires the removal of a jumper on the card. The ribbon cable is short, very short. It will only reach to the connector directly behind the card. Well, maybe one over on either side but I didn't want to stretch it. I flipped on the power and hoped for the best.

The boot screen didn't look very different, but I didn't really expect it to. The good news is that I booted normally without any fanfare or crashes. I noticed right away that my monitor acquired what can best be described as a "wave." It kinda reminds me of looking at a reflection in a pool of water that is oscillating ever so slightly. I have no idea what's causing it, but it happens no matter which mode I'm in (SHR, text, etc.)

Text mode is where you really notice the difference. You are greeted by the standard PC font (or a reasonable facsimile thereof.) I think it looks good but it will take some getting used to. The "wave" is affecting the screen as I write this in GEM and it's getting a bit annoying...

Switching between display modes is not particularly smooth. Entering the CDA screen while I'm in text mode is fine, but the screen jumps a bit when I do it from SHR mode. The manual says that HIRES mode is not supported on the AppleColor monitor and I did indeed have some problems with it. But I don't use HIRES too often anyway.

Now if you thought I wasn't going to have anything nice to say, you're wrong. I fired up the Second View application that comes with the card and loaded in some GIFs. WOW! is truly an understatement. Second Sight allows the AppleColor monitor to display 640x400x256 interlaced and it is quite stunning. It looks darned near as good as many VGA monitors. Pictures taller than 400 pixels can be scrolled vertically, but anything wider than 640 pixels is chopped off. The manual says that a VGA monitor will display 640x480x256 non-interlaced, but I haven't tested it yet. Hopefully, Second View will be updated to support wider screens.

I'm very happy after my initial testing. Next, I'll plug in the Sony 17" MultiScan monitor and see if that darned "wave" goes away.

- Tony Ward
(A2.TONY, CAT20, TOP14, MSG:161/M645;1)

<<<<< I found out what's causing the "wave" on my AppleColor RGB monitor.
""""" It's my System Saver GS fan! The monitor waves in rhythm with the fan's cycle. The farther away I put the monitor, the better it gets.

Anyone know why this only happens with Second Sight? The standard RGB output never caused this problem. Is there a solution, other than moving the monitor or swapping fans?

- Tony Ward
(A2.TONY, CAT20, TOP14, MSG:162/M645;1)

>>>>> The Second Sight is a wonderful addition to the IIgs, but there are
""""" a few things that Second Sight and Animasia 3-D owners should be aware of: the Second Sight doesn't emulate the GS' special graphical "fill mode," which Animasia 3-D uses as an option for its animations. Fill mode can be disabled when creating animations by unchecking the "Optimize" checkbox in the "Animate Options" dialog window. In general, using fill mode is a good idea because fill mode type animations use less disk space. To be fair, fill mode is rarely used by anything except games, demos, and optionally by Animasia 3-D.

There is another issue to be aware of with the Second Sight card. The way that the Second Sight transfers the GS video to the Second Sight video makes animations look poor because the updates don't occur fast enough. The same results also apply to screen blanker effects like those used in Twilight II.

Michael
(ANIMASIA, CAT13, TOP41, MSG:57/M645;1)

>>> WHAT'S NEW <<<
"""""""""""""""""""""

QUALITY COMPUTERS SOLD! Well, seeing as how I was the most active person
"""""""""""""""""""""""""" here, my departure from QC has probably left a void. I know Bill Carver reads this Category, though.

On a probably unrelated note, Quality Computers was bought last week by Scantron Corporation and is now known as Scantron Quality Computers. (Yes, these are the same folks who keep the #2 pencil industry in business.)

According to Joe Gleason, Scantron bought Quality because they liked what they saw, and the plan is to not make any major operational changes.
(JERRY.K, CAT42, TOP10, MSG:14/M645;1)

II NOT DISTURB NOW AVAILABLE II Not Disturb v1.0 is a good piece of work.
"""""""""""""""""""""""""""""" Regardless of whether you use a desktop telecomm application like Spectrum, or a ProDOS-based package such as ProTERM, II Not Disturb can do nothing but help your system when online, especially at speeds >9600 baud.

Highly recommended.

David K.
(D.KERWOOD, CAT13, TOP9, MSG:170/M645;1)

KANSASFEST ON THE CHEAP
"""""""""""""""""""""""""

I'm happy to announce that after being unavailable for almost two years, the "1992 KansasFest Special Events" video is once again available. This video (formerly sold by Resource Central) contains hilarious footage of all the great stuff that went on at KFest in 1992 including: The Roast of Roger Wagner and The Apple Shope and Programmer's Song skits. The video also includes a telephone/video interview that Uncle DOS conducted with Steve Wozniak. This interview covers the history of the Apple II and gives a lot of behind the scenes information about the creation of the Apple II and the company politics that marked the beginning of Apple's change of attitude towards the Apple II.

Best of all, we've lowered the price of this video from $24.95 to just $15! This price includes postage to the US, Canada and Mexico. It also includes surface mail postage to anywhere else in the world. (Air mail postage outside North America is $5 extra.) We'll be selling these videos at KansasFest, so be sure to let me know if you want one so that we can bring enough for everyone! (Of course, you can also order it from us directly by calling 800-662-3634 or 615-332-2087.)

Diz
GS+ Magazine
(Censorship is uncivilized! Vote to protect your freedom of thought!)
(DIZ, CAT33, TOP2, MSG:307/M645;1)

OPENING LINE
""""""""""""

...announcing the hottest IIgs product with a 1995 copyright date!

-<>- OPENING LINE -<>-

The premier GS/OS splash screen enhancer

by Bret Victor

Have you grown tired of turning on your Apple IIgs and seeing nothing but a bland periwinkle blue screen with a plain window on it? Are you annoyed that your computer, after all you have invested in it, still has nothing more to say to you but "Welcome to the IIgs"? Do you wish you could impress your IBM and Mac friends the second you turn on your computer?

Sure, you could download simple freeware utilities to change the splash color or icons, but it's still the same bland screen, day after day...

Until now. Now, you can turn on your computer, and a stunning 256-color picture of your choice (or design) will fade in from the background color... And at the top of the screen, your IIgs will present you with a randomly chosen line of text -- a profound quotation, a cynical witticism, or whatever you desire. Finally, you can customize your IIgs to be exciting as soon as you turn on the power!

I THOUGHT YOU COULDN'T -DO- THAT! WHAT IS THIS REVOLUTIONARY PROGRAM?

"""

Opening Line is a combination Init and START.GS.OS patch. It takes control even before GS/OS itself has started loading, and does three things:

1. It puts a picture file on the screen. The picture is fully customizable, and can be 640-mode or 320-mode, 16-color or 256-color, with or without a thermometer, with or without the "Welcome" window. The picture file is in the standard SHR screen format (type $C1) so no conversion routines are necessary -- simply name your picture file "STARTUP.PIC" and drop it in the System:System.Setup folder! It couldn't be easier!

2. It randomly chooses a "tagline" from a file and puts it on the screen. Again, it is fully customizable -- the tagline file is simply a standard ASCII text file that you can modify or replace as you like.

3. It fades all of this in smoothly from the background color. Even this is customizable -- choose the fade speed that is right for you.

Any of the three features can be easily disabled. For example, if you don't want a tagline, simply delete or rename the TAGLINES file. If you don't want a startup picture, delete or rename the STARTUP.PIC file, and Opening Line will use the familiar GS/OS splash screen. No configuration utilities are needed.

WHAT DO I GET? The complete Opening Line package contains the following:
"""""""""""""""

- The Opening Line Installer (patches the START.GS.OS file quickly and easily)

- The Opening Line Init

- Twelve impressive sample startup pictures, in a variety of graphics modes, some with thermometers and some without. Five of them are original designs by Bret Victor (aka SLIXTER), the renowned artist for PowerGS diskazine, and new GEnie LiveWire IIgs artist. Plus, you get a picture file that details how to create your own startup pic, including how to control the palettes and thermometer.

- A tagline file of over 3,000 lines. (Imagine starting up your computer for eight years and never seeing the same thing twice!) These lines were carefully selected and edited from much larger tagline files, so only the quality ones remain. (They were spell-checked, too!)

- A concise, three-page printed manual. (So as to not waste your valuable time with excess verbosity.)

Opening Line also boasts a fast speed of operation, intelligent error checking, and an innovative custom random number routine to ensure that you get a different tagline every time you start up GS/OS. Opening Line is compatible with Custom.GSOS as well, in case you are strongly attached to your old custom icons.

ALL THIS FOR LESS THAN THE COST OF DINNER AND A MOVIE?!? That's right: Opening Line costs only --> twelve bucks! <--
"""

Opening Line is shipping NOW. To place your order, send your name,

address and a $12.00 check (payable to Bret Victor) to:

Bret Victor
19253 Parkview Rd.
Castro Valley, CA 94546

The $12.00 includes all shipping and handling.

(Sorry, I can't accept GEnie Gifts of Time -- I'm on the LiveWire staff, and my GEnie credit is maxxed out as it is...)

If you have any questions about Opening Line, send them to the above address, or e-mail:

GEnie : B.VICTOR1
Internet : b.victor1@genie.com

Or fonecall: (510) 886-1640 (any reasonable hour, PDT)

OPENING LINE: It won't make you more productive... and it won't save your valuable monitor from becoming worthless... But it WILL impress your friends, make starting up your computer more exciting... and turning on your IIgs to find a giant alligator grinning at you, with a line at the top that says, "Be alert! America needs more lerts!" can cheer up any day immensely.

Be sure to check out the sample Opening Line screen shots! Coming to a GEnie library or ftp site near you!
(B.VICTOR1, CAT13, TOP15, MSG:1/M645;1)

>>> THROUGH THE GRAPEVINE <<<
""""""""""""""""""""""""""""""""

GRAPHICWRITER III SUPPORTS XCMDS
""""""""""""""""""""""""""""""""""""
FWIW, the new GraphicWriter III supports plug-in XCMD type thingies. And there are a number of other cool things in the works, that'll make it even more user extendable.

As for a Web Browser, it would only be handy for writing your own Web pages at this stage, because the Apple II doesn't *YET* have SLIP/PPP capabilities.

Even so, I still vote for a Web Browser!
(RICHARD.B, CAT33, TOP5, MSG:315/M645;1)

PIZZA WITH WOZ?
"""""""""""""""
Another one of those wonderful - yet totally unexpected - phone calls came in to the busy switchboard of the Shareware Solutions II Worldwide Headquarters yesterday:

"Hey Joe, you wanna get together on Saturday night for pizza with Woz?"
(JOE.KOHN, CAT28, TOP4, MSG:71/M645;1)

TCP FOR IIGS WILL MAKE WWW A-OK?
""""""""""""""""""""""""""""""""""
I was asking Derek Taubert on IRC yesterday about GS-TCP, he said it soon is beeing moved out from beta-versions.

/magnus

(M.ERICSON1, CAT33, TOP5, MSG:349/M645;1)

DESKTOP VERSION OF MS-DOS UTILITIES? Here's part of a recent conversation I had with Peter Watson about the progress on the desktop version of his excellent MSDOS UTILITIES. (Note that he lives in Austrailia; see if you can pick up on why I mention this ;) .

> The GUI version? Well, the last few months are the busiest time of year
> for me (Christmas aside!), so with any luck some (real) coding may happen
> in the near future. I would guess that a beta version (with only a few
> functions implemented) might be done fairly quickly at that point. But a
> public release version will probably take a few months more.

> So, realistically, a Christmas present is probably the best we can (both)
> hope for. On the other hand, in the real world, most of the work will
> probably end up getting done across our summer vacation period in
> January.

> That's when most of the major work and upgrades were done to the existing
> code. That's a depressing thought, but better than nothing at all. On the
> bright side, I'm getting itchy fingers to get coding on all the thinking
> I've been doing, and that's a _very_ good sign.

Thought some of you might be interested in this info.

-Doc
Internet: WEL378@prb.mhs.compuserve.com

(M.WELTE, CAT12, TOP6, MSG:43/M645;1)

EXCLUSIVE SHAREWARE FROM SSII Several years ago, when I worked for Big Red Computer Club, we were able to raise $1,000 to donate to the Alliance For Technology Access, a non-profit organization that works towards getting computers into the hands of people with disabilities. That was accomplished through a three-way deal I had set up with Mark Simonson - the then owner of Beagle Bros - concerning the profits generated on BRCC's distribution of the Beagle Bros Oldies software.

The soon-to-be-re-released-as-shareware program I alluded to another message will be available exclusively through Shareware Solutions II, as we are setting up a similar type of fund raising effort for an International non-profit organization. In short, a percentage of the proceeds generated from the distribution of the disk containing the shareware program will be donated to a non-profit organization chosen by myself and the author of the software program.

Hopefully, all the loose ends will be tied up soon.

By supporting Shareware Solutions II, you can help to make the world a better place.

Joe Kohn

(JOE.KOHN, CAT28, TOP4, MSG:116/M645;1)

>>> MESSAGE SPOTLIGHT <<<

Category 13, Topic 38
Message 213   Thu Jul 27, 1995
A.RAHIMZADEH [Auri Man]   at 22:48 EDT

Hmmm... so where have I been?

Well, I've been working for Steve Wozniak all summer. I've been creating home pages for his server, working on his network, and learning a lot of neatto new stuff.

If you need to get ahold of me, email me at any of the following addresses:

auri@woz.org
powergs@indy.net
zippedgs@aol.com

PowerGS Issue #6 will have an article about what I did this summer with Woz, and also have the pictures and sound clips I was talking about in Issue #5 :) (finally <g>)

l8r!

-Auri

[*][*][*]

While on GEnie, do you spend most of your time downloading files? If so, you may be missing out some excellent information in the Bulletin Board area.   The messages listed above only scratch the surface of what's available and waiting for you in the bulletin board area.

If you are serious about your Apple II, the GEnieLamp staff strongly urge you to give the bulletin board area a try.   There are literally thousands of messages posted from people like you from all over the world.

[EOA]
[HUM]//////////////////////////////
HUMOR ONLINE /
//////////////////////////////
Fun & Games On GEnie
""""""""""""""""""""""

>>> OUR FAVORITE TEN *COMPUTER* LIGHT BULB JOKES <<<
""

In the December 1994 issue of GEnieLamp A2, we ran our all-time favorite light bulb jokes. (For those of you who missed that issue, here is a brief recap: folk singers, surrealists, lawyers, Christians, "Jewish mothers", brewers, accountants, mystery writers, Zen masters, and junkies.) The response to that column was amazing--a didn't hear a word from a single one of you--so I've decided to torture you with my top 10 light bulb jokes about computer users. And I'll keep this up until I make someone squeal. I've got over a hundred light bulb jokes left, and more arriving every day. Mwaah ha ha!

Q: How many Microsoft employees does it take to change a light bulb?

A: Eight. One to change the bulb and seven to make sure Microsoft gets $2 for every light bulb ever changed anywhere in the world.

Q: How many IBM technical writers does it take to change a light bulb?
A: 100. Ten to do it, and 90 to write document number GC7500439-001, "multitasking incandescent source system facility", of which 10% of the pages state only "this page intentionally left blank" and 20% of the definitions are of the form "a ----- consists of sequences of non-blank characters separated by blanks".

Q: How many Pentium designers does it take to screw in a light bulb?
A: 1.99904274017, but that's close enough for non-technical people.

Q: How many Windows users does it take to change a light bulb?
A: One, but he or she will swear up and down that it was JUST as easy for him as it would be for a Macintosh user.

Q: How many IBM PC owners does it take to change a light bulb?
A: Only one, but he'll have to go out and buy the light bulb adaptor card first, which is extra.

Q: How many Newton users does it take to change a light bulb?
A: Foux! There to eat lemons, axe gravy soup.

Q: How many GEnie users does it take to change a light bulb?
A: Two... or three during prime time.

Q: How many programmers does it take to change a light bulb?
A: None, that's a hardware problem.

Q: How many first-time computer users does it take to change a light bulb?
A: One, but it takes him three hours and two phone calls to the electrician before he realizes he forgot to turn the switch on.

Q: How many hackers does it take to change a light bulb?
A: Five. One to steal a shipment of arc lamps going to the Lousiana Superdrome. One to install a six-ton air handler and cooling system. One to reroute the voltage lines from his area to Mexico, causing a brown-out throughout Canada. One to rewire the house with sixteen-inch coaxial cable. And one unscrew the light bulb to substitute the greater light source.

[EOA]
[REF]////////////////////////////
REFLECTIONS /
////////////////////////////////
Thinking About Online Communications
"""""""""""""""""""""""""""""""""""""""

by Phil Shapiro
[P.SHAPIRO1]

>>> "NOTCHING"--WHEN ONE THING LEADS TO ANOTHER <<<
"""

Social aspects of online communications are a most fascinating phenomenon. In the past few years I've tried to pay close attention to how people interact online. One of the most interesting phenomenons is

something I've come to think of as "notching."

Notching occurs when somebody adds an extra "notch" to an online conversation. So if I were to send e-mail to a friend or colleague inquiring about one thing, and then they reply asking or offering information about something else, then a "notch" has taken place.

As a visual metaphor for "notching," imagine two small gears interacting. As one gear turns, it invariably gets the other gear turning as well. And once the second gear is in motion, it impels the first gear to keep turning as well.

Then if you draw back and look at these gears from a few steps away, you'll notice that these two gears are interacting with other gears as well. And if you step back further still, you'll see thousands and thousands of gears all connected and rotating in concert. This connection of gears is known, in certain circles, as society.

The Nature of Notching
""""""""""""""""""""""""
What is the nature of notching? Why is this phenomenon something deserving of its own name?

The nature of notching derives from the nature of human interaction. Human beings are far more likely to bring up a new topic of discussion if there is already an ongoing exchange taking place. The nature of human interaction is such that anyone who raises a new topic for discussion needs to provide a context for taking such action. And spelling out a few introductory sentences for each new idea you want to bring up takes a great deal of emotional effort.

The emotional effort of introducing a new topic of discussion is minimized when you can raise that new topic as part of a reply to an e-mail message already sitting in your mailbox. The proverbial "by the way" (abbreviated to "btw" by experienced e-mail users) tacked on to the end of a message has enormous social implications.

A "by the way" appendage to an e-mail message signifies a transition to a new (but related) topic. Implicit in the writing of the "by the way" appendage is a common understanding that the recipient of the e-mail message would likely have some interest in the information content of the "btw appendage."

The phenomenon of notching has deep implications in the realm of human initiative. If it's an established aspect of online communications that "one thing leads to another," then it behooves people who are interested in having things happen to "start the ball rolling." Any pertinent and interesting e-mail message might just well spawn an e-mail response whose scope is much larger than the initial message. What starts off as being a casual e-mail exchange could conceivably develop into something of much larger import.

Just as in life, it's the nature of the online experience that one thing leads to another. The facility with which e-mail can be sent and received, though, makes it much more likely that gears start turning online. Sometimes it takes just a few keystrokes between two individuals for a larger gear-turning enterprise to take form.

Notching and Online Collaborations
""""""""""""""""""""""""""""""""""
Notching is the central activity of all online creative collaborations.

People working on a shared writing project, or a shared software development project, have an implicit understanding that each person participating in the project will keep the gears of creative development turning at a roughly equivalent speed.

Last month, I had an opportunity to experience notching first hand when working on a collaborative software development project. A colleague of mine in California volunteered to work on a freeware educational software project I proposed. Each day he would add a few new features to the program, and send the work-in-progress over to my online mailbox.

The implicit understanding we had when we started this project is that I would provide prompt and thoughtful feedback to him as he went through the steps of adding further features and refinements to this software. Once the project got underway, I checked my e-mail about three to four times each day.

Whenever I received a copy of the work-in-progress software, I stopped whatever else I was doing to test the software and send feedback. Once, I happened to let a full day pass before sending feedback to my programming colleague. In a friendly way, my colleague pointed out that I had lapsed by not sending him immediate feedback about the work he was doing. In other words, my gear was turning slower than his and he was suggesting I change my ways to get the gears turning in sync again.

I laughed and laughed when I received his message because neither one of us had spelled out our expectations for this project. But since we were both experienced online users, we had an implicit understanding of the "notching" nature of online collaborations.

In thinking about this, I came to understand that I had a moral duty to provide a roughly comparable amount of volunteer effort to the volunteer effort being undertaken by my colleague. It would be an egregious breech of online etiquette to agree to participate in an online collaboration, and then not follow through with a good faith effort on my part.

Considering the fact that the two of us meshed well in this project, and that we might work on other fruitful collaborative projects in the future, I quickly mended my ways to get my gear turning as fast as his. Interestingly enough, his gear was spinning fast enough that I felt compelled to go out of my way to keep pace.

The Implications of Notching
""""""""""""""""""""""""""""

The implications of notching are that it behooves people to stay in touch with one another, even if any particular e-mail message does not have much actual substance. The very fact that your e-mail message shows up in someone else's mailbox can help remind them of your existence. And if they're not totally extended in their own work, they will naturally respond with whatever they happen to have on their minds.

Therefore, a "notched" e-mail exchange bypasses all the labor involved in writing an introductory section to your e-mail messages. Which helps the gears of society spin round and round.

-Phil Shapiro

[*][*][*]

[The author takes a keen interest in the psychological and social dimensions of online communications. This essay is one of a collection of 25 essays in the "Thinking About Online Communications" series. The author invites e-mail responses at P.SHAPIRO1]

[EOA]
[ASA]////////////////////////////
ASCII ART GALLERY /
////////////////////////////
Baby Elephant
"""""""""""""""
by Susie Oviatt
[SUSIE]

ASCII ART BEGINS

ASCII ART ENDS

[FOR VISUALLY IMPAIRED READERS: The preceding was a picture of a baby elephant.]

[EOA]
[HUN]////////////////////////////
THE TREASURE HUNT /
////////////////////////////

Yours For the Downloading
"""""""""""""""""""""""""

by Charlie Hartley
[A2.CHARLIE]

Welcome back to the Treasure Hunt!

This month we will concentrate on animations for the Apple IIGS. I recently received a copy of PaintWorks Gold, and decided to investigate the variety of animations in the A2 library that have been created using the PaintWorks animation filetype. There are really quite a few, many of them of excellent quality.

The ones that I will describe below caught my eye as I scanned the list of animations in the library. Consider them a representative sample of the files available to you.

The first three files listed below are animation viewers that are available in the library. Two are freeware, one is shareware.

One other thing: I've changed the way I will present these files to you. The header for each file will contain the file number, followed by the file name, followed by file size in kilobytes. For the animations, I have listed the size both packed, and expanded. The packed size will give you an idea of how long it should take to download it. The expanded size will tell you how much room you will need to unpack it.

Now, let's get started.

[*][*][*]

>>> VIEWERS <<<
"""""""""""""""

8945 ANIM.VIEW.BXY 5k
'''''''''''''''''''''''

This type $C2 (PaintWorks) animation displayer by Jason Harper makes it possible to view all of the following animations, even if you don't have another program to do it. It allows you to speed up, or slow down the animation, or even stop it and step through it frame by frame. It is copyrighted freeware. This is the viewer that I used as I prepared this column.

23435 SHOWME1.1.1.BXY 72k
'''''''''''''''''''''''''''

This NDA, by David Leffler, displays all kinds of IIGS SHR graphics, $C2 Animations, PSGS, MacPaint, and GIFs. It can save in several formats and act as a slide show for graphics. This product is released as JesusAware which may be distributed like FreeWare. If you don't have this one, get it.

18431 SUPERVIEW.BXY V2.6 20k
''''''''''''''''''''''''''''''

This is the latest version of SuperView written by Chris McKinsey. According to the file description, it will view about any type of Apple

IIgs graphic that ever existed. New in this version is support for Message Center messages from the Finder, and support to view Animatar Cell Files. This is a $10 shareware program.

Chris has moved, and has a new e-mail address as well, so don't use the addresses given in the program. Instead, you may send correspondence, including shareware payments, to:

Chris McKinsey
350 Elam Village Lane #209
San Jose, CA 95134

Chris's new e-mail address is cmckinse@gomez.intel.com.

[*][*][*]

>>> ANIMATIONS <<<

21782 A2GS4EVER.BXY 789k - 804k expanded

This is an excellent 3D Paintworks animation created by Charles Sarchet on Delphi. It shows the words "Apple IIGS 4 Ever" rotating independantly around different axes. It is done in gray-scale with shading. This file is too large to fit on a 3.5" disk. You MUST unpack to a volume with more than 800K available.

16650 CPU.SHOW.BXY 101k - 145k expanded

This animation of a floating, rotating Apple IIgs shows the GS rotating to the right on an aqua background. It rotates a bit too fast to suit me, but that may be because of my accelerated Zip Chip. When I slowed it down with Jason Harper's animation displayer, it looked very nice.

20013 DEATH.ANIM.BXY 530k - 567k expanded

This is converted from an .FLI (Autodesk Animator FLIc) file called Death.FLI. It displays a metallic skeleton rotating to the left on a background of black and shades of blue with nice shading and lighting effects. It was apparently produced by Digital Visions of Los Angeles as a promo piece.

22516 HEART.SOLE.BXY 65k - 82k expanded

This is a color animation of a smoothly beating heart resting on what appears to be blue linoleum flooring of the type one would normally find in a kitchen. Behind the heart is a shoe turned on its side, with the sole showing. No blood or gore... just a beating heart. In the corner is a message, "Heart and Sole - That's what you mean to me." The shifting shadow behind the beating heart is nicely done as well.

18739 MULTIJUGGLE.BXY 336k - 358k expanded

This is a really neat PaintWorks animation of several reflecting spheres being juggled by three weird objects made out of collections of spheres themselves. It's all happening on a multi-colored checkerboard landscape, with shadows of the spheres and juggler's arms and everything. It was originally created by R. Morgan, 1/18/90. It was heavily edited and cleaned up by Lunatic, 5/28/92.

20327 PREY.SHOW.BXY 310k - 350k expanded
''''''

20057 X29.SHOW.BXY 465k - 501k expanded
''

A2.Lunatic describes this as "a really cool MULTI-PALETTE PaintWorks animation of the experimental X-29 aircraft. It comes in from the lower left, does a multi-position barrel roll, and then exits to the upper right. This animation was converted from an Autodesk Animator file. Really nice!"

[*][*][*]

That's it for this month.

Every month I say, "I hope you have found something here to whet your interest. Drop me a line and let me know what you think of this column and offer any suggestions you might have about what should be in it."

It's about time that some of you took me up on this. Here on GEnie, the address is A2.Charlie. If you are reading this outside of GEnie, write to me at A2.Charlie@genie.com. C'mon, let me hear from you!

Until next time, happy downloading!

-- Charlie Hartley

////////////////////////////////////// GEnie_QWIK_QUOTE ////
/ ...in yesterday's mail, my cat received a free sign up kit /
/ for AOL.   /
// JOE.KOHN ////

[EOA]
[LOG]////////////////////////////
LOG OFF //
////////////////////////////
GEnieLamp Information
"""""""""""""""""""""""

o COMMENTS: Contacting GEnieLamp

o GEnieLamp STAFF: Who Are We?

GEnieLamp Information GEnieLamp is published on the 1st of every month
""""""""""""""""""""" on GEnie page 515. You can also find GEnieLamp on the main menus in the following computing RoundTables.

RoundTable	Keyword	GEnie Page	RoundTable	Keyword	GEnie Page
DigiPub	DIGIPUB	1395	Atari ST	ST	475
Macintosh	MAC	605	IBM PC	IBMPC	615
Apple II	A2	645	Apple II Dev.	A2PRO	530
Macintosh Dev.	MACPRO	480	Geoworks	GEOWORKS	1050
BBS	BBS	610	CE Software	CESOFTWARE	1005
Mini/Mainframe	MAINFRAME	1145	Programming	PROGRAMMING	1445
Data Comm.	DATACOMM	1450	IBM PC Prog	IBMPCPRO	617
PowerPC	PPC	1435	PowerPCProg	PPCPRO	1440

GEnieLamp is also distributed on CrossNet and many public and commercial BBS systems worldwide.

- To reach GEnieLamp on Internet send mail to genielamp@genie.com

- Back issues of GEnieLamp are available in the DigiPub RoundTable Library #2 on page 1395 (M1395;3).

- GEnieLamp pays for articles submitted and published with online GEnie credit time. Upload submissions in ASCII format to library #31 in the DigiPub RoundTable on page 1395 (M1395;3) or Email it to GENIELAMP. On Internet send it to: genielamp@genie.com

- We welcome and respond to all E-Mail. To leave comments, suggestions or just to say hi, you can contact us in the DigiPub RoundTable (M1395) or send GE Mail to John Peters at [GENIELAMP] on page 200.

- If you would like to meet the GEnieLamp staff "live" we meet every Wednesday night in the Digi*Pub Real-Time Conference at 9:00 EDT (M1395;2).

- The Digital Publishing RoundTable is for people who are interested in pursuing publication of their work electronically on GEnie or via disk-based media. For those looking for online publications, the DigiPub Software Libraries offer online magazines, newsletters, short-stories, poetry and other various text oriented articles for downloading to your computer. Also available are writers' tools and 'Hyper-utilties' for text presentation on most computer systems. In the DigiPub Bulletin Board you can converse with people in the digital publishing industry, meet editors from some of the top electronic publications and get hints and tips on how to go about publishing your own digital book. The DigiPub RoundTable is the official online service for the Digital Publishing Association. To get there type DIGIPUB or M1395 at any GEnie prompt.

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""""""""	o Marlene Gaberel	[M.GABEREL1]	Windows Staff Writer
ETC.	o Jim Lubin	[J.LUBIN]	Add Aladdin Scripts
""""	o Scott Garrigus	[S.GARRIGUS]	Search-ME!
	o Al Fasoldt	[A.FASOLDT]	Contributing Columnist
	o Phil Shapiro	[P.SHAPIRO1]	Contributing Columnist
	o Sandy Wolf	[S.WOLF4]	Contributing Columnist
	o Lloyd E. Pulley	[LEPULLEY]	Contributing Columnist

\\\

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DOCUMENT almp9509.app
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     ||    |||||| |||||||| ||||||                  RESOURCE!
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                  ~ WELCOME TO GEnieLamp APPLE II! ~
                    """""""""""""""""""""""""""""""""
               ~ THE TREASURE HUNT:  Farewell Potpourri ~
                     ~ SOFTVIEW A2:  FAXination ~
                      ~ PROFILES:  John Van Dam ~
                 ~ PAUG NEWSLETTER:  September Report ~
                  ~ HOT NEWS, HOT FILES, HOT MESSAGES ~

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 GEnieLamp Apple II     ~ A T/TalkNET Publication ~      Vol.4, Issue 42
""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""
Publisher.....................................................John F. Peters
 Editor.....................................................Douglas Cuff
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          ~ GEnieLamp IBM ~ GEnieLamp ST ~ GEnieLamp PowerPC ~
        ~ GEnieLamp A2Pro ~ GEnieLamp Macintosh ~ GEnieLamp TX2 ~
         ~ GEnieLamp Windows ~ GEnieLamp A2 ~ LiveWire (ASCII) ~
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           >>> WHAT'S HAPPENING IN THE APPLE II ROUNDTABLE? <<<
           """""""""""""""""""""""""""""""""""""""""""""""""""""
                           ~ September 1, 1995 ~

 FROM MY DESKTOP ......... [FRM]        FROM MY MAILBOX ......... [MAI]
  Notes From The Editor.                  Letters To The Editor.

 HEY MISTER POSTMAN ...... [HEY]        HUMOR ONLINE ............ [HUM]
  Is That A Letter For Me?                Fun & Games On GEnie.

 REFLECTIONS ............. [REF]        ASCII ART GALLERY ....... [ASA]
  Changing Nature of Friendship.          Bossie the Cow.

 THE TREASURE HUNT ....... [HUN]        SOFTVIEW A2 ............. [SOF]
  Charlie's Farewell Potpourri.           Review:  FAXination.

 PROFILES ................ [PRO]        PAUG NEWSLETTER ......... [PNL]
  Who's Who:  John Van Dam.               September 1995 Report

                    LOG OFF ................. [LOG]
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GEnieLamp Information.

[IDX]""

READING GEnieLamp GEnieLamp has incorporated a unique indexing system
"""""""""""""""""" to help make reading the magazine easier. To utilize this system, load GEnieLamp into any ASCII word processor or text editor. In the index you will find the following example:

HUMOR ONLINE ..... [HUM]
GEnie Fun & Games.

To read this article, set your find or search command to [HUM]. If you want to scan all of the articles, search for [EOA]. [EOF] will take you to the last page, whereas [IDX] will bring you back to the index.

MESSAGE INFO To make it easy for you to respond to messages reprinted
"""""""""""" here in GEnieLamp, you will find all the information you need immediately following the message. For example:

(SMITH, CAT6, TOP1, MSG:58/M475)
|Name of sender CATegory TOPic Msg.# Page number|

In this example, to respond to Smith's message, log on to page 475 enter the bulletin board and set CAT 6. Enter your REPly in TOPic 1.

A message number that is surrounded by brackets indicates that this message is a "target" message and is referring to a "chain" of two or more messages that are following the same topic. For example: {58}.

ABOUT GEnie GEnie's monthly fee is $9.95 which gives you up to four hours
""""""""""" of non-prime time access to most GEnie services, such as software downloads, bulletin boards, GE Mail, an Internet mail gateway, and chat lines. GEnie's non-prime time connect rate is $2.00. To sign up for GEnie service, call (with modem) 1-800-638-8369 in the USA or 1-800-387-8330 in Canada. Upon connection type HHH. Wait for the U#= prompt. Type: JOINGENIE and hit RETURN. When you get the prompt asking for the signup/offer code, type: DSD524 and hit RETURN. The system will then prompt you for your information. Need more information? Call GEnie's customer service line (voice) at 1-800-638-9636.

SPECIAL OFFER FOR GEnieLamp READERS! If you sign onto GEnie using the
"""""""""""""""""""""""""""""""""""" method outlined above you will receive $50.00 worth of credit. Want more? Your first month charge of $8.95 will be waived! Now there are no excuses!

GET GEnieLamp ON THE NET! Now you can get your GEnieLamp issues from
"""""""""""""""""""""""""" the Internet. If you use a web browser, connect to "gopher://gopher.genie.com/11/magazines". When using a gopher program, connect to "gopher.genie.com" and then choose item 7 (Magazines and Newsletters from GEnie's RoundTables).

*** GET INTO THE LAMP! ***
""

////////////////////////////////////// GEnie_QWIK_QUOTE ////
/ As far as I'm concerned, the only reason to tell the /

```
         / waiters it's your birthday is if there's a free dessert in /
        / it (and even then, if they sing to you, it ain't free).    /
       ////////////////////////////////////////////  P.LURIE  ////
```

[EOA]
[FRM]////////////////////////////
FROM MY DESKTOP /
////////////////////////////////
Notes From The Editor
"""""""""""""""""""""""

by Douglas Cuff
[EDITOR.A2]

>>> GREAT EXAGGERATIONS <<<
"""""""""""""""""""""""""""""

Rudyard Kipling subscribed to a newspaper which mistakenly published a notice of his death. Kipling wrote to the paper: "I've just read that I am dead. Don't forget to delete me from your list of subscribers."

When Bertrand Russell became seriously ill in China in 1920, he refused to grant interviews to the Japanese press, who retaliated by reporting that he had died. Russell's requests to cease this nuisance went unheeded. On his way home to England, Russell again stopped in Japan, and again the press asked for interviews. Russell had his secretary give to each report a slip of paper which read: "Since Mr. Russell is dead, he cannot be interviewed."

When Apple Computer, Inc. stopped supporting the computer that made them rich and famous and began their incantation of "But we have a Mac that's much better!", many Apple II users felt so betrayed that they decided never to buy another computer from Apple.

When America Online, formerly AppleLink Personal Edition, locked out Apple II users in 1994, they had the nerve not only to indulge in a little revisionist history (possibly due to an over-reliance on "boilerplate" form letters), but to tell Apple II owners that America Online would be glad to take their money if they switched to a Mac or Windows computer. AOL users jumped shipped with alacrity--many to GEnie, prompting a cry of "Where have you been all my life?" from many.

Of course, America Online didn't go bankrupt when the Apple II folk left for GEnie, Delphi, CompuServe, and the Internet. Apple Computer hasn't gone bankrupt because the Apple II community shun the Mac. Last we heard, Japan still had newspaper reporters. And the newspaper that greatly exaggerated reports of Kipling's death didn't fold simply because Kipling withdrew his subscription.

When a company treats you badly, you are unlikely to be able to retaliate effectively. But that doesn't mean you shouldn't retaliate at all, and it doesn't mean you won't affect the company at all.

Apple Computer has been doing all right. But it could have done better. Perhaps they don't miss the revenue they've lost, but they have indeed lost revenue with its cavalier treatment of its original customers. They're so big, they don't notice little losses... until they start to add up.

Recently, Mark Wade suggested that we gather together all our old "Tell Apple About..." cards that lurk in the back of Apple Computer manuals--or, occasionally, lurk in original packing boxes--and mail them to Apple to arrive on 15 September 1995, the ninth anniversary of the Apple IIgs.

Someone cautioned that it wouldn't have any affect on Apple, Inc. They won't care that a lot of Apple II users are out here. Some shmoe in the mailing room will have more garbage than usual to deal with, that's all.

Probably true. So what? We probably won't improve our lot... but we aren't hurting anybody, either. Let's join Rudyard Kipling and Bertrand Russell in tweaking the nose of those who counted us dead before our time.

Even its heyday, tragically few people at Apple Computer appreciate the magic of the Apple II. Let's just remind them that we're still out here.

Someone was heard to wonder aloud, "What would have happened if we'd sent in our registration cards back when we first bought our Apple IIs?"

(Well, it my case, it would have been duplication of effort, because my Apple dealer--a pretty good guy--assured me faithfully that my equipment had been registered at Apple, Inc.)

No one can say for _sure_ what would have happened if we'd all sent our registration cards back "in time". But here's my guess, for what it's worth:

We'd all still be trying to get our names taken off Mac-only mailing lists.

[*][*][*]

A couple of goodbyes, this month. First of all, our ASCII artist, Susie Oviatt has decided that she no longer has the three or fours hours it takes it much to dabble in ASCII. (Actually, Susie decided that a couple of months back, but I've been running old art submitted for all versions of GEnieLamp that I personally haven't run yet. I tried to keep her column "alive" as long as possible, but this month I've run out of art.)

Also, Charlie Hartley, who has been handling the Treasure Hunt column, has come to a similar decision. Charlie intends to stick his nose in with a profile occasionally, when time offers, though, so let's hope we haven't seen the last of him!

In the meantime, GEnieLamp A2 is looking for more writers. You can write for us regularly, or you can just submit an article for us when you have the time, but either way, we'll pay your for it in GEnie credits. If your article is accepted, you'll receive credit on your GEnie bill worth two non-prime time hours!

-- Doug Cuff

GEnie Mail: EDITOR.A2 Internet: editor.a2@genie.com

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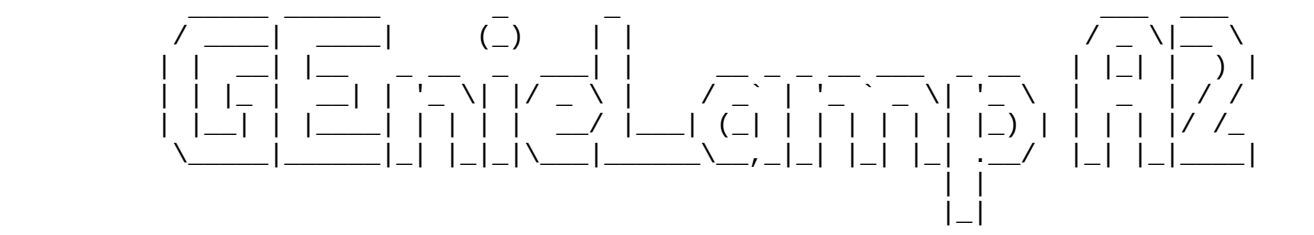
|                                                                |
|                    REPRINTING GEnieLamp                        |
|                                                                |
|   If you want to reprint any part of GEnieLamp, or             |
|   post it to a bulletin board, please see the very end         |
|   of this file for instructions and limitations.               |
|________________________________________________________________|
```

ASCII ART BEGINS



ASCII ART ENDS

```
[EOA]
[MAI]//////////////////////////////
                  FROM MY MAILBOX /
//////////////////////////////////
Letters To The Editor
"""""""""""""""""""""""""
```

SUPERDRIVE TIP FOLLOWUP
"""""""""""""""""""""""""

I was reading a copy of the October 1994 issue of GEnieLamp A2, where I noticed a "tip" from David Kerwood and Hugh Hood about the SuperDrive Card's self test. The tip mentioned in passing that the program MAC.TRANS.GS would read Mac MFS formatted disks, but not with the SuperDrive card. Actually, only a small tweak is necessary to fix it for any(?) interface card.

Simply add the following lines to the program (another example of the advantages of programs written in Applesoft!):

```
26 X = (192 + SM) * 256 + 255 : X=PEEK(X) : REM X = PEEK($CnFF)
27 POKE 803,X : REM Set correct entry offset for the default device

3106 X = (192 + SM) * 256 + 255 : X=PEEK(X) : REM X = PEEK($CnFF)
3107 POKE 803,X : REM Set correct entry offset for this device
```

Cheers,
Peter

P.S. Have I missed something? Has GEnielamp A2Pro disappeared?

```
 || Peter A Watson ||          InterNet : paw@acslink.net.au            ||
 || PO Box 493     || MSDOS Utilities: The WRITE way to use MSDOS disks ||
 || Doncaster  Vic ||       "On a clear disk you can seek forever!"     ||
 || Australia 3108 || "XYZZY..PLUGH..MOOF..What is that $%^& password?" ||
```

Thanks a lot for the tip, Peter! (For those of you who live under a rock, or just skimmed Peter's .sig, above, he's the author of MSDOS Utilities, which let you write to as well as read from MS-DOS disks.)

If the above are my only two options, then I guess I'd have to say that you're missing something. GEnieLamp A2Pro definitely hasn't disappeared. If you'd like to catch up on your back issues, then gopher to "gopher.genie.com" or point your web browser to "gopher://gopher.genie.com/11/magazines". You'll find back issues of GEnieLamp A2, GEnieLamp A2Pro, and all the others there!--Ed.

[EOA]
[HEY]////////////////////////////
HEY MISTER POSTMAN /
////////////////////////////
Is That A Letter For Me?
""""""""""""""""""""""""""

by Douglas Cuff
[EDITOR.A2]

o BULLETIN BOARD HOT SPOTS

o A2 POT-POURRI

o HOT TOPICS

o WHAT'S NEW

o THROUGH THE GRAPEVINE

>>> BULLETIN BOARD HOT SPOTS <<<
""""""""""""""""""""""""""""""""""""

[*] CAT2, TOP4 ..... Identify ROM 3 without monitor
[*] CAT2, TOP7 ..... "Tell Apple About..." cards
[*] CAT33, TOP2 ..... No CD-ROM of GS+ back issues
[*] CAT10, TOP10 ..... Teaching Lynx about ShrinkIt
[*] CAT20, TOP14 ..... Charge for Second Sight developer docs
[*] CAT44, TOP6&7 ..... KansasFest 1995 and 1996!

>>> A2 POT-POURRI <<<
""""""""""""""""""""""""

SOFTDISK G-S PROGRAMMER MOVES ON
""""""""""""""""""""""""""""""""""

Just a note here to let folks know that I've taken a new job with an up-and-coming firm, Logicware. We do software/hardware/games; I'll be doing Sega Saturn programming for starters (but look for all kinds of great stuff from us... :)

As a result of this new job, I may not be very active here for a while (since I'll be moving again, down to the Southern California area) and I'll be busy learning new stuff the first few weeks.

After that, I hope to resume spare-time work on II Not Disturb and some other IIgs programs I've been working on.

-Greg Templeman
(BARNABAS, CAT2, TOP3, MSG:189/M645;1)

ADDISON-WESLEY BOOKS ON CD-ROM? Considering that many of the Apple II

"""""""""""""""""""""""""""""""" books are becoming rare, I think it would be a good idea if someone approached Apple/Addison-Wesley about allowing someone to make the entire set of Apple II (II and II GS) books on CD-ROM. I'm sure they already have the text on computer. All that would be needed is to either convert it to something more Apple II friendly or make a program that could read that format. In addition it would be more then helpful to have a program on there as a search engine for finding stuff in the manuals. Finally a price below $100 would make it affordable! Am I dreaming too much? I suspect this would be a well selling product, relatively speaking and be a great help to Apple II development. EVen those with most of the manuals would find it helpful in finding things fast. It could also have all the current tech notes and other DTS stuff. I'm almost sure this could all fit on one CD. What do you think?

(G.TOLAR, CAT11, TOP3, MSG:132/M645;1)

APPLESOFT AND DESKJET 500 Is there anyone here who is successfully
"""""""""""""""""""""""""" printing to a DJ500 via an Applesoft BASIC program? If so, please share the secret of your success. :)

I know that simply pointing the program to slot 1 (or whatever slot you happen to have the DJ500 linked to) is not enough. Apparently there are specific printer codes that are needed so that the printer will accept and print straight ASCII text.

Charlie

(A2.CHARLIE, CAT12, TOP8, MSG:268/M645;1)

<<<<< My problem with printing to the DJ500 from Applesoft BASIC has been
""""" solved.

I set things up the way Ray Merlin has his, and it works. :)

Essentially, his setup is like this:

The dip switches are A = U D U D D D D U B = D U D D U D D D

The printer port settings are all standard EXCEPT instead of 9600, he has his set to 19200. When I made the change from 9600 to 19200 the following program worked just fine.

```
10 D$ = CHR$(4)
20 PRINT D$"PR#1"
30 PRINT "This is a test."
40 PRINT CHR$(12): REM FORMFEED
50 PRINT D$"PR#0"
60 END
```

Thanks to everyone who offered assistence with this. :)

Charlie

(A2.CHARLIE, CAT12, TOP8, MSG:287/M645;1)

SYQUEST EZ135 VS IOMEGA ZIP 100 The new SyQuest removable is now
"""""""""""""""""""""""""""""""" available. Here is a comparison of the Iomega Zip 100 and the SyQuest EZ135 removable hard drives.

	Iomega Zip 100	SyQuest EZ135

Storage capacity	100 MB	135 MB
Seek time	29 ms	13.5 ms
Transfer rate (max sust.)	1 MB / sec	2.4 MB / sec
Drive size (external)	7.10" x 5.35" x 1.47"	8.45" x 4.80" x 2.08"
Weight	about 1 pound	2.3 pounds
Power cord	included	included
SCSI cable	included	included
Terminator	yes (ext. switch)	yes ***
SCSI ID selector	yes (ext. switch)	???
Approx street price	$199.95 *	$239.95 *
Disk/cartridge price	$19.95 **	$24.95 **
Drive warranty	1 year	2 years
Disk/cartridge warranty	limited lifetime	5 years

* MacWarehouse price. Includes one disk/cartridge
** Price is for a single disk/cartridge. Volume discounts apply.
*** Method unknown. Either a switch or external terminator plug.

I don't know if the SyQuest has a SCSI ID external selector or if it uses internal jumpers. I don't know what type of SCSI connection the SyQuest uses, but judging by its small size I would guess a 25-pin like the Iomega. Performance numbers are the manufacturer's estimates. The disks/cartridges are =not= interchangeable, they are different sizes, but both are about the size of a double-thick 3.5" disk.

MacWarehouse carries both drives and will send you a fax data sheet or give voice information by calling 1-800-255-6227. I don't work for MacWarehouse, I just happened to get the information from them.

- Tony

(A2.TONY, CAT21, TOP14, MSG: 1/M645;1)

IIGS LAB SETUP
""""""""""""""""

> I would be very interested in knowing how your lab is
> set up.

Well, you asked for it ;)

Here goes:

We have 22 GSs (not enough - hopefully we can stick in a few more), a LaserWriter 360, and an ImageWriterII (with AppleTalk card) hooked to an LC575 server that is presently running System 7.1 and AppleShare FileServer and PrintServer v.3.0.1 (I think). Each of the GSs has an Apple 3.5" and an AE 3.5" drive. (Only 1 GS has a 5.25", and that never gets used). About 1/2 of the GSs have a HyperStudio sound digitizer card and microphone. Finally, each GS now has a 4Meg RAM card!!! Yay!!!

Additionally, there are a half dozen classrooms with either //e or IIGS computers that are also hooked to this network.

The GS System Software we use is 6.0.1 (necessary due to a conflict between GSOS 5.0.4 and either the LC575, Mac System 7.1, or AShare 3.0.1 - but better anyway except that there's only room for one printer driver). We use Pointless v2.0.3 and access numerous fonts from the server (works nicely). Presently, each of the GSs starts up from a 3.5" disk in the AE drive and we have one user name that provides access to all programs. That user name brings up a menu program called Menu Master (v1.6.5). Pretty much all programs are available from the server. We run AWGS from a 3.5"

disk as it is used quite a bit and loads MUCH faster this way. Now that we have the RAM, however, we will be changing to a graphical menu based on HyperStudio (which is fast running from the RAM Disk). The additional RAM will also allow us to have printer drivers for both the LWr & IWr at the same time. BTW, we leave the server on all year and leave the GSs on all week. The monitors are supposed to get shut down if the lab will be empty for a half hour or more, but they pretty much stay on all day.

The next thing that I would like to start fighting for is a router from Tribe that would allow us to break the network up into several smaller groups to speed things up. The idea is to have an EtherNet connection between the server and the router, and then several LocalTalk cables running from the router to small groups of machines. Since it is LocalTalk, and not the server, that is the bottleneck dividing the network up should speed things up. Using the 3.5" disks to start really helped speed things up a lot. The TribeStar would help even more. We'll see, though.

> What software do you run.

Let's see? For software, we have pretty much the whole MECC collection - both P8 & GSOS (World & USA GeoGraph, StoryBook Weaver, Designer Prints, Calendar Crafter, etc.), AppleWorks 3.0n & AppleWorksGSv1.1 site licenses, HyperStudiov3.1j, Platinum Paint, LogoWriter, TheFactory. In addition, I hope to add licenses to use Quick Click Calc (for excellent graphing capabilities) and the discQuest encyclopedia, but we'll see.

> Is there a source of educational Hyperstudio/Hypercard stacks
> available for download or purchase?

Roger Wagner publishing has a nice catalog of some excellent commercial stacks. You could probably give them a call. Of course, there are numerous stacks on GEnie.

Outside of the lab I will be experimenting quite a bit this month on using a video overlay card and a Second Sight card to do presentations on a big-screen TV and/or LCD projection panel. I'm anxious to see how that works.

It's all fun, and extremely valuable. Now if I just had more time ;)

I\/I ark I<
Kan't wait for KFest '96!!!

Hope you didn't read all of that if you don't give a hoot ;)
(M.KLINE, CAT15, TOP15, MSG:36/M645;1)

>>> HOT TOPICS <<<
""""""""""""""""""""

KANSASFEST '95 REPORT--THE TRADITION CONTINUES Up until a few months ago, there was some doubt that anyone would ever read the title of this article, because the fate of KansasFest was caught in the balance. Over the years, KansasFest has been held at Avila College, a small quaint college located on the south side of Kansas City Missouri. The sponsors of KansasFest have been numerous - the '94 KansasFest was sponsored by a company called ICON (previously called

Resource Central). When they went out of business last year, it wasn't known if anyone would pick up the Apple II torch and conduct another KansasFest. But just as the Apple II computer has "kept going, and going, and going," so has KansasFest. Through the efforts of people like Auri Rahimzadeh, Cindy Adams, Gina Saikin, and Mark Kline, among others - KansasFest '95 was made a reality. Parkhurst Micro Systems (Paul Parkhurst) was the corporate sponsor of the fest. You might know Parkhurst Micro Systems (a company who has supported the Apple II line of computers over the years) from their excellent ANSI-Term modem program. So here's "one man's story" of KansasFest '95.

Being "just a user," I wasn't sure if I should attend KansasFest. I think that feeling has kept many others from attending in the past - it had for me. But all those trepidations faded away as I communicated to some other KansasFest attendees on GEnie prior to leaving for Kansas City. During those e-mail exchanges, I learned that KansasFest was going to be one big friendly user's group meeting. I found out that I wasn't the only KansasFest Rookie that was attending this year, and that the vast majority of the attendees were just "average Apple II users." So like a kid on Christmas Eve, I anxiously awaited the start of a famous Apple II tradition.

I arrived at the Kansas City airport on the evening of July 26th, a day prior to the official start of KansasFest. After renting a car, I drove down to KC Masterpiece. A group of people I met on GEnie had gotten together to have dinner at this infamous KansasFest hang out. Entering the restaurant was like going on a blind date - although I had seen their names on electronic messages, I hadn't met any of them before. But that feeling instantly changed to one of meeting "old friends" as I was warmly greeted and started talking to everyone. That's the spirit of KansasFest, and I think of the Apple II computer community in general, it's one big inclusive family! It was neat listening to Joe Kohn, Greg Templeman, and many other Apple II lovers. Everyone had such unique and diverse backgrounds, but all shared a fascination with the almost unlimited capabilities of the Apple II computer. After a delicious BBQ rib meal, great conversation, and finally putting some faces to names, I headed to a nearby motel for a good nights sleep.

Arriving at Avila College at 9 am the next day, I checked into the dorms. Spending KansasFest in the dorms is the best way to experience this event. Not only is it cheaper, but you get to interact with everyone after hours. The rooms were clean, but Spartan. It's been 18 years since I've lived in a college dorm room, but I think the surroundings added to the total experience. I immediately unpacked and started to visit all the other attendee's rooms to see what computer systems they had brought - and it was a diverse lot. There were dozens of IIgs computers, with every imaginable peripheral attached. There were IIcs, MACs in all flavors, PowerBooks, Newtons, and even a II+. It was great to see the new Iomega Zip drive in action, how the new SecondSight VGA card looked with different monitors, and the various hard drives and CD-ROM drives available for the Apple II.

After "hob knobbing" with everyone in the morning, we hit the cafeteria for some typical college dorm food. All meals were included in the price if you stayed in the dorms, a very good deal. The food quality was OK, you could eat all you could stand. There was a salad bar and self-serve ice cream in the dining area after you picked up your main course. Some of the food over the fest included BBQ chicken, soft tacos, bratwurst, spaghetti, hamburgers, and various vegetables at each meal.

Meal time was another avenue to meet Apple II legends like Tom Weishaar, "Burger" Bill Heineman, Roger Wagner, etc, and make new friends.

The first activity after lunch was a talk by Apple Computer's Ashley Carter, discussing some new computers due out over the next couple of months. New Performas, coming out in August 95, will be going over to RISC processors and incorporate industry standards like PIC slots. They'll have replaceable processors for future upgrades. For example, you can drop in DOS Windows chips, when they become available, to run those types of applications. In September 95, expect a slew of new PowerBooks to start coming out. You'll be able to transmit data to other PowerBooks through infrared signals.

Following that one hour presentation, each attendee had the choice of attending one of three presentations. Talking to the Apple rep about the new computers, learning basic soldering (entitled: "Which End is Hot"), or attending a "fireside" chat with Joe Kohn - I chose the latter.

Joe Kohn has attended six previous KansasFests and this is the third year he's given presentations at them. He described starting off with the Apple II, he got an Apple II+ and 100 disks of public domain software. He was in awe of what was out there. In the mid-80's he started the Apple Users Resource Group, which lead to the Apple II Information Exchange. It was bought out by Compuserve in '89. Joe wrote a series of articles on shareware programs for the Apple II Buyers Guide and transitioned to the Big Red Computer Club as their Librarian in '83. From there, he hooked up with InCider to write a shareware article. InCider asked Joe to put together a disk containing the shareware programs his article covered. After much persuasion, Joe finally began supplying those disks to people. He mentioned that InCider was making money each month right to the very end! But Joe guessed that the magazine wasn't making ENOUGH profit, so that's why they pulled the plug. After InCider's demise, Joe thought about writing for II Alive. But luckily for us, those plans never came together and he struck out on his own with Shareware Solutions II (SSII). When he worked for other publications, he use to hate editors - they always changed what he wrote. But now he misses having an editor when producing SSII. Joe feels SSII is the "Consumer Reports" of the Apple II world. He emphasized that Apple II users should "support those who support you." In other words, don't delay buying those Apple II products you can use and paying those shareware fees, otherwise there won't be anything new in the future. Joe has sold about 120 copies of ContactGS - not enough for any real profit, but he was glad he made it available to the IIgs community. Finally, Joe made an announcement that Symbolix (a powerful mathematics program from Switzerland) is being released as shareware. SSII will be providing it for $15 for the first month - half the profit will go toward a yet to be named non-profit organization.

The next period consisted of a demonstration of Mike Westerfield's Quick Click Morph (QCM) or Ryan Suenaga's discussion of Personal Digital Assistants & PowerBooks. I decided to see Mike's great new program.

Mike started off with a quick history behind morphing. The first Cray computer ever built didn't go to the defense department, but instead went to Hollywood movie studios to do morphing. The first morphing was done by Disney, all accomplished by hand. But since almost anything can be done on an Apple II computer, Mike brought this morphing capability to the IIgs. The user provides a starting and ending picture to QCM. A series of reference points are then easily selected on the first and last picture.

QCM then starts computing the "tween" frames - new pictures that transform the first picture into the second. Morphing time increases as the number of "tween" frames increases and the number of reference points are increased. The time to create a full morph sequence can take from several minutes to overnight - an accelerated IIgs is not required but is HIGHLY recommended. Those "tween" pictures, when played as a PaintWorks animation, provides a smooth morph between the start and ending pictures. The visual impact of morphing cannot be overstated. Morphs can be added to HyperStudio stacks, used as a screen saver, or any place that can use PaintWorks animations. Single frames can also be viewed to see how each "tween" picture has changed. Although 16 shades of gray is best for the IIgs, QCM supports 320/640 color pallets, custom colors, and 128/256 custom color pallets. Mike has also developed a freeware program Quick Click Movie - it allows the viewing of QCM animations. So with this freeware program, you can easily share your creations with friends and the world. Quick Click Morph is a very powerful and unique program - you really have to see it to appreciate its impact and ease of use.

After supper, the KansasFest '95 keynote address was given. The keynote speaker was the (in)famous Roger Wagner of HyperStudio fame. As usual, he gave a very animated and entertaining speech. First describing a very artistic video produced by a IIgs user in France - combining HyperStudio with a video overlay card on a IIgs. The video was done a few years ago and won critical acclaim. Following the interesting video, Roger described his introduction to computing and the Apple II. He had a sum of money to buy either a motorcycle, a stereo, or a computer. He thought that if he purchased the motorcycle or stereo, he would just end up spending more money on them. The computer, he thought, would be a one time expense. He tried selling computers door-to-door, he failed miserably. He then wrote some small programs, initial sales were good, but Apple computer inevitably released a free program doing the same thing a while later. He kept ahead of Apple and eventually produced HyperStudio - a revolutionary program that brought Hypermedia to computers. Roger now goes around the country showing how schools and individuals can produce outstanding presentations with HyperStudio. Although Roger is concentrating on developing and marketing products for the MAC and other platforms, he's still supporting the venerable Apple II platform.

The last series of presentations that day were: Joe Kohn discussing changes to the Internet, Erick Wagner presenting how to hook up "real world" devices to the Apple, and Eric Shepherd demonstrating two of his new IIgs programs (StationKeeper and ShiftyList 2.0). I wanted to attend all three, but I ended up listening to Sheppy.

Sheppy's StationKeeper is something like a document alias. You double-click a document icon, Finder opens up the application that supports the document (AppleWorksGS, ShadowWrite, etc) and you start working on it. Nothing special so far, but when you save the document, it's saved as a new document - you don't mess with the original. This would be good for filling out forms, etc. ShiftyList 2.0 will be distributed on a Softdisk G-S issue. This version is a very powerful update. By holding down different key combinations during booting, you can load different groups of INITs, NDAs, CDAs, and CDEVs. The composition of each group is determined by the user beforehand. You can also create boot scripts. Scripts could run pictures or sounds during booting. For example, you could display a picture and play a sound, load some INITs, display a new picture, load some NDAs/CDAs, display another picture and play a sound, and load the rest of your system - total user control. Sheppy expects ShiftyList to be out at

the end of the year. He lost three months of work when his hard drive crashed. As Sheppy remarked, "apparently back-ups aren't for weenies." Sheppy also has compiled a spiral bound book containing documentation for all his software. The book can be purchased for about $12, contact him at E.Shepherd@genie.com. He is also selling a disk containing all his non-Softdisk G-S programs.

That ended the first day's formal presentations. That evening consisted of seeing what computers people had brought, seeing new software and equipment, and discussing every topic you can imagine. Roger Wagner generously ordered a couple dozen pizzas and a few cases of soda for munching late that night. Right afterward, the infamous Bite-The-Bag contest began - a KansasFest tradition. The object is to balance on one appendage (foot, hand, etc) and grab the top of an empty grocery bag on the floor with your teeth. It's not too hard at the start. But as the competition continues, the upper most part of the bag is slowly removed. Soon, there's nothing left but the flat bottom of the bag laying on the floor. Oh yes, did I mention that if you aren't the first person, you get to enjoy the slobber on the bag left by the people in front of you? The competition this year was stiff. There were over a half-dozen people still able to pick up the bag when it was nothing more than a flat piece of paper. It finally came down to who was the fastest. Russ Nielson was crowned the King of "Bite -The-Bag" with a time of 1.95 seconds!

Because everyone participates in the sleep depravation experiment called KansasFest, the dawn of the next day came way too early. For those who were sane enough to get a couple hours sleep, or insane enough to get no sleep, breakfast was available at 7am. The first sessions began at 8:45pm - so most could still get a few winks. Roger Wagner provided a discussion of using the mulimedia capabilities of the IIgs, Doug Pendleton & Dave Ciotti taught the second segment on soldering, and a trio (Richard Bennett, Tim Buchheim & Nathaniel Sloan) demonstrated the new Apple IIgs front end for GEnie. I picked the GEnie software demo.

This stand-alone program is called Jasmine, it's a real-time IIgs interface for GEnie - not an off-line reader like CoPilot or GEM. You don't need a separate modem program like ProTerm or Spectrum - Jasmine handles everything. It requires System 6.0.1 and an error-correction modem (the internal Datalink 2400 is not, but all high speed modems are) - a hard drive is not required. Jasmine allows 3rd-parties to write add-ons - like Balloon (a file compression/decompression program). It supports Zmodem and will support batch Ymodem file transfers. The interface is all point and click, using familiar IIgs windows, menus, and dialog boxes. It's Lynx compatible, so you can access the Internet via GEnie. Jasmine is free and should be out shortly.

The next series of sessions consisted of Mike Westerfield discussing Quick Click Morph (QCM) from a programmer's view point, Mark Kline & Cindy Adams discussing AppleShare networking, and Erick Wagner presenting the second part of controlling "real world" devices with a computer. Since I missed Erick's first session, and I'm not into networking, I decided to hear Mike's presentation.

Mike gave a good insight into how QCM works. A good way to understand how the program transforms a picture is to imagine the first picture being made of rubber. You take a pencil point and stick it to one of the reference points. You then drag the pencil and stretch the picture to the corresponding reference point on the ending picture. This dragging

and stretching is done simultaneously for each reference point.

After lunch another series of sessions were given. Tony Diaz from Alltech Electronics showed how to build a tower case for the IIgs, Roger Wagner presented new things he's working on, and Glenn Hofman discussed a new Apple IIgs GEnie off-line reader called PowerGuide. Since I spend a lot of time on GEnie, I thought I'd get the most from Glenn's presentation.

PowerGuide is a stand-alone program that does not use another modem program like Spectrum or ProTerm. It uses the familiar IIgs interface, it's all point and click with keyboard equivalents. It uses Zmodem file transfers, employs cut & pastes message quoting, has an address book for e-mail messages, supports 30 GEnie RoundTables, and uses it's own installer for easy installation. Although still in beta testing, it's available now and it functions well.

The next sessions were Dave Ciotti showing how to perform some simple equipment maintenance operations (change a system saver fan, clean a keyboard, etc), Eric Shepherd demonstrating ProTerm MAC, and Greg Templeman discussing the GS Lib Programming Library. The choice for me was easy, the equipment session. Dave did an outstanding job answering questions and showing how even a novice user can fix things on an Apple IIgs.

Following those sessions, Richard Bennet gave a short recap of what Seven Hills is doing. SuperConvert 4.0 is about to ship - it's just waiting for documentation to be printed. The program will squash a few bugs and add SecondSight and JPEG support. The new version of GraphicWriter III should be out within a month. It fully supports System 6.0.1 font menu and interface. The spell checker has been re-written, text wrapping around objects has been fixed, objects can now be positioned by typing in coordinates, objects can be resized, and an extras menu has been added so 3rd parties can write add-ons to GraphicWriter III.

A banquet and roast topped off the day's event. The roastee was none other than Steve Disbrow of GS+ Magazine. Bill Moore, Roger Wagner, Tom Weishaar, and Joe Wankerl did a great job putting Steve in his place. Of course Roger went high tech, with a mulitmedia presentation. Tom Weishaar read a hilarious letter from "Bob Dole" talking about Steve and GS+ magazine. Joe played a funny song about Steve. Then it was Steve's turn to roast the roasters. All in all, it was a great time.

Following the banquet, people went back to the dorms for more socializing. A debug room was setup so people could get help with equipment problems. Some attendees went to see movies, some played Trivial Pursuit, and a nerf rocket war erupted. Again, most people ended up without much sleep.

The next day was bitter sweet. People began moving out of the dorms, KansasFest '95 was rapidly coming to a close. But after breakfast, Paul Parkhurst gave an excellent demonstration of his new NDA FAX program. He created, sent, received, and printed faxes using his new program. Although still in final beta testing, it still worked like a charm. Some features demonstrated: generations of fax lists/groups (the cover page can be automatically personalized for each number on the list), multiple phone books, scheduled send, selection of cover pages, use of a dial prefix, selection of modem initialization string, and a host of others. The fax cover page capabilities were outstanding. The user has a lot of control over the data on the cover sheet, including adding

memos/graphics/headers/footers/page numbers and automatically adding names/address/phone numbers. The program works with Express and will be compatible with Spectrum. You can print selectable pages from a fax and can even send a quick fax (it sends a cover page with a memo you type in). The program is expected to ship in a couple months with a price tag in the area of $80. There will be a discount when updating from a competitor's fax program. It was a very impressive demonstration.

Following the fax demo, people headed to a swap meet/vendor fair where attendees scooped up many bargains. Byteworks, GS+, Digisoft, and Shareware Solutions II products were all on sale. Many items were quickly sold out. The final official function was one last lunch at the college cafeteria. Attendees reluctantly said a fond farewell. Some attendees, who were leaving Sunday, arranged to have one last dinner that night at a local restaurant. But before things concluded, there was an official announcement - a KansasFest will be held in 1996!

I can't emphasize enough how much fun it was to attend KansasFest. I strongly encourage all Apple II and MAC users to attend next year. You'll be warmly welcomed, fit right in, and a have a super time sharing your computer interests with others. See you at K'fest next year!

Dave Grenda
Apple IIgs user since 1987
Sent via Spectrum v2.0 & GEnie CoPilot v2.5.5
+ Ken Lucke's Replacement Scripts

This was kind of long, but I wanted to share my take on the fest with others who didn't attend. I plan to edit this down for publication in a newsletter.

(D.GRENDA, CAT44, TOP6, MSG:20/M645;1)

>>>>> I too had a great time at the fest but not as much as in years
""""" past. It seemed to me that the Avila staff genuinely did not want us on THEIR campus.

I think the planning committee should seriously look into a different place for the fest next year. Kansas is fine but Avila is no jewel. Paying for armed guards certainly adds unnecessarily to the cost of such an event. Our behavior over the last 5 or 6 years has been exemplary.

Yea to the Fest, nay to Avila.

Binary Bear

(BINARY.BEAR, CAT44, TOP7, MSG:33/M645;1)

>>>>> As Sheppy said, there were some SERIOUS problems in 1994. :
"""""

The "rent a cops" are the standard security guards at Avila. They are there for the entire year, not just for us. Actually, it was nice to know they were there considering the amount of equipment that was in that dorm.

If someone has any good ideas about locations, let me know SOON.

Cindy (KFest 1996 is on its way)

(C.ADAMS11, CAT44, TOP7, MSG:36/M645;1)

>>>>> This is the first year that guards have been present on the Avila
""""" campus.

This is the first year we were not able to stay in the dorms on Wednesday night and Saturday night.

This is the first year that Avila became a dry campus.

This is the first year that smoking was not allowed in the dorms.

This is the first year 90% of the rules that were in effect existed.

This is the first year we were not in classrooms.

This is the first year we had to meet in the lobby of the theater.

This is only a partial list, there are other firsts!

Lets face it folks Avila sucked this year! Don't get me wrong KFest was great but it would have been great in the Okefenokie Swamp because of the PEOPLE who came.

Binary Bear
(BINARY.BEAR, CAT44, TOP7, MSG:40/M645;1)

>>>>> This was also the first year they got mad at us for using the
""""" tunnels.

(and it was rather warm outside. the air-conditioned tunnels are quite nice..:)

(btw, I don't know if it happened to anyone else. But Sloanie, Richard (I think he was with us), and I were stopped by an Avila staff member and asked not to use the tunnels. That was annoying.)
(A2PRO.GELAMP, CAT44, TOP7, MSG:42/M645;1)

>>>>> > This is the first year that guards have been present on the Avila
""""" > campus.

I can only say that this can be due to the "signs of the times". I doubt that Kfest was singled out for this 'honor'. As Cindy said, considering the thousands of dollars of equipment owned by the 'festers, it was NOT a bad idea.

> This is the first year we were not able to stay in the dorms on
> Wednesday night and Saturday night.

This was attributable directly to the late start we got in planning kfest due to problems at the very beginning. We are making SURE that we have the time next year we've had in the past...that is, Wed through Sunday. Also, there was a MAJOR sports event at Avila that was held in Switzerland last year...

> This is the first year that Avila became a dry campus.

Huh? I thought beer was served/drunk? Since I'm not a beer drinker, I didn't pay much attention, but I could swear I saw several people with beers in hand walking around???

> This is the first year that smoking was not allowed in the dorms.

Be glad it was allowed in the dorm ROOMS! Again, this is yet another sign of the times...many, many places are banning smoking - many fast-food places are doing this. HOw many of us work where we can smoke now? Almost any where we have it we'll run into smoking rules and regs.

> This is the first year 90% of the rules that were in effect existed.

Well, we had little to no complaints about us from the Avila staff...that should say something! Also, we did NOT play cop and come down hard on you guys! The rules were there and written out...remember, this was our first attempt at getting something like this together...and it was all done online or by phone. We didn't have Tom's benefit of living on top of the college practically! We were concerned about liability and so on.

> This is the first year we were not in classrooms.

Again, part of this was due to the scheduling and the late start. Part was due to last-minute changes when Cindy and Paul got there. For instance, we WERE assigned 2 classrooms (2?) but we chose to use only one, so that we could have the debug room and the telecom room in an area where we had at least a shot at hooking up a phone line!

> This is the first year we had to meet in the lobby of the theater.

Again, space constraints, late start, etc forced us into this situation

Also, people have remarked about not using the tunnels. Though I'm not certain of the rationale, I would highly suspect security again. Remember, more and more places are leaning more and more heavily toward security measures...what with all the terrorism, violence and so on (just look at OK City). I would suspect the Avila staff preferred we stayed out of the tunnels so we couldn't end up somewhere they didn't want us to be. Again...security was more than likely the reason.

And now to some more firsts.

This was the first year it was run by a committee of folks who had never really set such a monstrosity up, rather than a company who had set it up for years!

This was the first year that planning was literally begun four months before the event, and inspite of this, we not only filled the Avila dorm rooms, but had people staying in hotels/motels outside!

This is the first year that we've had so many NEW faces!

All in all, I think the committee did one heck of a job with what they had to work with...with the short time constraints, the initial glitches in getting started and so on. We are already planning NOW for next year, which means we should get the best of what we want...and more time...Wed through Sunday, for example.

(A2.GENA, CAT44, TOP7, MSG:48/M645;1)

>>>>> Talk to Tony Diaz at Alltech. He is making a CD of KFest '95

""""" goodies.

And now to get back on topic --- What's happening on "KFest '95, The Video"? Will it soon be showing on our local VCR's? Inquiring minds want to know.

Cindy
(C.ADAMS11, CAT33, TOP2, MSG:322/M645;1)

>>>>> > I'm not sure how many other Mac sessions there were this past
""""" > year. . . does someone have a count?

Here's the scoop:

Apple II:
''''''''
A Fireside Chat with Joe Kohn
Quick Click Morph & Other New Stuff Your GS Can't be Without
ShiftyList & StationKeeper
How to Use All the Multimedia Capabilities of the IIGS
The GS Front End for GEnie
Inside Morphing
Building a Case for the GS
PowerGlide GEnie Navigator
GS Lib Programming Library
Demo of New Features in the GraphicWriterIII upgrade
Demo of PMP Fax

Mac/Newton:
''''''''''
Apple's New Stuff (General session)
Apple's New Stuff (Q&A)
PDA's & Powerbooks: Portability for the Student & Professional
What's New at Roger Wagner Publishing?
ProTerm Mac

Both (?):
'''''''''
Soldering (I)
Soldering (II)
InterNet: The Good, the Bad, and the Ugly
Controlling Real World Devices (I)
Controlling Real World Devices (II)
AppleShare Networking for New Options
Things You Could Do for Your Computer If You Could Just See Someone Do Them Once

You may quibble with the placement of a couple of the items, but this should give an idea.

BTW, for those who are asking for 2 sessions at a time instead of 3 (which I actually prefer), be sure to note how many time slots that requires...

I\/I ark I<
Kan't wait for KFest '96!!!

Wow! We really had a great KFest, didn't we :)

(M.KLINE, CAT44, TOP7, MSG:69/M645;1)

AND FOR *NEXT* YEAR... KFest 1996 is officially on the calendar at Avila College. Mark your calendars now for July 17-21, 1996 and plan on being there.

Now that the dates for next year have been set, I'm going to take a break and get ready for school to start.

Remember --- July 17-21, 1996

Cindy

(C.ADAMS11, CAT44, TOP7, MSG:89/M645;1)

WHY GET A SECOND SIGHT? The current version of the card gives your GS 640x480x256 resolution (yes, FULL 8-bit color.) With the AppleColor RGB, you are limited to 640x400x256 interlaced (some flicker) but with a VGA monitor, 8-bit GIFs displayed on your GS will look just like they do on a PC or a Mac. An upcoming ROM upgrade will allow the card to really show its colors, its FULL 24-bit colors! If you are familiar with Mac-Speak, you will have "thousands" mode (Hi-color) at up to 800x600 and "millions" mode (True-color) at up to 640x480. The maximum size the card can handle is 1024x768.

The only caveat is that there is no patch for Quickdraw yet (it's being worked on though.) This means the standard desktop screens will look just like they do now, albeit a LOT bigger depending on your monitor (you should see Finder on a 17" monitor!)

But the fun doesn't stop there. You know how the GS text screen has those unsightly horizontal lines through the text? Well, with Second Sight and a VGA monitor you get crystal clear, SOLID text. This is a godsend to anyone who spends lots of time in ProTERM or AppleWorks or anything else that uses the text screen. With the AppleColor RGB, however, you still get the lines but the font is easier to read. It's eerily similar to the MS-DOS font, which takes some getting used to, but it's very nice.

If all that sounds good to you, you will love Second Sight. Ask anyone at KFest who saw it running on a 14" monitor in my room and they'll tell you how good it really is.

- Tony

(A2.TONY, CAT20, TOP14, MSG:267/M645;1)

>>>>> FWIW, I already have two freeware utilities written for the Second Sight, plus a stack of Merlin interfaces and library code, plus a 99% complete product ready to go out the door. And this is only the beginning....

Tip of the day: Buy a Second Sight, they're great.

(RICHARD.B, CAT20, TOP14, MSG:304/M645;1)

>>>>> At $50 a pop for the Second Sight developer's information, Sequential obviously isn't concerned about encouraging development for their board.

-G.T. Barnabas

(BARNABAS, CAT8, TOP14, MSG:12/M645;1)

>>>>> > My concern is that developers such as yourself want to see
""""" > sufficient interest in a new product before putting effort into
> supporting it, or plunking down $50 to learn more about that product.

It CAN be chicken and egg: "we won't develop unless there's an interest"; "there won't be an interest unless we develop". However, Seven Hills is one of several developers/publishers who are so excited about Second Sight that we're not waiting! :)

I don't know what's in the $50 developer's package, but I personally know two people who are really pushing the SS to the limits without having anything more than the information that's been available, so it CAN be done without the package. {And I "unpersonally" know of several more developers who are working on some nifty things, again without benefit of the developer's package.}

If you're wondering exactly what can be done with the information that's currently available, here's a deal:

- IF you own Spectrum v2.0
- AND you own a Second Sight card
- AND you dial ANSI boards or use GEnie's Internet access

send private email to "SevenHills" and say, "I meet your criteria; let me beta-test an ANSI update that'll knock my socks off!"

Hmm...do frogs have socks?

--Dave
(SEVENHILLS, CAT20, TOP14, MSG:311/M645;1)

>>>>> Two points:
"""""

Greg's right that any program that writes directly to screen memory (well within Apple's guidelines, as long as you did it the right way) will not work with my patches. I wasn't aware this was such a wide-spread practice.

About the SS docs: If all you need is the programmer's library, that and its documentation and sample source is all available for free on the Internet. From what I understand, the developer's kit will include a Z180 reference, along with other docs about the SVGA controller. The books probably account for a good chunk of that $50. And while I haven't yet delved into it much yet, I think for many programs, the library docs will be enough. The library needs to be improved and extended, but that will happen in time.

We're dealing with a different market here. Apple II companies simply cannot afford to seed large numbers of developers for free. And after all the roadblocks I've hit just trying to get ANY programming documentation from several Mac companies, I really appreciate it when the stuff is available for a pretty reasonable fee.

Mike
(M.HACKETT, CAT20, TOP14, MSG:317/M645;1)

>>>>> discQuest has been upgraded for the Second Sight! The update is
""""" available free of charge to registered owners. Call Florence at
800-759-4549 with your copy's serial number (found on the original disk).

-Ken
(KEN.GAGNE, CAT20, TOP12, MSG:189/M645;1)

>>> WHAT'S NEW <<<
"""""""""""""""""""

AUTOARK V1.1 IS FINALLY AVAILABLE FOR THE IIGS! August 7th, 1995
""

EGO Systems is pleased (and relieved) to announce that version 1.1 of AutoArk is FINALLY shipping!

If you've forgotten what AutoArk is (and who could blame you!), AutoArk is a file compression utility that works behind the scenes to automatically compress and decompress files on your IIGS. With AutoArk installed, you can compress the files that you rarely use and regain the use of much of the space on your hard drive. When you need to use a compressed file, you don't have to run a separate utility, AutoArk will automatically decompress the file for you! And, when you've finished with the file, AutoArk will automatically recompress the file for you! (AutoArk also has the ability to password protect and encrypt any of your files!)

With that refresher on AutoArk out of the way, let's look at what's new in version 1.1!

- * - AutoArk is now 100% compatible with System 6.0.1 and the Finder. Specifically, you can once again double-click on an AutoArk file and it will be expanded and opened like it should be. (The previous version of AutoArk would re-compress the file before it could be opened.)

- * - Lots of small internal bugs have been fixed. This has given AutoArk a general improvement in overall compatibility and stability. For example, one of these bugs prevented you from using the ORCA/Shell "edit" command to edit a file that had been compressed with AutoArk. This now works like it should.

- * - Previous versions of AutoArk only re-compressed files when you returned to the Finder. This proved to be inconvenient for users of other program launchers, like ProSel. To fix this, AutoArk v1.1 lets the user specify a "home" application. When the user returns to this home application, AutoArk will recompress any files that have been expanded.

- * - If you don't like the idea of AutoArk recompressing files while you are in ANY application, you can also set AutoArk v1.1 to wait until you shut down your computer before it begins to recompress its files!

- * - The AutoArk new desk accessories have been enhanced to allow you to compress or expand entire folders and all of their contents.

- * - AutoArk now has additional Inter-Process Communication facilities to allow other programs to tell AutoArk to compress or expand a file.

- * - AutoArk v1.1 also comes with a new Finder extension, Smart Names, that works with AutoArk v1.1 to automatically compress or expand files simply by changing their names! For example, if you have a file named "Fred" and you change its name to "Fred.ark", Smart Names will instantly tell AutoArk to compress the file! If you delete the ".ark" from the end of the filename, Smart Names will tell AutoArk to expand the file! And, if you set up a folder with a name that ends in ".ark" Smart Names will tell AutoArk to compress any files that you copy into that folder! (If you have Balloon v2.0 installed, Smart Names will work with it also! Just use ".shk" instead of ".ark" and Smart Names will tell Balloon to compress the file!)

The regular price of AutoArk v1.1 will be $35. As with our other products, this price includes first class shipping to anywhere in the United States, Air Mail shipping to Canada and Mexico, and surface mail shipping to anywhere else in the world. (For Air Mail delivery outside North America, add $3, for a total of $38.) However, until October 31st 1995, the price for AutoArk will be only $30. As an added bonus for new AutoArk purchasers, when you send in your AutoArk registration card, we'll send you a free issue of GS+ Magazine!

If you are a previous owner of AutoArk, the cost to upgrade will be $7.50 through October 31st, 1995. After that, the cost to upgrade will be $10. For more information, contact us at (615) 332-2087 or write to us at the address below.

If you want to purchase AutoArk v1.1 and Balloon v2.0 at the same time, we have a special deal on that too. Through October 31st, 1995 the cost of the AutoArk & Balloon bundle is $45. (You save $15.) After October 31st, the cost will be $55. (Balloon is a new desk accessory that lets you open, create and otherwise manipulate ShrinkIt archives from INSIDE any IIGS desktop program. If you want more information on Balloon, just contact us at by one of the means shown below.)

To order AutoArk, give us a call at 1-800-662-3634 between 9 a.m. and 5 p.m. Monday through Friday. (Outside the United States, call 615-332-2087. We accept Visa and MasterCard for all phone orders.) You can also FAX your order to us at 615-332-2634. (Note: On September 11, 1995, the area code changes to "423".) If you prefer to order by mail, send your check or money order (made payable to "EGO Systems" and in US funds only), or credit card information to:

AutoArk
EGO Systems
P. O. Box 15366
Chattanooga, TN 37415-0366

Internet: Diz@genie.com
(DIZ, CAT33, TOP10, MSG:181/M645;1)

GS+ MAGAZINE CEASES PUBLICATION
""""""""""""""""""""""""""""""""

Not a hoax! Not a dream! Not an imaginary tale! What follows is a slightly edited version of the "Writer's Block" column that will appear in the upcoming issue of GS+ Magazine (V7.N1 - which will be mailed out the week of August 28th). Please distribute this information as far and wide as possible.

Writer's Block By Steven W. Disbrow
''''''''''''''''''''''''''''''''''

Believe it or not, I'm writing this editorial while this issue of GS+ Magazine is at the printer. This page is actually being substituted for the "Writer's Block" that I had already written for this issue. So, what you read on this page will take precedence over some of the other information that you will find in this issue. Why am I telling you this? It's because I've got some very bad news...

It is with great sadness that I am forced to announce that this (V7.N1) is the last issue of GS+ Magazine. After six years, and thirty-seven issues, it has simply become impossible to continue publication.

As you might be able to guess, the main reason for this decision is money. Specifically, the lack of it. As I mentioned an issue or two ago, renewals have been off. Since then, renewals went through the floor and new subscriptions have been almost non-existent. I've tried everything I could think of to reverse this trend, but nothing has worked. The end result is that EGO Systems has no more money to publish GS+ Magazine. So, I've reluctantly decided to pull the plug.

I know what you are thinking, "Ha! Now Diz will show his true colors and disappear like all the rest." Well, I'm not gonna do that. While GS+ Magazine is ceasing publication, EGO Systems will stick around for just as long as possible. Specifically, we'll still be selling and supporting all of the back issues of GS+ Magazine, as well as our other Apple IIGS and Newton products. We will also continue to sell Procyon's, Zip's, Animasia's and WestCode's products for just as long as there is a demand. Heck, we might even come out with some new stuff after the dust from this settles...

What About my Money?
'''''''''''''''''''''

Of course, if you're thinking ahead, you've figured that, if there's no money to publish GS+ Magazine, there's probably no money left to repay your subscription. Sadly, this is true. But, that doesn't mean I don't intend to try. It's been my intention since day one of GS+ Magazine to repay every penny of subscriber money, one way or another. So, here's what we are going to do:

First, check your mailing label. If it says "<*Last Issue!*>" this was your last issue of GS+ Magazine, so you've gotten all the issues you've paid for. (You can skip to the last paragraph if you want.) Otherwise, your label will have a dollar amount and a volume & issue number on it. (It will look something like this: "$30.00/V7.N6".) This tells you how much credit you have in your account as well as when your subscription would have expired.

To translate this last issue figure into an actual number of issues that you had coming to you, use the following table:

V7.N2 = 1 issue	V7.N3 = 2 issues	V7.N4 = 3 issues
V7.N5 = 4 issues	V7.N6 = 5 issues	V8.N1 = 6 issues
V8.N2 = 7 issues	V8.N3 = 8 issues	V8.N4 = 9 issues
V8.N5 = 10 issues	V8.N6 = 11 issues	V9.N1 = 12 issues.

[Note: since you are reading this online, you probably don't have V7.N1 yet, so you can't look at your mailing label to see how much credit you have. Just give us a call at 615-332-2087 (please don't use the toll-free line for this!) and we can tell you.]

After you figure out how many issues we owe you, you need to decide how you want to be repaid for those issues. Here are the options we are making available at this time:

1) Back issues. You can take back issues for unmailed issues on a "1 for 1" basis. So, if you have five issues remaining, you can take five back issues. Just send us a list of the ones you want. (We'll pay the shipping. I'm not sure HOW we'll pay the shipping at this point, but we're going to try. If you'd like to throw in a little money [$3 would be a good amount] to help us pay for shipping, I won't complain!)

2) Out of print Back Issues. If you have all of our available back issues, that first option might not appeal to you very much. So, for the first time ever, I'm making available disks containing the text of our sold-out back issues. Like regular back issues, you can take these on a "1 for 1" basis. So now you can have any GS+ Magazine back issue you want. We'll also pay the shipping on these. (Here again, if you want to help us out on the shipping, I certainly won't pitch a fit! And if you could send us some blank disks to copy the text onto, that would be GREAT! ;-})

3) Use the credit that's shown on your label. If you don't just want back issues, you can use your credit towards the purchase of anything we sell. That includes AutoArk, Addressed For Success, GS+ T-Shirts (please!), Balloon, or any of the third party products we sell. You can also use your credit to pay for multiple products, or to pay for shipping. You should figure shipping costs for the products you order as detailed in the ads in this issue. If you don't have enough credit to cover everything you want to get, send us your Visa or MasterCard information, and we'll bill you for the difference. You can also send us a check for the difference if you want, but it will be easier for us to bill an exact amount to a credit card. By the way, if you want to use your credit to buy back issues, figure their cost using the costs shown on the back issue information page in this issue. I realize it's more expensive that way, but it's just too much trouble for us to figure all the different costs involved. (By the way, the special back issue offer detailed in the a.Read.Me file on the GS+ Disk is no longer valid.)

Remember, we aren't going out of business! We are just stopping publication of GS+ Magazine. So, I intend to do everything in my power to keep your trust. (In other words, you needn't worry about sending us your credit card info.)

This also means that we are retaining the copyrights to all of our programs and all of the back issues of GS+ Magazine. So please, if you know someone that wants copies, don't make copies for them, just send them our way.

Special Notes
'''''''''''''

If you are a magazine and disk subscriber, you'll get magazines and disks. If you are a magazine only subscriber, you'll just get magazines. When a paper version of a back issue is gone, we'll switch to the disk-based text version. If we don't have the T-shirt size you request, we'll substitute the next largest size. If you use your credit to order some of the third-party products that we sell, be sure to list alternate products that you want, just in case we are sold out of something and we can't get more! (In fact, be sure to list lots of alternate products!) Also, be sure to include a phone number (and the best time to call), or e-mail address that we can reach you at.

Expiration Date
''''''''''''''''
Since we will probably have to move out of our offices soon (I plan on taking EGO Systems back into my basement.), we need to get all of these back issues out of here as soon as possible. So, this offer expires on October 31, 1995. After that, I'll assume that you've taken pity on me and you've decided to let me keep your money. (Not that I still have it...) Frankly however, I'd much rather get rid of all these back issues! Otherwise, they'll be going to the recycling plant on December 31!

Finally, over the next several weeks I'm going to attempt to sell off quite a bit of our office and computer equipment. The production of GS+ Magazine was the main thing that we used it all for, so we really don't need a lot of it any longer. So, if you are looking for a particular piece of hardware or software, call me. The only catch is that I'll ask you to pay the shipping.

The Phones As I said earlier, EGO Systems is very cash poor at this moment. However, I'm hopeful that this won't be the case forever, so the 1-800 number is still in service. Until then however, I'd like to ask that you not use the 1-800 number for calling to request your back issues or credit purchases. Instead, call us at 615-332-2087, or FAX your order to us at 615-332-2634. Better still, if you can, please e-mail your orders to me at GSPlusDiz@aol.com. (Don't bother sending e-mail to my old Delphi account, I had to cancel it in a last ditch attempt to cut costs. It didn't work.)

The End
'''''''
Well, that's it then. It's been a hard, but enjoyable six years. There were times that I truly thought that it would last forever, but there were far more times that I just wanted to curl up in a little ball and cry.

GS+ Magazine has always felt like my "baby." But it certainly couldn't have been delivered by me alone. So, I need to thank the following people for helping me to make GS+ Magazine a reality through the years

First I need to thank my mom. She loaned me the money I needed to get this whole thing going. (And some day I might even pay her back!)

Even though they weren't around long, Susan Thoeming, Wilma Tucker, Michelle Davidson and Bill Moore all deserve recognition for putting up with me for as long as they did.

Michelle Ribaric deserves a huge thanks for getting GS+ Magazine on schedule and keeping it there.

Thanks to Robert "Bob" Ribaric for making the workplace more fun and for doing all the tiny little crap jobs I could throw at him. He never complained and always had a smile and a cheese joke for us when the day started.

I've always thought of myself as the "Idea Man," but the truth is that Joe Wankerl had some great ideas himself. It would be a lie if I were to tell you that I could have done GS+ Magazine without him. He always met his deadlines and he never wrote a bad program. In fact, I'd say that Joe's the best programmer that's ever touched an Apple II keyboard, bar none. Whatever platform he ends up on will be damn lucky to have him.

Thanks for all your help Joe.

That brings me to Nory... People, if it weren't for this marvelous woman, there never would have even been a GS+ Magazine. When I wanted to start this magazine, she was there with all the support any man could ever hope for. She helped with editing, layouts, testing, accounting... you name it, she did it. And, she never took a dime for any of the work she did. She's been with GS+ Magazine from the beginning, and without her help and support, the end would have come much, much sooner.

I love you Nory!

Finally, of course, I have to thank all of you. From our first customer (Mark DePeo Jr.), to our last, you guys have stood by GS+ Magazine through bad times and worse times. You gave us your monetary and emotional support and we couldn't have done it without you.

Thanks, and farewell.

Diz

(DIZ, CAT33, TOP2, MSG:47/M645;1)

HYPERCARD BOOKS """""""""""""""" I explored some of the contractual issues behind APDA with Uncle Tom at KansasFest this year, and to make a long story short, I can reprint the HyperCard manuals. Now that I know I _can_, I need to decide if I _ _should_... and that's where you folks come in.

If they are reprinted, the books will be laserprinted on 3 hole paper for notebooks. You will need to supply your own notebook, although we can see about betting come for non-US customers, who may have trouble finding them in the correct size.

There are 3 volumes, and of course the disks. Here's the prices we will need to charge:

APDA 48	Getting Started with HyperCard IIGS	156 pages	$15
APDA 49	HyperCard IIGS Reference	389 pages	$25
APDA 50	HyperTalk Beginner's Guide IIGS	171 pages	$15
APDA 51	HyperCard IIGS Disks	6 disks	$20
APDA 52	APDA 48-51 in a package		$60

It costs some money to set up the original masters, too, so what I need to know is whether you folks want these books, and want them bad enough to order them. Here's how I will tell:

You can order these books now by credit card. You won't be charged right away. If we get 10 orders, we'll put HyperCard back in print. At that time, you'll be charged, and we'll start the reproduction process. About 2 weeks later, we'll ship your copies of HyperCard.

If we don't get 10 orders, we won't put it back in print.

Once it's back in print, it stays in print. The cost for us is getting things set up and producing the originals for laserprinting; once that's done we can print manuals in very small numbers.

If you would like to place an order for HyperCard, please do! All of

the normal contact and shipping apply; specifically:

Byte Works, Inc.
8000 Wagon Mound Dr NW
Albuquerque, NM 87120

AOL   : MikeW50
GEnie   : ByteWorks
Internet: MikeW50@AOL.COM
Phone   : (505) 898-8183

Shipping: $5 in US, shipping cost rounded to the next higher dollar elsewhere

If you order by mail and send a check, please use two checks--one for this product and one for everything else, so we won't have to cash the check to send what we have now!

If you have access to other online services, magazines, or other places where Apple II people gather, please spread this message around.

Mike Westerfield
(BYTEWORKS, CAT19, TOP4, MSG:31/M645;1)

NEW APDA PRODUCTS
""""""""""""""""""

Hopefully some of you have already seen the notice in Cat 19, Top 4 about the HyperCard manuals. Here's the basic story: The simple version of the APDA contract is that we can put pretty much any Apple II technical information back in print, so long as it was developed at Apple and published by Apple (i.e., not Addison-Wesley, darn it all).

That's pretty broad, though. It means we can put some classic as well as some useful stuff back in circulation. Everything from the Red Book to the Apple //e Applesoft books to the Apple //e Reference Manual are fair game.

So, if there's an Apple II publication you want to see available again, let me know. If I can find a copy to use as a master, and there are at least 10 people interested in buying the product, we'll try to put it back in print.

If you know of a product you'd like to see, send the name of the product to me, and watch GEnie or AOL for ordering information and announcements of ship dates.

Mike Westerfield
Byte Works, Inc.
8000 Wagon Mound Dr. NW
Albuquerque, NM 87120

AOL   : MikeW50
GEnie   : ByteWorks
Internet: MikeW50@AOL.COM
Phone   : (505) 898-8183
(BYTEWORKS, CAT36, TOP34, MSG:33/M645;1)

<<<<<
"""""

I know some people like hearing things straight from the horses mouth, but in a nutshell, all of the information you've seen is

correct. To summarize:

1. The 3 books I listed all came with HCIIGS 1.1. They were all with my copy.

2. The script guide is an Addison-Wesley book. I can't reprint it.

3. There was a beta version of the GS/OS reference manual which was printed by APDA. It was officially pulled as an APDA product when the Addison- Wesley book was printed. We can't repring the official Apple/Addison-Wesley version. We can, of course, do our own book and may do that at some point. Right now, we're working sporadically on a new version of the toolbox reference manuals. When that's finished, and if it sells well enough to justify the work, we'll consider the GS/OS reference, too.

4. I have no real hope of ever getting permission to reprint the Addison-Wesley books. As I understand it, that would take the agreement of Apple Computer, Addison-Wesley, and some actual work by Apple Licensing. The chances of any one of those actually happening are slim; the chances of all threehappening are so small that I don't intend to put any effort into trying. (I have tried on past projects, so I sort of know what the reaction will be.)

As of Saturday morning, the official tally was 3 HCIIGS Manual sets ordered. I have not checked my mail yet. Once the number hits 10, we'll put them back in print.

Thanks for all of your interest. And by the way, I don't normally scan this area--once the HCIIGS issue dies down, I'll probably stop. If I seem unresponsive, and you want an answer directly from me, try posing in Cat 45 here in A2 (which I scan several times a week) or in A2Pro Cat 36.

Mike Westerfield
(BYTEWORKS, CAT19, TOP4, MSG:49/M645;1)

>>> THROUGH THE GRAPEVINE <<<
""""""""""""""""""""""""""""""""""

HOTKEY I APPLEWORKS MACROS
""""""""""""""""""""""""""""

However, on August 24th, a new software release that promises to rock the (A2) computer world (slight exaggeration, for effect :), called HotKeys I, will include an AppleWorks extension (TimeOut application) called Clipper, that will permit appending (however, it will require temporary Desktop space to accomplish it). More details soon to come in the Marin MacroWorks topic (Cat 13, Top 11).

```
   |
 -(+)-
   |
   |
     ...Will
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(W.NELKEN1, CAT17, TOP30, MSG:31/M645;1)

TIMEOUT STATISTICS AND TIMEOUT SHRINKIT PLUS
""

I have been asked about an AppleWorks 5.0 version of TO.ShrinkIt Plus. The upgrade from version 4.0 to v5.0 will be made available through O.P.Software in the very near future. The upgrade price

will likely be in the range of $7.50.

Also, O.P.Software is very close to releasing it new TImeimeOut Statistics package. This application will be compativble with AppleWorks 3.0 through 5.1.

(D.GUM, CAT13, TOP7, MSG:87/M645;1)

<<<<< RE: TO.ShrinkIt Plus. --> Either Upgrading from AW4 version or
""""" Purchasing new AW5 version will be through O.P.Software.
(D.GUM, CAT13, TOP7, MSG:91/M645;1)

REVISED PC TRANSPORTER MANUAL? Would anyone be interested in a new and
"""""""""""""""""""""""""""""""" revised PCTransporter manual (AE has left alot of missing items in their manual that an independent update should occur). The Update would include:

1. The advantages of MS-DOS v6.22, setting up it properly
2. Hidden secrets of the parallel port.
3. High-density access with the PCT via floptical, BlueDisk, and Apple Superdrive.
4. A list of known programs that work with the PCT and are readily available.
5. Possibly expanding the 640k barrier of PCT memory to 1meg.
6. Advantages of the 8087-2 math-coprocessor with the PCT
7. A Utilities Disk with important IBM freeware/shareware programs that work great on the PCT.
8. Possible PCT bug fixes (not exactly updates)
9. Tips, hints, tricks, and troubleshooting the PCT.
10. How to use the TRANSFER.EXE program to your advantage... and much more...

The Updated PCT manual is open to any suggestions (let me know what you would like in it besides the few items I've listed), and I will begin work on it in the following weeks to come if there is enough interest.

(S.LATELLA, CAT14, TOP12, MSG:47/M645;1)

>>>>> -MORE AVAILABLE MEMORY WITH DOS 6.22
"""""

Yup, Dos 6.22 is a smaller version because some of the functions of the program have been moved out of COMMAND.COM, and placed as EXE files or have become part of other EXE files. Overall, its better for PCT owners because it saves some memory.

-BE CAREFUL USING DOUBLESPACE FROM EARLY VERSIONS OF DOS6.0/6.2/6.21-

Be very careful when using DoubleSpace with version 6.0/6.2/6.21. Doublespace was available with v6.0 but once you compressed a drive you couldn't uncompress it. As for v6.2 it had the uncompress feature, but it wasn't stable. So far it seems that v6.22 has all the bugs worked out.

-POSSIBLE CD-ROM SUPPORT WITH THE PCTRANSPORTER-

I've been working on getting the PCTransporter to recognize a CD-ROM Drive, and everything looks really promising right now. I haven't tested it out yet, because the CD-ROM Drive I ordered from Vitesse still hasn't arrived.

Everything is one paper right now so it should work, but I can't 100%

sure until I test it out. If it does work then GS owners with a PCT will have access to a several more CDs. I said several more because most CDs require having a Windows based system with a 386 machine as a minimum to run (and the PCT will is only an 8086 Dos System). I've found several Dos based CDs, so they are still available, but you'll have to do some searching.

Of course this will all be in the updated manual :)

Sam Latella [A2World]
"Apple II Forever, IBM Never!!!"
(S.LATELLA, CAT14, TOP12, MSG:67/M645;1)

LATEST ON CASTLE WOLFENSTEIN 3-D
""""""""""""""""""""""""""""""""""

With reguard to Vitesse being out of business, etc. I just received Faxination today, and called their number. They are definately not out of business!! The nice lady I talked to said that Wolf3-D is out of the legal snaggles, but is having a couple bug snaggles. She said that Vitesse is waiting for Bill Heineman (sp) ada Burger Bill to spray some Raid or Black Flag so Wolf can ship.

Bill
(B.HANDLER, CAT40, TOP7, MSG:266/M645;1)

[*][*][*]

While on GEnie, do you spend most of your time downloading files? If so, you may be missing out some excellent information in the Bulletin Board area. The messages listed above only scratch the surface of what's available and waiting for you in the bulletin board area.

If you are serious about your Apple II, the GEnieLamp staff strongly urge you to give the bulletin board area a try. There are literally thousands of messages posted from people like you from all over the world.

[EOA]
[HUM]//////////////////////////////
HUMOR ONLINE /
//////////////////////////////
Fun & Games On GEnie
""""""""""""""""""""""

McDonnell Douglas
AIRCRAFT-SPACE SYSTEMS-MISSILES

Important! Important!

Please fill out and mail this card within 10 days of purchase.

Thank you for purchasing a McDonnell Douglas military aircraft. In order to protect your new investment, please take a few moments to fill out the warranty registration card below. Answering the survey questions is not required, but the information will help us to develop new products that best meet your needs and desires.

1. [_] Mr. [_] Mrs. [_] Ms. [_] Miss [_] Lt. [_] Gen. [_] Comrade
[_] Classified [_] Other

First Name_____Initial____Last Name_____

Latitude_____Longitude_____

Altitude_____Password, Code Name, Etc._____

2. Which model aircraft did you purchase?

[_] F-14 Tomcat [_] F-15 Eagle [_] F-16 Falcon [_] F-19A Stealth
[_] Classified

3. Date of purchase: Month_____Day_____Year_____

4. Serial Number_____

5. Please check where this product was purchased:

[_] Received as Gift/Aid Package
[_] Catalog Showroom
[_] Sleazy Arms Broker
[_] Mail Order
[_] Discount Store
[_] Government Surplus
[_] Classified

6. Please check how you became aware of the McDonnell Douglas product you have just purchased:

[_] Heard loud noise, looked up
[_] Store Display
[_] Espionage
[_] Recommended by friend/relative/ally
[_] Political lobbying by Manufacturer
[_] Was attacked by one

7. Please check the three (3) factors which most influenced your decision to purchase this McDonnell Douglas product:

[_] Style/Appearance
[_] Kickback/Bribe
[_] Recommended by salesperson
[_] Speed/Maneuverability
[_] Comfort/Convenience
[_] McDonnell Douglas Reputation
[_] Advanced Weapons Systems
[_] Price/Value
[_] Back-Room Politics
[_] Negative experience opposing one in combat

8. Please check the location(s) where this product will be used:

[_] North America
[_] Central/South America
[_] Aircraft Carrier
[_] Europe
[_] Middle East
[_] Africa

[_] Asia/Far East
[_] Misc. Third-World Countries
[_] Classified

9. Please check the products that you currently own, or intend to purchase in the near future:

Product	Own	Intend to purchase
Color TV		
VCR		
ICBM		
Killer Satellite		
CD Player		
Air-to-Air Missiles		
Space Shuttle		
Home Computer		
Nuclear Weapon		

10. How would you describe yourself or your organization? Check all that apply:

[_] Communist/Socialist
[_] Terrorist
[_] Crazed (Islamic)
[_] Crazed (Other)
[_] Neutral
[_] Democratic
[_] Dictatorship
[_] Corrupt (Latin American)
[_] Corrupt (Other)
[_] Primitive/Tribal

11. How did you pay for your McDonnell Douglas product?

[_] Cash
[_] Suitcases of Cocaine
[_] Oil Revenues
[_] Deficit Spending
[_] Personal Check
[_] Credit Card
[_] Ransom Money
[_] Traveler's Check

12. Occupation	You	Your Spouse
Homemaker		
Sales/Marketing		
Revolutionary		
Clerical		
Mercenary		
Tyrant		
Middle Management		
Eccentric Billionaire		
Defense Minister/General		
Retired		
Student		

13. To help us understand our Customers' lifestyles, please indicate the

interests and activities in which you and your spouse enjoy participating on a regular basis:

Activity/Interest	You	Your Spouse
Golf		
Boating/Sailing		
Sabotage		
Running/Jogging		
Propaganda/Disinformation		
Destabilizing/Overthrow		
Default on Loans		
Gardening		
Crafts		
Black Market/Smuggling		
Collectibles/Collections		
Watching Sports on TV		
Wines		
Interrogation/Torture		
Household Pets		
Crushing Rebellions		
Espionage/Reconnaissance		
Fashion Clothing		
Border Disputes		
Mutually Assured Destruction		

Thanks for taking the time to fill out this questionnaire. Your answers will be used in market studies that will help McDonnell Douglas serve you better in the future -- as well as allowing you to receive mailings and special offers from other companies, governments, extremist groups, and mysterious consortia.

Comments or suggestions about our fighter planes? Please write to:

McDONNELL DOUGLAS CORPORATION
Marketing Department
Military Aerospace Division
P.O. Box 800
St. Louis, MO 55500

[EOA]
[REF]////////////////////////////
REFLECTIONS /
////////////////////////////////
Thinking About Online Communications
"""""""""""""""""""""""""""""""""""""""

by Phil Shapiro
[P.SHAPIRO1]

>>> ONLINE COMMUNICATIONS AND THE CHANGING NATURE OF FRIENDSHIP <<<
"""

Online communication is transforming how human beings interact with one another.

The nature of the medium is such that it helps people connect with others of similar interest. So if you're interested in fly fishing and you live in Calgary, Alberta, online communications allows you to easily make contact with other fly fishing aficionados in other parts of the world.

But say your interest in fly fishing centers around a particular aspect of the sport. Suppose that your interest in fly fishing centers around building your own lures out of natural material. You have nothing to say to fly fishing fans who don't build their own lures. And you have even less to say to fly fishing fans who build their lures out of man-made materials (heaven forbid).

The Internet allows you to zero in on just those people who share your own particular interest. Without the Internet, you would have to settle for putting up with fly fishing enthusiasts in your own neighborhood. The locals may or may not be people you'd like to spend a lot of time with.

It's a good thing when people connect with others who share their interests. Society is formed by a web of individual human bonds. The more individual bonds there are, the stronger the fabric of society.

And every connection between human beings opens up new possibilities, new opportunities. Is it not true that every advance ever made grew out of the interaction between two (or more) human beings? Conversely, it would be fair to say that there is no human being alive now (or alive ever) who created something meaningful and lasting entirely on their own.

But what is really intriguing is that the nature of friendship is changing. Friendship used to be a predominantly social things. The new friendship blurs the boundary between friends and colleagues.

A year or two ago I had an experience which got me thinking about the nature of online friendships (o-friendships). The small software company I run had a news story written about it in Newsbytes, the online news service for international computer news. It just so happened that this Newsbytes story contained a fairly significant factual error.

This error was brought to my attention by an o-friend of mine who happened to spot the story an hour after it had been posted online. Within two hours of the story being made public, I was able to explain the mistake to the reporter who wrote the story. Newsbytes posted a formal correction the next day.

What this experience taught me is the value of having o-friends looking out for your own interests. The modern day world is far too complex for any individual to pay attention to all its myriad aspects. But the more o-friends you have, the greater are the chances that you will be clued in to something that's of interest to you.

Instead of having just one pair of eyes, online communications allows you to have a hundred pairs of eyes. The extra pairs of eyes come in handy, I've come to learn. People watch out for each other in brand new ways out here.

Since every friendship is based on mutuality, every act of friendship begets another act of friendship. Mutuality is rife in the online world. It's rife and it's flourishing and it's coming soon to a disk drive near you.

Remember the quaint old days when friends were people you used to spend time with in person? Sure those friendships were great. There's no

denying that face-to-face friendships (ftf friendships) have a certain esthetic appeal. But online friendships have far more promise in the larger scheme of things, precisely because they allow a bond to be formed based on genuine shared interest, rather than on a blurred blend of geographic proximity and general shared interest.

Online communication magnifies the benefits of friendship. The more people you know online, the more opportunities you will have to benefit from their particular knowledge and expertise.

If it's true that the more online contacts you have, the greater the overall benefits in your life, then it's just one extra step of logic to say that online communications tends to make people more sociable, more extroverted.

There can be no denying that technology itself is changing how we relate to one another. The effects of these changes are becoming increasingly apparent in the world around us.

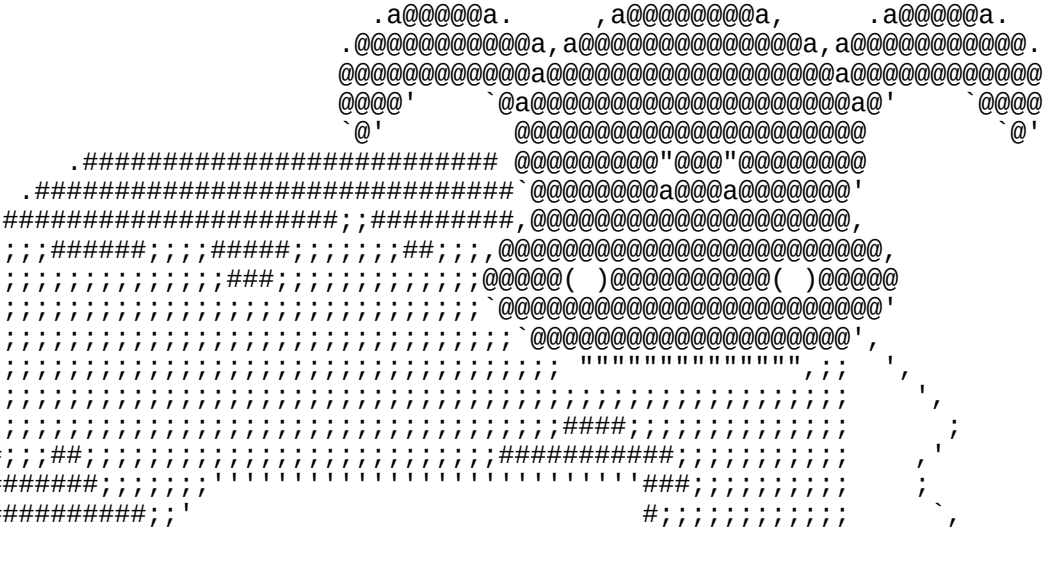
-Phil Shapiro

[*][*][*]

[The author takes a keen interest in the psychological and social dimensions of online communications. This essay is one of a collection of 25 essays in the "Thinking About Online Communications" series. Feedback is invited at: pshapiro@aol.com]

[EOA]
[ASA]////////////////////////////
ASCII ART GALLERY /
////////////////////////////
Bossie the Cow
""""""""""""""""
by Susie Oviatt
[SUSIE]

ASCII ART BEGINS



ASCII ART ENDS

[FOR VISUALLY IMPAIRED READERS: The preceding was a cartoon of a cow, with wheels instead of hooves.]

[EOA]
[HUN]//////////////////////////////
THE TREASURE HUNT /
//////////////////////////////
Yours For the Downloading
""""""""""""""""""""""""""""""
by Charlie Hartley
[A2.CHARLIE]

Welcome back to the Treasure Hunt! This month we will take a look at a variety of things.

[*][*][*]

18881 FNDRVIEW3.0.BXY 40k
''''''''''''''''''''''''''''''

Finder-View 3.0 is a Finder Extension that works with the Finder in System Software 6.0 and later. Finder-View is a joint effort. The main program is written by Brian Clark; the 3200 color routines are by Mike Fleming; the $C2 animation routine is by Nate Trost and Mike Fleming; and the title screen and icons by Marco Busse. I have lifted most of the following documentation from the help notes in the file, since the authors can explain what it does better than I can.

Finder-View is, simply stated, a Finder invoked picture viewing program. With version 3.0, you will no longer even have to leave the Finder to view pictures. The file formats Finder-View v3.0 will handle are:

PaintWorks Packed Picture
Packed Super Hi-Res Screen Image
Apple Preferred Format Picture
Super Hi-Res Screen Image
SHR 3200 Color Image (Brooks, French, and APF)
PrintShop GS Color Graphic
PaintWorks Animation

There are two methods of how to use Finder-View to view pictures.

The first method is the most straightforward, and works well when you want to view only one or two pictures at a time. Simply double-click on any picture's file icon. You can select multiple file icons and still use this method, but the second method is more suitable for slide-showing

multiple pictures.

In the second method, select the pictures you want to view, and then select the View Pictures... menu item from the Extras menu. When using the second method, you will not be returned to the Finder screen between each picture, and you'll also be able to traverse both forward and backward through the slide-show as well as abort the slide-show at any time.

The command keys and actions that are available while a picture is being displayed are:

KEYS:

Numerical keypad keys 1-9	- Picture movement
CapsLock or Holding Open-Apple	- Multiply movement rate by 5
Escape or Open-Apple-period	- Abort slide-show
Return or '-->'	- Move forward in slide-show
'<--'	- Move backward in slide-show
Space	- Pauses slide-show
'I' OR 'i' key	- Present picture information
'+' key	- Speed up animation
'-' key	- Slow down animation

MOUSE:

Movement	- Picture movement
Button click	- Move forward in slide-show

There are a couple preference settings in Finder-View that let you choose how the program should operate in certain instances. The preferences dialog is displayed any time the Finder-View... menu item is selected from the Extras menu. The state of Finder-View's menu item changes based on what icons are selected. If any files or folders are selected, the menu item will read View Pictures.... Otherwise, you'll be presented with the menu item to allow you to display the preferences dialog. The preferences available are:

Slide-Show Seconds - Choose how many seconds to wait between pictures during a slide-show.

Auto Slide-Show - If this is checked, Finder-View will automatically progress through the selected pictures. All the regular action commands are still available. The slide-show timer is reset if you scroll the picture, pause and unpause the slide-show, or bring up the picture information dialog.

Launch Application First - If this is checked, Finder-View will let the Finder try to launch any application that may be linked to the picture file icons instead of displaying the picture. The Control key can be used while double-clicking to change this preference setting on the fly.

Handle 3200's - If this is checked, Finder-View will display 3200 color pictures. This option is present because the displaying of 3200 color pictures may cause problems in a networked enviornment.

Finder-View is ShareWare. To legally use Finder-View, you must send a $10 payment to Jupiter Systems within 2 weeks, otherwise you should

delete it. The address given in the documentation is:

Jupiter Systems
P.O. Box 1396
Barrington, IL 60010 U.S.A.

Finder-View v3.0 is a Finder Extension and should be placed in your System:System.Setup folder. Finder-View will become active the next time you boot.

[*][*][*]

22096 VOLUMESNAKE.BXY 25k
''''''''''''''''''''''''''''

This "Volume Snake" utility by Dan Jones will print all files on all subdirectories on one volume (or even for all volumes). It will run on a 64K machine. The output can be directed to the screen, your printer, or a file.

Run it, and tell it where you want the results. Then tell it which slot and which drive to check and it will list a catalog of all the files located there.

[*][*][*]

23871 SLOTSCAN162.BXY 13k
''''''''''''''''''''''''''''

This program by Robert Claney will tell you what kind and version of Apple II computer you have and tells you how much "normal" memory you have. What gives this program its name though is the fact that it scans your computer's slots and/or ports, telling you what is present in each one. It will describe in detail the individual devices attached to SmartPort cards or ports, and SCSI cards which may be in your system. It will identify the capacity of any drives which are supported by ProDOS. This program will run on any computer which will run ProDOS.

SlotScan includes extensive documentation to help you to get the most out of it.

[*][*][*]

206680 DOS33.LNCHR.BXY 40k
''''''''''''''''''''''''''''

This utility allows you to store and run older DOS 3.3 software on your previously non-DOS 3.3 compatible ProDOS hard drive or 3.5" floppy drives. Version 2.0 now works with 8-bit Apple IIs! It also now allows saving to disk images, and making double-sided disk images on the Apple IIgs.

Written by the author of Roger Wagner's The Graphic Exchange, John MacLean, this is a $10 shareware utility. It's very easy to use, and it even has the ability to slow down your system to 1 Mhz when running DOS 3.3 software, but returns you to your launcher at full fast speed. Supports DOS 3.3 BIN files and single or double sided DOS 3.3 disks.

I am not personally familiar with this utility, but Tim's recommendation makes this an interesting utility to get. [Your editor recommends it, too.--Ed.]

[*][*][*]

24324 QUIKVIEW1.1.BXY 9k
''''''''''''''''''''''''''''

This is an update for Mark Munz's freeware AppleWorks word processor file viewer program. This version displays AppleWorks 5.0 inverse uppercase characters correctly. It was updated by Christian Serreau.

If you don't have AppleWorks 5, and you need to view word processing files created with it, this is a handy utility. [We recommend it for reading the AppleWorks version of GEnieLamp A2.--Ed.]

[*][*][*]

17717 SHR.VIEW3.5.BXY 23k
''''''''''''''''''''''''''''

SHR View 3.5 was written by Ron Mercer, the author of Emerald Visions' 3200 color paint program and the commercial program Prism. This little program acts as a slideshow viewer for all SHR graphics, 3200 color pics, and even large GIFs. According to the documentation, graphics up to 4096x4096 are supported, though Lunatic, the uploader, had problems with some 1024x800 GIFs. All GIFs are displayed in 16 shades of grey.

According to the docs, this viewer supports the following image types:

$C0 Paintworks 1.0
$C0 PackBytes
$C0 Apple Preferred
$C0 Apple Preferred 3200
$C0 Apple Preferred 3200+
$C0 Paintworks Gold 640
$C0 3200 Colors (New)

$C1 Raw Image Data (Screen Pic)
$C1 3200 Color Screen
$C1 Allison Raw Data

$C2 Paintworks Animation

BIN French APP 3200 Colors
BIN Hi-Res
BIN Double Hi-Res (single file)
BIN 3200 Color Screen
BIN ComputerEyes IIgs Raw Data (old)

BIN/TXT GIF87a
BIN/TXT GIF89a

$F8 PrintShop GS

This neat little program is shareware. The author asks for a small fee of $10-$20. His address is included in the docs.

According to the docs, the main purpose of this program is to view all of the images in the current prefix (directory/folder). SV doesn't physically have to be in the directory with the images that are to be displayed. By following this example you can have it in one directory while displaying images in another:

SHR View is located in the directory "/HARD2/UTIL".
The images are located in the directory "/HARD2/GRAPHICS/PICS.3200"

```
]prefix /hard2/graphics/pics.3200
]-/hard2/util/shr.view

<that's it!>
```

From GS/OS, you will probably want to have this program in each of your graphics directories so you can just double-click on it to view all of your pics without having to go into BASIC and play around with the prefix.

[*][*][*]

This edition of the Treasure Hunt will be my last. It's not that there aren't a lot more treasures available in the Apple II library; it's just that I must cut back on the amount of time that I devote to writing for GEnieLamp A2.

I'll be around from time to time with something for you whenever I get the chance.

I want to thank Doug Cuff for giving me the opportunity to write for the Lamp. It has been a delightful experience.

Until later...

Charlie

[EOA]
[SOF]////////////////////////////
SOFTVIEW A2 /
////////////////////////////
Review: FAXination
""""""""""""""""""""

by Douglas Cuff
[EDITOR.A2]

>>> DIAL NO LINE BEFORE ITS TIME <<<
""

```
     PROGRAM:  FAXination
     VERSION:  0.1.5
      AUTHOR:  Steven McQueen
   PUBLISHER:  Vitesse Inc, P.O. Box 929, La Puente, CA 91747-0929
       PRICE:  $79.95
REQUIREMENTS:  Apple IIgs, System 5.0.4 or later, 1.5 megabytes RAM,
               hard disk drive, external fax/modem
```

[*][*][*]

A fax (short for facsimile) machine is a combination of a modem and a digitizing scanner, with built-in software, or "firmware". The firmware can encode and decode (image into data; data into image) and can send and receive data across a phone line. You always need two fax machines... one to send and one to receive.

There's a special kind of a modem called a fax/modem that can communicate with fax machines (in addition to its normal telecommunications functions). It pretends to be a standalone fax machine. A fax/modem can

persuade the fax machine that it's okay to accept the data that the fax/modem sending, or that the fax machine can begin to send its data now.

Fax/modems are nothing new. The modems need software in order to work, though. Nothing new there, either. What is new? Fax software for the Apple II; specifically, FAXination from Vitesse.

FAXination sets out to let you do three main things: create faxes, send them, and receive them. It also lets you view faxes on the screen, and print them on a printer.

FAXination comes in two parts: a New Desk Accessory and a printer driver. The New Desk Accessory allows you to send and receive faxes, as well as view and print them. The printer driver is necessary only to create new faxes.

To create a fax, you go to the Apple menu of any desktop-based IIgs program and select "Control Panels", a process familiar to most of you. From that menu, you select "DC Printer", and change the "printer type" _from_ ImageWriter or whatever other device you normally use, _to_ FAXination. Then you tell whatever application you're using (for example, Teach or AppleWorks GS or GraphicWriter III) to open a document and print a copy of that document. The application prints not to a printer but to a file. FAXination will be using that file shortly.

When printing the document, you have the option of setting the resolution at either 100 dots per inch (fast but not much detail) or 200 dots per inch (slow but greater detail). You also have the option of having the document sent as soon as the printing is finished, or sending it manually later.

Once you've printed the document and created a fax file for FAXination, you can set the printer device back to your normal printer, if you like. It really doesn't matter if you do this or not... as long as you remember to change it back before you want to print something!

SENDING A FAX
"""""""""""""

With the fax file safely on disk, you should pull down the Apple menu again and choose FAXination from the list of NDAs. The FAXination NDA gives you six options:

- Receive log;
- Send log;
- Receive fax;
- Phone book;
- Local station ID; and
- FAXination options.

When you select "Send log", FAXination shows you what fax files it has waiting to send. You can select one with the mouse, then send it, view it on the screen, or print it to the printer. You can also delete it, or address it.

When you view a fax, only a part of it will fit on the screen at a time. You have to use the scroll bars to slide various parts of the fax into the viewing window. This allows you to see details of the fax clearly. A chance to get an overview would be nice, too, but FAXination doesn't allow it. Note that you cannot change a fax file as you view it. Once a fax file has been created, the only way to change it is to use your

application to make the changes, then "print" it again.

When you print a fax (you didn't forget to change the Direct Connect printer in the Control Panels, did you?), you may be a little distressed at the fuzziness of the image on an ImageWriter II. For a fax you're sending, this doesn't matter very much, since the limitation in resolution is due to your printer and its printer driver, not FAXination. In other words, the fax won't appear that fuzzy to the person who receives it. Unfortunately, the same limitation applies to printing faxes you receive. Unless you have an inkjet or laser printer, you may have to both print _and_ view a fax you've received in order to decipher it all, since the printed version gives you an overview and the onscreen version gives you sharper detail. If you do have an inkjet or laser printer, you're more likely to be satisfied with the FAXination printout.

When you click on Send, FAXination sets up your fax/modem for transmission, and dials the number you assigned to it on the "envelope". Unfortunately, what is supposed to happen then is a mystery to this reviewer. I was utterly unable to get FAXination to send a fax to anyone, despite three different fax machines and numerous tries. I couldn't shift-boot to eliminate all Desk Accessories and Inits, since FAXination itself is an NDA, so I trimmed my active DAs and Inits as follows:

Temporary Init	ZipInit
New Desk Accessories	Control Panels FAXination
CDEVs	Direct Connect Printer
File System Translators	Pro.FST Char.FST
Drivers	RAM5 AppleDisk3.5 Console.Driver Printer Modem RamFAST FAXination

That didn't help, either. In short, I absolutely could not get FAXination to send a fax. This was particularly discouraging, since I had received Vitesse's special hardware/software bundle of a 14.4 modem and a copy of FAXination (priced at $189.95). I badly wanted FAXination to work for me, and I thought by ordering the modem that Vitesse themselves were selling, I'd avoid the proverbial vicious circle of the software publisher blaming the hardware manufacturer, and so on ad infinitum.

RECEIVING A FAX After admitting defeat in my inability to send a fax, I moved on to the part that was really important to me. After all, as a GEnie user, I can use their fax service to at least send ASCII-only fax messages. What I was really looking forward to was the ability to receive faxes from others.

FAXination's Receive Log menu offers you the chance to view, print, or delete a fax you've already received. To actually receive a fax, you can either select "Receive Fax" from the FAXination NDA's menu when the

phone rings--in effect saying "Hey, get that, will you?"--or you can select "Auto Receive" from the "FAXination Options" menu, which allows FAXination to receive a fax "in the background"... that is, FAXination will answer all incoming calls, even if you happen to be typing a letter in AppleWorks GS at the time.

Unfortunately, I didn't have any success in receiving faxes in either mode. So I can't tell you any more about the process.

THE MODEM BUNDLE
""""""""""""""""

As I've said, I was shipped the hardware/software bundle. Apart from the FAXination disk and manual, it included a high-speed modem cable and a 14.4EFX external data fax modem that seemingly doesn't have a brand name. Other GEnie users tell me it's an Aspen modem. I can't verify this, but that's what they say, for whatever that's worth.

As I've also said, I decided on the bundle to avoid problems. That was a mistake. This is a very cheap modem. It's the smallest modem I've ever seen: it's not as long as two 3.5" disks laid side by side. It's only slightly wide than a 3.5" disk. It's as thick as a stack of 6 disks. The first modem I received was clearly defective. The second modem would not connect at all, so I put it away in a box for several months. I took it out again this August, and to my surprise, it sort of worked! I could connect to the local GEnie line at 2400 baud, and to the local university line at 14,400 baud. (I was not able to connect to a local BBS, no matter what speed I tried.)

It's just barely possible (I'm trying to give Vitesse every break I possibly can, for reasons that will shortly become apparent) that the Aspen modem doesn't get along well with Bell Canada. Another Canadian purchaser of the bundle was heard to complain of symptoms similar to mine. So it's unlikely but possible.

SUPPORT
"""""""

Let's turn to a more pleasant topic: support from Vitesse. I've found it to be just fine, thank you... within certain limits.

The first modem I received in my hardware/software bundle was evidently no good. It would not dial unless I lifted the receiver of my telephone as I issued the dial command. When I made them aware of the problem, Vitesse replaced the modem as promptly as international post and customs would allow.

Vitesse has been providing updates of FAXination to registered owners on its BBS. As this is in California, it is prohibitively expensive for me to call from here in Canada. This, frankly, is a little galling. "Having to pay to be a beta tester," one GEnie customer called it. Since my bundle was a Christmas present, and since I'm every bit as poor as you would expect a freelance editor and writer to be, I resented the perceived implication that anyone with anyone money to buy the software in the first place has sufficient expendable income to pay for support.

To their great credit, when I E-mailed Vitesse here on GEnie, and pointed out this expense, they sent me an updated version via E-mail (using GEnie's "File-mail" option). Why on earth they don't ask for a private library in A2Pro is beyond me, but at least Vitesse is doing something.

DOCUMENTATION
"""""""""""""

The documentation is fair. It gets points for being clear. Its overview tells you the history of faxing--beginning in

1843--in two pages, which is nice, but largely irrelevant.

One big problem is that the manual is organized from the point of view of a programmer--introduction, installation, NDA, printer driver, status dialog, and technical support--rather than a user--creating a fax, sending a fax, receiving a fax, printing, viewing, address book, and so on. Chapter 5, The FAXination Status Dialog, provides an important clue to "what's wrong with this picture". It has just four paragraphs (three of which are one sentence long). The first paragraph is this self-evident sentence: "The FAXination status dialog is simply a dialog that indicates that status of a transmission." Apparently, a equals a! I think they call this the reflexive axiom, fellas. This would be the ideal point to list the possible messages in the dialog (particularly since this reviewer got to see only two, "Dialing" and "Establishing Connection").

Overall, though, the manual is adequate. To its great credit, it only puns on "fax/facts" once.

SUMMARY
"""""""" This is almost certainly because it was released too soon. Notice that the version number, 0.1.5, indicates a pre-release version. (Version 0.1.6 has been released by now, but I've heard no word of version 1.0.)

Because I wasn't able to get FAXination either to receive or send a fax, it's difficult for me to comment on it in detail. Others have reported limited success, but I have not heard anyone say they got it to work, first crack out of the box. (Indeed, a friend of mine also bought FAXination, and has had no luck getting it to work with his IIgs and his LineLink 144e modem.)

I recommend you wait for a stable and reliable version of FAXination before buying. If you're the adventuresome type and would like to give FAXination a try, I'll see you my copy, bundled with the Aspen 14.4 modem, for less than half price. No kidding.

RATING
"""""""

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   ()v()
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 \((   ))/
q( ~   ~ )p
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    ^ ^
(0 out of 5)
```

It is with some reluctance that I award FAXination the GEnieLamp Turkey Award, and a rating of 0 out of 5 points. I know that programmer Steven McQueen has worked hard on FAXination. When I asked Vitesse for help, I found them to be very easy to get along with.

Nevertheless, I cannot in good conscience give FAXination a better score. I tried my absolute best to make it work, and I cannot. What a computer newcomer would do if faced with FAXination is not something I care to consider.

Let's hope that Vitesse gets a really reliable version 1.0 of FAXination to market before word of mouth completely destroys the reputation of this piece of software. Come on, guys, you can do it!

RATING SYSTEM
"""""""""""""""

5 LAMPS.....What? You haven't bought this program YET?
4 LAMPS.....Innovative or feature-rich; take a look!

3 LAMPS.....Good execution, stable program.
2 LAMPS.....Gets the job done.
1 LAMP.....A marginal program.
0 .....GEnieLamp Turkey Award!

[EOA]
[PRO]//////////////////////////////
PROFILES /
//////////////////////////////
Who's Who In Apple II
""""""""""""""""""""""""

by Charlie Hartley
[A2.CHARLIE]

>>> WHO'S WHO? <<<
""""""""""""""""""""

~ GEnieLamp Profile: John Van Dam, a/k/a Froggie ~

This month we are featuring John Van Dam, a frequent visitor to the Apple II RoundTable Bulletin Board. John is better known as Froggie, and all of us in the bulletin board enjoy his ASCII art signatures immensely.

Although Froggie has been visiting the bulletin board for less than a year, he has made his presence felt with timely tips and advice in a wide range of subjects. We feel certain that you will enjoy this interview.

GEnieLamp> John, you are known online for your unique ASCII art
"""""""""" signatures depicting a frog. What made you decide to use this signature?

```
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 (o)-(o)
(   _   )
__ooo_)_____(_ooo__
""""""""""""""""""""
```

In my first grade class in school, there were FIVE boys named John in the same room, so a nickname seemed imperative when I logged on to GEnie. I had to change my GEnie address because I was assigned J.VANDAM. One of my major peeves has always been that there MUST be a space in "Van Dam" and this has been a major battle over the years. :-(I realized that I needed to do this before I started posting, to avoid later confusion.

I work at frogdesign, inc and everybody who works there are known affectionally as "frogs". Even earlier, in high school my changing, often croaking voice, blonde hair and glasses led to the appellation "froggie" after the famous member of Our Gang. My choice of address was fairly easy with that history. Online communication has an inherent tendency to be terse and impersonal, so I wanted something that would help define the tone of my messages. I had no idea if I could even make an ASCII frog, but I gave it a go one night. He seemed kinda cute, so I began posting him in my messages despite online concerns about using elaborate sigs. I wasn't sure how elaborate was too elaborate. The frog was greeted kindly, and has apparently gained his own fan club of sorts. Someone actually said that I didn't post him often enough :-)

GEnieLamp> Your frogs have certainly caught on in the Apple II Bulletin
"""""""""" Board. We will feature some of them throughout this article.

Are computers a part of your daytime job? Please tell us a little about what you do between 9 and 5.

```
  _   _
```

```
      (o)-(o)
     (   _   )
__ooo_)_____(_ooo__
""""""""""""""""""""
```

I use several platforms at work. Macs, PeeCees, SGIs (Unix), and two different machine tool controllers. I am a professional modelmaker for a leading industrial design firm. It is a German company which was contracted by Steve Jobs at Apple to create a design language for them, starting with the IIc. We did the NeXT computer, the new Packard Bell design, Motorola Envoy, ATT/EO personal communicator, and a new design language for a PeeCee company that should make quite a splash when it's released very soon. Everything I work on is very confidential, so it's good that I'm =not= a PeeCee user in the IBM RT, or I'd be biting my tongue all the time. Ouch!

I've built models ranging from toothbrushes to supercomputers, and everything in between, usually full-size. I usually build appearance models (that is, no electronics, etc), but I also make working models and prototypes. Most people don't realize my profession exists, which in a way is a nice compliment. The public sees models all the time without realizing it. The pictures found on product packaging are usually photos of models for two reasons: 1) The models look better, being hand-made for that purpose rather than mass-produced; 2) If they waited until the product came off the assembly line to photograph it, then print up the boxes, then put the product in the boxes, THEN ship it, production schedules would be a nightmare.

GEnieLamp> What caused you to go into modelmaking?
""""""""""

```
      _   _
      (o)-(o)
     (  ,_,  )
__ooo_)_____(_ooo__
""""""""""""""""""""
```

Good question... most of the modelmakers I know started out in a different vocation. I trained as a drafter and found out about modelmaking when an instructer from another college gave a slide presentation to my drafting class. I immediately realized I was heading the wrong way... I didn't want just to draw the parts, I wanted to build the parts. It seems obvious in retrospect, because object visualization was what had always intrigued me. An idea is the spark, but bringing that ideal form into reality is the challenge.

Modelmaking provides that in a big way. It is a renaissance art, involving design, materials science, fabrication, purchasing, color matching, painting, etc. In my field, which is basically R&D modelmaking, we rarely make more than one of whatever we're building. Every project is radically different, and the deadline is usually less than two weeks, sometimes two hours, often at a moment's notice. This goes well with my short attention span and the urge to be doing several different things at once :-)

GEnieLamp> What sorts of things do you like to do for fun (i.e. non-computer hobbies)?
""""""""""

Froggie> I like to design and build furniture, I love good food and microbrewed beer, and I'm a big Star Trek fan, but not necessarily in that order.
""""""""

```
                          _____)))))
                         ___ (6)-(6)
      Warp Factor II!    ___  (   _,  )
                        ______ooo_)_____(_ooo
```

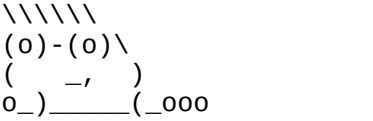
GEnieLamp> What is your favorite Star Trek episode/movie? Why?
""""""""""

Froggie> That's a tough one. There are so many great ones, I'd almost
"""""""" have to pick one for every character...

If I had to choose one, I think it would be DARMOK (season 5, episode 2). This episode takes place at El'A'Drel where Picard encounters Captain Dathon, member of a race whose language is metaphoric in structure. "Darmok and Jelad at Tanagra" refers to mythical characters who meet at a place called Tanagra, fight a common foe, and become good friends. Captain Dathon is hoping the same will happen between him and Picard.

This episode shows the Enterprise crew struggling with the Starfleet database, trying to locate and make sense of the historical archives, something every GEnie A2 user can appreciate. I've always been fascinated with different forms of communication, whether it is in the form of drawings, other languages, secret codes, and this episode illustrates the struggle to impart the internal imagery one has to another person very effectively, IMHO.

I also appreciated that in DARMOK, the bridge crew suffers a critical misunderstanding of the situation, and in trying to rescue Picard, may have contributed to the demise of poor Captain Dathon. Even Picard wasn't getting any breaks this time. After saving the universe with seconds to spare on countless occasions, it was refreshing to see the Enterprise crew baffled throughout the encounter, with only a glimmer of understanding at the end of the episode.



GEnieLamp> How did you first get interested in the Apple II computer?
""""""""""

Froggie> About 1983, I went to a party and the host had an Apple II. I
"""""""" remember playing Castle Wolfenstein on it. The seed was planted, though I didn't realize it at the time. About 1986, my sister's boyfriend at the time was the son of an Apple engineer, and they had a IIc system at their house. When I went to visit them, she did an Appleworks demo for me. Then she showed me this dungeon game which displayed a perspective view down the corridor. I spent the weekend playing that game. Still, I resisted.

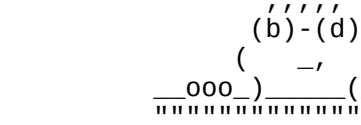
Then I became a modelmaker and saw a CNC mill which cut really cool shapes by computer and I discovered that computers can give a person the freedom to accomplish things that would otherwise be impossible or impractical, and I finally got the computing bug. One day, I asked my boss if I could buy one of the IIc computers that were in storage. She said they were needed for the archives, and instead just gave me a IIe system. I was elated! Later I came to appreciate that the IIe was the right choice for me. Now I can't imagine owning a computer without lots of slots :-)

GEnieLamp> Do you have any anecdotes you can share with us about your
"""""""""" first experiences with the Apple II?

Froggie> That first IIe ignited my latent hacker tendencies. I quickly
"""""""" learned that it was a rev. A motherboard in a prototype IIe case. After a logic board upgrade, I was set. Until the gremlins hit. One day, while playing Montezuma, my poor little guy just kept jumping up and down uncontrollably. Hmmm, joystick? Nope. It also happened without any joystick attached. Later, using Yo-Yo Duck [utilities], I discovered quite by accident that if I lifted the front of the IIe an inch or two, the "button" would stop being pressed. I took it to the dealer, they scratched their heads, swapped the board for free, and the problem remained. I was bummed. No games!!??

By this time I had gotten a second IIe for my daughter, so I took them both apart and began swapping components determined to find and fix the problem. I was on my own now. Even the dealer couldn't help me. I finally discovered that the power supply was going bad. I replaced the power supply and the joystick button problem was fixed. It was then I learned that computers aren't cold, calculating, unfeeling machines. They are talented, twisted, and need to be nurtured and understood for the relationship to be successful. Now I have two IIgs computers, and our whole family loves them. They are part of the family. I'd sell my cats before I'd sell my GSes.

GEnieLamp> Describe your current hardware setup for us.
""""""""""



We've got two "Woz" ROM 01 IIgs computers at home. They both have RamFAST SCSI cards. The main GS has a 240MB and a 40MB hard drive, 2x CD-ROM drive, Bluedisk with two 1.44meg drives, one Apple 3.5 drive, one Apple IIc 5.25 drive, extended keyboard, TurboMouse, System Saver, 4.25MB RAM, ZIP 8/64, Soundmeister hooked up to my stereo system, Grappler+ parallel interface hooked to a DeskJet 500c inkjet printer, and a 15" SVGA monitor w/Second Sight card.

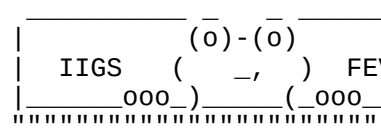
The other GS has a 20MB hard drive, Quickie scanner, 1.75MB RAM,1 MB Ramfactor, RGB monitor, standard keyboard, TurboMouse, and lots of room for expansion. I'm planning on getting a Bluedisk setup for this GS, and I've also got my eye on one of those new Syquests.

GEnieLamp> What do you see as the future for the Apple II and its owners?
""""""""""

Froggie> I feel that the Apple II is a mirror of its owner. The whole
"""""""" concept of the Apple II is adaptability, versatility, and expandability. The sky was the limit and still is.... We went to the moon using computers less powerful than the IIgs, yet the true limits of the Apple II are defined by our own limitations. I think the success/failure of products like Second Sight and BlueDisk will say a lot about the future of the Apple II. Are we willing to take risks, adapt and find new and innovative uses for our computers, or do we just want to play it safe?

To me, the Apple II is like a classic roadster. You really need to know what's going on under the hood, and the local dealer isn't going to be much help beyond trying to sell you a new [computer]. You need to find fellow enthusiasts who share your interest, where you can benefit from others experience and likewise offer assistance. It may not be the newest, the fastest, or the most expensive, but the ride is an unforgettable

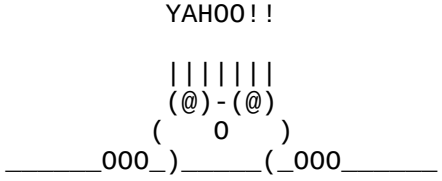
experience, the distillation of a moment in time when an assembly of parts becomes pure poetry in motion. Can you imagine someone telling you to give up your '36 coupe and buy a new Lexus? You might end up with both, but give up the coupe... never!



Right now, it's just old. My dad still talks about the classic cars he has owned, wishing he had kept them. My Apple II is one classic that isn't going to get away!

GEnieLamp> Can you offer some advice about software and hardware that a new Apple II user might want to invest in? What do you have and use?

Froggie> Get a hard drive, and software to manage it. I've got ProSel-16, Universe Master, UtilityWorks and I also want to get the Salvation series by Vitesse. One utility just can't do it all, but together they've saved me on countless occasions. A modem and a GEnie account are a must. I sure could have used a lot of help when I first started out, and all of that assistance is available right here in A2! System 6.0.1 is another requirement. I would also recommend a Softdisk subscription, and for IIgs users a GS+ magazine/disk subscription. A lot of people seem to think it's only for programmers, but they've produced some absolutely indispensible programs, whatever the skill level. Oh, and get a fan like a Kensington System Saver to keep your system cool and long-lasting. Beyond that, whatever you can afford... there is a lot of great stuff available, it just depends on your interests.

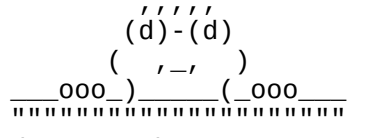


GEnieLamp> Have you done any Apple II programming?

Froggie> I've done some Applesoft BASIC programming. For the last three years, though, I've concentrated my programming efforts at work, content to enjoy my GS purely as a user. I've done some code-snooping and byte twiddling, but I've finally succumbed to my IIgs programming urges.

I've acquired ORCA/M and ORCA/C, now I just have to take the time to learn them. I probably wouldn't even try if I didn't know that A2Pro is just next door ;-)

GEnieLamp> How do your children use computers?



draw on the computer, as well. Most games are still pretty frustrating for

him, but he likes tic-tac-toe and concentration. Mostly he's interested in how the computer works. I think I've got a born hacker on my hands. I knew I was in trouble a little over a year ago when he showed me his hand puppet. I asked about a rectanglar object he had drawn on the front of it. "That's his hard drive" was the immediate reply. = :-()

GEnieLamp> How long have you been a member of GEnie? What new services
"""""""""" do you think GEnie should provide its subscribers?

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I signed up on Stardate 9411.14, so that's makes nine months now.

I'm just scratching the surface of what is already provided :-) How about official 14.4 connects, and more comprehensive Internet access.

GEnieLamp> Where do you see the future of telecommunications moving in
"""""""""" the next five to ten years?

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There is a lot of hype about telecommunications in general, and the Internet in particular, but my interest is in the everyday effects. Being online gives you an immediacy and a reach which makes it seem very unnatural to be distant and dis-connected. I think soon not being online will be like not having a television.

I see the dream of the "information appliance" really coming true in the next 5-10 years, where people who wouldn't dream of buying a computer today will be studying the recipes from the cooking show they just downloaded on the TV/computer/mailbox/etc that's sitting on the kitchen counter, so they can whip it up in time for dinner.

GEnieLamp> How can the Apple II Roundtable be improved to serve you
"""""""""" better?

Froggie> The main thing I would like to see is more lurkers participating
"""""""" in A2. With any endeavor, you only really get out of it in proportion to what you put into it, so the more participation from A2 users, the more we all benefit from it...

GEnieLamp> What one piece of advice would you pass along to a new
"""""""""" Apple II telecommunications enthusiast?

Froggie> Get an offline navigator! Before I started using one, I found
"""""""" it difficult to keep track of topic threads, I was reluctant to post because of the effort involved, and archiving was a chore. Now I frequent four RTs daily and my wife visits another RT as well, using CoPilot. I still log on manually to explore new areas, but the lion's share is done offline.

GEnieLamp> What do you consider your proudest accomplishment?
""""""""""

Froggie> Hmmmm, I don't really think that way... I'd say my two children,
"""""""" but they're not finished yet ;-)

GEnieLamp> Who do you look up to as your mentors?
""""""""""

Froggie>   Jesus Christ. My parents. I'm a big fan of Bucky Fuller.
""""""""   Other than that, I try to learn from everyone I can.

GEnieLamp> Well, I think I can safely say that folks in the Apple II
"""""""""" bulletin board have learned a few things from you as well.

Froggie, this has been an enjoyable experience for me. I know that our readers will enjoy it just as much as I have.

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  ___(@  _, @)___      Thank you for having me here.
o|  Oh, Gawrsh!  |o
8|   ::blush::   |8
 '^^^^^^^^^^^^^^^'
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GEnieLamp> Here are some more of Froggie's ASCII art frogs for you to
"""""""""" enjoy.

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This is my wife's signature on the FOOD RT:

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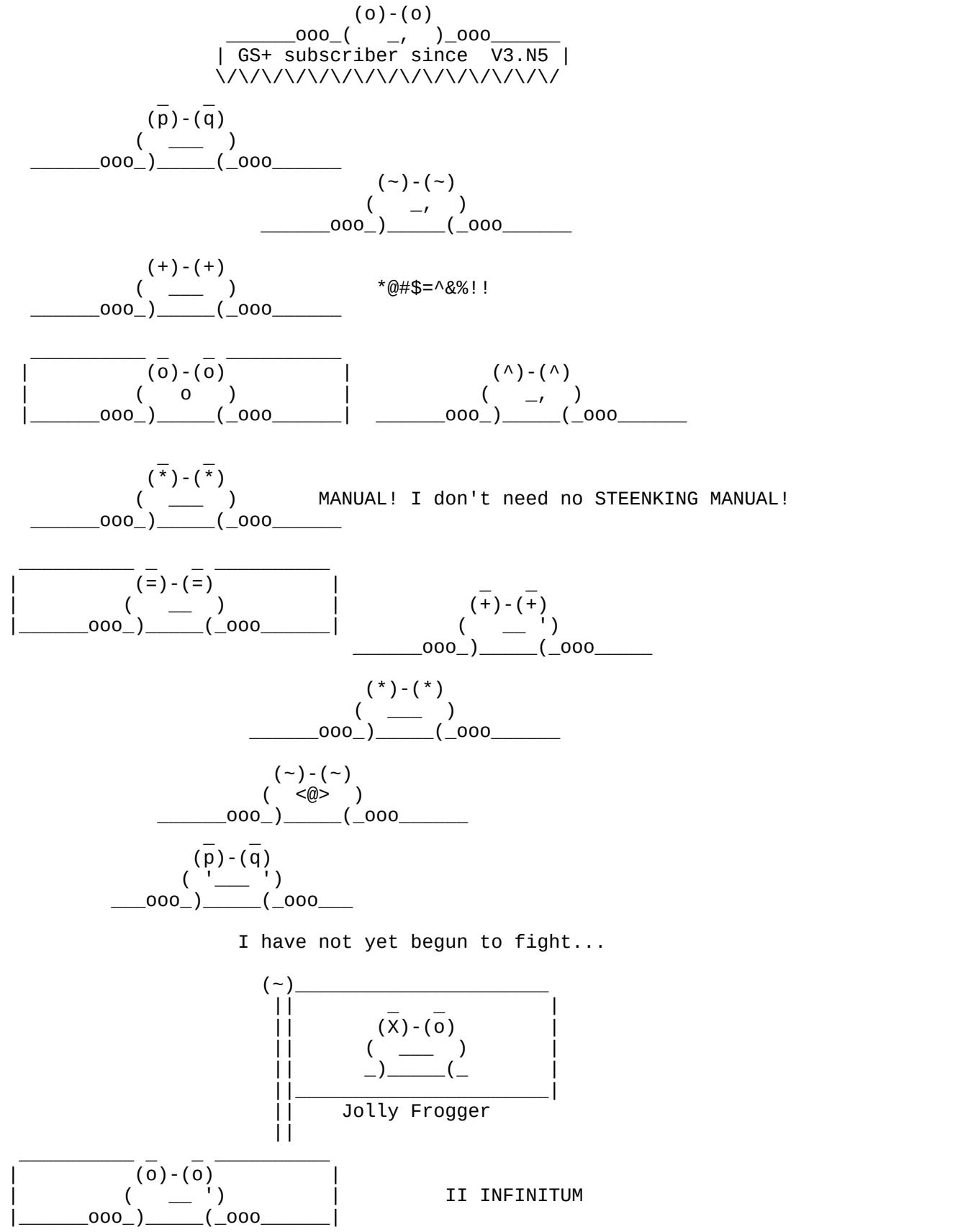
GS+ subscriber since V3.N5
*@#$=^&%!!
MANUAL! I don't need no STEENKING MANUAL!
I have not yet begun to fight...
Jolly Frogger
II INFINITUM

[*][*][*]

A note to our readers: If you want to know more about a particular person and want him/her to be interviewed for the GEnieLamp A2 profile column, send E-mail to A2.CHARLIE or EDITOR.A2 and we'll see what we can do. In your E-mail message, tell why you think this person is a good candidate for the profile.

[EOA]
[PNL]////////////////////////////
PAUG NEWSLETTER /
////////////////////////////
September 1995 Report
""""""""""""""""""""""""

by David R. Kerwood
[D.KERWOOD]

The mission of the Planetary Apple User's Group (PAUG) is to serve as the online heart of the worldwide Apple II Community. PAUG's goals include providing help and support for folks who may not have a local group nearby, and to create a virtual link between both the online and offline user group community. PAUG sponsorship of an online user group is focused on promoting the fact that the Apple II is still alive, and doing very well.

There _is_ support; PAUG can provide it, or help you find it! We meet the third Sunday of every month at 7:00 P.M. Eastern in the Apple II RoundTable Real Time Conference area. With no dues to pay or miles to drive, PAUG offers the Apple II user a friendly and comfortable association with others with similar computing interests, plenty of accurate information, hints, tips, and the security that comes with knowing that you have all the computing support you could possibly need right at your fingertips. What could be more convenient?

THE MAIN EVENTS
""""""""""""""""

In our last newsletter we briefly described the history of PAUG, and some of the more significant goings on since this virtual user group came about. Since that time, the Apple II user community has seen quite a bit of activity, with perhaps one of the high points being the KansasFest celebration this past July. If you are able to read this newsletter, then you have probably already heard enough about KFest to last you till next year, so we won't rehash anything from that.

Central to the philosophy of what this user group should be about (helping others with similar interests to get the most out of their Apple II computers) has been a resurgence of interest in increasing the capability and utility of these machines. The online PAUG community has been right there in the thick of things, testing new setups, reporting results and, most importantly, helping others to get the most out of their systems. The theme of this edition of the PAUG newsletter will be how we have been helping Apple II online users in upgrading, repairing, and enhancing their favorite machines, often at an amazingly low cost.

"YOU CAN'T DO THAT ON AN APPLE II!"?
""""""""""""""""""""""""""""""""""""

As mentioned above, the KansasFest social festivities were not the only thing of interest in the Apple II universe this summer. The hottest things happening online have been on the hardware front, with several items of high interest that have sparked the online and user group communities.

First among these was that the distribution of Sequential Systems' Second Sight VGA video board finally went into high gear. Designed for use on the Apple IIgs or IIe, it is an expansion card that allows the use of relatively inexpensive VGA or Super VGA monitors, or will even accommodate the standard IIgs Applecolor RGB monitor up to a resolution of 640x400, with 256 colors.

This card has piqued the interest of many, particularly so since many of the monitors originally purchased for the IIe and IIgs are nearing the end of their useful lives. So it has arrived upon the scene in just the nick of time for many Apple II users, who were getting tired of dim and fuzzy displays, or who simply wanted to enhance their existing setups. PAUG members (if you have a GEnie account, then YOU are a member!) have been most active in buying, installing, testing, and critiquing the various ways the Second Sight card can be used. We have forwarded our findings to the developers, who are working on a user-installable ROM upgrade to the card which will further enhance its already formidable capabilities. Most importantly, we have been working with the online community in assisting with installation, answering questions, and otherwise providing information to help the Apple II user make an informed purchasing decision.

So, if you have a need to know anything and everything about the Second Sight VGA video card, then drop by during any of our Real Time Conferences (RTC) each evening, or read the messages in the Second Sight topic in the A2 Roundtable, Category 20, Topic 14 (Sequential Systems Online - Second Sight VGA Card).

One other bugaboo which has frequently vexed Apple II users has been the question of what to do with all those disks we keep getting from AOL. For many Apple II'ers these disks present limited utility beyond being a coaster, due to the fact that they are High Density disks. While it is possible to reformat these to the standard 800K floppy, differences in the media between regular 800K disks and the 1.44 MByte floppies add some additional risk, as far as the integrity of your archived data are concerned.

There have been several solutions to this problem, starting with Apple's own high density Superdrive unit. This drives requires an additional controller card, which is no longer available from Apple. It was recently noted in the A2 Roundtable that another supplier may step in to fill this void, that being ABC Direct (800-800-3630). PAUG members have been in contact with the CEO, David Hardaway (formerly with Applied Engineering, RIP), in an effort to get an ABC Direct presence online in the A2 RT. We'll keep you informed of any progress.

Another solution has been offered by our own Joachim Lange [J.LANGE7@genie.com], with his BlueDisk controller card and a 3.5" HD disk drive. This supremely flexible setup not only allows you to read and write to high density floppy disks, but will also let you do it using inexpensive drives commonly used in the MS-DOS world. Extensively tested and reported upon by our own Harold Hislop [HAROLD.H@genie.com], the BlueDisk setup has proved to be just what the doctor ordered for many Apple II users. If you want to find out more, then drop by during any RTC, or read the messages in Category 46, Topic 12 (Independent Hardware Companies Online - BlueDisk Card -- ///SHH Systeme).

In a late breaking and related development, still another solution to high density disk capability has been offered by our old friend Chua Lin,

from Tulin Technology. Some years ago, Tulin began shipping a device called a Floptical disk drive, a SCSI device that used 21 MByte 3.5" floppy disks. As a bonus, the unit also functioned as a high density floppy drive as well, bringing 1.44 MByte disk capability to the Apple II. With the appropriate file system translators provided in the IIgs system software, the Floptical drive allows the IIgs user to utilize both MSDOS and Macintosh-format high density disks, in addition to high density disks formatted for ProDOS.

The upside to the Floptical drive is that it gives this flexibility without taking up a precious slot in the computer. The downside to the Floptical drive has always been that they were a bit pricey, however, retailing for about $400. Tulin has rectified this handicap, when in August 1995 they posted an offer in the A2 Roundtable, announcing the availability of refurbished Floptical disk drives for $129! For more information, you can contact Tulin at 408-432-9057, or email at T.TULIN@genie.com.

Speaking of disk drives, PAUG members have jumped right in with two new affordable removable media SCSI disk drives; the Iomega "Zip" drive, an SCSI device that uses unique ejectable 100 MByte disks, and a similar device from SyQuest, the EZ 135-Drive, with 135 MByte removable disks. The bottom line for both is that they cost in the $200 range, and they both work well as Apple II SCSI devices. The popularity and interest in these units was enough that we opened a special topic for each in the A2 Roundtable; see Category 21 (Add On II Online), Topic 13 - Iomega ZIP Drives, and Topic 14 - SyQuest Drives. In addition, the Zip Drive was recently the topic of a Real Time Conference (RTC), and enough valuable information was presented that it warranted a special archive of the transcript of the RTC. Just download file #25002 (IOMEGA.ZIP.BXY) for the whole story. And if you're not familiar with A2 Real Time Conference sessions, this transcript will give you a good idea of what the RTCs are all about!

WHAT'S NEW IN GENIE'S A2 ROUNDTABLE? In keeping with the theme of this edition of the newsletter, we are proud to announce that our favorite Topic Cop, Charles Hartley [A2.CHARLIE@genie.com], has completed a top to bottom reorganization of the A2 Roundtable's buying and selling arena, Category 4 (The A2 Free Trade Zone). What follows is a breakdown of the topics as they now exist, allowing the online Apple II user to quickly and easily find exactly what it is they want to buy, or a place to post what they want to sell.

CATEGORY 4 : The A2 Free Trade Zone (Items For Sale, Items Wanted, Etc.)

No.	Subject	Msgs	Status	Author
1	Guidelines For Posting	2	Closed	A2.CHARLIE
2	General Discussion on Buying & Selling	89	Open	A2.CHARLIE
3	...reserved...	1	Clo/Ma	A2.CHARLIE
4	=== Used Software For Sale ===	1	Clo/Ma	A2.CHARLIE
5	Used 8 Bit Software For Sale	75	Open	A2.CHARLIE
6	Used 16 Bit Software For Sale	62	Open	A2.CHARLIE
7	Used CD-ROMs For Sale	6	Open	A2.CHARLIE
8	Used Software Auctions	12	Open	A2.CHARLIE
9	...reserved...	1	Clo/Ma	A2.CHARLIE
10	...reserved...	1	Clo/Ma	A2.CHARLIE
11	=== Used Hardware For Sale ===	1	Clo/Ma	A2.CHARLIE
12	Used Computers For Sale	29	Open	A2.CHARLIE

13 Used Monitors For Sale	12	Open	A2.CHARLIE
14 Used Floppy Drives For Sale	51	Open	A2.CHARLIE
15 Used Hard Drives For Sale	37	Open	A2.CHARLIE
16 Used Tape Drives For Sale	6	Open	A2.CHARLIE
17 Used CD-ROM Drives For Sale	11	Open	A2.CHARLIE
18 Used Printers For Sale	39	Open	A2.CHARLIE
19 Used Modems For Sale	39	Open	A2.CHARLIE
20 Used Interface Cards For Sale	43	Open	A2.CHARLIE
21 Used RAM Expansion Cards For Sale	19	Open	A2.CHARLIE
22 Used Systems/Bundled Items For Sale	36	Open	A2.CHARLIE
23 Other Used Hardware For Sale	121	Open	A2.CHARLIE
24 Used Hardware Auctions	15	Open	A2.CHARLIE
25 ...reserved...	1	Closed	A2.CHARLIE
26 ...reserved...	1	Closed	A2.CHARLIE
27 Used Books/Periodicals For Sale	58	Open	A2.CHARLIE
28 ...reserved...	1	Closed	A2.CHARLIE
29 === Items Wanted ===	1	Closed	A2.CHARLIE
30 Software/CD-ROMs Wanted	36	Open	A2.CHARLIE
31 Hardware Wanted	108	Open	A2.CHARLIE
32 Books/Periodicals Wanted	1	Open	A2.CHARLIE
33 Other Items Wanted	8	Open	A2.CHARLIE
34 ...reserved...	1	Closed	A2.CHARLIE
35 === Vendor Items For Sale ===	1	Closed	A2.CHARLIE
36 Vendor Software For Sale	12	Open	A2.CHARLIE
37 Vendor Hardware For Sale	8	Open	A2.CHARLIE
38 Vendor Books/Periodicals For Sale	2	Open	A2.CHARLIE
39 Vendor Products Press Releases	70	Open	A2.CHARLIE
40 Vendor Re-sellers Only	13	Open	A2.CHARLIE
41 === Miscellaneous Topics ===	1	Closed	A2.CHARLIE
42 Computer Shows and Fairs	1	Open	A2.CHARLIE
43 Apple /// Hardware And Software	1	Open	A2.CHARLIE
44 ...reserved...	1	Closed	A2.CHARLIE
45 Apple II Product Recommendations	48	Open	A2.CHARLIE
46 Apple II Vendor Reviews	56	Open	A2.CHARLIE
47 Apple II Vendor Phone Book	52	Open	A2.CHARLIE

Charlie's reorganization has worked out well in bringing both sellers and buyers together. Of particular interest to many are topics 36 through 40, where the A2 Roundtable has taken the initiative in inviting our favorite resellers online. This is where the announcement of Tulin Technology's low cost Floptical Drive offer was made, for example. Another new vendor on the scene that has been active in these topics has been Tracy Cook of A+ Technologies, whose business is buying used Apple II hardware and software by the truckload (literally!), cleaning it up, making sure it works, and then offering it for resale to Apple II users worldwide. He has been offering some fantastic bargains on hardware and software, some rare items, and many which have not been seen for some time. Take a look!

IN CONCLUSION """""""""""""" Remember, the goal of the Planetary Apple User Group is to be _your_ primary Apple II resource! If you have any suggestions, insights, or ways to help us help you...let us know! Future plans include working with groups on the "outside" to create a stronger bond within the Apple II community. Just email C.ADAMS11@genie.com or A2.GENA@genie.com, or if you are already online with GEnie (good move!) make a post in Category 3, Topic 34 (Planetary Apple Users Group) in the A2 Roundtable Bulletin Board (m645;1).

////////////////////////////////////// GEnie_QWIK_QUOTE ////

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          /  God hasn't finished with me yet, and all I got was this   /
         /   lousy T-shirt!                                           /
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GEnieLamp Information
"""""""""""""""""""""""

o COMMENTS: Contacting GEnieLamp

o GEnieLamp STAFF: Who Are We?

GEnieLamp Information GEnieLamp is published on the 1st of every month
""""""""""""""""""""""" on GEnie page 515. You can also find GEnieLamp on the main menus in the following computing RoundTables.

RoundTable	Keyword	GEnie Page	RoundTable	Keyword	GEnie Page
DigiPub	DIGIPUB	1395	Atari ST	ST	475
Macintosh	MAC	605	IBM PC	IBMPC	615
Apple II	A2	645	Apple II Dev.	A2PRO	530
Macintosh Dev.	MACPRO	480	Geoworks	GEOWORKS	1050
BBS	BBS	610	CE Software	CESOFTWARE	1005
Mini/Mainframe	MAINFRAME	1145	Programming	PROGRAMMING	1445
Data Comm.	DATACOMM	1450	IBM PC Prog	IBMPCPRO	617
PowerPC	PPC	1435	PowerPCProg	PPCPRO	1440

GEnieLamp is also distributed on CrossNet and many public and commercial BBS systems worldwide.

- To reach GEnieLamp on Internet, send mail to: genielamp@genie.com

- Back issues of GEnieLamp are available in the DigiPub RoundTable Library #2 on page 1395 (M1395;3).

- GEnieLamp pays for articles submitted and published with online GEnie credit time. Upload submissions in ASCII format to library #31 in the DigiPub RoundTable on page 1395 (M1395;3) or Email it to GENIELAMP. On Internet send it to: genielamp@genie.com

- We welcome and respond to all E-Mail. To leave comments, suggestions or just to say hi, you can contact us in the DigiPub RoundTable (M1395) or send GE Mail to John Peters at [GENIELAMP] on page 200.

- If you would like to meet the GEnieLamp staff "live" we meet every Wednesday night in the Digi*Pub Real-Time Conference at 9:00 EDT (M1395;2).

- The Digital Publishing RoundTable is for people who are interested in pursuing publication of their work electronically on GEnie or via disk-based media. For those looking for online publications, the DigiPub Software Libraries offer online magazines, newsletters, short-stories, poetry and other various text oriented articles for downloading to your computer. Also available are writers' tools and 'Hyper-utilties' for text presentation on most computer systems. In

the DigiPub Bulletin Board you can converse with people in the digital publishing industry, meet editors from some of the top electronic publications and get hints and tips on how to go about publishing your own digital book. The DigiPub RoundTable is the official online service for the Digital Publishing Association. To get there type DIGIPUB or M1395 at any GEnie prompt.

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////////////////////////////////////\\
[EOF]

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                  ~ WELCOME TO GEnieLamp APPLE II! ~
                    """""""""""""""""""""""""""""""""
                ~ CONNECTIONS:  Surfing Without a GUI ~
                ~ THE TREASURE HUNT:  Rogue's Gallery ~
                 ~ PAUG NEWSLETTER:  October Report ~
                 ~ HOT NEWS, HOT FILES, HOT MESSAGES ~

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 GEnieLamp Apple II     ~ A T/TalkNET Publication ~      Vol.4, Issue 43
""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""
Publisher.....................................................John F. Peters
 Editor.....................................................Douglas Cuff
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        ~ GEnieLamp A2Pro ~ GEnieLamp Macintosh ~ GEnieLamp TX2 ~
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           >>> WHAT'S HAPPENING IN THE APPLE II ROUNDTABLE? <<<
           """""""""""""""""""""""""""""""""""""""""""""""""""""

                           ~ October 1, 1995 ~

 FROM MY DESKTOP ......... [FRM]        FROM MY MAILBOX ......... [MAI]
  Notes From The Editor.                  Letters To The Editor.

 HEY MISTER POSTMAN ...... [HEY]        HUMOR ONLINE ............ [HUM]
  Is That A Letter For Me?                Unofficial Computers "Laws".

 REFLECTIONS ............. [REF]        CONNECTIONS ............. [CON]
  Getting Clued In About...                Surfing Without a GUI.

 THE TREASURE HUNT ....... [HUN]        PAUG NEWSLETTER ......... [PNL]
  Rogue's Gallery.                        October 1995 Report.

                     LOG OFF ................. [LOG]
                      GEnieLamp Information.

[IDX]""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""
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READING GEnieLamp GEnieLamp has incorporated a unique indexing system
"""""""""""""""""" to help make reading the magazine easier. To utilize this system, load GEnieLamp into any ASCII word processor or text editor. In the index you will find the following example:

```
HUMOR ONLINE ..... [HUM]
 GEnie Fun & Games.
```

To read this article, set your find or search command to [HUM]. If you want to scan all of the articles, search for [EOA]. [EOF] will take you to the last page, whereas [IDX] will bring you back to the index.

MESSAGE INFO To make it easy for you to respond to messages reprinted
"""""""""""" here in GEnieLamp, you will find all the information you need immediately following the message. For example:

```
                (SMITH, CAT6, TOP1, MSG:58/M475)
 _______________|   _____|__  _|___    |____ |_______________
|Name of sender   CATegory  TOPic    Msg.#   Page number|
```

In this example, to respond to Smith's message, log on to page 475 enter the bulletin board and set CAT 6. Enter your REPly in TOPic 1.

A message number that is surrounded by brackets indicates that this message is a "target" message and is referring to a "chain" of two or more messages that are following the same topic. For example: {58}.

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GET GEnieLamp ON THE NET! Now you can get your GEnieLamp issues from
"""""""""""""""""""""""""" the Internet. If you use a web browser, connect to "gopher://gopher.genie.com/11/magazines". When using a gopher program, connect to "gopher.genie.com" and then choose item 7 (Magazines and Newsletters from GEnie's RoundTables).

*** GET INTO THE LAMP! ***
"""

```
          ////////////////////////////////////// GEnie_QWIK_QUOTE ////
         /          Sign in a Mac store locally.....                  /
        /                      Windoz 95                             /
       /       Program.............................$50               /
      /        Installed...........................$75              /
     /         Working.............................$200             /
```

```
     /           Removed.............................$500       /
    ////////////////////////////////////////////  T.R.ONAN  ////

[EOA]
[FRM]//////////////////////////////
                FROM MY DESKTOP /
//////////////////////////////////
Notes From The Editor
"""""""""""""""""""""""
```

by Douglas Cuff
[EDITOR.A2]

>>> AGREEABLE TO DISAGREEMENTS <<<
"""""""""""""""""""""""""""""""""""""

"Maybe there's something here to make you think or make you laugh or just make you mad. Any of those reactions would please me. Boredom, however, would be a bummer." That's Stephen King writing, in his one non-fiction book to date, _Danse Macabre_.

That's pretty much how I feel about my editorials. This month, I'm delighted to report that some people on the Usenet newsgroup comp.sys.apple2 actually felt that my September editorial deserved some discussion. In fact, one of the csa2 denizens actually wrote to me, as you'll see in this month's "From My Mailbox". Thanks a lot, Mr. Lee!

(I have to say I noticed the fact that the messages were titled "Genielamp editorial". Capitalization aside, it's GEnieLamp _A2_, folks. There is a GEnieLamp A2Pro, you know. Not to mention versions for five other platforms. At least you didn't separate "GEnie" from "Lamp"!)

If you missed it, last month's editorial was about the movement to send in "Tell Apple About..." registration cards to Apple Computer, Inc. The part that seemed to provoke the most reaction was this paragraph:

"Apple Computer has been doing all right. But it could have done better. Perhaps they don't miss the revenue they've lost, but they have indeed lost revenue with its cavalier treatment of its original customers. They're so big, they don't notice little losses... until they start to add up." (For a summary of the issue and my response, please see this month's "From My Mailbox".)

Also, Ron Wilson objected to my use of the phrase "some shmoe in the mailing room", claiming that it was elitist. By objecting, Ron earned me a dollar! (He earned himself absolutely nothing. Sorry, Ron.)

In my original draft of the editorial, the wording was "some poor sap", which I thought was nicely neutral. Someone else read the editorial, pointed out that "sap" wasn't neutral at all, but added the comment "but no one's going to notice". Instead of choosing a more neutral phrase ("some unfortunate soul"), I deliberately chose a slightly less neutral one, and made a $1 bet that someone out there would notice.

The other person (whom I won't be naming, since s/he lost) knew how little mail I get, either good or bad, and took the bet. Heh heh heh. Never bet against the GEnieLamp A2 readship!

It's really heart-warming to provoke discussion. Writers and editors

often feel as though their thoughts and words are falling down a well, or into the bottom of Echo Canyon. It's gratifying to learn otherwise.

I managed to stir up response with another part of September's GEnieLamp A2... when I reviewed FAXination 0.1.6. Michael Ewen was displeased that I'd reviewed software even though I couldn't get it to work (presumably on the grounds that other people have been able to get it to work). I was of the opinion that if I couldn't get it to work, that was precisely the sort of thing that a reviewer should mention (on the grounds that other people have had NO success in getting to work). The review was as balanced as my experiences with the product allowed it to be.

As far as I know, I didn't convert Mr Ewen to my point of view any more than he converted me to his... we've agreed to disagree. I don't intend to rehash the whole issue in this month's editorial, but I do want to assure you that I want to hear from you whenever you read something in GEnieLamp A2 that makes you think, makes you laugh, or makes you mad.

[*][*][*]

I find that getting mad is often counterproductive. (So is exploding with rage or dying of a heart attack brought on by stress, so I still let myself get mad sometimes.) That's why I was so delighted by the comments that Ryan Suenaga attached to one of his "Tell Apple About..." cards. You'll find it in the Message Spotlight section of HEY MISTER POSTMAN, but it deserves mention here because I consider it this month's guest editorial.

If you like what Ryan has written, please write him and tell him so. (In other words, treat him better than you treat me. <grin>)

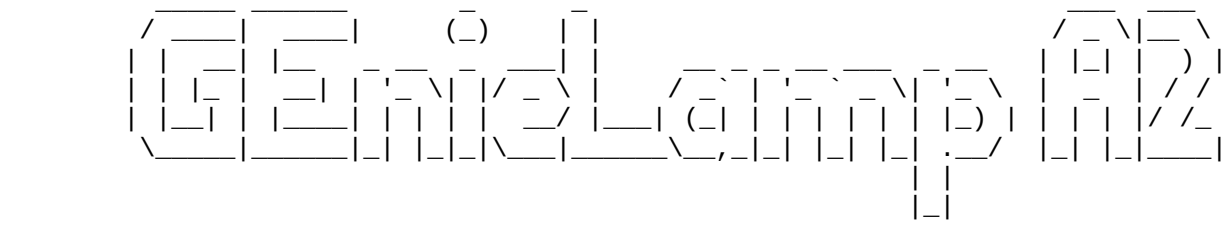
-- Doug Cuff

GEnie Mail: EDITOR.A2 Internet: editor.a2@genie.com

REPRINTING GEnieLamp

If you want to reprint any part of GEnieLamp, or post it to a bulletin board, please see the very end of this file for instructions and limitations.

ASCII ART BEGINS



ASCII ART ENDS

[EOA]

[MAI]//////////////////////////////
FROM MY MAILBOX /
//////////////////////////////
Letters To The Editor
""""""""""""""""""""""""

SEPTEMBER EDITORIAL """""""""""""""""""" I read the Sep 1995 issue of GEnieLamp [A2] and found the editorial very interesting. Doug Cuff said Apple probably didn't miss the people who had Apple II's and decided not to buy Macs because of the way Apple treated II users. Well, I'll disagree on one point, that Apple doesn't miss us. A case in point my old grammar school, which has been using Apple IIe's as far back as I can remember back in 6th grade, recently puchased a bunch of PC clones for their computer lab. Apple if they had continued supporting the Apple II would have had a permanent presence in the educational market. Instead they tried to push the Mac, and while a lot of schools jumped in, some just switched over to PC's.

Also, from news reports, Apple has lost a bit of it's marketshare in the computer world, and with the introduction of Windows 95, one magazine said this might sound the death kneel for Apple Computer. Since I'm going to get a new computer soon to complement my Apple IIe, I was considering a Mac, but with the news going around about Apple, I am reconsidering. Apple has missed us, they might've not missed us before because the Mac was way ahead of the PC a few years ago, but the PC's are coming on and maybe people are jumping in and leaving the Mac behind, and now Apple will regret that they didn't treat Apple II users right.

Donald Lee
leed@sfsu.edu
Apple II user since 1983

> I don't think you and I disagree; I think we just express the same concept differently. I know Apple isn't doing as well in the education field as they could have done, but Apple probably thinks it just isn't doing as well as it should be doing. See the difference? We know what they did to tick us off, but Apple has long since forgotten us, and that they've ticked us off, and is reacting to results rather than causes.--Ed.

[EOA]
[HEY]//////////////////////////////
HEY MISTER POSTMAN /
//////////////////////////////
Is That A Letter For Me?
""""""""""""""""""""""""""

by Douglas Cuff
[EDITOR.A2]

o BULLETIN BOARD HOT SPOTS

o A2 POT-POURRI

o HOT TOPICS

o WHAT'S NEW

o THROUGH THE GRAPEVINE

o MESSAGE SPOTLIGHT

>>> BULLETIN BOARD HOT SPOTS <<<

[*] CAT2, TOP 3 ..... Operation Happy 10th Birthday IIgs
[*] CAT6, TOP3 ..... Big Red Apple Club still alive
[*] CAT12, TOP38 ..... Stan Sztaba's hardware project
[*] CAT17, TOP28 ..... Writing AppleWorks dot commands
[*] CAT28, TOP4 ..... Shareware Solutions II unveils...

>>> A2 POT-POURRI <<<

GS+ MAGAZINE AFTERMATH Where to start.... Let's see... we WILL be doing the KFest 1995 video... There WON'T be a "scaled down" version of GS+ Magazine. Sorry, but it's over and done (this is NOT a decision I want to second guess). At this point, one week after the announcement, the future of EGO Systems is VERY tenuous. The money just isn't coming in. So, PLEASE, don't wait to get V7.N1, call us and I can tell you how much credit you have right away. (I hate to pull an "Oral Roberts" here, but this is a REAL tough transition and without some more capital, we are kaput.)

Speaking of raising some capitol, check out the next message and somebody tell me where else on GEnie I should post it :-)

Thanks again for all your support everyone!

Diz

(DIZ, CAT33, TOP2, MSG:106/M645;1)

>>>>> I received the last GS+ the other day and it was another excellent issue, albeit emotional to read.

I realize this was the last issue, but a correction needs to be raised. In the Letters section on page five, Mr. Avilla asked if Animasia 3-D is compatible with the Second Sight. The reply was misleading. You stated that Animasia 3-D uses the special graphics Fill Mode which is not supported by the Second Sight. In actuality, Animasia 3-D's use of Fill Mode can be disabled by unchecking the Optimize option in the Animate Options dialog box. Therefore, Animasia 3-D works just fine with the Second Sight. The Optimize/Fill Mode feature is explained clearly in both the Reference and Tutorial manuals. Regretably, the lasting impression will be that the two are incompatible.

Michael

(ANIMASIA, CAT33, TOP2, MSG:138/M645;1)

AV SYSTEMS CUSTOMER REACTION People that know me, know that I am a quiet and polite person. I don't publicly say bad things about people unless they have really crossed the line.

You may remember that a message (#71) was recently posted about Adrian Vance and mentioned a new catalog advertising the Apple II disks his company sells.

I recently had an Internet encounter with Mr. Vance where I was personally attacked (via email) for a question and a suggestion that I posted in the comp.sys.apple2.usergroups newsgroup.

Like most folks here in A2 and A2Pro, I appreciate the work Charlie does in keeping the bulletin board organized so information is easy to find and of a relevant nature. If you've ever lurked around the Internet newsgroups you'll notice that people frequently post in wrong areas. While this is common for newbies, it is not expected of seasoned computer veterans.

Well... to make a long story short, I got tired of seeing Mr. Vance's posts/advertisements in the wrong newsgroups. When I look in the "usergroups" area, I expect to find information about user groups. Adrian knows better, he's been around for many years. So I posted a simple message...

EW> Does this catalog provide any user group information?
EW> If not, you shouldn't be posting this type of message here.

I received a rather nasty and unexpected email reply...

AV> ...After you have done that I would respectfully request
AV> that you roll the paper into a thin tube and shove it up
AV> your a**, jerk.

AV> And don't try to buy anything from us. I've recorded
AV> your name and we will not sell any of our 450 Apple II
AV> disks to you.

To which I replied...

EW> I stand by my comment. It was not rude or out of place.
EW> You are an experienced computer person and know better.
EW> The User Group newsgroup is ONLY for User Group information,
EW> not advertisements for products. The marketplace group
EW> is the proper place...

And received the following...

AV> Dear Erick Jerk:
AV> Why don't you stand by your comment until Hell freezes
AV> over...

AV> Who appointed you to the Usenet Police Force? As
AV> usual, with your kind, you're wrong, out to lunch and
AV> stupid. And again, take your complaint and shove it.

I found Mr. Vance's remarks to be vulgar and without any basis. While I wish to support as many Apple II vendors as possible, I will not do any business with him. Besides, most of the software he sells (if I remember correctly) would be considered packaged public domain and shareware software (with perhaps some new or modified programs by Adrian). Personally, I would obtain software of this type either directly from the GEnie libraries or buy it from Joe Kohn of Shareware Solutions II. Don't forget to support your local user group library if you are fortunate enough to have one!

I'm not looking to turn this into an Adrian Vance hatefest. I just want folks to be informed consumers. And part of being informed is knowing how reputable the supplier is.

Also, the Internet is a lot like the Wild West. Lots of gunslingers shooting off flaming messages with little [law] enforcement taking place. So you folks just getting started with newsgroups or IRC should take note. Don't take it too personally.

Erick

(E.WAGNER10, CAT4, TOP39, MSG:72/M645;1)

>>>>> A couple of years ago I purchased several disks from this
""""" individual's catalog. When I wrote him about some problems with the programs I also was viciously & vilely assaulted. As an urban medic, I have been exposed to some pretty rough stuff. Frankly, Vance's response to my polite complaint was worse than vulgar. Let it suffice to say that Erick's encounter was very similar to mine --- wild ravings, vile personal attacks etc. My encounter,however, resulted from some legitimate complaints about his product/service. I, too, was told that it would be a cold day before he would ever sell an item to me (I was marked!).

Interestingly, I still frequently receive his catalogs. It is a shame that so many worthy & reputable Apple II vendors & publications have ceased to exist while this individual continues to survive. The attitude that exists in this RT (& most of the Apple II community) is the opposite of what A. Vance exhibited to me --- and apparently others.

I believe I am justified in saying that the buyer most definitely must be aware if dealing w/Adrian Vance --- & don't dare complain or criticize (unless you want to experience a flaming worse than you could ever imagine). Quick example, I paid over $10.00 for a GS shareware game that is in the A2 library [this was before I knew about the A2 RT & was just beginning to learn about modems/on-line services]. The catalog lead me to believe that this was a commercial game that filled a 3.5 disk and would run on any GS. When I couldn't get it to run I wrote him for help. I also mentioned my dissapointment with some of the other programs whose quality was less than what the catalog implied. The response was far from what one would expect from a business (& certainly not what I learned in my business courses).

In his defense, though the catalog never mentioned shareware, the appropriate "read-me" notice was included on the disk. I suppose he has the right to sell public domain/shareware at whatever (high) price he chooses. I just believe his catalog should be less "this is wonderful" & more accurately describe the product. I can find no defense for his approach to customer relations.

No one should have to put up with the type of verbal assault Erick & I received from Adrian Vance. Unfortunately, not many other sources for Apple II programs exist. It is my opinion that there are better, & less costly, sources remaining. Personaly, even if his prices were not a factor I would never purchase something from this individual or a company he is affiliated with (e.g. The AV Catalog).

(J.KOCH6, CAT4, TOP46, MSG:57/M645;1)

>>>>> Since this is the Vendors Press Release topic, the discussions
""""" following the post of AV Systems recent press release, to include

vendettas, testimonials, opinions, personal feelings, etc., probably are appropriate here.....

Before I go further, I must state that I paid a lot of money for ad space in the next AV Systems Catalog, which was the topic of the original post. Beyond that, I feel I must make a couple of observations.....

ERICK, unless I read incorrectly, you stated that you took upon yourself to act as TOPIC COP in an area of the Internet. Adrian Vance was the target of your post; I agree that Adrian posts his "press releases" often, and readers may get tired of it (however, recent GS+ ads, preceeding their RIP post, were long in the extreme, on the internet and nobody indicated any outrage).

You state that Adrain posted responses to you in E-MAIL, which means he went private with you. On that note, I feel it inappropriate for you to take those private messages public, here on GEnie. Your response seems a bit out of the ordinary for this group. I personally was offended by your action, and that feeling has nothing to do with my having space in the catalog.

To all others; AV Catalog deals with, primarily, educational software. The catalog defines and reminds the reader about Copyable Software (not copy protected) and whether such software is Public Domain. I will carefully review the Winter/Spring 1995 catalog I have here to make certain, but I do not recall ANY PUBLIC DOMAIN software in there, nor any software that should not be there......

AV Systems is one of the last of the Apple II vendors remaining. You don't have to like Adrian Vance. Nobody is asking for that. But don't bring private arguments public as a warning to the rest of us. That does not belong here. Private means private; taking YOUR side of a private argument public is by demonstrating the evil other side of that argument is not fair to the other party, and we have no idea how much you quoted out of context in the second place, and besides, none of what you, ERICK, and Mr. Vance are doing is any of OUR business.

Steping off the Soap Box, I remain

Chuck @ Charlie's AppleSeeds
(A2.CHUCK, CAT4, TOP46, MSG: 69/M645;1)

APPLE II FILES HERE ON GENIE
""""""""""""""""""""""""""""""

I've been working on the new A2 Index uploads this past weekend. Check out these numbers:

Total Public Files in A2 Library: 10,489
Total GS files: 5,134
Total 8-bit & General files: 5,355

TomZ
(A2.TOMZ, CAT3, TOP25, MSG:187/M645;1)

WOZNIAK SPEAKS OUT ABOUT APPLE
""""""""""""""""""""""""""""""""

The following is re-posted from DaveNet. I think you'll find it _most_ interesting...

From: Steve Wozniak, steve@woz.org
Re: Apple is a Lousy Lover

I concur strongly but not wholeheartedly with your Apple comments.

Mike Markkula organized Apple as a marketing driven company. And Steve Jobs spoke out for buying the current technologies of the world and adding value by piecing them together to create complete, finished computers.

So Apple is not the company I had hoped it would be.

I always thought that a major player in the personal computer business, with their label on the products, would be composed of top engineers and multiple labs full of scientists developing new devices out of physics and chemistry. I only worked for HP and Apple. HP had lots of such labs. In fact they had chip manufacturing plants in each division around 1976, for a technological edge. HP was known inside and out as an engineering oriented company.

It seemed to me in recent years that new software diverted to the PC because of market share. You try to put the cause more on alienation of developers. Have you worked with executives of producers of major software titles who had full choice to choose which platforms to develop for? My experience tells me that they go for market share. But Apple had a lot of very dedicated fans who saw how right and good the Mac OS was, and would never switch. Extreme loyalty was perhaps Apple's strongest strength.

I feel that Apple has hurt and alienated both the loyal developers and loyal users. The developer who finds his platform and libraries and development language yanked back and forth finally gives up the loyalty. The user who buys a PowerBook full of red stickers "Ready for PowerPC upgrade" (I leave mine on) finds that the computer is dropped from Apple's line before the upgrade is even available.

You fall in love with one model of Mac and convince yourself what a great computer you have, and half a year later it's obsolete and uncertain to work with the niftiest apps of the future. Customer loyalty fades.

I think Apple lost a lot in the Microsoft lawsuit. Apple should have sued them for *not* copying the Mac as closely as possible. Had we gone to Microsoft and said "do anything the way we've already found is good, for 25 cents" the result might have been a commonality as beneficial to Apple as Microsoft. When you're comfortable with one OS because of all your skills, it's scary to change. Were the two platforms very similar, the comfort feeling wouldn't trap Mac users or PC users to their familiar machines.

John Sculley, and others, were outspoken as to the importance of Apple reaping great rewards by keeping everything proprietary, with examples of how US companies licensed away the world to the Japaneese. But the result is a totally owned and protected OS that leads to loyal users because it's hard to step out of it into an OS very different. So Mac users are trapped into Macs as long as the Mac is very different from the alternatives.

I feel most sorry that the best quality people are not solidly in the Mac camp anymore.

About me: I'm a private evangelist for the school district in Los Gatos, where I live. I had two goals in life, to be an engineer and to teach 5th grade. For several years I've been teaching computers to not only teachers but also 5th through 8th graders.

Steve Wozniak

Coooooooooool.

Thanks Steve!

Dave Winer

PS: Steve has a website at http://www.woz.org. Running on a Mac, of course.

PPS: A lot of people don't know that DaveNet is also a weekly column on the HotWired website at http://www.hotwired.com/davenet/. Steve was actually replying to my 8/24/95 column on HotWired, not one of the DaveNets distributed via email.

PPPS: Reporters ask if they can quote my "Worldwide Trance" piece about the Windows 95 rollout. The answer is always yes. Everything in DaveNet is on the record and for attribution. No need to ask for permission.

(JOE.KOHN, CAT28, TOP4, MSG:194/M645;1)

FAQS DISTILLED FROM BB DISCUSSIONS
""""""""""""""""""""""""""""""""""

We on the A2 staff have begun a new project of distilling the Bulletin Board archives in Library 15 down to small FAQ files with high information content and little chatter. The first such FAQ, for the PC Transporter, should be released soon in a newly refurbished Library 16.

Compiling these FAQ's is a large job, taking two or three weeks per topic, and it will be easily a year before all significant topics have been covered. So I would like to hear which topics that YOU would like to see covered soonest.

Give me some ideas.

TomZ

(A2.TOMZ, CAT3, TOP25, MSG:242/M645;1)

TURBOREZ PROTOTYPE BOARDS
"""""""""""""""""""""""""

You've all heard of the fabled TurboRez card, but what would you give to actually own one?

Put on your thinking cap, and help me decide what to do.

I have 2 prototype TurboRez bare Printed Circuit Boards. They are prototype designs, and they have no chips or sockets. They are just a bare circuit board, with the words "TurboRez GS" silk screened on them. They serve absolutely no function and have no value.

I plan to keep one for its historical value.

I have absolutely no idea what to do with the other one.

Do you?

If so, I'm open to any and all ideas and suggestions.

Joe Kohn
(JOE.KOHN, CAT28, TOP4, MSG:262/M645;1)

ADDRESS FOR WRITEAWAY AUTHOR
""""""""""""""""""""""""""""""
Thanks! Your San Luis Obispo clue got me to the correct area code. I talked to Lane last night, and his new address is:

Lane Roath
115 LePoint Street
Arroyo Grande, CA
93420

I mentioned that I have Write Away 1.0 and he said that he would send the latest version upon receipt of the shareware fee. GEnie A2 comes through once again. <VBG>

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___ooo_)_____(_ooo___
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(FROG.MAN, CAT2, TOP4, MSG:276/M645;1)

>>> HOT TOPICS <<<
"""""""""""""""""""

DISBROW OF GS+ JOINS SHAREWARE SOLUTIONS II
"""
Shareware Solutions II is pleased and honored to inform you that Steve Disbrow will be joining the staff of Shareware Solutions II as a Contributing Writer.
(JOE.KOHN, CAT28, TOP4, MSG:273/M645;1)

ADVERTISE IN SHAREWARE SOLUTIONS II?
""
Joe, with the Demise of GS+, there is now essentially no place for Apple II vendors to advertise.

Might you consider adding a classifieds section, and even taking real ads?

TomZ
(A2.TOMZ, CAT28, TOP4, MSG:175/M645;1)

>>>>> """""
I wouldn't have considered it before now, but with the recent demise of GS+ Magazine, maybe now is the time to reconsider.

First off, I would not want to sacrifice any editorial content to make room for ads. So, including ads would require increasing the size of the newsletter.

If that were to happen, the page count would have to be increased to 24 pages per issue. That would have 2 very major consequences...it would increase the cost of printing SSII by 20%, and it would bump the postage costs up to the next level, meaning that it would cost an additional $.23 to send each issue to a US address (and a heckuva lot more to send it overseas).

As you can all imagine, SSII's profit margin is slim, and I do not want to do anything that could jeopardize the future of SSII. That means that in order for any ads to even be considered, they'd have to at least pay for themselves, as far as printing/postage costs.

So, without saying yes, and without saying no, and without making any committment whatsoever to carry ads...let me suggest that if there are any Apple II vendors who might want to advertise in SSII, contact me.

In all honesty, SSII's finances are just fine, and I wouldn't want to do anything to jeopardize the financial well being of SSII. To paraphrase (because I can't remember the exact quote), 'he who does not learn from history is bound to repeat the mistakes of the past.'

So, this is going to take a lot of thought. When making decisions that are monumental, I like to mull everything over for a loooong time.

Joe Kohn
(JOE.KOHN, CAT28, TOP4, MSG:178/M645;1)

>>>>> Joe, I'd be interested in hearing what the rates would be. You
""""" might really consider that classified section, too. I know a lot of folks, me included, get some magazines for the ads, not the articles. :)

The problem is you might not fill the ad section. Maybe you should keep with the newsletter tradition and do what the newspapers do--add a special ad section that is printed separately from the newsletter, and just fasten them together (or fold them together if they are in an envelope by then).

Just a thought.

Mike Westerfield
(BYTEWORKS, CAT28, TOP4, MSG:179/M645;1)

SHAREWARE SOLUTIONS II TO SELL GAMES
""""""""""""""""""""""""""""""""""""""
As most of you know, I worked for Big Red Computer Club for several years, and over the years have remained friends and in contact with BRCC's owner.

As you also know, BRCC is still in business, but because they haven't advertised or actively promoted the software they carry, sales are (understandably) way down. Although nothing definite has been decided, BRCC is thinking about closing down the Apple II end of the business.

However, they still have a large software inventory, so we've just agreed to transfer a lot of BRCC's IIe/IIc un-sold entertainment programs to Shareware Solutions II. Among some of the IIe/IIc titles that will become available from Shareware Solutions II will be Neuromancer, Dragon Wars, Qix, Renegade, Print Master PS Graphic Disks, and possibly some AtariSoft titles. There may be others.

Stay tuned for details. And, expect a few more surprises from SSII...

In fact, the next announcement you hear may knock your socks off. No, strike that last comment from the record. It _will_ knock your socks

off.

Now, to help me pay for all the boxes of software that will be arriving at the SSII Worldwide Headquarters, don't forget to renew your SSII subscription.

Joe

(JOE.KOHN, CAT28, TOP4, MSG:252/M645;1)

<<<<< """""" Although I haven't yet received any boxes from BRCC, I did just receive a detailed listing of the IIe/IIc software that is in transit and should arrive any day now.

Title	Quantity Available
Dragon Wars	79
Neuromancer	144
Battlezone	15
Centipede	17
Defender	15
Dig Dug	35
Donkey Kong	31
Galaxian	14
Gremlins	14
Jungle Hunt	8
Moon Patrol	10
Ms Pac Man	29
Pac Man	29
Stargate	11
Qix	24
Renegade	24
American History Graphics	36
Art Gallery I and II Combo	24

That's a heckuva lot of software and I do not especially have any extra room to store it here, so I'm going to have to come up with some pricing scheme that will guarantee that it all moves quickly.

What would *you* pay for the above software titles?

Joe Kohn

(JOE.KOHN, CAT28, TOP4, MSG:305/M645;1)

CONVERT 3200 FROM II """""""""""""""""""""" Shareware Solutions II has plans to distribute a brand new IIGS commercial (but low cost) graphics conversion program. Its primary use is to convert GIF and TIFF and BMP graphics (as well as several other formats common to PCs) to 3200 color IIGS graphics.

In some timed tests, Convert3200 took just about 15 seconds to convert the same GIF that Prism took 2+ minutes to convert.

As it stands now, SSII will be the "worldwide" distributor of Convert3200, with one notable exception. There will be a European distributor who'll ship Convert3200 to Europe.

I have no other details at this time.

Joe
(JOE.KOHN, CAT28, TOP1, MSG:31/M645;1)

<<<<< The following was sent to me, along with the latest pre-release
""""" version of Convert3200, by the author of Convert 3200. As you read the following, please keep in mind that English is not the author's native language:

Some good things about Convert 3200 :

- it is fast (15 sec for 3200, 6 sec for 256, 2 sec for 16)
- it is not expensive ($15)
- it loads a lot of foreign file formats (gif,pcx,iff,bmp,bin, tiff (with some restrictions), and all IIgs formats)
- it can save in foreign file format (pcx,iff,bin,tiff...)
- it lets you resize the picture exactly as you want
- it handles the Printshop GS conversion very well
- it is very easy to use (only 1 'Convert Area' botton)
- it is able to work alone : it can load, convert and save the file from one folder without any help. (you have only to give the start folder, the destination folder, the kind of conversion you wish and it will work alone.
- it has a lot of low levels options : you can modify the rgb component, remove some colors yourself, access to a lot of statistics (number of colors, use frequency of the color..)
- online help (just hit the tab key)
- you can parameter the work of the conversion (script editor)
- one "I believe in god" option :-)
- some nice easter eggs
- you can put yourself the 16 palettes in the 256 mode conversion (hit on the option key in the same time than you click on the convert area botton. After this, use the tab key to change the palette, the click to put it on a line, the esc key to start the conversion).
- ALL THE SOURCE CODE WILL BE FREELY AVAILABLE FOR THE BUYERS !!

the bad things :

- the converted area can't be larger than 320*200
- it is only working with 256 color picture. it can't work with true colors pictures as TGA, JPEG, some Tiff format...
- it won't save using gif file format because of the law problem around the algorithm LZW.
- it doesn't support the second sight card

(JOE.KOHN, CAT28, TOP4, MSG:272/M645;1)

GREETING CARD CONTEST CLOSES The Shareware Solutions II Greeting Card
"""""""""""""""""""""""""""""" Contest is now officially ended.

It's now time to start going through all the contest entries to pick the winners. But, the truth of the matter is that so many phenomenal desktop published designs came in that it's simply going to be impossible to choose one winner per category.

Let me try to describe my dilemma...

For more than 2 years, I've been using AWGS to layout SSII, so I thought I knew the program pretty well and thought I had a grasp on its

capabilities.

And, then a newsletter created with AWGS arrives as a contest entry that has even me thinking, "I didn't know you could do that on a IIGS."

There's some tough decisions to be made, as many wonderful entries came in that had been created with AWGS, including greeting cards, order forms, a User Group brochure, envelope templates, letterheads, and even more greeting cards.

In any case, I'd like to thank all of you who entered the contest, and I'd like to salute all of you for "doing what can't be done on an Apple II."

There sure are a number of you out there doing creative and artistic work, and I'm very very impressed. Actually, I'm in awe of what people are able to create with a little imagination and an Apple II. You will be too when you've seen what I've seen.

Who needs the Print Shop when you have Shareware Solutions II?

Joe

(JOE.KOHN, CAT28, TOP4, MSG:294/M645;1)

OPERATION: HAPPY 10TH BIRTHDAY
""""""""""""""""""""""""""""""""

OK. We can start anytime. We can make cards using PublishIt, AWGS, Paintworks, PrintShop, etc. Any Apple II or IIgs desktop publishing software. How about Hyperstudio or Hypercard cards?

-=-= Preliminary Rules for "Operation Happy Birthday Apple IIgs" =-=-
~~~~~~

- Cards must be made entirely on an Apple II family machine (Apple II, II+, //e, iic, IIgs).
- Any graphic can be used, imported, or scanned (as long as the Apple II software will handle it).
- Any printer can be used to print or emboss the card (as long as it's driven by an Apple II machine).
- All cards must carry the line (or something similar in text) "Made entirely by an Apple IIgs" (or Apple //e, etc.)
- Upload all cards to A2 Library #62 "Desktop Publishing." Include as a keyword "Birthday."
- Give yourself credit either on the card or in the upload.
- There is no size limit.
- You may download, print and send as many cards to Apple as you wish.
- Cards should be sent to Apple to arrive on September 15, 1996.

Any further suggestions?

This is "Operation Happy Birthday Apple IIgs" - Ten Years Old. Next year we can do the original Apple II - Twenty Years Old, as Ryan suggested. (Did I get those ages correct?)

```
 __!__
   |     Terrell Smith
   |       tsmith@ivcfnsc.fullfeed.com
```

(T.SMITH59, CAT2, TOP3, MSG:335/M645;1)
~~~~~~

>>>>> The Tell Apple Conspiracy 1995 was held on the ninth birthday of
""""" the IIgs

I propose:

1996 be held on the tenth birthday of the IIgs;
1997 be held on the twentieth birthday of the original II;
1998 be held on the fifteenth birthday of the //e;
1999 be held on _both_ the fifteenth birthday of Appleworks and the fifteenth birthday of the //c. . .

Yes, I do plan to be using my GS's a long time :)

Ryan

(R.SUENAGA1, CAT2, TOP7, MSG:349/M645;1)

>>> WHAT'S NEW <<<
"""""""""""""""""""

SALE ON SOME BYTE WORKS PRODUCTS! Hurry--this offer expires October 31st, 1995.
""""""""""""""""""""""""""""""""""

We're cleaning house, and you're the winner! In the best summer tradition, the Byte Works is having a garage sale to clear out boxes of high-quality, printed manuals from the days before laserprinting. Back in those days, we had to print 1000 copies of a product to keep the unit cost down. Today, we're faced with several boxes each of some products. We don't want to throw them out, but we don't want to store more than we'll ever need.

So we decided to sell these popular products to you at garage sale prices. How low will we go? As low as 60% off of mail order prices! You decide the price, because the more you buy, the lower the price. Buy just one product from this list, and you already get a substantial 25% discount. But if you buy two programs, either from this list or from our general catalog, you take 33% off of any program in the sale list. Buy and 4 or more programs from our current catalog and you take 60% off of any program in our sale list! At one time, distributors paid more for these programs when they ordered them by the hundred!

Of course, you may be wondering if we'll ever do the same thing with our other programs. In a word, no. You see, all of our other programs are printed as we need them, so we don't have boxes of them sitting in storage. Only the products on this sale list will ever be sold at prices like these.

But hurry, because even these products won't be sold at garage sale prices forever! On Halloween night, October 31, 1995, we'll throw out all of the extra programs. And if we get down to the last box of any program, we'll stop selling it at the sale price--we want to keep a few for desperate people in the years to come! So if you want unbelievable garage sale prices on some of our most popular programs ever, get your order in fast!

Cat #	Product	Retail	Buy 1	Buy 2	Buy 3	Buy 4+
II-03	ORCA/M 4.0	$60.00	$45.00	$40.20	$30.00	$24.00
	Add AW-20, Assembly Language for Applesoft Programmers,					

$18.95 from our current catalog to learn how to program in 6502 assembly language!

II-04	MON+	$25.00	$18.75	$16.75	$12.50	$10.00
II-05	O/S Source	$25.00	$18.75	$16.75	$12.50	$10.00
II-06	Floating Point	$25.00	$18.75	$16.75	$12.50	$10.00
GS-04	ORCA/M GS	$75.00	$56.25	$50.25	$37.50	$30.00

Add BD-06, GS Assembly Book Bonanza, $25 from our current catalog to learn Apple IIGS assembly language programming!

GS-08	Integer BASIC	$30.00	$22.50	$20.10	$15.00	$12.00
GS-09	Design Master	$40.00	$30.00	$26.80	$20.00	$16.00
GS-10	Disassembler	$30.00	$22.50	$20.10	$15.00	$12.00
GS-11	ORCA/Debugger	$30.00	$22.50	$20.10	$15.00	$12.00
GS-12	Talking Tools	$35.00	$26.25	$23.45	$17.50	$14.00

If you have questions or would like to place an order, please get in touch with us at:

Byte Works, Inc.
8000 Wagon Mound Dr. NW
Albuquerque, NM 87120

AOL : MikeW50
GEnie : ByteWorks
Internet : MikeW50@AOL.COM
Phone : (505) 898-8183

If you would like a complete catalog, just ask! Be sure and include your mailing address; our catalog is printed.
(BYTEWORKS, CAT4, TOP36, MSG:13/M645;1)

SCRIPT-CENTRAL RIDES AGAIN
""""""""""""""""""""""""""

Shareware Solutions II, in association with Southern Rock Software, is pleased to announce the availability of Script-Central.

Script-Central is an interactive HyperCard IIGS based magazine on disk that was produced and distributed from 1991-1995 by ICON and Resource Central. All in all, 22 issues, each comprising two 3.5" disks, were produced. Originally available by subscription only, Shareware Solutions II is making all those back issues available for purchase once again.

Script-Central has a dual focus and serves as both a showcase for the very best HyperCard-generated software ever created, and as an on-going tutorial and resource guide for those who want to learn how to use HyperCard to create their own software or presentations.

In order to run any issue of Script-Central, your IIGS system must meet the minimum requirements that are necessary to run HyperCard; those are a hard disk drive and at least 2 Megabytes of RAM.

Additionally, you must own HyperCard IIGS (See below).

Shareware Solutions II is making Script-Central available as single issues or multiple issue sets. Following are all applicable pricing options:

Single issues are available for $7 each.

A six issue combo pack (choose any six issues) is available for $36.

Shipping charges are $3 for US destinations or $5 elsewhere. As a bonus, we will include a one disk "HyperCard Player" that will allow you to launch each issue of Script-Central.

You can purchase all 22 issues for $99. As a bonus, we will include the full six disk set that comprises HyperCard IIGS. Due to the weight involved, shipping charges are $6 for US or Canada delivery; $20 elsewhere.

For those of you who wish to purchase the one disk "HyperCard Player," it is available for $5, with no additional shipping charges required. Please be aware that the one disk version of HyperCard is just fine for using Script-Central, but in order to use HyperCard to create your own stacks, you will need the complete six disk set. That complete HyperCard IIGS disk set is available for $15.

Lastly, we have a one disk demo version of Script-Central available for $5, or $8 for both the demo disk and the one disk "HyperCard Player."

All orders will be shipped by air mail, and Shareware Solutions II can accept money orders or checks made payable in US funds to "Joe Kohn."

Joe Kohn
Shareware Solutions II
166 Alpine St
San Rafael, CA 94901

(JOE.KOHN, CAT28, TOP2, MSG:31/M645;1)

SOFTDISK (_NOT_ SOFTDISK GS) CEASES PUBLICATION

Learning that GS+ would no longer be published was bad enough, but that same day I was also notified that issue #166 of Softdisk would be the final issue of the Apple II software subscription. It may be a cliche, but "Woe is me" is about all I can think of to say right now. My mind is numb & I feel as if someone cut off several vital parts of my body.

Although I also subscribe to Softdisk G-S I looked forward to the "Monthly Mystery", Appleworks templates, games etc. that will no longer appear in my mailbox. I'd like to say "Thanks for the memories" & be understanding of the economics that caused this decision to be made --- but I also want to scream, cry, curse & ..... I can't take this!

Please tell me that Softdisk G-S will not soon join the exodus.

(J.KOCH6, CAT34, TOP5, MSG:36/M645;1)

>>>>> Lee sent me this to post here

Dear Softdisk G-S Subscribers,

To dispel your fears and raise your hopes:

Excerpts from Diskovery [Issue #69]
by Lee Golden

The time has come (once again) to promote ourselves and our friends in the industry around us. As the months fly by toward 1996, 1997, and beyond, the early days of the Apple II computer with Steve Jobs and the Woz

are further and further away. This column, from Tom Hall's G.Essence to this Diskovery, has tried many times to convince you to support those who support you. It is now more imperative that you do so.

It seems like just last month that A+/inCider filled our mailbox every month. Was it really three years ago? Resource Central has been reduced to a couple of spin off publications and a summer conference. Remember when A-2 Central was the biggest publication going? It seems GS+, even with their high-quality articles and programmer-specific pieces couldn't keep enough customers in the door to publish bi-monthly. (I've heard they will continue selling software as EGO Systems, P.O. Box 15366, Chattanooga, TN, 37415-0366.)

When you receive Softdisk G-S, show it to your friends, talk about at User Group meetings, [join a User Group!] and especially use Industry Connection to locate/purchase new things.

Now, I also don't want you to become paranoid. Softdisk G-S has some incredible submitters, some fantastic editors and enough money to be around for a VERY long time. Others are not so fortunate. Keep us informed. Tell us what you like (and don't like) and we will keep you happy for years to come.

Here's the Publications listing from Industry Connection. If we left anyone out, let me know!!!

Apple II/IIgs Publications
''''''''''''''''''''''''''

The AppleWorks Educator (newsletter about AppleWorks in education)
AACE
P.O. Box 60730
Phoenix, AZ 85052.

AppleWorks Forum (newsletter for AppleWorks users)
National AppleWorks Users Group
P.O. Box 87453
Canton, MI 48187.

Golden Orchard (CD-ROM of GS programs, files, etc.)
Maricondo, Jim
P.O. Box 11005
Stanford, CA 94309-1005

II Alive (a publication specifically for the Apple II line)
Quality Computers
20200 Nine Mile Rd. Box 665
St. Clair Shores, MI 48080

Logo Update (published three times a year)
The Logo Foundation
250 West 57th St.
New York, NY 10107-2603

PowerGS (IIGS hypermedia publication)
Rahimzadeh, Auri
114 Meadow Lane
Fishers, Indiana 46038-1145

Shareware Solutions II (bimonthly shareware newsletter)
Kohn, Joe
166 Alpine St.
San Rafael, CA 94901-1008

Software Information! For Apple II Computers (biannual) (lists 12,000 software titles and how to get them)
MENU Publishing
P.O. Box MENU
Pittsburgh, PA 15241

Please email me with your suggestions, comments, or criticisms. We rely on your feedback to succeed! I apologize for not being more active on GEnie. Since I moved I've had an INCREDIBLE time trying to log on. Feel free to email me at leegolden@eworld.com in the meantime. Looking forward to hearing from you!

Sincerely,

Lee Golden
Editor, Softdisk G-S
(M.NICKOLAS, CAT34, TOP9, MSG:66/M645;1)

HYPERCARD IIGS MANUALS BACK IN PRINT
""

Yesterday I got 4 orders for the reprinted HyperCard IIGS manuals. That put the total at 11, one more than I said I would need to reprint the books as an APDA product. Thanks, guys!

We ordered the books today. It will be a week to 10 days before we get them back, and you'll be charged at that time. The orders will ship 2-3 days later.

For those of you who were waiting, wait no more! HyperCard is definitely back. And as an APDA product, it will stay that way. For details, see Cat 19, Top 4, Mess. 31. I'll also repost everything in an official press release as soon as I wade out from under the project I'm working on right now.

Mike Westerfield
(BYTEWORKS, CAT45, TOP3, MSG:160/M645;1)

>>> THROUGH THE GRAPEVINE <<<

ABC DIRECT DISK DRIVE
"""""""""""""""""""""

I asked David Hardaway of ABC Direct about the SuperDrive controller that they are planning and got this response:

We are still on schedule for a 1.44MB controller card for the Apple //e and IIGS. The card will ship probably in October 95 at a current projected price of $129.00. This may go up or down as project gets closer to completion

ABC Direct
(ABCDIRECT@aol.com)
David
1 800 800 3680

For those of you who had not heard, ABC is marketing SuperDrive compatible disk drives, basically the same drives marketed by Applied Engineering before they went out of business. A message from David earlier this year about those is appended:

"Platinum cased, 1.44MB External disk drives that use the Sony mechanism. Will work with all SuperDrive compatible Macintosh computers. The Ultra 1.44MB connects directly to non-SuperDrive computers. Enables Mac Plus, SE and Mac II computers to run 1.44MB disks without the SuperDrive upgrade."

According to David, the Plus drive will work just fine with an Apple IIGS...as an 800K drive without the card, and once the card is available, as a 1.44MB disk drive.
(S.CAVANAUGH1, CAT11, TOP7, MSG:94/M645;1)

SUPERCONVERT 4.0 FEATURES
"""""""""""""""""""""""""""

I think the JPEG rumor started at KansasFest. :) Here's the poop:

- SuperConvert v4.0 _will_ support viewing on the Second Sight card.

- It _MIGHT_ support loading color JPEGs (i.e. we're working on it while waiting for an updated Second Sight ROM, but aren't guaranteeing anything)

The way it would work: JPEGs would be loaded as a "True Color" image. SuperConvert's "True Color" images will be directly viewable on the (updated) Second Sight card with no conversion necessary.

If you don't have a capable SS card then some conversion will be necessary first, and we haven't finalized exactly how we're going to handle that (probably a confirmation message about "do you want to convert the image to view it" with a preference to automatically do it without asking).

BTW/FYI: Any "conversion" to view on the Second Sight card would be a conversion in the bit depth (colors) and/or resolution of the image. GIF/TIFF/PICT/JPEG (and Apple Preferred, SHR Screen, etc.) are simply different _formats_ that a given graphic can be stored in. That is, the image's bit depth and resolution doesn't necessarily change among the file formats; only the _way_ that data is stored changes.

For example, Format A might save the image data this way:
  Words 1-2-3: R-G-B values for pixel #1
  Words 4-5-6: R-G-B values for pixel #2

While Format B might save the same image data this way:
  Words 1-2-3: B-R-G values for pixel #2,000
  Words 4-5-6: B-R-G values for pixel #1,999

Both formats can describe the _exact_ same images; they each just have a different way of storing that image data on disk.

Another way to think of it: Knowing that you have a "GIF" file versus a "TIFF" file doesn't tell you how many colors are in the picture, or what the size/resolution of the picture is; it just tells you what _format_ the picture is saved in (i.e. "I know 'ACME Painter' knows how to read GIF files, so I can use any image that happens to be stored in the GIF file

format").

The only affect the file _format_ has on a graphic image is that the particular format may have limitations. For example, imagine you have an 8-bit color image (a max. of 256 colors) that is 1000x1000 pixels big. If you wanted to save this as a TIFF or GIF image there is no problem, because those file formats can save an image that large, and the formats do allow saving 256 colors.

However, if you wanted to save the same image in the "MacPaint" format, the image data would have to be adjusted to fit into the limitations of that format (in particular, the bit depth would have to be reduced from 8-bits to just 2-bits, and the image size would have to be reduced significantly).

--Dave
(SEVENHILLS, CAT43, TOP5, MSG:238/M645;1)

GRAPHICWRITER III v2.0
""""""""""""""""""""""""
I called to place my order this afternoon for GW III 2.0 (9-28-95) and the person to whom I spoke said it would ship in about 2 weeks, due to a bug that was being fixed. Hope this helps some.

Tom M.
Delivered by: CoPilot v2.55 and ProTerm v3.1
(T.MASON12, CAT43, TOP6, MSG:38/M645;1)

WOLFENSTEIN 3-D DEAD?
""""""""""""""""""""""""
Attention to anyone who corresponds with Burger Bill!!

I called Vitesse on Tuesday (9/5) and the gal who answered the phone told me the fofollowing: Unless Bill has the bug squashing done and a final product to them by the end of this month, they will cancel (CANCEL) the project and refund all orders to date. So if any of you have any influence with Bill, beg (and I use that term literally) him to find the time to get this wonderful program finished up before time runs out! We love ya Bill,

Scott
(S.WEIERICH, CAT40, TOP6, MSG:113/M645;1)

>>>>>
""""""
When I heard a rumor that, if Burger Bill didn't finish Wolfenstein 3D by the end of the month that Vitesse would cancel it, I emailed Scott Everts, who did the art. This was his reply:

Bill no longer works for Interplay and I don't talk to him much anymore. I haven't had a talk with Kevin at Vitesse in quite awhile either. The last version I got had no save or load function, no menu bar support, and some of the monsters caused the game to crash. It was close, but still not finished. The problem is, Bill won't finish the game. He is working at a new company and has no time to work on it. I tried my hardest to convince him to finish it, but its no use. I seriously don't think it will see the light of day. I'm rather mad about it since I worked so hard on the art and Bill promised me it would ship. Oh, well.

Sorry for the bad news, but I think that's it for the GS. I finally shelled out the money for a Pentium 133. I plan to keep my GS, but without the support of GS+ magazine, we don't have a hard copy forum for advertising anymore. I'm very saddened about it after all this time, but

it looks like the party is over. :(
(KEN.GAGNE, CAT40, TOP6, MSG:120/M645;1)

>>>>> I'm as upset as the rest of you. I spent my entire Christmas 94
""""" holiday don't all the artwork for the game. I have also playtested various versions. The last version I had did not have load/save function, menu bar support, and several monsters caused the game to crash. It was close and playable, but not finished.

Bill promised me he would finish it. I hate to think I wasted all that time! I didn't even get paid for it! I'm real sorry, but I would be extremely surprised if it shipped.

-Scott Everts
(S.EVERTS, CAT40, TOP6, MSG:119/M645;1)

HINDENBERG PROJECT IIGS EMULATOR September 15, 1995
""""""""""""""""""""""""""""""""""""

I am pleased to announce the Hindenburg project. Hindenburg is the code name for a forthcoming, software-based Apple IIgs emulator. Upon completion, virtually all existing Apple IIgs software will run, without modification, on non-Apple II computers. Hindenburg is designed to execute on Macintosh systems equipped with a high-performance 680x0, or a PowerPC-based, microprocessor.

For the latest up-to-date information on the Hindenburg project, please visit the official Hindenburg web site. The URL is as follows:

ftp://ftp.netcom.com/pub/he/hexman/index.html

If you do not have access to the World Wide Web, or if you would prefer to receive some Hindenburg literature via E-mail, please send a request to one of the following addresses:

GEnie: hexman
Internet: hexman@netcom.com

Permission is hereby granted to distribute the preceding text, in it's unmodified form. The Hindenburg project is copyright (c) 1995 by Tony Morales.
(HEXMAN, CAT2, TOP7, MSG:266/M645;1)

>>> MESSAGE SPOTLIGHT <<<
""""""""""""""""""""""""""

Category 7, Topic 2
Message 80 Wed Sep 13, 1995
R.SUENAGA1 [Ryan] at 04:06 EDT

The card that I have for my Apple IIgs says to add additional comments in a letter if there is not enough space. Here's my additional comments :)

September 15, 1995

Apple Computer, Inc.
One Infinite Loop

Cupertino, CA 95015

To whom it may concern:

I am writing this to Tell Apple about a problem with my Apple IIgs.

The problem I am having is that Apple Computer, Inc., has forgotten that it exists.

I want to take this opportunity to than Apple Computer, Inc., for providing us with the most versatile and useful piece of computing equipment in the history of man: the Apple II.

This letter and response card are being sent on September 15, 1995, exactly nine years to the date of the introduction of the Apple IIgs.

The Apple II community has survived for years with little assistance from Apple Computer, Inc. In recent years it has survived with none. Years after the last Apple II rolled off of the assembly lines, the Apple II community is cruising the Internet, printing on laser printers, using TrueType and Postscript fonts, viewing photographic images on SVGA monitors, playing with CD Roms and huge hard drives, and still using Appleworks all these years later.

The Apple II is still a force in education, where there are more Apple II computers in use today than any other type of computer. Many young children still have their first computing experience on an Apple II.

The Apple II user is still churning out term papers and homework assignments, doing graduate level statistics and Master's thesis, writing resumes and preparing presentations, all with an Apple II.

The only problem I have with the Apple II is with Apple Computer, Inc. Apple Computer, Inc. doesnUt remember us anymore, which is amazing considering that the Apple II built Apple Computer, Inc. If there had never been an Apple II, there never would have been an Apple ///, a Lisa, a Macintosh, a Newton, a Performa, a Powerbook, a Quadra, a PowerMacintosh, maybe never a Next or Windows or even an IBM PC. Without us there may never have been spreadsheets or integrated software or graphics or color for personal computers.

What does forgetting us mean?

Forgetting us means not offering us any new system software for years and years.

Forgetting us means cancelling the last Apple II product from Apple Computer, Inc. with a press release, the Ethernet card.

Forgetting us means not giving us a trade-in path of any kind to your currently made computer line.

Forgetting us means not providing an Apple II emulator for the PowerMacintosh. Many Apple II users would forgive the years of neglect that have been heaped on us if you provided us with at least this.

Most of all, forgetting us means ignoring six million computers worldwide. There are still more Apple IIs out there than PowerMacintoshes,

by a factor of almost three to one. We may not be as large a market as others, but we are steadfast, strong, and proud. We will not forget how we have been treated, but we will forgive you when you remember us again.

Happy birthday, Apple II. We still love you.

Apple Computer, Inc., don't forget us. You may never have loved the II the way we do, and we will never forget how you treated it. But we can still forgive.

Sincerely,

Ryan M. Suenaga, B.A., M.S.W. student

[*][*][*]

While on GEnie, do you spend most of your time downloading files? If so, you may be missing out some excellent information in the Bulletin Board area. The messages listed above only scratch the surface of what's available and waiting for you in the bulletin board area.

If you are serious about your Apple II, the GEnieLamp staff strongly urge you to give the bulletin board area a try. There are literally thousands of messages posted from people like you from all over the world.

[EOA]
[HUM]////////////////////////////
HUMOR ONLINE /
////////////////////////////////
Fun & Games On GEnie
"""""""""""""""""""""""

>>> UNOFFICIAL COMPUTER LAWS <<<
"""""""""""""""""""""""""""""""""""""

Yes, you've probably heard of most of these before, but how many of them have you ever seen correctly credited or attributed? More to the point, are there any laws that you can help us attribute?

Please... if you reprint this section of GEnieLamp, leave the credits intact. At GEnieLamp, we believe that just because a person understands both brevity _and_ wit is no reason to steal their words.

[*][*][*]

BRADLEY'S BROMIDE
"""""""""""""""""""

If computers get too powerful, we can organize them into a committee--that will do them in.

BROOKS'S LAW
""""""""""""

Adding manpower to a late software project makes it later.

(Frederick P. Brooks, Jr.,
The Mythical Man-Month: Essays on Software Engineering)

LAW OF COMPUTABILITY APPLIED TO SOCIAL SCIENCES
"""

If at first you don't succeed, transform your data set.

COMPUTER MAXIM
""""""""""""""
To err is human, but to really foul things up requires a computer.
(_The Farmers' Almanac_, 1978 edition)

LAWS OF COMPUTER PROGRAMMING
""""""""""""""""""""""""""""

(1) Any given program, when running, is obsolete.

(2) Any given program costs more and takes longer.

(3) If a program is useful, it will have to be changed.

(4) If a program is useless, it will have to be documented.

(5) Any given program will expand to fit all available memory.

(6) The value of a program is proportional to the weight of its output.

(7) Program complexity grows until it exceeds the capability of the programmer who must maintain it.

(8) Make it possible for programmers to write programs in English, and you will find that programmers cannot write in English.

(_SICPLAN Notices_, Vol. 2, No. 2)

DIJKSTRA'S PRESCRIPTION FOR PROGRAMMING INERTIA
""
If you don't know what your program is supposed to do, you'd better not start writing it.
(Stanford Computer Science Colloquium, 18 April 1975)

FIRST COMPUTER AXIOM
""""""""""""""""""""
When putting it into memory, remember where you put it.

A LAW FOR THE FUTURE
""""""""""""""""""""
If it's not in a computer, it doesn't exist.

GALLOIS' REVELATION
"""""""""""""""""""
If you put tomfoolery into a computer, nothing comes out but tomfoolery. But this tomfoolery, having passes through a very expensive machine, is somehow ennobled, and no one dares criticize it.
(Pierre Gallois in _Science et Vie_; reprinted in _Reader's Digest_)

GILB'S LAWS OF UNRELIABILITY
""""""""""""""""""""""""""""

(1) Computers are unreliable, but humans are even more unreliable.

Corollary
'''''''''
At the source of every error which is blamed on the computer you will find at least two human errors, including the error of blaming it on the computer.

[Laws 2-7 omitted.]

(8) All real programs contain errors until proved otherwise--which is

impossible.

(Tom Gilb, "The Laws of Unreliability, _Datamation_, March 1975.)

GOLUB'S LAWS OF COMPUTERDOM
"""""""""""""""""""""""""""""

(1) Fuzzy project objectives are used to avoid the embarrassment of estimating the corresponding costs.

(2) A carelessly planned project takes three times longer to complete than expected; a carefully planned project takes only twice as long.

(3) The effort required to correct the error increases geometrically with time.

(4) Project teams detest weekly progress reporting because it so vividly manifests their lack of progress.

GRAY'S LAW OF PROGRAMMING n + 1 trivial tasks are expected to be
"""""""""""""""""""""""""" accomplished in the same time as n trivial tasks.

LOGG'S REBUTTAL n + 1 trivial tasks take twice as long as n trivial
"""""""""""""" tasks for n sufficiently large.
(Ed Logg.)

GROSCH'S LAW Computing power increases as the square of the cost. If you
"""""""""""" want to do it twice as cheaply, you will have to do to it four times as fast.
(Herb Grosch, editor, _Computerworld_)

HORGAN'S HOMILY We won't have personal computing until we can get them
""""""""""""""" little and talking.

HALPERN'S OBSERVATION That tendency to err that programmers have been
"""""""""""""""""""""" noticed to share with other human beings has often been treated as if it were an awkwardness attendant upon programming's adolescence, which like acne will disappear with the craft's coming of age. It has proved otherwise.
(Mark Halpern)

HOARE'S LAW OF LARGE PROGRAMS Inside every small program is a large
""""""""""""""""""""""""""""" program struggling to get out.
(Tony Hoare)

IBM POLLYANNA PRINCIPLE Machines should work; people should think.
""""""""""""""""""""""""

LANDAU'S PROGRAMMING PARADOX The best programmer has to be someone.
"""""""""""""""""""""""""""""

The more human-like a computer becomes, the less times it spends computing and the more time it spends doing more human-like work.

A software committee of one is limited by its own horizon and will only specify that far.

LUBARSKY'S LAW OF CYBERNETIC ENTOMOLOGY There's always one more bug.
""

OSBORN'S LAW Variables won't, constants aren't.
""""""""""""

(Don Osborn, State of Arizona Solar Energy Commission)

PARETO'S LAW (20/80 LAW) ...twenty per cent of the components account for
"""""""""""""""""""""""" eighty per cent of the cost, and so forth.
(after Italian economist Vildredo Pareto)

THE PROGRAMMER'S NEMESIS Experts theorize that, through evolution and
"""""""""""""""""""""""" inbreeding, programmers may become a distinct subspecies of the human race.

SHAW'S PRINCIPLE Build a system that even a fool can use, and only a fool
"""""""""""""""" will want to use it.
(Christopher J. Shaw)

STEINBACH'S GUIDELINE FOR SYSTEMS PROGRAMMING Never test for an error
"" condition you don't know how to handle.

SUTIN'S SECOND LAW The most useless computer tasks are the most fun to
"""""""""""""""""" do.

TROUTMAN'S PROGRAMMING POSTULATES
"""""""""""""""""""""""""""""""""

(1) If a test installation functions perfectly, all subsequent systems will malfunction.

(2) Not until a program has been in production for at least six months will the most harmful error be discovered.

(3) Job control cards that positively cannot be arranged in improper order will be.

(4) Interchangeable tapes won't.

(5) If the input editor has been designed to reject all bad input, an ingenious idiot will discover a method to get bad data past it.

(6) Profanity is the one language all programmers know best.

TURNAUCKA'S LAW The attention span of a computer is only as long as its
""""""""""""""" electrical cord.

WAIN'S CONCLUSION The only people making money these days are the ones
""""""""""""""""" who sell computer paper.

WEINBERG'S SECOND LAW If builders built buildings the way programmers
"""""""""""""""""""""" wrote programs, then the first woodpecker that came along would destroy civilization.
(Gerald Weinberg, University of Nebraska)

UNATTRIBUTED LAWS

"""""""""""""""""""

(1) Fallible men design fallible computers. A computer does what you tell it to do, not what you want it to do.

(2) One good reason why computers can do more than people is that they never have to stop and answer the phone.

[Can any reader help us identify the sources of any of the above?]

[EOA]
[REF]//////////////////////////////
REFLECTIONS /
//////////////////////////////
Thinking About Online Communications
"""

by Phil Shapiro
[P.SHAPIRO1]

>>> GETTING CLUED IN ABOUT EACH OTHER <<<
"""

This past week I've been spending time assembling text files for my world wide web page. While doing so, I've spent time thinking about how little each one of us knows about each other.

Truth is, most of us don't have a clue about each other. Even people who I consider close friends continuously surprise me with interesting facets of their lives I had never known about before. If these friends had set up personal web pages telling about themselves, I might have come to know them sooner and in greater depth. I could have been clued in to who they were three years ago, rather than today.

One fascinating aspect of the world wide web is that it offers the opportunity to shorten the time period involved in discovering background information about friends and colleagues. By visiting a person's home page you can find a lot about who they are and what their interests are.

Why is it important for people to be clued in about each other? It's important because otherwise we could all pass through life without the slightest idea of what anybody else is doing. This would be a shame because of the enormous number of missed opportunities for people to connect with one another.

The reason that personal web pages are so interesting is that they allow us to better understand where each of us is coming from. And the more you know about where a person is coming from, the better you'll be able to understand who they are as a person.

To be sure, human beings are multifaceted creatures. For instance, I happen to have a strong interest in computers in education. But I'm also very interested in video production, multiculturalism, philosophy, music, ethics, and special needs computing. One of my strongest interests is in technology access issues. I also try to follow developments in the arts, for the arts dignify the soul.

My interests and hobbies are all laid out publicly on my web page. Interests and hobbies are a good starting point for constructing a personal

web page. But if your web page goes no further than a list of interests and hobbies, you're overlooking one of the best tools for letting others learn about you. If you'd like others to gain a view into who you are as a person, you need to include copies of things you've written. How you write, and what you choose to write about, reveal essential clues as to who you are as a person.

On my own web page I've chosen to include copies of various articles I've written. Reading these articles ought to give people a glimpse into how I think and what I value.

I've also posted copies of some fictional children's stories I wrote for my elementary school students. The stories I tell, and how I tell them, reveal more about me than possibly anything else on my web page.

To help others learn more about what I think, I've posted copies of a few book reviews I've written in the past few years. Anyone who reads these book reviews ought to gain a pretty good sense of how I think. And how a person thinks cuts close to who they are as a person.

To round out my home page, I thought it might be fun to include a little humor and mischief. One section of my home page includes mock press releases and news stories. What a person laughs at is yet one more clue as to who they are as a person.

We live in a world where most of us pass thru life oblivious to our fellow travelers in time. The world wide web is a powerful tool for making each one of us a little more informed about each other.

So take time to learn who your fellow travelers are. Take time to tell them who you are. You may well be surprised at the opportunities that unfold as a result.

Phil Shapiro

[*][*][*]

[This essay is the 26th in a series of essays titled, "Thinking About Online Communications." Feedback is invited at: pshapiro@aol.com]

[EOA]
[CON]////////////////////////////
CONNECTIONS /
////////////////////////////
Online Thoughts
""""""""""""""""""
by Al Fasoldt
[A.FASOLDT]

>>> SURFING WITHOUT A GUI <<<
""""""""""""""""""""""""""""""""

Copyright 1995 by Al Fasoldt. All rights reserved.

The World Wide Web is a wonderful way to surf the Internet. Everybody knows you can't ride those Web waves without a modern graphical interface -- a GUI--such as the ones in Windows, OS/2, a fancy Unix system or the Mac, right?

Not true. You can hitch a ride from surf to shore any time you want to, without an icon or a window in sight. All you need is the most basic telecommunications software. Practically anything will do, as long as it has a setting for VT100 or VT102 emulation.

And that means just about any computer can use the Web. If your computer, no matter how old, is able to run a telecomm program that has a VT100 or VT102 option, you can join all the power users in cyberspace.

You can do this by means of an Internet provider... a company that gives your computer access to the Internet through your telephone line... or by using a commercial online service that allows text-based connections. Ones that do not allow this kind of connection include America Online and Prodigy, which have their own graphical interface. (In other words, you can't connect to either of them unless you have a computer that will run their special software.)

GEnie is ideal for those who use a non-graphical interface when dialing into the service. I tried out GEnie's text-based access to the World Wide Web to see how it worked.

I ran an ordinary telecomm program and set it to VT102. When GEnie's service answered, I typed INTERNET and then chose LYNX from a menu. Lynx is the standard text-based Web browser for Internet sites (it makes use of Web links--get it?) and is very easy to use.

A menu at the bottom of the screen is always visible. It tells you how to move from one Web page to the next, how to go to another Web address, how to move from link to link, and so on. Links are shown in boldface type, and you go from one to another by pressing the tab key or one of the arrow keys.

The good news about Lynx is that it is fast. I'd say it's about three times as fast in displaying Web pages as a graphical Web browser is. That's no surprise, since Lynx doesn't have to deal with pictures. (You can speed up your graphical Web browser the same way by turning off the pictures.)

The bad news is obvious. You can't view Web pages the way they were designed to be seen, full of pictures and logos and big and small type. You just see text, all the same size.

But that doesn't mean you can't view the pictures. If a picture on a Web page is downloadable... if--if the way the page is set up allows this--you can press one key and have the picture sent to your computer. If you're running a multitasking computer, you can then view the picture using another program that's running at the same time, or you can view it later.

It's a little kludgy, perhaps. But it works.

Access to the Internet through GEnie was much speedier when I tried it recently than it was a few months ago. GEnie is doing a good job of upgrading its own software and hardware. It was also cheaper, because GEnie has dropped all extra charges for most high-speed connections. There's no extra charge for Internet access, either.

An Internet access service is a better way to connect for serious

surfers. You'd pay less per month if you're online for many hours a week. But a commercial service that allows text-based Web browsing can be ideal for anyone who uses the Web only occasionally--and who does not care to make the move to a graphical operating system or an entirely new computer just to get out into cybersurf now and then.

Give it a try. The surf's up and the water's fine.

[EOA]

[HUN]////////////////////////////

THE TREASURE HUNT /

////////////////////////////

Yours For the Downloading

""""""""""""""""""""""""""""

by Douglas Cuff

[EDITOR.A2]

>>> ROGUE'S GALLERY <<<

"""""""""""""""""""""""""

As I told you last month, Charlie Hartley no longer has the time in his schedule for this column, which sorts out the wheat in the A2 library from the chaff. I'll be writing it until I find someone to take the job on! (I hate to use threats, but it's the truth, folks. <grin>)

When you're telecommunicating, it's often easy to forget that the names you see of people leaving messages are attached to real, life people. Fortunately, there are lots of pictures of these people in the A2 libraries. (If you'd like your picture to appear in the libraries, E-mail me about where to send a photo and I'll digitize it for you.) We have our very own "rogue's gallery".

You can find most of these pictures for yourself just by searching on the keywords "a2user" or "userpic", but you'll miss a few as well. This list contains 77 pictures I found by combing through the libraries. To make the list more useful, I've included cross-references, which tell you where you can find more pictures of the same individual.

Some of these pictures are in IIgs format, but quite a lot of them are in GIF format, which means you can view them on any Apple II. (Actually, there's a utility that will let you view IIgs format pictures on 8-bit Apple II computers, but that's a subject for another column.)

Do your feet start to hurt after you've been gazing at the pictures in an art gallery or museum for more than five minutes? Mine sure do. That's why it's nice that you don't have to suffer like that to download these pictures. However, since there are 77 pictures, I won't be describing them in any detail. We've got a lot to see, so let's get to it.

[*][*][*]

KANSASFEST PICTURES

""""""""""""""""""""

These pictures were taken at KansasFest 1994 and 1995. Most are in GIF format, and many were taken by Ray Merlin.

File #25503 GSPLUS.GIF 46848 bytes

''
A table at the vendor's fair at KansasFest 1995.

File #25502 EPHRAIM.GIF 59776 bytes
''
Ephraim Wall at KansasFest 1995.

File #25500 STEAK1.GIF 50816 bytes
''
Group shot taken at Jess & Jim's Steak House.

File #25501 STEAK3.GIF 44928 bytes
''
Another photo taken at Jess & Jim's Steak House.

File #25495 PAT.RON.GIF 19544 bytes
''
Pat Kern, Ron Wilson, and several others at KC Masterpiece. (See also RONCINMP.GIF, GRP1MP.GIF, LUNCH.GIF, and DINNER.GIF for Ron.)

File #25474 PENDL.GIF 49664 bytes
''
Doug and Ann Pendleton.

File #25473 TOMW.GIF 65280 bytes
''
Tom "Uncle DOS" Weishaar at KansasFest 1995. (See also HEADTABLE.GIF, WEISHAAR.BXY.)

File #25472 MERLIN.GIF 67072 bytes
''
Ray Merlin relaxing. (See also RAYMP.GIF, RAYHART.GIF, and MERLIN.BXY.)

File #25471 AVILA.GIF 56576 bytes
''
Diners in the Avila cafeteria.

File #25470 VEND1.GIF 49408 bytes
''
Cindy Adams, looking at a monitor. (See also RONCINMP.GIF and GRP1MP.GIF.)

File #25468 SHEP1.GIF 50048 bytes
''
Eric "Sheppy" Shepherd at KansasFest 1995. (See also SHEP2.GIF, SARAH.GIF, and SHEPPY.GIF.)

File #25469 SHEP2.GIF 42112 bytes
''
Eric "Sheppy" Shepherd at KansasFest 1995. (See also SHEP1.GIF, SARAH.GIF, and SHEPPY.GIF.)

File #25467 SARAHS.GIF 25472 bytes
''
Sarah Phillips at KansasFest 1995. (See also SARAH.GIF.)

File #25466 GRP2DORM.GIF 49280 bytes

''''''

and RYAN.GIF for Ryan; VEND1.GIF and RONCINMP.GIF for Cindy; PAT.RON.GIF, RONCINMP.GIF, LUNCH.GIF, and DINNER.GIF for Ron.)

File #25420 SARAH.GIF 25728 bytes

Sarah Phillips (the future Mrs Sheppy) and Eric "Sheppy" Shepherd (See also SARAHS.GIF for Sarah; SHEP1.GIF and SHEP2.GIF Sheppy)

File #25418 RICHARD2.GIF 25728 bytes

Richard Bennett at KansasFest 1995. (See also RICHARD.GIF.)

File #25417 ITF.EYE.GIF 31232 bytes

Tim Kellers at KansasFest 1995. "It's Tim's fault!" (See also KELLERS.GIF, GANG.GIF, ITF.GIF, and NAPTIME.GIF.)

File #25416 MARK.GIF 22272 bytes

Mark Kline, Glenn [?], and Kevin Thornton at KansasFest 1995. (See also PLANNING.GIF, LUNCH.GIF, and COMMITTEE.GIF for Mark; NAPTIME.GIF for Kevin.)

File #25408 GANG.GIF 36736 bytes

The KansasFest 1995 gang looks at a PowerBook: (L-R) Greg Nelson, Tim Kellers, Joe Wankerl, and Paul Zaleski. (See also KELLERS.GIF, ITF.EYE.GIF, ITF.GIF, and NAPTIME.GIF for Tim; HEADTABLE.GIF, PHONE.GIF, and J.WANKERL.BXY for Joe.)

File #25403 PLANNING.GIF 21120 bytes

Mark Kline and Roger Wagner make plans for a talk at KansasFest 1995. (See also MARK.GIF, LUNCH.GIF, and COMMITTEE.GIF for Mark; HEADTABLE.GIF for Roger.)

File #25402 SUENAGA.GIF 28416 bytes

Ryan Suenaga at KansasFest 1995. (See also TRIODORM.GIF, GRP1MP.GIF, and RYAN.GIF.)

File #25401 HALL.GIF 33280 bytes

Waiting in the hall at KansasFest 1995 are J. Nathaniel "Sloanie" Sloan (in back), Tim Buchheim, and Russell Nielson. (See also RUSSELL.GIF and RUSSELLPICS.BXY for Russell.)

File #25400 LUNCH.GIF 41600 bytes

Hungry people wait for lunch: (L-R) Jim Blair, Russ Alman, Ron Wilson, Magnus Ericson, (unidentified person with back to camera), Mark Kline, and Dave Johnson. (See also DINNER.GIF and NAPTIME.GIF for Russ; PAT.RON.GIF, RONCINMP.GIF, GRP1MP.GIF, and DINNER.GIF for Ron; NAPTIME.GIF for Magnus; MARK.GIF, PLANNING.GIF, and COMMITTEE.GIF for Mark; VACCDAVE.GIF and VACC.DAVE.BXY for Dave.)

File #25399 COMMITTEE.GIF 40576 bytes

KansasFest 1995 Committee members Mark Kline and Paul Parkhurst. (See also MARK.GIF, PLANNING.GIF, and LUNCH.GIF for Mark; PAULGENA.GIF and PAUL.GIF for Paul.)

File #25398 DIZ.GIF 29440 bytes

Steve "Diz" Disbrow (formerly of the now-defunct GS+ Magazine) at KansasFest 1995. (See also HEADTABLE.GIF.)

File #25397 ITF.GIF 25472 bytes

Tom Zuchowski & Tim Kellers at KansasFest 1995. "It's Tim's fault!" (See also KELLERS.GIF, ITF.EYE.GIF, GANG.GIF, NAPTIME.GIF for Tim.)

File #25392 SCOTT.GIF 60800 bytes

Scott Johnson plays Bite the Bag.

File #25391 HEADTABLE.GIF 40576 bytes

Roastee and Roasters at the head table at KansasFest 1995: Steve "Diz" Disbrow, Joe Wankerl, Roger Wagner, Tom Weishaar, and a "mystery guest"] (See also DIZ.GIF for Steve; GANG.GIF, PHONE.GIF, and J.WANKERL.BXY for Joe; PLANNING.GIF for Roger; TOMW.GIF for Tom.)

File #25390 DINNER.GIF 35584 bytes

KansasFest 1995 attendees at dinner: (L-R) Cletus Heaps, Greg "Barnabas" Templeman, Russ Alman, Ron Wilson, Tim Gjenvick, and Ray Merlin's (back to camera). (See also LUNCH.GIF and NAPTIME.GIF for Russ; PAT.RON.GIF, RONCINMP.GIF, GRP1MP.GIF, and LUNCH.GIF for Ron.)

File #25389 RUSSELL.GIF 46080 bytes

Russell Nielson wins Bite the Bag. (See also HALL.GIF and RUSSELLPICS.BXY.)

File #25386 RICHARD.GIF 31360 bytes

Richard Bennett at KansasFest 1995. (See also RICHARD2.GIF.)

File #25385 BYTEWORKS.GIF 33024 bytes

Mike Westerfield of the Byte Works Bites the Bag!

File #25384 NAPTIME.GIF 42112 bytes

Naptime at KansasFest 1995: (L-R) Tim Kellers, Magnus Ericson (standing), Bill Rascher, Chad Trost, Kevin Thornton, Andrew Roughan (asleep), Russ Alman, and Gina "GEna" Saikin (on the floor)] (See also KELLERS.GIF, ITF.EYE.GIF, GANG.GIF, and ITF.GIF for Tim; LUNCH.GIF for Magnus; MARK.GIF for Kevin; LUNCH.GIF and DINNER.GIF for Russ; PAULGENA.GIF for Gina.)

File #25383 PAUL.GIF 38656 bytes

Paul Parkhurst at KansasFest 1995. (See also PAULGENA.GIF and COMMITTEE.GIF.)

File #25376 SHEPPY.GIF 38656 bytes
''

Eric "Sheppy" Shepherd, winner of KansasFest 1995 "Tie One On" contest.

File #25375 PHONE.GIF 38144 bytes
''

Joe Wankerl on the phone. (See also GANG.GIF, HEADTABLE.GIF, and J.WANKERL.BXY.)

File #25374 STEVE.GIF 33280 bytes
''

Steve.MAC at KansasFest 1995 [Steve Gozdziewski]

File #25373 SNAKEBYTE.GIF 9984 bytes
''

Greg Betzel.

File #25365 J.WANKERL.BXY 16256 bytes
''

Photo of Joe Wankerl (formerly of the now-defunct GS+ Magazine) at KansasFest 1995. This seems to be the one KansasFest 1995 picture uploaded that is in native IIgs format--it is not a GIF file! (See also GANG.GIF, HEADTABLE.GIF, PHONE.GIF.)

File #23102 KFEST94.CD.BXY 124544 bytes
''

Ten pictures from the KansasFest 1994. These black and white images are from color Photo CD images, and were digitized with Allison software and a Visionary digitizing card. For the IIgs.

A2 USER PICTURES

No, this definitely isn't candid camera... these people uploaded these pictures of themselves (and sometimes their families) all by themselves. All but one of them (RYAN.GIF) are for the IIgs.

File #25324 MERLIN.BXY 23296 bytes
''

Ray Merlin. (See also MERLIN.GIF, RAYMP.GIF, and RAYHART.GIF.)

File #25293 RYAN.GIF 17920 bytes
''

GIF of Ryan Suenaga. (See also TRIODORM.GIF, GRP1MP.GIF, and SUENAGA.GIF.)

File #25234 MILYFAMLY.BXY 75776 bytes
''

Pictures of Bruce "The Wizz" Milyko's family.

File #25220 D.KERWOOD.BXY 17536 bytes
''

David Kerwood.

File #23395 CHARLIE.BXY 9216 bytes
''

Charlie Hartley. (See also RAYHART.GIF.)

File #23356 F.GREATOREX.BXY 21760 bytes

Fred Greatorex (digitized by ThunderScan).

File #22512 TRON.BXY 17920 bytes

T. R. "TRON" O'Nan (b&w).

File #22494 AURI.MAN.BXY 15232 bytes

Auri "Auri Man" Rahimzadeh, editor of PongLife (b&w).

File #22480 BEARAND.SON.BXY 17664 bytes

Dave "Binary Bear" Ciotti and son Ahren. (See also BEAR.PICS.BXY.)

File #22390 EDITOR.A2.BXY 11008 bytes

Doug Cuff (EDITOR.A2), editor of GEnieLamp A2 and II Alive; formerly editor of A2-Central. (digitized with ComputerEyes; b&w)

File #22338 RUSSELLPICS.BXY 32256 bytes

Russell Nielson. (See also HALL.GIF and RUSSELL.GIF.)

File #22336 VACC.DAVE.BXY 23936 bytes

"VACC" Dave Johnson. (See also VACCDAVE.GIF and LUNCH.GIF.)

File #22332 BEAR.PICS.BXY 42624 bytes

Dave "Binary Bear" Ciotti and son Ahren (b&w). (See also BEARAND.SON.BXY)

File #22329 ROD.BXY 15744 bytes

Rod Nicolette and wife (b&w; SHR).

File #18555 LUNY.PICS.BXY 62976 bytes

Three pictures of Lunatic E'Sex (b&w)

"WHERE ARE THEY NOW?" PICTURES

These are pictures of people once prominent in the A2 RT or the Apple II world, but who don't visit us much any more. They are all for the IIgs. Many of them are from gatherings like KansasFest and Apple Expo.

File #23025 TARA.GIF 21888 bytes

Picture of Tara Dillinger, the "A2 goddess" (b&w).

File #10854 PETER.CHIN.BXY 15120 bytes

Peter Chin (b&w).

File #10853 C.CARPENTER.BXY 21420 bytes
''

Chuck Carpenter (b&w).

File #10852 DENNIS.DOMS.BXY 20160 bytes
''

Dennis Doms, former editor of A2-Central (b&w).

File #10851 TIM.SWIHART.BXY 17640 bytes
''

IIgs pic of Tim Swihart of Apple Computer (b&w).

File #10850 PRE.MO.JAY.BXY   18900 bytes
''

Jay Jennings (b&w). (See also MOHAWK.MAN.BXY.)

File #10697 A2.DEAN.BXY   20160 bytes
''

Dean Esmay (b&w).

File # 9971 WEISHAAR.BXY   25200 bytes
''

Tom "Uncle DOS" Weishaar, founder of Open-Apple (also known as A2-Central) and the Resource Central/ICON "empire" (b&w).

File # 9472 MOHAWK.MAN.BXY   12600 bytes
''

Jay Jennings, briefly editor of A2-Central and a programmer for Softdisk G-S. (See also PRE.MO.JAY.BXY.)

File # 9433 WOZ.BXY   27720 bytes
''

Stephen "Woz" Wozniak (b&w).

File # 9123 EMERRILL.BXY   18900 bytes
''

Eric Merrill, former A2 graphics librarian (b&w).

[*][*][*]

That's it for this month! If there's something you'd like to see discussed in this column, or if you think you'd like to try writing it (even just once), send me electronic mail and let me know.

[EOA]
[PNL]////////////////////////////
PAUG NEWSLETTER /
////////////////////////////
October 1995 Report
""""""""""""""""""""

by David R. Kerwood
[D.KERWOOD]

The mission of the Planetary Apple User's Group (PAUG) is to serve as the online heart of the worldwide Apple II Community. PAUG's goals include providing help and support for folks who may not have a local group nearby, and to create a virtual link between both the online and offline user group

community. PAUG sponsorship of an online user group is focused on promoting the fact that the Apple II is still alive, and doing very well.

There _is_ support; PAUG can provide it, or help you find it! We meet the third Sunday of every month at 7:00 pm Eastern in the Apple II RoundTable Real-Time Conference area. With no dues to pay or miles to drive, PAUG offers the Apple II user a friendly and comfortable association with others with similar computing interests, plenty of accurate information, hints, tips, and the security that comes with knowing that you have all the computing support you could possibly need right at your fingertips. What could be more convenient?

THE MAIN EVENTS """""""""""""""" Of course the main event in September was the monthly PAUG online meeting, held in the Apple II RoundTable Real-Time Conference area on GEnie. The theme of the meeting was Going Back to School with the Apple II, and there were some interesting discussions on using some of the latest hardware and software for the Apple II in a school environment, as well as hint and tips for using our all time favorite applications.

First among these was an online evaluation of the utility of Sequential Systems' Second Sight video card for the IIgs and IIe in a school environment. The accessibility and clarity of gif images on both the standard RGB monitor and a VGA or Super VGA was already well known to those attending, which in turn prompted discussions on text displays and for large screen projection in a classroom setting. The consensus was that the quality of text screens far exceeds anything now available for any Apple II, with the possible exception of Phil Shapiro's Big Text Machine application for displaying really large text screens. The flexibility of an Apple IIe or IIgs for large overhead displays would be apparent with either an LCD overhead projector or display imager (such as the popular Proxima Desktop Projectors) connected to the VGA output of the Second Sight card, and the standard Apple RGB or composite monitor connected to the CPU. The IIgs or IIe would then be capable of driving the two displays simultaneously, which would be a real asset in a large room or lab. In fact, with this setup, a IIgs could easily drive _three_ monitors, those being the IIgs RGB monitor connected to the IIgs video port, a composite monitor connected to the composite video port (also standard on the IIgs), and the large display connected to a Second Sight card.

If you were interested in really pushing the envelope, the addition of an Apple II Video Overlay Card (which has both RGB and composite video out connectors) on a ROM 3 machine (or a suitably modified ROM 01 machine) plus Second Sight would allow at least two more monitors to be jacked into a IIgs or IIe. So as you can see, the possibilities are limited only by your own imagination and your budget.

Some useful hints and tips were also discussed. Again, on the subject of monitors, one individual with a couple of IIc's "gathering dust" was wondering how he could test if they really worked, but did not have any monitor to connect them to (a personal computer without a display being about as useful as a car without wheels). He was reminded that the IIc can be directly connected to the RCA connector on a VCR, and then to a TV, and you can get a good enough display on a TV to see if the computer can actually do something.

The Apple II in the classroom was also praised as being one of the most appropriate platforms for teaching basic keyboarding skills, one of

those entry-level techniques that many of us now take for granted. Any Apple II running the excellent application Computer Keyboarding 5 (by the Apple II RoundTable staffer Charlie Hartley) is a perfect setup for teaching entry level keyboarding skills, either to children or to adults.

Conversely, one of the meeting participants pointed out the fact that using the Apple II to allow students to express themselves creatively seems to have been forgotten by many educators, at least in his experience. Perhaps as a side effect of a lot of the very expensive hardware and software that many school systems seem to be enamored of these days, it seemed to that individual that there were more and more instances of teachers not being willing to take their classes to his computer lab to do anything beyond basic keyboarding instruction. It may be that the intimidation factor of fancy new hardware and software would be enough to discourage teachers from letting their students hammer away on the keyboard--particularly if they don't have the benefit of training that is necessary to comfortably utilize the latest personal computers (leaving all discussions of DOS/Windows machines vs. Macs vs. Apple IIs aside for now).

So, as a reminder to the reader... put a child in front of an Apple II with a painting and drawing program presenting a blank screen in front of them, and let them go to work! Watching a youngster create (or an "oldster", for that matter), now that is a magical thing!

As a tool for educators, the Apple II running AppleWorks was still thought of as the teacher's number one assistant. The new spreadsheet application from The Byte Works, Quick Click Calc, was also thought of so highly by one participant that he was going to see if Byte Works could produce a site license version of this very complete and versatile program. He was particularly enthusiastic about the graphing capabilities that QC Calc has built into it.

Cindy Adams, the online host for the meeting, received some advice in turn on how to implement HyperStudio as a "front end" for her networked IIgs computers in a school computer lab. What was unresolved was whether or not the network server needed to have a full network version of HyperStudio resident on the server's hard drive, or if individual run-time versions of HyperStudio would do the trick. Cindy took her hints and tips and will investigate; if she's ever able to get it to work I'll report it in the next PAUG newsletter. Stay tuned.

THE A2 LIBRARY
""""""""""""""

There are many, many files available in the Apple II RoundTable library that educators will find valuable to their work. Some of the best are listed below, courtesy of A2's own graphics wizard, Pat Kern {PATZ.PIX]:

BACK TO SCHOOL
''''''''''''''

School Clipart
''''''''''''''

```
  19852 PSGS.SCHOOL.BXY      Desc: School graphics for Print Shop GS.
  25439 SCHOOL.FALL.BXY      Desc: B/W SHR School & Autumn clipart.
  25639 SCHOOL.LOTS.BXY      Desc: Lots more school SHR clipart.
  25517 SCHOOL.MORE.BXY      Desc: More School B/W SHR clipart.
  25655 SCHOOL1A.BXY         Desc: School color NPS graphics.  Part 1A.
  25656 SCHOOL1B.BXY         Desc: School color NPS graphics.  Part 1B.
  25641 SCHOOL2NPS.BXY       Desc: School NPS graphics.
```

```
  25640 SCHOOL2PSGS.BXY      Desc: PSGS school graphics.  Color & BW.
  16320 SCHOOL.1.BXY         Desc: Double Hi Res school graphics.
  16377 SCHOOL.2.BXY         Desc: More school Double Hi Res clipart.
  19418 SCHOOL.3.BXY         Desc: DHR School Clipart.  Part 3.
  19443 SCHOOL.4.BXY         Desc: School DHR clipart.  Part 4.

Graduation Clipart
''''''''''''''''''
  16357 GRAD.1.BXY           Desc: Double Hi Res Graduation clipart.
  18427 GRAD.CARDS.BXY       Desc: Publish It Graduation cards.
  24962 GRADTION2.BXY        Desc: SHR Graduation B/W 640 mode clipart.
  24824 GRADTIONSHR.BXY      Desc: Graduation SHR B/W clipart.

Computer Keyboarding tutorial for home & school use
'''''''''''''''''''''''''''''''''''''''''''''''''''
  25551 KB.ALLDEMO.BXY       Desc: Computer Keyboarding 5 - all demo
  25629 KB5.ALL.FIX.BXY      Desc: Fix for KB5.ALLDEMO (25551)
  25552 KB5.D1.DEMO.BXY      Desc: Computer Keyboarding 5 Disk 1 Demo
  25553 KB5.D2.DEMO.BXY      Desc: Computer Keyboarding 5 Disk 2 Demo

Gradebook & record-keeping programs for teachers
''''''''''''''''''''''''''''''''''''''''''''''''
  13128 GBOOK2.A.BXY         Desc: Another gradebook program (update)
  13129 GBOOK2.B.BXY         Desc: Gradebook.2 (Part 2)
  13131 GBOOK2.X.BXY         Desc: Companion files to Gradebook.2
  10940 SPREAD.EZ.BXY        Desc: SpreadSheet GradeBook
  18131 REPORTCARDS.BXY      Desc: Report Card pgm for small schools
  13600 SCHOOL.1A.BXY        Desc: TAWUG School Templates Disk 1-A
  13601 SCHOOL.1B.BXY        Desc: TAWUG School Templates Disk 1-B
  13617 SCHOOL.2A.BXY        Desc: TAWUG School Templates Disk 2-A
  13618 SCHOOL.2B.BXY        Desc: TAWUG School Templates Disk 2-B

Teenage Driving
'''''''''''''''
  22852 CNTRCTAW3.BXY          Desc: Contract for teens/parents. AWP
  22848 CONTRACT.1.TXT         Desc: Contract for teens/parents.  Ascii.
  22843 PI.DRIVE.BXY           Desc: Publish It Drink/Drive contract.

MULTIMEDIA STACKS   There are literally 100s of multimedia stacks in the A2
''''''''''''''''''  library. Search using a keyword for your for a
particular interest or list them all by selecting option 2 Directory of
Files when set to library 29 for HyperStudio or library 30 for HyperCard.

     The following files are just a _sampling_ of the variety of files
available in A2.

HYPERSTUDIO   There is a runtime version of HyperStudio that will allow you
''''''''''''  to use the stacks, but save and edit functions are disabled.

 21265 HYPERSTUDIO.BXY      Desc: Run any HyperStudio stack!  Free!

PreSchool & Early Learning
''''''''''''''''''''''''''
 23150 MOUSECOUNT.BXY        Desc: Preschooler's counting game
 20138 MICE.BXY              Desc: Preschool HS Stack
 19128 COWS2.BXY             Desc: COWnting activities for kids.
 19127 COWS2.RTM.BXY         Desc: COWnting activities for kids.
 13652 GHOST.STORY.BXY       Desc: Young reader HyperStudio Stack
```

```
  9184 HYPERCAL.BXY         Desc: Teaches kids about calendar
 14159 COUNTV1.BXY          Desc: Count.It volume 1--Identify Numbers
 14274 COUNT.IT2.2.BXY      Desc: Counting Objects..Volume 2 Disk 2/2
 14256 COUNT.IT2.1.BXY      Desc: Counting Objects..Volume 2 Disk 1/2

General Interest
''''''''''''''''
 24731 HEART.STACK.BXY      Desc: Taking Care of Your Heart
 21420 GSAUG.STACK.BXY      Desc: HS Stack on Apple User Groups.
 20556 FUN.BXY              Desc: Puzzle HyperStudio Stack
 16610 OS.PICASSO.BXY       Desc: Contest winner, HyperStudio game!
 13786 TOUR1.1.BXY          Desc: Steve's Tour of IIGS (ver 1.1)
 10260 ALL.ABT.US.BXY       Desc: Stack by 6th grade students
  9924 BR.TEASERS.BXY       Desc: Brain Teasers HyperStudio Stack

Holiday
'''''''
 16818 JIMS.SPOOKY.BXY      Desc: Really cool Halloween window show!
 13825 HYPER.WEEN.BXY       Desc: HyperHoliday Series -- Halloween

HyperStudio Multidisk Series
''''''''''''''''''''''''''''
 22583 SHAKESPR.1.BXY       Desc: Much Ado Shakespeare #1 w/runtime
 22584 SHAKESPR.1X.BXY      Desc: Much Ado Shakespeare #1 w/o runtime
 22585 SHAKESPR.2.BXY       Desc: Much Ado About Shakespeare - Disk 2
 22592 SHAKESPR.3.BXY       Desc: Much Ado About Shakespeare - Disk 3
 22587 SHAKESPR.4.BXY       Desc: Much Ado About Shakespeare - Disk 4
 22588 SHAKESPR.5.BXY       Desc: Much Ado About Shakespeare - Disk 5
 22589 SHAKESPR.6.BXY       Desc: Much Ado About Shakespeare - Disk 6

 10149 MEET.ORCHES.BXY      Desc: Learn/Hear Orchestral Instruments
 10150 STRINGS.ORC.BXY      Desc: String sound file for Meet.Orchestra
 10151 WOODWND.ORC.BXY      Desc: Sound file for Meet the Orchestra
 10152 PERCUS.ORC.BXY       Desc: Sound file for Meet.Orchestra

Math & Science
''''''''''''''
 20535 MULTIPLY.BXY         Desc: HyperStudio Multiplication Stack
 20321 SUB.GAME.BXY         Desc: HyperStudio Elementary Math Stack
 17506 MATH.QUIZ.BXY        Desc: HyperStudio elementary math
 13681 PER.TABLE.BXY        Desc: HyperStudio Periodic Table stack

History & Geography
'''''''''''''''''''
 24299 SAUDISTACK.BXY       Desc: HyperStudio Stack of Saudi Arabia
 23223 USA.QUIZ.BXY         Desc: Best USA States and Capitals Quiz
 20804 HS.CHICAGO.BXY       Desc: HyperStudio stack of Chicago info
 17370 H.STATES.BXY         Desc: HyperStudio 3.0 stack of the states
 10232 HYPER.SSEXM.BXY      Desc: A sample Social Studies test in HS
 25562 SCAHNTUSA.BXY        Desc: Scavenger Hunt - USA Edition
 25563 SCAHNTUSAJR.BXY      Desc: Scavenger Hunt USA - Jr. Edition
 25561 SCAHNTWORLD.BXY      Desc: Scavenger Hunt - World Edition

Language Arts
'''''''''''''
 10200 WORDS.BXY            Desc: Word Meaning HyperStudio Stack
  8998 SPELLSTACK.BXY       Desc: Spelling stack with sound
 13037 READTEST.02.BXY      Desc: HyperStudio Reading Stack
```

```
 12967 READTEST.01.BXY      Desc: Reading test HyperStudio stack

Music
'''''
 10224 MUSIC.MAKER.BXY      Desc: Eight music notation stacks
 10153 MUSIC.MASTR.BXY      Desc: Music notation stack for HS
  8859 HYPERKEYS.BXY        Desc: Keyboard and Songs for Kids!

HYPERCARD
'''''''''

General Interest
''''''''''''''''
 15466 QUICK.TUTOR.BXY       Desc: Quick HyperCard Tutorial Stack.
 16394 NO.PEEKING.BXY        Desc: A brain teaser stack for HCGS

Math & Science
''''''''''''''
 25634 MULTISTACK.BXY        Desc: HCGS Multiplication drill
 23065 CONVERTIT.BXY         Desc: HCGS Stack to convert measurements.
 16297 HYPERTABLE1.BXY       Desc: Periodic table of elements for HCGS
 25565 DINOSTACK.BXY         Desc: Stack of Dinosaurs...great pics!

Language Arts
'''''''''''''
 14938 FOUR.LTR.BXY          Desc: HyperCard GS word game.

Here are a couple of files that Pat recommends for preschoolers:

 18553 TODDLERDISK.BXY         Desc: Toddler and Preschool Gameroom Disk
 23605 BABYSOFT.BXY            Desc: GS freeware for child 10-30 months.

     There are also a number of instructional files, drill and practice
programs, tutorials, and HyperStudio stacks.  These can be found by doing
individual searches in the appropriate category using keywords such as
educational, math, arithmetic, spelling, history, geography, language, etc.

IN CONCLUSION   Remember, the goal of the Planetary Apple User Group is to
"""""""""""""   be _your_ primary Apple II resource!  If you have any
suggestions, insights, or ways to help us help you...let us _know_!  Future
plans include working with groups on the "outside" to create a stronger
bond within the Apple II community.  Just E-mail C.ADAMS11 or A2.GENA, or
post in Category 3, Topic 34 in the A2 bulletin board (m645;1).

          ////////////////////////////////////// GEnie_QWIK_QUOTE ////
         /  I have a GS with a 8 mhz Zip and one which has no         /
        /  accelerator.  The second GS never gets used.  No one in   /
       /  the family wants to wait around for it.  The Zip is       /
      /  worth every penny plus some.                              /
     ////////////////////////////////////////  B.WEITHOFER  ////

[EOA]
[LOG]//////////////////////////////
                          LOG OFF //
//////////////////////////////////
GEnieLamp Information
"""""""""""""""""""""""
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o COMMENTS: Contacting GEnieLamp

o GEnieLamp STAFF: Who Are We?

GEnieLamp Information

GEnieLamp is published on the 1st of every month on GEnie page 515. You can also find GEnieLamp on the main menus in the following computing RoundTables.

RoundTable	Keyword	GEnie Page	RoundTable	Keyword	GEnie Page
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Macintosh	MAC	605	IBM PC	IBMPC	615
Apple II	A2	645	Apple II Dev.	A2PRO	530
Macintosh Dev.	MACPRO	480	Geoworks	GEOWORKS	1050
BBS	BBS	610	CE Software	CESOFTWARE	1005
Mini/Mainframe	MAINFRAME	1145	Programming	PROGRAMMING	1445
Data Comm.	DATACOMM	1450	IBM PC Prog	IBMPCPRO	617
PowerPC	PPC	1435	PowerPCProg	PPCPRO	1440

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- Back issues of GEnieLamp are available in the DigiPub RoundTable Library #2 on page 1395 (M1395;3).
- GEnieLamp pays for articles submitted and published with online GEnie credit time. Upload submissions in ASCII format to library #31 in the DigiPub RoundTable on page 1395 (M1395;3) or Email it to GENIELAMP. On Internet send it to: genielamp@genie.com
- We welcome and respond to all E-Mail. To leave comments, suggestions or just to say hi, you can contact us in the DigiPub RoundTable (M1395) or send GE Mail to John Peters at [GENIELAMP] on page 200.
- If you would like to meet the GEnieLamp staff "live" we meet every Wednesday night in the Digi*Pub Real-Time Conference at 9:00 EDT (M1395;2).
- The Digital Publishing RoundTable is for people who are interested in pursuing publication of their work electronically on GEnie or via disk-based media. For those looking for online publications, the DigiPub Software Libraries offer online magazines, newsletters, short-stories, poetry and other various text oriented articles for downloading to your computer. Also available are writers' tools and 'Hyper-utilties' for text presentation on most computer systems. In the DigiPub Bulletin Board you can converse with people in the digital publishing industry, meet editors from some of the top electronic publications and get hints and tips on how to go about publishing your own digital book. The DigiPub RoundTable is the official online service for the Digital Publishing Association. To get there type DIGIPUB or M1395 at any GEnie prompt.

>>> GEnieLamp STAFF <<<

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""""""""""	o Eric Shepherd	[SHEPPY]	Power PC Staff Writer
WINDOWS	o Bruce Maples	[GELAMP.WIN]	EDITOR
""""""""	o Marlene Gaberel	[M.GABEREL1]	Windows Staff Writer
	o Tika Carr	[LAMP.MM]	Windows Staff Writer
ETC.	o Jim Lubin	[J.LUBIN]	Add Aladdin Scripts
""""	o Scott Garrigus	[S.GARRIGUS]	Search-ME!
	o Mike White	[MWHITE]	(oo) / DigiPub SysOp
	o John Peters	[GENIELAMP]	DigiPub SysOp
	o Al Fasoldt	[A.FASOLDT]	Contributing Columnist
	o Phil Shapiro	[P.SHAPIRO1]	Contributing Columnist
	o Sandy Wolf	[S.WOLF4]	Contributing Columnist

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[EOF]

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                  ~ WELCOME TO GEnieLamp APPLE II! ~
                    """""""""""""""""""""""""""""""""
          ~ THE TREASURE HUNT:  Information Highway Travel Kit ~
                    ~ PAUG NEWSLETTER:  November Report ~
                    ~ HOT NEWS, HOT FILES, HOT MESSAGES ~

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""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""
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 Editor.....................................................Douglas Cuff
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           >>> WHAT'S HAPPENING IN THE APPLE II ROUNDTABLE? <<<
            """""""""""""""""""""""""""""""""""""""""""""""""""
                           ~ November 1, 1995 ~

 FROM MY DESKTOP ......... [FRM]        FROM MY MAILBOX ......... [MAI]
  Notes From The Editor.                  Letters To The Editor.

 HEY MISTER POSTMAN ...... [HEY]        HUMOR ONLINE ............ [HUM]
  Is That A Letter For Me?                Guide to Signatures.

 REFLECTIONS ............. [REF]        ASCII ART GALLERY ....... [ASA]
  The Webbed Tenant.                      Surfing Without a GUI.

 THE TREASURE HUNT ....... [HUN]        PAUG NEWSLETTER ......... [PNL]
  Info Highway Travel Kit.                November 1995 Report.

                     LOG OFF ................. [LOG]
                      GEnieLamp Information.

[IDX]""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""

READING GEnieLamp   GEnieLamp has incorporated a unique indexing system
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""""""""""""""""""" to help make reading the magazine easier. To utilize this system, load GEnieLamp into any ASCII word processor or text editor. In the index you will find the following example:

HUMOR ONLINE ..... [HUM]
GEnie Fun & Games.

To read this article, set your find or search command to [HUM]. If you want to scan all of the articles, search for [EOA]. [EOF] will take you to the last page, whereas [IDX] will bring you back to the index.

MESSAGE INFO To make it easy for you to respond to messages reprinted
"""""""""""" here in GEnieLamp, you will find all the information you need immediately following the message. For example:

(SMITH, CAT6, TOP1, MSG:58/M475)
_____|_____|__|___|____|_____
|Name of sender CATegory TOPic Msg.# Page number|

In this example, to respond to Smith's message, log on to page 475 enter the bulletin board and set CAT 6. Enter your REPly in TOPic 1.

A message number that is surrounded by brackets indicates that this message is a "target" message and is referring to a "chain" of two or more messages that are following the same topic. For example: {58}.

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GET GEnieLamp ON THE NET! Now you can get your GEnieLamp issues from
"""""""""""""""""""""""""" the Internet. If you use a web browser, connect to "gopher://gopher.genie.com/11/magazines". When using a gopher program, connect to "gopher.genie.com" and then choose item 7 (Magazines and Newsletters from GEnie's RoundTables).

*** GET INTO THE LAMP! ***
""

////////////////////////////////////// GEnie_QWIK_QUOTE ////
/ "Justice may be blind, but she sure can smell money!" /
//////////////////////////////// quoted by B.DAVIDSON5 ////

[EOA]
[FRM]//////////////////////////
FROM MY DESKTOP /

////////////////////////////////
Notes From The Editor
""""""""""""""""""""""""""

by Douglas Cuff
[EDITOR.A2]

I'm writing this the day after Canada's closest call (so far). On October 30, 1995, the residents of Quebec voted on a sovereignty association with Canada (sort of like a limited "trial divorce"). When it was rumoured that the separatists were ahead in the poles, financial markets all over the world took notice. I mention this last bit just so you don't think we Canadians were suffering from delusions of grandeur.

Those of you who read my editorial regularly know I make no secret of the fact that I'm a Canadian. Usually I try to make this relevant to the Apple II community, as in: "If you think support for the Apple II from Apple Computer was bad for those of you living in the United States, try dealing with Apple Canada. Or Apple Europe. Or Apple Australia."

This time, I'm just feeling too shaky. The results were too close--the votes were almost split 50-50, with the federalists, who wanted to keep Canada together, getting a lead of just over 1%. And there's reason to believe that we'll be going through the whole thing all over again before too much time has passed.

I feel pretty strongly about the Apple II. But I also feel strongly about my country. Please forgive me, this month, if the latter has left me too shaken to talk about the former. After all, sometimes it happens the other way around.

[*][*][*]

This month, I'd like to welcome Ray Pasold, who is taking over the PAUG Newsletter. Now, this column has always been popular (see the month's mailbox for confirmation), but I think you'll agree that it really rocks with Ray in charge. Welcome to the GEnieLamp A2 team, Ray!

Also this month, we've had ASCII art submitted by Jason Olson. I always enjoy getting submissions from new contributors... and I suspect they enjoy the GEnie credits we pay for submissions, too. (If you didn't know that we pay in non-prime time credit hours, write me for details!) I particularly enjoy the fact that the art Jason has submitted is GEnie-specific and Apple II-specific. Well done, Jason!

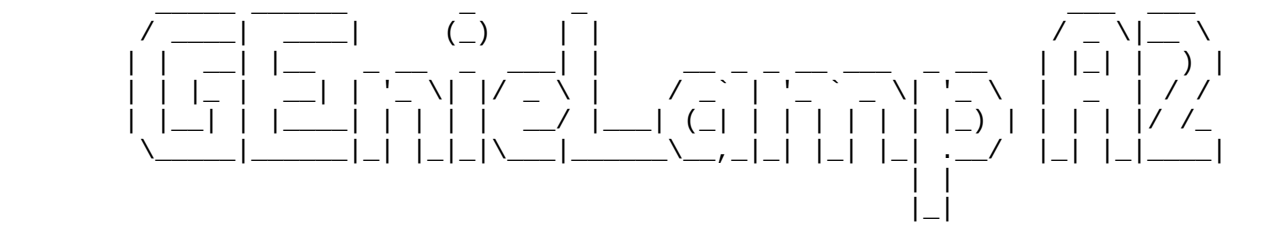
-- Doug Cuff

GEnie Mail: EDITOR.A2 Internet: editor.a2@genie.com

REPRINTING GEnieLamp

If you want to reprint any part of GEnieLamp, or post it to a bulletin board, please see the very end of this file for instructions and limitations.

ASCII ART BEGINS



ASCII ART ENDS

[EOA]
[MAI]//////////////////////////////
FROM MY MAILBOX /
//////////////////////////////
Letters To The Editor
""""""""""""""""""""""""

THERE'S STILL HOPE Attention IIgs users. A small organization has just
"""""""""""""""""" been born dedicated to promote Apple IIgs products and software. ** M.I.S.F.I.T.S. **

Our job is to inform IIgs users across the world where they can find products and software. This organization is founded on Apple IIgs. In lieu of the recent events (GS+ Magazine going under, Softdisk loses the G-S) I feel that not enough people know where they can find Apple IIgs stuff.

Let me tell you want made me decide to start this organization. Back in January 1994, I scanned Cleveland's local paper for a used computer. In January I found an Apple IIgs and bought it. Around June, I got another IIgs, loaded with extras for just $400. Since that time I have called several leads on IIgs products. I've called numbers that are no longer in service, or have been changed to a different companies. I became upset that no one had IIgs stuff. Slowly I found companies that still carry Apple II products.

If any one has leads we can follow or direct contact to individuals or to large firms that are selling or will sell some software, please write me.

We are also taking a poll. We'd like to count the number of IIgs owners out there. Please E-mail us with the name of every IIgs user you know. So that we don't count anyone twice, please give us at least the first name and last initial of the person and their address (city and state/province). If all goes well we can force some major companies to recognize the IIgs and make software for us. And if we're really successful, Apple will make a IIgs card for the Macintosh. (Well maybe. One never knows.)

Soon there will be a publication coming out documenting all of the hardware and software, and where to get it. We will be asking for a small donation (to cover phone costs, paper, ink, postage, envelops, etc.) for the publication.

Please help us with this poll. If you know anyone NOT on any on-line service pass this onto them, or count them in or something. We just can't

stress how much this means to us, since we are an organization designed to help YOU! We are also thinking of producing talented programers. Depending on the response we might go through with it.

Thank you for your help. APPLE II FOREVER!!

Winona Walsh
W.WALSH3

Thanks, Winona. It's always great to hear from those interested in supporting the Apple IIgs. Perhaps you should get together with PAUG, who are also interested in supporting those who use the Apple II. And it's a pity you didn't find the A2 RoundTable on GEnie earlier; they could have saved you a lot of frustration.

You've made an error in claiming that "Softdisk loses the G-S". Softdisk has recently announced the closure of their Softdisk magazine on disk for all Apple II computers. As we reported in the HEY MISTER POSTMAN column in last month's issue, they intend to continue publishing Softdisk G-S.

I don't think you can "force" any publishers to produce products for the Apple IIgs. Encourage them, perhaps, but the best way to do that is to buy products from existing software publishers! Good luck with your resource guide.

I hope you won't mind my advising you that you should visit the A2 RoundTable, even at this late date. The people there should be able to help you define and refine your goals. I think you could use a little help. Also, people feel more comfortable doing business with people they'd had a chance to get to know a little.

Most curious of all, you never did explain what M.I.S.F.I.T.S. stands for. Have I (and by extension, GEnieLamp A2 readers) been the victim of a late April Fool's joke? <grin>

KUDOS Just like to drop you guys a line to compliment on the fine job on """"" October's GEnieLamp [A2]. Very informative reading. Downloaded the file to run HyperStudio stacks [mentioned in the PAUG Newsletter by David Kerwood]. May purchase that program to help my young one get a better interest in mathematics. Keep up the good work.

Gary Ballein
G.BALLEIN

Thanks, Gary. The free HyperStudio runtime module is so good that it's hard to believe more people don't know about it. (Then again, if everyone did know about it, we wouldn't have someone delighted by the discovery every week or so, would we? <grin>)

I'll make sure David Kerwood sees your remarks. We do our best to keep you informed; glad to hear we're achieving that goal!

[EOA]
[HEY]////////////////////////////
HEY MISTER POSTMAN /
////////////////////////////////

Is That A Letter For Me?
"""""""""""""""""""""""""

by Douglas Cuff
[EDITOR.A2]

o BULLETIN BOARD HOT SPOTS

o A2 POT-POURRI

o HOT TOPICS

o WHAT'S NEW

o THROUGH THE GRAPEVINE

o MESSAGE SPOTLIGHT

>>> BULLETIN BOARD HOT SPOTS <<<
"""""""""""""""""""""""""""""""""""

[*] CAT2, TOP7 ..... Latest rumor: the giant awakens?
[*] CAT6, TOP21 ..... MODs, MIDISynth, and more
[*] CAT10, TOP16 ..... Stomping GEnie/SprintNet bugs?
[*] CAT12, TOP30 ..... Uninterruptable power recommendations
[*] CAT28, TOP4 ..... Shareware Solutions II scoop!

>>> A2 POT-POURRI <<<
"""""""""""""""""""""""

PROTERM AND VT-100 EMULATION [First section of this post omitted]
"""""""""""""""""""""""""""""""

If you went to the computer store and bought an actual Digital Equipment Co VT-100 terminal, you would be quick to notice it only has PF1 - PF4 keys and NOT A SINGLE Function key in sight. How can that be, when the system you call, has ALL those other keys??? The answer is in the system designer of the system you're calling. They are clever and individual and there are no standards so they just do what they see fit to do the job, and they find ways to "add" functions to keys where they normally are not. Since there is no standard or set way protocols for them to follow, they get a bit artistic, and there is no way for us to make a "standard" emulation for ProTERM to follow.

This is not to say you will not be able to use "Function keys," its just a matter of getting the "keys" to your system from whomever designed it.

Example: ProTERM is used by Congress members to get into their special computers, and the engineers on that system had been very "creative" and developed MANY "function" keys that do not exist in normal VT-100. In that case, there was a need to develop a special emulation within ProTERM to handle that special situation (if the traffic is there, ProTERM can fit the needs). In cases where there are just a few users in need of certain emulation, macros can ususally do the job.

Some of the popular options emulation design options we have found: Use of the ESCAPE key and then the applicable number key - e.g., ESC-1, ESC-2 and so on. Sometimes they even include ESC- - (minus) and ESC - + (plus) and other keys which you may have to find out from the system's

engineer.

Sometimes they use a run of the alphabet something like:

ESC-OP ESC-OQ OR-PS ESC-OT (UPPER CASE Ohh + P Q R S T U etc.)

If you do find some hard sets of keystrokes to get what your after, this is an excellent place to make use of the System Macro sets.

> ...connect to the server through the Apple Super Serial yet.

Make sure the Super Serial Card is set up like the one in the Illustration in Appendix C.

> Is PF1 opt-? or is it opt-! or both?

Actually both work, but unless you have the (platinum) Apple IIe with a keypad, the other keys would be all over the keyboard -- less than convenient.

Some IBM systems recognize ESCAPE 1 through EQUAL on the numbers key row and even continue with ESCAPE Q through BACKSLASH on the next row.

Hope this helps.

BTW - What is the lil' icon in your SIG? ;-)

Regards.

Jerry Cline @ InTrec Software, Inc. -- proterm@intrec.com
ProTERM Mac Messenger delivers & receives mail & posted messages.
(INTREC, CAT24, TOP2, MSG:292/M645;1)

>>>>> > ProTERM is used by Congress member
""""""
Whoa!! ProTerm is used by members of Congress?

Perchance, is it the Apple II version?

If so, I would love to write an article about it.

Joe Kohn
(JOE.KOHN, CAT24, TOP2, MSG:293/M645;1)

>>>>> Yes, ProTERM A2, at least until ProTERM Mac was released. They've
"""""" since upgraded to ProTERM Mac, and probably using that now. I occasionally talk or type to one Congressman who is very personable. I asked him how he got involved in politics and he said, "Now and then an innocent man is sent to the Legislature." ;-)

I'll ask how he feels about being interviewed and get back to you Joe.

Jerry Cline @ InTrec Software, Inc. -- proterm@intrec.com
ProTERM Mac Messenger delivers & receives mail & posted messages.
(INTREC, CAT24, TOP2, MSG:296/M645;1)

SHEPPY ON THE MOVE I've moved again! :)
""""""""""""""""""""

My new address is:

Eric Shepherd
445 N. Amelia Ave. Apt 36-E
San Dimas, CA 91773

Orders for "The Complete Guide to SheppyWare" and/or the SheppyWare Disk are being filled by Sarah; they have been or will shortly be mailed. Sorry for the delay; the move has been nuts. :)

BTW, Charlie, would you edit the topic description to contain the new address? Thanks :)

Sheppy
(SHEPPY, CAT13, TOP18, MSG:229/M645;1)

ORANGE MICRO STILL IN BUSINESS
"""""""""""""""""""""""""""""""

While researching a bit of a problem I have discovered and confirmed that Orange Micro is still in business and that they still sell printer interface cards for the Apple II series, including the Grappler +300 which is supposed to be a Grappler + update specifically to optimize GS interfacing with Hewlette-Packard LaserJet I, II II; DeskJet, Plus, 500; PaintJet XL ant other printers that emulate Epson LQ. Their current price on this card is $113. Their order # is 800-615-3183.. I didn't get their international number but will do that if anyone needs it.

Doug Pendleton, Apple II hardware help
(DOUG.P, CAT12, TOP13, MSG:236/M645;1)

ONE MILLIONTH IIGS?
"""""""""""""""""""

Someone asked how many machines Apple sold.

According to a briefing by Tim Swihart at KansasFest a few years ago, Apple sold about 1 million Apple IIGS computers. About 2/3 of those went to schools, where they were predominantly used as fast Apple //es.

I don't remember the number he mentioned for 8 bit Apples for sure, but I think it was around 3 million. I've never seen that broken down by machine type or how many went to schools.

Mike Westerfield
(BYTEWORKS, CAT3, TOP3, MSG:161/M645;1)

KEYNOTE SPEAKER: WOZ!
""""""""""""""""""""""

There will be a conference on November 3, 4 and 5, 1995 at the University of Illinois in Champaign, IL. Steve Wozniak will be the keynote speaker on Saturday, November 4th. Registration is Friday night and Sat morning from 8-9 a.m.

I'm getting emailed more details and a clearer schedule of events sometime tonight, so will post it here when I receive it.

For further information, you can reach their WWW site at:

http://www.acm.uiuc.edu

However, there are a few corrections that they are going to update. First, monies WILL be accepted at the door for registration cost. They will also be updating and making clearer the schedule of events.

GEna
(A2.GENA, CAT44, TOP2, MSG:1/M645;1)

FEELING ISOLATED
""""""""""""""""""
> Trouble is, how do we find out about each other
> locally?

That can be a probem. Advertising on GEnie or Internet is a good start. Another: Ask me. Send me your address, and I'll tell you how many people we have in our database with the same zip code. If you live in an area with multiple zip codes, send me the list. If you want to mail to these people, send me a bundle of stamped mailers, ready for an address label, and I'll mail them for you.

It would, of course, be simpler if I just sent you the list, but there are too many potential ways that could be abused. Offering to mail your letters of introduction for you is the next best way. And if you send prestamped mailers, I won't charge you for it. I'm only doing this to help you get a group started, if you're so inclined.

Mike Westerfield
(BYTEWORKS, CAT2, TOP7, MSG:126/M645;1)

PAINTING YOUR IIGS?
"""""""""""""""""""
Let me know how your project turns out. This X-mas will bring a Power Computing PowerMac clone into the house, sharing the same desk space with the 'GS. I may be putting the 'GS on a shelf on the floor or into a tower case. Oh, BTW the exact match for Apple's Platinum color is (Federal Standard) FS# 36622 Camouflage Grey (Testors Model Master #1733).

```
 ____(?__   The Un-dead Apple
/    `' _\  Mike Brouillette, A2 Librarian
\_,(o)m(_,  Houston Area Apple Users Group
   7oood~   Via: CoPilot v2.55 / Spectrum 2.0
```
(M.BROUILLET1, CAT12, TOP31, MSG:69/M645;1)

HELPING WITH THE QUICK CLICK CALC REVISION
""
I'm working on a feature request for QC Calc and ran across an interesting design issue. I'm hoping some of you with a European background can help.

QC Calc allows displaying of numbers in the (more sensible, I think) contenental form, where the comma is used where Americans use a decimal place, and vice-versa. So, instead of writing 1,234.56, you would write 1.234,56. (That makes some sense; I don't know how many math problems have been incorrectly solved because a tiny period was missed, when a comma would have been seen. Anyway...)

QC Calc _doesn't_ currently allow numbers to be _entered_ this way, which is, as you can immagine, rather frusterating for anyone used to this system.

I'd like to allow entry of numbers using comma-decimal places, but there is a symantic conflict with the commas used in functions. For example, using period-decimal places, it's clear that

```
Min(1.2)          = 1.2
Min(1,2)          = 1
```

Unfortunately, with commas as decimal points, this distinction is lost. This particular case is a little contrived, but the whole issue pops up again and again in real equations. Using spaces doesn't help, either. It _can_ solve issues, but requires very precise typing, and it is very easy to make a mistake.

It seems to me there ought to be some solution to this problem already in use, and commonly accepted, among folks who use commas for decimal points. The question is: what is the prefered solution?

BTW, on my own, the best I could come up with is using ; instead of commas as function argument separators. That would work, but why invent some crazy new scheme if there is already an accepted solution? ;)

I'd appreciate any help you folks might be able to offer.

Mike Westerfield
(BYTEWORKS, CAT45, TOP2, MSG:96/M645;1)

>>> HOT TOPICS <<<
"""""""""""""""""""

HOW GS/OS IS BETTER THAN MAC OS
"""""""""""""""""""""""""""""""

1. ProDos will allow you to reformat a defective disk. HFS will eject it with an error message. You need to load up a utility program BEFORE inserting the bad disk in order to fix it so that you can reformat it, and sometimes it can't be fixed, period. I have (many times) taken an 800K disk that the Mac won't touch, reformatted it on the GS, an then was able to reformat it on the Mac without problems.

2. If you try to copy a batch of files from one directory to another, and there is a duplicate file, the GS Finder will allow you to skip that file and continue copying the rest of them without even a burp. The Mac Finder will only allow you to overwrite the file or cancel the entire operation.

3. GSOS allows you to drop sounds in a SOUNDS folder, the Mac forces you install sound files in the System file, and the size of the system file has a direct effect on the ammount of system resources the Mac uses, and how fast things run.

4. GSOS has both an "erase" and a "format" command for disks. The Mac has only an "erase" command, which actually does a full format.

Of course, I can list MORE items where the Mac OS is superior to GSOS, but I'm a chauvinist. :)

Gary R. Utter
(GARY.UTTER, CAT2, TOP7, MSG:101/M645;1)

>>>>> To add to Gary's list..
"""""

5. GS/OS won't open up every single font in your system when you boot like the Mac does.

6. GS/OS allows virtually unlimited amount of files to be open at once, while the Mac has a preset limit that either wastes memory or cripples your system until the limit is set higher (+ a reboot). (See #5)

7. GS/OS supports File System Translators (FSTs) as a fundamental part of its operation, while the Mac OS has to be kludgily patched by extensions to duplicate the same behavior.

8. GS/OS handles file resources faster than the Mac OS.

In short, GS/OS is still rather impressive.

Michael

(ANIMASIA, CAT2, TOP7, MSG:119/M645;1)

>>>>> To add to Gary's and Michael's list... :
"""""

9. GS/OS supports multiple forms of access for programmers (inline, and stack based call vectors)

A. GS/OS loads all it's partitionable media device drivers from files, or uses self generated driver code to access a rom based driver, instead of using dedicated partitions on partitionable media as does the Mac OS. This simplifies updating drivers for block devices and makes version checking very easy.

And to probably knock one off Michaels additions (sorry...)

> 8. GS/OS handles file resources faster than the Mac OS.

Technically the IIgs resource manager (which is the only thing that's ever supposed to touch a resource fork, outside of a file copier) isn't part of GS/OS, it's a toolset.

I don't spit any Mac code, but under GS/OS when you open a file one of the paramaters specifies which fork (data, resource) of the file is supposed to be opened. I suspect it's much the same on the Mac.

And to make up for knocking an item off the list, one to replace it :)

x. The native (boot) file system used with GS/OS (ProDOS) has a much more sanely designed directory structure than the Mac's native (HFS) file system. This leads to faster file access and fewer occurances of damaged directories.

-Harold

(HAROLD.H, CAT2, TOP7, MSG:120/M645;1)

RESPONSE FROM THOSE WHO "TOLD APPLE ABOUT" I actually received a letter
""""""

I think that was sweet. Did anyone else provide their return address?

Margot (19:42 PDT - Mon 10/16/95) Spectrum v2.0/CoPil v2.55
(M.TAYLOR66, CAT2, TOP24, MSG:28/M645;1)

>>>>> Does anyone at Apple _read_ their correspondence, or was my name
""""" extracted and plugged into a "good letter" file?

I participated in the great "Tell Apple Massacree" and received the following letter today:

Dear Mr. Rasmussen:

Thank you for your recent letter to Apple Computer, Inc. Hearing from satisfied customers is always a pleasure and we appreciate your interest in Apple and your support of Apple products.

If you have any questions or need assistance, we encourage you to call Apple Customer Relations at 1-800-776-2333. Our representatives are available Monday through Friday from 8:00 a.m. to 5:00 p.m. Pacific time.

Apple Computer, Inc. Susan Kossob Apple Customer Relations

I will be interested to hear how many other participants receive an identical form letter. Keep us posted.

Mike R
(M.RASMUSSEN5, CAT2, TOP3, MSG:77/M645;1)

>>>>> Well, I got a reply from Apple the other day, to the Tell Apple
""""" card. Here's what it says:

Dear Mr. Suenaga:

Thank you for your comments regarding the Apple II product line. Apple will continue to support and service the Apple II product line as long as customer demand warrants it. We expect Apple II computers to continue to serve our customers satisfactorily for many years to come.

Apple now offers Apple Assurance, an enhanced service and support program, designed to offer Apple customers greater flexibility and choice in their service and support options. Assistance includes information on installation, general start-up assistance, troubleshooting, configuration compatibility, and third-party support referral. Representatives are available on our toll free line, 1-800-SOS-APPL (1-800-767-2775), Monday through Friday, 6:00 a.m. to 6:00 p.m., Pacific time.

You may also contact an authorized Apple service provider for service or support for your Apple product. To locate a service provider near you, please call the Apple Presales Center at 1-800-538-9696. Be sure to mention your product by name.

Sincerely,

Apple Computer, Inc.
Apple Customer Relations

They didn't ask for my comments this time, but I'll make 'em anyway :)

1) This thing reeks of John Sculley, doesn't it? Telling us they'll support the Apple II, then trying to sell us something else. . .

2) Isn't it their legal responsibility to support us until the computer's been out of production for seven years?

3) The suggestion that an Apple II user go to an Apple Computer, Inc. dealer for support is something like telling someone who eats a Golden Delicious that's worm infested to go to an Apple Computer, Inc. for medical care. The proper referral is to either (a) GEnie or (b) a local user group.

4) I called 1-800-SOS-APPL last week, for help with my Powerbook battery. The woman who answered the phone knew what file I needed to get (Intelligent.Battery.hqx) and where to find it kinda ("on the Internet" :), but was stopped in her tracks by the question, "What's the URL?"

and finally,

5) How come Apple sent this letter to my dad instead of me? :)

Ryan
Contemplative and not conservative
ANSITerm and CoPilot v2.55
(R.SUENAGA1, CAT2, TOP24, MSG:39/M645;1)

STAYING IN TOUCH WITH REALITY
""""""""""""""""""""""""""""""

I have been a GS owner since 1987. I consider myself a Power User for quite some time now. Each year, I spend a significant amount of money on my GS. At times, I spend more than I should. But I really like the IIgs. So far, it has done everything I need it to do.

However, it is a no-brainer to see what is happening to this great machine and the people who, like me, use it everyday. The GS appears to be coming to an end faster than I would like it to. And yes, I know that it has been on borrowed time ever since Apple dropped it from their production. I can't believe I'm about to say this but Apple is not solely to blame for the demise of the GS.

Look at it in the way of cars. An auto company puts out a car. Then, a few years later decides to discontinue it. Does this mean the car is rendered useless? No. You can still have the car worked on at a service center. You can still buy parts for it. There are people and companies that still supply those parts and accessories for it.

I think the GS could have fallen in the same category as the above example. But vendors and makers of peripherals chose not to support it. Yes there are many reasons for their decisions, mainly money and survival. But I believe, with better effort, those people who got out could have stayed and endured.

I really believe that the demise of the GS began not when Apple dropped it, but when A+/Incider added Macintosh columns in their magazine.

It really went down hill, when it became a subscription-only magazine. That is when they decided not to sell it on newsstands and in book stores. I think this move really left people in the dark.

Why? Because those people who picked it up from time to time at a stand or store suddenly became forgotten. Also, they became unaware of any new products that came out afterwards. Instead, the places these people went to buy A+/Incider were being overwhelmed with Mac and PC mags. Their GS' at home were slowly beginning to sit there becoming idle. They were possibly influenced into purchasing a Mac and PC because, they believed, nothing else was out there for the GS. They may have thought that companies like Sequential Systems and Seven Hills Software were not around because there was no magazine in a store to tell about them.

Now I'm not saying that this is the case for everyone who has ever owned a GS and then bought a PC or Mac. But I have a gut feeling this happened to A LOT of people. In fact, I picked up my second GS this past summer. The guy I bought it from switched to a Mac Se and then to a Power Mac. Anyway, the GS came with quite a bit of software. But would you believe that besides the system software, there was not one piece of GS specific software?! It was all Apple IIe stuff. The GS itself had no memory expansion, just the basic 256k that came with the ROM 01.

Over the last two years, I have heard at user group meetings and read online like AOL (when it supported the Apple II) and Genie the old and famous Apple II quote "support those that will support you". Since October of last year, I have made the following purchases: Spectrum 2.0 upgrade, Quickie Hand Scanner, Disc Quest and DQ Encyclopedia, the Second Sight, the Blue Disk, an upgrade to my RamFast, Lost Treasures of Infocom, DreamGrafix, renewed my GS+ subscription, subscribe to Genie and subscribed to SoftDisk GS. I have made other purchases like my 14" inch SVGA, 3.5" high density drive, Apple CDSC CDROM, and an Apple extended keyboard but this money was not circulated back in the Apple II world like the first list.

So you can see, I have spent quite a bit of money in the past year. But what gets me is that some of the developers of the products I purchased in the first list, have not informed me of any type of upgrade or any info about new products. Now remember I said SOME, not all and I think these people should know who they are. I am very grateful that these people still make quality products for my machine. I am also thankful that they still support their products and the GS. But how about letting me/us know about upgrades or new products via email? I believe that this has to be the cheapest method of all for those of us with an email address.

It just seems that as a registered owner, sometimes I still feel abandoned. I am charged if I just want a peripheral looked at or I'm getting an upgrade that is a minor bug fix. Yes I know you have mouths to feed. But my point is to make me overlook that. I mean keep me aware of what's going on and maybe I won't mind paying $30 or $35 to see if something is wrong with a board or paying $20-$25 to go from version 2.0 to 2.01 of a product.

Many times I find out about a product from a second or third source. For example, many times I'll read of an upgrade of a product I own or a new product from a programmer that I'm already a registered owner with, from GenieLamp. While I am thankful that I get to learn of it from somewhere, I think I would feel better if I heard or read it straight from the company

via email. One reason could be that there are people on Genie who have no idea what GenieLamp is or how to get it.

This isn't about just my feelings. I believe that this is about survival, for companies that support the GS, and GS owners who support the companies. Maybe you could ask for an email address on the registration card. One factor in a company's reasoning for not having done this before, is time. I don't know how time consuming it is for someone to send carbon copies of email to registered owners. But if in fact it is, maybe someone could volunteer to help out with sending news and info online. I would be glad to help anyone out in that matter.

I believe that it was a lack of communication on both ends that has the GS on the end of its rope. On the part of the owner, he/she could have let developers know that they will stick with the GS. On the developers' side, they could have asked what people wanted to see made or what will people support.

This brings me to one last item. Developers need to get rid of the idea of advertising an unfinished product. This has happened so many times in the past year and a half and it is putting a sense of distrust in the GS market. There was the Turbo Rez, Wolfenstein 3D, Faxination, and Second View.

Developers need to faith in those who remain loyal to the GS. By waiting to advertise a product that is currently being tested rather than being written, the buyer can be sure of a high quality full functionable product.

In closing, I hope the GS can thrive for a little longer. I want to see a new word processor and a GS specific grammar checker. It seems that the GS is the only computer platform without one. I hope that PMP gets that fax software soon. Products like these will strengthen the GS' longevity. I'd hate to have to buy a Mac and start all over.

Andy
Delivered by:
Copilot 2.55 w/ Spectrum 2.0 w/ a PowerGS 8170
(L.MIDDLETON3, CAT2, TOP7, MSG:103/M645;1)

>>>>> Sorry, guy, but you're ignoring reality
"""""
First the simple points. E-mail isn't a particularly effective way to advertise, although many people (including me) try it from time to time. That's why you've never heard from those companies. Posting information is about as effective, and takes a lot less time. Maintaining customer support areas, and posting there is even better. (I know. I do it.) The most effective method is still bulk mail. One of the main reasons is that a screen shot is worth a thousand words, to mutilate a phrase. :)

Second, blaming those of us who have stayed around is silly. Blaming those who left is silly, too. The problem is a simple one of numbers. Quite frankly, I looked seriously at doing a word processor for the GS. Sales of our other new programs convinced me I would be nuts to do one. I'm sorry, but I'm not going to put 6 months of work into a product only to be told by the 100 people who buy it, "Gee, I wanted Microsoft Word on a GS, but without all the problems it had on the Mac. You could have _at least_ read Microsoft word files, Word Perfect files, AppleWorks GS files,

MacWrite files, ..."

I made a promise long ago that I would not abandon the GS, but that I would wait until the GS abandoned me. Sounds nice. What it meant in real terms is that I would wait until I started consistently loosing money on programs before I would quit developing for the GS.

It's happened.

So, if you want a word processor, or a grammer checker, or whatever, it's really up to you, not me. I'm already spending all of my available time and money to tell people about the Apple IIGS in general, and my products in particular. I'm already spending all the time I can afford (more, really) developing for the GS. If you want to see me developing more software, you'll have to help provide an environment where the software can sell.

You probably can't do that. But here's some practical things all of you can do:

1. Find out who in your area owns an Apple IIGS, and start a small user's group. A social group works better than any other kind. Make it a social gathering at someone's house, not a big meeting in a rented room. Meet to have fun, and talk about computers as one way to have fun.

2. Make sure when you get a mailer that everyone you know who has a GS sees it. I know we don't mail to everyone on our mailing list anymore. There's no percentage in it. So pass those mailings around; even if someone has a companies products, they may no longer be on the active mailing list.

3. Once a year, whether you want to buy anything right then or not, get in touch with every Apple II company you do business with and make sure you are current. We've rented mailing lists from other companies, and mailed to our own, but it's been a _long_ time since we mailed to someone who had not contacted the company on more than a year. There's just no percentage in it. As a result, many people who have our programs don't know about recent upgrades and products. If they would take the time to tell us they are alive and still use their Apple IIGS, we would still mail to them. But do some simple math: Are we likely to send 70 cent mailings to a list of people who may have moved (20% per year), may not have an Apple IIGS, or may have died (litterally)? Typical responses on mailings are 1-3%. Do dome math, and you'll undertand.

I am not blaming you, or anyone else, for the problems with the GS. OK, I lied. I blame Apple's top brass. But no one else. Still, the Apple II companies who are still here are not to blame either. They are doing their best. If you're serious about helping, the things on this list are your best ways of doing it.

Mike Westerfield

(BYTEWORKS, CAT2, TOP7, MSG:112/M645;1)

>>> WHAT'S NEW <<<

TIMEOUT ENHANCEMENTS FROM OPS -> O.P.Software will begin shipping the AppleWorks 5.x version of TimeOut ShrinkIt

Plus this week. (Apologies to those who have been waiting)

-> The TImeOut Statistics disk should be shipping by the end of the month.

Current Products/Prices:

TO About Time:	14.95
AmperMacros Plus:	29.95
TO.DiskTools:	49.95
TO.ShrinkIt Plus:	29.95
TO.Statistics:	49.95

Please add $2.50 shipping and handling with each order.

All products are compatible with AppleWorks versions 3.0 through 5.1, and come with the usual 30-day money back guarantee,

Douglas Gum, OP Software.
(D.GUM, CAT13, TOP7, MSG:92/M645;1)

<<<<< The upgrade price from TO.ShrinkIt v4.0 to v5.0 is $7.50. Proof of
""""" purchase is not necessary, because for that price all you get is a BASIC program that will patch your existing copy so that it works with AWKs 5.0 or 5.1 only. (don't patch your only copy of the program unless you no longer want to use AWKs 4.x)
(D.GUM, CAT13, TOP7, MSG:95/M645;1)

<<<<< Clarification
"""""
Current Pricing on O.P.Software Titles:

TO Statistics	(AWK 3.0-5.1)	$79.95
TO DiskTools	(AWK 3.0-5.1)	49.95
TO ShrinkIt	(AWK 3.0-5.1)	29.95
TO About Time	(AWK 2.0-5.1)	14.95
AmperMacros	(AWK 3.0-5.1)	29.95

Upgrade from AWK 4.0 capatible versions:

TO DiskTools	5.00
TO ShrinkIt	5.00
AmperMacros	5.00

For each order include:
2.50 S&H
(D.GUM, CAT13, TOP7, MSG:96/M645;1)

[EDITOR'S NOTE: You can order from Office Productivity Software by writing to: P.O. Box 2132, LaGrange, GA 30241-2132.]

WARP SIX VERSION 3.0
""""""""""""""""""""""

- Moved the assignment of variables XA and FF to LOGON from XFER.UTIL to make updates a bit more painless in the future.

- Added some memory management to the entire BBS. It now saves a base set of variables needed to operate while a user is online and if a

portion of the BBS creates a bunch of new variables (many games...) or fills up arays (mail and forums) the BBS can now clear those from memory before moving on.

- Users can now logon by name as well as ID#.

- There is now an optional guest account with a 20 minute time limit. The sysop can select an unused account to be set up with security zero and set the system for read only in selected forums so new users can peek around before applying for an account. This cuts down on validating those "one time users" looking for files or whatever...

- Added some intelligence to the logon procedure. It will now prompt users in some cases, such as if they select the wrong ID# by mistake. After trying their password 2 times, it will ask if they are "user x" and if not they can re-enter their password. If their account was purged for inactivity, it will notify them of the possibility and ask if they wish to apply for a new account. If yes they will be sent directly to ADD.USER.

- Added ANSI auto-detect at logon. You must still supply ANSI screens and necessary basic lines for any screens you want to add yourself just like with PSE. ANSI uses the PS flag. 0=no emulation, 128=ANSI, 255=PSE.

- Added a slightly longer pause before answering a call and before the BBS receives control back from the modem driver. This is to fix some problems "some" modems have when attempting to auto-detect PSE and ANSI. It also gives any Caller ID device you have on the BBS line time to receive the CID info between the first and second ring.

- Added a co-sysop security level (SL-8). SL-8 can now see locked files, has access to sysop utilities, and each user with SL-8 has an individual remote password separate from the sysop's.

- "Report to sysop" now supports a mutiple name list to include your co-sysops.

- Added "sysop doing user maintenance" feature. When a user is online and at the MAIN menu prompt, pressing OPTION while pressing return at the local keyboard will send the sysop to the sysop utilities. While there, the sysop has access to any functions in the menu plus a couple. Pressing "+" or "-" with this feature will increment or decrement the online user's security level by one (each time it is pressed). The user is given a polite message and asked to wait. they do NOT see the sysop working. The user is notified when the sysop returns (quits from Sysop utilities). Real nice for instant validation when you have a caller ID box on the BBS line.

- Added a "Locate user" function to sysop utilities. You can search on a user's alias, real name (last or last and first), or partial last name (contains "xxx"). Returns name, alias, and ID# for any matches.

- The sysop can copy a user to a new ID#. If you need this, use it with caution for obvious reasons...

- Purge will now ignore users with security level above a selected number (default=2). The sysop selects the level they wish EACH time

purge is used. This allows users to have permanent accounts if you wish. Much less manual purging necessary.

- Added a file copy command to SYSOP.UTIL. It was in version 2.5 but you had to chain to it using the ProDOS command. Now just select from the menu. It supports BATCH copy, move, delete, lock, and unlock. Files are selected by number. 20 file maximum to each batch.

- Moves the menu comand for SORT user list to sysop utilities where it really belonged anyway. Rewrote the sort routine for more speed. It now uses a SHELL sort instead of the old reliable (but S-L-O-W) BUBBLE sort. User lists will be sorted alphabetically by name or alias based on the alias flag for your BBS. Real names are formatted to 2 columns. Aliases are formatted to 4 columns.

- Added a forum queue feature. Users can select which forums they wish to attend when using Quickscan or Continuous Quickscan. Users can still manually enter any forum they wish regardless of their queue selections. This feature works with 20 forums. If you have more forums than this the BBS won't crash but the user's queues will be ignored. You will be prompted when you atempt to add forum number 21.

- There is now an alias flag for EACH individual forum. If you run a real name system, you can now include a forum that supports aliases for the users to get a bit crazy in. Likewise if you have an alias system, you can have a real name forum for serious discussion.

- User selectable screen clear (or not) between each message in the forums.

- Fixed a bug in the forums. If a user tried to MAIL a reply from the same message twice, the BBS would log them off with an error #5.

- Users can now send mail to another user's ID#. Much faster than sending to a username.

- Users can now send multiple carbon copies in Email. Send carbons to user names, aliases, or ID#s.

- Added a door game prefix to SYS.DATA and an optional door launcher program will be included.

- Changed VALIDATION date to FIRST date on the system. This field is no longer updated when a user is validated. This allows a "flag" of sorts to see if a user account has been purged and taken over by a new user. This was needed to reset some of the new features in version 3.0 for a new user. Also good for game scores.

- Added some info to the caller status block at the top of the sysop's screen when a user is online.

- Modified the "waiting for call" screen. Now shows sysop mail waiting and how much new. I got tired of logging on just to check my mail... <Grin>

I was working on a feature to attach files to mail but ran into some problems. It will not be included in version 3.0 but MAY be in a future release.

Frank Kucharski is working on the file transfer stuff and has had a very hectic schedule lately. It doesn't look like his changes will be done in time for version 3.0 but we will release a new version when he is done.

Jim Ferr is working on the drivers and all Asembly portions of Warp Six. He has made quite a few changes but not a lot of it is real evident to the users... The biggest thing you will see is the file list in the transfer section. It is now displayed in 2 columns.

Hopefully we will have this released by Christmas. I need to finish debugging, write an updater program, update the help files, and rewrite the documentation. Basically all the fun stuff... :(

Scott Johnson - Warp Six developement team member
(S.JOHNSON89, CAT41, TOP10, MSG:184/M645;1)

ONE TOUCH COMMANDS 5 New release from Marin MacroWorks -- shipping now!
"""""""""""""""""""""

Marin MacroWorks is pleased to offer One Touch Commands 5, an update for AppleWorks 5 of the original One Touch COmmands disk from Quality Computers. One Touch Commands 5 is a collection of fifteen (15) TimeOut add-on utilities. All of the original programs have been either updated, improved or replaced. They include:

BATCH EDITOR -- A utility that helps to set up the key file for Batch Loader.

BATCH LOADER -- Add up to 36 related files in a batch to the desktop, with just a few keystrokes. Unlimited number of batches possible, identified by name and description, rather than number. Files can reside anywhere. Direct files in the batch to specific desktops, if desired. Much improved over Load Workset!

BOXDRAW -- Draw boxes around text in the word processor. Now uses MouseText or normal ASCII text. Handles Tabs now.

DJ TWO-SIDE -- Prints a word processor document on both sides of the paper, first the odd pages, then the even. Designed for sheet-fed printers, like the DeskJet and laser printers.

FILEFINDER -- Locate lost AppleWorks or text files on your hard drive, by full or partial name, filetype, or modification date. Now permits adding the matching file to the desktop and continuing the search.

HANGMAN -- Play the classic word game inside of AppleWorks!

IW TWO-SIDE -- Prints a word processor document on both sides of the paper, first the odd pages, then the even. Designed for tractor-fed printers, like the ImageWriter or Epson printers.

NUMBER2WORDS -- Converts a number (up to 99,999.99) into English words (like "One Hundred Twenty Three and 67/100"). Use in a data base file to write your own checks, or in business letters. No longer attaches "cents" to the text.

OA-H SWAP -- Swap installed printers with your OA-H printer in a flash.

POP-UP CALC -- A powerful, one-line onscreen calculator that will pop-up in any AppleWorks environment. Will handle any expression that the AppleWorks spreadsheet will handle. Solid.

PRINT LABEL -- Quickly print any single label from a data base file.

PRINTCLIP -- Print any portion of a word processor file to any installed printer.

SAVECLIP -- Save any portion of a word processor file as a new file, to any installed drive.

SCREEN ARTIST -- (GS only) Temporarily adjust the colors of border, background, or text to suit your fancy.

TYPING SPEED -- Test your typing speed and log the results in terms of characters-per-minute.

Each program's function is documented, with screen shots, where applicable, in AppleWorks files on the disk.

The price of One Touch Commands 5 is $12.95, postpaid within North America ($16.00, airmail postpaid to the rest of the world).

To order, please send prepayment (check or money order in U.S. funds) to:

Marin MacroWorks
1675 Grand Avenue, Suite 1
San Rafael, CA 94901-2211

And coming real soon: HotKeys I. Watch for the announcement!

...Will

(W.NELKEN1, CAT13, TOP11, MSG:70/M645;1)

KANSASFEST 1995 VIDEO IS SHIPPING!
""""""""""""""""""""""""""""""""""

EGO Systems is pleased to announce that The KansasFest 1995 Video is now shipping!

This video contains highlights (and lowlights) of the goings on at KansasFest 1995 and in it you'll:

HEAR - Roger Wagner's Keynote Speach!

SEE - Mike Westerfield demonstrate the laws of gravity... over and over again!

SMELL - The inside of a grocery bag!

TASTE - A 20MB hard drive!

FEEL - Very afraid as Joe Kohn gets right up in the camera!

In all this tape contains just over two hours of pontificating, bag biting, roasting, soldering, hard-drive swallowing FUN! (Actually, we started with over 10 hours of footage, but after we took out all the promotional stuff that Roger Wagner and Joe Kohn did, we had a pretty solid two hours!)

If you couldn't get to the 1995 KansasFest, this video will show you why you'll want to go to next year's KansasFest! (And if you DID go to KFest 95, you need to get this video so you can remember all that stuff you did while you were, um, you know...)

Availability & Pricing
''''''''''''''''''''''

The KansasFest 1995 Video is shipping NOW. Limited quantities will be available the first few days (until we can "ramp up" production), but we're filling orders as quickly as we can!

The price for the KansasFest 1995 Video is $20. This price inludes First Class shipping to the United States, Canada and Mexico and Surface Mail shipping to anywhere else in the world. For Air Mail shipping, please include an additional $3 ($23 total).

And, as promised, a portion of the proceeds from the sale of this video will go to help pay for the 1996 KansasFest!

How to Order
''''''''''''

We accept Visa and MasterCard, or you can send us a check or money order (US funds only) for the proper amount. EGO Systems will be moving to new offices on 11/15/95, so here's how to contact us before and after the move:

Before the move you can reach us at:

Voice: 423-332-2087
FAX: 423-332-2634
ORDERS ONLY: 800-662-3634

Mail:

EGO Systems
P. O. Box 15366
Chattanooga, TN 37415-0366

After the move, you can reach us at:

Voice: 423-843-1775
FAX: 423-843-0661
ORDERS ONLY: 800-662-3634

Mail:

EGO Systems
7918 Cove Ridge Rd
Hixson, TN 37343

And, regardless of where we are physically, you can ALWAYS e-mail us at either:

Diz@Genie.com

Or

GSPlusDiz@aol.com

-- End Press Release
(DIZ, CAT33, TOP2, MSG:177/M645;1)

QUICK CLICK TIFF READER I think this is the right topic :)
"""""""""""""""""""""""""

Quick Click TIFF Reader is _no longer_ vaporware! My copy showed up at home today. :)

Works quite nicely so far. . . some of the conversions are a bit slow, and there's one TIFF that I can't get it to read, but I'm impressed :)

Ryan
Contemplative and not conservative
ANSITerm and CoPilot v2.55
(R.SUENAGA1, CAT45, TOP3, MSG:164/M645;1)

DEJA II (APPLEWORKS 5 FOR THE MAC) IT'S SHIPPING!
"""""""""""""""""""""""""""""""""""

The commercial version of Deja II is now shipping. I spent this past weekend out of town and away from my trusty Apple IIgs, but I was still able to use AppleWorks 5.1... on my PowerBook 165 with Deja II. It's fast and smooth. At last, AppleWorks runs on a NOTEBOOK system.

With the MAC system 7.5, AppleWorks is completely seamless. Read and write AppleWorks files directly to/from Apple ProDOS disks in the MAC superdrive, or rewrite directly to a MAC HFS volume. It's all the same to Deja II.

I never thought I'd see the day. THREE CHEERS FOR RANDY BRANDT!!

J-Bird <<WHO GOT THE LAST GS??>>
(J.CURTIS8, CAT17, TOP20, MSG:118/M645;1)

APPLEWORKS FORUM CEASES PUBLICATION The November '95 issue of the
"""""""""""""""""""""""""""""""""""" AppleWorks Forum, published by NAUG (The National AppleWorks Users Group) contains to following announcement:

"..after ten years of service to the AppleWorks community, NAUG will close its doors on December 31, 1995. It was a hard decision, but with declining memberships and rising costs, the writing is on the wall..."

Another one bites the dust.

MAN.. Dave Mattis (D.MATTIS@GENIE.COM)
(D.MATTIS, CAT17, TOP37, MSG:179/M645;1)

NEW SECONDSIGHT ROM I ordered the SecondSight v1.1 ROM today. It's free
"""""""""""""""""""" if you send back the two old chips within 30 days after the new ones are installed, else it's $20. (you can also send the

board in and have them do the necessary work)

Now I can try (& upload!) that RenderinGS demo I found on the net.

Also ordered SecondView Pro. I think it was about $35, give or take $5.

-Ken

(KEN.GAGNE, CAT20, TOP14, MSG:56/M645;1)

>>> THROUGH THE GRAPEVINE <<<

TIMEOUT CENTRAL BACK ISSUES

#26 (Jan 94) was the final issue, Doug. However, back issues will soon (end of this month) ALL be available again. I will be in charge of re-releasing them. Watch for details.

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  |
-(+)-
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  |
    ...Will
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(W.NELKEN1, CAT4, TOP6, MSG:109/M645;1)

FUTUREVISION 4.1 STATUS UPDATE

FutureVision 4.1 is VERY close to being finalized and released in less than 20 pieces :) I know this has been said before, but being pretty close to the source, I can tell you it's for real this time. :) If for no other reason than the current "author/supporter" is having time constraint problems (the reason it's taken so long) and wants to have a final version out before he transfers the "authorship" to someone else. This will most likely happen within a month. (I'm hoping sooner, personally, but knowing the way this has been going, I'm not going to hold him to the "later this week" that he told me ;)

The only major problems at this point are with the internet gateway software, and since there's only 3 sites using it at the moment, it probably won't be a big deal if it gets released with those minor bugs left. (It's fully functional, it's mostly cosmetic changes related to the way email and news articles look when received on outside systems on the internet)

One way or another, I can tell you that I will be personally uploading the full suite of METAL/FutureVision stuff here to A2 within the next three weeks, whether it's "finalized" or not. :) This has gone on way too long. :)

Just for yucks, the current version of METAL is v1.09.07, and the current version of FV if v4.1b5(d). The d means there have been 4 "package" updates to the b5 core (small archives with 2 or 3 replacement files).

Dave aka CheezWhiz@antimatter.ecore.fnet.org
Sysop of Antimatter BBS (517) 263-8384

(JUST.DAVE, CAT41, TOP14, MSG:36/M645;1)

IMPATIENT FOR NEW SUPERCONVERT > Is the new version that uses the Second
""""""""""""""""""""""""""""""" > Sight card available?

Not yet. If the SS card isn't revved pretty soon we're going to have to postpone support for it until later, so we can ship the SC update sooner.

> Also does it have its own print manager to use on inkjet printers?
> I would LOVE higher resolution.

SC works with all IIGS printer drivers...if you've got an HP DeskWriter/DeskJet/LaserJet with our Independence printer driver then SC will work just fine with it to produce some great output!

--Dave
(SEVENHILLS, CAT43, TOP5, MSG:256/M645;1)

ONE BUG HOLDING UP GRAPHICWRITER III? Actually that note Earl's been
""""""""""""""""""""""""""""""""""""" sending is a little dated...we've actually fixed that one bug, but in the meantime the testers found a few more! We're almost done fixing those. We'll be shipping ASAP...rest assured I will make a HUGE announcement here when it happens! :)

Thanks for your patience,
--Dave
(SEVENHILLS, CAT43, TOP6, MSG:44/M645;1)

HOTKEYS I COMING SOON New release from Marin MacroWorks -- to ship
"""""""""""""""""""""" November 18th.

Marin MacroWorks is pleased to offer HotKeys I, is a collection of thirteen (13) TimeOut add-on utilities. They include:

Clipper -- Clip any portion of a word processor document to save as a file (or append to an existing file) or send to a printer.

ColumnCalc -- Sum an entire column or range of rows within a column in a data base, a spreadsheet, or a word processor file. Display the result and/or enter the result in any desktop file.

DB Hilighter -- Visually highlight individual categories onscreen. Highlight follows the cursor.

DB Marker -- Visually frame individual categories onscreen. Frame follows the cursor.

Desktop File Mover -- Move files from one desktop to another.

FlexiCalc -- Calculate only specific row(s) of an ASP - much faster for large spreadsheets!

Hilighter Plus -- Like DB Hilighter, but adds auto-dialing of the highlighted number.

MultiColumn DJ -- Print a word processor file in multiple columns (2, 3, or 4) on DeskJet (sheet-fed) printer.

MultiColumnIW -- Same as above for the ImageWriter (and other

tractor-fed printers).

NumConverter -- Convert numbers between decimal and hexadecimal. Display the result and/or enter in a desktop file.

Print Months -- Enter the names of the 12 months, full or abbreviated, to rows or columns in a word processor, data base, or spreadsheet file.

Report Transporter -- Copy data base reports between files.

SS WordWrap -- Provide auto word wrap in spreadsheet columns.

Each program's function is documented, with screen shots, where applicable, in AppleWorks files on the disk.

HotKeys I is available in two versions: one for AppleWorks 4 and one for AppleWorks 5. You must specify which version you require when ordering.

The price of either version of HotKeys I is $12.95, postpaid within North America ($16.00, airmail postpaid to the rest of the world).

To order, please specify for AW4 or AW5, and send prepayment (check or money order in U.S. funds) to:

Marin MacroWorks
1675 Grand Avenue, Suite 1
San Rafael, CA 94901-2211

...Will (Cat 13, Top 11)
(W.NELKEN1, CAT4, TOP36, MSG:24/M645;1)

>>> MESSAGE SPOTLIGHT <<<
""""""""""""""""""""""""""""

Category 15, Topic 10
Message 130 Fri Oct 13, 1995
A2.CHARLIE [BB Manager] at 17:22 EDT

I'd like to conduct a survey, and I need your help.

Read this over, and if you want to participate, cut and paste the following survey into a word processor, fill it out, and email it to me [A2.Charlie].

-----cut here-----

Apple II Series Computers in Schools

Check one or more of the following:

( ) I am an educator -- ( ) elementary ( ) middle school ( ) high school
( ) I have children in ( ) elementary ( ) middle school ( ) high school

( ) I am a member of the school parent-teacher organization.

If you checked anything above, then complete the following:

Are Apple II computers used in the school where you work, or where your children attend? ( ) YES ( ) NO

If yes, answer the next three questions.

Indicate the approximate numbers available:

( ) Apple II ( ) Apple II+ ( ) Apple IIe ( ) Apple IIc
( ) Apple IIc+ ( ) Apple IIGS ( ) networked

Are these the principal computers used in the schools, or are there other models/brands available as well?

What kinds of software are being used with them? Be as specific as you can about titles.

Enter any comments that you might have about the use of computers in schools.

-----cut here-----

Thank you for your cooperation. I will report the results of this survey here in a couple of weeks.

Charlie Hartley

[*][*][*]

While on GEnie, do you spend most of your time downloading files? If so, you may be missing out some excellent information in the Bulletin Board area. The messages listed above only scratch the surface of what's available and waiting for you in the bulletin board area.

If you are serious about your Apple II, the GEnieLamp staff strongly urge you to give the bulletin board area a try. There are literally thousands of messages posted from people like you from all over the world.

[EOA]
[HUM]////////////////////////////
HUMOR ONLINE /
////////////////////////////////
Fun & Games On GEnie
"""""""""""""""""""""""

by Alan Meiss
[ameiss@indiana.edu]

>>> GUIDE TO SIGNATURES <<<
"""""""""""""""""""""""""""""""

The Internet's become trendy, and more people than ever before are mucking about on it. With easier access has come a flood of people and posters with little concept of discretion. Many of these aspiring net personalities seem compelled to fill everyone's screens with elaborate .sig

files that often border on the baroque. It's always a delight when reading news to encounter postings that consist of 100 lines reposted verbatim, the profound addition "I agree!", and a closing .sig file that sometimes comes close to filling the screen with dippy pictures and a compendium of their personal witticisms. I've noticed some common attributes to these bloated .sigs:

1) Cute pictures. Little bicycle people, roses, Amiga arrows, tire tracks, twinkle stars, etc. Rest assured, they're all just as cute the 27th time you post them.

2) Cursive letters. These seem to be all the rage. It gives your post all the more authority if you sign it:

```
 _ _ _
' ) ) )                /       /
 / / / _  _,  __.  __/ . . __/ _
/ ' (_</_(_)_(_/|_(_/_(_/_(_/_</_
          /|
         |/
```

Extreme coolness of this magnitude proclaims, "Hey, I may only be a 12 year old using my Dad's America Online account, but I can ASCII upload all by myself!"

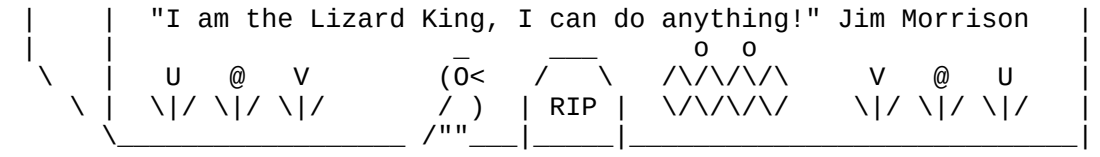
3) Dippy quotes. Impress the world with your wit and wisdom distilled into 4 or 5 lines (or puffed up to 9 or 10, as the case may be). Make these particularly profound and/or hip, so they'll still be delightful after 3 or 4 months of posting. Trivial quotes of heavy metal lyrics, Doors/Floyd/Zeppelin songs, and Star Trek and Monty Python episodes are all a must.

4) 3-D stuff. Neato! Nifty! Keen! Show your "depth" with boxes, shadow letters, cubes, etc.

5) Nicknames. Build your net persona with a catchy handle, maybe something like "eni?gma", "Wondrous1", "SoHot4U", or "smOOthie". Make your readers wince with vicarious embarrassment.

Well, I've combined as many of these features as I could and have come up with candidate for Most Annoying .Sig File. Just edit in your name and login, post, and wait for the delighted responses to fill your mailbox.

```
 ____________________________________________________________
|\     .                    o          .     *        .  \
|  \          *                  .                  o      \
| .  \_____________________________________________________\
|    |                                                      |
|    |      _/_/_/  _/      _/ _/_/_/ _/_/_/ _/_/_/  Bradley A.  |
|  * |     _/   _/ _/      _/ _/     _/     _/   _/    Dweeb     |
|    |    _/   _/ _/  _/  _/ _/_/   _/_/   _/_/_/                |
|    |   _/   _/ _/ _/_/_/  _/     _/     _/   _/  The Dweebster! |
|.   |  _/_/_/   _/   _/   _/_/_/ _/_/_/ _/_/_/                   |
|    |                                                 Uu__uU     |
|  o |  dweeb@no.dignity.com   "Huh! Huh!" - Beavis     oo        |
|    |                                                  (__)      |
|    |  "AAAARRGH!" - Megadeth | Boast no Pills! | "Hey Rocky!"  |
| .  |                                                      |
```



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Visit Alan's archive of his humor files at:
http://www.cs.indiana.edu/hyplan/ameiss/humor.html

[EOA]
[REF]////////////////////////////
REFLECTIONS /
////////////////////////////
Thinking About Online Communications
""

by Phil Shapiro
[pshapiro@aol.com]

>>> THE CASE OF THE WEBBED TENANT <<<

Online communication will surely be changing the way we work and live in the years ahead. These changes will affect many of our social and business relationships.

This past week I've been thinking about how online communication might affect the landlord/tenant relationship. On its face, this relationship would appear to be immune to the new online world. On closer examination, the possibilities (and probabilities) of online communication between landlord and tenant begin to emerge.

Suppose, for example, that you're the manager of a large apartment building. Within the building are 80 apartment units.

Given the mobile society we live in, chances are that this apartment building has a turnover of 3 to 4 tenants each month. Your job, as manager of the building, is to interview new tenants for the apartments that become vacant each month.

Apartment managers have one primary responsibility, namely, to screen out apartment applicants who appear to lack responsibility from those apartment applicants who appear possess responsibility. It's a tough call to make when you only get 15-20 minutes to visit with the people who have expressed an interest in the apartments.

Now suppose that you have a list of 12 persons who are interested in a certain apartment. And further suppose that 3 out of those 12 persons casually mention that they have set up a personal web page for themselves.

What you, as a decision maker, have is an opportunity to gather further information without having to call the apartment applicants back for a second interview. In essence, the people who have set up personal web pages are giving you the opportunity of learning more about them, without having to go through a process of interviewing them at length.

Given the above scenario, who do you think has the better chance of being offered an apartment? The folks who already have a home page have a

greater chance of having a physical home to go with it.

Admittedly, some people might say that it is possible to put whatever information you want on your home page. You could represent yourself in a way that totally masks who you are as a person.

True, such mischief could happen. But at some point it becomes self-defeating to have a home page that masks your true self. After all, you could be sending out misinformation to people who you have an interest in knowing about the real you.

Relationships are two way things, so how would online communication benefit tenants? Well, as an apartment seeker, would it not be convenient to be able to jot off an E-mail message to several current tenants of a building to hear about their view of the building's management? You might feel shy about calling such people out of the blue, but you wouldn't feel as shy about sending them a short E-mail inquiry asking about how they feel about the building's management.

If the building manager has access to your own web page, then it wouldn't be unnatural to ask the manager to give you the E-mail addresses of a few of the current tenants.

The result of all this is that everyone is able to access more information about each other, enabling everyone to make more informed decisions. Some might see this as yet one more in-road to personal privacy. But from where I sit, I see this as a positive development.

If I were to apply for an apartment, I would have no qualms about giving the apartment manager the URL of my personal web page. The web page gives detailed info about my interests and work. By definition, I'm not going to put something on my web page that I would not want the general public to know.

If my web page can help the apartment manager make a more informed decision about my application, so much the better for both of us. I take pride in being an upstanding, contributing member of the community. If technology can help differentiate me from the less-reliable-tenant, so much the better.

Each of us hungers for information that can make our life's decisions more informed and less risky. Online communication helps further this goal in almost every type of social and business relationship.

You may be surprised at how relationships will be changing in the coming years. One thing is for sure: Those who take time to consider the impending changes will be able to plan accordingly.

Phil Shapiro

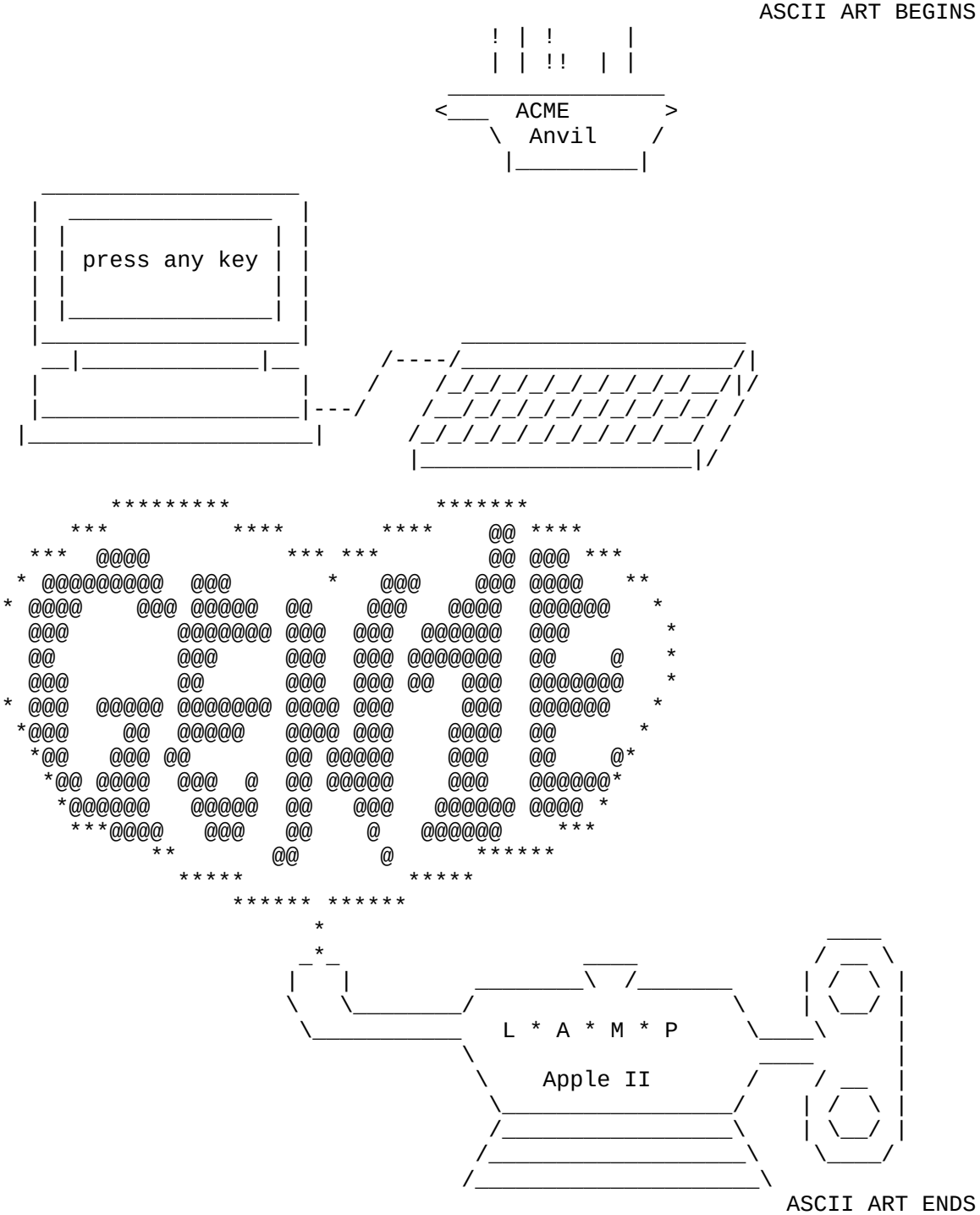
[*][*][*]

The author takes a keen interest in the psychological and social aspects of online communications. He can be reached at: pshapiro@aol.com.

[EOA]
[ASA]//////////////////////////////

ASCII ART GALLERY /
////////////////////////////////
ASCII Art
""""""""""
by Jason J. Olson
[J.OLSON28]

ASCII ART BEGINS



ASCII ART ENDS

[FOR VISUALLY IMPAIRED READERS: The preceding showed two drawings; one

shows a IIgs computer displaying the message "press any key" as an anvil is about to fall on the keyboard; and the other shows a magic lamp labelled "Lamp Apple II", from the spout of which is billowing a heart-shaped cloud which contains the legend "GEnie".]

[EOA]
[HUN]////////////////////////////
THE TREASURE HUNT /
////////////////////////////////
Yours For the Downloading
"""""""""""""""""""""""""""
by Douglas Cuff
[EDITOR.A2]

>>> INFORMATION HIGHWAY TRAVEL KIT <<<
"""

When you visit Usenet newsgroups and the World Wide Web, you come across mysteries so deep that you're not sure that one is meant to solve them. For example, on the newsgroup comp.binaries.apple2, you might see a message that begins:

```
FiLeStArTfIlEsTaRt
ABCDEFGHIJKLMNOPQRSTUVWXYZabcdefghijklmnopqrstuvwxyz0123456789()
GBINSCII        AQhmAAAAA8)4MIAI02DA9ARMQEDtAQhmAIVZ
gYITA6u7xADA0MjM3YTNBlDOENkQwYURzITM2UDN5gzNDJUQGVERyEDM1QzM4cjN
CFUOFR0QxAjR0MjM3YTNBlDOENkQwAQRzITM2UDN5gzNDJUQGVERyEDM1QzM4cjN
```

Or perhaps the message begins this way:

```
begin 666 goodluck.bxy
M4W5N3U,@4F5L96%S92 T+C$@*%-$4U0V,"D@(S@Z(%1U92!/8W0@.2 Q,CHS
M...3HT.2!%1%0@,3DY, HT
```

Your first reaction might be to back away and find something more interesting, which isn't a bad idea. After a while, you'll realize that these messages are encoded files that you can use. Then you'll want to know how to decode them.

Decoding is always easy if you have a code book. And there are code books for the Apple II, even though most of the people who wrote the codes didn't have the Apple II in mind. We've been fortunate enough to have freelance programmers provide the code books for themselves and for their fellows.

You need decoders for three basic things: pictures, sounds, and programs. You're likely to run into pictures and sounds on web pages. Since you're limited to browsing the web with Lynx, which is text based, you can't see the pictures or hear the sounds as you browse. What you can do is download them for later retrieval.

PICTURES """""""""
The two most popular still picture formats on the web are GIF and JPEG. There are plenty of programs for viewing GIF files on a IIgs and even one or two programs for viewing them on the IIe and IIc. In fact, there are too many GIF programs to discuss in a column like this. I'll just mention a couple I use regularly:

File #23435: SHOWME1.1.1.BXY (73984 bytes)

''''''

SOUNDS Some people attach sounds to their web pages. These are usually
""""""" in .WAV or .AU format, and now IIgs users can finally hear them,
thanks to programmer Paul Creager.

File #25825: RSOUNDER3.BXY (342248 bytes)
''''''

posting that starts with "begin 666 filename.ext" is probably uuencoded.

If you have an Apple IIe or IIc computer, you should download:

File #19282: BINSCII.UU.BXY (7424 bytes)
''''''

[R.PASOLD]

>>> VOLUME III, NUMBER 1 <<<
"""""""""""""""""""""""""""""""

WHAT IS PAUG? """""""""""""" The mission of the Planetary Apple User Group (PAUG) is to serve as the online heart of the worldwide Apple II community. PAUG's goals include providing help and support for anyone who may not have a local user group nearby, and for user groups that want a virtual link to the Heart of the Apple II world. Creating a link between PAUG and both the online and offline user group community is one of our priorities. PAUG sponsorship of an online user group is focused on promoting the fact that the Apple II is not only still alive, but doing very well.

WHAT DOES PAUG DO? """""""""""""""""""" There _is_ support! PAUG will provide it, or help you find it. We meet the third Sunday of every month at 7:00 p.m. Eastern Time in the Apple II RoundTable (A2) Real Time Conference (RTC) area. With no long miles to drive or time away from home, PAUG offers the Apple II user a friendly and comfortable association with others of similar computing interests. There is plenty of accurate computer information, hints, tips, and just plain old fashioned fun conversation. Along with this, you also get the security of knowing that all the computing support you could possibly need is right at your fingertips. What could be more convenient?

ANNOUNCEMENTS
"""""""""""""

Two Year Anniversary! ''''''''''''''''''''' November 1993 was the first newsletter reflecting the events of the October inaugural meeting of the WWUG (World Wide User Group, now PAUG). Highlights included visits from Tom Weishaar and Bryan Pietrzak of Softdisk/Softdisk G-S. The next issue of the PAUG Newsletter (December 1995, Volume III, Number 2) will spend some time reminiscing about the past two years.

Yes, it has been over two years since this brain child of Lunatic E'Sex sprang forth that warm July night at KFest 1993! Thank you so much Luny, I hope you like what you see.

New Editor '''''''''' I am pleased to say that I will be writing this newsletter on a permanent basis starting this month. I will be providing reports on the PAUG monthly meetings, updates on all of our projects, and feedback from the PAUG membership. I will need your support. Please send your comments, ideas, and PAUG news worthy items, in email to me on GEnie at R.PASOLD or over the Net at r.pasold@genie.com, or if you are already online with GEnie (good move!) make a post in Category 3, Topic 34 (Planetary Apple User Group) in the A2 RoundTable Bulletin Board (m645;1).

Each month I plan to keep you informed by presenting at minimum the following features in the PAUG Newsletter:

- ANNOUNCEMENTS
  Important events and news of the next meeting.

- THE MAIN EVENTS
  A report of what happened at the last meeting and more.

- QUICK PEEK INTO THE MEETING
  A small edited portion of the RTC transcript (juicy parts).

- THE A2 LIBRARY
  Where you can find those marvelous files.

- PLEASE FEED ME!
  Short excerpts of FEEDBACK from PAUG members and myself.

- GOOD BUY
  Leaving you with a bargain that you will want to run right out and buy, is just our way of saying thanks for supporting PAUG.

The Next Meeting The next meeting of PAUG is at 7 p.m. Eastern Time on Sunday, November 19. The following Thursday is Thanksgiving Day. Join us in the celebration of the beginning of our third year and in a great tradition, computing on the time tested Apple II.

THE MAIN EVENTS "Play around in PAUG" was the theme for the October meeting. What are your favorite games? The answers ranged from classics that used the old DOS 3.3 operating system to sophisticated 16-bit GS-specific games. The Eamon text adventure games won hands down as the favorite DOS 3.3 games, and almost all of them, with exception of the three commercial versions by Softdisk, are available right here in the A2 RoundTable Library! The most recent versions are in ProDOS 8. Before you can play the games, you must download the Master disk and the Main Hall disk, with versions available in both DOS 3.3 and ProDOS. These Eamon games are all in the public domain, and there is no shareware fee.

Battle Chess and Chessmaster were not only discussed, but members also wanted to know how to get them. Since they are both commercial games and no longer available, the best advice is to search in the Free Trade Zone for used copies. Just recently, both games were advertised for sale by Mr. Tracy Cook of A+ Technologies. A demo of the Battle Chess game is available in the A2 library. Chessmaster 2100 comes in both 8-bit and GS specific versions. The 8-bit version is copy protected and not hard drive installable. There are patches and fixes in the library so that Battle Chess and Chessmaster GS can be run from the Finder. The Chessmaster patches include a neat icon file. If you have the Bonus Icons file from Scantron Quality Computers, it includes an awesome Battle Chess icon.

Another chess game mentioned was Sargon III. Sargon III is only available for the Apple in DOS 3.3, but it is a powerful game! You can use the mouse and play at level 9, however; waiting for a reply at that level can take over one hour on an accelerated Apple II! This is usually not a problem, since most amateur players (like me) have a hard time beating level 2 (there are nine levels), which provides almost instant response. This disk is copy protected and not hard drive installable.

All three of these chess machines are rated by the U.S. Chess Federation and can play you at Master Play levels. They all provide tutorial games and instruction. In Chessmaster 2100 GS, there is even the ability to play Speed Chess! You can pick from 1 minute to 99 minute games (5 minutes is the norm), and if your clock runs to zero, Chessmaster promptly announces, "Your time has run out. You lose." Amazing!

QUICK PEEK INTO THE MEETING Let's take a quick peek into the meeting and

""""""""""""""""""""""""""" see what happened. Of course, this is edited for content and confidential, so don't tell anyone!

Notice on door: Join us and "Play around in PAUG." What are your favorite games? Do you have any good tips? Have you downloaded a good game lately? Let's talk about playing around.

<Cindy> Hi! Welcome to PAUG! [Cindy is the PAUG RTC leader]

** <Eamon Zealot> is here.

<Eamon Zealot> yo.

<PATZ.PIX> howdy again, Tom.

<Cindy> Hi Tom, Welcome to PAUG

<Ron> Hi Tom

<Ron> Hi John

<Cindy> If anyone has anything to say about games - just speak up!

<Cindy> I have an idea what Tom plays.

<Eamon Zealot> This is where we talk about collecting pogs, right?

<Cindy> LOL [This means "laughing out loud"]

<Ron> LOL!

<Ron> Okay, Eamon games...never have tried them.

<Cindy> Tell us a little about Eamons

<Ron> Yeah, give us the FAQs, okay? (hehehehe)

<Eamon Zealot> Ron, if you like text adventuring, you'll probably like Eamon. If not, you won't.

<Cindy> What is Text adventuring?

<Eamon Zealot> Text adventuring is a style of gaming in which the computer tells you what you see, and you type in commands to move about and act on objects and creatures. The original Adventure by Crowther and Woods is the classic example. The Infocom series of games are text adventures.

<Ron> Like the Zork games and the old Infocom stuff, then.

<Eamon Zealot> Yes, Ron. Exactly.

<Cindy> Do you have to be a rocket scientist to play them? <g>

<Eamon Zealot> No, Cindy, you don't need to be a rocket scientist.

<Eamon Zealot> Eamons are NOT commercial. It's all public-domain, with the exception of three that were published in Softdisk. The

other 236 Eamons were written by ordinary people. About half of them aren't so good, but the top 50 or 60 are very good.

<Ron> I'd say one of the things that got me into computing was the Infocom games. I was really fascinated with them.

<Eamon Zealot> Me too, Ron. I wasted about a year of my life playing every Infocom game I could afford. I played the =original= Zork on a DEC PDP-11/34 back when all you could get on personal computers was Zork I. The original encompassed all three Zorks.

<Bill> Don't mean to change the subject, but does anyone know where to get a good chess game for the IIGS?

<Eamon Zealot> Feel free to change the subject, Bill! I don't know of any chess games for the GS.

The conversation then went on about the chess games. This is just an example of the fun and top notch information you will get when you attend a PAUG meeting. Don't you wish you would have been there?

THE LIBRARY Great games are to be found in the A2 Library. Here's where
""""""""""" to get them.

DOS 3.3: Library 42
ProDOS 8: Library 33
GS specific: Library 21

Here are some specific files you may want.

Chess Stuff
'''''''''''

11191 CM2100.RUN.BXY Run ChessMaster from GS/OS
10243 CM2100HLP.BXY Icon & HD help for Chessmaster GS.
21557 CM2100.FIX.BXY Remove CM2100 (IIGS) key protection
19941 CHESSFINDER.BXY Run BattleChess, others, under 6.0
8570 BTLCHSSDEMO.BXY Demo of Battle Chess GS

Eamon Stuff
'''''''''''

The DOS 3.3 Demos and Master disks:

8828 EAMON.D.001.BXY Eamon Master Disk (DOS 3.3)
8833 EAMON.D.GMH.BXY Eamon 'Graphics Main Hall' (DOS 3.3)
8667 EAMON.D.DD6.BXY DOS 3.3 Eamon Dungeon Designer v6.2
8496 EAMON.DEMO.BXY Stand-alone Eamon Demo (DOS 3.3)
8952 EAMON.D.162.BXY Eamon.162 Eamon v7.0 Demo (DOS 3.3)
21219 EAMON.D.DD7.BXY DOS 3.3 Eamon Dungeon Designer v7.1
21220 EAMON.D.MDS.BXY DOS 3.3 Eamon DDD 7.1 Supplement
21221 EAMON.D.UTL.BXY DOS 3.3 Eamon Utility Programs

Some DOS 3.3 amazing helpers:

23012 OZ.DOS.1.0.BXY DOS 3.3 for 800K 3.5" disk
23013 MOVER.1.03.BXY Store 5 5.25" disks on one 3.5"

HyperCard GS Eamon:

```
     15457     EAMON.HCGS.BXY Main Hall & Beginners Cave in HCGS

     ProDOS Eamon:

     16219     EAMON.001.BXY ProDOS Eamon Master/Main Hall
     15702     EAMON.GMH.BXY ProDOS 'Graphics Main Hall'
     11767     EAMON.P.191.BXY ProDOS 'Enhanced Beginners Cave'
     11768     EAMON.P.195.BXY ProDOS 'The Training Ground'
     11842     EAMON.MAPS.BXY Misc. Eamon maps
     12062     EAMON.PURGE.BXY ProDOS EAMON.DESC file fixer
     15100     EAG.DEC90.BXY Sample Eamon newsletter
     16866     UNIV.CHKFIL.BXY Universal Eamon file verify program
     16728     BEST.EAMONS.BXY An incredible role-play experience
     19410     EAMON.VARS.BXY Variable listing for Eamon MAIN.PGM
     21218     EAMON.DDD71.BXY ProDOS Eamon Dungeon Designer v7.1
     21222     EAMON.ADB.BXY Appleworks ADB of Eamon list.
     21234     EAMON.UTL.BXY ProDOS EAG Eamon Utilities
     23019     EAMON.LISTS.BXY Updates of six Eamon Lists

More Stuff   A few we didn't mention:
''''''''''
     23321     COGITO.BXY Cogito, a Brutal Deluxe IIgs game
     23380     Q2.BXY Treasures from Heaven (GS)
     23480     STALACTITES.BXY Stalactites for the IIgs
     23428     SPACEINV.GS.BXY GS version of the 1978 arcade hit
     23504     NUMBLOX1.0.BXY Logic Game using numbered blocks (GS)
     23575     FF.MANUAL.BXY Printable manual for ForestFire (SoftDisk GS)
     24234     GAMES.UTILS.BXY Game hacking and cheats

Have FUN!

PLEASE FEED ME!   This is where I give a brief synopsis of all the letters
""""""""""""""""  and suggestions pouring into Cindy's, Gina's and my mail
box.  Since this is the first issue where the "PLEASE FEED ME!" column
exists, there are none.  But I won't let that stop me from writing
something!

     Comment on this idea.  We want to make PAUG a _membership_ user
group.  Anyone can attend PAUG meetings and get the benefits of PAUG, but
only official members would get things like User Group Discounts, special
admission prices to KFest, discounts on Apple T-shirts and other products.
The only requirement is to fill out a small form and get on our "Official
PAUG Membership List."

NAME.................ADDRESS.....................................

TYPE OF APPLE II:...............................................

HEARD ABOUT PAUG FROM...........................................

               SIGNATURE.....................DATE..............

     That is all there would be.  Would you be willing to fill out the
form and attend at least one RTC for these added benefits?  Let me know!
There is nothing official about this and it may never happen, but we would
like to know what you feel about it.

GOOD BUY   Willis Poole (W.POOLE) mentioned that he was seeing the new Zip
```

""""""""" Drive at Direct Ware (1-800-490-WARE) for $189. That makes this popular removable hard drive even more of a bargain! If you have been thinking Zip, now may be the time to buy. Thanks Willis!

[Note: The Zip Drive was recently the topic of a Real Time Conference (RTC), and enough valuable information was presented that it warranted a special archive of the transcript. Download file #25002 (IOMEGA.ZIP.BXY) for more information.]

A+ Technologies recently advertised these amazing prices on a few items I have picked for you to savor.

Battle Chess (IIgs/3.5) ($14)
Chessmaster 2100 ($10) [Ask if this is the 8-bit or GS version]
Sargon III (New in shrinkwrap !) DOS 3.3 ($12)
Zork I by Infocom [8-bit] (New in shrinkwrap) ($10)
Zork III by Infocom [8-bit] (New in shrinkwrap) ($12)
Video Vegas 8-bit ($10) [I own this and it is awesome! I paid $35!]

If you have ever wanted one of the above games, don't hesitate!

Apple IIe Enhanced CPU (10 available)	$69 each
Apple DuoDisk with Cable (2 available)	$59 each
Apple 5.25 Platinum Drive (89 available)	$69 each
Apple Unidisk 5.25 (Beige) (41 available)	$45 each
Apple IIc Ext. 5.25 Floppy Drive (7 available)	$39 each
Apple Unidisk 3.5 Drive (4 available)	$79 each

If you need one of the above disk drives, get it now!

A+ Technologies
48 Sharon Drive
Bay Point, CA 94565
(Mr.) Tracy A. Cook

1-800-2APPLE2 (U.S. and Canada) or 510-458-3960 (International)
(9 a.m.-12 Noon, Pacific Standard Time, Weekdays)
email to apluscomp@aol.com (Allow 72 Hours for answer)

IN CONCLUSION """""""""""""" The PAUG Newsletter is an intrinsic part of GEnieLamp A2. If this is your first time reading the GEnieLamp A2, be sure to get it every month and take note; all the text file (TXT) back issues are in the DigiPub Library and the AppleWorks Word Processor (AWP) back issues are in the A2 Library, awaiting your reading pleasure. Until next month,

C U L8tr!

Remember, the goal of the Planetary Apple User Group is to be _your_ primary Apple II resource! If you have any suggestions, insights, or ways to help us help you...let us know! Future plans include working with groups on the "outside" to create a stronger bond within the Apple II community. Just email r.pasold@genie.com, or c.adams11@genie.com or a2.gena@genie.com, or if you are already online with GEnie (yes, still a good move!) make a post in Category 3, Topic 34 (Planetary Apple User Group) in the A2 RoundTable Bulletin Board (m645;1).

// QWIK_QUOTE ////

```
         /  "Who thought up this idea of programming 'politeness'     /
        /  into computers?  To hear a machine voice say 'Thank you   /
       /  for waiting' may be soothing the first time, but three    /
      /  times in a row reminds you that it is phony, and forty    /
     /  minutes of such stalls without even once hearing a        /
    /  living voice can try the patience of a guru....  It       /
   /  would have been a relief if, after a certain number of    /
  /  futile tries, it had been programmed to say, 'Buzz off,   /
 /   sister; you've had it.'"                                 /
////////////////////////////  Robert A. Heinlen, FRIDAY  ////

[EOA]
[LOG]////////////////////////////////
                          LOG OFF //
////////////////////////////////////
GEnieLamp Information
"""""""""""""""""""""""
```

o COMMENTS: Contacting GEnieLamp

o GEnieLamp STAFF: Who Are We?

GEnieLamp Information GEnieLamp is published on the 1st of every month on GEnie page 515. You can also find GEnieLamp on the main menus in the following computing RoundTables.

RoundTable	Keyword	GEnie Page	RoundTable	Keyword	GEnie Page
DigiPub	DIGIPUB	1395	Atari ST	ST	475
Macintosh	MAC	605	IBM PC	IBMPC	615
Apple II	A2	645	Apple II Dev.	A2PRO	530
Macintosh Dev.	MACPRO	480	Geoworks	GEOWORKS	1050
BBS	BBS	610	CE Software	CESOFTWARE	1005
Mini/Mainframe	MAINFRAME	1145	Programming	PROGRAMMING	1445
Data Comm.	DATACOMM	1450	IBM PC Prog	IBMPCPRO	617
PowerPC	PPC	1435	PowerPCProg	PPCPRO	1440

GEnieLamp is also distributed on CrossNet and many public and commercial BBS systems worldwide.

- To reach GEnieLamp on Internet, send mail to: genielamp@genie.com
- Back issues of GEnieLamp are available in the DigiPub RoundTable Library #2 on page 1395 (M1395;3).
- GEnieLamp pays for articles submitted and published with online GEnie credit time. Upload submissions in ASCII format to library #31 in the DigiPub RoundTable on page 1395 (M1395;3) or Email it to GENIELAMP. On Internet send it to: genielamp@genie.com
- We welcome and respond to all E-Mail. To leave comments, suggestions or just to say hi, you can contact us in the DigiPub RoundTable (M1395) or send GE Mail to John Peters at [GENIELAMP] on page 200.
- If you would like to meet the GEnieLamp staff "live" we meet every Wednesday night in the Digi*Pub Real-Time Conference at 9:00 EDT (M1395;2).

o The Digital Publishing RoundTable is for people who are interested in pursuing publication of their work electronically on GEnie or via disk-based media. For those looking for online publications, the DigiPub Software Libraries offer online magazines, newsletters, short-stories, poetry and other various text oriented articles for downloading to your computer. Also available are writers' tools and 'Hyper-utilties' for text presentation on most computer systems. In the DigiPub Bulletin Board you can converse with people in the digital publishing industry, meet editors from some of the top electronic publications and get hints and tips on how to go about publishing your own digital book. The DigiPub RoundTable is the official online service for the Digital Publishing Association. To get there type DIGIPUB or M1395 at any GEnie prompt.

>>> GEnieLamp STAFF <<<

GEnieLamp	o John Peters	[GENIELAMP]	Publisher
	o Mike White	[MWHITE]	Managing Editor
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	o Ray Pasold	[R.PASOLD]	A2 Staff Writer
	o Charlie Hartley	[A2.CHARLIE]	A2 Staff Writer
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ATARI	o Sheldon H. Winick	[GELAMP.ST]	ATARI EDITOR
	o Bruce Smith	[B.SMITH123]	EDITOR/TX2
	o Mel Motogawa	[M.MOTOGAWA]	Atari Staff Writer
	o Richard Brown	[R.BROWN30]	Atari Staff Writer
	o Al Fasoldt	[A.FASOLDT]	Atari Staff Writer
	o Timothy V. Steed	[T.STEED1]	Atari Staff Writer
	o Lloyd E. Pulley	[LEPULLEY]	Atari Staff Writer
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	o Tika Carr	[LAMP.MM]	MULTIMEDIA EDITOR
	o Susan M. English	[S.ENGLISH1]	Multimedia Graphics Artist
	o Bob Connors	[DR.BOB]	IBM Staff Writer
	o Wayne & Chris Ketner	[C.KETNER]	IBM Staff Writers
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	o Tom Trinko	[T.TRINKO]	Mac Staff Writer
	o Bret Fledderjohn	[FLEDDERJOHN]	Mac Staff Writer
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	o Tika Carr	[LAMP.MM]	Windows Staff Writer
ETC.	o Jim Lubin	[J.LUBIN]	Add Aladdin Scripts
	o Scott Garrigus	[S.GARRIGUS]	Search-ME!
	o Mike White	[MWHITE]	(oo) / DigiPub SysOp
	o John Peters	[GENIELAMP]	DigiPub SysOp
	o Al Fasoldt	[A.FASOLDT]	Contributing Columnist
	o Phil Shapiro	[P.SHAPIRO1]	Contributing Columnist

o Sandy Wolf [S.WOLF4] Contributing Columnist

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////////////////////////////////////\\

[EOF]

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DOCUMENT almp9512.app
================================================================================

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     ||    ||||||  ||    ||  ||||||                      RoundTable
     ||    ||  ||  |||  |||  ||  ||
     ||    ||||||  ||||||||  ||||||                      RESOURCE!
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     |||||  ||  ||  ||    ||  ||

                    ~ WELCOME TO GEnieLamp APPLE II! ~
                     """""""""""""""""""""""""""""""""
              ~ THE TREASURE HUNT:  Very Best 8-bit Utilities ~
                 ~ COMMUNICATIONS:  A2 Internet Launch Pad ~
                       ~ plus holiday cheer and fun! ~
                    ~ HOT NEWS, HOT FILES, HOT MESSAGES ~

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 GEnieLamp Apple II     ~ A T/TalkNET Publication ~      Vol.4, Issue 45
""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""
Publisher.....................................................John F. Peters
 Editor.....................................................Douglas Cuff
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          ~ GEnieLamp IBM ~ GEnieLamp ST ~ GEnieLamp PowerPC ~
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////////////////////////////////////\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\

           >>> WHAT'S HAPPENING IN THE APPLE II ROUNDTABLE? <<<
            """""""""""""""""""""""""""""""""""""""""""""""""""

                          ~ December 1, 1995 ~

 FROM MY DESKTOP ......... [FRM]        FROM MY MAILBOX ......... [MAI]
  Notes From The Editor.                  Letters To The Editor.

 HEY MISTER POSTMAN ...... [HEY]        HUMOR ONLINE ............ [HUM]
  Is That A Letter For Me?                Christmas Cheer.

 SEARCH_ME ............... [FUN]        REFLECTIONS ............. [REF]
  Online Puzzle Fun.                      Helping Others Help You?

 ASCII ART GALLERY ....... [ASA]        THE TREASURE HUNT ....... [HUN]
  Christmas Art.                          Very Best 8-bit Utilities.

 COMMUNICATIONS .......... [COM]        PAUG MEETING REPORT ..... [PMP]
 A2 Internet Launch Pad.                 Report on November's Meeting.

                     LOG OFF ................ [LOG]
                      GEnieLamp Information.
```

[IDX]""

READING GEnieLamp GEnieLamp has incorporated a unique indexing system
"""""""""""""""""" to help make reading the magazine easier. To utilize this system, load GEnieLamp into any ASCII word processor or text editor. In the index you will find the following example:

HUMOR ONLINE ..... [HUM]
GEnie Fun & Games.

To read this article, set your find or search command to [HUM]. If you want to scan all of the articles, search for [EOA]. [EOF] will take you to the last page, whereas [IDX] will bring you back to the index.

MESSAGE INFO To make it easy for you to respond to messages reprinted
"""""""""""" here in GEnieLamp, you will find all the information you need immediately following the message. For example:

(SMITH, CAT6, TOP1, MSG:58/M475)
_____| _____|__ _|___ |____ |_____
|Name of sender CATegory TOPic Msg.# Page number|

In this example, to respond to Smith's message, log on to page 475 enter the bulletin board and set CAT 6. Enter your REPly in TOPic 1.

A message number that is surrounded by brackets indicates that this message is a "target" message and is referring to a "chain" of two or more messages that are following the same topic. For example: {58}.

ABOUT GEnie GEnie's monthly fee is $8.95 which gives you up to four hours
""""""""""" of non-prime time access to most GEnie services, such as software downloads, bulletin boards, GE Mail, an Internet mail gateway, and chat lines. GEnie's non-prime time connect rate is $2.00. To sign up for GEnie service, call (with modem) 1-800-638-8369 in the USA or 1-800-387-8330 in Canada. Wait for the U#= prompt. Type: JOINGENIE and hit RETURN. When you get the prompt asking for the signup/offer code, type: DSD524 and hit RETURN. The system will then prompt you for your information. Need more information? Call GEnie's customer service line (voice) at 1-800-638-9636.

SPECIAL OFFER FOR GEnieLamp READERS! If you sign onto GEnie using the
"""""""""""""""""""""""""""""""""""" method outlined above you will receive $50.00 worth of credit. Want more? Your first month charge of $8.95 will be waived! Now there are no excuses!

GET GEnieLamp ON THE NET! Now you can get your GEnieLamp issues from
"""""""""""""""""""""""""" the Internet. If you use a web browser, connect to "gopher://gopher.genie.com/11/magazines". When using a gopher program, connect to "gopher.genie.com" and then choose item 7 (Magazines and Newsletters from GEnie's RoundTables).

*** GET INTO THE LAMP! ***
"""

////////////////////////////////////// GEnie_QWIK_QUOTE ////
/ I want a program that reads the instructions for me, /
/ intuitively knows what I'm thinking, and allows me to /

/ blunder, regardless. /
// D.CROSS5 ////

[EOA]
[FRM]//////////////////////////////
FROM MY DESKTOP /
//////////////////////////////
Notes From The Editor
""""""""""""""""""""""""
by Douglas Cuff
[EDITOR.A2]

Once again this year, my parents have taken pity on their destitute son and daughter-in-law and have given us a Christmas gift of a flight home. And usually, by this time, I've ordered several Christmas gifts from catalogs and made other less material plans to help make the family Christmas bright. Not this year. Not yet.

It's been a rough year... again. Some are looking forward to the next year with trepidation because of the announcement that GEIS, the parent of GEnie, has hired a firm to find someone to buy GEnie. I think it's worth quoting GEnie's acting president in full:

[*][*][*]

A LETTER FROM GENIE ACTING PRESIDENT, HORACE MARTIN

November 13, 1995

Dear GEnie Subscriber,

GE Information Services, the owner of GEnie Online Services, announced yesterday that the company is working with the investment firm of Allen & Company to identify potential buyers for GEnie.

The decision to seek a buyer for GEnie was a difficult one for GE Information Services. We feel tremendous loyalty to our customers, and we considered very carefully the options available to us. Finally, our business decision was based on a desire to focus on GE Information Services' main mission -- to provide business productivity solutions to businesses around the world. We lead this market, and we derive more than 95% of our revenues from this market. In 1995, GE Information Services has invested in GEnie with a new graphical user interface, new multi-player game offerings, faster access speeds, and simplified pricing. We believe that GEnie presents a good fit within a company whose main focus is in the consumer market.

GEnie subscribers are the best in the world, and we are keeping you front and center as we seek a new owner for GEnie. We assure you that you will receive top quality service and support throughout this process. We will make every effort to make this transition transparent to you. In the long run, we hope that this transaction will make GEnie a better and even more exciting service for you, our customer.

Please check GEnie's logon announcements periodically.

Updates will be provided whenever new information can be released. (Type "GENIE" at any menu prompt and select Item #2 from the menu which is presented to access the announcements if you're already online, or take a moment to review them each time you logon.)

Sincerely,

Horace Martin
Acting President
GEnie Online Services

[*][*][*]

I think it's fair to say that all the people on GEnie are anxious, but particularly the Apple II community. GEnie has become our de facto home. On GEnie, we don't have to huddle in the "orphaned computers" RoundTable--heck, we have two RoundTables all to ourselves. Those RoundTables take an archival approach to both its file library and its message base. It looks for reasons to keep archival material in place, not ways to delete last year's hits to make room for this year's hits.

GEnie is one commercial on-line service that still welcomes you if all you have is a text display. It wants to help you point and click if that's what you like, but it doesn't turn away the user with lean, simple hardware. We don't want GEnie to go away.

Okay. Fear is an understandable first reaction. It's a mistake to stop at the first reaction, though. I think Lloyd de Vries of the Stamps RoundTable put it best: "'Acquisition' or 'sale' does not mean 'end.'" Lloyd points out that he works for CBS, who was recently acquired by Westinghouse. "No one," says Lloyd, "seriously expects CBS to now go out of business."

Ah... the voice of reason. Exactly what I needed to make this season a joyous one. Thank you, Lloyd.

I would like to wish all of you--in the words of Commander Susan Ivanova--"Merry Christmas. Or Happy Hannukah. Whatever."

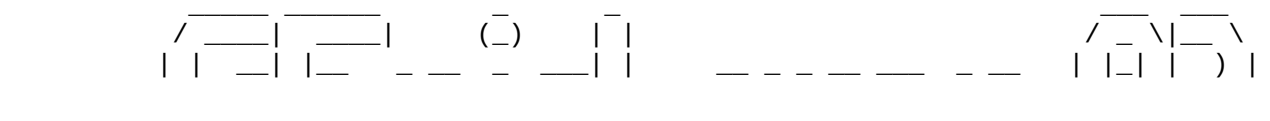
-- Doug Cuff

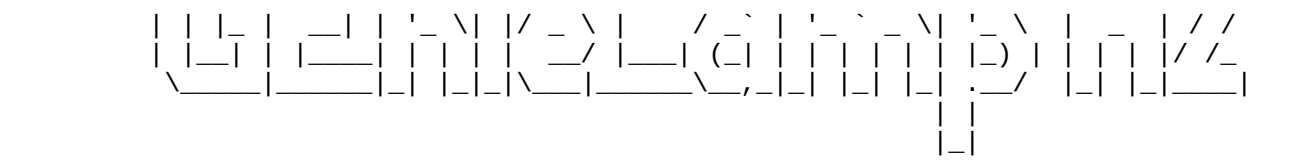
GEnie Mail: EDITOR.A2 Internet: editor.a2@genie.com

REPRINTING GEnieLamp

If you want to reprint any part of GEnieLamp, or post it to a bulletin board, please see the very end of this file for instructions and limitations.

ASCII ART BEGINS





ASCII ART ENDS

[EOA]
[MAI]////////////////////////////
FROM MY MAILBOX /
////////////////////////////
Letters To The Editor
""""""""""""""""""""""""

TREASURE HUNT ERROR #1: HTML EDITOR In the last GEnieLamp A2, you made a mistake in giving credit for HTML Editor. You said it came from the Nova Scotia User Group. Actually, I ported it from the Mac Hypercard stack of the same name. I am not affiliated with the Nova Scotia Users group.

Since HTML Editor is a port, no new features were added (i.e. WYSIWYG, verify for valid code, etc). I am working on porting the latest Mac Hypercard version to HCGS (the only advantage is that it supports more HTML commands, such as forms). It is taking a while since I have to write several XCMDs to make it functionally similar. Hopefully, a GS web browser will soon be made so documents can then be viewed through IPC calls (if it will support them).

Anyway, I was hoping the correction of where it came from could be corrected for the next issue of GEnieLamp A2.

Geoff Weiss

>>>>> Our news service has been erratic as of late and I just received and read the latest issue of the _A2 GEnieLamp_ [sic] (November, 1995) and noticed an error in the Website area (Treasure Hunt).

You list a program we feature in our public download archive as being "from the Nova Scotia Apple Users Group". The program in question, HTMLEDIT was created by Geoff Weiss; we merely feature it in our archive as we do with many fine shareware and public domain programs.

Could you please correct this oversight in your next issue as I would like to see Mr. Weiss receive the credit for his creation.

Thank you,

Tony Cianfaglione
President
Nova Scotia Apple Users Group
Chebucto Community Net

My apologies to both Mr Weiss and the Nova Scotia Apple Users Group. In the Treasure Hunt column, I referred to the program HTML Editor as "from The Nova Scotia Apple Users Group". This is because the person who uploaded it to GEnie obtained it from the home page of NSAUG. I was also determined to mention NSAUG,

since they were the closest Apple II user group to me when I lived in Newfoundland, and I was once a long-distance member.

My thanks to all those who brought this error to my attention, the first of whom was the inestimable Joe Kohn. No one who corrected me--and there were quite a few--adopted an accusatory or shaming tone. (That is, no letters began "Dear jerk" :-)

Read on, dear reader. This was my month for errors.--Ed.

TREASURE HUNT ERROR #2: rSOUNDER
"""""""""""""""""""""""""""""""""""

I'd like to point out another error you made in the GEnieLamp [A2] for Nov.

You gave the wrong last name for the author of rSounder v3.0. It should be "Benson". I call this matter to your attention, not as a flame, but simply so that you may make the proper correction, when you have the opportunity! I hope you won't be offended, when I mention that I called the error to the public attention, on our 1WSW Home Page update (11-4-95) in the politest of nature, I might add, simply because Paul Benson is a team member of our 1WSW group.

Looking forward to your reply and with my best wishes I remain:

Charles T. "Dr. Tom" Turley
gbmaidsf@wco.com

Absolutely--the author of rSounder was and is Paul Benson, not Paul Creager. My apologies to both gentlemen.

Although it doesn't excuse it, I'll explain the substitution of Mr Creager's name for Mr Benson's: The "Shareware Spy" column in the July/August 1995 _II Alive_ (which magazine I was editing at the time) incorrectly lists Paul Creager as the author of lf2crNDA. (It was actually written by Jason Simmons.) I had Mr Creager on the brain, I guess.

When contacted about the error, the programmer, Mr Benson replied: "Just as long as the checks are made out to me ;)." Amusingly, Paul "Wily" Creager also had a comment about my repeated attempts to credit him with programs he hadn't written: "Gee, I better start coding! :)" Thanks for your continued good humor!--Ed.

TREASURE HUNT ERROR #3: GZIP2PKZIP
""""""""""""""""""""""""""""""""""""

I found a minor omission in the November GEnieLamp [A2] -- For GZ2PKZ.BXY, the description says that the program uses a command-line interface. What is left out is that the archive contains a Finder Icon that allows you to simply double-click on a matching file to convert the .gz file to .zip format.

Don Zahniser
D.ZAHNISER

Once again, I apologize. As with the two cases above, it was my own self personally who goofed.

Thanks to all those to spotted my apology messages on comp.sys.apple2 and wrote into say that they enjoy GEnieLamp A2

despite the occasional error: DOTW (ongtatwe@iscs.nus.sg), Mitchell Spector (spector@vax2.concordia.ca) and Larry W. Virden (larry.virden@cas.org).--Ed.

[EOA]
[HEY]////////////////////////////
HEY MISTER POSTMAN /
////////////////////////////
Is That A Letter For Me?
"""""""""""""""""""""""""""
by Douglas Cuff
[EDITOR.A2]

o A2 POT-POURRI

o HOT TOPICS

o WHAT'S NEW

o THROUGH THE GRAPEVINE

o MESSAGE SPOTLIGHT

>>> A2 POT-POURRI <<<
"""""""""""""""""""""""""

WHAT'S A .DSK FILE? """""""""""""""""""" Does anyone know what a .DSK file would be? A friend found a bunch of Eamons on an Internet ftp site, and they have that suffix. He can't figure out how to use them. ShrinkIt says it's not an archive.

TomZ
(A2.TOMZ, CAT10, TOP10, MSG:27/M645;1)

>>>>> """"" That is a "disk image" file, representing an Apple 5.25" disk, 16 sector, as follows:

1'st 256 bytes = Track 0, Sector 0
2'nd 256 bytes = Track 0, Sector 1
3'rd 256 bytes = Track 0, Sector 2
etc..

The common formats are:

.DSK - As described above
.DO - Same as .DSK. (Note that these two formats have the data in "Dos 3.3 ascending logical sector order", data should be handled as sectors, and not as ProDOS blocks)
.PO - This is essentially the same as .DO, EXCEPT that it is in "ProDOS ascending block order". That is, it was created by reading a 16 sector disk with the ProDOS ReadBlock command, and is ordered Block 0, Block 1, Block 2, etc.

Conversion between .DO/.DSK and .PO formats is relativly trivial, once one understands the differences.

Most files of this nature are stored as "Name.DSK.GZ" or "Name.DO.GZ", etc. You need a utility capable of unGZipping these archives

prior to trying to write them back to 5.25" media. I have had =VERY= limited success using GZ2PKZ followed with Angel or PMPUnZip, and almost 100% success with StuffIt Expander w/Expander Enhancer. [I now have the source code for a GZ unpacker, but I haven't yet tried to port it to the GS]

These files are how Apple II emulators manage to deal with Apple disks without the needed hardware (they don't use a real drive, instead they work with virtual disks)

-Harold

(HAROLD.H, CAT10, TOP10, MSG:30/M645;1)
[Minor editing at author's request]

WEB PAGE SERVICE Announcing a new service from Apple Blossom Publishing
""""""""""""""""

Have you wanted to put up a personal Web page, but lacked the resources, time to learn HTML, or an internet service provdier who was close/reasonably priced enough for you?

Look no further.

If you would like to put your page on the Web, I can host your page. All you need to do is send me a text or AppleWorks file that includes the information you want on your page, a list of any links you want on the page, any small gifs you would like embedded on the page, and a fee of $30.00 which will put you on the Web for one (1) year. If you e-mail me your text file, I should be able to have it up within one week. You can then use Lynx or some other browser to check it out, and if you are satisfied, send in the fee. If not, make your suggestions and I'll fix it up, then when you are satisfied, you can send in your fee.

Any interested parties, please e-mail me here.

Steve

(S.CAVANAUGH1, CAT13, TOP17, MSG:100/M645;1)

<<<<< Earlier I posted that I could design/host a Web page for anyone
""""" interested. I have had some questions for more details, and this post is the result of going back and forth on this. Hope this clarifies my earlier post.

If you are interested in having your own World Wide Web page, I can create your page for you; you may chose to have the page hosted elsewhere, or I can host it for you via America Online. The table below (which should be set in a monospaced font to look right) details prices of the service.

SERVICE	PRICE
Creating one page with two GIFs & up to 10 links	$20.00
Creating one page & hosting same	$30.00
Additions/deletions or changes to page	$1.00 per with minimum of $5.00

Creation of graphics Scan of photos	$5.00 per image
Larger projects (multi-page, etc.)	Customer must submit detailed list of desired work for bid.

(S.CAVANAUGH1, CAT13, TOP17, MSG:107/M645;1)

THE VIRTUAL SERVICE BUREAU

If you have ever wanted to have some documents laser printed, but lacked the money or inclination to purchase one for yourself and don't have access to a service bureau that understands Apple II programs and files, consider having me print your documents. I have a large arsenal of Apple II software, including AppleWorks, AppleWorks GS, GraphicWriter III, PublishIt! 4, MultiScribe, as well as Macintosh programs that don't look down on their Apple II cousins. I have been laying out newsletters and doing desktop publishing for more than 5 years (I began my desktop publishing career printing a newsletter for BirthRight in Vermont using PublishIt! 2) and am familiar with most issues surrounding Apple IIs and printing.

There are three classes of work that I will be accepting:

A) word processing/layout/printing
B) layout/printing
C) printing

In practice that means something like the following:

A) you send me a hand written newsletter or resume, etc., and I type it, design and execute a layout, then print it;

B) you give me files saved as a word processing or ASCII file, and I simply pour that text into a page layout program, and print that;

C) you send me a file that is already laid out in a program like GraphicWriter III or AppleWorks GS, and I simply print that for you.

Just about any document will be accepted: labels from a database file, newsletters, resumes, pamphlets, short books, invitations.

What You Need to Send Me

If you are asking me to do a complete job, then all you need to send me is the manuscript. If you want me to do the layout then you should send me a sketch or description of how you want the document laid out (if you have a preference), the word processing files, and a list of requests such as font (typeface, size, etc.), clip art, etc. If you only want me to print your file, then you need to send me the page layout file and the needed fonts (I will need the fonts to be sure I have the same version and your layout is not disturbed. (Fonts will be retained only long enough to print the document, and will not be kept afterward. This is standard practice in publishing when files are sent to a service bureau, and is not an attempt to pirate.) If you have graphics in the document, please send those as well, as I will try print them separately with SuperConvert which gives a better result.

How to Get the Document to Me You can of course mail the document to me (and will need to do so if you want me to type the doc :) via the postal service, but better yet, compress your file and email it to me. This will be cheaper for you and faster as well. If you have Internet access, you can also ftp files to me. The URL for my ftp drop folder is <ftp://users.aol.com/stevec1021/incoming>. If you do send the file via email or ftp, please compress it with ShrinkIt and upload it with Binary II or binscii the file to reduce chances of file corruption and down time.

What I Will Do With Your Files If you have a particular program that you want me to use to print your program, I will follow your instructions. If not, I will use my best judgment. I have over 500 fonts here, and should be able to meet any request of yours for a particular typeface or "look". I also have several CDs of clip art (added together there is more than 147,000 images) so I should be able to meet your requests for clip art.

Schedule of Rates When I mail your finished document back to you, I will send two copies (unless you have specifically requested more) just in case of accidents (*%#! I knew I should've moved that coffee!). If you find any errors that I have made, I will of course, send you a corrected replacement copy free.

A) Word processing/layout/printing

The fee for this service will be $2.00 per manuscript page for typing, $3.00 per page for layout, and $3.00 per page for printing (printing includes 2 copies per page). This service includes one fax to you of the completed layout for your review/approval if you so desire. So if you sent me a 10 page manuscript, the cost would be:

word processing	10 pages x $2.00 =	$20.00
layout*	4 pages x $3.00 =	$12.00
printing	4 pages x $3.00 =	$12.00
TOTAL		$44.00

B) Layout/printing

This is of course much cheaper, as it is based on the number of final pages. This service also includes one fax to you of the completed layout for your review/approval if you so desire.

layout*	4 pages x $3.00 =	$12.00
printing	4 pages x $3.00 =	$12.00
TOTAL		$24.00

C) Printing

printing	4 pages x $3.00 =	$12.00

Corrections I will of course, not charge for any printer errors that I should make, and will reprint your document if you discover any. If the error is in your original word processor files, however, then it is not my error. You are responsible for your own spell-checking. Any corrections, deletions, or additions your request after the document has been finished will be charged to you at $1.00 per revision.

Shipping Unless a customer requests a different method of shipping (for
'''''''' example, overnight), printed documents that weigh 4 pounds or
less will be mailed to whatever address the customer specifies by one of
the following means, at the following rates.

Destination	U.S.A.	Canada	Mexico	Other Countries
Surface		$ 5.00	$ 6.00	$ 8.00
Air	$ 3.00	$ 6.50	$10.00	$10.00-$30.00*

*Latin America, Europe and Asia have different postal rates. Inquire for specifics. Prices based on publication 51 of the USPS, July 1995.

For packages heavier than 4 pounds, special arrangements or prices will need to be negotiated.

Payment Payment should be in U.S. funds made payable to "Stephen
''''''' Cavanaugh". I will ship your work first, unless it is unusually large or expensive, and you can then send me the fee when you have approved the work (yes, I'm counting on your honesty).

I know I've probably left some detail out that I need to cover. If you have further questions, please email me.

Regards,

Steve Cavanaugh
publisher of The Apple Blossom
(S.CAVANAUGH1, CAT13, TOP17, MSG:101/M645;1)

WE ARE IN CONTROL This last week I visited a very large, modern church,
"""""""""""""""""" Willow Creek Community Church. They showed an impressive multi-media show, using a combination of video and a battery of slide projectors. In the midst of all the modern equipment was ---> an Apple //e !! The //e controlled the whole thing. :)

I was told that the only software to run such a show runs on an Apple II.
Neat! :)

```
 __!__
   |     Terrell Smith
   |       tsmith@ivcfnsc.fullfeed.com
                (T.SMITH59, CAT2, TOP7, MSG:286/M645;1)
```

>>>>> The last time I visited the Griffith Observatory in LA, a IIe was
""""" used to control the telescope.

The last time I visited the LA Museum of Science and Industry, many IIe computers were seen in an interactive exhibit on health.

Frequent NAUG contributor Keith Johnson uses AppleWorks/UltraMacros to control the Planetarium in Reno, Nevada.

I also seem to remember reading an article in inCider (before I was involved with them) about a IIc being sent up in the Space Shuttle.

Joe

(JOE.KOHN, CAT2, TOP7, MSG:292/M645;1)

ASK A SIMPLE QUESTION... Well, I can say I've been on the internet, but
"""""""""""""""""""""""""" boy it sure is confusing. I've figured out how to get to page 5000 and enter via Lynx. Joe, I've made it to your home page. I've Telnet(ed) to the UofM, but they wouldn't let me in without the password. I wanted to go to comp.sys.apple... but I guess I have to wait until GEnie has Usenet capability.

Boy, all I can say is a person has to want to get there REAL BAD! It reminds me of how frustrated I was trying to use PRODOS after years of booting DOS3.3 and basic. I just couldn't get the concepts straight.

For any of you looking for a beginner's point of view, I would liken it to hearing of a wonderful swimming pool, where everyone is laughing and having a good time, and I can hear it, but I can't find it.

"How do I get to the pool?" I ask... And I get a discussion of the merits of the butterfly stroke vs the Australian Crawl.

"But how do I _get_ to the pool?" And someone cautions me (helpfully) to enter at the shallow end.

"But how do I get to the _pool_?" And someone points out the merits of one pool versus the other.

"But _how_ do I get to the pool?" And someone talks about the games played in one area vs another.

Everyone is being helpful, but I am having to learn for myself EXACTLY which door to open, how to unlock it, which turns to make to get to the pool and where to enter. All I want to do at first is dip my toe in... later I will make decisions on which pool games to play.

() ()
Rich ('-')

(R.HARE2, CAT10, TOP10, MSG:56/M645;1)

BOO! I mentioned in another spot that I was building a Halloween robot.
"""" Well, I did, and it worked great.

The robot features a moveable jaw, LED eyes, and a speaker, all controlled from an Apple IIGS. To put it mildly, it was a great hit on Halloween night!

I'd like to find a venue for a magazine article, but all of the magazines I've worked with in the past that would take an Apple II article are either gone, or will be well before next October, when I expect the article would be run.

Does anyone have a line on a magazine that might take an article about this robot as a general hardware/robotics article? Or perhaps a magazine that covers all sorts of computers, and wouldn't mind that the robot is controlled by an Apple II?

Unfortunately, the obvious solution won't work. Making the robot

work with a non-Apple II computer would be a nightmare--and very expensive, too! Our favorite computer is an absolute natural for this kind of project. Seriously, you can buy a used Apple IIGS for less than it would cost for the hardware to connect this robot to a Mac!

Any help would be greatly appreciated.

Mike Westerfield
(BYTEWORKS, CAT2, TOP3, MSG:116/M645;1)

APPLEWORKS SAVES THE DAY--A TRUE STORY "It started out as any other day
""" for IBM owners their DOS/WIN boxes were filled with virus, and then along comes a saviour with an Apple II and Appleworks on hand. The cure was simple, always use an Apple II and Appleworks when working on important matters."

I finally was able to hand in my group's assignment for our management class today. It started out as a simple task, but as time went on it got worse. The group that I worked with all had IBM computers, and one by one each computer caught a virus (in total 3, IBM computers became useless). Then I came along with my trusty Apple IIgs and Appleworks 5.1, and in moments I retrieved the IBM disks, transferred all the information to the Apple IIgs. I did this by saving the WordPerfect v6.0 for Dos file in Rich Text Format on the IBM Then loading the IBM disk into my floptical drive and used Egoed to open the Rich Text Format file, then resaved the file in Ascii format.

I then loade the file Ascii file into AppleWorks v5.1, and long after that I reformated the whole text, and printed it out to my laster printer. The group was thankful, and couldn't believe the performance of Appleworks v5.1. They kept saying, "How did you get rid of all those carriage returns like that in seconds?", and "Wow that was easy"...and of course I had this big grin on my face throughtout the whole crisis. :)

Sam Latella [A2World]
"Apple II Forever, IBM Never!!!"
(S.LATELLA, CAT2, TOP7, MSG:41/M645;1)

SYQUEST EZ135 PLEASES I added a syquest EZ135 to my system this week.
"""""""""""""""""""""""" The hardest part of setting it up was crawling under my disk to plug in the brick-on-a-rope. I am using a ROM 01 GS with a Ramfast SCSI and it's almost exactly the same speed as my quantum 105 drive (prosel 16 used for speed test). Backups are a lot faster and easier then with my old Apple 40mb tape:-) All those pictures, FAQ files, and BBS archives are no longer plugging up my HD.

One happy camper.

Tom.
(T.SMITH52, CAT21, TOP14, MSG:99/M645;1)

>>> HOT TOPICS <<<
""""""""""""""""""""

NEW SECONDSIGHT ROM I just installed the new Second Sight ROM. The chip
"""""""""""""""""""" is labeled as

"rev 1.4-BEEF"

David K.
(D.KERWOOD, CAT20, TOP14, MSG:57/M645;1)

>>>>> Can you tell us what the new ROM chips do? I've been trying to
"""""" drag the information out of the folks at Sequential for weeks. :)

I'd also like more details about Second View Pro. Anyone have it yet?

- Tony
(A2.TONY, CAT20, TOP14, MSG:58/M645;1)

<<<<< I'm sure there's more to it than this, but the only real difference
"""""" my bloodshot eyes can see is that some random horizontal streaking that would appear from time to time when displaying 320-mode graphics seems to have gone away.

Installing the chips took all of about 2 minutes, btw.

David K.
(D.KERWOOD, CAT20, TOP14, MSG:61/M645;1)

>>>>> I installed the new SS chips today - v1.4-BEEF. First thing I
"""""" noticed is that the Double Hi-Res display causes a freeze. This occured with my Appleworks/Afterworks screensavers. Halp?

From the SecondViewPro read.me:

SecondViewPro Supports the following image types:

```
JPEG  8-bit grayscale
      24-bit full color
TARGA 15-bit
      16-bit
      24-bit
      RLE compression not supported
TIFF  8-bit color & b/w
AST Vision Plus
      Raw image files
'3200 Color' RAW
GIF        Normal
      Interlace
PICT  8-bit, pixel maps only
```

(KEN.GAGNE, CAT20, TOP14, MSG:69/M645;1)

>>>>> Have you tried viewing JPGs with SecondView Pro? Does the hardware
"""""" upgrade actually allow it to display in 24-bit color, or is it converted down to 8- bit color?

- Tony
(A2.TONY, CAT20, TOP14, MSG:70/M645;1)

>>>>> I don't know if it's SVP or the JPGs, but it seems to crash quite
"""""" often. How could I tell between 24-bit and 8-bit color?

-Ken
(KEN.GAGNE, CAT20, TOP14, MSG:71/M645;1)

>>>>> Unless Second View Pro displays image statistics (like SuperConvert
""""" does) you will have to use your eyes. You could compare the IIgs screen to a Mac or PC capable of viewing 24-bit color JPGs. Or if you have a shell (ORCA, GNO, etc.) you could use "djpeg" (available in the A2 Library) to convert the JPG to a GIF. View them both and see if there's a major difference in quality. If the GIF looks a lot worse, the JPG was most likely displayed in 24-bit color (GIFs, by definition, get whitled down to 8-bit.) If they look the same, either the JPG was only 8-bit or Second View Pro (or the SS ROM) can't do 24-bit color.

I really hope this new ROM is "the one" that we've all been waiting for so Seven Hills can finish the SuperConvert update. Does the new ROM give you larger dimensions than 640x480?

- Tony
(A2.TONY, CAT20, TOP14, MSG:72/M645;1)

NEW SECONDSIGHT SOFTWARE What does the new SecondView Pro do? Is this
"""""""""""""""""""""""""" the latest version to SecondView? What type of Graphics does it handle ie.. Gif, Tiff etc... What other features does this program have? Lastly, do you need the SecondSight card to use this program.

Sam Latella [A2World]
"Apple II Forever, IBM Never!!!"
(S.LATELLA, CAT20, TOP14, MSG:62/M645;1)

>>>>> All I know about Second View Pro is that it can display JPEG
""""" pictures. Other than that, I have no idea what's new. Yes, it does require a Second Sight card.

- Tony
(A2.TONY, CAT20, TOP14, MSG:63/M645;1)

>>> WHAT'S NEW <<<
""""""""""""""""""""

JEM SOFTWARE SHIPS DEJA][ARVADA, COLORADO, 1995 OCT 30 -- JEM Software
"""""""""""""""""""""""""""" announced today that it began shipping version 1.0 of Deja][, a System 7 software package allowing users to run AppleWorks 5 in native mode on both 68k and PowerPC Macintoshes. AppleWorks has been the most popular integrated package for the Apple II for more than a decade, and is currently published by Scantron Quality Computers under license from Claris Corp.

When asked if Deja][was similar to SuperWorks for MS-DOS, JEM Software owner Randy Brandt responded, "You're not running software similar to AppleWorks, you're actually running AppleWorks 5 on your Mac. We provide the 'Apple II emulation engine', but you'll still need AppleWorks 5 to use Deja][. Of course, that also means your favorite macros and TimeOut applications will work on the Mac."

While Deja][provides an "Apple II" environment for AppleWorks, it is also tightly integrated into the Macintosh environment, providing the ability to read and write files from a user's Macintosh hard drive as well as to copy and paste between the Macintosh clipboard and the AppleWorks Word Processor clipboard. Users of System 7.5 (or those with PC Exchange installed) will also be able to read and write directly from ProDOS 3.5"

disks.

Deja][includes more than two dozen UltraMacros dot commands which interact with the Macintosh environment. One such command allows AppleWorks to speak text with a macro, another will play Macintosh sounds, and others allow you to set background and text colors, the font size, the error beep, and more.

Deja][was developed by Mark Munz and Randy Brandt. Mark Munz is renowned for writing "The UltraMacros Primer", programming TimeOut TextTools, and working for Beagle Bros, Inc. Randy Brandt was the lead designer and programmer for AppleWorks 4 and 5, and is also known for UltraMacros, Outliner, and many other AppleWorks add-ons over the past decade.

Deja][lists for $128, but through November 1995 is available at an introductory price of $75 plus $3 shipping.

[JEM Software, 7578 Lamar Ct., Arvada, CO 80003 Fax: 303-422-4856 Email: rbJEM@aol.com]

TIMEOUT CENTRAL REVISITED Available again, and shipping now!
"""""""""""""""""""""""""""

Marin MacroWorks is pleased to offer all 26 back issues of TimeOut Central, an 800K disk magazine of tips, techniques, templates, tools, and programs for enhancing AppleWorks. Including tools for AppleWorks 3 (circa 1990) through AppleWorks 5 (January, 1994), TimeOut Central offers sound advice from the people who made AppleWorks what it is today.

Disks include:

TOC#01 - WP File Format, AW3.0 Patcher, Check Register, CheckWorks 1.2, Credit Card, GradeSheet Macro, PowerMacros II, Resurrection (repair program), QD Inventory, Sales Invoice, Screen Macro, UltraMacros tips
TOC#02 - Banjo Tab Translator, InvestingWorks 3, Nicholas Pyers Macros, SuperFonts Activity Guide review, Calendar/Schedule Generator
TOC#03 - Age macros, Bible macros, Chess macros, Grammar Checker, Baseball Statkeeper, Draw Poker, MasterMind, Scott Young macros
TOC#04 - Bud Simrin macros, Dick Honn macros, Essential TimeOut, Jim Hebden macros, Font Lore, Random Number Generator, Macros to Menus, BasicCat, Ultra-AppleWorks 1-2
TOC#05 - Essential TimeOut (DeskTools), NASA data, Late Night Patches, Patcher 1.61, Ultra-AppleWorks 3-5
TOC#06 - QuickView, Essential TimeOut (FileMaster), Geometry, Huck Finn text, Font Lore, Ultra-AppleWorks 7, Barclay Clemesha macros
TOC#07 - Football macros, Graph Art, Lynx, Huck Finn text, Ultra-AppleWorks 8, DHGR Viewer
TOC#08 - Area Code macros, Clemesha macros, Auto-Hyphen, David Kilzer macros, Essential TimeOut (Graph), Total Control, Huck Finn text, Double Data, Super Ultra, Matrices, Ultra-AppleWorks 9, Envelope Maker
TOC#09 - Essential TimeOut (PowerPack), Inits 2.0, Lynx update, Ultra-AppleWorks 10, Nicholas Pyers macros, Bob Merrill macros, Randy Brandt macros
TOC#10 - Bruce Shanker macros, Calendar Maker, Kilzer macros, Essential TimeOut (SideSpread & SpreadTools), Keith Johnson macros, big fonts, Ultra-AppleWorks 11, Brandt macros, 1992 Payroll System,

Zip Chip macros
TOC#11 - Checkbook macros, Finance templates, Essential TimeOut fonts, TO.MouseText, Homework macros, Ultra-AppleWorks 12, Page Layout, Rod Young macros, TF Plot macros, Joe Walters macros
TOC#12 - TimeOut PicStack, Ultra-AppleWorks appendices
TOC#13 - Apple II History, DeskJet macros, Dictionary macros, Dutch macros, Finance templates, Ultra 4 Inits, ULTRA-to the Max (1-2)
TOC#14 - Dan Crutcher macros, Films data base, John Tegelaar macros, ULTRA-to the Max (3-6), Wally Bradford macros
TOC#15 - Canada Tax macros, Dan Verkade macros, Dutch macros, Computer Jargon text, ULTRA-to the Max (7-8), 1993 Payroll System, Sensible Speller converter, Ultra 4.2 updater
TOC#16 - Angelo Rubino macros, Chris Serreau macros, Verkade macro, DB macros, Doug Brower macros, Brandt macros, Lorne Walton macro, ULTRA-to the Max (9-10), Rod Young macros, Roy Barrows macros
TOC#17 - Angelo Rubino macros, AppleWorks Educator tips, IIgs KeyFind, Clark fonts, CLemesha macros, ULTRA-to the Max (11-12), Young macros, Barrows macros
TOC#18 - A2 Central excerpts, Rubino's Syllabize It, CHange-a-File & Resurrection updates, Club List, Crutcher's TCXpress, Geraldine Engleman's Font Maker, ABC Kinetics, BatchFiler, FileDoctor, ULTRA-to the Max (13-14), TEXAS II
TOC#19 - A2 Central excerpts, A2 Reader, Custom dictionaries, DeskJet notes, Auto-Hyphen update, ULTRA-to the Max (15)
TOC#20 - AfterWork modules, A2 Central excerpts, Columnist, Finance templates, Stan Hecker's FootNoter, Laser SEG.ER, Nicholas Pyers macros update, AppleWorks tips, Randy's Free Patcher, Rod Young's FindFile, 1993 Form 1040
TOC#21 - A2 Central excerpts, Roy Barrows macros, Wally Bradford's macros, GEnie Master, GEM Plus, Dialer macro, MAKE402 AppleWorks update, AmperMacros patch, Randy's Free Patcher update, Trigonometry
TOC#22 - A2 Central excerpts, AppleWorks Data Base CDA, Barrows macros, GEM Plus fixes, AppleWorks tips, 1994 Payroll System, Serreau's AW4.0 First Kit
TOC#23 - A2 Central excerpts, Calendar macros, World Clock, FileView, Bob Fischer's Batch Loader, GEM Cost, GEM manual, PickFonts
TOC#24 - A2 Central excerpts, (AFTYHODLS) Add File That You Had On Desktop Last Session, AW4 First Kit updates, Barrows templates and macros, AppleWorks 4.3 update, AppleWorks tips, (OMCP) One More Check Program, TimeOut Menus, TimeOut Link, TimeOut ReportWriter update
TOC#25 - A2 Central excerpts, AppleWorks 4.3 update, GEM updates, AppleWorks tips, AppleWorks Resources list, AW4 First Kit update, ShrinkIt
TOC#26 - A2 Central excerpts, AppleWorks 5 Checkbook, Barrows WordMaster and macros, Browser updates, Double Hi-Res graphics, Laser SEG.ER update, LastPatch patch, LivingWill, LibraryTracker, Help Screens, TimeOut Import Teach

Prices are:
     1 to 5 disks -- $4.95 each, postpaid.
     6 or more disks -- $3.95 each, postpaid.
     All 26 disks -- $85.00, postpaid.

     OUTSIDE NORTH AMERICA, please add $3.00 for 1-5 disks, $6.00 for 6-10 disks; $9.00 for 11-15 disks; $12.00 for 16-20 disks; $15.00 for 21+ disks.

     To order, please send prepayment (check or money order in U.S. funds) to:

Marin MacroWorks
1675 Grand Avenue, Suite 1
San Rafael, CA 94901-2211 USA

To contact by phone, please call (415) 459-0845.

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...Will (Cat 13, Top 11)
(W.NELKEN1, CAT13, TOP11, MSG:80/M645;1)

RESIGNATION OF II ALIVE MANAGING EDITOR (7 November 1995) Waterloo, Ontario--Doug Cuff wishes to announce his resignation as managing editor of _II Alive_. He intends to remain editor of _GEnieLamp A2_ at least until he completes his third year in that post.

Oh, to heck with the third-person voice.

In fact, I resigned after my first issue (July/August), but agreed to stay on for a second issue when I found out that no one officially connected with Scantron Quality Computers (as it is now) had received the resignation! Rather than inconvenience the publishers by making them search for an editor about two weeks before the August deadline for the September/October issue, I agreed to oversee my second issue, which I expressed to them on August 17.

(In fact, the person who I was most anxious not to inconvenience was Carl Sperber, who handles design and layout of all SQC's print material. I've enjoyed working with Carl.)

On a related note, Carl Sperber tells me that _II Alive_ Volume 3, Number 2 is "almost done". Carl asked me for a few words of farewell to appear in this issue, which I E-mailed to him this morning. I presume that's the last piece of copy needed to put the issue to bed. With any luck, you should all see it soon.

Until the new editor takes over, all mail sent to the II.ALIVE account will be forwarded to the QUALITY account.

Doug Cuff
former managing editor, II Alive
(also former editor, A2-Central; editor, GEnieLamp A2)
(EDITOR.A2, CAT42, TOP11, MSG:237/M645;1)

EGO SYSTEMS IS MOVING Effective November 16th, 1995 EGO Systems will be moving to a new location. After this date, you can contact by one of the following means:

Voice phone: 423-843-1775
FAX: 423-843-0661
ORDERS ONLY: 800-662-3634

Snail Mail:
EGO Systems

7918 Cove Ridge Rd.
Hixson, TN 37343

e-mail:
Diz@genie.com
GSPlusDiz@aol.com

In order to get everything moved on time (so we don't have to pay another month's rent on our old office) EGO Systems will be closed on November 13th through November 15th. We will re-open on November 16th at our new location. As before, our hours will be 9 am to 5 pm Eastern Time, Monday through Friday.

Please pass this new contact information along to every Apple IIGS owner that you know!

Diz
EGO Systems

(DIZ, CAT33, TOP2, MSG:186/M645;1)

APPLEWORKS FORUM CEASES PUBLICATION
""""""""""""""""""""""""""""""""""""

Yep, it's true. Here's the full text of NAUG's announcement, snif...

The Time Has Come
by Warren Williams and Cathleen Merritt

This is a difficult note for us to write, but after ten years of service to the AppleWorks community, NAUG will close its doors on December 31, 1995. It was a hard decision, but with declining memberships and rising costs, the writing is on the wall.

Now that the decision is made, we are turning our efforts to making sure that NAUG goes out in style. You trusted us with your ideas, with your writing, and with your money. Our job is to make sure that we handle these responsibilities fairly and honestly.

We will save our personal goodbyes for next month's AppleWorks Forum. But an announcement like this raises important questions. Here are answers to some of those questions:

Question: What will happen to the AppleWorks Forum?

Answer: The December 1995 issue will be the last issue of the AppleWorks Forum. We want that issue to be spectacular, so we've asked important contributors to the AppleWorks community to submit articles, thoughts, and their heartfelt "goodbyes" for publication in the Forum.

The December issue will also include a timeline of memorable AppleWorks events, and we need your help with that project. Please send us any important dates you think we might miss...like the date someone introduced your favorite AppleWorks add-on and any other dates you think we should remember.

Your December AppleWorks Forum will arrive in mid-December, about two weeks later than usual. That will give us the time we need to prepare these late-arriving articles for the issue.

Question: What will happen to the balance of the money you sent us?

Answer: We will send the balance of your money back to you if you like. However, we have five other options to offer you. These include full-year subscriptions to major magazines (values up to $39.95), membership in the ClarisWorks Users Group, a complete set of back issues of the AppleWorks Forum, and popular AppleWorks products at unbelievably low prices. The details of these offers appear on pages 22 and 23 of this issue of the AppleWorks Forum.

Question: What will you do with the money that is not reclaimed by members?

Answer: We will use any remaining funds to continue to operate our electronic services (including NAUG's electronic bulletin board service). We will keep those services open until we run out of money.

Question: I just sent in my renewal payment. Will I have to request a refund?

Answer: We realized in early October that NAUG would have to close. Once we made that decision, we immediately changed some policies regarding member renewals. Members who paid by credit card or by purchase order were only charged to extend their membership through December. Members who paid by check should fill out the forms on pages 22 and 23 to exercise one of their refund options.

Question: What will happen to the NAUG staff? Will anyone lose his or her job when NAUG closes?

Answer: At its peak, NAUG had 13 full-time and part-time staff members to manage the membership list, fill your orders, copy disks, and perform the other jobs necessary to maintain an organization with more than 16,000 members. But in recent years the staff spent increasing amounts of time working with our sister organization, the ClarisWorks Users Group (C-WUG).

No jobs will be lost when NAUG closes.

Question: Will I be able to get disks and templates from NAUG after December 31?

Answer: You will be able to download any files you want from NAUG's areas on America Online, CompuServe, GEnie, and from the NAUG bulletin board service. But you will not be able to order disks from NAUG after December 31.

The special offer on page 23 lets you order public domain disks for as little as $1 per disk, so now is the time to complete your collection. This month's issue of NAUG on Disk contains an updated copy of NAUG's Public Domain Catalog that you can use to choose the disks you order. NAUG on Disk costs $10 postpaid (international postage additional) and requires a 3.5-inch disk drive. If you do not have a 3.5-inch disk drive, the Public Domain Update articles in each issue of the AppleWorks Forum describe the different disks we added to our library.

Our software licensing agreement with Apple Computer prohibits us from distributing Apple's system software electronically. If you want those disks, please order them before our December 31 deadline.

Question: What will happen to the disks in NAUG's Public Domain Library?

Answer: We will archive and protect those disks in case they are of historical interest to future generations. We will also try to identify a library or other institution that will care for the disks and make them available to researchers and others with a legitimate interest in their contents.

Question: What will happen to 1040Works?

Answer: Dan Verkade, the developer of 1040Works, is trying to decide if the size of the Apple II market justifies updating 1040Works for the 1995 tax year. Mr. Verkade plans to make his decision by the end of November and will notify previous 1040Works users by mail in early December if he will update the package. If you bought last year's version of 1040Works, you will receive a letter if Mr. Verkade decides to produce a 1995 version of the package.

Mr. Verkade is anxious to hear your suggestions and comments, but because of the anticipated volume of mail and messages, he will not be able to respond to your contacts. Please direct your encouraging comments to Mr. Verkade, not to NAUG.

[Dan Verkade, 51 Bowen Road, Perris, California 92571; (909) 943-5500; Internet: danbv@aol.com]

Question: How can I contact NAUG after December 31?

Answer: To save money (which will let us keep our electronic services operating longer), we will disconnect NAUG's telephones on December 31. In an emergency, you can use the ClarisWorks User Group's phone lines to contact NAUG. The voice line is (313) 454-1969. The fax number is (313) 454-1965.

(NAUG, CAT17, TOP37, MSG:188/M645;1)

KITCHEN SINK SOFTWARE ONLINE SUPPORT DECREASED """""""""

This in no means that we are not supporting our products. We are just streamlining our online support. GEnie has been good to us over the years and GEnie's customers have as well.

We check these e-mail accounts daily if not more often, so feel free to contact us if you need anything.

Sincerely,
Kitchen Sink Software, Inc.
(KITCHEN.SINK, CAT25, TOP2, MSG:7/M645;1)

APPLE IIGS EMULATION? (September 15, 1995) I am pleased to announce the """""""""""""""""""""""" Hindenburg Project. Hindenburg is the code name for a forthcoming, software-based Apple IIgs emulator. Upon completion, virtually all existing Apple IIgs software will run, without modification, on non-Apple II computers. Hindenburg is designed to execute on Macintosh systems equipped with a high-performance 680x0, or a PowerPC-based, microprocessor.

For the latest up-to-date information on the Hindenburg Project, please visit the official Hindenburg Project home page. The URL is:

http://www.best.com/~hexman/hindenburg.html

If you do not have access to the World Wide Web, or if you would prefer to receive some Hindenburg literature via E-mail, please send a request to:

hexman@best.com

Permission is hereby granted to distribute the preceding text, in it's [sic] unmodified form. The Hindenburg Project is copyright (c) 1995 by Tony Morales.

>>> THROUGH THE GRAPEVINE <<<
""""""""""""""""""""""""""""""""

II ALIVE TO PUBLISH QUARTERLY I just talked with Quality about II Alive. """""""""""""""""""""""""""""""" Here is the news:

According to the operator who took my call, she never heard of the magazine.

She transferred me to Michael, who said that there would be only five more issues, sent quarterly. The next issue would be #14, the "Winter Issue," to be sent in December.

I then talked with Carl in the advertising department. He told me that the reason they were going to a quarterly issue was that there simply was not enough material coming in to fill a magazine.

I asked if they had asked anyone for articles. Carl said that they have few staff, and that they cannot devote much time to the magazine, because sales of Apple II stuff and interest in the magazine had declined so rapidly.

I pointed out that it was Quality who had killed it, by not taking

any renewals. Carl said that they decided to not offer renewals because the renewals had dropped off so much from the 30,000 original subscribers.

I pointed out that magazines such as Shareware Solutions II were growing. Carl was glad to hear that, but said that the numbers for II Alive were just not enough. That the five remaining issues would be their attempt to fulfill their obligations to subscribers.

I asked about subscriptions that go past five more issues. They have not decided what they will do, and will cross that bridge when they come to it, Carl said.

I asked about what Doug had sent in. Carl said that they were working on it right now, and that the December issue was definitely coming out in December.

Carl and Michael were polite and listened to what I had to say.

At the close of our conversation, Carl said, "It been fun while it lasted."

What sort of content shall we send them, so that the magazine gets "fat?"

I look forward to the next five issues with a lump in my throat.

```
 __!__
   |     Terrell Smith
   |       tsmith@ivcfnsc.fullfeed.com
                (T.SMITH59, CAT42, TOP10, MSG:124/M645;1)
```

SAN RAFAEL = CENTRAL-CENTRAL? Well, well, well. It looks like San
"""""""""""""""""""""""""""""" Rafael, California is fast becoming the new home for ICON's former publications. First, Shareware Solutions II started distributing Script-Central. Then, Will Nelken announced that TimeOut-Central back issues will soon become available again from Marin MacroWorks.

And, now....

Studio City back issues will become available again from Shareware Solutions II.

Say, Will...do you think we'd having any luck getting the San Rafael City Council to change the name of our town to Appleton?

Joe

(JOE.KOHN, CAT28, TOP4, MSG:222/M645;1)

FOUR PROJECTS AT SHAREWARE SOLUTIONS II Hi all. I just wanted to mention
"" a few new SSII developments....

o I had another talk last week with Warren Williams, and it now looks like NAUG _will_ supply Shareware Solutions II with a complete set of NAUG Library disks.

o It's going to be a while before Studio City actually becomes available. The current copyright holder wants to supply me with a new set

of master disks that contain current and up-to-date copyright info. Since the copyright holder is a teacher, he plans to do that over his Christmas break. So, look for the re-release of Studio City in early 1996.

o Despite my original intentions, Phase 2 of "The Computer That Could Have Changed The World Project" (the discovery phase) does not really lend itself to being videotaped. After all, there would be very long gaps of silence in the tape, punctuated by an occasional "hmmmm" and "wow" and "what on earth is that?" type of statements and questions. But rest assured, Phase 2 has begun.

o All that is holding back Convert 3200 from being released is one more stab on my part at translating the documentation into understandable English <grin>. That should be completed soon...possibly later on this week.

Joe Kohn

(JOE.KOHN, CAT28, TOP4, MSG:271/M645;1)

CONVERT 3200 UNOFFICIALLY AVAILABLE
""""""""""""""""""""""""""""""""""""

I still have one major unanswered question regarding Convert 3200. That question is whether Brutal Deluxe still plans to distribute the program in Europe.

Once I have that answer, I will post an official press release announcing the availablility of Convert 3200.

That said...unofficially, Convert 3200 is now completed and shipping.

Joe

(JOE.KOHN, CAT28, TOP4, MSG:286/M645;1)

JAWAID BAZYAR LEAVES SEQUENTIAL
"""""""""""""""""""""""""""""""

for anyone wants to reach sequential, I got his msg from Jawaid Bazyar:

> Please send post to seqjoea@aol.com, as I am no longer
> associated with Sequential Systems.
> -- Jawaid Bazyar

so I've done. Hope it helps. If anyone wants to reach me by email, try a.flemming@eworld.com (there I can look with my Newton) Hope to be back, when I'm getting the new Chips from sequential.

Axel

(A.FLEMMING, CAT20, TOP13, MSG:141/M645;1)

>>>>> Ah, the cat's outta the bag. Since two and a half weeks or so,
""""" actually. Jawaid's apparently busy setting up his Internet-provider cum small-firms-web-consulting company (what other person does that remind you of? ;-).

I'd say get your SS's while you can ... who knows what kind of impact this will have. On a cheery note, check out

http://www.winternet.com/~taubert/gstcp.html

and prepare to be awed. The mind boggles with the kind of potential this page opens ... but see for yourself.

Soenke
(S.BEHRENS1, CAT20, TOP13, MSG:146/M645;1)

DEJA][SPEED I've been collecting performance data on various A2 and Mac models running a test macro designed by Mark Munz. It measures about 10 operations and averages the times. The best scores were a 100mhz PowerMac 7500 and a IIgs with a 10mhz Zip when the screen display was off (4.1 seconds).

Here are a few models and average times with the display active:

4.4	IIgs 10mhz Zip
5.0	PowerMac 7500 (100 mhz)
6.5	IIgs 7mhz Zip (mine)
7.3	PowerMac 7100
13.4	IIgs 3mhz (mine)
15.8	Performa 5200
21.3	Quadra 605
23.6	Centris 610 (my 25 mhz 040)
30.9	IIgs 1mhz (mine)
161.5	IIsi (20mhz 030)

That shows why we recommend 040's or PowerMacs, or fast 030's. The drop-off to a slow 030 like Terrell Smith's IIsi is amazing. Keep in mind that the test areas can vary a lot. For example, my Centris scored roughly midway between my IIgs at 3 and 1 mhz, but it loads files much faster than my 7mhz IIgs, even without the snapshot option.

Eventually, we expect to have a faster Deja][, especially on PPC machines. Mark has to learn more about optimizing for them first, but speed gains are definitely possible. When that happens, a 100mhz PPC should easily top a 10mhz IIgs, so you can imagine how a 150mhz PPC will perform!
(BRANDT, CAT17, TOP20, MSG:122/M645;1)

BIG RED COMPUTER (FINAL?) CHRISTMAS GAME SALE Big Red Computers still has a limited stock of games for the Apple IIGS computer. They will continue to take orders for these products until December 31, 1995. You can order by mail using this address:

Big Red Computer
423 Norfolk Ave
Norfolk, NE 68701

You can also order by phone with a MasterCard or Visa. The phone number is 402-379-4680. You can usually reach them between 9:30 am and 5:00 pm Monday through Friday. If they don't answer, try again later. BRCC's fax number has been disconnected.

The following games are still available. Most require at least 1.25 Megs of RAM and System 5.0.4 or higher.

Shanghai II: Dragon's Eye: Shanghai II gives you 8 beautifully detailed tile sets, over a dozen different layouts, animated tilesets and over 100 sound effects. Several ways to play # Solitaire, Challenge & Tournament. Beyond all this there is the interactive version of the

Dragon's Eye, a special challenge for superior Shanghai players. Product number BR92 is $25.

Lost Treasures of Infocom: A compilation of 20 captivating games in one package including Zork, Planetfall, Deadline, Sorcerer, Spellbreaker, Infidel, Ballyhoo, Suspect, Witness and other classics. A fortune in Interactive Mystery, Fantasy and Science fiction Adventures. Now available in GS specific format with menus and GS/OS compatibility! Product number BR93 is $30.

Ancient Glory: This is an arcade action game based on the mythology of Hercules. Use a joystick to guide Hercules past raging bulls, centaurs, the Hydra, and the Minotaur. Your goal is to defeat Medusa and carry her head to Athena. The gods are watching and they will both aid and hinder your journey. Product number AG50 is $15.

Blackjack Academy: The ultimate tutorial program for learning to play Blackjack, the most popular Vegas card game. It features a five player table, multiple table rules like in Las Vegas, Reno and Atlantic City and different play strategies. Are you good enough to bust the bank? Order BR91 for $8.

Tunnels of Armegeddon: An arcade game by California Dreams that will leave you dizzy. Feel the G-Forces as you navigate through the tunnels. Use your blaster to clear out whatever gets in your way. Lavish detail. Great action. Unbelievable feeling of warp speed motion. A+/Incider gave it a 9 out of 10 rating! Order product number CD53 for $10.

Vegas Gambler: Four exciting games to play: Blackjack, Roulette, Video Poker and the Slot Machine. Experience the thrill of Las Vegas and see if you can break the bank. This program has excellent graphics and great sound effects. You won't want to miss it! Product number CD52 is $8.

Blockout: It's like Tetris* but it's 3-dimensional. Your job is to rotate and maneuver various 3-D blocks as they fall into a pit. The idea is to make the blocks fall into the proper positions to form complete layers. As each layer is completed, it vanishes, giving you more room to work with. Product number CD54 is $10.

(JOE.KOHN, CAT28, TOP4, MSG:273/M645;1)

OFFLINE MESSAGE READER COMING FOR HYPERCARD GS
""

Currently in development is an Offline message processor for Genie, written in Hypercard. This product is pushing Hypercard's text capabilities to the Max! Post here, and help to shape a useful new GS product!

I already have the "paste as reply" feature worked out, automatic scanning of the message files for 2 or 3 separate strings, 20+ archive files selected from a pop-up, save position in a file and restore. Now, I need your input to make this the best supported offline processor yet!

In addition, it supports a 50% larger font for ease of reading, and keyboard control for most functions. LONG internet addresses are a snap, thanks to Hypercard's text handling abilities. In addition, I plan autoreply to Internet messages!!

(B.GILLESPIE3, CAT13, TOP40, MSG:{1}/M645;1)

WOLFENSTEIN 3-D IIGS LANGUISHING
"""""""""""""""""""""""""""""""""

For your info. If you want to see Wolf GS please contact Bill Heineman, the programmer. Vitesse is not to blame for its lack of release. They have been doing everything possible to get Bill to finish it.

I'd really like to see it too since I put a lot of work into it. It's really too bad since it was so close to being finished.

-Scott Everts

(S.EVERTS, CAT40, TOP6, MSG:137/M645;1)

TOUCHTWO MACROS FOR APPLEWORKS
""""""""""""""""""""""""""""""

UPDATE on progress of TouchTwo for AppleWorks 4 and 5.

TouchTwo (formerly called HotKeys I) is very nearly at the point of distribution. We were all but ready to ship on November 18th, as predicted, but on that very day we discovered a single bug in one of the programs. It's rather obscure, but the crash it occasions is rather fantastic. :) We have located the problem and it has to do with one segment of AppleWorks code (not our program). We are working with Randy Brandt to figure out how to resolve it right now.

I will keep you posted here.

BTW, our next release, UltraMax, is also nearing completion. We're aiming for a December 16th shipping date. It's gonna be a great Christmas for AppleWorks fans!

```
   |
 -(+)-
   |
   |
     ...Will
```

(W.NELKEN1, CAT13, TOP11, MSG:108/M645;1)

>>> MESSAGE SPOTLIGHT <<<
""""""""""""""""""""""""""

Category 28, Topic 4
Message 253 Sat Nov 11, 1995
JOE.KOHN [SSII] at 18:54 EST

It started out as an impossible mission and soon turned into a maniacal mission. For 3 weeks, I have had one thing, and one thing only, on my mind.

Phase 1 is now complete.

The details and technical specifications of the Apple IIGS ROM4 computer...the machine that could have changed the world...the fabled GS+....the Macintosh killer...will no longer have to be the subject of rumors and speculation.

The Apple II world has waited patiently for more than 4 years to learn what could have been.

That long wait will soon be over.

[EDITOR'S NOTE: Joe Kohn has promised to "blow the lid off" the ROM 4 in a coming issue of _Shareware Solutions II_, probably Volume 3, Issue 1. For subscription info, mail joko@crl.com or joe.kohn@genie.com.--DGC]

[*][*][*]

While on GEnie, do you spend most of your time downloading files? If so, you may be missing out some excellent information in the Bulletin Board area. The messages listed above only scratch the surface of what's available and waiting for you in the bulletin board area.

If you are serious about your Apple II, the GEnieLamp staff strongly urge you to give the bulletin board area a try. There are literally thousands of messages posted from people like you from all over the world.

[EOA]
[HUM]////////////////////////////
HUMOR ONLINE /
////////////////////////////////
Christmas Cheer
"""""""""""""""""
by Marty Knight

>>> A VISIT FROM SAINT WOZ <<<
"""""""""""""""""""""""""""""""""""

'Twas the night before Christmas, no sound in the house.
My GS is dusty and so is my mouse.
My dealer's gone Mac; he's too brainwashed to care.
Apple marketing smells like that old dairy-air.

My children are nestled, all snug in their beds,
While visions of Mac LCs (ugh) dance in their heads.
The GS is dead, I've heard them all say.
They might just be right; things look pretty gray.

When all of a sudden a great noise I did hear.
I woke with a start and fell flat on my rear.
Awakened from slumber I jumped up to see,
Tripped over the cat and twisted my knee.

The moon brightly shone on the new fallen snow.
I looked but saw nothing, then turning to go,
Stopped short... What's that?... Is that synthLAB I hear?
Why yes! Yes it is! That's good reason to cheer!

I jumped and I shouted and I danced then because
I knew right away that it must be Saint Woz.
More rapid than Zip Chip, old Wozniak came.
He whistled and shouted and called out by name:

"Now Quickie! Now Allison! Now AppleWorks GS!
Go Claris! On SuperConvert! I love you Vitesse!
Platinum Paint is so cool! Twilight Screen blanker rules!
Who needs those old Macs when you've got Apple IIs?

"If you have been true I've got presents to dole,
But if you're like inCider you'll get lumps of coal."
So up to the housetop with the Green Team he flew;
Jim Merritt, Andy Nicholas, and Saint Wozniak, too.

I kept very quiet so that I might hear
SoundSmith tunes softly playing, spreading Apple II cheer.
Then I heard a slight scrape and as I turned 'round,
Down the chimney Saint Wozniak came with a bound.

He wore blue jeans and sneakers and a T-shirt that said
II-Infinitum ... II-Forever... I had nothing to dread!
A sack of great software he had slung on his back
And he looked like a hacker there searching his pack.

His eyes twinkled brightly, his dimples so merry,
his cheeks red as apples, his nose like a cherry.
His droll little mouth smiled a smile oh so grand.
And a full bearded chin, GDL labels in hand.

A thick slice of pizza he held tight in his teeth
And the steam from it circled his head like a wreath.
A plump little face and a round little belly.
He laughed and it shook like a bowl of grape jelly.

He was chubby and plump; a right jolly old elf.
I laughed when I saw him, for he looked like myself.
He winked right at me then he twisted his head,
So I knew deep inside I had nothing to dread.

He said not a word. He went straight to work,
Programming in ORCA, then he turned with a jerk.
Then placing his finger on top of that mess,
And giving a nod... _games_ for the GS!

He jumped to his sleigh and it rose from the ground.
But before it took off I saw him turn 'round,
And I heard him exclaim, ere he flew out of sight,
"Apple II Forever, and to all a good night!"

[EOA]
[FUN]////////////////////////////
SEARCH_ME /
////////////////////////////////
Online Puzzle Fun
""""""""""""""""""""
by Scott R. Garrigus
[S.GARRIGUS]

>>> SEARCH_ME! <<<
"""""""""""""""""""""

Christmas Time
"""""""""""""""""

BOWS
CANDLES
CANDY CANE

I I V D K C N F Z C X I H P C
V P K U Q V Z R I X T N O G W
A E N A C K Y D N A C A K Y S

CARDS	E I B K C B K C Q I V H V O D
CAROLS	T V U O N U G J O L L Y A P R
EGGNOG	L U L F W L S E G G N O G C A
ELVES	V F P A R W Y T F I G Q A G C
EVERGREEN	E V E R G R E E N S C N R A M
FLOCK	Y T T S Q Q Y I E E D I Z S X
FROSTY	Z J N L M V L V Z L N B T W E
GIFT WRAP	T R K O L O L U E C X H U B F
GRINCH	Y J V R H E O S H K G Z O K L
HOLLY	M L B A N O H N F I K W C O C
JOLLY	U Z W C O M B S L I S O X Y K
LIGHTS	G E F R O S T Y R Y P O M Y U

[*][*][*]

GIVE UP? """"""""" You will find the answers in the LOG OFF column at the end of the magazine.

This puzzle was created with a shareware program called Word Search Puzzle Maker by Impact D. Publishing.

[EOA]
[REF]////////////////////////////
REFLECTIONS /
////////////////////////////
Thinking About Online Communications
""

by Phil Shapiro
[pshapiro@aol.com]

>>> MAKING IT EASIER FOR OTHERS TO HELP YOU <<<
""

A friend of mine is the director of a women's shelter here in Washington DC. Two months ago my friend asked me if I could help her find some computers she could set up for the women at the shelter.

My first suggestion to her was that she should get herself online. By getting online she could make it far easier for others to help her.

As it happens, my friend already owned a laptop computer. Within a week I received a friendly "hi there" E-mail message from her. Last week she sent me a message saying she took delivery of several donated computers for the shelter.

How is it that being online makes it easier for others to help you? People who help charities and nonprofit organizations often have quite busy lives themselves. Help-givers really appreciate being able to communicate online with others because E-mail communication allows them to offer more assistance to more people each day.

Imagine this scenario: Someone in your community is known to be willing to offer computer help to charities and nonprofit organizations. He or she takes an interest in getting technology into the hands of people who otherwise could not afford it.

Would it be a productive use of that person's time to be playing phone tag with all the different people he or she is trying to help? Just

keeping track of who needs what kind of help could strain the patience of even the most reasonable person.

Here is where the magic of E-mail kicks in. Your request for assistance can pop up as an E-mail message on the screen of a help-giver. If you include your name, phone number, organizational affiliation, and address in your first message, that information can be quickly saved to the help-giver's hard drive.

Once information is in electronic form (i.e. sent within an E-mail message), it can easily be referred to. It can forwarded to someone else. It can be reposted as a public message on an electronic bulletin board system (BBS). It could even be forwarded to sympathetic journalists in the press.

Help-givers are always thankful when people needing assistance reach them via E-mail. By getting online, people looking for assistance are helping themselves as well as helping their neighbors. The streamlining of communication that takes place via E-mail can free the help-giver to give extra assistance to others.

Here is another example. Last month I helped the director of a nonprofit adult literacy organization get online. It turns out this person already had a computer with a modem on his desk. All that was needed was an hour's worth of time to help him get set up online.

Three days later the person had already dashed off a dozen E-mail messages and had a long list of questions about the online world to ask me. Within the span of a week this person was transformed from being a person who had never used E-mail to being an active, enthusiastic online user.

How will online communications help this literacy organization? It will help in countless ways. It will allow easy back-and-forth communication with foundations and other grant givers. It will allow the director to engage in quantities of communication without the constant interruption of phone calls. Every phone call that is averted by using E-mail is one less interruption in his day. And one less interruption is one more opportunity for him to attend to other important work.

It would be no exaggeration to say that online communication is one of the best ways of making the gears of society turn smoothly. The telephone, on the other hand, is a communication device that makes the gears of society sputter along in fits and starts.

This is not to say that there is no place for telephone communication between people needing assistance and help-givers. It is just that benefits are often maximized when phone communication is kept to a minimum.

If you take an interest in helping broaden access to technology, one of the most effective thing you can do is to help the leaders of community organizations get online. By helping to empower them with an e-mail address, you can give them the gift of being connected.

Being connected online puts nonprofit agencies and charities in a much better position to raise their arms upward for assistance. Online communication narrows the distance between the help-giver's arm and the help-requester's arm. Increasing the chance of these two arms grasping each other firmly is what all of us hope for, isn't it?

Phil Shapiro

[*][*][*]

[A hard copy anthology of these essays, along with six related book reviews, is now available for purchase. Copies of "Thinking About Online Communications" may be purchased directly from the author for $15 (including postage in the United States and Canada). Overseas postage is $5 for surface mail and $10 for air mail.

[Orders for this book can be sent to:

Phil Shapiro
5201 Chevy Chase Parkway, NW
Washington, DC 20015-1747
USA

[Excerpts from each of the essays in the book can be found on the author's home page, at: http://users.aol.com/pshapiro/

[The author can be reached via e-mail at: pshapiro@aol.com.]

[EOA]
[ASA]////////////////////////////
ASCII ART GALLERY /
////////////////////////////
Christmas Art
"""""""""""""
by Susie Oviatt
[SUSIE]

ASCII ART BEGINS

"Christmas is for children of all ages."

[FOR VISUALLY IMPAIRED READERS: The preceding was a picture of Santa Claus kneeling to build a snowman, which he has topped with his own cap.]

[EOA]
[HUN]////////////////////////////
THE TREASURE HUNT /
////////////////////////////////
Yours For the Downloading
""""""""""""""""""""""""""""

by Douglas Cuff
[EDITOR.A2]

>>> THE VERY BEST UTILITIES <<<
""""""""""""""""""""""""""""""""""

Welcome back to the Treasure Hunt. This month, we're going to look at another in the series of the "Very Best of A2" archives that were created back in 1991 and 1992. These files were designed to fit on a single 800K 3.5" disk. Since the short descriptions only present an overview of these archives, I thought GEnieLamp A2 should provide detailed guides.

Here are the 9 "Very Best of A2" archives:

17180	BEST.A2.ART.BXY	2	Dec 1991	double hi-res pictures
18761	BEST.OF.SHR.BXY	2	Jun 1992	super hi-res pictures
17586	BEST.3200.BXY	1	Feb 1992	3200-color pictures
18976	BEST.OF.MS.BXY	31	Jun 1992	Music Studio songs
17897	BEST.UTILS.BXY	1	Mar 1992	8-bit utilities
17356	BEST.GAMES.BXY	1	Jan 1992	8-bit games
16957	BEST.ICONS1.BXY	2	Nov 1991	icons
19399	BEST.FONTS.BXY	13	Sep 1992	fonts
16728	BEST.EAMONS.BXY	29	Sep 1991	Eamon adventure games

We've already examined the three picture collections--double hi-res, super hi-res and 3200-color--in Vol.4, Issue 39 (June 1995). We also looked at the Music Studio songs in Vol.4, Issue 40 (July 1995).

This month, we'll look at BEST.UTILS.BXY, a collection of the best 8-bit utilities... programs that will run on an Apple IIe, Apple IIc, and often on an Apple II Plus. (Which is not to say that they won't work on a IIgs, just that you don't need a IIgs to run them.) A few of these utilities don't work well with the most recent version of ProDOS, but don't worry, we'll be sure to point them out as we go. By the same token, the passage of time means that there are good utilities in the A2 library uploaded since 1991 and 1992, so keep in mind that this list is no-longer all-inclusive.

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LCASE.KILLER (Lower Case Killer) is a simple but invaluable tool for older Apple IIs that can't display lower case. This utility will let you run Applesoft BASIC programs that use lower case. Just load your program and BRUN LCASE.KILLER. All the lower case--in PRINT statements, REM statements and DATA statements--will quickly be converted to upper case. You can then SAVE your modified BASIC program if you want to. It appears first in the list because you might need to use it to run some of the other programs. Public domain.

CAT.ALL.OG by Jon C. Thomason creates print-outs or text files of a disk or prefix. The text files it creates are done by "printing to disk", as ProSel's "Info Desk" program does:

```
/sample.disk

FILENAME                      TYPE  BLK       MODIFIED         CREATED

 TREASURE.HUNT................DIR    1   28-NOV-95 21:07  26-NOV-95 15:51
   FILE.LIBRARY...............ADB   22   28-NOV-95 21:07  28-NOV-95 21:07
```

This handy little program comes with a documentation file, and is freeware.

CKDISK is a directory containing two separate programs:

Status.Checker by Tom Vier is a simple program that checks a ProDOS disk or volume to see if can correctly detect when the disk is write protected. Freeware.

Smart.Test by Tom Weishaar and/or Dennis Doms (I think) detects what kinds of disk devices you have in your various slots. It's based on a simpler program that appeared in the January 1987 issue of _Open-Apple_. Freeware.

CYBERFIND.1.1 by Eric Mueller searches for the two most common ProDOS viruses, Festering Hate and CyberAIDS. It does not disinfect contaminated files, but it will give you the option to delete them. NOTE: Viruses have never been very common in the Apple II community. Don't panic, okay? Freeware.

DBLRES.IIPLUS by Richard Napoli converts double hi-res graphics into two single hi-res files. This is handy for Apple II Plus and those who got extremely early Apple IIes that cannot handle double hi-res. This utility will handle double hi-res graphics in either Dazzle Draw or Beagle Graphics format. It will take the original graphic and save it in two halves... the two file names will be the same, except one will end in .R (the right half of the picture) and the other in .L (the left half of the picture). WARNING: The program may hang after finishing the conversion with the most recent version of ProDOS. Don't worry, your original and converted files are still intact. Freeware.

DEARC2E was brought to all Apple IIs by David R. Larsen and Michael Crane. (There was an earlier IIgs version by Tim Swihart.) This program will unpack files with the .ARC extension, an older but once quite popular archive format devised by System Enhancement Associates. In the telecommunications game, it's important to have as many file unpackers as possible.

DISK.TEST by Craig Peterson performs three basic speed tests: it reads block 0 repeatedly 1024 times; it does a sequential read block 0-1023 (or to the maximum block number); and it does a seek test across one-third of the drive. You can print out the results and do comparisons of various disks, disk drives, and other devices. Freeware.

FREEPRINTER by Elliot Lifson allows you to send text files to your printer. It correctly interprets many Apple Writer dot commands (.LM for left margin and so on). Now that Apple Writer v2.1 is freely available (file #20706 in the A2 libraries), you might want to consider downloading it instead of using the comparatively limited FreeWriter and FreePrinter programs. WARNING: This program hangs under the most recent version of ProDOS. (This makes downloading Apple Writer v2.1 an even better idea!) Freeware.

FREEWRITER by Paul Lutus is a free but stripped-down version of his classic program Apple Writer. FreeWriter is not as powerful, it loads just 30K of text, and it has no means of printing the text (which is why FreePrinter was developed). FreeWriter still works well, but with Apple Writer v2.1 now freely available (file #20706 in the A2 libraries), you won't need FreeWriter much any more. Freeware.

FAZ.II (File Attribute Zapper II) by Bruce A. Mah allows you to change the primary type and the auxiliary type of files. It provides a comprehensive list of available types so that you don't have to type number or have a book of file types in your lap as you work. FAZ II also lets you type in the numbers of filetypes it doesn't know. As a bonus, FAZ II lets you change the access bits--delete, rename, backup, invisible, read, and write--for a file. Public domain.

FILE.CHOPPER by Tom Hoover lets you chop text files into smaller, more manageable segments. You can chose from 9 smaller sizes, from 25K to 225K (rising in 25K increments). Freeware.

FILE.COMPARE by Karl Bunker compares files so that you see exactly where the differences in two similar files are. In the documentation, Mr Bunker has some amusingly caustic remarks about the user interface of the three file compare utilities that existed when he wrote this one. These remarks have a kernel of truth, but unfortunately they don't address the major flaw in this program: it's too slow. Still, it's free, it does work well--and it is written in BASIC, after all. Requires an enhanced Apple IIe, or any IIc or IIgs. Freeware.

FILE.DIR (presumably written by G.BUNEVITCH1) is another program that turns your CATALOG listings into text files. Unlike CAT.ALL.OG, though, this program creates _delimited_ text files, which can be read into the AppleWorks data base. The author has given his MD-BASIC source code, which will be of interest to fellow MD-BASIC fans. Freeware (I think).

FLIST is an uncredited utility that's really meant for programmers, not users. It produces a nicely formatted listing of BASIC programs, with each statement on a separate line. It assumes that you have a printer, and that the printer is in slot 1. Either freeware or public domain.

GECONV3 by Robert E. Phillips is powerful utility that converts GEnie file library listings into AppleWorks data base files. This is

incredibly handy. There are no intermediate steps! You don't have to load the text file into AppleWorks and convert it; the file that GECONV creates can be loaded right to the desktop. This program is very situation-specific, but it does a great job. Public domain.

HEXDEC is a directory contain two cleverly simple conversion utilities """""" that both operate on the same principle. Author Peter J. Paul (presumably!) has taken a single line of BASIC and stuffed in a text file so that you can EXEC that file to convert from hexadecimal (base 16) to decimal (base 10), and vice versa. It's almost as easy as using a desk accessory on the IIgs. Freeware.

IIGIF by Jason Harper allows viewing of GIF files on any Apple II with """"" double hi-res capability. Some Apple IIc users will need to patch this program; download either IIGIF.PATCH.BXY (#17447) or PATCH.IIGIF.BXY (#22983). This program also loads RLE files. Freeware.

INFO by Clark Stiles is yet another utility for viewing and changing file """" types. This utility uses a command style interface (you can type "INFO" and the correct parameters from the BASIC command line) and requires that you know the correct number for the filetype. Freeware.

KOCO.LAUNCHER by Douglas Konitzer is a simple program launcher--just 18 """""""""""""" ProDOS blocks!--that lets you launch SYS files as well as BAS programs, plus view or print text files. It also lets you load, lock, and delete files, and has the capacity to move up a directory... a nifty feature. This program uses MouseText in its display. If you use a hard drive, you might want to consider another launcher, since Koco Launcher has a maximum of 36 valid files on a screen. (It filters out file types it doesn't know about... including AppleWorks word processing files.) If you have more than that, the display will be messed up, and the program may even crash. The "change drive" interface is also not geared to hard drive users. Freeware.

LINEFEED.IR (Linefeed Inserter/Remover) by Karl Bunker does just what """""""""""" you think! It strips or adds linefeed characters to a text file. (MS-DOS requires a carriage return and a linefeed at the end of a line or paragraph, but the Apple II requires only a carriage return. _That's_ why you'd want to perform either operation.) Freeware.

PRODIR by Lane Roath is another program launcher that shows you 26 files """""" at a time, and uses the space bar to move through the groups of 26. You can also lock, delete, and rename files, and the left-arrow key brings you up a directory. Freeware.

QUIT.CMD7A by David D. Ely patches the BASIC quit command "BYE" so that """""""""" it looks for BASIC.SYSTEM on the highest active volume (that is, devices in slot 7 are checked first, then those in slot 6....). Of course, when BASIC.SYSTEM is launched, it looks for a file named STARTUP. This program was more useful when the BYE command was more primitive, as it was in earlier versions of ProDOS, but you may still find it handy. Freeware.

SF.GET by Karl Bunker is a programmer's ampersand utility for that allows """""" Applesoft BASIC to have a rough equivalent of the IIgs SFGetFile toolbox call. Users won't have to remember and type a filename or pathname--this program allows users to point-and-click the file from an on-screen list. Optionally, SF.Get will let you restrict the list of files

to a certain file type (TXT, AWP, etc.). Freeware.

SHLPD.SYSTEM (Super Hires Loader) by Thomas Dorris, lets Apple IIe and IIc users view IIgs graphics. You must have double hi-res capability--and you should have MouseText--to run this valuable utility. Once you load a IIgs graphic, you can view it through a scrolling window... and the double hi-res color approximations are pretty faithful. If you want to substitute one color for another, the adjust palette option lets you do that. You can get a thumbnail sketch or overview of the picture, and when viewing through the scrolling window, you can toggle whether the pixel width is doubled or not. The function to save the converted file has been disabled. The program claims to be crippled public domain software, but in fact, the author retains his copyright, so it's really crippled freeware.

SIDEBAR: PUBLIC DOMAIN, FREEWARE, SHAREWARE
Back in 1991, the concepts of public domain, freeware, and shareware were less clearly defined. It's not surprising that programmers occasionally slipped up and called their programs "public domain" when they meant "freeware".
What exactly is the difference? If you allow something you've created--a program, an article, a song, a poem--to be ceded to the public domain, then you've lost all rights to it. The public owns it. Any member of the public can do whatever he or she wants to with it, without charge. In that sense, the work is free. (Though any member of the public can sell a copy of your work for $50 a copy if enough suckers can be found. No, you can't stop them, even though you meant the work to be free. You gave up all your rights when you ceded the work to the public domain, remember?)
If you want to retain your copyright but still allow everyone to enjoy your work without charge, that's called freeware. If you want your work to be distributed without charge, but want users to pay voluntarily if they keep a copy of it, that's called shareware. (It's also called boundless optimism, apparently.)
Somewhere between freeware and shareware is beggarware, also known under other names. With beggarware, the author tells you are not obligated to send any money--the program is free--but suggests sending a donation if you'd like to. If a shareware author has boundless optimism, then a beggarware author might actually be straying into naivete.

SNEEZE by Karl Bunker is a great little program launcher... probably the best one available in this archive; the best of the best! It will let you launch files, delete files, print and/or display TXT or AWP files, plus display graphics, copy files, and even unshrink files (though this last feature is not documented--in order to activate it, all you have to do is download AUTOII.BXY, file #18062, and place it in the same directory as Sneeze). Also in this directory and a subdirectory are some of tools that Sneeze uses--or which you can use with Sneeze--or both! We'll discuss these tools separately below. Sneeze itself requires MouseText. Freeware.

NOTE: The version of Sneeze available in this archive is 2.0. You can download the most recent version--v2.2--by getting SNEEZE.BXY, file #21357. This version documents and explains

the ability to automatically unshrink files using Sneeze.

Dogpaw by Karl Bunker adds a command to BASIC so that you can display and/or print text and AppleWorks word processor files. You can view the file a page at a time, going forward or back, on either the 40- or 80-column screens, and DOGPAW can also display in upper case only for you Apple II-Plus users. Also, DOGPAW lets you search for a string within the file. DOGPAW can read COMPRESSOR files (see below). Sneeze uses this utility, but you can use it on its own or include it in your programs. Freeware.

Beexter by Karl Bunker turns your text file of documentation into a BRUNABLE file. You user can view your documentation on the screen, or print it out! Best of all, this utility works under DOS 3.3 as well as ProDOS. Freeware.

Compressor by Karl Bunker compresses AppleWorks word processing files and simple text files so that they take up less space on your disk. They can still be read by DOGPAW (above), even in their compressed form. Freeware.

Doc.Getter by Karl Bunker will convert a TXT or AWP file into a collection of strings for Applesoft BASIC. This means you can have a BASIC program display your instructions to the user, but you can still have the luxury of creating those instructions in a full-fledged word processor. If you want to display in 40-column mode, your file must be 21K or less; in 70-column mode (requires 80-column card), your file can be 24K or less. Freeware.

Doc.Screener by Karl Bunker displays the strings created by DOC.GETTER in 40-column mode. DOC.SCREENER.80 is the 70-column version, which requires an 80-column card. Both are freeware.

Image2.MouseTxt by Karl Bunker is a small BASIC program that produces a chart of MouseText characters on an ImageWriter II printer. Freeware.

SCLU is a SCreen Layout Utility by Karl Bunker which lets you quickly and easily design 40-column text screens, complete with MouseText if you want, and translates your design into a BASIC program to display the screen. A big time-saver. Freeware.

SNOOPER.SYSTEM (File Snooper) by Jay Jennings lets you display AppleWorks word processing files and text files. It has a limit of 60 files per subdirectory. Requires 128K and MouseText. It's labelled "public domain", but the author has left a copyright notice, so we know that he really meant freeware.

STARTUP.F is a simple program launcher/runner. Yes, simpler even than Koco Launcher. This one is just 4 blocks, and all it will let you do is run or launch a program. It presents a scrolling window of 12 files. It will try to launch SYS files, run BASIC programs, BRUN BIN files, EXEC TXT files, and open directories. No author credit appears anywhere in this program, so we have to assume it's public domain.

ST.BYE.SYSTEM (Saint's Bye) by St. John Morrison is a patch for the BYE command. It makes BYE always launch a specific program on a specific volume. It includes a utility to customize ST.BYE. When using

the customizer, don't use the slash (/) _at all_ when entering the volume name. Instead of "/HARD1/" or "/HARD1", just type "HARD1" and let ST.BYE take care of adding the slashes. If you use a slash in the volume name, ST.BYE will refuse to accept it but it won't tell you why. Freeware.

TYPE.CHANGER by Jim Mensch is another program to let you change file types (but not auxtypes), and even provides a large scrolling list of popular. It works extremely smoothly for a BASIC program--it lets you move up a directory, and you can press D to cycle through the online volumes--and of course, since the file types it knows are in DATA statements, you can easily update the program. Freeware (beggarware).

TYPEUTIL by Richard Kaapke is an extremely simple BASIC program that lets you type--that is, view--a text file. You can get a catalog of the active disk or directory, but that display is cleared before you get to type in the filename... which means you have to remember how to spell it as you're typing it. Still, it's free....

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That's it for this month's Treasure Hunt. Next month, we'll take a look at another "Very Best of A2" archive. If there's a particular archive you want examined, be sure to write and let me know!

[EOA]
[COM]////////////////////////////
COMMUNICATIONS /
////////////////////////////
A2 Internet Launch Pad
""""""""""""""""""""""""

by Douglas Cuff
[EDITOR.A2]

>>> THE INTERNET... WITH TRAINING WHEELS <<<
""

As part of its ongoing Internet services, GEnie has created "launch pads" in key areas. (Hey gang... where else but on GEnie does the Apple II hangout qualify as a key area?) These launch pads ease you gently into the world of the Internet, in a slightly more organized fashion.

More organized than _what_? Essentially, the Internet is chaos. That's its great strength and great beauty. Its chaos is what keeps newcomers away. The new launch pads attempt to organize the chaos. (Just a bit. The bit at the beginning.)

The launch pad for Apple II users is located at the main A2 menu. Once on GEnie, you always type "A2" or "m645" to visit the area to read messages, download files, or join a live chat, right? Now there's a new option on that same familiar menu:

GEnie A2 Page 645
Apple II RoundTable

1. A2 Bulletin Board
2. A2 Real-Time Conference
3. A2 Software Libraries

```
 4.   About the A2 RoundTable
 5.   A2 RoundTable News
 6.   GEnie Manual for Apple II Users

 7.   Download an Apple II Automatic Navigator

 8.   Download the Latest Disk Of The Month
 9.   GEnieLamp Apple II Newsletter
10.   GEnieLamp Apple II Programmers Newsletter
11.   Free LiveWire Download

12.   Apple II Programmers RoundTable
13.   Gallery 44 Graphics Exhibit

14.   Internet Launch Pad
```

You can see how simple it is to find and start the launch pad. Just type "14"! You'll see a bunch of the standard cautions, and then you'll see another more interesting menu:

```
Table of Contents

    1. Electronic Magazines & Newsletters (1 items)
    2. FTP Sites (7 items)
    3. Gopher Resources (4 items)
    4. Newsgroups (20 items)
    5. World Wide Web Resources (12 items)
    6. Other Collections of Resources (2 items)
    7. Wide World of General Computing (36 items)
    8. Wide World of General Computing - Newsgroups (499 items)
```

These all look pretty manageable, don't they? (Except maybe that last one: 499 items... phew! In fact, the last two are computer-oriented, not Apple II computer-oriented, so just ignore them for now.) The largest number of items you have to deal with is 20!

You all know what magazines and newsletter are, so I won't overexplain the first item. If you make this choice, you'll be taken to the electronic home of Shareware Solutions II, a bi-monthly 20-page newsletter produced by Joe Kohn. Not only can you get information about Shareware Solutions here, but Joe has set up a guide to these places that popular with Apple II folk. It's sort of a mini-launch pad.

The next item, "FTP Sites", is just Internet-ese for file libraries. Here's where you can go to download Apple II programs from the Internet. As of late November, you have 7 choices here, but as you'll soon find out, there are other places to go.

The third item, "Gopher Resources", isn't as simply explained--but you'll be relieved to hear that it's easily demonstrated. Once you try a gopher area, you'll see it's like running a text-based file launcher. There's nothing to it!

The fourth item, "Newsgroups" points to discussion areas similar to the A2 RoundTable's bulletin board. You'll find lots of public messages, but it may seem disorganized, even chaotic, compared to A2's message area. Don't worry, this feeling will pass. Let's have a look at the newsgroups available:

- alt.emulators.ibmpc.apple2
- bit.listserv.apple2-l
- comp.answers
- comp.binaries.apple2
- comp.emulators.apple2
- comp.sources.apple2
- comp.sys.apple2
- comp.sys.apple2.comm
- comp.sys.apple2.gno
- comp.sys.apple2.marketplace
- comp.sys.apple2.programmer
- comp.sys.apple2.usergroups
- tri.comp.apple
- uiuc.sys.apple2
- zer.z-netz.rechner.apple.allgemein
- zer.z-netz.rechner.apple.binaer
- zer.z-netz.rechner.apple.hardware
- zer.z-netz.rechner.apple.programmieren
- zer.z-netz.rechner.apple.spiele
- zer.z-netz.rechner.apple.viren

(Those last six groups are for the German-speaking among us, by the way. Remember, the Internet is global in nature. On GEnie, the vast majority of denizens are from North America, usually the United States. There's nothing that says the Internet has to be that way!)

The fifth item, "World Wide Web Resources" will point you to many of the Apple II oriented electronic homes, or "home pages" on the Internet. If you've gotten this far, you'll have noticed that every path you follow seems to have other paths leading from it. Sometimes you'll find that following the paths leads you in a circle! Not to worry, you're not doomed to travel the same ground forever. Just pick a different path next time.

If you've noticed that each link along the way leads you to different links, you'll understand why it's almost impossible to ever tame or organize the Internet. But these launch pads can help. You can always return here if things get confusing, and start from first principles.

A note for the mildly advanced: When you're using the launch pad, you're actually running a special version of Lynx, a web-browser. Under normal circumstances, Lynx will let you press G to manually type the name of the next place you want to visit. This is not possible when using the launch pad, but don't be discouraged! Once you've comfortable enough with Lynx to try this, you should visit GEnie's main Internet area. Here you can use a full-fledged version of Lynx that WILL permit you to decide where you want to go!

As soon as you get to feeling overwhelmed, all you have to do to leave the launch pad is type "Q". You'll be returned to GEnie's A2 area. On familiar ground at last!

[EOA]
[PMP]////////////////////////////
PAUG MEETING REPORT /
////////////////////////////
Report of November 1995 Meeting
""""""""""""""""""""""""""""""""

by Douglas Cuff
[EDITOR.A2]

EDITOR'S NOTE """""""""""""" We regret that the full PAUG Newsletter is not available this month. Instead we present a brief summary of the monthly PAUG meeting for November. Ray Pasold will be back with the PAUG newsletter next month--look for it here!

WHAT IS PAUG? """""""""""""" The mission of the Planetary Apple User Group (PAUG) is to serve as the online heart of the worldwide Apple II community. PAUG's goals include providing help and support for anyone who may not have a local user group nearby, and for user groups that want a virtual link to the Heart of the Apple II world. Creating a link between PAUG and both the online and offline user group community is one of our priorities. PAUG sponsorship of an online user group is focused on promoting the fact that the Apple II is not only still alive, but doing very well.

PAUG meets the third Sunday of every month at 7:00 p.m. Eastern Time in the Apple II RoundTable (A2) Real Time Conference (RTC) area. Type "m645;2" to join in the discussion.

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November's PAUG meeting focussed on using the A2 with other platforms. Not only can you transfer data to your Apple II from a MS-DOS machine or a Macintosh (or vice versa), but you can create a network of Apple II and other computers that share the same printers and other devices (like CD-ROMs). The most common network is the AppleTalk network. Once the network is activated on your Apple II, you must also turn on file sharing on your Macintosh. This done, you can use your Apple II to run programs that are stored on the Macintosh's hard drive! (Apple II programs, of course, not Macintosh programs!)

Another popular issue is how to use graphics from Macintosh areas on the Apple II. Of course, most Mac graphic formats are not compatible with the Apple II, but you can run into problems with GIF graphics, even though they can be read on any machine. The problem arises because of the Macbinary header that sometimes gets attached to GIFs. To get rid of it, you can download the graphic using the commercial telecommunications software Spectrum v2.0, if you own it, or you can process the file with file #24744, MACBIN.BXY. After stripping the MacBinary header, you may need to change the filetype so that you GIF program will recognize the graphic.

Other gems overhead during the PAUG meeting were:

"The guy that made Prism lives near me but he does not like the apple II any more." (Heh heh heh. We know where you live, guy.)

"Actually, I think that it would be best if GEnie was bought." (Finally! An optimist!)

"You were trying to print a 3200, and that can't be done." (That used to be true, but John Wrenholt of Big Red Computer Club has just released a utility to do just that! Download file #26092, PRINT3200.BXY.)

This month's meeting will be on Sunday, December 10, from 7 p.m. to 9

p.m. Eastern time, and PAUG will be celebrating Sights and Sounds of the Season. Last year PAUG brought in several guest speakers to our December online meeting, and it was a rousing success! Each brought their own special talents to bear on demonstrating how well the Apple II family of computers can help you celebrate the holidays, and we barely scratched the surface on all the wonderful things you can do with your computer to help bring the holiday spirit home to those you love.

This year, PAUG is determined to outdo itself. We've invited our friends from last year, and we have also uncovered some new talent as well! Whether your interests lay in playing (or creating!) holiday music on the Apple II, using Christmas and Hanukkah fonts and graphics to make cards, invitations, gift tags, or placecards for the holiday table, or even just finding neat little holiday images to bring the spirit of the season to your own personal computing environment, we'll have the best tips, tricks, and answers for you at the December PAUG meeting! Remember: Sunday, December 10, from 7 p.m. to 9 p.m. EST.

```
          ////////////////////////////////////// GEnie_QWIK_QUOTE ////
         /  I think somebody at the local Waldenbooks needs to        /
        /  re-examine the organization scheme...                     /
       /                                                            /
      /  I was browsing the self-help section and noticed a        /
     /  particular title: "Surviving Schizophrenia".  The title   /
    /  of the book just next to it: "You Are Not Alone."         /
   ////////////////////////////////////////////  KEN.GAGNE  ////
```

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[EOA]
[LOG]////////////////////////////////
                          LOG OFF /
////////////////////////////////////
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GEnieLamp Information
"""""""""""""""""""""""

o COMMENTS: Contacting GEnieLamp

o GEnieLamp STAFF: Who Are We?

GEnieLamp Information """""""""""""""""""""""" GEnieLamp is published on the 1st of every month on GEnie page 515. You can also find GEnieLamp on the main menus in the following computing RoundTables.

RoundTable	Keyword	GEnie Page	RoundTable	Keyword	GEnie Page
DigiPub	DIGIPUB	1395	Atari ST	ST	475
Macintosh	MAC	605	IBM PC	IBMPC	615
Apple II	A2	645	Apple II Dev.	A2PRO	530
Macintosh Dev.	MACPRO	480	Geoworks	GEOWORKS	1050
BBS	BBS	610	CE Software	CESOFTWARE	1005
Mini/Mainframe	MAINFRAME	1145	Programming	PROGRAMMING	1445
Data Comm.	DATACOMM	1450	IBM PC Prog	IBMPCPRO	617
PowerPC	PPC	1435	PowerPCProg	PPCPRO	1440

GEnieLamp is also distributed on CrossNet and many public and commercial BBS systems worldwide.

o To reach GEnieLamp on Internet send mail to genielamp@genie.com

- Back issues of GEnieLamp are available in the DigiPub RoundTable Library #2 on page 1395 (M1395;3).

- GEnieLamp pays for articles submitted and published with online GEnie credit time. Upload submissions in ASCII format to library #31 in the DigiPub RoundTable on page 1395 (M1395;3) or Email it to GENIELAMP. On Internet send it to: genielamp@genie.com

- We welcome and respond to all E-Mail. To leave comments, suggestions or just to say hi, you can contact us in the DigiPub RoundTable (M1395) or send GE Mail to John Peters at [GENIELAMP] on page 200.

- If you would like to meet the GEnieLamp staff "live" we meet every Wednesday night in the Digi*Pub Real-Time Conference at 9:00 EDT (M1395;2).

- The Digital Publishing RoundTable is for people who are interested in pursuing publication of their work electronically on GEnie or via disk-based media. For those looking for online publications, the DigiPub Software Libraries offer online magazines, newsletters, short-stories, poetry and other various text oriented articles for downloading to your computer. Also available are writers' tools and 'Hyper-utilties' for text presentation on most computer systems. In the DigiPub Bulletin Board you can converse with people in the digital publishing industry, meet editors from some of the top electronic publications and get hints and tips on how to go about publishing your own digital book. The DigiPub RoundTable is the official online service for the Digital Publishing Association. To get there type DIGIPUB or M1395 at any GEnie prompt.

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	o Charlie Hartley	[A2.CHARLIE]	A2 Staff Writer
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	o Bruce Smith	[B.SMITH123]	EDITOR/TX2
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	o John Peters	[GENIELAMP]	DigiPub SysOp
	o Phil Shapiro	[P.SHAPIRO1]	Contributing Columnist
	o Sanford E. Wolf	[S.WOLF4]	Contributing Columnist
	o Douglas Parks	[DELUXE]	Contributing Columnist

>>> SEARCH_ME! ANSWERS <<<
"""""""""""""""""""""""""""""

BOWS	. . . . .
CANDLES	. . . . .
CANDY CANE	. E N A C K Y D N A C . . . S
CARDS	. . . . C . . . . D
CAROLS	. . . O . . . J O L L Y . . R
EGGNOG	. . L . . . . E G G N O G C A
ELVES	. F P A R W . T F I G . A G C
EVERGREEN	E V E R G R E E N S . N R . .
FLOCK	. . . S . . Y . E . D I . S .
FROSTY	. . . L . . L V . L N . T . .
GIFT WRAP	. . . O . . L . E C . H . B .
GRINCH	. . . R . E O S H . G . O . .
HOLLY	. . . A . . H . . I . W . . .
JOLLY	. . . C . . . . L . S . . . .
LIGHTS	. . F R O S T Y . . . .

\\\

duplex (local echo). Have the modem dial 1-800-638-8369 in the United States or 1-800-387-8330 in Canada. After the CONNECT message, you should see a U#= prompt. At the U#= prompt, type: JOINGENIE and hit the RETURN key. When you get the prompt asking for the signup code, type DSD524 and hit RETURN. GEnie will then prompt you for your sign-up information. For more information call (voice) 1-800-638-9636.

////////////////////////////////////\\

[EOF]

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================================================================================
DOCUMENT almp9601.app
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     ||     ||||||  ||     ||  ||||||                     RoundTable
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     ||     ||||||  ||||||||  ||||||                     RESOURCE!
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                    ~ WELCOME TO GEnieLamp APPLE II! ~
                      """""""""""""""""""""""""""""""""
              ~ PD_QUICKVIEW:  Loadpall XCMD for HyperCard IIgs ~
             ~ FOCUS ON...:  The Finder as ProSel-16 Substitute ~
                   ~ PAUG NEWSLETTER:  January 1996 Report ~
                     ~ HOT NEWS, HOT FILES, HOT MESSAGES ~

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 GEnieLamp Apple II     ~ A T/TalkNET Publication ~      Vol.5, Issue 46
""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""
Publisher.....................................................John F. Peters
 Editor.....................................................Douglas Cuff
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          ~ GEnieLamp IBM ~ GEnieLamp ST ~ GEnieLamp PowerPC ~
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////////////////////////////////////\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\

           >>> WHAT'S HAPPENING IN THE APPLE II ROUNDTABLE? <<<
           """""""""""""""""""""""""""""""""""""""""""""""""""""""""""

                            ~ January 1, 1996 ~

 FROM MY DESKTOP ......... [FRM]        HEY MISTER POSTMAN ...... [HEY]
  Notes From The Editor.                  Is That A Letter For Me?

 HUMOR ONLINE ............ [HUM]        REFLECTIONS ............. [REF]
  Flowchart Fun.                          Museum Home Pages.

 PD_QUICKVIEW ............ [PDQ]        FOCUS ON... ............. [FOC]
  Loadpall HyperCard XCMD.                Finder and ProSel-16.

 PAUG MEETING REPORT ..... [PMP]        LOG OFF ................. [LOG]
  Report on December's Meeting.           GEnieLamp Information.

[IDX]""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""

READING GEnieLamp   GEnieLamp has incorporated a unique indexing system
""""""""""""""""""   to help make reading the magazine easier.  To utilize
this system, load GEnieLamp into any ASCII word processor or text editor.
```

In the index you will find the following example:

```
                  HUMOR ONLINE ..... [HUM]
                   GEnie Fun & Games.
```

To read this article, set your find or search command to [HUM]. If you want to scan all of the articles, search for [EOA]. [EOF] will take you to the last page, whereas [IDX] will bring you back to the index.

MESSAGE INFO
"""""""""""""

To make it easy for you to respond to messages reprinted here in GEnieLamp, you will find all the information you need immediately following the message. For example:

```
                  (SMITH, CAT6, TOP1, MSG:58/M475)
 _______________|   _____|__  _|___    |____ |_____________
  |Name of sender   CATegory  TOPic    Msg.#   Page number|
```

In this example, to respond to Smith's message, log on to page 475 enter the bulletin board and set CAT 6. Enter your REPly in TOPic 1.

A message number that is surrounded by brackets indicates that this message is a "target" message and is referring to a "chain" of two or more messages that are following the same topic. For example: {58}.

ABOUT GEnie
"""""""""""

GEnie's monthly fee is $8.95 which gives you up to four hours of non-prime time access to most GEnie services, such as software downloads, bulletin boards, GE Mail, an Internet mail gateway, and chat lines. GEnie's non-prime time connect rate is $2.00. To sign up for GEnie service, call (with modem) 1-800-638-8369 in the USA or 1-800-387-8330 in Canada. Wait for the U#= prompt. Type: JOINGENIE and hit RETURN. When you get the prompt asking for the signup/offer code, type: DSD524 and hit RETURN. The system will then prompt you for your information. Need more information? Call GEnie's customer service line (voice) at 1-800-638-9636.

SPECIAL OFFER FOR GEnieLamp READERS!
""""""""""""""""""""""""""""""""""""

If you sign onto GEnie using the method outlined above you will receive $50.00 worth of credit. Want more? Your first month charge of $8.95 will be waived! Now there are no excuses!

GET GEnieLamp ON THE NET!
"""""""""""""""""""""""""

Now you can get your GEnieLamp issues from the Internet. If you use a web browser, connect to "gopher://gopher.genie.com/11/magazines". When using a gopher program, connect to "gopher.genie.com" and then choose item 7 (Magazines and Newsletters from GEnie's RoundTables).

*** GET INTO THE LAMP! ***

```
          ////////////////////////////////////// GEnie_QWIK_QUOTE ////
         / Remembered an interesting quote this afternoon: "Of course /
        /  everything has already been said.  But since no one was   /
       /   listening, we must begin again."                         /
      ////////////////////////////////////////  STRACZYNSKI  ////
```

[EOA]
[FRM]//////////////////////////////
FROM MY DESKTOP /

////////////////////////////////
Notes From The Editor
""""""""""""""""""""""""""

by Douglas Cuff
[EDITOR.A2]

Apple Computer stopped making its last Apple II in 1983. As I pointed out last year this time, 1994 was still not the year the Apple II died. Neither was 1995.

In fact, we made out like bandits in 1995. We got new hardware: the SecondSight card and, along with the rest of the micro world, IOmega ZIP drives. We got new software: Quick Click Morph, TimeOut Statistics, Convert 3200, Quick Click TIFF Reader, Deja II (AppleWorks 5.1 for the Mac), Opening Line, TouchTwo AppleWorks macros, Print 3200, and PMPFax, not to mention shareware/freeware efforts such as II Not Disturb, Blockade (game from Brutal Deluxe), and Pix Whiz (New Print Shop color pix editor).

We also got significant updates and upgrades for some of our software: Spectrum v2.0, Balloon v2.0, AppleWorks v5.1, rSounder v3.0, AutoArk v1.1, TimeOut ShrinkIt v5, One Touch Commands 5, GEnie Master 5, CoPilot for GEnie v2.5.5, The Tinies (with a new construction set), an improved variable-time SHR screen saver, and a patch for the HFS FST.

Sure, it wasn't all good news. There were some new products we haven't gotten yet--the TurboRez card, Wolfenstein 3-D, SimCity, Tracer Sanction, Mind Shadow--and some updates that still haven't arrived: GraphicWriter III v2.0, Kangaroo, TransProg III, SuperConvert, and a decidedly unofficial System 6.0.2 from Brutal Deluxe. We even suffered a few losses in 1995: Your Money Matters and free Apple IIc motherboard/ROM upgrades, to name just two.

Our biggest losses in 1995 were our magazines and newsletters: A2-Central, TimeOut-Central, Script-Central, Studio City, GS+ Magazine, Softdisk (but not Softdisk G-S), and AppleWorks Forum all ceased publication. In March/April 1995, we were told that II Alive "is not going quarterly any time soon". As of December, it seems that this is exactly what's going to happen. There are about four more issues to come, so II Alive will probably finish in late 1996 or early 1997.

So we lost ICON (International Computer Owners Network) and NAUG (National AppleWorks Users Group)... Softdisk Publishing and EGO Systems are still with us, not to mention Shareware Solutions II and PAUG (Planetary Apple User Group). Two replacement newsletters have come along: Apple Blossom by Steve Cavanaugh and II Something by Clark Stiles, both of which are distributed freely. Thanks to the efforts of Joe Kohn and Will Nelken, Script-Central back issues and TimeOut-Central back issues are again available.

(It's encouraging to see new Apple II magazines being announced, but I was also cheered by the news that Steve Disbrow, formerly editor of GS+, is going to be writing for Shareware Solutions II. Small one-person newsletters are great, but I'd like to see a group of people get together to produce a larger magazine.)

The HyperCard books came back in print, thanks to Mike Westerfield of the Byte Works, and ABC Direct is supposedly selling AE-like hardware. In 1995, we enjoyed not only KansasFest 1995, but also a videotape of same for

those of us too poor to make it to Kansas City. Auri Rahimzadeh published the Woz issue of PowerGS. GEnie continued to be the true home of the Apple II community, with over 1700 uploads in 1995. The Golden Orchard CD-ROM finally shipped.

What's coming in 1996? Two newsletters have been announced: AppleWorks Gazette from Howard Katz and Chris Serreau, and Juiced.GS from Max Jones. It looks as though we might finally get Wolfenstein 3-D, now that another programmer has taken over Burger Bill's task. Joe Kohn has promised Studio City back issues for sometime this year, as well as his expose on the ROM 4 Apple IIgs. Tony "Hexman" Morales is continuing work on his "Hindenburg" Apple IIgs emulation project.

Okay, so the future isn't so bright that we gotta wear shades. And we don't want to don the rose-colored specs either, because fool's paradises just aren't our style. But it's still true, my friends, that on a clear day, you can see forever.

Happy 1996.

[*][*][*]

This issue of GEnieLamp A2 is 5 days late. My apologies for the inconvenience. This is something that hasn't happened since I became editor. Once I pressed the deadline just a shade, releasing the magazine in the PM of the first of the month, rather than early in the AM, but other than that, my record has been spotless.

Since I took over the editorship of GEnieLamp A2, my parents have given my wife and I the magnificent present of airfare home for the Christmas holidays. This great joy carries with it the knowledge that I have to work like the devil to finish the January issue of GEnieLamp A2 before I leave my "home office" (generally 2-3 days before Christmas). I've done that two years in a row. This year, the PAUG newsletter wasn't ready. I toyed with the idea of publishing the January 1996 issue without the column, but I didn't want to run without PAUG two months in a row, and I knew that the issue would run too short.

It broke my heart to do it--and put a small damper on my Christmas vacation--but I decided I had to postpone publication until my return. I'm back now, and I crave your kind indulgence for the delay.

-- Doug Cuff

GEnie Mail: EDITOR.A2 Internet: editor.a2@genie.com

REPRINTING GEnieLamp

If you want to reprint any part of GEnieLamp, or post it to a bulletin board, please see the very end of this file for instructions and limitations.

ASCII ART BEGINS

ASCII ART ENDS

[EOA]
[HEY]//////////////////////////////
HEY MISTER POSTMAN /
//////////////////////////////
Is That A Letter For Me?
"""""""""""""""""""""""""""
by Douglas Cuff
[EDITOR.A2]

o A2 POT-POURRI

o HOT TOPICS

o WHAT'S NEW

o THROUGH THE GRAPEVINE

o MESSAGE SPOTLIGHT

>>> A2 POT-POURRI <<<
"""""""""""""""""""""""""

DEPT. OF NICE GUYS FINISH LAST """""""""""""""""""""""""""""""""
Did anyone notice the November 29 initial public stock offering of a company called Pixar, Inc? That's the company that did all the computer animation for the new Disney movie, TOY STORY. The stock was initially offered at $22/share, it opened at $47, and closed at $39. What's my point? Well, it just so happens that Steven Jobs heads the company and retains 80% of the 37.4 million outstanding stock shares. On paper, that makes him a billionaire.

- Tony
(A2.TONY, CAT2, TOP7, MSG:67/M645;1)

PRINT 3200 BUG FIX """""""""""""""""""
A week or so ago, I uploaded a program named Print 3200. Since then, a relatively minor (but disconcerting) bug has surfaced.

Launching Print 3200 updates your hidden Desktop file. IF you have your Finder set up to view items by anything other than Icons, you will notice that several filetype designations will appear to be blank.

I just spoke to John Wrenholt, and he figured out what was causing the problem, and I was able to come up with a "quick and dirty" fix for it.

However, since the fix involves using Foundation and not everyone has Foundation, I've asked John to release a Print 3200 v1.0.1 (or v1.1) after he's had a chance to confirm that the quick fix didn't break something else. Also, we both agreed that it would be a real good idea to change the

version number of Print 3200.

Here's the "quick and dirty" fix...

In Print 3200, there is a "dummy" rBundle. It's not really there for any particular reason, but it is the cause of the problem as the "dummy" file is not quite empty.

So, fire up Foundation, load Print 3200, and use the Hex Editor to enter 00 for the 5 or 6 bytes that display something other than 00. Save Print 3200 back to disk, and it'll be OK.

You will also have to delete your Desktop file.

For those of you who don't own Foundation, look for Print 3200 v1.0.1 in the next couple of days.

We're hoping (and I'll test this in a little bit) that if we also change the rVersion number, that the Desktop file will be updated and that it will "fix itself."

Joe Kohn

(JOE.KOHN, CAT28, TOP4, MSG:306/M645;1)

LIFE UNFAIR IN OUR FAVOR FOR ONCE! You're going to love this.
""""""""""""""""""""""""""""""""""""""

In the current January issue of _Details_ magazine, there is an article on pages 52-53 about the evolution of the media industry along with technology. At the bottom of the spread is a timeline which begins in the 70's and proceeds through the next two-and-a-half decades.

So I'm scanning this timeline and I see "Apple II Computer" in and about the '77 range. Good. They didn't forget.

Passing other techno blurbs like "Sony Walkman" and "Gates / Allen MS-DOS," I continue and see "IBM PC" with a little picture of a vintage PC. Harumph! It was unfair that Big Blue merited a picture of its progeny while the Apple II only received a mere mention.

I keep reading and come to the "Apple Macintosh" with its own little picture. Except that the picture is not of a Mac, but of a IIgs! It's the old, familiar publicity photo of a Woz GS with the chemical factory screen! Ain't that a kick?

Is it subversion or is it an accident? Who knows? But I got a good laugh out of it because despite everything Apple Computer has done to distance itself from the image of its once successful Apple II line, the Apple II just won't go away :)

Michael

(ANIMASIA, CAT2, TOP7, MSG:105/M645;1)

TURBO ASB FIX Thanks to Ron Higgins, I found out why I was having trouble
""""""""""""" running the Turbo ASB at the Ext./16 baud rate. I had SW1-1 UP which gives 230,400 bps but my modem (most modems other than the Hayes Optima) can only go 115,200 bps. D'OH! I could have slapped myself for not figuring that one out.

Now I've got SW1-2 UP instead and I'm flying at 115,200 bps. It works great for file transfers, but ProTERM's text display cannot keep up with speeds like that so I end up with some messy looking screens (sort of like using Spectrum SHR mode at high baud rates.) Apparently, ProTERM's top limit (at least on my Zip 8/64 GS) is 57,600 bps. Anything faster than that and the screen display can't keep up.

I'll probably end up using 38,400 bps for standard telecom and I'll hike it up to 115,400 bps for file transfers. Man, this thing is a speed demon! I only wish you could setup the Turbo ASB to provide 57,600 and 115,200 bps simultaneously. But I can live with 38,400.

- Tony

(A2.TONY, CAT12, TOP39, MSG:26/M645;1)

>>> HOT TOPICS <<<

PATCH FOR HFS FILE SYSTEM TRANSLATOR (FST) HFS Patcher

Copyright 1995, Procyon Enterprises Inc.

Permission hereby granted to distribute this package far and wide, including in SoftDisk and other publications, so long as only the original archive (or files) is transmitted unmodified.

Written by Jawaid Bazyar because Dave Lyons didn't have time to write it.

The Bug The HFS FST (Macintosh HFS File System Translator) that ships with the IIGS System 6.0.1 has a simple but catastrophic bug in it. There is an error in a "multiply two numbers" subroutine. This subroutine is called by the part of the FST that determines where on a disk device a "logical block" resides.

Much like ProDOS, the HFS file system can only have 65536 blocks on a disk device. Unlike ProDOS, however, HFS can have varying "logical block" sizes - anywhere from 512 bytes (like on a floppy disk) to 10K or more (on very large hard disk drives). Thus, even though there can only be 65536 blocks on a disk, large hard disks can still be used by making each of those blocks bigger. When HFS goes to read or write to a hard disk, it must determine a physical block number, given the logical block size and HFS block number. The routine that does this in the IIGS' HFS FST is the buggy routine mentioned above.

This bug can/will cause random trashing of HFS volumes on a GS, and incorrect reading of HFS volumes created on a Mac (such as CD-ROMs, hard disks, optical disks, any large media). This is almost certainly the bug that caused Jim Maricondo great amounts of grief and delayed the Golden Orchard CD by some months, and this was causing many files on the Compton's 1995 CD disc to be read as garbage.

A single byte change will correct the bug. To fix the bug, as well as change the version numbers and modification date of the FST, I have provided a simple patch program. Simply run this program, and it will automatically patch the file HFS.FST that resides in your system folder. You need only run the patch program once -- the patch is permanent, but be

careful not to overwrite the patched version with an old one from your System Disks or elsewhere. The Modification date of the patched FST will be 4-OCT-95, 12:00am

Many, many, many, many thanks (thousands!) go to Dave Lyons, who took his own time to track down and correct this bug. I'll quote from his email to me:

-- begin quote --

There is an INC A instruction at offset +$2CE0 in the FST, in RAM. (I believe it's easily patchable on disk, as well.) This INC A ($1A) should be changed to a NOP ($EA). -- I simulated all 8 billion cases on a Power Mac (4 billion with the INC, 4 billion with the NOP), and the NOP is correct. (Bad algorithm comes from "65816/65802 Assembly Language Programming" my Michael Fischer, by the way, page 353.)

So...if someone were to write a little patcher program to fix the FST on disk, I would suggest the following, in addition to the INC-->NOP:

(These are in-RAM offsets.)

+$0044 change $31 to $32 (changes string "v01.01" to "v01.02"
+$0010 change $01 to $02 (changes binary version number from $0101 to $0102)
+$005A change $32 to $35 (changes copyright date)

And finally, change the file's last-mod date to 12:00am (midnight), 4-OCT-95, just for consistency (the version number isn't displayed to the user, so they deserve a way to see if they have the fix).

-- end quote --

The provided patch program (PatchHFS) does all of the above as Dave suggests.

Three Cheers to Dave Lyons for helping our IIGS's be a little bit more reliable than they already are!

Jawaid Bazyar
bazyar@hypermall.com

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==========

The above is the PatchHFS.Docs file out of the archive. I'll be uploading it to the A2 library shortly.

Dave
(JUST.DAVE, CAT9, TOP7, MSG:118/M645;1)

>>>>> """"" Does anyone know if patching the HFS FST after a disk has been in use with the original FST will screw up any data? Or if the disk

is still good, it will continue to be good?

 Joat

(A2.TIM, CAT9, TOP7, MSG:128/M645;1)

>>>>> ATTENTION ALL IIgs HFS USERS!!
""""""

     A =VERY= good question was recently asked here:

> Does anyone know if patching the HFS FST after a disk has been in use
> with the original FST will screw up any data? Or if the disk is still
> good, it will continue to be good?

     From my snOOping of things, I am now fully convinced that it is entirely possible, infact highly probable, that an HFS volume that -appeared- stable and trouble free prior to the patch will have -severe- problems -after- installing the patch.

     This is =NOT= due to any flaw in the patch, or any undiscovered bugs in the HFS.FST, and infact should have been totally predictable!

     The problem is that the patch fixes a flawed logical -> physical block number conversion routine in the FST, and it was the originally flawed results of this routine that were used to write any existing files onto an HFS volume. It should be fairly obvious that if you use a flawed routine to do this calculation, and then later use a fixed routine, chances are great that you won't wind up accessing the same physical block on a volume. The results of this can easily be a trashed volume.

     I would =STRONGLY= urge that the following procedure be followed in ALL cases, =regardless= of HFS volume size, simply to be on the safe side:

1) Make a FILE-BY-FILE backup of all your existing HFS volumes, regardless
   of volume size BEFORE applying the patch. (GSHK can do this, saving the
   resultant archive onto a ProDos volume. Works fine for me)
2) Apply the patch to the HFS.FST
3) Reboot the machine (needed to bring the patched FST into memory)
4) Using the Finder, either Erase or Initialize all of your HFS volumes
   (critical step, this 'nukes' any existing, incorrect information!!)
5) Restore your files from the backups made in step one.

Note: Do =NOT= try to get away with using an "image" type backup! Those
      backups will restore the =original= and likely flawed directory
      structures to the reformatted HFS volume, leaving you =EXACTLY= where
      you would have been had you not done the above series of steps!!!

     This should provide you with a properly functioning HFS volume, assuming that no further bugs in the HFS.FST are discovered.

-Harold
Resident Solder Slinger
(HAROLD.H, CAT9, TOP7, MSG:137/M645;1)

HFS PATCH AND GOLDEN ORCHARD CD
""""""""""""""""""""""""""""""""""
Jim has been saying on comp.sys.apple2 lately that the patched FST will let him create a new, one partition CD with much less hassle and a lower price. He

is planning on setting up an ftp site in January so people can send him files for the new CD.

He also mentioned that he had "rescued" the best of what is in the AOL Apple II library (about 210 MB compressed). More details as they arrive.

(S.CAVANAUGH1, CAT9, TOP7, MSG:181/M645;1)

INITIAL SECONDVIEW PRO REPORT
""""""""""""""""""""""""""""""

SecondViewPro's interface is apparently identical to SecondView's, which can best be described as "minimalist".

I have had good luck getting SVP to deal with JPEGs, GIFs, 3200s (at last!), Targas (the sample ones), AST Vision Plus raw files, fair (no bit depth whatsoever) results with PICTs, and no luck with TIFFs.

I will continue doing some testing throughout the next few days.

Ryan

(R.SUENAGA1, CAT20, TOP14, MSG:116/M645;1)

<<<<< Well, after much deliberation, I believe that the JPEG viewing with
""""" SV Pro is indeed 24 bit. :)

I also did some comparison between the AST Vision Plus raw file loading with the SV Pro vs. SuperConvert software, and SV Pro is _much_ more realistic :)

More to come. . .

Ryan
Check out the Late Nite Luau
Late Friday nights and early Saturday mornings at 645;2!
ANSITerm and CoPilot v2.55

(R.SUENAGA1, CAT20, TOP14, MSG:123/M645;1)

THOUGHTS ABOUT A WEB BROWSER FOR THE IIGS
""

> ...I don't know of any
> programmer writing a web
> browser...

Me either, so don't start rumors.

One of the problems with an Apple II web browser is that it takes two specific kinds of talent/knowledge base to do it: comm skills and language skills.

I've been dabling with the idea of writing an HTML interpreter subset for another project that may or may not ever get done. The subset could easily become a full implementation.

If that interests any comm types, get in touch with me.

Mike Westerfield

(BYTEWORKS, CAT28, TOP4, MSG:42/M645;1)

>>>>> It was leaked to me that a graphical web browser -WAS- indeed being
""""" explored for the IIgs. This from a reliable programmer who would neither confirm nor deny that he had any direct connection to the progect.

Why such secrecy is beyond me. It would seem that an accelerator would be a must for it to work as most graphic programs take a good deal of time to convert graphic images on the GS anyway. Any way that is the rumor mill at work. Anybody heard anything current?

Dave

(D.HAND1, CAT10, TOP15, MSG:17/M645;1)

>>>>> """"" I think a GS Web Browser will be =crucial= to the =future= of the IIGS. One of the major directions of computing is information retrieval, such as the Internet's WWW. Lynx is nice (and fast) for text but with increasing emphasis on graphical web pages, you can see what will happen to the IIGS if someone doesn't come up with graphic capability real soon. Not only for browsing but also for web page creation. Even kids in school are putting up their own pages on the web. There's an outfit "out there" that will host your web page for only $5 a month. Can the software for this be all THAT difficult to write?

- Joachim

][Everyone who needs a graphical browser for the GS, raise your hand!][

(J.NELSON56, CAT10, TOP15, MSG:18/M645;1)

>>>>> """"" > This from a reliable programmer who would neither confirm nor
> deny that he had any direct connection to the progect. Why such
> secrecy is beyond me.

Because we have found (applies to us hardware types with new developments too) that once we let it get out to public knowledge that "I'm working on a new whatsit" then we get no peace. Whoever the programmer is that is thinking about the project doesn't want to have 90% of their available time taken up answering questions, and making excuses.. they may not even be sure the project will be successful, and don't want to disappoint people, or damage their own reputation by saying "I'm writing a new whatsit -- (which gets folks all excited) -- followed 6 months later by "I couldn't do whatsit".

Been there :(, so I understand the feeling.

Doug Pendleton, Apple II hardware help
A2 Promotions and Public Relations Manager
Delivered by: ProTerm 3.1 and CoPilot v2.5.5 Offline GEnie Message Manager
Internet: Doug.P@GEnie.com

(DOUG.P, CAT10, TOP15, MSG:19/M645;1)

>>>>> """"" For anyone who is seriously considering writing a web browser for the IIGS...

Brutal Deluxe's Convert 3200 is, without a doubt, the fastest GIF converter/viewer ever released for the Apple IIGS. The source code for Convert 3200 is going to be available any day now, and I _think_ that Brutal Deluxe would be willing to license that source code for use with a commercial IIGS web browser.

Obviously, I am not authorized to speak for Brutal Deluxe, but as the world wide distributor for Convert 3200, let me just say that I have some influence with them.

BTW, the source code for Convert 3200 is Merlin 16+.

Because of the French postal strike, I haven't yet actually seen it, but Brutal Deluxe told me just a week or two ago that they were going to fully comment it before releasing it.

Just a thought....

Joe Kohn

(JOE.KOHN, CAT10, TOP15, MSG:51/M645;1)

>>>>> The major stumbling block of a GS graphical web browser is speed.
""""" A 28,800 bps modem is an absolute must, but the real slowdown would be decompressing and displaying the graphics. It's easier (and faster) with a Second Sight card because the graphics do not have to be "converted" for display on the standard GS screen, but it would still be slow. GIFs wouldn't be too bad unless they're really big, but JPGs take a long time to decompress even on a fast GS. Heck, even Mac and PC power users often turn off the graphics because they're so slow.

That said, I'd still pay any reasonable amount of money for a GS graphical web browser. GNO/ME 2.0.6 (I think Mike incorrectly said 1.0.6) will have the ability to do TCP/IP, which has been written by a third party and is supposed to be available shortly. SLIP should also be available soon. All the parts are there, someone just has to write the browser.

- Tony

(A2.TONY, CAT10, TOP15, MSG:52/M645;1)

>>> WHAT'S NEW <<<
"""""""""""""""""""

BRUTAL DELUXE'S CONVERT 3200 Since bursting onto the IIGS scene in 1992,
""""""""""""""""""""""""""""" the French programming team Brutal Deluxe has thrilled the IIGS community with one smash hit freeware game after another. In the past 3 years, Brutal Deluxe has excited, delighted and enchanted the Apple IIGS community with such wonderful instant-classics as The Tinies, Cogito, Blockade, Opale Demo and The Tinies Construction Kit.

Not content to rest on their laurels, Brutal Deluxe, in association with Shareware Solutions II, is pleased to announce the release of their very first commercial software product for the Apple IIGS.

Under development for 2+ years, Convert 3200 was used by Brutal Deluxe as their in-house graphics conversion utility to help port graphics to all of their freeware games. Now sporting a user-friendly interface similar to that found in Brutal Deluxe's games, Convert 3200 is a fun to use program that contains amusing Easter Eggs and sophisticated machine language algorithms that makes it the fastest graphics conversion program ever released for the Apple IIGS. As an example of its efficiency, Convert 3200 can convert a large 1280 * 800 GIF graphic and scale it down to a Super Hi Res 320 * 200 format using 16, 256 or 3200 colors in 15 seconds or less! Conversions of foreign format graphics into the standard 16 color format available in the 320 * 200 mode can be accomplished in as little as 2 seconds.

Convert 3200 can load in, display and convert the following graphic formats:

Apple IIGS formats:
'''''''''''''''''''

- DYA 3200 colors 320*200
- PaintWorks Gold 16, 256 colors up to 640*400
- PackBytes 16, 256, 3200 colors up to 640*200
- ApplePreferredFormat 16, 256, 3200+ colors limit of 1280*800
- FrenchFormats (APP, NRL) 3200 colors 320*200
- Unpacked screen 16, 256, 3200 colors up to 640*200

Foreign Formats:
''''''''''''''''

- Windows-OS/2 BMP up to 256 colors limit of 1280*800
  (compressed or uncompressed)
- Compuserve GIF up to 256 colors limit of 1280*800
- Amiga .IFF/ PC .LBM up to 256 colors limit of 1280*800
  (compressed or uncompressed)
- Paintbrush PCX up to 256 colors limit of 1280*800
- TIFF(with restrictions) up to 256 colors limit of 1280*800
  (MacPackBits compressed or uncompressed)
- Binary PC 256 colors limit of 1280*800

Once converted, Convert 3200 can save files in the following formats:

- ApplePreferredFormat 16, 256, 3200 colors
- Windows BMP 256 colors
- Paintbrush PCX 256 colors
- TIFF 256 colors
- Binary PC 256 colors
- Print Shop GS Standard PSGS

Convert 3200 is incredibly fast. While Prism takes 2 minutes and 35 seconds to convert an IFF graphic into 3200 color mode, Convert 3200 takes just 15 seconds. Additionally, Convert 3200 allows you to load in all types of foreign format graphics such as PCX, IFF, GIF, TIFF, BMP and it even allows you to save your pictures in foreign formats including PCX, TIFF, and BMP.

Convert 3200 is very flexible and easy to use. There is only one convert button and no complicated options; however, Convert 3200 allows you to select your 320 * 200 area as you want, and it provides power users with the ability to modify RGB tones, remove some colors and it even comes with an automated script conversion mode. Best of all, its "convert all" option allows you to convert dozens of graphics at once, in an unattended mode.

Convert 3200 only operates in the 320 * 200 mode, and does not support True Color graphics in the JPEG, TGA, QRT, or TIFF formats. At the current time, it does not support the Second Sight VGA Card.

Convert 3200 is currently available from Shareware Solutions II for the low price of $15, which includes postage and shipping/handling to anywhere in the world. The complete Merlin 16+ source code is also available to owners of Convert 3200 for an additional $5.

Convert 3200 is professional quality software that costs less than many shareware programs. In an effort to make the pricing as low as possible, the complete and extensive documentation manual is supplied as a file on the disk.

Despite its low cost, technical support is available 24 hours a day via Internet e-mail and if any updates are released, they will be available free of charge to all Convert 3200 owners.

Convert 3200 requires a IIGS with 1.25 megabytes of RAM memory; 4 megabytes of memory is recommended to convert large 1280 * 800 graphics. Convert 3200 has been tested on Apple IIGS ROM 01 and ROM 03 versions, and it operates under System 6.0.1. Although not required, a hard disk drive and an accelerator card is recommended.

To purchase Convert 3200, send checks or money orders, in US Funds only to:

Joe Kohn
Shareware Solutions II
166 Alpine St
San Rafael, CA 94901-1008
USA

Sorry, but no credit cards or school purchase orders can be accepted. Please make all check payable to Joe Kohn.

Apple II Forever!
(JOE.KOHN, CAT28, TOP4, MSG:298/M645;1)

<<<<< I just wanted to mention that the Convert 3200 source code isn't
""""" available yet.

Olivier Zardini is currently writing an informational text file that he hopes will explain the overall design of the program and how all the various segments are linked. As you'll see from the Convert 3200 program documentation, Olivier believes in being complete and going into as much detail as possible.

Because Olivier's native language is French, I imagine that his text will need quite a bit of editing to make sense to English speakers. As it turned out, I spent many days working on the Convert manual, and that was simply just to make it more readable in English.

A second problem exists because I would prefer to distribute the source code disk from a master disk that is received via snail mail, as opposed to e-mail. It's not that I don't trust e-mail, but I'd just feel a lot more secure distributing a disk that Brutal Deluxe mailed me.

And, all of France seems to be on strike, including the mail service.

So, for those of you who sent in $20 to receive the Convert 3200 program and the source code, I'll get out the program disk to you today. When I receive the source code, I'll then mail a second disk to you.

I hope that is acceptable to you.

Joe Kohn
(JOE.KOHN, CAT28, TOP4, MSG:324/M645;1)

TIMEOUT STATISTICS FOR APPLEWORKS
""""""""""""""""""""""""""""""""""

TO,Statistics is a disk with 3 TimeOut Applications. Together they cover a

full spectrum of Statistical Analysis. Your data is stored in an AWKs Data Base. From the Data Base you invoke the TimeOut menu the navigate thru some moe more menus to choose the function you wish to perform and define parameters to be used. Function include: Estimation, Hypothesis Testing (1 or 2 samples), Linear Regression, Independence, Analysis of Variance, Histgrams, Sign Test, Rank Sums, and Signed Rank. The disk also includes many Statistical Tables in the form of AWKs Spreadsheet files.

TO.About Time is a single TimeOut desk accessory for calculating the difference between to dates or the period between to times of day. Date range is from Jan 1, 0100 AD to Dec 31, 9999.

TO.Disk Tools is a set of TimeOut applications for backing up ProDOS volumes and/or files. Also includes a Find-A-File function and a way to display to different AWP documents on a split screen so you can compare them.

(D.GUM, CAT13, TOP7, MSG:104/M645;1)

PMPFAX(TM) FACSIMILE SOFTWARE SHIPS! December 12, 1995
""

PMPFax(tm) Facsimile Software for the Apple IIGS

NOW AVAILABLE FROM PARKHURST MICRO PRODUCTS

NOTE: This press release may be freely distributed, but not altered in any way.

Parkhurst Micro Products is proud to announce PMPFax Facsimile Software for the Apple IIGS! PMPFax turns your Apple IIGS into an integrated fax machine, capable of sending and receiving faxes in any desktop application! PMPFax gives you the power and flexibility in fax software that you've been waiting for!

FEATURES INCLUDE:
''''''''''''''''''

- Send faxes in any desktop application that supports printing.
- Create faxes using the Page Setup environment for your printer, instead of having to reformat your document for a special "fax printer."
- Choose between printing and faxing your documents by simply holding down the Option key when selecting "Print."
- Schedule fax sends for any time and date, or for immediate faxing.
- Save faxes for later transmission.
- Add "printed" fax documents to existing faxes, or create a new fax.
- User-definable fax page titles for identifying fax pages, includes system variables in titles.
- Fax to multiple locations in a single session.
- Change the quality and speed of fax sends.
- Receive faxes in any desktop application.
- Automatically print received faxes when they are received.
- View faxes in any desktop application with four scaling factors and page-flip.
- User-definable cover sheets with full page-layout capability, allowing text, shapes, and imported pictures and over 15 available system variables (including a memo).
- Multiple View and Cover Sheet windows can be open at the same time.
- Forward received faxes to send them again.

- Supports TrueType fonts in both fax pages and cover sheets.
- Quick Fax support for faxing a quick message.
- Multiple phone book support, including individual entries and groups.
- All faxes can be individually named.
- Fax pages can be renamed, copied, and deleted.
- Plug-in fax page translators allow open-ended support for importing and exporting fax pages, future support for scanners and input devices, and expandability through third-party vendors.
- Detailed logs of all fax activity, including printed or text-file fax activity reports.
- Access the FaxCenter through a convenient NDA, or through a seperate application.
- Support for the Apple IIGS modem port, printer port, and Super Serial Card.
- Support for Class 1, 2, and 2.0 fax modems.
- Auto-selection of fax Class, or choose the Class yourself.

And much more!

SYSTEM REQUIREMENTS: PMPFax requires an Apple IIGS with about 1.5 megabytes of free RAM available (4 megabytes of RAM or more recommended), a hard drive, and a fax-compatible modem. Accelerator such as a ZipGS or TransWarp GS highly recommended.

PRICING PMPFax is only $89 direct from Parkhurst Micro Products. Please add $3 for shipping within the United States, $8 outside the United States. California residents, please add state and local sales tax.

*** SPECIAL OFFER ***

If you have purchased another Apple IIGS fax software package, you can purchase PMPFax for 50% off! Send a COPY of the invoice you received with your other fax program, or a COPY of your diskette and the first page of your manual to Parkhurst Micro Products to receive PMPFax for only $45 plus shipping! This offer expires March 1, 1996.

ORDERING INFORMATION: To order with credit card (Visa or MasterCard), call:

(510) 837-9098.

Or send check or money order for total amount to:

Parkhurst Micro Products
2491 San Ramon Valley Blvd
Suite 1-317
San Ramon, CA, 94583.

Please allow two weeks for delivery. Payment must must be made in US funds drawn on a US bank.

EMAIL: If you wish to contact Parkhurst Micro Products electronically, you may use any of the following email addresses:

Internet: pmp@genie.com - OR -
pmp@delphi.com

GEnie and Delphi: PMP

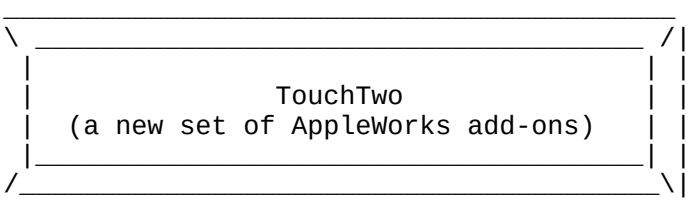
(PMP, CAT38, TOP15, MSG:274/M645;1)

<<<<< Btw, I will shortly be uploading some cover sheets for PMPFax here.
""""" PMPFax comes on 2 diskettes and they're both pretty packed, so I could only include 2 cover sheets with the system. Once people start to use it, hopefully we'll get some more cover sheets uploaded :)

Paul

PS: The first shipment goes out tomorrow, the 18th.
(PMP, CAT38, TOP15, MSG:277/M645;1)

TOUCH TWO APPLEWORKS ADD-ONS Shipping now...!
""""""""""""""""""""""""""""""""



Marin MacroWorks is pleased to offer TouchTwo, a collection of thirteen (13) TimeOut add-on utilities. They include:

Clipper -- Clip any portion of a word processor document to save as a file (or append to an existing file) or send to a printer.

ColumnCalc -- Sum an entire column or range of rows within a column in a data base, a spreadsheet, or a word processor file. Display the result and/or enter the result in any desktop file.

DB Hilighter -- Visually highlight individual categories onscreen. Highlight follows the cursor.

DB Marker -- Visually frame individual categories onscreen. Frame follows the cursor.

Desktop File Mover -- Move files from one desktop to another.

FlexiCalc -- Calculate only specific row(s) of an ASP - much faster for large spreadsheets!

Hilighter Plus -- Like DB Hilighter, but adds auto-dialing of the highlighted number.

MultiColumnDJ -- Print a word processor file in multiple columns (2, 3, or 4) on DeskJet (sheet-fed) printer.

MultiColumnIW -- Same as above for the ImageWriter (and other tractor-fed printers).

NumConverter -- Convert numbers between decimal and hexadecimal. Display the result and/or enter in a desktop file.

Print Months -- Enter the names of the 12 months, full or abbreviated, to rows or columns in a word processor, data base, or

spreadsheet file.

Report Transporter -- Copy data base reports between files.

SS WordWrap -- Provide auto word wrap in spreadsheet columns.

Each program's function is documented, with screen shots, where applicable, in AppleWorks files on the disk.

TouchTwo is available in two versions: one for AppleWorks 4 and one for AppleWorks 5. You must specify which version you require when ordering.

Product		Price (Shipping included)
TouchTwo (for AppleWorks 4)	3.5" disk	$12.95
TouchTwo (for AppleWorks 5)	3.5" disk	$12.95

Outside North America, please add $3.00 per disk order for airmail delivery.

To order, please send prepayment (check or money order in U.S. funds) to:

Marin MacroWorks
1675 Grand Avenue, Suite 1
San Rafael, CA 94901-2211

To contact by phone, please call (415) 459-0845.
(W.NELKEN1, CAT13, TOP11, MSG:111/M645;1)

QUICK CLICK CALC 1.3
"""""""""""""""""""""

GS-21	Quick Click Calc	$60
	Update from any earlier version	$10
	Update with international disk	$11

Quick Click Calc is our spreadsheet and business graphics package for the Apple IIGS. It's a full desktop program, featuring formatting and graphics features you won't find in any other Apple II spreadsheet, plus publish and subscribe for linking spreadsheets to one another.

And unlike other spreadsheets, this one is still actively maintained. Quick Click Calc 1.3 is now available. Of course it fixes all bugs reported in earlier versions. But it also includes speed improvements, more options for customizing how you work, and an international edition with versions localized for Germany and France!

The complete program is just $60 plus shipping. Updates are only $10, or $11 if you want the international version, which includes the complete English release plus the French and German versions. The update price includes worldwide surface shipping.

And you can even get the update free! If you ordered Quick Click Calc after October 1st, 1995, all you have to do to get the update is ask for it. If you order any other product (except another disk update) at the same time, we'll give any registered owner of Quick Click Calc a free

update!

To order, or to ask for more information or our latest catalog, get in touch with us at:

Byte Works, Inc.
8000 Wagon Mound Dr. NW
Albuquerque, NM 87120

AOL: MikeW50
GEnie: ByteWorks
Internet: MikeW50@AOL.COM
Phone: (505) 898-8183
(BYTEWORKS, CAT45, TOP2, MSG:142/M645;1)

<<<<< """"" David, the snappyness is an interesting story--to me anyway--that I won't bore all of you with. The bottom line is that QCCalc isn't really any faster, I just found and fixed two bugs that were causing speed bottlenecks. The result is a program that often feels a lot faster, even though the actual work is being done at the same speed.

Mike Westerfield
(BYTEWORKS, CAT45, TOP2, MSG:136/M645;1)

>>> THROUGH THE GRAPEVINE <<<
"""""""""""""""""""""""""""""""""

NEW APPLEWORKS MAGAZINE """""""""""""""""""""""""" WELCOME to the AppleWorks Gazette, the newest Apple // magazine around. Here, while we'll focus on AppleWorks and what you can do with it, we'll also offer you other information pertinent to your use of your Apple. Of course, all material, where feasible, will be placed in AppleWorks format.

AppleWorks is still one of the best written and supported integrated programs on the computer market. Its combination of power plus ease of use is definitely not easily found on any of the other platforms.

The demise of ICON's TimeOut Central and the National AppleWorks Users Group left a void that we plan on filling with a disk-based, bimonthly publication about AppleWorks and the Apple II world. AppleWorks has had an almost mythical following. Its allure has been hard for its fans to define, and we're not about to try to do that here, ourselves, since we also have trouble defining ineffable terms. Suffice it to say that we enjoy using AppleWorks and want to continue helping others do the same, in a manner similar to the ease of use many of us became used to with the Forum.

We are no trying to continue the work of NAUG; neither shall we try to become another TimeOut Central. The Gazette's formation was to help all of us from going thru withdrawal without an AppleWorks publication. Typical columns will include news about the latest AppleWorks events, reviews of Apple II hardware, views of the program internal structure, tips and techniques in programming, and reports about possible uses of AppleWorks. A special column for newcomers in the Apple II and AppleWorks world, and letters from readers are available. The AppleWorks Gazette also welcomes notes, articles, and software submitted by readers. The software section will include the best public-domain, freeware, and shareware AppleWorks-related programs. We hope to have both familiar names and new

authors in the Gazette bringing you the information necessary to continue using your Apple // for many years to come.

The Apple // has proven itself to be a solid platform system, and capable of handling most if not all of your computing needs. AppleWorks, of course, figures heavily into most of these needs for a great many of us. With the release of Deja][, AppleWorks enters a whole new era -- that of truly portable AppleWorks usage. Since Deja][is designed to run AppleWorks 5.1 on a Macintosh, including the PowerBooks; we promise that we won't mention the Mac unless it has to do with Deja][(well, we'll do our best!)

There's a lot of life left in the Apple //, and we promise to help you get the most out of it. We hope that you're planning on being in this with us for the long run.

The AppleWorks Gazette is here to help the promise once made by Apple Computer Corp., but since forgotten by them:

Apple][forever! ---- Send mail to Chris Serreau (100316.14) or Howard Katz (h.katz@genie.com) for details on how to subscribe.
(H.KATZ, CAT17, TOP18, MSG:1/M645;1)

>>>>> Why not post here? Is it a secret?
"""""

.Keith
(K.SAGALOW, CAT17, TOP18, MSG:2/M645;1)

<<<<< No secret, of course. We're offering a discount to people who
""""" order prior to Jan. 10th, and after that the subscription price will be $35.00. The discount will also depend on whether or not you were a NAUG member. Rather than list a menu of prices, we figured it'd be easier (and so far it has been) to email the information to those who express an interest.

And if I can get my reviews done this weekend, the disk WILL be on time for the Jan. 20th mailing! :)

Later.....Howard
(H.KATZ, CAT17, TOP18, MSG:3/M645;1)

NEW APPLE IIGS NEWSLETTER! Hello all, and Happy New Year!
"""""""""""""""""""""""""""""

Discussions about the creation of Juiced.GS, an Apple IIGS-specific newsletter, have moved to this new topic.

Feel free to drop in, ask questions, or otherwise offer comments about what you'd like to see included in this newsletter.

Work on Volume 1, Issue 1 is well under way and is scheduled for release on or around Feb. 15.

Plenty more info on Juiced.GS will be released in this topic in coming days.

Stay tuned ...

Max Jones
Editor and publisher
Juiced.GS
(M.JONES145, CAT13, TOP43, MSG:1/M645;1)

QUICKDRAW II SUPPORT FOR THE SECONDSIGHT CARD?
""""""

Now, I know lots of people have been waiting for a year (and more) for this, and I've been following the events very closely. I must say that this is the best news I've heard on the subject in a long time.

So good I put my money down. And ordered Ultima to boot.

And if you want Wolf, you should call Vitesse and experss interest (818/813-1270).

Money (or the promise thereof) talks, boys and girls! :)

John.

(J.LAWRENCE9, CAT40, TOP6, MSG:149/M645;1)

>>>>> Well, I just got off the phone with Vitesse about Wolf 3D. The """"" lady told me that yes they _had_ started calling people to confirm who still wanted it, but had to stop calling people after two days. The reason was that they were contracting out to _someone else_ to finish Wolf, and because of that, Id Software wants a _new_ contract. We all remember how long that took the last time... :(I didn't think to ask Vitesse who they were contracting to finish it.

So the jist of all this is that Wolf will probably _not_ ship in January. She didn't want to take my order right now but said to call later on in January to get the status. Sorry to be the bearer of bad news.

-Doc
Internet: WEL378@prb.mhs.compuserve.com

(M.WELTE, CAT40, TOP6, MSG:152/M645;1)

>>>>> Wolfenstein 3D for the Apple IIgs is indeed an ongoing project; I """"" have NO idea how the distribution is going to be arranged; all they did was tell me to finish the program -- Bill's been swamped with projects, and I didn't have any pending. :)

At any rate, Wolf is making definite progress. I can't say when it will be done for sure, since I don't know how long they'll let me keep working on it. However, I've been working on it full-time for a week now, and it's looking pretty good. It does need a good deal of work still.

Keep in mind that the last 10% of a program requires 90% of the work. Although Wolf 3D for the IIgs is nearly finished, the part that's left to do is the hardest part -- making sure it works flawlessly and as fast as possible. That's my job here.

So please be patient. :)

And please don't innundate me with email asking about Wolf 3D; if I get mail from you asking about it, I'll trash it and probably stop speaking to you, as every letter I get asking about it takes up time I could be working on Wolf. :)

Sheppy

(SHEPPY, CAT40, TOP6, MSG:151/M645;1)

SHAREWARE SOLUTIONS II IN 1996 Shareware Solutions II just keeps on """""""""""""""""""""""""""""""""" growing and growing and growing, so I just wanted to let folks know (in one message) about some of the current and

latest developments....

o Sometime after the 1st of the year, we'll be going to press with the 12th issue of the newsletter. In that issue, Cynthia Field and I will be joined by the newest Shareware Solutions II staff member...Steve Disbrow.

o Shareware Solutions II continues to distribute all the back issues of Resource-Central's (ICON's) HyperCard based Script-Central.

o In early 1996, Shareware Solutions II will also start to distribute Resource-Central's (ICON's) HyperStudio based Studio City.

o In early 1986, Shareware Solutions II will start to distribute the entire NAUG collection; that includes 400 or so disks of AppleWorks related materials, several AppleWorks related books, and all of the back issues of "NAUG On Disk."

o Shareware Solutions II is currently distributing all of the IIe/IIc commercial entertainment titles that had previously been available from Big Red Computer Club. That inventory includes 15 classic games such as Pac Man, Ms PacMan, Defender, Qix, Renegade, DragonWars and Neuromancer.

o In early 1996, Shareware Solutions II will start to distribute the following Big Red Computer Club software: Shanghai II, Labels Labels Labels, Print Shop Lover's Utiltity Set, Print Shop Lover's Utiltity Set GS.

o Shareware Solutions II continues to publish Bill Heineman's Contacts GS name and address NDA database.

o Shareware Solutions II recently became the worldwide distributor of Brutal Deluxe's Convert 3200.

o Shareware Solutions II has recently acquired a prototype ROM4 IIGS, and will be lifting the lid on "the computer that could have changed the world" in Volume 3, Issue 1 of the newsletter.

o The size of the Shareware Solutions II library of freeware/shareware disks just keeps growing and growing, and currently offers some exclusives such as Symbolix GS and SheppyWare '95.

o Shareware Solutions II is the exclusive distributor of Cynthia Field's "A+ Home Organizer" set of AppleWorks GS templates and her HyperCard IIGS based "Better Safe Than Sorry" disk that teaches children about safety.

Joe Kohn
Publisher, Shareware Solutions II

(e-mail JOE.KOHN for subscription info)
(or point your favorite web browser to)
(http://www.crl.com/~joko/ssii.html)
(JOE.KOHN, CAT28, TOP4, MSG:330/M645;1)

JOHN LINK SOFTWARE TO BE PLACED IN PUBLIC DOMAIN? In the last NAUG AppleWorks Forum Newsletter, John Link posted an announcement that he was putting all the Apple II software he has written into the public domain, and invited people to trade it, hack it or whatever. In followup email, I learned that the

last version of SuperPatch was supposed to be posted on a private bbs called "The Boardworks" (14400, PTSE, 8N1) at (313) 421 9144, and run by Joe Connelly.

I tried several times to download from there, and it kept locking up on me, then I'd get a 'no carrier' message and have to try again. Has anyone else been able to download teh last version of SuperPatch? Is it posted here somewhere? What about the other software John wrote, including Last Patch, Reporter, Tester, etc.? John says its on that bbs also. SuperPatch is supposed to be in the 'exfer library 13' there....

For what its worth, the http reported for John's home page in the AppleWorks Forum article was wrong. It should be: //graphics.wmich.edu or //graphics.wumich.edu/home John can be reached at: link@orchid.art.wumich.edu

Any chance of getting SuperPatch, and/or John's other programs into the "Lost Classics" collection and posted in the library here?
(J.COUNTRYMAN, CAT7, TOP3, MSG:176/M645;1)

WORDPERFECT TRANSLATOR? Was a GW3 translator for WordPerfect files ever finished? I remember rumors of this from AOL, I think.

Thanks,

---Brian
(B.CLEMMONS, CAT43, TOP6, MSG:68/M645;1)

GRAPHICWRITER III AND SUPERCONVERT UPDATES I just ordered some things from Seven Hills, and was told that we're probably looking at a month or so for the GWIII and SC updates. . .

Ryan--new preferred email: rsuenaga@kestrok.com
(R.SUENAGA1, CAT43, TOP6, MSG:71/M645;1)

>>>>> I had email from Seven Hills about 2 weeks ago, and they said they were aiming for January. In addition, they were hoping for a March release of SuperConvert 4.0. I, too, am eagerly awaiting this upgrade. It _is_ in active beta testing, so we should have a solid product when it is released.
(S.CAVANAUGH1, CAT43, TOP6, MSG:72/M645;1)

TALK IS CHEAP SOURCE CODE TO BECOME AVAILABLE? Another program may be available for preservation as a "Lost Classic"....TIC.

I got the following message via a pro-line newsgroup

Is there any interest in getting this included in the Lost Classics? If so, someone should follow up with the author.....?!

Path: pro-carolina!delton
From: delton@pro-carolina.cts.com (Don Elton)
Date: 24 Dec 95 23:55:23 EST
Newsgroups: pro.tic
Distribution: world

Reply-To: delton@pro-carolina.cts.com
Subject: TIC source code
Lines: 8

TIC has been on the market for about 9 years now. Sales are in the range of 1-3 copies per month right now as the Apple II series continues to wind down in terms of machines remaining in active use. I've considered releasing the source code to TIC for those who like to timker with this sort of things and would welcome comments as to whether there would be interest in this. If so, I'll put the code, in ORCA/M format, on the file server of my BBS where you can access the files via email commmands to the server.

(J.COUNTRYMAN, CAT7, TOP3, MSG:179/M645;1)

>>> MESSAGE SPOTLIGHT <<<
"""""""""""""""""""""""""""

Category 2, Topic 7
Message 87 Fri Dec 08, 1995
W.RASCHER [William] at 22:26 EST

Bob,

Things are a little different from my view point. I have so much Apple // stuff to dig through, experiment with, and overall learn about that my time is tied up with exploring the GS. :) There sure is an enormous amount to learn and do on other platforms, but I have found that my Apple //s take up all the time I can afford to give to computing. Of course nobody I work with can do a fraction on their hot new machines that I can do with my GS. It is years of experience, interest, and money that separate us. OCR on a Mac has the GS beat, but what teacher or family can afford the high price equipment and software. My kids are still arguing over who gets to use the Lode Runner or Captain Goodnight disks tonight. Its hard for me to believe the number of years we've been playing those games. These kids can play SNES games if they want, but they play Apple // games more then SNES. My 4th grader has written so many stories with the Storybook Weaver series over the years that she has almost filled up a 32 meg partition! Matthew keeps his NES (and Apple // games) codes in several AppleWorks files, and prefers Out of this World on the GS. There is no doubt that games and simulators like Flight Sim. on a Mac or Clone are outstanding, but I find the cost isn't justifiable for my family (total platform cost). Hopefully Pippen will prove to be just the right machine for the family and school. One thing I can say for sure is I'm glad I didn't follow all that great advise others gave so cheaply and move to another platform. Remember when the 286 (or SE/30) was a hot item? I think the best medicine right now is patients. Unless, of course, you have to have something that the Apple can't give you.

William

[*][*][*]

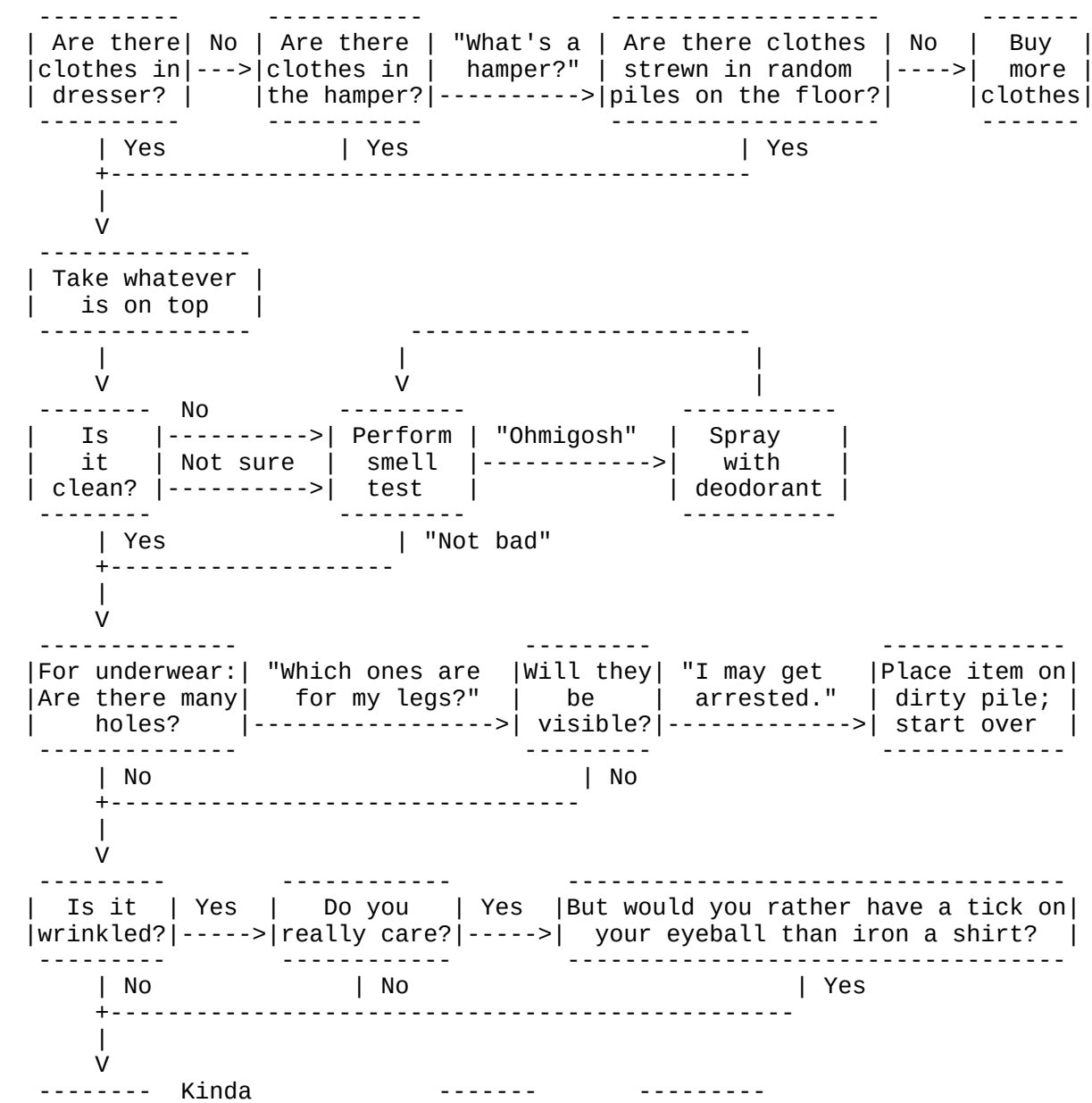
While on GEnie, do you spend most of your time downloading files? If so, you may be missing out some excellent information in the Bulletin Board area. The messages listed above only scratch the surface of what's available and waiting for you in the bulletin board area.

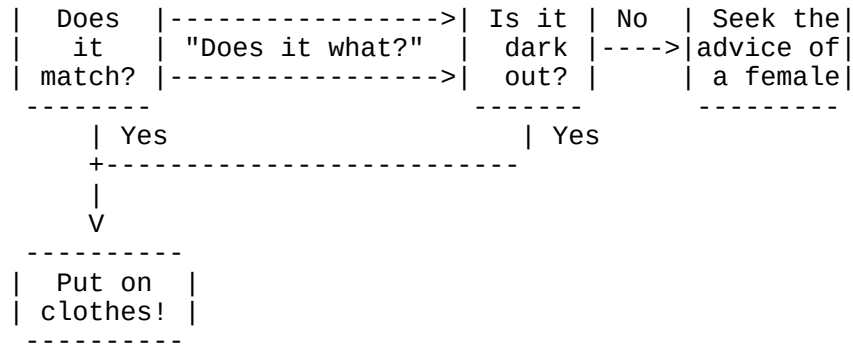
If you are serious about your Apple II, the GEnieLamp staff strongly

urge you to give the bulletin board area a try. There are literally thousands of messages posted from people like you from all over the world.

[EOA]
[HUM]//////////////////////////////
HUMOR ONLINE /
//////////////////////////////
Flowchart Fun
"""""""""""""""
by Alan Meiss
[ameiss@indiana.edu]

>>> THE MALE GUIDE TO SELECTING AN OUTFIT <<<
""





Copyright 1995 by Alan Meiss. Reprinted with the author's permission.
Visit Alan's archive of his humor files at:
http://www.cs.indiana.edu/hyplan/ameiss/humor.html

[EDITOR'S NOTE: The editor would like to receive submissions for a possible female's guide to selecting an outfit, BUT he insists it be written by a female. Anyone offended by this editorial policy is invited acquire both a sense of humor and a sense of proportion, and also requested to go sit on a tack.]

[EOA]
[REF]////////////////////////////
REFLECTIONS /
////////////////////////////////
Thinking About Online Communications
""

by Phil Shapiro
[pshapiro@aol.com]

>>> SOME THOUGHTS ON THE RAMIFICATIONS OF MUSEUM HOME PAGES <<<
""

In my free time I do some volunteering at the Capital Children's Museum, here in Washington DC. I was excited to hear last week that the museum will be soon setting up a home page on the world wide web.

The ramifications of such a web page could bring a profound new dimension to the museum's work. This museum already has a large following and fan club. With a public presence on the web, the museum's fan club is bound to grow exponentially.

This particular children's museum happens to be much more than a museum. The museum actively involves youth in the city in various creative projects, including the creation of video documentaries (amongst other things). The museum gives teens access to a full video production facility that was donated to the museum. Students plan, shoot, and edit their own documentaries--sometimes even adding their own computer generated animations.

The museum is everything a museum should be, and more. It takes seriously its mission to celebrate human culture and creative expression. It excels at helping young minds awaken to the wonders of the world.

Yesterday I was explaining to a friend how hugely significant it is for the museum to set up a presence on the web. The very existence of a

home page will let the metropolitan community know that the museum is comfortable extending its presence into cyberspace. And the existence of this home page is an implicit invitation to all interested persons to help support the further construction of the page. (And to help support the mission of the children's museum in general.)

To be sure, it's a bit scary to contemplate how much incoming e-mail this web page might generate. The museum's hard-working staff already puts in long hours of work. Having to answer an extra 30 to 40 e-mail messages per day is no small undertaking. And the volume of e-mail arriving at the museum could rise to 80 to 90 messages per day within just a few months.

I admire the leadership of the museum for their foresight and courage in setting up a web page. Since the web is such a new creation, there are few precedents about what happens when a popular museum sets up a web page.

For families and schools in the metro area, the museum's web page is sure to be a treasure. People will be able to plan their visits to the various exhibits at the museum, whetting children's interest before the kids even set foot in the museum.

To help you picture the Capital Children's Museum, imagine a huge three story red brick structure with dozens of exhibit rooms and oodles of nooks and crannies. This museum is so large that I quite regularly get lost in traveling from one end of the museum to the other.

What makes this museum so interesting to me is that the museum has a certain magical aura. Soon after the museum's doors open each morning the sound of children's laughter and giggling fills the air. Almost all the exhibits include discovery-based learning activities. And now this museum is on the web.

What will the museum's home page help the museum accomplish? In some respects a web page is an ongoing, ever growing newsletter. News about events and happenings at the museum can be easily disseminated to anyone interested in such. Solicitations for specific volunteer help can be posted on the museum's web page each and every week.

If the museum needs help with a project involving desktop publishing, the museum staff can post an appeal for help on the museum's web page. Chances are good that some kind soul in the greater metropolitan community will step forward to assist with such an appeal.

The opportunities for "remote volunteering" abound when a museum sets up a web page. The desktop publishing volunteer mentioned above is just one service that remote volunteers could offer to the museum. And the nice thing is that the museum can express their appreciation for completion of volunteer tasks by expressing their gratitude right there on the museum's web page--in public, for all the world to see.

Do you think local businesses might take a greater interest in supporting the museum once the museum has a web page set up? I suspect they might.

The aspect of this story that fascinates me the most, though, is the possibility that the museum could choose to exhibit local youth's creative work on the museum's web page. Since a web page is theoretically a museum with unlimited wall space, this possibility tickles my imagination.

It would not be difficult at all for the museum to put out an appeal to all school art teachers in the metropolitan area to submit (in electronic form) the best of their students' graphic art work. A similar appeal could go out to school music teachers in the metro area to submit digitized samples of some of their students' most creative work. And English teachers could be asked to submit in ASCII form some of the most creative writings of their students.

The museum could assemble a large collection of these submissions and exhibit them for all the city (and all the world) to appreciate. Imagine that. A museum with limitless wall space celebrating the creative spirit of the city's youth.

The social ramifications of having a museum on the web are just beginning to be understood. I'm quite sure, though, that many positive things are going to be happening soon at this museum. The museum's original mission, which it has succeeded so well in fulfilling, is going to explode into a whole new dimension.

Phil Shapiro

[*][*][*]

The author takes a keen interest in the social and psychological aspects of online communication. This is the 29th essay in the "Thinking About Online Communications" series. Information about earlier essays in this series can be found on the author's home page, at http://users.aol.com/pshapiro/

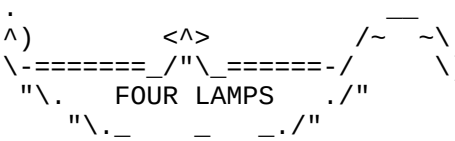
Feedback about this current essay is invited at: pshapiro@aol.com

[EOA]
[PDQ]//////////////////////////////
PD_QUICKVIEW /
//////////////////////////////
Yours for the Asking
""""""""""""""""""""""""

by Steve Cavanaugh
[S.CAVANAUGH1]

Program Name	:	Loadpall
Filename	:	LOADPALL.BXY
Library Area	:	30
Program Number	:	24604
File Size	:	132992
Program Type	:	XCMD for HyperCard IIgs
Author	:	Brian Gillespie, Jaunt! Software
Version Reviewed	:	1.02
Requirements	:	HyperCard IIgs

[*][*][*]



PD_Q RATING
""""""""""""

(_____) (1-5)

DOCUMENTATION N/A (a demonstration stack outlines use of the XCMD)
"""""""""""""

PD_Q COMMENTS LoadPall is a stack by Brian Gillespie that has been in the
""""""""""""" Apple II library for several months now. I don't know if other people are getting much use from it, but I have found it to be an amazingly useful and rock-solid XCMD for HyperCard.

HyperCard IIGS, like its Macintosh cousin, is an application that lets any individual create their own multimedia stacks. Brian's LoadPall helps extend the native abilities of HyperCard IIGS by allowing the display of 16, 256, and 3200 color 320-mode graphics in HyperCard by allowing the loading of other palettes (hence the name, Loadpall).

To use the XCMD (pronounced ex-command) is very easy. Brian's stack has a button that allows you to install the XCMD in any stack you like (so you do have to create the "target" stack first). Then, to call up the XCMD you simply insert the line "loadpall xxxx.pal" where xxxx.pal is the name of a 320 mode pallete that has been saved out of a paint program.

For instance, I took a picture of a bull moose that had been a TIFF graphic on a Mac CD-ROM. I converted the TIFF to a 320-mode 256-color graphic using PRISM, then loaded the picture into DreamGraphix. From DreamGraphix, I saved the pallete of the picture in the same directory as my stack (a fledgling encyclopedia of North America), naming it moose.pal. Then I quit to HyperCard IIGS, opened up the encyclopedia stack, and imported the moose picture to a card. I then created a card script (by holding down Option-Command-Shift-C) and typed in the following script:

```
on opencard
hide menubar
loadpal "moose.pal"--load the pallete for the moose picture
end opencard

on closecard
loadpal "def.pal"--load the default pallete
show menubar
end closecard
```

Next, I created a button on the card with text describing Moose that opened the card with the picture. Upon presenting that card, HyperCard hides the menubar (giving us a full screen for the picture), loads in the palette, and the picture, in near photographic quality, is presented for viewing. A mouse click sends us back to the original picture (that's a different script).

I have used LoadPall with many pictures, and with external windows for 16 color pictures, and it works great! If you do any work with HyperCard IIGS, and don't yet have LoadPall, you should definitely download it.

EDITOR'S NOTE To get the most recent version of Loadpall, you must
""""""""""""" download file #24604, LOADPALL.BXY and file #25531, LOADPALL102.BXY. I think that the second file is just an update to the first, not a stand-alone application. At least, when I tried to use v1.02 on its own, it wouldn't work for me without the palette files in the

earlier version.--Ed.

[EOA]
[FOC]//////////////////////////////
FOCUS ON... /
//////////////////////////////
The Finder as ProSel-16 Substitute
""""""""""""""""""""""""""""""""""""""

by Douglas Cuff
[EDITOR.A2]

>>> CONFESSIONS OF A PROSEL-16 USER <<<
""

I've been using ProSel 8 since it was called ProSel, and graduated to ProSel-16 almost as soon as it became available. ProSel, in all its incarnations, is a program launcher and suite of utilities.

I happen to like ProSel. Some say that its complexity can be a bit intimidating at first. I never found it so. When I first bought ProSel, I used just those parts of it that I could understand. As I gained the confidence to explore, I added other parts of the program to my repertoire. I confess that there are still some functions that remain a mystery to me, even after three years of a stable program. (ProSel-16 v8.84 has a 1992 copyright date.)

Those of us who made the move from DOS 3.3 to ProDOS in 1984 were appalled by FILER, the file manipulation utility that Apple Computer provided. ProSel's Cat Doctor was (and is) like a breath of fresh air. The other core utilities were equally invaluable: Backup, Restore, and Recover (for backing up hard drives), Beach Comber (for optimizing), Block Warden (sector editor), Find File (which also finds strings within files), Info Desk (print catalogs to disk, printer, or the screen), Mr. Fixit (disk volume repair) and Volume Copy (which uses as much memory as it could find to copy a disk, thus reducing disk swaps).

None of this addresses either the central purpose of ProSel nor how it gets its name: at heart, ProSel is a PROgram SELector... or a program launcher. All of a sudden it makes sense why I should want to compare the Finder and ProSel, doesn't it? ProSel's interface is text-based (ProSel-16 uses 320-mode graphics, but it's still a text-based interface), dividing the screen into three columns of 20 items, with each of the 60 items being 24 characters wide. A sample might look like this:

```
AppleWorks GS v1.1       CoPilot v2.5.5           Finder
GraphicWriter III v1.1   SnowTerm v2.06           GNO/ME v2.0.4
Quick Click Calc v1.3    Spectrum v2.0            ORCA
WordPerfect v2.1e        TimeMaster IIgs v2.1

HyperStudio v3.1         ShrinkIt GS v1.1         Graphics Exchange v2.1
MD-BASIC v2.0            PMPunZIP v2.0            Platinum Paint v1.0.5
```

You can use the mouse, the arrow keys, or the alphabetic keys to select one of these options, then press Return or click the mouse to launch the program associated with the option.

Notice how this differs from the Finder: in ProSel, the lists above are arranged first by general function and then alphabetically--because

that's how _I_ like it--and the selection names on the screen do not (necessarily) equal the names of the program on disk. Also, the screens you construct in ProSel are HARD-CODED... that is, they only show you the programs for which you have constructed links. If you think this is a disadvantage, then my guess is that you are a confirmed Finder user. It can also be a great advantage... ProSel can keep track of the programs that you use on a regular basis. (And it can show you up to 60 on a screen, without having to scroll through a long list with a mouse, which takes time.)

ProSel also has an "immediate" mode, for launching programs that don't appear on any of the lists you have created. Press 1 and ProSel will show you the launchable (SYS and S16) programs--plus any subdirectories--on your first drive or partition. (Other partitions are also available.) ProSel doesn't clutter up your screen with documents and other things you can't launch.

Perhaps because I view my computer as a tool for beating back the tide of information _until I ask for it_, ProSel suits me just fine. ProSel's primary function is to keep me organized.

Another advantage is that ProSel doesn't slow me down my demanding that I use a mouse. (ProSel does support the mouse for those that prefer it, though.) I don't care how convenient you find it when learning how a program works, pointing, dragging, and clicking will never match the speed of keyboard input.

Now that I stand revealed before you as a person who despises a mouse and gets irritated when he is given information before he wants it, you'll understand why the Finder is not my launcher of choice. However, I am compelled to admit that I have started using it. Now that you Finder types have been turned on to the wonders of ProSel, maybe you should go clean your closets while I hip my fellow ProSel users to the when actually launch the dang Finder.

Cat Doctor's ability to batch-process files sure came as a boon, didn't it? It you have a whole bunch of files on need to do the same thing to all of them, ProSel's Cat Doctor is the way to go. Even if you want to delete all but two of a files in a given folder and rename the remaining two, then you can probably hold the details in your short-term memory. But if you have a slew of files that need to be copied to various destinations, renamed, moved, appended, and deleted, then use the Finder.

ProSel's excellent at letting you do one thing a time. But with the Finder, you can do lots of things. You can interrupt your tasks without interrupting your train of thought.

For example: I file all my electronic mail. Once a month, I archive the whole shootin' match on the assumption that I might need to retrieve it someday. Well, that's the theory, anyhow. In practice, I archive almost all of it. Now that junk E-mail is with us, I just throw that out. (Already the task is beginning to diversify.) And I subscribe to a few E-mail groups and lists, and of course I don't archive those as correspondence. What's more, I occasionally forget my archive names, and file the same information under two similar but different names. Or two letters from the same person will end up in two different folders... and therefore the letters need to be combined into one file.

It is possible to go through my monthly mail-archiving ritual with ProSel, but I keep losing my train of thought. If I stop moving files to rename, I lose my place in the list of files to be processed. I either finish with largely illegible notes scrawled on myriad scraps of paper, or I find I go through all the files several times to be sure I haven't missed anything.

Since I began using the Finder for this and other similar operations, my headaches have stopped. With the Finder, I can do all the file management I need, look into files, combine files, and do all manner of things without once losing my place in the list. The Finder isn't as good as ProSel at cramming information onto a single screen, but the fact that the Finder lets you choose how to view (as opposed to sort/organize) makes most tasks much easier. And of course, the Finder lets you have windows representing various destinations on the desktop simultaneously, which means you don't have to retype pathnames.

For years, I have been saying tolerantly, in public, that both ProSel and the Finder had their uses, but privately believing that the Finder was only for those who need pretty-picture icons and don't loathe a mouse as much as I do. I've known all along how to use the Finder. At long last, I know why to use it. Hallelujah!

[EOA]
[PNL]////////////////////////////
PAUG NEWSLETTER /
////////////////////////////
January 1996 Report
"""""""""""""""""""""

by Ray Pasold
[R.PASOLD]

>>> VOLUME III, NUMBER 3 <<<
"""""""""""""""""""""""""""""""

WHAT IS PAUG? """""""""""""" The mission of the Planetary Apple User Group (PAUG) is to serve as the online heart of the worldwide Apple II community. PAUG's goals include providing help and support for anyone who may not have a local user group nearby, and for user groups that want a virtual link to the Heart of the Apple II world. Creating a link between PAUG and both the online and offline user group community is one of our priorities. PAUG sponsorship of an online user group is focused on promoting the fact that the Apple II is not only still alive, but doing very well.

WHAT DOES PAUG DO? """""""""""""""""""" There _is_ support! PAUG will provide it, or help you find it. We meet the third Sunday of every month at 7:00 p.m. Eastern Time in the Apple II RoundTable (A2) Real Time Conference (RTC) area. With no long miles to drive or time away from home, PAUG offers the Apple II user a friendly and comfortable association with others of similar computing interests. There is plenty of accurate computer information, hints, tips, and just plain old fashioned fun conversation. Along with this, you also get the security of knowing that all the computing support you could possibly need is right at your fingertips. What could be more convenient?

ANNOUNCEMENTS
"""""""""""""""

H A P P Y N E W Y E A R ! ! ! ! !

Resignation
''''''''''''
I am sad to announce my resignation as editor of the PAUG newsletter. Pressing financial matters, a job, and personal things have forced me to resign. It is with great apology I do so. On another note, though, I have fallen in love and have a girlfriend! So be happy for me!

The Next Meeting
''''''''''''''''''
The next meeting of PAUG is at 7 p.m. Eastern Time on Sunday, January 21. This will be the first meeting ushering in a new year of Apple II fun and productivity. We should have some news at this meeting about the official status of PAUG as a listed user group, and what benefits and discounts this means to you! Be there!

THE MAIN EVENTS
'''''''''''''''''
"Sights and Sounds of the Season" was the theme for the December meeting. What are your favorite holiday graphics and desktop pictures? What are the best Apple II programs to display them? How about sounds, like music and rSounds? All of these topics were covered during the meeting. The esteemed guests were Pat Kern and Clay Juniel. Pat is the graphics wizard and always says, you can't have enough graphics! Clay is the author of some fine programs that will help you enjoy the power of your Apple II.

THE LIBRARY
''''''''''''
A revised Eamon game list is here, since the previous list was not complete.

```
     DOS 3.3:     Library 42
     ProDOS 8:    Library 33
     GS specific: Library 21
```

Eamon Stuff
''''''''''''

DOS 3.3 Masters, Samples, and Some of TomZ's Favorites:

```
 24544 E.DOS33.001.BXY DOS 3.3 Eamon Master Disk (required to play Eamon)
 24677 E.DOS33.042.BXY DOS 3.3 Eamon "Alt. Beginners Cave"  (easy)
 24883 E.DOS33.124.BXY DOS 3.3 Eamon "Assault on Dolni Keep (intermediate)
 24911 E.DOS33.138.BXY DOS 3.3 Eamon "Starfire"             (easy)
 24976 E.DOS33.169.BXY Dos 3.3 Eamon "The Black Phoenix"    (sf)
 25052 E.DOS33.194.BXY DOS 3.3 Eamon "Attack of the Kretons (funny!)
 25094 E.DOS33.204.BXY DOS 3.3 Eamon "Sanctuary"            (advanced)

 24542 E.DOS33.D62.BXY DOS 3.3 Eamon Dungeon Designer v6.2
 24535 E.DOS33.D71.BXY DOS 3.3 Eamon Dungeon Designer v7.1
 24543 E.DOS33.GMH.BXY DOS 3.3 Eamon Graphics Main Hall
 25421 E.DOS33.UTL.BXY DOS 3.3 EAG Eamon Utilities
```

ProDOS Masters, Samples, and Some of TomZ's Favorites:

```
 16219 EAMON.001.BXY   ProDOS Eamon Master/Main Hall (required to play)
 15698 EAMON.124.BXY   80-col. P8 'Assault on Dolni Keep' (intermediate)
 15699 EAMON.138.BXY   80-col. P8 'Starfire'              (easy)
 17043 EAMON.169.BXY   80-col. P8 'The Black Phoenix'     (sf)
 11767 EAMON.P.191.BXY ProDOS  'Enhanced Beginners Cave'  (easy)
 16034 EAMON.194.BXY   80-col. P8 'Attack of the Kretons' (funny!)
 18011 EAMON.204.BXY   80-col. P8 'Sanctuary'             (advanced)
```

```
 24532 EAMON.DDD71.BXY ProDOS Eamon Dungeon Designer v7.1
 15702 EAMON.GMH.BXY   ProDOS 'Graphics Main Hall'
 24534 EAMON.UTL.BXY   Desc: ProDOS EAG Eamon Utilities

 16750 STARTER.KIT.BXY Very Best role playing system!
 16728 BEST.EAMONS.BXY An incredible role-play experience!

 General Eamon Information Files:

 25212 EAMON.KEYWD.TXT Describes the Eamon keyword scheme
 25505 EAMON.LISTS.BXY Updates of six Eamon Lists
 11842 EAMON.MAPS.BXY  Misc. Eamon maps
 23000 EAMON.REV1.BXY  Reviews of Eamon Adventures
 23001 EAMON.REV2.BXY  Reviews of Eamon Adventures
 23002 EAMON.REV3.BXY  Reviews of Eamon Adventures
```

Have FUN!

PLEASE FEED ME! """""""""""""""" We have had some great letters and comments about PAUG and it appears everyone wants us to go official with Apple. So, we have filed for that status! More about that real soon!

GOOD BUY """""""""" Willis Poole (W.POOLE) has done a good job on reviewing an extended keyboard for the IIgs. Here it is.

OK!! Here is the Interex, Mac-105A Extended keyboard.

Apple 150 key, ADB compatible keyboard with adjustable height legs, sold at Computer City for $34.99. Some of the extra keys will work by themselves after you plug it in and play just like a GS KB with the rest of the main board/keypad fully functional. To make use of the F-1 thru F-4 and F-5 thru F-12, you will need the programs called Keyboard Extender by Bill Tudor in the library, and Hotkeys from GS+ in that order.

Many KB's have built in clickers but this one doesn't. I have added a NDA called Keyclicker to adjust the click to what I want, which is a very faint "tic" due to the light touch keys. The keys feel very solid like a good car door slamming shut and quiet, only the space bar has a slight rattle to it, I can feel the two positions on each key when I push fully down for the repeater, the keys have a very nice easy touch (depression approx 1/32) and may work well with a skin cover.

I really like the keys, ie. on the main keyboard the "return key" is enlarged at the top so the |\ key is next to the return key, this is good when you get to the Net and start using some UNIX commands when some of these rarely used keys are put in use. I also like the large delete key above the RTN key, look closely at the other KB's you can see that the |\ key is next to the little delete key.....when its down next to the RTN key I can assign things to it and reach it with one hand, its out of place next to the delete key.

The ADB ports are located at the top left corner and top right corner on the ends, indented not flush, some KB's have these ports located top center, the mouse is simply connected like the GS KB. It has 4 lights ..option numbers, numbers, caps, scroll. This KB is made in Taiwan and again has a solid feel to it.

I think you really need to do a hands on so you can feel these keys.

If you want this one here is some more info...

Computer City..1-800-THE CITY will tell you the closest store to you.

Interex Computer Products
2971 S. Madison
Wichita, Ks 67216

Tech support 316-524-4747 Ext. 232 0800 to 1700 M-F
FAX 316-524-4636..24hrs

Willis Poole.

Thank you Willis!!

Also a reminder, if you are serious about your Apple II, and of course at this time you have to be serious is you still use it, then subscribe to Shareware Solutions II. It is the best thing happening in the Apple II world Today!

IN CONCLUSION """""""""""""" The PAUG Newsletter is an intrinsic part of GEnieLamp A2. If this is your first time reading the GEnieLamp A2, be sure to get it every month and take note; all the text file (TXT) back issues are in the DigiPub Library and the AppleWorks Word Processor (AWP) back issues are in the A2 Library, awaiting your reading pleasure. I will miss all of you!

HAPPY NEW YEAR, and thanks for the support!

Remember, the goal of the Planetary Apple User Group is to be _your_ primary Apple II resource! If you have any suggestions, insights, or ways to help us help you...let us know! Future plans include working with groups on the "outside" to create a stronger bond within the Apple II community. Just email c.adams11@genie.com or a2.gena@genie.com, or if you are already online with GEnie (yes, still a good move!) make a post in Category 3, Topic 34 (Planetary Apple User Group) in the A2 RoundTable Bulletin Board (m645;1).

// QWIK_QUOTE ////
/ I love being a writer. What I can't stand is the /
/ paperwork. /
////////////////////////////////////// Peter De Vries ////

[EOA]
[LOG]//////////////////////////////
LOG OFF /
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GEnieLamp Information
""""""""""""""""""""""""

o COMMENTS: Contacting GEnieLamp

o GEnieLamp STAFF: Who Are We?

GEnieLamp Information """""""""""""""""""""""" GEnieLamp is published on the 1st of every month on GEnie page 515. You can also find GEnieLamp on

the main menus in the following computing RoundTables.

RoundTable	Keyword	GEnie Page	RoundTable	Keyword	GEnie Page
DigiPub	DIGIPUB	1395	Atari ST	ST	475
Macintosh	MAC	605	IBM PC	IBMPC	615
Apple II	A2	645	Apple II Dev.	A2PRO	530
Macintosh Dev.	MACPRO	480	Geoworks	GEOWORKS	1050
BBS	BBS	610	CE Software	CESOFTWARE	1005
Mini/Mainframe	MAINFRAME	1145	Programming	PROGRAMMING	1445
Data Comm.	DATACOMM	1450	IBM PC Prog	IBMPCPRO	617
PowerPC	PPC	1435	PowerPCProg	PPCPRO	1440

GEnieLamp is also distributed on CrossNet and many public and commercial BBS systems worldwide.

- To reach GEnieLamp on Internet send mail to genielamp@genie.com

- Back issues of GEnieLamp are available in the DigiPub RoundTable Library #2 on page 1395 (M1395;3).

- GEnieLamp pays for articles submitted and published with online GEnie credit time. Upload submissions in ASCII format to library #31 in the DigiPub RoundTable on page 1395 (M1395;3) or Email it to GENIELAMP. On Internet send it to: genielamp@genie.com

- We welcome and respond to all E-Mail. To leave comments, suggestions or just to say hi, you can contact us in the DigiPub RoundTable (M1395) or send GE Mail to John Peters at [GENIELAMP] on page 200.

- If you would like to meet the GEnieLamp staff "live" we meet every Wednesday night in the Digi*Pub Real-Time Conference at 9:00 EDT (M1395;2).

- The Digital Publishing RoundTable is for people who are interested in pursuing publication of their work electronically on GEnie or via disk-based media. For those looking for online publications, the DigiPub Software Libraries offer online magazines, newsletters, short-stories, poetry and other various text oriented articles for downloading to your computer. Also available are writers' tools and 'Hyper-utilties' for text presentation on most computer systems. In the DigiPub Bulletin Board you can converse with people in the digital publishing industry, meet editors from some of the top electronic publications and get hints and tips on how to go about publishing your own digital book. The DigiPub RoundTable is the official online service for the Digital Publishing Association. To get there type DIGIPUB or M1395 at any GEnie prompt.

>>> GEnieLamp STAFF <<<

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	o Mike White	[MWHITE]	Managing Editor
APPLE II	o Doug Cuff	[EDITOR.A2]	EDITOR
	o Ray Pasold	[R.PASOLD]	A2 Staff Writer
	o Charlie Hartley	[A2.CHARLIE]	A2 Staff Writer

A2Pro	o Tim Buchheim	[A2PRO.GELAMP]	EDITOR
ATARI	o Sheldon H. Winick	[GELAMP.ST]	ATARI EDITOR
	o Bruce Smith	[B.SMITH123]	EDITOR/TX2
	o Jeffrey Krzysztow	[J.KRZYSZTOW]	EDITOR/ST-Guide
	o Mel Motogawa	[M.MOTOGAWA]	Atari Staff Writer
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	o Susan M. English	[S.ENGLISH1]	Multimedia Graphics Artist
	o Wayne & Chris Ketner	[C.KETNER]	IBM Staff Writers
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	o Tom Trinko	[T.TRINKO]	Mac Staff Writer
	o Robert Goff	[R.GOFF]	Mac Staff Writer
	o Ricky J. Vega	[GELAMP.MAC]	Mac Staff Writer
POWER PC	o Ben Soulon	[BEN.GELAMP]	POWER PC EDITOR
	o Eric Shepherd	[SHEPPY]	Power PC Staff Writer
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	o Tika Carr	[LAMP.MM]	Windows Staff Writer
ETC.	o Jim Lubin	[J.LUBIN]	Add Aladdin Scripts
	o Scott Garrigus	[S.GARRIGUS]	Search-ME!
	o Mike White	[MWHITE]	(oo) / DigiPub SysOp
	o John Peters	[GENIELAMP]	DigiPub SysOp
	o Phil Shapiro	[P.SHAPIRO1]	Contributing Columnist
	o Sanford E. Wolf	[S.WOLF4]	Contributing Columnist
	o Douglas Parks	[DELUXE]	Contributing Columnist

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States or 1-800-387-8330 in Canada. After the CONNECT message, you should see a U#= prompt. At the U#= prompt, type: JOINGENIE and hit the RETURN key. When you get the prompt asking for the signup code, type DSD524 and hit RETURN. GEnie will then prompt you for your sign-up information. For more information call (voice) 1-800-638-9636.

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[EOF]

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     ||     ||||||  ||||||||  ||||||                     RESOURCE!
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                    ~ WELCOME TO GEnieLamp APPLE II! ~
                      """""""""""""""""""""""""""""""""
              ~ PROFILE:  Max Jones, Publisher of _Juiced.GS_ ~
            ~ MINI_BYTES:  Where In Hell Is Carmen Santiago? ~
       ~ APPLEWORKS ANNEX:  Timing Deja II--AppleWorks 5 on the Mac ~
                    ~ HOT NEWS, HOT FILES, HOT MESSAGES ~

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 GEnieLamp Apple II     ~ A T/TalkNET Publication ~      Vol.5, Issue 47
""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""
Publisher.....................................................John F. Peters
 Editor.....................................................Douglas Cuff
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          ~ GEnieLamp IBM ~ GEnieLamp ST ~ GEnieLamp PowerPC ~
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            ~ Member Of The Digital Publishing Association ~
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////////////////////////////////////\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\

           >>> WHAT'S HAPPENING IN THE APPLE II ROUNDTABLE? <<<
           """""""""""""""""""""""""""""""""""""""""""""""""""""
                           ~ February 1, 1996 ~

 FROM MY DESKTOP ......... [FRM]        FROM MY MAILBOX ......... [MAI]
  Notes From The Editor.                  Letters To The Editor.

 HEY MISTER POSTMAN ...... [HEY]        HUMOR ONLINE ............ [HUM]
  Is That A Letter For Me?                What To Do When GEnie's Down.

 REFLECTIONS ............. [REF]        APPLEWORKS ANNEX ........ [AWX]
  Your Own Special Community.             Deja II AppleWorks Emulator.

 MINI_BYTES .............. [MIB]        THE TREASURE HUNT ....... [HUN]
  Where In Hell Is Carmen...?             Type-1 PostScript Fonts.

 FILE BANDWAGON .......... [BAN]        PROFILES ................ [PRO]
  Top 10 Files for December.              Max Jones of _Juiced.GS_.

                     LOG OFF ................. [LOG]
                      GEnieLamp Information.
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[IDX]""

READING GEnieLamp GEnieLamp has incorporated a unique indexing system
"""""""""""""""""" to help make reading the magazine easier. To utilize this system, load GEnieLamp into any ASCII word processor or text editor. In the index you will find the following example:

HUMOR ONLINE ..... [HUM]
GEnie Fun & Games.

To read this article, set your find or search command to [HUM]. If you want to scan all of the articles, search for [EOA]. [EOF] will take you to the last page, whereas [IDX] will bring you back to the index.

MESSAGE INFO To make it easy for you to respond to messages reprinted
"""""""""""" here in GEnieLamp, you will find all the information you need immediately following the message. For example:

(SMITH, CAT6, TOP1, MSG:58/M475)
_____| _____|__ _|___ |____ |_____
|Name of sender CATegory TOPic Msg.# Page number|

In this example, to respond to Smith's message, log on to page 475 enter the bulletin board and set CAT 6. Enter your REPly in TOPic 1.

A message number that is surrounded by brackets indicates that this message is a "target" message and is referring to a "chain" of two or more messages that are following the same topic. For example: {58}.

ABOUT GEnie GEnie's monthly fee is $8.95 which gives you up to four hours
""""""""""" of non-prime time access to most GEnie services, such as software downloads, bulletin boards, GE Mail, an Internet mail gateway, and chat lines. GEnie's non-prime time connect rate is $2.00. To sign up for GEnie service, call (with modem) 1-800-638-8369 in the USA or 1-800-387-8330 in Canada. Wait for the U#= prompt. Type: JOINGENIE and hit RETURN. When you get the prompt asking for the signup/offer code, type: DSD524 and hit RETURN. The system will then prompt you for your information. Need more information? Call GEnie's customer service line (voice) at 1-800-638-9636.

SPECIAL OFFER FOR GEnieLamp READERS! If you sign onto GEnie using the
"""""""""""""""""""""""""""""""""""" method outlined above you will receive $50.00 worth of credit. Want more? Your first month charge of $8.95 will be waived! Now there are no excuses!

GET GEnieLamp ON THE NET! Now you can get your GEnieLamp issues from
"""""""""""""""""""""""""" the Internet. If you use a web browser, connect to "gopher://gopher.genie.com/11/magazines". When using a gopher program, connect to "gopher.genie.com" and then choose item 7 (Magazines and Newsletters from GEnie's RoundTables).

*** GET INTO THE LAMP! ***
"""

////////////////////////////////////// GEnie_QWIK_QUOTE ////
/ Jennifer Dees, publisher of Digital Chicago magazine said, /
/ "There is a lot of worry among the many people who really /

/ care about Macintosh computers about whether the company /
/ will reverse many bad moves and find a way to keep the /
/ platform alive." Sound familiar? /
// A2.TONY ////

[EOA]
[FRM]//////////////////////////////
FROM MY DESKTOP /
////////////////////////////////
Notes From The Editor
""""""""""""""""""""""""

by Douglas Cuff
[EDITOR.A2]

>>> READ ALL ABOUT IT <<<
""""""""""""""""""""""""""""

As I write this, things don't look good for Apple Computer, Inc. Resist the urge to cackle. This is not good news for us.

Strangely--or maybe not--neither is it the issue that's uppermost on our minds! It looks as though we'll have three new newsletters this year: The AppleWorks Gazette, which has already published its first issue, and Apple Blossom and Juiced.GS, which will publish shortly.

Apple Blossom and Juiced.GS are similar but certainly not identical newsletters. Is there still room for two such publications in the Apple II world? Where there's competition, some duplication of effort is inevitable. Will resources be stretched too thin? Can we still afford that? This is a question that many are discussing on the A2 RoundTable. Eric Schonblom summed up concerns nicely when he said "our world has grown too small for competition, but is just the right size for cooperation."

Last year, we lost A2-Central, GS+, NAUG's AppleWorks Forum and TimeOut-Central, so isn't it right that new magazines should rise to take their place? Absolutely. But none of publications were the work of a single person. A2-Central was (latterly) edited by me with regular material being written by Steve Weyhrich and Tom Weishaar's guiding hand as publisher. GS+ was published and edited by Steve Disbrow, but he had Joe Wankerl to handle the programming. NAUG was not a one-man operation. Randy Brandt and Will Nelken worked together, again with Tom Weishaar in the background, to produce TimeOut-Central.

The new publications seem, at first blush, to be one-person operations. Starting this month, and continuing for the next two, we hope to bring you interviews with the publishers of the newest three newsletters. This month you can read a profile of Max Jones, publisher of Juiced.GS. Next month, we've planned a profile of Steve Cavanaugh, publisher of Apple Blossom. After that, we hope to get a look inside The AppleWorks Gazette.

You might share my nightmare vision of Steve Cavanaugh, Max Jones, Joe Kohn, Clark Stiles and me all competing over the same stories and the same customers. There's no real need to worry; it was just a bad dream. The editors are aware of this pitfall. There seems to be a continued effort to keep the competition co-operative, however counter-intuitive that sounds.

Moving from nightmares to daydreams, some of you probably also share my dream that we could have a nice monthly magazine with feature articles, regular columns, and reviews instead of bi-monthlies and quarterlies. Unfortunately, it is just a dream. Why? Because one-person ventures don't need much money. When you're the only employee, you needn't worry about making enough money to cover your wages, only your out-of-pocket expenses.

Tom Weishaar is a fine writer/editor. When the publication details started to interfere with his writing, he promoted himself to publisher and found a new editor. This worked well, since Tom is also a fine publisher. I just hate to think of all our best writers and editors spending most of their time being publishers.

[*][*][*]

Speaking of good writers, I'm happy to announce that I didn't have to put together this issue by myself, so you'll find contributions here from our old friends Charlie Hartley, Jay Curtis, Phil Shapiro and Ryan Suenaga plus new friends James Keim, Ed Lundberg, and Max Jones. This makes for one of our best all-around issues in past little while.

We're always interested in articles, folks, and we do pay. For every article, we make sure that your GEnie account is credited with the equivalent of non-prime time hours!

We're particularly eager to continue to MINI_BYTES column. This is an old favorite in other versions of GEnieLamp (ST and IBM), but it's making its debut here in GEnieLamp A2. Here's how it works:

Three reviewers download the same file from the A2 libraries and write an extremely brief review of it. The readers get three different takes on one program, and the reviewers get one non-prime time hour credited to their accounts. One free hour on GEnie for writing as little as one paragraph!

If you'd like to join in, please send me E-mail *first*. We have to get three people to agree on one file, which is the tricky part. :-)

You'll notice that the PAUG Newsletter is missing from this issue. The devil of it is, I'm sure not when it will be back. Look for an announcement from PAUG soon, presumably in next month's GEnieLamp A2.

-- Doug Cuff

GEnie Mail: EDITOR.A2 Internet: editor.a2@genie.com

REPRINTING GEnieLamp

If you want to reprint any part of GEnieLamp, or post it to a bulletin board, please see the very end of this file for instructions and limitations.

ASCII ART BEGINS

ASCII ART ENDS

[EOA]
[MAI]////////////////////////////
FROM MY MAILBOX /
////////////////////////////
Letters To The Editor
""""""""""""""""""""""""

NO ANIMASIA 3-D...? I got around to reading the latest [GEnieLamp A2].
"""""""""""""""""""" It was good and I like the JMS quotes, but in your editorial about how we made out like bandits in '95, I noticed you didn't mention Animasia 3-D as one of the new pieces of GS software. Actually, if you did mention it, I would be surprised because it was released on 2 February 1995, which is too far back for anyone to remember.

Michael Lutynski [ANIMASIA]
Animasia 3-D

> I apologize unreservedly for the omission. I had assumed Animasia 3-D was released in late 1994, since that's when the ads and releases started appearing (including the one in GEnieLamp A2). I should have double-checked with you before publication... a procedure I would have definitely followed if there had been any doubt in my mind. Unfortunately, there was no doubt in my mind, and there should have been. Mea maxima culpa.

NO MEGADEMO...? In your January editorial of [GEnieLamp A2] you reviewed
""""""""""""""""" the year 1995 on new Apple II hard- and software. Although you covered nearly all new products (which isn't too hard, since, unfortunately, there weren't that much), you did not mention the Ninjaforce Megademo that came out in February 1995. Being the biggest _real_ GS demo ever, it caught a lot of attention across the II related areas on the Internet (and also on GEnie), making it one of the _biggest_ software events on the GS in 1995.

The demo got many _outstanding_ praises, like...

"It's the best anything I've ever seen on the GS!"--Brett Victor

"I truly LOVE the MegaDemo! It is the BEST I have ever seen! This is one piece of software that I am going to blow the Mac people in the next room when I attend the next meeting in the local AUG!"--Willie Yeo (Kingfisher)

So, we just cannot understand that the Megademo was not covered in your editorial. We know that many Americans tend to dislike European style demos, but the point is that the Megademo _impresses_ about every GS user, and really impressive GS software is hard to find these days.

-- Jesse Blue & Clue
Ninjaforce
ug0a@rz.uni-karlsruhe.de

P.S.: We'll continue to produce _quality_ software for the GS. Check out 'Deskplay' and the 'Megademo Hard Disk Installer' (both should be available on GEnie by the time you read this), and if you've missed watching the Megademo, then please, do it now!

I am sorry that you feel slighted. As you will understand from the Animasia letter above, sometimes I forget and sometimes I make mistakes.

However, in my editorial, I didn't list every freeware/shareware program, and I didn't list _any_ demos. I was not discriminating against your program specifically, I was discriminating in favour of all programs that were useful. If I had my time back, I would make the same decision. However impressive your demo, it remains a demo, and demos do not fit in to my personal definition of "significant software".

I was attempting to list things that I thought would show how the Apple II was still useful. I tried to list every commercial release I could remember, as I thought those would have a cheering effect. If the readers had seen me "padding" a list with minor freeware/shareware releases and demos, the effect would not have been cheering, but depressing. If I try too hard to make the point that things are bright, doubt starts to creep in--one starts to wonder if my case is so darned strong, since I'm grasping at every straw available.

All the same, I am glad Ninjaforce is around and programming and look forward to your producing quality software for the IIgs.

>>>>> You wrote:
"""""
"However impressive your demo, it remains a demo, and demos do not fit in to my personal definition of 'significant software'.".

This is discussable. A game is considered useful because it is entertaining, right? Well, this also goes for demos that entertain people by showing off the machine.

But this is just as we thought: Many Americans dislike European style software-demos. No way around it.

-- Jesse Blue & Clue
Ninjaforce
ug0a@rz.uni-karlsruhe.de

This is discussable? A _personal_ definition?? The _validity_ of my definitions is debatable, sure, but even as editor of GEnieLamp A2, I'm allowed to have my opinions, and the editorial is the place to air them.

With regard to their being no way around Americans disliking European-style demos, please note the following:

1. I am not American;* I am a Canadian working in, living in, and editing GEnieLamp A2 from Canada.

2. I have never seen the MegaDemo. This means I do not know if its style is European. Obviously I did not exclude it from my list on the basis of its style if I have never seen it.

3. I had not realized Ninjaforce were from Europe. Obviously I cannot seriously be accused of discriminating against Europeans if I didn't know Europeans had programmed the demo.

To accuse me of prejudice on the basis of one incident is not only silly and ridiculous; it is malicious. If it were not for the malice, your letter would not warrant a reply, public or private. To make such groundless insinuations merely because you are displeased with me is hardly the mark of a professional. The same is true of the fact that you began by assuming a slight rather than an oversight.

I can only restate what I said before. I didn't include your demo in the list because I did not and do not consider it to be a major achievement. I was amused by the Opale demo--also programmed by European programmers--but I still don't consider it a highlight of 1994. The fact that MegaDemo was not mentioned in my editorial had nothing to do with the nationality of its programmers.

I am reluctant to champion MegaDemo now for the same reason I didn't download it when it appeared on GEnie--it requires an accelerator. However, as by now Ninjaforce has had far more exposure than any of the significant new products of 1995 got from my original editorial, I don't imagine I need to champion it.

Readers who want to examine MegaDemo should download files #24590 and #24591 from the A2 library. If you have a ROM 3 IIgs, you should also download file #24623, which patches the demo for that machine. You may also want to download the recent upload file #26444, which finally allows the demo to be run from a hard drive (this is the installer mentioned by Ninjaforce above). PLEASE NOTE that you will still need an accelerator card to run this demo on your IIgs.

(Say, do you suppose there's anything to the rumor that Ninjaforce are prejudiced against me and anyone else who didn't own an accelerator when their demo appeared...? Nah.)

For those intrigued by mention of Deskplay, you will find that v2.01 is file #26452 in the A2 library.

* NOTE FOR ALL NON-AMERICAN AND NON-CANADIAN READERS: We Canadians are used to being mistaken for Americans--by Europeans, Africans... practically everyone, in fact. When we Canadians gently correct the mistake, the reply is usually "Oh, of course I meant _North_ American!" instead of an admission of what is, after all, an understandable mistake. We don't know why no one will admit to the fact that they made an incorrect assumption, but they won't. Relax, everyone. It's a minor gaffe at worst.

So what's a major gaffe? Assuming that Canadians and Americans are "the same thing". Assuming that Austrians and Germans are the same. Assuming that New Zealanders and Australians are the same. And not knowing the difference between a gaffe and a faux pas. <grin>

[EOA]
[HEY]////////////////////////////
HEY MISTER POSTMAN /
////////////////////////////
Is That A Letter For Me?
""""""""""""""""""""""""""
by Douglas Cuff
[EDITOR.A2]

o BULLETIN BOARD HOT SPOTS

o A2 POT-POURRI

o HOT TOPICS

o WHAT'S NEW

o THROUGH THE GRAPEVINE

o MESSAGE SPOTLIGHT

>>> BULLETIN BOARD HOT SPOTS <<<
""""""""""""""""""""""""""""""""""""

[*] CAT 2, TOP20 ..... Can Apple II handle the millennium?
[*] CAT10, TOP15 ..... Web browser for IIgs?
[*] CAT13, TOP17 ..... Still room for magazine competition?
[*] CAT17, TOP27 ..... AppleWorks 5.1 patcher from Texas II
[*] CAT28, TOP 4 ..... ROM 04 IIgs, serial #5
[*] CAT38, TOP15 ..... PMPFax rules! (as bugs are squashed)

>>> A2 POT-POURRI <<<
""""""""""""""""""""""""

FOOL ME TWICE.... Yesterday I heard on National Public Radio about an ad
"""""""""""""""""" that Apple has taken out. Supposedly addressed to MAC users, but the comment was that it was really addressed to investors -- something about Apple is not about to go out of business. And that they would continue to manufacture MAC computers. (Darn I wish I had been home when I heard it. I would have taped it.)

But, the comment that drew the most snikkers by the commentators was that there was an internet address that one could write to:

"Apple.Forever@Apple.Com"

Uh-oh, where have I heard something like that before? :)

CHunk- Apple IIs on my Desk, Songs in my Heart ... & more each day :)
(CHUNK.S, CAT2, TOP7, MSG:198/M645;1)

>>>>> It's AppleForever@apple.com
""""""

     The ad was in our paper yesterday. It was a full page ad too, that had to have cost quite a bit. I thought about putting the contents here, but figured other papers would carry it too.

     It was addressed "Dear Apple Customers". It talks about the delivery of Copland, and "products based on the PowerPC microprocessor, the Newton platform and Pippin technology - the television-based affordable multimedia platform and Internet browser."

     Maybe to get the IIgs birthday party started early, we should all send them email and let them know that it's really Apple II forever. <g>

Cindy

(CINDY.A, CAT2, TOP7, MSG:200/M645;1)

AT THE MOVIES People who attended KansasFest 95, and those who purchased
""""""""""""" the Kfest '95 video, got to see a short 10 minute film by a French film maker named Chris Marker. Mr Marker is one of us...an Apple II fanatic.

     I'd never heard of him before, but over the weekend I went to go see a new sci fi movie named "12 Monkeys." As the credits began, one of the first ones showed: "Based on La Jettee, a film by Chris Marker."

     I smiled and smiled.

Joe

(JOE.KOHN, CAT2, TOP7, MSG:321/M645;1)

ADDRESS CHANGE FOR LOST CLASSICS AND FONT CLEARINGHOUSE Should you wish
"" to reach the Lost Classics people, please use the following address:

     Timothy Tobin
     Lost Classics Project
     P.O. Box 8553
     Rolling Meadows, IL 60008-8553

     A2.Tim@genie.com

Timothy Tobin
Lost Classics Coordinator

(A2.TIM, CAT7, TOP1, MSG:8/M645;1)

<<<<< For immediate use and dissemination
""""""

     The Font ID Clearinghouse has moved. Please ignore the old address in Redondo Beach. The new address is:

     Font Clearinghouse
     P.O. Box 8553
     Rolling Meadows, IL 60008-8553

     Please make a note of it, and if you own a copy of Font Factory GS, please update your manual with this new address.

Joat
(A2.TIM, CAT8, TOP17, MSG:251/M645;1)

APPLE IIE EMULATION ON MACINTOSH
""""""""""""""""""""""""""""""""""
Well, I don't know where else to post this, so here goes.

I just finished running a disk that has Squirt on it. From Squirt I was able to boot up Shrink It 3.0.1, AppleWorks 2.0 with TimeOut, and Point-to-Point. In AppleWorks I was able to type, check spelling with QuickSpell, and make changes to the user dictionary. I ran all of these programs on a Mac LCIII--without a IIe card!

Today I downloaded "IIe 1.0" an Apple //e emulator for the Macintosh! It is able to work with disk images, or with a disk in the internal disk drive of the Macintosh. It is in an early stage of developement, and naturally ran pretty slowly on my LCIII (a 68040 or PowerPC would really help here), but it did work (and it's only about 320K).

I'll be uploading this to the Mac Roundtable this weekend, but I figured there might be one or two people here who would be interested ;^)

At this point, the emulator isn't supposed to be able to save to disk (it couldn't save my AppleWorks file) but it does run. I was pretty darned impressed. The author (in Australia) is asking for help in further development so that he can get the emulator to support the mouse, extended memory, etc. Complete info is in the Read.Me.

Note that to use this you will need to get a dump of the IIe ROMs...they are not distributed with the program for legal reasons. However, if you go to the 1WSW Web page, there is an emulators html document that will allow you to find a place to download them (for those of us less techinically inclined who don't know how to save the ROMs of our own IIe's).

Bon chance!

Steve
(S.CAVANAUGH1, CAT12, TOP4, MSG:154/M645;1)

WESTCODE SOFTWARE TAKES A WEEK OFF
""""""""""""""""""""""""""""""""""
Yup, they were at MacWorld. BTW, I really enjoyed meeting Alan Bird, John Oberrick, and Rob Renstrom. Great bunch of guys. Too bad there will be no more Apple II software coming from them :-(I also got the chance to meet Gary Little, but I digress...

> I tried removing BOTH and reinstalling BOTH, but to no avail.

Did you throw away the Typeset.Prefs file in the Desk.Accs folder?

:froggie
(FROG.MAN, CAT37, TOP7, MSG:131/M645;1)

II ALIVE TO PUBLISH QUARTERLY
"""""""""""""""""""""""""""""
After several e-mail messages to several different people at S/QC, I guess I finally rattled enough cages and got a reply, by _phone_ this morning from Valery, regarding what was going on with II Alive.

I was told that the Nov-Dec '95 issue was "in the mail". They WERE

planning to honor subscriptions for five(?) more issues on a quarterly basis. I am _not_ exactly clear on how many they think they will publish; I was not fully awake here in Alaska when she called from Michigan, three hour time difference.

She further said, a problem they had been having was lack of material to publish, not enough articles.

That's what I was told today.

Mike

(M.SAKARIAS, CAT42, TOP10, MSG:175/M645;1)

<<<<< I spoke too early. I _did_ receive e-mail from S/QC, here are some """"" pertinent excerpts:

> [quote]
> II Alive is still currently shipping. An issue just shipped out on
> Tuesday. From the August issue we began shipping II Alive out
> quarterly and Tuesday was the next issue to go out after August.
> If you have not received the past issues please contact us and we
> will get those to you immediately. There will be four more issues to
> ship (and they will be quarterly) and then the publication will
> closed.

> If you have any subscriptions available after we stop the
> publication we will be refunding your money.

> Please call with questions.

> Michele
> Scantron Quality Computers
> [end quote]

and from another e-mail reply

> [quote]
> We didn't stop publishing, although we have had some production
> problems which caused us to publish only 2 issues in 1995. As a
> result, we went to a quarterly format. The Winter issue just went in
> the mail yesterday. We will print 4 more issues this year, and then
> that will be the last of it.

> Carl Sperber
> [end quote]

I, for one, never saw the August issue mentioned by Michelle (haven't seen an issue since Jan-Feb 95); but, I will let them know that, and we'll see what happens.

Mike

(M.SAKARIAS, CAT42, TOP10, MSG:176/M645;1)

>>>>> II Alive arrived today. It contains ..
"""""
a 5 page article written by Janet Loftis titled "The Apple IIGS - What's Past is Present". ;)

4 pages of Test Drives featuring reviews of Animasic 3-D, Amazing Arithmetricks, Focus "Hard Drive" Drives and Focus 80 Ram Disk, Harmonie by Vitesse, Big Text Machine 2.0, and Let's Learn About Computers from Troll Associates.

a page and a half of News and Rumors - unfortunately dated because of the delay in publication.

6 pages devoted to The Weekend Hacker - with Mike Westerfield discussing, and demonstrating the programming of the Pentomino Puzzle.

1 page of letters.

2 pages of advertising - one by Quality and one by Alltech.

Missing was the "farewell" piece by Doug Cuff. Also missing was any statement from Quality about how they plan to issue the remaining editions. This issue is marked "Winter 95".

Some interesting information was printed in the "Statement of Ownership .."

There are apparently 6961 subscribers who received this issue.

Thought you might be interested ...
(A2.CHARLIE, CAT42, TOP11, MSG:251/M645;1)

EASTER EGGS IN CONVERT 3200
""""""""""""""""""""""""""""

All of these are in the Main Screen of Convert 3200:

Click on the copy protection slot on the right 3.5 floppy.
Click in the hole of the colored green.
Click on the left eye of the happy face.
Click on the mole under the lady's eye.
Click on the junction of the statistics graph.
Click in the center of the cross hairs.

And I've just stumbled onto the seventh one:

In the Options Menu screen, click on the O in GOD.

~~Ric

(R.DIAS, CAT28, TOP4, MSG:147/M645;1)

CONVERT 3200 ADVANCED LEVEL
"""""""""""""""""""""""""""

Usually, I wouldn't even say anything about it, but due to the fact that some real misunderstandings about Convert 3200 have been posted on comp.sys.apple2, I'll say it anyway...

If you purchase Convert 3200, you MUST read the documentation.

As Brutal Deluxe says at the end of the Tutorial...

"Perhaps you believe now that you know how to use Convert. It is a big mistake... You have played a little with some options but there are yet a lot of things to understand. The best thing to do is to read the documentation."

There's a lot more to Convert 3200 than meets the eye. Or, to word it another way...there's an Advanced Level that will let you manipulate graphics in ways you never dreamed of before.

And, how do you access the Advanced Level?

Ummm...err...read the documentation. <grin>

Joe

(JOE.KOHN, CAT28, TOP6, MSG:23/M645;1)

RUSH LIMBAUGH AND THE APPLE II
""""""""""""""""""""""""""""""

I was listening to Rush Limbaugh the other day and heard him talking about Apple Inc. He is a well-known Macintosh and Compuserve user and uses E-mail frequently. A listener called and mentioned Apple Inc's current profit margin troubles. Rush recounted that his first computer was an Apple IIC and he was forced to trade it in on a Mac because Apple Inc decided to drop the II line. An example of how some companies do not listen to their customers according to him.

A pretty good example to me also :)

<< Nick **CheeseHead** Stokes>>
Go Packers

(N.STOKES1, CAT2, TOP20, MSG:36/M645;1)

OUTPERFORMING A MAC ON ITS OWN TURF
""""""""""""""""""""""""""""""""""

Had to share this...

Yesterday my son-in-law brought home some Mac disks that his professor had used on an SE. He was trying to get them from the HD on the SE to disks to read on his new Mac. Apparently they couldn't get any other Mac to read the disks. I popped them in the GS and up they came with no problems at all. Since they were formatted in HFS, I just copied the files over to another 800K HFS disk on the GS and then sneakerneted them over to my PB180 and copied them to freshly formatted disks there. The professor will be estastic. They contained some lesson files that he really didn't want to lose.

Once again the GS shows its superiority. ;)

(A2.CHARLIE, CAT2, TOP7, MSG:196/M645;1)

GENERAL ELECTRIC COMPUTER ORPHANAGE
""""""""""""""""""""""""""""""""""

For what its worth, In today's Post Dispatch Newspaper here in St. Louis, there was a large article on orphan computers and what is happening with them. Many are being refurbished and given to families with young children who could not otherwise afford to have a computer. Most of the computers in question are Apple II's. One of the concerns of these new users was the lack of software.

So, I took the liberty of sending a fax to the editor of the paper, asking that these folks who are looking for software, should go online and join GEnie. I more or less guaranteed that there was plenty of software available for the Apple II, right here. And plenty of help from a lot of good people.

My point is, I wouldn't have done this if I didn't expect this service to be around for a long time to come. And the more folks we can get here, the better. Right? :)

Cap'n Ron
(R.WILSON97, CAT3, TOP13, MSG:144/M645;1)

ROM 00 TO ROM 01 IIGS UPGRADE
"""""""""""""""""""""""""""""""
I went through and investigated Apple's warrenty upgrade policies last year for an article for my user group's magazine (which never was printed), and got a BIG run-a-round. I had to go through the 1-800-SOS-APPL, the repair facility, etc. But essentially, the final word was something like this:

Apple is required by U.S.law to have repair parts in stock for all products for no less than 11 years after the initial date of introduction.

Apple is also required by U.S.law to have repair parts in stock and to honor any warrenty upgrade program which Apple initiates for no less than 11 years after the initial date of manufacture of the specified "defective" part.

The same goes for automobiles...

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    ~7ooood'
```

"The Un-Dead Apple II"
Mike Brouillette; A2 Librarian, Houston Area Apple U. G.
M.BROUILLET1 @ genie.com (H.A.A.U.G. address unreliable)
Via: Spectrum / CoPilot - Genie's offline message manager
(M.BROUILLET1, CAT4, TOP47, MSG:20/M645;1)

BREAKING THE CODE
"""""""""""""""""
I've found another good use for the ProTERM editor: solving the Daily Cryptoquotes in my newspaper!

H G D Y D 'O L X H G R L W E R A D
G S U R L W S I S I M H X C S A D M X T
Y D S E R K D R H 'O S Q G S L W R L W
V X Y E N. -- O X T Y Q D T L A L X V L

Copy above cryptoquote, paste below. Put cursor -above- bottom copy, do a Search and Replace with Ignore Case OFF, Search from Start OFF and replace a chosen UPPER-case letter with a lower-case letter, and REPL ALL. I used to use AppleWriter, but the ProTERM editor is easier.

t h e r e 's n o t h i n g l i k e
h a v i n g a b a b y t o m a k e y o u
r e a l i z e i t 's a c h a n g i n g
w o r l d. -- s o u r c e u n k n o w n
(Quad-City Times, 1/24/96)

Copilot/8 w1.0.0 -- nancy
(N.CRAWFORD, CAT24, TOP4, MSG:143/M645;1)

>>> HOT TOPICS <<<
"""""""""""""""""""

IIGS WEB BROWSER SPECULATION
""""""""""""""""""""""""""""
Writing a commercial web browser for the GS is something that I've seriously considered doing these past several weeks. After talking to UNIX people and reading the HTTP & HTML protocols until my eyeballs twitched, I've learned that creating such a project is definately doable. There are several issues that need to be addressed, however.

- o Procyon has to first release GNO 1.0.6, which includes TCP/IP, a necessary component of Internetting.
- o You'd have to buy or upgrade to GNO 1.0.6.
- o You'd have to buy SLIP, a component sold separately, so you could hook into the Internet.
- o You'd have to subscribe to a local Internet service provider and make sure they provide SLIP access (many do).
- o Then you'd have to buy the GS web browser, whatever it would be called.

That adds up. Would you still be willing to buy a GS web browser for, say, $50-$60? I think the people who still have and use GS's would do so, but it's something to think about.

And you'd have to wait several months because the job of writing a web browser to support the HTML 2.0 specification is not a trivial task. I'd love to do it and gain the experience, but I do not currently have the resources available to ensure that I could work full-time for the duration of the project. (However, if a dozen people were to order Animasia 3-D =from me,= I'd probably be all set.)

As you can see, writing large-scale, professional software for the GS would be a heckuva lot easier if the real world didn't have to intrude.

Now, do you still want a web browser for the GS?

Michael

(ANIMASIA, CAT10, TOP15, MSG:47/M645;1)

>>>>> The major stumbling block of a GS graphical web browser is speed.
""""" A 28,800 bps modem is an absolute must, but the real slowdown would be decompressing and displaying the graphics. It's easier (and faster) with a Second Sight card because the graphics do not have to be "converted" for display on the standard GS screen, but it would still be slow. GIFs wouldn't be too bad unless they're really big, but JPGs take a long time to decompress even on a fast GS. Heck, even Mac and PC power users often turn off the graphics because they're so slow.

That said, I'd still pay any reasonable amount of money for a GS graphical web browser. GNO/ME 2.0.6 (I think Mike incorrectly said 1.0.6) will have the ability to do TCP/IP, which has been written by a third party and is supposed to be available shortly. SLIP should also be available soon. All the parts are there, someone just has to write the browser.

- Tony

(A2.TONY, CAT10, TOP15, MSG:52/M645;1)

HELP WITH FINE-TUNING PMPFAX
""""""""""""""""""""""""""""""

First, PMPFax requires System 6.0.1 to work. About memory, I recommend having about 1.5 megs of RAM free, but it will work with less. It all depends on how many pages are in faxes you're sending and what features and all you're using at any one time. Because it does take up quite a bit of RAM, I've also included a stand-alone app that you can use instead of the NDA if you're running low on memory.

About 8-bit programs... PMPFax only works with GS/OS desktop-based applications that use the Print Manager to print. If you are using an 8-bit program, then you will have to get your documents into a form that a desktop app can use. With AW, this is fairly simple, since AWGS and several NDA text editors will accept AW WP files and the like. I'm not sure how you could translate PI files into a form a desktop app can use since I've never used PI.

Paul

(PMP, CAT38, TOP15, MSG:332/M645;1)

>>>>> During all the beta testing of PMPfax it was not generally
""""" recommended to try and FAX from an NDA (At that time PMPFax was itself an NDA only).

In actual use I DID manage to transmit FAXs from Hermes/Shadowrite successfully, but, since faxing is a general memory hog, your mileage may vary considerably. If you don't have it, I would suggest using WriteAway to import AWP documents into, and FAX from. Version 2.0 is available in the Library and it is not nearly the memory 'gobbler' that Finder is.

If you are storing your FAX's for later transmission, an application like Platinum Paint is great for using PMPFax's NDA. It requires very lttle memory to load, and even has a neat little 'Free Memory' indicator under the Apple menu.

Tim K

(PPC.HELP, CAT38, TOP15, MSG:337/M645;1)

<<<<< As Tim said, PMPFax can be a memory hog. However, if you have the
""""" memory, there's no problem faxing from an NDA text editor, or any NDA that supports printing. Like he said, you may have to run a small desktop application so you have enough memory to do everything successfully. Also, remember, that if you are short on memory, you can use the FaxCenter application instead of the FaxCenter NDA.

Paul

(PMP, CAT38, TOP15, MSG:338/M645;1)

>>>>> > I have been getting two errors every time I receive a fax with
""""" > PMP.

Bear, those are the same two errors I got recently. Except I think the second was MarkResourceChange2
~

I assumed it was due to the sender not having defined a station ID in his Mac fax software however I'm not at all certain about this. After he entered an ID (and I powered my modem off and on) I received his fax ok. Not very scientific :-(so I'm not at all sure what the problem was/is. I haven't tried to receive any other faxes from him since. I had no trouble receiving two four page faxes from Hewlett-Packard's faxback service.

Roger

(R.MALTZ, CAT38, TOP15, MSG:355/M645;1)

<<<<< Well, thanks to Roger, I found 3 (count 'em) bugs with my first
""""" release. They were 1) the NDA problem with the app (now fixed), 2)

delay time was never saved from Modem setup (a bonehead bug I missed) and 3) it was only accepting 3 cover sheets max in the menu (weird logic error which is now fixed). As soon as I get my hands on a USR 28.8 modem with class 1 and 2.0 (which seems to have some problems with PMPFax), I'll get that working and release v1.0.1.

I will probably put my BBS up as a support board so everyone can get the latest updates. If you'd like me to email you the currently fixed problems (the three I mentioned), send me mail here and I'll send them to you. The changes will only be to two of the files, the PMPFaxApp file and the PMPFaxEdit file (which should be put into the PMPFax.Code directory in your System directory).

Thanks, Roger :)

Paul

(PMP, CAT38, TOP15, MSG:71/M645;1)

<<<<< Well, I've fixed the problem with class 1 and the new USR modems.
""""" I've already uploaded the fixes to everyone who has requested them. The problem with class 1 was really minor, but enough to thoroughly confuse the software :) However, class 2.0 seems to be doing generally weird things. Not PMPFax, but the modem. I'm wondering if the USR implementation might be a little bit flakey. Anyway, until I can get another class 2.0 modem that is non-USR for testing (hint, hint), I won't release any changes I make to the class 2 and 2.0 code. If anyone has a class 2.0 modem that works perfectly as-is with PMPFax, please let me know. Thanks!

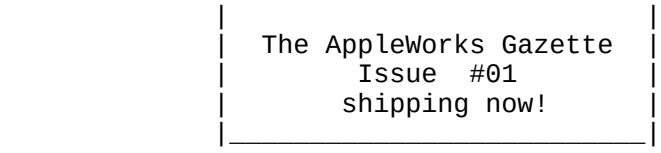
Paul

(PMP, CAT38, TOP15, MSG:75/M645;1)

>>> WHAT'S NEW <<<
""""""""""""""""""""

NEW APPLEWORKS MAGAZINE PUBLISHES FIRST ISSUE
""

TAG #01 shipping now!



Disks were sent this morning. European and North-American subscribers should receive their disk sometime next week. Please let us know if you didn't get your copy by Feb. 5.

The first issue of the Gazette contains a 39-page newsletter, in which you will read:

- Duplicate Zapping Made Easy;
- Software preview: Deja][;
- Twelve features I wish I had in AppleWorks 5.1;
- and much more.

The disk also carries more than 900k of software and data; most of

this software has never been released before.

For subscription information, send mail to:
Chris Serreau (100316.14@compuserve.com) or Howard Katz (h.katz@genie.com)

See you in March!

(H.KATZ, CAT17, TOP18, MSG:4/M645;1)

APPLE BLOSSOM AVAILABLE BY SUBSCRIPTION The Apple Blossom, a quarterly newsletter reviewing Apple II software, hardware and vendors will now be available by subscription only. Subscriptions will be $12.00 per year for the U.S. and Canada, $18.00 in any other country. During the next year the following changes are planned:

* The newsletter will become bi-monthly instead of quarterly
* Regular columns will appear, including the following,
  #HyperTalking - HyperCard stack design and script writing
  #The Other Side of the Rainbow - Cross-platform computing
  #The Well-integrated Computer - AppleWorks & AppleWorks GS
  #Meeting the Right Type - Typography and Layout on the Apple II
  #In-depth reviews of software & hardware
  #Interviews
* Mailed first-class
* Continued maintenance of the Blossom Online Web site, which will allow free downloading of the first four issues, as well as host links of interest to Apple II users and table of contents and a "bonus" article for future issues.

During the first year of publication, The Apple Blossom went from 4 pages to 12, and from 100 mailings to 225 mailings and over 400 downloads from various online services. I have fairly ambitious plans for the coming year--adding more regular writers, advertising copy, more pages, etc. In order to do this, I need to establish the newsletter on a more professional basis.

You've all had a chance to take a look at The Apple Blossom for the past year, and have watched its growth. If you haven't yet seen it, download a copy and see for yourself.

Apple Blossom 1	Apple Blossom 2
24057 BLOSSOM1.TX.BXY	24757 BLOSSOM2TXT.BXY
Apple Blossom 3	Apple Blossom 4
25342 TAB3TXT.BX	26064 TAB4.TXT.BXY

If you would like to subscribe, you can fill out the order form below (everything below the "Subscription Form" mark please) and mail it to me with your payment in US currency to:

Steve Cavanaugh
The Apple Blossom
1117 Maple St.
Wilmington, DE 19805

Bonus: With your paid subscription you will receive in the first issue a printed copy of the Apple II Vendor List, with email, Web URLs, addresses, phone numbers and other information useful for ordering supplies

for your Apple II.

==========SUBSCRIPTION FORM==========

Apple Blossom Subscription Form 1GE

Name:
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Computer (check one or more)

Apple II	Apple II+	Apple IIe
Apple IIc	Apple IIc+	Apple IIGS
Laser	Other Apple II compatible	
Mac	IBM/Clone	Other

Peripherals (check as many as apply)

Hard Drive	RAM (in K or MB)	Modem (baud)
Dotmatrix printer	Inkjet printer	Laser printer
CD-ROM	Removable HD (Zip, SyQuest)	
Network	MIDI	Sound Card
Scanner	Other (X-10/Robotics/Scientific Equip.)	

Things you would like to see covered in The Apple Blossom (feel free to add to this list or describe exactly what you'd like to see)

PostScript printing
CD-ROMs
AppleWorks
Graphics
Telecommunications
MIDI/Music
Other

**********End of Subscription Form**********
(S.CAVANAUGH1, CAT13, TOP17, MSG:176/M645;1)

JUICED.GS, APPLE IIGS-SPECIFIC NEWSLETTER
""

In the past year, users of Apple IIGS personal computers have been forced to bid farewell to magazine and disk publications that supported them well through the years.

Today, however, they have the opportunity to say say hello, and welcome, to a new member of their community.

A quarterly printed publication dedicated to covering the IIGS world is about to arrive on the scene.

Juiced.GS, a journal that will focus exclusively on the IIGS, will begin publication in the first quarter of 1996. It will present feature articles and columns touting the strengths of the IIGS and the software needed to push it to its limits. It will explore topics ranging from desktop publishing and graphics to system management to telecommunications.

The newsletter will also present in-depth reviews of new commercial

software and hardware, features on existing commercial products, up-to-date reports from the software and hardware development front, and assessments on the latest and hottest shareware/freeware releases. In each issue, readers will also learn how to get access to a disk loaded with shareware and freeware uploaded to Internet ftp sites and on-line services during the previous quarter, as well as usable templates, graphics, sound and music files.

Most importantly, Juiced.GS will report on what users across the IIGS spectrum are doing to squeeze the most out of their personal computers. Although the emphasis will be decidely focused on productivity, all topics related to the IIGS will be open to discussion. Users will be invited to submit articles, columns and letters concerning their specific interests in the IIGS world.

The newsletter will be published entirely on an Apple IIGS using IIGS-specific software with page proofs printed on a high-quality IIGS-compatible printer. Page layouts promise to be innovative and compelling, with special emphasis placed on showing users how principles of page design and typography can be applied to their own desktop publishing creations using readily available page-layout software.

Juiced.GS will be edited and published by Max Jones, a longtime IIGS user and computer hobbiest. When not tinkering with his home computer, he is the editorial page editor of the Tribune-Star, a 42,000-circulation daily newspaper in Terre Haute, Ind. In his 21 years of newspaper experience, Jones has worked in many phases of publishing, from reporting, writing and editing, to photography, page design and product management. He has won awards for news and editorial writing, editing and page design, and is currently a member of a newsroom team preparing to put the Tribune-Star onto the World Wide Web.

Each issue of Juiced.GS will contain 20 pages and be delivered via U.S. mail. The first issue is scheduled for release in mid-February.

If you would like to see what form this new publication will take, the Juiced.GS prototype newsletter is available for download from GEnie's A2 Roundtable Library 48 (File number 26290), and the Cal Tech Apple II archive ftp site on the Internet (ftp.cco.caltech.edu/pub/apple2). AppleWorks GS v1.1 and at least an ImageWriter II printer are required to print the files.

Subscriptions for 1996 (four issues - winter, spring, summer and fall) are now available at an introductory rate of $12 in the United States and Canada. Overseas subscriptions are $18. Subscriptions must be postmarked by Feb. 15 to be eligible for this introductory rate.

After the first issue is mailed, the subscription price for all four 1996 issues will rise to $14 in the U.S. and Canada, and $20 elsewhere.

A Juiced.GS subscription comes with a money-back guarantee. If at any time during the course of the year you wish to cancel, you will be refunded for the balance of your subscription.

(For those who prefer not to purchase a full subscription, single copies of Juiced.GS will be available for $4 in the U.S. and Canada, $6 overseas.)

Please do not delay. Being a charter subscriber will help ensure that Juiced.GS gets off to rousing start in what promises to be an exciting 10th anniversary year for the Apple IIGS.

To become a charter subscriber for 1996, send a personal check or money order for $12 ($18 overseas) to:

Max Jones
Juiced.GS
2217 Lakeview Drive
Sullivan, IN 47882

Please, U.S. funds only.

Along with your check or money order, include a mailing address and, if available, an e-mail address.

Sorry, no credit cards or school purchase orders.

Questions or comments about Juiced.GS can be directed via e-mail to:
GEnie: M.JONES145 (preferred)
Internet: m.jones145@genie.com.
CompuServe: 74111,1743
(M.JONES145, CAT13, TOP43, MSG:7/M645;1)

ADDRESSED FOR SUCCESS V1.1
""""""""""""""""""""""""""

Addressed For Success is the only desktop-based, label design and printing application available for the IIGS. It's powerful, versatile and extremely easy to use. Among the features of Addressed For Success are:

-*- Includes dozens of pre-made label templates and lets you easily design your own label templates.

-*- Imports ASCII text files and AppleWorks Classic v3.0 and v4.0 database files.

-*- Lets you print up to three different graphics on each label. (Each graphic can be individually scaled for best printing results.)

-*- Works with all IIGS fonts.

-*- Performs bulk sortations and prints postal bar codes for reduced postage costs. (Use of bulk sorts and bar codes for reduced postage requires a permit from the Postal Service. See your local Postmaster for details.)

-*- Prints labels on any IIGS-compatible printer.

So, if you need to print a dozen labels or 1,200, Addressed For Success is exactly what you need to make your labels look great!

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(Outside the United States, call 423-843-1775.) You can also FAX your order to us at 423-843-0661. If you prefer to order by mail, send your check or money order (made payable to "EGO Systems" and in US funds only), or credit card information to:

Addressed For Success
EGO Systems
7918 Cove Ridge Rd
Hixson TN 37343
USA

Internet: Diz@genie.com or GSPlusDiz@aol.com

--- END PRESS RELEASE
(DIZ, CAT33, TOP2, MSG:2/M645;1)

NEW VERSION OF TALKING TOOLS
""""""""""""""""""""""""""""""

GS-12	Talking Tools 1.0.2	$35
	Update from any earlier version	$10

Talking Tools adds speech to any Apple IIGS, without adding any additional hardware! Our package is laid out for programmers, but it is useful for non-programmers too.

Programmers get the First Byte talking tools, the Byte Works patches to the First Byte tools, complete interfaces for ORCA/M, ORCA/C and ORCA/Pascal, and two sample programs, along with documentation that covers how they work. The documentation describes the Pascal version of the programs, but source is included for all three languages.

Non-programmers can use Talking Tools with other applications, like Spectrum from Seven Hills Software, that support speech as an option. You can also use the SpeakIt talking editor that comes with Talking Tools. It can load and read any plain text file!

Our new update brings all of the source code up to date with the latest tool interfaces and fixes all known bugs in the original SpeakIt talking editor. The update is just $10.

And you can even get the update free! If you ordered Talking Tools after November 1st, 1995, all you have to do to get the update is ask for it. If you order any other product (except another update disk) at the same time, we'll give any registered owner of Talking Tools a free update!

To order, or to ask for more information or our latest catalog, get in touch with us at:

Byte Works, Inc.
8000 Wagon Mound Dr. NW
Albuquerque, NM 87120

AOL: MikeW50
GEnie: ByteWorks
Internet: MikeW50@AOL.COM
Phone: (505) 898-8183
(BYTEWORKS, CAT45, TOP5, MSG:1/M645;1)

<<<<< Ken, the SpeakIt program in Talking Tools was pretty old. The
""""" original source doesn't compile under the current ORCA interfaces.
I fixed that.

The SpeakIt program itself had several bugs. When System 6.0 was released, diamonds started showing up in the word entry dialogs. Using one of the scroll bars caused crashes. There were a couple of other more minor problems.

These have been corrected in the latest release.

Mike Westerfield
(BYTEWORKS, CAT45, TOP5, MSG:3/M645;1)

PRODUCTS FROM EGO SYSTEMS I'm right in the middle of getting our new
""""""""""""""""""""""""""" catalog to the printer, so I haven't had time to make press releases or official announcements for this, but I just wanted everyone to know that EGO Systems is now carrying the following products:

DreamGrafix 3200-color paint program - $39.95
Price includes shipping to us/canada/mex. Surface mail elsewhere is $5 extra, air mail is $10 extra.

Golden Orchard Apple II CD-ROM - $59.95
Price includes shipping to ANYWHERE.

Shanghai II - $30
Price includes shipping to us/can/mex/surface. Air mail is $3 extra.

Twilight II - $29.95
Price includes shipping to us/can/mex/surface. Air mail is $3 extra.

I'll try to get some honest-to-goodness press releases out, AFTER the catalog goes out! :-)

Diz
EGO Systems
(DIZ, CAT33, TOP2, MSG:10/M645;1)

>>> THROUGH THE GRAPEVINE <<<
""""""""""""""""""""""""""""""""

DEVALUING 'FOREVER' I hate to be the bearer of bad news, but...
""""""""""""""""""""
Source: "This Mornings Buisness" (Jan-31-1996)

"After yesterdays downgrading of Apple Computer's bonds (by Standard and Poors) to 'junk bond' status, it is reported that Apple has put a freeze on all new spending, and is halting research and development"

Apple stock closed yesterday at slightly over $27.00 / share.

I hate seeing a company, especially a company that radically changed not only my life, but the lives of millions of others, go down the tubes...

John Scully, Mike Spindler, et-al... may you who are responsible for this totally avoidable turn of events be haunted by the damage you have done, for the rest of your days and beyond.

-Harold

(HAROLD.H, CAT2, TOP3, MSG:254/M645;1)

RETURN OF RAMFAST FOR THE APPLE IIE
"""""""""""""""""""""""""""""""""""

!!!!!!!!!!!!!!!! Good News IIe Comrades! !!!!!!!!!!!!!!!!

Sequential Systems now sells a RamFAST specifically for the IIe. <yes> It works with the ZipChip, but not the Transwarp.

I ordered one and await its arrival.

I don't know much about it, but was told that the bus drivers were changed to accommodate the IIe.

You may recall that two years ago Harold and Drew discussed online what it would take to make the Rev D RamFAST work reliably in an accelerated IIe.

Drew said to make a Rev D board work would involve swapping all the 74HCT bus drivers (5) with stronger 74LS parts, at the expense of using a little more current. Also, a trace would need to be cut, a jumper wired on, and the DMA control PAL re-programmed.

I guess this is what has happened.

Of course, DMA will have to be off if a ZipChip is used, but I'm still expecting performance to be very, very good.

And, I'll find out first hand if a RamFAST will allow a cold boot from a ZipDrive without a prior access attempt having been made.

We'll see.

Hugh...

(H.HOOD, CAT20, TOP13, MSG:239/M645;1)

SEQUENTIAL TO RETURN TO GENIE?
""""""""""""""""""""""""""""""

Friday (January 5, 1996), I received a brief but informative phone call from Joseph at Sequential Systems. Joseph is owner/president of Sequential Systems.

The basics of the discussion are that:

Sequential Systems is very much alive and well!
They intend to continue to manufacture and market Apple II products as they have been!
They intend to actively support those products!
They are very busy right now and especially busy picking up some of the pieces following the departure of Jawaid, who was apparently doing some work without assistance (now he's gone, what did he do and how did he do it, that sort of thing?).

Sequential Systems will be active here on GEnie in some capacity, as soon as they get things down to normal and have the time to do so.

I suggested that Joseph also speak with Joe Kohn and he agreed that this was a very good suggestion.

Dr. Tom is NOT an official (or anything else) spokesperson of Sequential Systems. He was told that he had permission to post information about Sequential Systems on his Web Site and apparently Dr. Tom took that to mean he could act as spokesperson for Sequential Systems.

This is the beginnings of good news, IMHO.

Chuck
Charlie's AppleSeeds
(A2.CHUCK, CAT20, TOP13, MSG:235/M645;1)

NAUG DISKS FROM SHAREWARE SOLUTIONS II
""

As mentioned previously, Shareware Solutions II is to become the repository of all the disks that were previously available from the National AppleWorks User Group. Included are two types of disks...AppleWorks template disks that had previously been available from the NAUG Library, and NAUG On Disk that had only previously been available by subscription.

I wanted to let folks know that SSII will be offering NAUG's paper based catalog of disk, but since that catalog only goes up to 1994, there will be a supplement catalog offered on disk. The disk is not quite ready yet as my first priority is to finish up the long overdue SSII newsletter, but when it is ready, I will be making the catalog + disk available, as a package, for $5. That price, as usual, includes postage to anywhere in the world.

Likewise, all the NAUG template disks and NAUG On Disk will also be available for $5 each, which also includes Air Mail postage to anywhere.

Joe Kohn
(JOE.KOHN, CAT28, TOP4, MSG:101/M645;1)

STATUS OF TALK IS CHEAP
"""""""""""""""""""""""

Another program may be available for preservation as a "Lost Classic"....TIC.

I got the following message via a pro-line newsgroup

Is there any interest in getting this included in the Lost Classics? If so, someone should follow up with the author.....?!

****
Path: pro-carolina!delton
From: delton@pro-carolina.cts.com (Don Elton)
Date: 24 Dec 95 23:55:23 EST
Newsgroups: pro.tic
Distribution: world
Reply-To: delton@pro-carolina.cts.com
Subject: TIC source code
Lines: 8

TIC has been on the market for about 9 years now. Sales are in the range of 1-3 copies per month right now as the Apple II series continues to wind down in terms of machines remaining in active use. I've considered releasing the source code to TIC for those who like to timker with this sort of things and would welcome comments as to whether there would be interest in this. If so, I'll put the code, in ORCA/M format, on the file server of my BBS where you can access the files via email commmands to the server.

(J.COUNTRYMAN, CAT7, TOP3, MSG:179/M645;1)

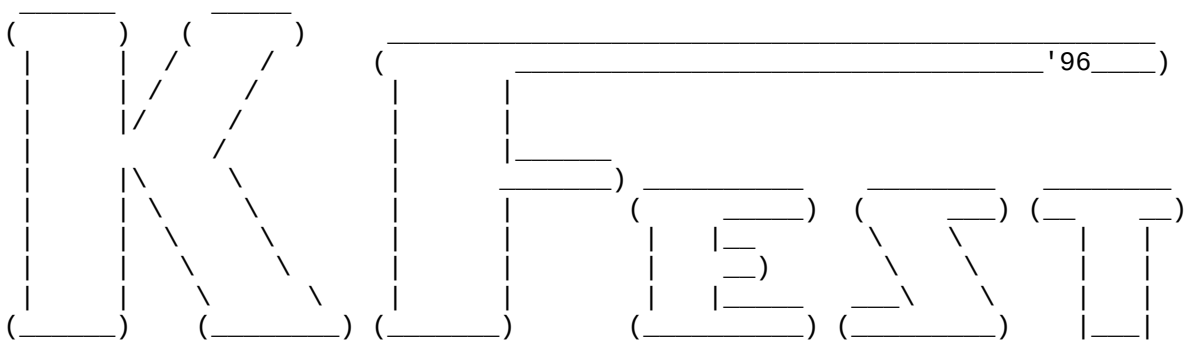
NEW 8-MEG RAM CARD FOR IIGS
"""""""""""""""""""""""""""

If you're looking for an 8 meg RAM card for the IIGS, just sit tight for a week or two. A new one is about to debut.

Joe

(JOE.KOHN, CAT12, TOP42, MSG:11/M645;1)

KANSASFEST 1996: JUST 168 DAYS AWAY
"""""""""""""""""""""""""""""""""""



We're Back!

The tradition of KFest lives on and flourishes!

This summer, in Kansas City, Missouri, you can once again:

- meet friends old and new
- learn about how to get the most out of your computer and peripherals
- see demonstrations of new products
- meet the celebrities of our entire world!
- experience the InterNet and all that it has to offer to us and our computers
- take advantage of special KFest '96 offers from Apple II and Macintosh vendors
- and, of course, stay up all night, foment insurrection, program and shoot pool!

There will be speakers and presentations on a wide variety of topics including, Apple II, Mac, PowerMac and Newton!

KFest '96 will again be held on the campus of Avila College in Kansas City, Missouri, July 18-20, 1996. The center of the known Apple Universe!!

For further information you can SnailMail:

KFest96
c/o Kellers
P O box 391
Brielle, NJ 08730

Or Email:

timothyK@injersey.com
Cindy.a@genie.com
PPC.help@genie.com

Or, for those of you who are not InterNet challenged:

http://www.primenet.com/~adams/kfest.html

KFest '96 be There, or be an Octal Fractal!!!

(PPC.HELP, CAT44, TOP8, MSG:37/M645;1)

>>> MESSAGE SPOTLIGHT <<<
"""""""""""""""""""""""""""

Category 28, Topic 4
Message 114 Fri Jan 19, 1996
BYTEWORKS at 13:22 EST

Three of us spent a very pleasant Saturday taking Jane's ROM 4 GS apart, right down to removing the motherboard, and photographing everything as we went. Jim Pittman is organizing the material.

I didn't notice too many crash problems with the machine. The disk doesn't eject, but that appears to be a problem with the drive itself. At first, Jim Wifall though the machine was crashing when you drug a floppy to the trash, but it turns out it was just getting stuck in a loop telling a semi-dead floppy drive eject mechanism to do it's thing. When the disk is manually ejected, the machine recovers nicely.

And this, incidntally, is the reason for my interest in a ROM snatcher. :)

Perhaps even more remarkable from a historical perspective is the 300dpi 24 bit scan I have of the photo that was _supposed_ to go on the Apple II Buyer's Guide--the one with the Mark Twain machine in the picture, rather than the Mark Twain book.

Mike Westerfield

[*][*][*]

While on GEnie, do you spend most of your time downloading files? If so, you may be missing out some excellent information in the Bulletin Board area. The messages listed above only scratch the surface of what's available and waiting for you in the bulletin board area.

If you are serious about your Apple II, the GEnieLamp staff strongly urge you to give the bulletin board area a try. There are literally thousands of messages posted from people like you from all over the

world.

[EOA]
[HUM]//////////////////////////////
HUMOR ONLINE /
////////////////////////////////
Fun & Games On GEnie
""""""""""""""""""""""""

by Ryan Suenaga
[R.SUENAGA1]

>>> TOP TEN LIST OF THINGS TO DO WHILE GENIE'S DOWN <<<
""

10. Cruise csa2. Not admit it later.

9. Call your local 'net provider; surf to ftp.apple.com. Wonder in amazement how they could put Apple II software up that you need a Mac to decode.

8. Backup one GS's hard drive to tape. Realize that you really gotta get a better way of backing things up.

7. Backup the other GS's hard drive to a Syquest EZ Drive. Yeah. Fast. Only it's connected to the Mac directly and accessible to the GS only via Appletalk. No. Slow.

6. Backup the //c+'s hard drive by hooking it up to the GS. Send the files to the Syquest EZ Drive. Via Appletalk. Watch the snow fall. Oh, there is no snow in Hawai'i :)

5. Run out of space backing up one GS hard disk. Hate your SyQuest. Hate your Mac.

4. Cook dinner for the rest of the week.

3. Consider washing your car, even though it's 1 in the morning.

2. Call up your 'net provider again to try and mail something and realize that it's on the other computer. Which is being backed up. So you can't use it.

And the number one thing to do while GEnie's down. . .

1. Think just how lucky you are with all of your neat toys :)

[EOA]
[REF]//////////////////////////////
REFLECTIONS /
////////////////////////////////
Thinking About Online Communications
""""""""""""""""""""""""""""""""""""

by Phil Shapiro
[pshapiro@aol.com]

>>> FINDING YOUR OWN SPECIAL COMMUNITY <<<
""

Last month I started a subscription to a new mailing list (listserv) that has me all excited about mailing lists again. This new mailing list, WWWEDU, discusses the uses of the world wide web for educational purposes.

For the past three years I've been an active participant in the Kidsphere mailing list, one of the largest worldwide mailing lists for educators. The Kidsphere community is vibrant, hopping, varied, and interesting. It is also populated with a large number of newbies. (For those who might not know, "newbies" is the term used to describe newcomers to the online world.)

To be sure, I like newbies. They often bring with them new ideas, new energy, and new insights. But I don't want to spend all my time hanging out with newbies. That would be like hanging out for four years in the freshman lounge in high school.

The WWWEDU crowd tends to be more technically knowledgeable. On WWWEDU you don't often see the question, "Where do I plug in the phone line that comes out of the back of my modem?"

For now, WWWEDU is my own special online community. It's the community I most closely identify with. I haven't disowned Kidsphere yet. Just that I've shifted some of my time and energy to participating in the WWWEDU community.

As I make that shift, I've taken to thinking about what it is that makes a person identify with a community. People identify with a community, online or offline, for all sorts of different reasons. Usually a community is composed of people who share a similar outlook and values as you do. Usually community members are people who find themselves in somewhat of a similar situation to yourself.

Communities are composed of stated and unstated rules and guidelines of behavior. Courtesy to fellow community members is an underlying theme of all communities. When the courtesy begins to break down, the strength of the community itself begins to erode.

In terms of listserv communities, the entire existence of the community is invented by the community members each and every day. Within the general confines of the listserv subject-matter, listserv subscribers can choose to post any sort of public message they wish.

Some of the messages posted to listservs are truly remarkable. About once a week I read a listserv message that resounds with community spirit, written in a way that makes me feel proud to be a member of that community. You can almost feel the personal presence of the person who wrote such a message. Who they are, as a human being, is carried forth in the words they choose to write.

While I'm currently quite fond of the WWWEDU community, I'm sure that I'll be moving on to other "special communities" as I come to more closely connect with others of shared interest. I won't leave WWWEDU permanently behind. Just that I'll shift my time and energy to participating in the community that most closely vibrates in harmony with my own personal vibes.

Can a person ever get too much community? Me thinks not. The human animal is above all a social animal. We are most alive when we are participating in social interactions.

Social interactions, interspersed with lively intellectual exchanges, are the hallmarks of a successful online community. A community is something that you feel proud to belong to and committed to supporting. Communities nourish the soul, and ask only that the soul nourish the community in return.

Phil Shapiro

[*][*][*]

This is the 30th column in the "Thinking About Online Communications" series. A hard copy volume of these essays is available for $15 (including shipping) from the author. The author can be reached at: pshapiro@aol.com and at: http://users.aol.com/pshapiro/

[EOA]
[AWX]////////////////////////////
APPLEWORKS ANNEX /
////////////////////////////////
Deja II AppleWorks Emulator
""""""""""""""""""""""""""""""

by Jay Curtis
[J.CURTIS8]

>>> TIMING APPLEWORKS 5 ON THE MAC <<<
"""

The commercial version of "Deja II," the AppleWorks emulation software for the Macintosh, is now available through JEM Software. This emulation software will allow you to run AppleWorks and ALL enhancements on a Macintosh, just as they can be run on any enhanced Apple II or IIgs computer.<1> If you are a never-say-die AppleWorks and Apple II user at home, but you find yourself increasingly pressured into using a Macintosh at work, you might want to look into the Deja II emulator, developed by Mark Munz and Randy Brandt.

In an article that appeared in the May 1995 GEnieLamp A2, I described how AppleWorks would be able to run on any '030 Macintosh or higher, including also the RISC-based, "Power Macintosh" systems. Mark Munz, the author of Deja II, has cautioned, however, that Apple built several '030 systems that used a 16-bit bus, and that they are slower than Apple's later, '030 systems which used a wider bus. These differences, together with the presence or absence of cache video memory in your Mac, can also significantly affect performance. Mark summarizes, "Mileage varies because Apple has a ton of different configurations, each of which can effect the performance of software."<2>

While a few AppleWorks users have recently expressed concern about whether the speed of Deja II on the '030 and '040 Mac systems would be fast enough, my own research shows that speed on two of these newer Mac systems is quite acceptable. An effort has been made by Randy and Mark to balance the emulator's processor performance with what Mark calls "user perceived performance." This means that the focus has been to provide fastest speed for those functions most commonly called upon by users. Accordingly, without actually timing anything, the emulator generally appears to run AppleWorks about as fast as an LC IIe PDS card, i.e. faster than a stock

IIe, but slower than a IIgs.

In fact, the results of timed tests tend to support the subjective impression that Deja II runs about the same as a IIe card. The tests were performed on AppleWorks files running under Deja II on both an '030, 33 mhz PowerBook, and on an '040, 25 mhz LC-475, and the results were compared with AppleWorks running on a RamFAST-equipped, Apple IIgs, configured to "Fast" mode, and with AppleWorks running on an Apple IIe PDS card, configured to "Fast" and "monochrome" modes. The IIe card was installed in the same LC-475 used for the Deja II testing.

All tests were performed on the same files loaded into AppleWorks 5.1. The files included a 100K-sized database (containing 1040 records), a 223-line word processor file (containing 1755 words), and an AppleWorks spreadsheet designed to amortize mortgages and car payments. AppleWorks 5.1 was configured in all cases to load all program segments and the same enhancements to system RAM in each machine. With the exception of the PDS test, all data was accessed from each machine's hard drive.<3>

Results were rounded to the nearest whole number (in seconds) for comparison purposes. As indicated earlier, readers are cautioned that considerable variability is likely between machines and under different computing conditions. Results can depend upon quite a number of factors including such things as bus width, availability of video cache, hard drive access speed, system speed, use of color configuration, use of extensions, and memory overhead.

On the following chart, "PDS" stands for AppleWorks running on the LC's IIe PDS card; "LC" stands for AppleWorks running IN EMULATION under Deja II on the LC-475's desktop, and "PB" stands for AppleWorks running in emulation on the PowerBook desktop:

	IIgs	PDS	PB	LC
SS Recalculation	18	30	42	21
DB Sort	3	5	9	7
DB Find	12	23	51	16
Load DB	9	28	42	24
Spellcheck WP File	6	9	35	15
Scroll WP File	11	14	22	22
Averages	09.8	18.2	33.5	17.5
Launch to AW Main Menu From Desktop	14		13	

While the GS turned in the fastest performance overall, Deja II on the LC-475 was next fastest, at about 56% of GS speed. The Deja II emulator on the LC-475 turned in near-GS performance in the spreadsheet recalculation (21 seconds vs. 18 seconds for the GS) and in the database string search ("DB find") function (16 seconds vs. 12 seconds for the GS). On average, the Deja II emulation on the LC-475 was slightly faster than the IIe PDS card on the first six tests. It was specifically somewhat SLOWER than the PDS card, however, in scrolling and spell-checking a word processor file.

While many functions on the PowerBook, slowest of the four machines, seemed to run at acceptable speed, a few were maddeningly slow, especially

the spell-check and the DB string search functions. If the user were to base their use of AppleWorks only on these functions, they would probably consider an '030 PowerBook to be too slow for running AppleWorks. Few users, however, would consider the speed of these specific functions to be crucial to their selection of AppleWorks for use on a Mac, and the real advantage of being able to run AppleWorks on a notebook system like the PowerBook, is hard to beat, regardless of speed.

In spite of Deja II's apparent lethargy on the '030 PowerBook, it launches to the AppleWorks main menu in an extraordinarily fast time, much faster than it takes to launch a IIe PDS card and AppleWorks from an LC's finder. Launching on the PowerBook was even slightly faster than launching from the ProSEL desktop on a RamFAST-equipped IIgs. Using Deja II's snapshot feature, a user can have AppleWorks, AND all of the desktop files he was previously using, available in considerably faster time than they can be available on nearly ANY IIgs, no matter how fast.

Since the majority of an AppleWorks user's time on a computer is spent in entering data and moving through files, reasonable scroll speed and keyboard response are an absolute must for comfort. Bottom line here is that nothing is as fast as a character-based user interface, and the superior speed of the Apple II's CUI is probably one of the most important reasons many of us still continue to use Apple II's.

At 22 seconds each, scroll times were the same with Deja II on both the LC-475 and on the PowerBook, slower than a GS or PDS card. However, this speed will still prove acceptable for most users, given that scrolling the same file (set to the same number of lines) from within Microsoft Works on the PowerBook also took 22 seconds in another test. (Scrolling was done from within the file's window, using the cursor rather than scroll bar.) This result suggests that scroll speed is more a function of the Mac's graphical user interface than of the Deja II emulator.

Strictly speaking, the GS possessed the only REAL character-based user interface tested among the four configurations listed above. Although Deja II provides a convincing AppleWorks desktop on the Mac, it really only emulates AppleWorks running on a GS or IIe with the Mac's graphical interface. It should also be mentioned that even the LC IIe card's user interface is really nothing more than a Mac's graphical interpretation of a IIe's CUI.<4>

In fact, the Mac's tendency to scroll things more slowly than an Apple II should not be a problem for most of us. An advantage AppleWorks has over programs like Microsoft Works is its extensive macro capability, and use of the OA-1, OA-9 and OA-arrow command-key combinations makes it possible to move speedily through files in AppleWorks, no matter what kind of platform you happen to be running on.

Unfortunately, I didn't have a IIe that I could use to make direct comparisons with Deja II. However, a IIe PDS card, installed in an '030 or '040 LC, can potentially run about twice as fast as a real IIe. With this in mind, I suspect that Deja II on most '040 Macs would probably be FASTER for most AppleWorks functions than a nonaccelerated IIe would be for processing the same files.

Similarly, I was also unable to access a Power Mac system for file testing. However, it seems reasonable to assume that, if Deja II on a 25 mhz '040 Mac can run at 56% of stock GS speed, then Deja II running on a

60-100 mhz Power Mac ought to easily be able to match or eclipse a GS in speed. In fact, Mark Munz said, "D2 [Deja II] shines better on PPC machines." He said that there are "actually two 65c02 emulators in D2," one used by the 68x series machines and another used by the PPC. Due to the way that a PPC works, he said, "we've been able to get more optimizations out of the PPC version than the 68x version."

According to Mark, "the emulator portion of D2 was rewritten about four times in the past year." As much of the programming as possible was done "without resorting to pure assembly language." In this way, it will be much easier to move Deja II "to another platform (like DOS or Windows)," he said.

Mark said, "I believe we've done a fairly decent job in making AppleWorks a usable product on '030 and '040 machines, considering that we had originally only planned a PPC version." He said that "Deja][requires a lot of processor power to emulate a 65c02 environment." Because of this, he said, it will not be possible to get acceptable performance out of the slower, 68000 series Mac systems, and users should not expect to see an AppleWorks emulator for these systems. Nonetheless, Mark said that he plans to continue to develop Deja II in the future, and a potential port of Deja II to an intel-based system seems like a distinct possibility.

NOTES
"""""

<1> AppleWorks 5.0 is required, and must be purchased separately, but an upgrade to v5.1 is automatic with the purchase of Deja II.

<2> Personal E-mail communication with Mark Munz.

<3> Since I no longer keep a ProDOS partition on the LC that I use at work, I was forced to use the LC's Superdrive for accessing data with the PDS card.

<4> A Macintosh, with a IIe PDS card installed, translates IIe video output into the Mac's Quickdraw graphical language. The fact that Apple's engineer's were able to get programs to scroll as fast as they do on the IIe card is something of an engineering achievement.

[EOA]
[MIB]//////////////////////////////
MINI_BYTES /
//////////////////////////////
3 On 1: Where In Hell Is Carmen Santiago?
""

by James Keim, Ed Lundberg, and Douglas Cuff
[J.KEIM2] [EDMUNDL] [EDITOR.A2]

Program Name	:	Where In Hell Is Carmen Santiago?
Filenames	:	WIHICS.1.BXY =and= WIHICS.2.BXY
Library Area	:	51
File Numbers	:	#10847 =and= #10849
File Sizes	:	90720 =and= 93240 bytes
Program Type	:	educational game (BASIC; machine language)
Author	:	St. John M. Morrison
Version Reviewed	:	1.0

Requirements : 64K; ProDOS
Copyright status: shareware ($5)

[*][*][*]

FROM THE AUTHOR """""""""""""""" You are a famous crimebuster hot on the trail of that world-renowned thief, Carmen Santiago, and her latest gang. The rumours that she had died in a bizarre accident don't deter you; after all, it might just be misdirection. So you track her to the Dark Woods of I/O Error, where you encounter three hideous beasts and lose your way in the night.

Virgil, a Greek poet, meets you in your frenzy and tells you that the only way out is through Hell itself. "Alas," he continues, "the geography of Hell has changed since last I guided a mortal through it, and you will need assistance besides mine to get through the frozen caves of Cocytus to Paradise."

"Who might this assistance come from?" you wonder aloud.

"Why, from the latest arrival to the Inferno," your guide informs you. "Carmen Santiago."

Oh well. You've tracked Carmen around the world; through Europe, America, and the reaches of Time. Surely the afterlife won't be much harder!

In WHERE IN HELL IS CARMEN SANTIAGO?, you will need to use your detective skills and knowledge of facts from Canticle One of Dante's Commedia: "Inferno". Her gang members are here, too, and they bear the punishment that they earned in their lives. Besides that, they bear information on their fellows, as well as useful items to help you in your quest.

By talking to them and interpreting their dossiers, you'll figure out where the others are and what items they most desire. Beware! You have only a limited amount of time to find Carmen--and if you try to find her in the wrong area, you'll be damned for eternity!

...A copy of Inferno is necessary to get anywhere in the game. I recommend the John Ciardi translation of 1954 as being particularly accessible; it's fun to read and it explains a lot about the meaning behind the verse.

However, it should be remembered that all you're "learning" in this game (if anything!) is the names and circumstances of the Infernal regions. The reasoning behind the structure of Hell is there for the reading, if only you put a little effort into it. Dante's poem is a classic, and one that everyone should read and then discuss with others. This way, you'll find out neat things that others saw but that you missed. If you're in high school, why not ask your English teacher if you can devote some class time to reading and discussing the book? Your classmates will thank you.

--Saint John M. Morrison

[*][*][*]

MINI_BYTE BY JAMES [3 1/2 Lamps] The programmer of WHERE IN HELL IS

""""""""""""""""""""""""""""""""" CARMEN SANTIAGO? seems to have a rather puckish sense of humor. The game begins with the familiar theme song and displays "Where in heck is Carmen Santiago" on the hi-res screen. A moment later "heck" bursts into flames and burns away, leaving "HELL" in its place. Then, the TM (trademark) symbols begin appearing. The first appears beside "Carmen Santiago" and the other two appear beside the programmer's name (St. John M. Morrison) and beside the word "HELL". It is easy to see that this game evolved from a gag. This is not an insult--it is high praise. There is an irreverent quality that makes the game fun but does not detract from the "Inferno".

A copy of the Inferno should probably accompany the game. Some of the references are too obscure, even for an English major. The only problem is that the translation recommended may be a little too helpful. (The read.me file that makes this recommendation, while quoted above, is NOT included in the GEnie archives.) Whereas it was hard to get through without the book, it was almost too simple when using the book. Perhaps the best way to play the game is to read the Inferno and then play the game.

I was a little disappointed with the interface. I don't care much for adventures with mixed text and graphics. When I saw WHERE IN HELL...?, I realized that I was going to have to look hard at this game and not immediately pan it. When I examined the actual Carmen Sandiego games, I realized the game's interface faithfully parodies them. The interface works well enough, but it also restricts the player's options. If you enjoy Eamon and Infocom adventures, be aware that this is a different type of game.

In the programmer's defense, modeling a game on a piece of classic literature may not leave many options open to the player. One does need to follow the basic progression of storyline in Dante's Inferno: ONE MUST GO DOWN. Morrison cleverly presents the player options while creatively using elements from the Inferno. In some places he plays on descriptions that were given in the Inferno but did not play a large role in the book. (I was amused by the gall stone.)

Play is also restricted by the number of moves--if you haven't won in 140 moves, you expire and must start again. (This restriction is also typical of the Carmen Sandiego games.)

The only problem that really bothers me is that the goal is find Carmen, yet you must be absolutely sure where Carmen is before you call her name. If you call her name on the wrong level, you'll see "I said Carmen, not Charon!" and you become a permanent resident of the Inferno. The message is amusing the first couple of times but gets downright frustrating when all that is left to do is find Carmen. The punishment just seems out of context--not for hell, but for the game play generally.

The graphics are not great--they someimtes look pretty bad until you relax your eyes. The problem with the graphics is that they are complex scans that have been ported from a Mac. The scans are not suited to the IIe and IIc hires screens. However, I am not sure I can imagine the Inferno illustrated with cartoon characters (well I can, more on that later). What I do like about the graphics is that they are scans of famous prints and illustrations from "The Inferno". Morrison obviously went to some work to include these pictures.

There are musical scores to accompany the many screens. At first I was impressed with how well the music was used. It is not as good as the music that accompanies "Star Trek: First Contact" but there is a nice variety. I was bothered that any key press interrupts the music. Merely move among the selections and the music jolts on and off. Fortunately, an option was included to turn the music off. I think I lasted ten minutes before exercising this option.

WHERE IN HELL...? is an amusing game. It probably should not be used to teach Dante's work, but it might be used to pique interest in the work. According to the read.me file, this is the programmer's intention. He suggests to high school students that they should ask their teacher if they can read it and that, should a student do so, his/her classmates will thank him for it. Somehow I think he might be a little optimistic here.

I enjoyed the game despite some restrictions placed on game play and I think it well worth the download. If nothing else, it will at least get you to read the Inferno again.

This game was originally released in 1990 as shareware. Upon payment of the fees you would receive at least one more scenario, possibly three. The one that was definitely ready to be sent was "Pit of the Program" (various characters from educational software are found in the Inferno). The two that were listed as future "Hellpaks" were called "Deathstyles of the Rich and Famous" (based on a show with a similar name) and "Life in Hell" (based on Matt Groening's pre-Simpsons comic strip). The only question that remains is "Where in Hell are the other Hellpaks?"

MINI BYTE BY ED [3 Lamps] When I first booted WHERE IN HELL IS CARMEN """""""""""""""""""""""""""" SANTIAGO?, I was mindful of the fact that the game was written in BASIC by a teacher as a study aid for students studying Dante's "Inferno". I was not expecting much. The initial text screen, with its choices of "Start Game" and "Exit to BASIC", seemed to confirm my hunch. Then I selected "Start Game".

"Whoa! That's slick!" was my reaction as the opening hi-res screen went through its animation, complete with music. As I recognized the tune, I realized that WIHICS had slowed my accelerated IIgs to 1MHz--automatically. Hmm. Up went the expectations. The author, St. John M. Morrison, clearly knows his BASIC.

As I started to play the game, though, I was disappointed in the graphics. They were practically unrecognizable. On the other hand, the game is filled with clever touches. For example, when quitting the game, you are given three choices, not two: yes, no, and maybe. Those who are indecisive are doomed to chase a white banner forever.

The game play itself was straight-forward and similar to the commercial games which inspired WIHICS. This is not an easy game to win if one has not read the Inferno. (Of course, encouraging students to read it was the whole point of the game.) I confess that I've not read the Inferno; nonetheless, I got caught up in the game. I was making good progress--if descending into Hell can be called progress--when I encountered an obstacle I haven't been able to overcome yet. The program hangs when you have to insert the second disk. This is no way for Carmen to foil someone!

Obviously, a fix is needed for this problem. When it is available,

I'll go back to this game. It is worth finishing.

--Ed Lundberg

[EDITOR'S NOTE: This problem does not arise if you unpack both parts of the archive to the same prefix... on a 3.5" disk, a hard drive, or a RAM disk 256K or larger.]

MINI BYTE BY DOUG [2 1/2 Lamps]
"""""""""""""""""""""""""""""""

You can play--and win--this game even if you don't know Dante's "Inferno" from the Towering Inferno. The Divine Comedy is a closed book to me, and even I eventually found Salvation. What you cannot do is play this game and remain ignorant about the Inferno--it teaches you a little and piques your interest.

Each turn, you can do one of four things: move up or down, search for items, use an item, or call a name. If you don't know Dante, you might have to use trial and error to figure out when to call the name of a ghost ("shade"). Since there are 36 possible locations, this is boring. Fortunately, the shades are listed in the order you must call them, Carmen excepted. If you read the character dossiers at the start of the game, you can usually make an educated guess about their location.

Figuring out when to use an item is easier, especially if you know a little ancient mythology. The program prompts you in verse when you get to a puzzle that requires an item. I quite liked these rhymes, though it took me several games to notice the rhyme scheme. Finding items is a nightmare equal to calling a name, since there are 36 places to look and very few items, which means wasted turns. The shades can also provide items.

As I moved into the depths of hell, I was often entertained by the descriptions of the levels, even if they didn't advance the game. The tunes that play as you descend are initially impressive, but eventually annoying. The graphics undoubtedly mean more to someone who has already seen the engravings in question. Too much of the time, I didn't know what the program was trying to show me, even after reading the description.

The most frustrating part of the game is that you can get one level away from the finish and not know what to do next. You have to find Carmen--just knowing that makes the game easier! Not much, though--you still have to backtrack to find her.

The programming of this game is impressive--it's fast and it's faithful to the interface it's based on. The game itself is not outstanding, but still worth a look when you want ten minute's diversion.

--Doug Cuff

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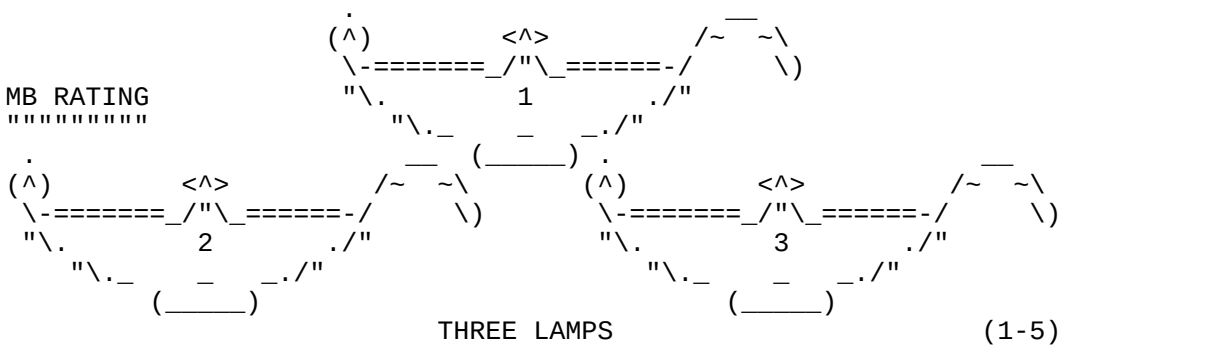
GEnieLAMP MINI BYTE'S RATING
""""""""""""""""""""""""""""

James Keim 3.5
Ed Lundberg 3.0
Doug Cuff 2.5
"""
MINI_BYTE SCORE 3.0

(average of above)

ASCII ART BEGINS



ASCII ART ENDS

MINI BYTES RATING SYSTEM

5 LAMPS.....What? You haven't downloaded this program YET?
4 LAMPS.....Innovative or feature rich, take a look!
3 LAMPS.....Good execution, stable program.
2 LAMPS.....Gets the job done.
1 LAMP.....A marginal download.
0 .....GEnieLamp Turkey Award!

If all three reviewers give the program a "5 LAMPS" rating, the program and author receives the ~ A GEnie Lamp Excellence Award! ~

>>> REVIEWER PROFILES <<<

JAMES KEIM....is an English student/instructor at the University of Nebraska-Lincoln. He has been using an Apple IIe since about 1984, and upgraded to a IIgs in October 1994.

ED LUNDBERG...bought the IIgs he still uses in 1986. He has edited _NEAT Notes_, the newsletter of the New England Apple Tree user group, since 1987. (At the time it seemed like a good way to learn how to use the GS :)

DOUG CUFF.....has edited--and written for--_A2-Central_, _II Alive_, and _GEnieLamp A2_. He has been using an Apple II since Christmas 1982 and playing adventure games since 1983. His favorite color is IIgs.

// QWIK_QUOTE ////
/ "Bart! You're no longer in Sunday school. Don't swear." /
////////////////////////// Steve Pepoon, THE SIMPSONS ////

[EOA]
[HUN]//////////////////////////////
THE TREASURE HUNT /
//////////////////////////////
Yours For the Downloading

by Charlie Hartley
[A2.CHARLIE]

Welcome back to the Treasure Hunt! This month we will take a look at some PostScript fonts available in the Apple II Library.

Margot Taylor [M.TAYLOR66] began uploading PostScript fonts to the Apple II RoundTable Library in May 1995, and since then she has contributed an impression collection of freeware and shareware fonts. She also has uploaded quite a few TrueType fonts. This Treasure Hunt column is dedicated to her PostScript (Type-1) font uploads.

In preparation for this column, I asked Margot to share a bit of information about herself, and about the fonts that she has uploaded. She had this to say:

"Well Charlie, for years my interest in fonts was pretty much limited to those contained on the PrintShop 'Holiday Edition' graphics disk.

"Down the road a bit (1989?) I was asked to organize a IIgs library for our local User Group. Our leader said she 'had never met a font she didn't like'. This no doubt was a warning but it went right by me. (Privately I thought fonts were pretty boring ;-) The donated disks arrived one shoebox full at a time. What had I gotten into anyway?

"Testing all of those bit-mapped fonts was the most tedious chore of all. Eventually I built a catalog in HyperStudio format. That was a perfect medium for providing samples of our ever-growing font collection.

"Then along came Pointless which opened up the TrueType world to IIgs users. I began to recognize some of the fonts and even became interested in our junk mail. Some of it was pretty interesting (looking). I read everything on typography that I could get my hands on. That's where I discovered the wonderful collection of shareware fonts offered by David Rakowski--and his email address was GEnie!

"So I joined GEnie to grab a few for the library. In three months time however, I had instead acquired a LaserJet PostScript printer. But where were the Type-1 fonts I needed? There are lots of Type-1 fonts in the Mac RT, but most are not packed in a format that IIgs users can deal with. Some are very old and it is not clear whether they are Type-1, Type-3, or what. I decided to nibble at them and see what I could do.

"Our local Copymat rents time on two little grubby antique Macs. The resident 'designer' is friendly and helps me out when I get stuck. She's also interested in fonts ;-)

"Unlike the TrueTypes, (most of which have 'lost' their ReadMe files in my neck of the woods), the Mac Type-1's all have interesting information attached by the author. Sometimes a font's ancestry or unusual name is explained. David Rakowski is particularly adept at writing humorous (or downright outrageous) requests for shareware fees based on such things as your telephone prefix, shoe size, or zip code (never expensive though). He asks that all fees be donated to the music department at Columbia University.

"It is rumored that he does the fonts only as a hobby. It is unfortunate he no longer contributes to the world of typography, nor even

has a GEnie account (my star-struck letter was returned). This is said to be due to the lack of shareware response from the Mac and PC communities, in spite of thousands of downloads. Perhaps we can rectify this?

"You probably all know him as 'Davy' of DavysDingbats, Ribbons, KeyCaps, etc. from the bit-mapped days. He is also the author of the fabulous (in my humble opinion) 'GriffinDingbats' which contains the famous upper case Drop Caps.

"What do I personally use all this wonderful stuff for? Just ordinary household things: personal correspondence, envelopes which cry to be opened, greeting cards, place cards, post cards, Rolodex cards, calendars, book plates, personal 'business' cards, small sheets of gift wrap, labels of all kinds (disk, binder, video, audio, file folders, storage drawers, key chain tags, wallet IDs, programmed telephone numbers, mailing stickers such as Fragile, This Side Up, Do Not Bend--you name it), even recipes when I'm (rarely) asked to share one!

"Avery's new line of WorkSaver divider sheets is a rewarding project also when revamping that outdated collection of shareware doc. Command reference cards for infrequently run software (like my tax program), and an occasional inspirational sign or two. Haven't tried bumper stickers yet <g> I would be bored to death doing all these chores with the LASERJET's built in fonts.

"Since I failed penmanship in the fifth grade, and only my bank and the IRS can decipher my signature, I like the fonts which resemble casual (but not messy) hand printing for personal correspondence. I guess I use Architect, Arctic2, and Lumparsky the most frequently. A nice legible (still casual) script font is LibbyScript2, or Dragonwick for lots of flair (but short messages only).

"Formal script material such as invitations and the like, looks nice with Aspire, Author, Civitype or RechtmanScript, just to name a few. For bookplates or the engraved-in-marble look try ElizabethAnn, Kelmscott (Chaucer), Nauert, or UechiGothic. There are many other wonderful 'classic' typefaces in this collection--too numerous to mention.

"The greeting cards I devise (or plagiarize) tend not to be the hearts/flowers kind so I prefer the casual or cartoon styles of lettering. Some of these are Greeting, BowLegs, Dupuy (based on 'Peanuts'), GadzooksBold, MarkerFeltThin, Marydale, Notepad and Toonscript.

"In the special effects department are LowerEastSide (bent wood feeling), Mira, EraserDust and AtticAntique (distressed), DownWind (smoke), InkaBod (Nordic), Inkwell (weighted), Lintsec (stencil), UpperEastSide (modern), UpperWestSide (N.Y. mag).

"The old west is represented with a couple of 'Wanted Dead or Alive' display faces: CartWright and BlackHawk.

"Last but not least, I am occasionally interested in readable body text with a slightly distinctive air--something not your run of the mill resident font. So far I have discovered: Albatross, Dubiel, LilithLight, CarawayBold, CapelYFfin (a town in Wales), Cheneau, EdenLight and Octavian.

"Gadzooks, Charlie, you've forced me to categorize my library fonts--something I've been 'meaning to' for a long time. Whew. And this still

leaves three subjects entirely untouched: (1) the matter of PublishIt! (graphic image) fonts, (2) the "dropped/raised" all caps section, and (3) the magic that Ryan Suenaga has discovered with regard to creating "pseudo" Type-1 fonts from the TrueType version on his Mac. I have two examples of the latter and they work great but he does not feel they are suitable for uploading. Maybe we can persuade him ;-) (Sorry, Ryan, but you do deserve credit and encouragement. :-)"

Next, I asked Margot to tell us what programs she uses to print to her LaserJet printer.

She responded, "I print from very few programs on my IIgs. My personal preference depends on the task at hand. For documents which require a high degree of precision to position or size (such as labels, greeting cards, and pica scales to three places) I use PublishIt! 4. One could also use AppleWorks GS or GraphicWriter III (with a lesser degree of precision). PublishIt! also permits one to choose the LaserWriter driver directly from it's options menu, thus eliminating the OA-P/f action required by other applications in order to print in PostScript.

"Everyday things such as sample sheets for my font catalog, e-mail, documentation and the like, I do directly from ShadowWrite/Hermes. It's almost a necessity to have a bit-mapped or TrueType screen font in play here to perform the line and letter spacing, however.

"The 8-bit programs I print from are AppleWorks 3.0 and TaxPreparer [(c) HowardSoft]. These both ignore the installed printer driver and thus cannot create PostScript jobs. (They require that the printer be set to PCL mode, but they DO print at 600 dpi.)

"Speaking of drivers, I use Apple's LaserWriter Driver that comes with System 6.0.1. The trick there is to rename it to something else, e.g., LW.PostScript, so that it can be selected from the DC Printer CDev. It's then a simple matter to press OA-P/f while clicking on the OK button in the print dialog window. This instantly places the outgoing print file in the */System/Drivers folder in PostScript format. That file (and any of our fancy fonts that it needs) can be sent to the printer at any time via the LaserBEAM utility by Joe Wankerl (THANK YOU JOE!). Version 1.1 is available from GS+ Magazine, March 1994 issue. LaserBEAM sends print files to the LASERJET in a flash and releases the GS immediately to do other chores. Fonts are sent more slowly ;-) but remain in the printer until it is reset or turned off.

"This intermediate step can be a blessing if one wants to tweak the final result or archive it for future use. It presents the opportunity to intervene: to change fonts, lighten/darken the image, reposition an element, etc."

Margot is a frequent visitor to the Apple II bulletin board, particularly in the topics that talk about printers and fonts. While she doesn't want to be called an expert, she certainly has opened some doors for those who want to use their Apple II's with PostScript printers.

The PostScript fonts that Margot has uploaded to the Apple II Library are descibed below. Since the process of clearing these fonts is a bit more complicated than for most files (it takes someone with the right equipment and the right programs), some of the fonts that Margot named above may not be yet found in these descriptions.

[*][*][*]

File #26439: UPPERWES.T1.BXY (88060 bytes)

UpperWestSide is a typeface taken from the logo and headlines of the New Yorker magazine. Character set contains upper case, small caps, numerals and punctuation. In addition there are icons for movie ratings as used by the San Francisco Examiner, and small pictures of the author and his wife. Released as shareware, $6.41, by David Rakowski. This version is Type-1 for use with PostScript printers. The uploader has used OldEnglish.TT for screen spacing.

File #26438: TOONZSCR.T1.BXY (28664 bytes)

ToonzScript was designed to imitate a cartoonist's hand lettered dialog. The all-caps character set contains several variations of each letter so that a truly hand printed effect is possible. You will have a lot of fun with this as an alternative to other rigid typefaces. Numerals and punctuation are included as well. This font is released by Stewart Daniels who states that for a fee a more complete version may be had. This version is Type-1 for use with PostScript printers. The uploader has not been able to locate a TrueType version but has successfully used Medusa.TT (with an extra point of leading) for screen spacing.

File #26432: GADZOOX.T1.BXY (38288 bytes)

GadzooxBold is a wacky, zany display font from RobinsonCrusoe. The character set is upper case only--no numerals or punctuation. Distributed as freeware. This version is Type-1 for use with PostScript printers. A TrueType version is available in file #26442.

File #26431: CHENEAU.T1.BXY (33148 bytes)

CheneauText is a classic Roman typeface. The style is from the mid to late 17th century and could serve with other fonts of the style developing at that time such as Caslon, Janson or Garamond. It has the quality of free-hand drawing: serifs are not duplicated or pasted on. The strokes have been regularized but not completely. Upper case, lower case, numerals and punctuation. Released as shareware $15 by Dan Carr at Golgonooza Letter Foundry. This version is Type-1 for use with PostScript printers. This uploader has not been able to locate a TrueType version but has successfully used Times.TT for screen mapping.

File #26374: BLACKHWK.T1.BXY (59688 bytes)

The BlackHawk font contains a complete upper case alphabet with numbers and some punctuation. The lower case slots are small-caps versions of the former. It is based on an old western typeface. BTW, there is a really nice portrait of a man at the tilde position. This font was released in 1992 by John Singer. Shareware, $5. This version is Type-1 for use with PostScript printers. A companion TrueType is available in file #26375.

File #26337: LINTSEC.T1.BXY (43632 bytes)

'Lintsec' is an anagram of the word 'stencil' (for those who are wondering). This font is for haters of stencil fonts. Full alphabet,

numerals and punctuation. Distributed free of charge by David Rakowski--but DO read the 'interview' contained in the ReadMe file. It is a sad revelation about Mac/PC shareware fees. Perhaps we A2 types can restore his faith. This version is Type-1 for use with PostScript. A TrueType version is in file #26443.

File #26336: BODIDLY.T1.BXY (40844 bytes)

BODIDLYbold is a display font that also looks great at small sizes. Upper case, lower case, numerals, punctuation, diacritics--over 160 characters in the set. Shareware from Printers Devil, $10. This version is Type-1 for use with PostScript printers. A TrueType version is available as file #18073.

File #26278: JEFFNICHOLS.BXY (57088 bytes)

Jeff-Nichols is a late 19th-century font consisting of ornate drop caps. Brought to you without charge by David Rakowski. This version is Type-1 for use with PostScript printers. A TrueType version can be found on the NAUG disk Pointless.14 (A2 file #18898). Note: it may be embedded in the AnnStone folder on that disk.

File #26275: LAMP.TT.BXY (39168 bytes)

LampoonBrush v2.0 is a heavy script typeface that looks as if it were drawn with a brush. It is very legible from 14 points on and looks like natural handwriting. This font is shareware from Sam Wang, $10. This version is Type-1 for use with PostScript printers. A TrueType version is in file #26175.

File #26045: MEDUSA.T1.BXY (51172 bytes)

Medusa is a display font based on the familiar Art Nouveau typeface 'Broklin'. It looks great at 12 points and larger. Contains a full character set, including diacritics. The upper case letters have a 'layered' look. Released by Lorvad as shareware, $10. This version is Type-1 for use with PostScript printers. The TrueType version is available on NAUG disk Pointless.08 (A2 file #18641).

File #26044: EDDACAPS.T1.BXY (20508 bytes)

EddaCaps is an Art Nouveau display font consisting of upper case, lower case, and some punctuation. The lower case set contains smaller versions of the upper case letters. This is freeware from Sam Wang. This version is Type-1 for use with PostScript printers. The TrueType version is available on NAUG disk Pointless.14 (A2 file #18898).

File #26043: BENJAMIN.T1.BXY (33128 bytes)

Benjamin is a bold wood-type display font from the 19th century based on 'BenFranklin'. It imitates hand-set type, as in Poor Richard's Almanack. It is deliberately rough and whimsical--a cross between Windsor and CaslonAntique. Numerals, punctuation, upper case, lower case and a couple of diacritics. Distributed as freeware by Walter Kafton-Minkel. This version is Type-1 for use with PostScript printers. A TrueType version, consisting of capital letters only, is file #18070. The spacing works fine but it's not exactly WYSIWYG!

File #26042: AVEROIGNET1.BXY (24504 bytes)

Averoigne is a display font consisting of capital letters with flourishes. It contains punctuation and works best in large sizes to show the details and layering. Shareware from Scriptorium, $5. AKA 'HorstCaps'. This version is Type-1 for use with PostScript printers. The matching TrueType version is file #23856.

File #25994: WHARMBY.T1.BXY (42044 bytes)

Wharmby consists of caps, punctuation, and numerals. The characters are bold sans-serif with what looks like a shadow in front, created from a light source behind and to the left. Best at large sizes. Released as freeware by David Rakowski. This version is Type-1 for use with PostScript. The TrueType version is available on NAUG disk Pointless.19 (A2 #19212).

File #25993: INKWELL.T1.BXY (32200 bytes)

Inkwell is a bold, weighted, display typeface. Upper case, lower case, numerals, and punctuation as well as special letters for Scandinavians. Shareware from Sam Wang, $10. This version is Type-1 for use with PostScript. The TrueType version is available on NAUG disk Pointless.17 (A2 #19108).

File #25992: DOWNWIND.T1.BXY (24648 bytes)

DownWind is a semi-psychedelic calligraphic display font. The characters are lightly scaled on top with heavily weighted bases. Upper case, lower case, numerals, and punctuation. Released as $10 shareware by Lorvad. This version is Type-1 for use with PostScript. The TrueType version is available on NAUG disk Pointless.08 (A2 #18641); aka 'PsychedelicSmoke'.

File #25990: SPATZ.T1.BXY (53972 bytes)

Spatz is a VERY attractive display typeface with a fresh, shimmery, 'circus' feeling. Upper case, numerals, and some punctuation. Released by Lorvad it is shareware, $10. This version is Type-1 for use with PostScript. A TrueType version is in file #26269.

File #25988: BOWLEGS.T1.BXY (21480 bytes)

Bowlegs is an irregular display font consisting of capital letters and small caps. There is punctuation but no numerals. Shareware $10 from Lorvad. This version is Type-1 PostScript. A TrueType version is in file #25989.

File #25961: STARBURST.BXY (93996 bytes)

Starburst contains bold capital letters, numbers, and punctuation. The letters seem to give off a light at the center, with many rays emanating from the light. Best at size 40 and above on a 300 dpi printer. Shareware by David Rakowski--$4.99. This version is Type-1 PostScript format for use with laser printers. A TrueType version is available on NAUG disk 'Pointless.05' (A2 #18636). It is buried in the file called 'Display1'.

File #25960: ROTHMAN.T1.BXY (24496 bytes)

Rothman is a tall, quite condensed, Art Deco font consisting of upper case, lower case, numerals, and some punctuation. Based on a typeface called 'Empire' and named after George Rothman. The lower case letters are simply the upper case characters squished to 50% with the same character widths. The font is distributed by David Rakowski free of charge. This version is Type-1 PostScript format for use with laser printers. A TrueType version is available on NAUG disk 'Pointless.10' (A2 #18646).

File #25959: CARRICK.T1.BXY (69324 bytes)

Carrick Caps is an upper case only font consisting of bold black Gothic style letters drawn on top of a stained glass pattern. Numerals and punctuation are not included. The I and J are identical. The font is released by David Rakowski as Freeware. This version is Type-1 PostScript for use with laser printers. A TrueType version is available in A2 #17923.

File #25955: KELMSCOT.T1.BXY (25560 bytes)

Kelmscott is a truly unique and interesting font based on a type-style designed for the William Morris edition of Chaucer's "Canterbury Tales." An ornate neo-gothic font, it is very readable in both small and large type sizes. The lower case characters are some of the most interesting this uploader has ever seen. Would be good for Christmas card use... This version is Type-1 PostScript. A matching TrueType version is in file #26277. Released by Scriptorium as shareware--$5 (options offered.)

File #25954: GREENCAP.T1.BXY (22716 bytes)

GreenCaps is an uppercase Art Nouveau-style display font consisting of modern looking sans-serif letters which are filled at the bottom and outlined at the top. Numerals and a period are included. Wintery in feeling. The font is released by David Rakowski as freeware. This version is Type-1 PostScript for use with laser printers. A TrueType version is available in A2 #17983.

File #25953: TONEDEBS.T1.BXY (53624 bytes)

ToneAndDebs is a caps only font consisting of black snow-capped sans-serif letters. Upper case and lower case character sets are identical. Numerals and punctuation are included. Use for some of that Christmas mail! The font is released by David Rakowski as shareware--$3. This version is Type-1 PostScript for use with laser printers. A TrueType version is available on NAUG disk 'Pointless.11' (A2 #18693).

File #25918: THALIA.T1.BXY (17732 bytes)

Thalia is a bold and somewhat formal Art Nouveau display font which probably belongs in everyone's collection. Distributed free of charge by Sam Wang. This version is Type-1 for PostScript printers. The TrueType version is available on NAUG disk 'Pointless.18' (A2 #19202).

File #25917: MIRA.T1.BXY (17072 bytes)

Mira is a very distinctive Art Nouveau font which contains upper case, lower case, numerals and punctuation--no diacritics. It seems to

look best at 14 points and above. Distributed free of charge by Sam Wang. This version is Type-1 for PostScript printers. The TrueType version is available in A2 file #17881.

File #25916: LOGGER.T1.BXY (65036 bytes)

Logger is a specialty display font of capital letters and punctuation that looks like piled logs. Created at the request of a Girl Scout troop in Hawaii. Distributed free of charge by David Rakowski. This version is Type-1 for PostScript printers. The TrueType version is available on NAUG disk Pointless.17 (A2 #19108).

File #25908: HOLTZSCH.T1.BXY (54884 bytes)

Holtzschue is an all caps Victorian display font. The characters are a bold serif outline, white at the top stepping down to black in stripes. There is a bit of greenery in the way of vines and leaves in front. Very nice! The font is freeware from the master, David Rakowski. Upper case, numbers, dollar sign, and ampersand only. The latter is pretty enough to use as a graphic at 120 points. This is the Type-1 version for PostScript. A companion TrueType version is in file #26281.

File #25894: DAVYSKEY.T1.BXY (68224 bytes)

DavysKeyCaps is a Type-1 PostScript font that is supposed to look like key caps. It covers the entire IIgs (and PC or Macintosh extended) keyboard. It is intended primarily to aid in software documentation. Free for personal use, $10 for professional use. By David Rakowski. The companion TrueType version can be found on the NAUG disk Pointless.16 (A2#19060).

File #25893: RUDELSBG.T1.BXY (53872 bytes)

Rudelsberg is a Type-1 PostScript font which contains a full character set including diacritics. The characters are in turn-of-the-century German Art Nouveau style. It may be thought of as second cousin to Adobe's Arnold Boecklin font. Released as freeware by David Rakowski. The companion TrueType can be found on NAUG disk Pointless.05 (A2 #18636) as "Display2".

File #25892: CRACKLIN.T1.BXY (41052 bytes)

CracklingFire is a caps only display font in the Type-1 PostScript format. It is based on the typeface 'Firebug'. Looks like Dom Casual letters beginning to go up in flames. The font is free from David Rakowski. The companion TrueType version can be found on NAUG disk Pointless.05 (A2 #18636) as "Display1".

File #25891: AUTHOR.T1.BXY (55516 bytes)

Author is an elegant script font in the Type-1 PostScript format. It is a dead-ringer for CommercialScript but was released by FontBank(TM) as a sample of their wares. Font contains upper case, lower case, numerals and punctuation. The companion TrueType version can be found on NAUG disk Pointless.20 (A2#19226).

File #25876: RABBIT.T1.BXY (30320 bytes)

Rabbit-Ears is a rounded, bold, 1940s type advertising display font whose letters slightly resemble CooperBlack. Alphabet, numbers, and punctuation. All characters look lowercase except that upper case B,F,H,K and L are far taller than the other letters with big upper loops like bunny ears. Shareware by David Rakowski, $4.49. This is the Type-1 PostScript version. Matching TrueType version is in file #26271.

File #25875: IANBENT.T1.BXY (58368 bytes)

Ian-Bent is a Type-1 PostScript font patterned after a German Art Nouveau font drawn by Otto Eckmann. This all caps alphabet consists of black letters surrounded by stained-glass patterns resembling curtains. Distributed free of charge by David Rakowski. The companion TrueType version is in file #25877.

File #25850: KRAMER.T1.BXY (59648 bytes)

The Kramer font consists of a full alphabet of drop caps. Each is a white letter surrounded by a box containing stained glass patterns. The lower case character set consists of the capital letters in black without the decoration. Some punctuation, no numerals or diacritics. This is the Type-1 PostScript version. Freeware from David Rakowski. The TrueType version is in file #26276.

File #25838: OSWALDBL.T1.BXY (43456 bytes)

OSWALDblack is a variation of Cooper-Bold. This is the PostScript Type-1 version. The TrueType rendition is file #18241 and is also available on the NAUG disk 8, file #18641. It is a bold display that also looks good at small sizes. Released as shareware, $10, by Printers Devil. Full character set with diacritics.

File #25820: ZALESKI.T1.BXY (29604 bytes)

Zaleski Caps is a brash Art Deco serif font good for display type. Based loosely on the typeface 'Ashley Crawford'. This font also resembles a commercial product known as 'Jazz Poster'. Upper case, numerals, and punctuation only. This is the Type-1 PostScript version. The companion TrueType is contained in a file named 'Display2' on the NAUG disk Pointless.05 (file #18636). Freeware from David Rakowski.

File #25819: WILLHARR.T1.BXY (69524 bytes)

Will-Harris is a Type-1 PostScript display font patterned after 'Skyline'. The characters look like views through Venetian blinds of a city skyline. A headline set in this font will appear to have been cut from a continuous city-scape. Upper case, numerals, and punctuation. This font is distributed free by David Rakowski. Matching TrueType version is file #26268.

File #25818: LILINIT.T1.BXY (56648 bytes)

Lilith-Initials is a Type-1 PostScript font. It consists of beautifully decorated capital letters designed to be used with Lilith-Light (see file #25763). The delicate letters are entwined with vines and flowers. The font is offered free from David Rakowski. The companion TrueType version is in file #26274.

File #25806: JAPANESE.T1.BXY (83704 bytes)

There are two Type-1 PostScript fonts in this file. The characters are calligraphic representations of KataKana and HiraGana dialects(?) in the Japanese language. There are also instructions for using this phoenetic alphabet, with a table of phoenetic sounds. Also a few additional symbols which are used in standard Japanese type setting. Fascinating and very high quality! Shareware US$10. ko-ni-chi-wa (I think).

File #25792: HANDWRIT.T1.BXY (60044 bytes)

HandwritingPlain is a Type-1 PostScript font. The characters look hasty and natural, as if done with a medium point felt pen. A heart symbol is included. There are 211 characters included in the set. It was generated from traced scans of actual handwriting. Matching TrueType version is file #26174. The TrueType version seems to cause very tight letter spacing, so perhaps this pair is best used with PublishIt! or some program which permits extra letter spacing.

File #25791: SHOHLFLD.T1.BXY (43692 bytes)

Shohl-Fold is a Type-1 display font for use with laser printers. The letters look like they are on a continuous fanfold, some facing right and some facing left. Numerals, punctuation, and two sets of upper case (right and left isometric). Distributed as freeware by David Rakowski. A TrueType version file #26270.

File #25790: HERALDRY.T1.BXY (29348 bytes)

Heraldry is a Type-1 PostScript picture font from Scriptorium. It is a collection of heraldic shields drawn from medieval sources. The characters make excellent dingbats or spot illustrations--52 in all. Shareware, $5. TrueType version is file #26282.

File #25789: GOLGOTHA.T1.BXY (164152 bytes)

Golgotha is a Type-1 PostScript Halloween display font. The characters are composed of jumbled skulls piled into the shape of capital letters. There are no other characters. Shareware from Scriptorium, $5. TrueType version is in file #26283.

File #25768: MARYDALE.T1.BXY (72060 bytes)

Marydale and Marydale-Bold are informal Type-1 PostScript display fonts for use on a laser printer. They are based on Adobe Tekton 'with personality'. Upper case, lower case, numerals, punctuation--no diacritics. Used commercially in national magazines and local television. This font is shareware, $10, from Three Island Press. TrueType version is in file #26273.

File #25765: DUBIEL.T1.BXY (125660 bytes)

Dubiel and Dubiel Italic, two Type-1 PostScript fonts based on the font Torino. This typeface is similiar to a condensed Bodoni, except with lighter strokes. Contains a full set of characters, including diacritics. The italic version is not just a slanted plain--it is a completely different and graceful look--even the 'signature' characters are different,

giving you 4 wonderful new dingbats. Another David Rakowski marvel of shareware $14.99. Companion TrueType version is available on NAUG disk Pointless.04 (file #18635).

File #25764: SNYDERSPEED.BXY (42300 bytes)

Snyder-Speed font represents the Top Of the Line standard for the professional signpainter's art. Includes a VERY interesting ReadMe file. This font would be useful to mere mortals for headlines with a casual feeling (classroom?) in smaller sizes. TrueType version is available on the NAUG Pointless.18 disk, #19202.

File #25763: LILITHLT.T1.BXY (29944 bytes)

Lilith-Light is a Type-1 PostScript font with a hand-lettered look. Distinctive with nice tall ascenders and a different serif on each character. Resembles Eve-Light. Have also seen this floating about as Koch-Roman. Shareware by David Rakowski, $3. TrueType is available on NAUG Pointless.11 disk, #18693.

File #25762: CHRISTMAST1.BXY (51456 bytes)

Christmas is a Type-1 PostScript font with a calligraphic style. It is a close descendant of MacHumaine but with a sharper and more angular appearance than its distant relative Black Chancery. More authentic to the appearance of broad-pen hand calligraphy. This variety is renamed Christmas due to its suitability for that season's use. Font by Bill Horton. TrueType version for screen viewing is file #26143.

File #25759: CAIRO.T1.BXY (68432 bytes)

Cairo in Type-1 PostScript format is a quality interpretation of the font we all fell in love with in the 1980s. This pictorial font is a labor of love by Clark Riley. He must pay ACI $50/year in order to license this version. Please send him $1 in order that he may cover the fee due to Apple. Freeware. TrueType version is available on A2 file #18867.

File #25751: MAIDSTONET1.BXY (24956 bytes)

Maidstone is a Type-1 PostScript font for laser printers. This font resembles delicate feminine handwriting. It contains upper case, lower case, numerals, punctuation, and Scandinavian diacritics. Shareware from Sam Wang, $10. Companion TrueType version is available on NAUG disk 'Pointless.20' (A2 file #19226).

File #25750: CARTWRIGHT.BXY (24268 bytes)

Cartwright is a Type-1 PostScript font for use with laser printers. It was inspired by Adobe 'Ponderosa' and resembles the typeface on an old-west 'wanted' poster. Upper case, lower case, numerals, punctuation. No diacritics. Shareware. TrueType version is available on the NAUG 'TrueType.08' disk, A2 file #18641.

File #25745: MARKFLTTHIN.BXY (79712 bytes)

Marker Felt Thin v2 is a Type-1 PostScript headline font which resembles spontaneous hand lettering. Casual but eye-catching. Complete character set including diacritics. This useful typeface is shareware from

Pat Snyder (as in SnyderSpeed) at $10. The matching TrueType is available on the Pointless.17 disk, file #19108.

File #25744: ELIZ.ANN.T1.BXY (42208 bytes)

Elizabeth-Ann is a serif display font with thinly etched white lines drawn through the characters. Quite elegant, with an engraved look. This is the Type-1 PostScript version for use on Laser printers. This font is free from David Rakowski. It contains upper case, numerals, and some punctuation. Matching TrueType version is in file #26198.

File #25739: HORSTCAPST1.BXY (28472 bytes)

Horst Caps is a Type-1 PostScript set of capital letters drawn in the Art Nouveau style. They make nice raised caps on a manuscript. The font lacks I, X, and Y. Author David Rakowski releases this font as freeware. The companion TrueType version is A2 file #17859.

File #25737: DAVYSRIBBON.BXY (126212 bytes)

DavysRibbons is a Type-1 PostScript display font. The letters look like a long, unfurled banner or bibbon. Ending 'tassels' are included. This Victorian type display would be useful for greeting cards, book jackets, etc. The font is by David Rakowski who requests a shareware donation to Columbia University of $7.49. The TrueType version is available on the Pointless.04 disk (#18635).

File #25736: ALBATROSST1.BXY (57916 bytes)

Albatross is a Type-1 PostScript font suitable for body text. It has a moderately short x-height. Full character set, including diacritics. Shareware by LORVAD, $10. The TrueType version is A2 file #18514.

File #25732: DUPUY.T1.BXY (80628 bytes)

Dupuy is a Type-1 PostScript laser font by David Rakowski. It comes in three weights: light, regular, and heavy. It resembles cartoon lettering, most closely that of Charles Shulz in the Peanuts strip. Shareware $5.

File #25731: DOBKIN.T1.BXY (41276 bytes)

This is a Type-1 PostScript font for use on the IIgs via the LaserBeam downloader. Dobkin-Script is an elegant Art Nouveau era script font which resembles Hispania. Upper case, lower case, numerals, punctuation. No diacritics. Shareware: complicated Rakowski formula &%-} (I paid $5.50).

File #25723: BIZZARO.T1.BXY (63744 bytes)

Bizarro is a Type-1 PostScript font. It is maybe suitable for Halloween? The characters are composed of old-style devils and sprites, leaning all over themselves to make capital letters. This font is aptly named. Freeware. David Rakowski of skill & fame. TrueType version is #23860.

File #25720: CIVITYPE.T1.BXY (47232 bytes)

Civitype font is actually in the public domain, yet I have only seen it in catalogs. Absolutely gorgeous formal script font. Beautifully balanced lines, even those which include numerals (old style with descenders). Artistic caps for use with other fonts. Many diacritics. You won't regret downloading this one. A few swashes on the lowercase letters. Anyone who owns a PostScript printer can use this font (it's Type-1).

File #25715: LIBBYSC2.T1.BXY (24448 bytes)

This Type-1 PostScript font looks like careful hand lettering, yet remains friendly and truly legible. It is graceful and natural. The font is based on 'Dover Book'. It contains lower case, upper case, numerals, punctuation, and some Scandinavian special letters. It is shareware--$10. A matching TrueType version is available from A2 #17865 or NAUG Disk.20 (#19226).

File #25706: NAUERT.T1.BXY (62848 bytes)

Nauert is a PostScript Type-1 chiseled, mildly 3-D display font. This font is a lot like the one used on the 'Dylan Thomas Collected Poems' paperback. The font has a complete set of characters minus diacritics, brackets, and parentheses. It is shoeware--shareware fee is based on your shoe size. Very elegant.

File #25697: LOWEREASTT1.BXY (74112 bytes)

Lower East Side is a Type-1 PostScript font modeled on an Art Deco typeface called Astur. It looks like bold, 3-D brush strokes forming the characters with deep shadows. It also tends to look like bent pieces of plywood with shadows. This font is by David Rakowski and is free. A TrueType version is available in file #17869.

File #25696: INKABOD.T1.BXY (30976 bytes)

InkaBod is a Type-1 PostScript font inspired by the NORDIC bitmapped font. Looks best at 14 points and above. Shareware from Printers Devil--$10. A matching TrueType version can be obtained from the NAUG Pointless.08 disk (#18641).

File #25695: CARAWAY.T1.BXY (33536 bytes)

This font is in Type-1 PostScript format for use on a Mac or IIgs with a PostScript Laser printer. The TrueType version is available on NAUG disk #10, (GEnie A2 file #18646). The font is suitable for display purposes or informal correspondence. It's more font than handwriting--nice! Shareware $10. Much more info on disk.

File #25683: GREETING.T1.BXY (23424 bytes)

This font is Type-1 PostScript for use with a laser printer on a IIgs or a Mac. It is a casual hand-lettered style which resembles the bit-mapped Lambda. Upper case, lower case, numerals and punctuation, but no diacriticals. No known TrueType version. Packed with GSHK. Shareware $5.

File #25671: ASPIRE.T1.BXY (24448 bytes)

Aspire-DemiBold is a very elegant Type-1 PostScript font suitable for logos, brochures, invitations. etc. This font is very similar to Coronet (built into the PCL personality of some laser printers). Shareware--$5.

File #25670: ATTICANT.T1.BXY (108160 bytes)

This is a Type-1 PostScript font for laser printers. It is packed with GSHK. Attic Antique resembles the wavy, broken, serif type font you might find in a really old book with brittle pages. Comes with a complete character set: upper and lower case, numerals, punctuation, diacriticals. The TrueType version is A2 file #25135.

File #25658: ERASER.T1.BXY (133120 bytes)

This large and casual display font would be great for garage-sales, etc. It looks like wide chalk characters scrawled on a blackboard. Best at 40+ points. Another wonderful David Rakowski contribution. FREEware! You must have a PostScript printer to use this Type-1 version. It contains a full set of upper case letters, numbers and punctuation, but no diacriticals. Very distinctive.

File #25614: UECHI.T1.BXY (63360 bytes)

The UechiGothic font is (c) 1992 by David Rakowski. Shareware fee is $3.02. The ornate caps are similar (if not identical) to those found in the Griffin Dingbats set, but there is also a complete set of lower case characters which compliments these beautiful caps. There are no diacriticals. This is a lovely font, suitable for formal documents printed in a large point size. Good spacing (as with all Rakman fonts).

File #25575: ANNSTONE.BXY (62592 bytes)

Another detailed and ornate drop caps font in PostScript Type-1 format. These characters are filled, surrounded by rounded rectangles with detailed fill-in lines in curves that suggest stained glass. The font is free, but must be distributed together with Jeff-Nichols when distributed by user groups or commercial ventures. Another David Rakowski wonderful. This font contains only upper-case letters and no numbers, punctuation, nor diacriticals. TrueType version is A2 #17824.

File #25477: UPPEREAST.BXY (54528 bytes)

A sequel to the much loved font Upper West Side, this insanely great font resembles the font 'Parisian' and containes 166 characters, including all the us usual diacritics, and has 477 kerning pairs. It is an Art Deco sans serif font found all over the East Side, particularly on bookstores and menus, with a very low x-height. You'll find the font to be expertly drawn. I made this one DonateWare: shareware fee is $9.99 to Columbia University, as detailed in the enclosed documentation. (s) David Rakowski

File #25476: ARCHITECT.BXY (34432 bytes)

This font is for use on PostScript printers only. It is a Type-1 repackaged from the GEnie Mac RT. It was developed by N. Gall and simulates hand printing. Full set of letters, numbers, and punctuation. Freeware.

File #25413: HARQUIL.T1.BXY (24576 bytes)

''''''

strokes and a few monograms of the initials AK (the student for which it was named). A pretty good display font when used sparingly, and works with ATM. Shareware $4.99. I (personally) like to use this as a drop cap in documents with a casual feeling. The companion TrueType font is #18034.

File #25162: PIXIE.T1.BXY (59776 bytes)

PixieFont is a display font that looks like Bodoni must look like after ten or more beers. An uneven hand-drawn serif font with a wide variation of thicks and thins. It makes a good specialty font for advertisements or when an informal feel is desired. You MUST have a PostScript printer to use this font! This is by David Rakowski and the shareware fee is $4.99, payable to Columbia University.

File #25158: GESSELE.T1.BXY (42240 bytes)

Gessele-Script is an elegant Art Nouveau font by David Rakowski. Shareware fee is $6.49. This is a Type-1 PostScript font for use on the IIgs. It can be downloaded to a PostScript printer by using LASERbeam, available from GS+. The matching TrueType version is file #25152. There are no diacritical characters.

File #25138: POLOSEMI.T1.BXY (17792 bytes)

Brush-stroke font by David Rakowski. This is a Type-1 PostScript file and requires a PostScript printer. The companion TrueType version is file #18495. Packed with GSHK (font is in the resource fork).

File #25093: ARCTIC2.T1.BXY (31488 bytes)

Arctic2 is a revision of Arctic, which had some filled letters. It is a casual but completely readable font for general purpose correspondence. This is a PostScript type-1 font for use with PostScript printers only. It was downloaded from the Mac RT & converted at a copy shop, then repacked with GSHK for use by Apple II people. The font resides in a Mac resource fork and as such may not be suitable for use by IIe? IIgs will need to own LaserBEAM (available from GS+) to download the font.

File #25091: HARRINGTON.BXY (20352 bytes)

Type-1 Art Nouveau font for use with PostScript printers. This font is Freeware. Harrington is a curvey artsy-craftsy font for achieving special effects. This font was downloaded from the Mac RT and unpacked at a copy shop and repacked for Apple II with GSHK. The font lies in the resource fork so may be of no use to IIe people? It has character and a sort of 'Carmelish' character to us Californians. (Read Artsy)

File #24963: RECHTMAN.T1.BXY (44544 bytes)

Rechtman-Script is a chiseled Art Nouveau script font with a full set of characters, numbers and punctuation. Shareware. This is a Type-1 font. You MUST have a PostScript printer to use it. In order to comply with the author's wishes, the Mac .BMAP & .AFM files have been retained in the folder. They are not useful on the IIgs. The companion TrueType font is file #23711. This is one of my favorites and is well worth the download. (Do not let LASERbeam shorten the full name if you have used the TrueType on screen.) Looks it's best at sizes 36 and above (so states the author, David Rakowski) but to my eye it is nice at almost any size.

[*][*][*]

That concludes our list of PostScript fonts. As you can see, it is quite impressive, and it is destined to become more so as Margot continues to upload them.

I want to take this opportunity to thank Margot Taylor for helping me with this Treasure Hunt, and especially with putting up with my deadline pressures. I also want to thank Doug Cuff for affording me the opportunity to pop back in here on occasion.

Until next time, happy computing!

Charlie Hartley

[EOA]
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Top 10 Files for December
""""""""""""""""""""""""""""

by Douglas Cuff
[EDITOR.A2]

This month, a new feature that lists the ten most popular files for the month. To give these files a chance to seek their own levels, no files will be added to the list until they've been in place at least a month. This month, we look at the files uploaded 1-31 December 1995.

This isn't the Academy Awards ceremony, folks; it's more like the People's Choice Awards (both of which are trademarked, by the way). The Top 10 doesn't necessarily tell you what's new and interesting--what files _you_ might find interesting--it just tells you what files have been downloaded a lot--what other people found interesting!

File #	Filename	Bytes	DLs	Short description
26120	PATCHHFS.BXY	13232	303	Patches a serious bug in 601 HFS FST
26224	A2.DOM.9512.BXY	458368	196	December 1995 A2 DOM
26151	PMPFAX.INFO.TXT	4272	136	Official Press Release for PMPFax
26290	JUICED.GS.BXY	89216	130	Juiced.GS prototype newsletter
26137	PRINT3200.BXY	45184	127	PRINT 3200 v1.0.1
26294	SYMBOLIX.BXY	460928	120	Symbolix v1.9 by Bright Software
26222	SYS.ICONZ.BXY	16896	111	Update to icons in Sys.Icons init
26195	POWERGUIDE.BXY	555264	105	Integrated offline GS navigator v1.2
26177	POWERDOX.BXY	69888	94	User's Manual for PowerGuide v1.2
26147	C3200.BXY	13440	90	Information on Convert 3200

PATCHHFS.BXY
""""""""""""
The top download for December was Jawaid Bazyar's patch for the HFS File System Translator. This FST, which allows you to read and write Macintosh disks and volumes, had a bug in it that occasionally ruined HFS volumes. Dave Lyons unearthed the bug and Jawaid Bazyar programmed the fix.

A2.DOM.9512.BXY
"""""""""""""""""
The A2 RoundTable Disk of the Month continues to be a hit! December's issue contained: issues of GEnieLamp A2 and A2Pro, ASCII.Helper (IIe/IIc version), Where In Hell Is Carmen

Santiago, ASCII.Helper (IIgs versions), SpeedRead and SpellBinder.

PMPFAX.INFO.TXT People were so eager to learn about Paul Parkhurst's
""""""""""""""" long-awaited fascsimile send and receive program, PMPFax, that they downloaded this information file to learn about the features and the trade-in offer. This is an incredible showing for a press release!

JUICED.GS.BXY Max Jones hasn't been on GEnie long, but when he uploaded
""""""""""""" this 15-page prototype of his newsletter _Juiced.GS_, people ran to download it. This is an AppleWorks GS desktop publishing file. You can examine it or print off your own copy (if you own AppleWorks GS).

PRINT3200.BXY Until John Wrenholt programmed this freeware beauty, there
""""""""""""" wasn't any way to print a 3200-color graphic. Now there is! The download count should actually be higher, since a small bug was quickly found in v1.0. The bug has been fixed in this, v1.0.1.

SYMBOLIX.BXY Symbolix v1.9 by Bright Software's Henrik Gudat is a
"""""""""""" shareware program that handles high level math in the graphic desktop environment.

SYS.ICONZ.BXY An update to Seven Hills Software's Sys Icons, a Temporary
""""""""""""" Initialization File that adds small icons to Standard File dialogs, etc. This update by Don V. Zahniser adds 20 icons and modifies a few of the original 90 icons.

POWERGUIDE.BXY PowerGuide v1.2 by Alex Corrieri is an offline
"""""""""""""" message processor for the IIgs that could be described as CoPilot Supreme. It not only has its own telecommunications program (no need to buy Spectrum, ANSITerm, ProTERM or Talk is Cheap), but it has features that CoPilot doesn't offer. You'll also need the documentation (see next file; #26177) and the script files to drive PowerGuide (file #26176).

POWERDOX.BXY The user's manual for PowerGuide v1.2 (see above) explains
"""""""""""" how to install and use this program. Also included is a complete reference section and a cookbook for common tasks.

C3200.BXY Press release--and two sample pictures--from Shareware
""""""""" Solutions II about Convert 3200, the FAST new graphics conversion program from Brutal Deluxe. Press releases sure were popular in December--must have been all those holiday shoppers!

[EOA]
[PRO]//////////////////////////////
PROFILES /
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Who's Who In Apple II
"""""""""""""""""""""""

>>> WHO'S WHO <<<
"""""""""""""""""""

~ The _mot juiced_: Max Jones, publisher of _Juiced.GS ~

Just before 1995 end, Max Jones uploaded a prototype of a new publication, Juiced.GS. This prototype was an AppleWorks GS desktop publishing document. (It's file #26290 in the A2 libraries on GEnie.)

Anyone can download and print out this prototype.

...Well, anyone with AppleWorks GS, anyway. I don't own AppleWorks GS, so I got Max Jones to mail me a copy of the prototype. I am impressed. The first thing that impresses me is that Jones goes and finds fresh stories and fresh information. (Had you heard how few copies of Quick Click Calc, Quick Click Morph, and Contacts GS have been sold? Juiced.GS will tell you!) The second thing that impresses me is the layout. The look is semi-professional--somewhere between the most recent issues of _IIAlive_ and those of _Shareware Solutions II_.

Neither of those two magazines was the inspiration for Juiced.GS, though. Jones has said that the "death" of GS+ Magazine inspired him to start Juiced.GS. This month, we talk to Max Jones about his plans for this new publication.

[*][*][*]

GEnieLamp> Do you see yourself as a successor to GS+ Magazine? Will you """""""""" focus on programming, as GS+ did? Or is the similarity simply that the focus will be the IIgs?

Jones> The demise of GS+ created an enormous void that I doubt will ever """""" be filled. What Steve Disbrow did for all those years, with the help of some very talented people, is remarkable. GS+ was truly a creative enterprise, and I will always admire and respect what they accomplished.

Juiced.GS will make no attempt to emulate GS+. But I do think the IIgs deserves its own specific publication, and I'm going to make my best effort to fill that niche.

I'm not a programmer--although I'd love to try it sometime!--so Juiced.GS won't lean toward technical content. On the other hand, I have put out feelers for technical writers in hopes that I can eventually offer a column in each issue on a technical topic. Personally, I liked the technical stuff in GS+, although I didn't always understand it. :) There's nothing wrong with challenging a reader with complex concepts and detail, as long as the writing is clear and logical.

GEnieLamp> Where did the name _Juiced.GS_ come from?
""""""""""

Jones> My system administrator at work is a former Apple II technician, """""" so he gets a real kick out of my allegiance to the IIgs. After I started powering up my system about three years ago with more RAM and a hard drive, I proudly announced to him one day that I now had a juiced GS. Ever since, he's referred to me among his techie friends as the guy with the juiced GS.

When it came time for me to name the newsletter, Juiced.GS was a natural. Its core (pun intended) audience would be power users, and the name blended well with the Apple theme. It helped that the name had a personal history as well.

GEnieLamp> Will you be producing a magazine or a newsletter?
""""""""""

Jones> I think a magazine format, with the current Apple II market, just """""" isn't feasible. I'll take the newsletter approach, but plan to introduce some magazine-style techniques in the content and design. I

won't shy away from in-depth articles, and I hope to complement informative, interesting and entertaining content with a compelling layout.

GEnieLamp> Will you be accepting advertising?

Jones> I haven't ruled it out. Right now, though, I'm focusing my energies on building a subscriber base by producing a quality publication. I'd love to have the opportunity someday soon to convince a product vendor or developer that advertising in Juiced.GS would make them money. If that happens, I wouldn't hesitate to increase the number of pages in each issue. But I'm taking it one step at a time.

GEnieLamp> How often will you publish?

Jones> In 1996, I'll produce quarterly -- winter, spring, summer and fall. The first issue will be published in February. I knew there was enough material and interest to publish more often, but I didn't want to get in too deep and not be able to deliver what I promised when I promised it. By publishing quarterly, I'll have the time to plan, be creative and pay special attention to quality. And I'll also be able to meet my deadline, which I think is *very* important.

GEnieLamp> How much will a subscription be?

Jones> A charter subscription is $12 in the U.S. and Canada ($18 elsewhere). That will get a subscriber the four 1996 issues.

GEnieLamp> Do you think the Apple II world is still large enough to support competing magazines and newsletters?

Jones> My instincts tell me that there is still room for high-quality Apple II publications. How many can the Apple II world support? I just don't know. I guess we'll be finding out real soon.

GEnieLamp> Are computers a part of your daytime job? Please tell us a little about what you do between 9 and 5.

Jones> Actually, computers have been part of my life since I stepped into my first newspaper job in 1975. Back then, we had punch-tape computerized typesetters producing our page copy. That's back when cold type had just begun to replace the hot type of the linotype machines. I worked for a very forward-thinking publisher, and I'll never forget that day in the late '70s when he brought a Compugraphic salesman in to demonstrate a word-processing computer. We were mesmerized. We purchased the computers, and they changed our lives.

Today, I'm the editorial page editor at the Tribune-Star, a 42,000-circulation daily newspaper in Terre Haute, Ind. I've held that position for a little over six years. I write daily editorials and produce the opinion page that appears in our paper seven days a week. I also write a weekly column called "Changing Lanes" that appears on the cover of the Tribune-Star's Metro section. My column is topical, with an emphasis on local politics. I also contribute when time permits to a weekly computing page in our newspaper, writing primarily about the local telecommunications scene. I'm also part of team that's working to get our newspaper onto the World Wide Web.

GEnieLamp> It's obvious that you're well qualified to publish a

"""""""""" newsletter! What qualifies you to publish an *Apple II* newsletter?

Jones> For more than six years, I've been the proud owner of a IIgs.
""""" About three years ago, I made the decision to upgrade my Apple II hardware and software rather than change platforms. Since then, I've spent more and more time reading about the IIgs and experimenting with its features. I think I've developed a pretty good working knowledge of the computer. Although I'm far from being an expert, I do have an intense interest and enthusiasm for the IIgs. While I can't contribute to the Apple II community with any software or hardware expertise, I *can* contribute by drawing on my journalistic experience and skills. Creating a IIgs-specific newsletter is the best way for me to help carry the load of keeping the Apple II spirit alive.

GEnieLamp> Would you tell us how you first became interested in the
"""""""""" Apple II? Was it your first home computer?

Jones> My son was in elementary school in 1989 and we wanted him and his
""""" little sister to grow up with a computer in the house. (Of course, I *really* wanted one, too!) Although I had worked a lot on Macs, Apple wasn't producing a color version yet at a price we could afford. We wanted a color monitor, and a school teacher recommended we try out a IIgs in her classroom. We did, and we were hooked. We bought one a short time later from an Apple dealer. We've never regretted it.

GEnieLamp> You've said that the emphasis of Juiced.GS will be on
"""""""""" productivity. Would you explain that?

Jones> Personal computers aren't toys, although they're so much fun to
""""" use that it seems like it sometimes. A lot of people depend on them to produce very useful things. The IIgs may be old, relatively speaking, but it can still be an extremely productive computer. In fact, it is amazing just what folks can do with this supposedly obsolete machine. I want the content of Juiced.GS to emphasize the computer's usefulness and focus attention on the people and products that keep the IIgs a viable platform. That means traditional feature articles and reviews of software and hardware. But it also means allowing users to tell the rest of the IIgs community how they use their computers to accomplish tasks that make their lives easier, better and more fun.

GEnieLamp> What hardware and software are you using to produce the
"""""""""" newsletter?

Jones> I have a Rom 3 IIgs with 5.25 meg of RAM, a 42-meg hard drive (way
""""" too small), ZIP 8/16 accelerator, a CD-ROM drive, 2400-baud modem (Spectrum 2.0 telecom software) and a System Saver IIgs.

My printer is an ImageWriter II, but I've arranged to have my page proofs created on an HP DeskWriter 550C.

I usually write in Hermes (ShadowWrite) 1.3.4, but also use WordWorks Pro (from Softdisk GS) in some circumstances. I'll be using AppleWorks GS v1.1 for page layout, at least until the new version of GraphicWriter III comes out. I also use SuperConvert and Platinum Paint to create art and graphics.

GEnieLamp> Is Juiced.GS going to be a one-man operation?

""""""""""
Jones> Just me, I'm afraid. But I will be getting some great help from
"""""" my friend Greg Nelson, a IIgs user from Lincoln, Nebraska. He's
printing my master pages and has been a valuable consultant to me during
the newsletter's development process. I may also get assistance from
others occasionally if there are special needs that I can't handle with my
set-up.

GEnieLamp> Will you be accepting/soliciting submissions from other
"""""""""" writers and programmers?

Jones> Absolutely. I've already started. In fact, in Volume 1, Issue 1
"""""" there will be at least one piece, maybe two, from contributors
whose names will be very familiar to the folks in GEnie's A2 RoundTable.
And anyone who contributes will be paid for their work. It may not be
much, but it will be something. I figure as long as I'm accepting
subscription money for this newsletter, anyone who makes an effort to
contribute deserves something in return.

GEnieLamp> You've mentioned that non-subscribers can get single issues
"""""""""" from you, but that only subscribers will be eligible for gift
certificate draws. Tell us more about this.

Jones> Naturally, I want to encourage full subscriptions. To do so, I
"""""" set the subscription price-per-issue ($3) lower than the single
copy price ($4).

     To further show my appreciation to those who put their faith, trust
and support behind me in the early stages of this project, I decided to
have a drawing for a gift certificate before publication of each issue.
It's my way of saying thanks to charter subscribers while immediately
giving something back to the A2 marketplace. The first gift certificate
will be for $15 to the A2 vendor of the winner's choice. As the subscriber
base grows, so will the price of the gift certificate.

GEnieLamp> Your press release says that "readers will also learn how to
"""""""""" get access to a disk loaded with shareware and freeware".
What's the idea here?

Jones> The losses of GS+ and A2-Central last year took more away from the
"""""" Apple II community than just information. There were disks
involved, too, that provided software and other useful files. With GS+, it
was original, copyrighted software. But with A2-Central, it was
shareware/freeware etc. Someone made the observation during a discussion
in CompuServe's Apple II Users Forum last fall that they were surprised no
one had attempted to tap into the disk distribution void left by ICON.
This person--I believe it was Beverly Cadieux of Texas II--thought there
was still a market for distributing disks containing the latest
shareware/freeware releases.

     Well, that got me thinking. I download almost everything that goes
up on Cal Tech's Apple II archive and into the CompuServe library. And I'm
just now beginning to tap into the massive GEnie A2 library. I decided I'd
supplement Juiced.GS by offering an on-disk collection of
shareware/freeware from the previous quarter. The first offering, however,
will be a two-disk set called "The Juiced.GS Collection: Shareware '95".
The disks will be packed with programs and files from last year. The vast
majority of Juiced.GS Collection material will not have been included on

the Golden Orchard CD-ROM or on any of GEnie's A2 DoMs. The files will be compressed with GS Shrinkit to maximize space on disk.

I'm still finalizing pricing details, but the purchase price will be minimal. It will be no more than $8 for the two-disk set, probably less. And single disks later on will be no more than $5, probably less. I'll announce details in the first issue of Juiced.GS, and more information in subsequent issues. I'll also publish an index of what material will be on each disk.

GEnieLamp> What do you consider your most proud accomplishment?
"""""""""

Jones> Whew! Let's see. I hit a curve ball one time... directed a
""""" muscial comedy and played a couple of lead roles for our community theater... was editor of a small newspaper that won a number of statewide journalism awards...

But most proud accomplishment? I guess I'm most proud of my kids, but they may be turning out very well in spite of me rather than because of me. :)

I'm proud of my 20-year journalism career, during which time I've often been called upon to be a problem-solver and trailblazer when new endeavors are planned. I love new challenges and new adventures, and it's nice to have others call on you for help, input and creative leadership when new and innovative projects are in the works.

GEnieLamp> Who do you look up to as your mentors?
"""""""""

Jones> This may seem hokey, but I'd have to say my primary mentor has
""""" always been my dad. He worked two jobs when I was growing up. One as a printer at a nearby U.S. Navy base (yes, there's a naval weapons facility in southern Indiana), and he also had a print shop of his own in our basement at home. He's a quiet guy and taught us mostly by example, but I learned an enormous amount from him about using technology to be creative and accomplish things in an efficient and effective manner. He's retired now, but still has a printing press in his basement and keeps very busy with it. Much of his typesetting is now done on a Macintosh computer.

I'd also say my first publisher had a profound effect on me. He was a forceful and dynamic individual. Not only did he give me the opportunity to develop as a journalist by tolerating my youthful arrogance and immaturity, he motivated me to improve and excel far beyond what I thought were my limits. He died suddenly of a heart attack (at age 52, no less!) while I was still working for him. I never got the opportunity to thank him for all he did for me, but he would have probably just scoffed and waved me away. My association with him was a key building block in my career. Most importantly, he helped me develop the attitude that if something's worth doing, it should be done right and performed with a high degree of spirit and enthusiasm. I now share his philosophy: "Life is short. Play hard."

GEnieLamp> Where do you see the future of telecommunications moving in
""""""""" the next five to ten years?

Jones> To tell you the truth, I'm not sure I can see as far ahead as the
""""" next five to ten months. The pace of change is mind-boggling. I read a quote not long ago from a guy assessing the current

telecommunications revolution. I don't have the quote in front of me, but the thrust of his point was that not long ago he thought the Internet was clearly the most important information/technology development since the invention of the printing press. But today he's modified that assessment. He now believes the Internet is the most important technological development since the discovery of fire. An exaggeration? Perhaps, but he makes a good point.

GEnieLamp> What sorts of things do you like to do for fun (i.e. non-computer hobbies)?

Jones> I'm an avid reader, a pretty serious baseball fan, and I like swimming and boating (but not in February in the Midwest!). I also play the guitar and am involved in a lot of my kids' activities. There are tons of things I'd like to do, such as community theater or playing in a summer softball league, but I just don't have time. Maybe someday. I just wish the days were longer.

GEnieLamp> How did you get involved in telecommunications?

Jones> My first experience with telecommunications was in the early '80s when I began occasionally sending stories to our newspaper's mainframe from a Radio Shack Model 100 portable computer. The portable I used only had 8K of memory :) but we all thought it was pretty cool!

More recently, I was the first non-computer department employee at our newspaper to be given access to on-line services and the Internet at work. They were looking for someone to act as a sort of liaison between the computer tech people and the dozens of computer/telecommunications novices in our newsroom. I kind of assumed that function. It's kept me pretty busy, but it's been fun. And *very* instructive. I've learned a lot, and am learning more all the time. A lot of reporters and editors are now using the Internet and other services to help them do their jobs.

GEnieLamp> I was glad to note coverage from CompuServe in your prototype issue. GEnie is definitely the service to use if you're only using one, but I like to hear from "outside the family" occasionally, and I don't think I'm the only one. Yet I note your preferred E-mail address is your GEnie account. Do you intend to maintain a presence on other services?

Jones> My GEnie address is preferred because that's my personal e-mail address. I use my CompuServe address mostly for my newspaper work, but I do monitor the Apple II Forums and occasionally participate. The CompuServe Apple II forums have some great people--Joe Walters, Jim Nichol, Shawn Goodin, Joe Kohn, etc.--but there are far fewer members than on GEnie. I also monitor the comp.sys.apple2 Usenet group daily. I will continue to maintain a presence in all three locations and stay in touch with the active participants in each spot.

GEnieLamp> How long have you been a member of GEnie? What new services do you think GEnie should provide its subscribers?

Jones> I finally signed on to GEnie on December 1, 1995. I wanted to be here a long time ago, but I live in a rural community south of Terre Haute with no local GEnie access. I put off spending the money to be GEnie member until I had purchased some other things I needed, such as an accelerator, modem, telecommunications software, etc. But I have read

GEnieLamp A2 for a long time and received the A2 Disk of the Month through Shareware Solutions II.

I'm still learning about all GEnie has to offer, so I'd better reserve any suggestions for when I have a better knowledge of the vast services available.

GEnieLamp> What one piece of advice would you pass along to a new """""""""" Apple II telecommunications enthusiast?

Jones> Read the manuals! That's something I usually do when all else """""" fails. :) Makes life more complicated than it needs to be sometimes.

Actually, the best advice is to dive in and explore. Doing so will help you get accustomed to your telecommunications software and help you understand what resources are available on-line. If you get stuck, don't be afraid to ask questions. Most Apple II folks on-line would be more than happy to assist.

[*][*][*]

If you'd like information on how to subscribe to _Juiced.GS_, send E-mail to M.JONES145 or contact him by writing:

Max Jones
Juiced.GS
2217 Lakeview Drive
Sullivan, IN 47882
USA

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/ "I'm 'finally' the proud owner of a ZipGS." /
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o COMMENTS: Contacting GEnieLamp

o GEnieLamp STAFF: Who Are We?

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RoundTable	Keyword	GEnie Page	RoundTable	Keyword	GEnie Page
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Apple II	A2	645	Apple II Dev.	A2PRO	530

Macintosh Dev.	MACPRO	480	Geoworks	GEOWORKS	1050
BBS	BBS	610	CE Software	CESOFTWARE	1005
Mini/Mainframe	MAINFRAME	1145	Programming	PROGRAMMING	1445
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      ~ PROFILE:  Steve Cavanaugh, Publisher of _The Apple Blossom_ ~
          ~ APPLEWORKS ANNEX:  The AppleWorks Gazette--Issue #1 ~
            ~ FILE BANDWAGON:  Top 10 Files for January 1996 ~
                   ~ HOT NEWS, HOT FILES, HOT MESSAGES ~

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           >>> WHAT'S HAPPENING IN THE APPLE II ROUNDTABLE? <<<
           """""""""""""""""""""""""""""""""""""""""""""""""""""

                           ~ March 1, 1996 ~

 FROM MY DESKTOP ......... [FRM]        FROM MY MAILBOX ......... [MAI]
  Notes From The Editor.                  Letters To The Editor.

 HEY MISTER POSTMAN ...... [HEY]        HUMOR ONLINE ............ [HUM]
  Is That A Letter For Me?                Apple II Brainwash Test.

 REFLECTIONS ............. [REF]        APPLEWORKS ANNEX ........ [AWX]
  Nursing Homes on the Internet?          The AppleWorks Gazette.

 FILE BANDWAGON .......... [BAN]        THE ONLINE LIBRARY ...... [LIB]
  Top 10 Files for January.               January Arrivals on Genie.

 PROFILES ................ [PRO]        LOG OFF ................. [LOG]
  Steve Cavanaugh, Apple Blossom.         GEnieLamp Information.

[IDX]""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""
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READING GENIELAMP GenieLamp has incorporated a unique indexing system
"""""""""""""""""" to help make reading the magazine easier. To utilize this system, load GenieLamp into any ASCII word processor or text editor. In the index you will find the following example:

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HUMOR ONLINE ..... [HUM]
 Genie Fun & Games.
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To read this article, set your find or search command to [HUM]. If you want to scan all of the articles, search for [EOA]. [EOF] will take you to the last page, whereas [IDX] will bring you back to the index.

MESSAGE INFO To make it easy for you to respond to messages reprinted
"""""""""""" here in GenieLamp, you will find all the information you need immediately following the message. For example:

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                (SMITH, CAT6, TOP1, MSG:58/M475)
 _______________|   _____|__  _|___    |____ |_______________
|Name of sender   CATegory  TOPic    Msg.#   Page number|
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In this example, to respond to Smith's message, log on to page 475 enter the bulletin board and set CAT 6. Enter your REPly in TOPic 1.

A message number that is surrounded by brackets indicates that this message is a "target" message and is referring to a "chain" of two or more messages that are following the same topic. For example: {58}.

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""""""""""" hours of non-prime time access to most Genie services, such as software downloads, bulletin boards, Genie Mail, an Internet mail gateway, and chat lines. Genie's non-prime time connect rate is $2.75. To sign up for Genie service, call (with modem) 1-800-638-8369 in the USA or 1-800-387-8330 in Canada. Wait for the U#= prompt. Type: JOINGENIE and hit RETURN. When you get the prompt asking for the signup/offer code, type: DSD524 and hit RETURN. The system will then prompt you for your information. Need more information? Call Genie's customer service line (voice) at 1-800-638-9636.

GET GENIELAMP ON THE NET! Now you can get your GenieLamp issues from
"""""""""""""""""""""""" the Internet. If you use a web browser, connect to "gopher://gopher.genie.com/11/magazines". When using a gopher program, connect to "gopher.genie.com" and then choose item 7 (Magazines and Newsletters from Genie's RoundTables).

*** GET INTO THE LAMP! ***
""

```
  ////////////////////////////////////// Genie_QWIK_QUOTE ////
 /  I do the audio sampling for part of my living.  People    /
/  are not only amazed, but astounded, that I'm using a      /
/  9-year-old computer to do the things that they only       /
/  recently have been able to do... and then, they have to   /
/  pay hundreds of dollars just for the software to do it    /
/  properly.                                                 /
////////////////////////////////////////////  LUMITECH  ////
```

[EOA]
[FRM]//////////////////////////////

FROM MY DESKTOP /
////////////////////////////////
Notes From The Editor
""""""""""""""""""""""""

by Douglas Cuff
[EDITOR.A2]

>>> SPARED CHANGE <<<
""""""""""""""""""""""""""

Since we were last together, GEnie has shed its upper case E and transformed into Genie. General Electric Information Services, Inc. sold our host online service to Yovelle Renaissance Corp. (whoever they may be when they're at home). So GEnieLamp A2 has become GenieLamp A2, much to the relief of hundreds of readers who hated that upper case E in the first place.

There have been other changes at Genie.

An immediate change that has caused many a voice to rise and many a door to be slammed is the new fee structure. The monthly minimum of $8.95 has been replaced by $18.95... and that's just for old-timers. New Genie customers are charged $23.95/month. The number of free non-prime time hours has increased from 4 to 9, and extra non-prime time hours cost $2.75, not $3.00.

GenieLamp exists to promote Genie. Nevertheless, I have to report that the new rates have meant several departures, from the A2 RoundTable and elsewhere, because customers cannot afford the $120/year increase. I can't blame them, and I doubt that the majority will ever be back. ("You want to come back? Sure. That'll be an extra $5/month for the rest of your stay on Genie.") Winning back a disgruntled customer is harder even than finding new customers.

This immediate change in the rates has rankled, but if the new management can be persuaded to offer a more affordable option, then the new changes will be the saving--or perhaps making--of Genie.

Genie is a great service, and is still _the_ place to be if you own an Apple II. Nevertheless, before the sale of Genie, some of us were worried about its future. Genie was maintaining where it needed to grow. Now, Yovelle plans to carry Genie into the future. That's fantastic news.

If Genie is allowed to continue--if it doesn't suffer a mass exodus in protest at new, higher minimum fee--it will be an industry leader again. To achieve that, however, it must find a way of keeping its old users and attracting new ones. The current fee structure is not a way of doing either.

Let's hope the new management realizes it, and implements a new fee structure before it's too late. If it doesn't, I may end up writing next month's editorial for an audience of two.

[*][*][*]

As always, my timing is impeccable--impeccably dreadful, that is. Last month, I urged you to write for GenieLamp A2, and dangled free Genie credits in front of your eyes. One of the results of the management

changeover is that credits are suspended until further notice. I'm still eager for contributions; I simply can't pay for them, that's all.

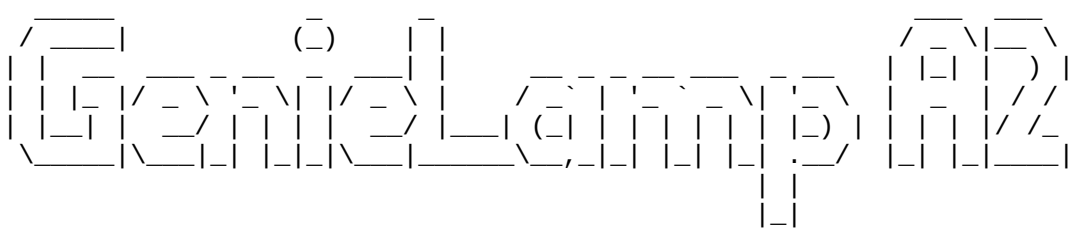
Two closing statements: The PAUG Newsletter has not yet returned. I don't know why (as I hoped I would when I wrote last month's editorial).

-- Doug Cuff

Genie Mail: EDITOR.A2 Internet: editor.a2@genie.com

```
 _____________________________________________________________
|                                                             |
|                    REPRINTING GENIELAMP                     |
|                                                             |
|   If you want to reprint any part of GenieLamp, or          |
|   post it to a bulletin board, please see the very end      |
|   of this file for instructions and limitations.            |
|_____________________________________________________________|
```

ASCII ART BEGINS



ASCII ART ENDS

This issue of GenieLamp A2
is dedicated
with affection and respect
to
absent friends.

[EOA]
[MAI]//////////////////////////////
FROM MY MAILBOX /
//////////////////////////////
Letters To The Editor
"""""""""""""""""""""""""

MEGADEMO FOLLOW-UP #1 You said in your February editorial:
"""""""""""""""""""""""""

"So what's a major gaffe? Assuming that Canadians and Americans are 'the same thing'. Assuming that Austrians and Germans are the same. Assuming that New Zealanders and Australians are the same. And not knowing the difference between a gaffe and a faux pas. <grin>"

I sometimes wish that Austrians and German were the same... Schwarzenegger being an Austrian is a major blow to my nationalist pride ;-). As for Kiwis and Aussies: They talk the same, don't they, and anyway, where's the difference, save a few thousand miles. *ahem*

Anyway, the reason to write (apart from sending silly comments about Austrian hollywood stars) is your mini-flame-fest with NinjaForce. IMVHO, that piece was just a tad too long. The original letter by NinjaForce, your original reply, and then maybe a short paragraph mentioning that it developed into a sneering match that you'll spare the reader would have been quite enough, I think.

Maybe I'm oversensitive due to bad experiences on the Internet newsgroup csa2. Anything that even hints at a flame gets me a bit jumpy. I can ignore it on csa2, it's part of the game there, but GEnie was always the "kinder, gentler" online service, and I would hate to see that attitude being undermined. Not that your piece did a lot of mining, mind you, but it kind of nibbled at the edges, I think.

Cheers
Soenke Behrens
sbehrens@contech.demon.co.uk

> Yes, possibly I overreacted slightly. I have a pronounced dislike both of being told what/how I think and of being unjustly accused. My apologies to those who would rather have not witnessed the exchange.--DGC

MEGADEMO FOLLOW-UP #2 I haven't finished reading the latest GEnieLamp yet, but want to respond to the issue of the MegaDemo. I agree with you wholeheartedly! :)

The funny thing is that a while back I got involved in a conversation about this w/the author(s) on csa2. I forget how it started, but it came down to me voicing my opinion that while demos are OK the first time around, they just aren't that useful. I was attacked by "NinjaForce" much the same way you were.

Just thought I'd give you a little moral support. :)

Wily
P.CREAGER

> Thanks for the support, Wily. I got letters from both sides on the MegaDemo question. That's better than apathy, as I've said before. Still, let's hope it doesn't develop into a schism.--DGC

POSSIBLE NEW APPLE II PUBLICATION Hello World!

Well yes, there is another Apple II publication around. It is called "Dark Castle Magazine" and is published quarterly. We wanted to tell about our magazine during the fall of 1995, but it just didn't happen :-). Maybe we should tell something about DDC Magazine.

In the beginning we started a bulletin board system (a BBS) with the name "Deep Dark Castle", but we finally left "Deep" away. It runs METAL/ FutureVision and joins the Futurenet network.

After a few months we realized that not every Apple II owner has a modem and could join our BBS and participate in any discussion or read about 'things going on in Apple II-land'. So we started publishing a disk with software that had been uploaded to the BBS or had been sent in by mail. We found that this wasn't enough, so we started publishing a

magazine AND a disk.

So far so good, but this was all in Dutch and we got requests from foreign people to send them a copy. Because of several people there was no reason to switch to the English language, but more requests started coming in. This made us think. Why not publish in English? GS+ had gone, Softdisk Apple II and others also.

But, we weren't the only ones who thought this: Juiced-GS, The AppleWorks Gazette and Apple Blossom hit the scene. This made us think again: is it needed to bring another publication? Well, we finally made up our decision: it is up to you.

Would YOU like to see another publication for the Apple II only? Would YOU like to subscribe? Maybe some information about Dark Castle Magazine will interest you.

Dark Castle Magazine Published quarterly, currently in Dutch. If enough requests come in, the June '96 issue will be published in English (and the next ones too, of course).

What is covered in each issue depends on what is sent in, or what we wrote during the last quarter. However, in each issue we discuss a column called 'modem talk'. It contains information about the use of modems and telecommunication on your Apple II. A pending item is the Video Grabber. This is a new card for the Apple IIgs that will grab video frames in real time (in the background) while running GS/OS.

On the disk you will find self written programs, self made sounds, midi files, pictures and other (interesting) software. These disks are available on the ftp site Caltech (ftp.cco.caltech.edu) in the pub/apple2/incoming directory. [Editor's note: This address was accurate when this letter was written, but may not be accurate by the time you read this.] The files are called ddc01.shk through ddc05.shk. DDC06 will be put online at the end of March 1996 when it's finished. So you can check them out yourself. Of course we can send you one or more disks by mail, but you pay the shipping :-)

There is a lot more to tell you about, but we have no international information sheet ready yet. It will soon be requestable by email.

If YOU are interested, please email us! We will mail you more information back including subscription ratings (including shipping). When we switch to English, the disks won't be put on Caltech anymore because they are part of the magazine.

We can be reached at:

BBS : +31-314-365145

Internet : dboomsma@sci.kun.nl
dark_dude@darkcastle.euro.fnet.org

HTML : http://www.wco.com/~gbmaidsf/db/ (under construction)

Snail mail: Dark Castle Magazine (Doede Boomsma a.k.a Dark Dude)
Wolborgenmate 72
7006 DK Doetinchem

The Netherlands

[EOA]
[HEY]////////////////////////////
HEY MISTER POSTMAN /
////////////////////////////
Is That A Letter For Me?
""""""""""""""""""""""""""
by Douglas Cuff
[EDITOR.A2]

o A2 POT-POURRI

o HOT TOPICS

o WHAT'S NEW

o THROUGH THE GRAPEVINE

o MESSAGE SPOTLIGHT

>>> A2 POT-POURRI <<<
""""""""""""""""""""""""

APPLECOLOR RGB MONITOR FIXES
""""""""""""""""""""""""""""""

Several Quick and Simple fixes for AppleColor RGB monitor problems

Notice: All of these repairs require removing the back case of the monitor, and some amount of soldering. If you are not confident of your abilities to handle this enviroment have someone else who is confident and qualified perform the needed repairs.

There are potentially lethal shock hazards exposed during these procedures, as well as CRT implosion hazards. Proper safety procedures should be followed. These instructions are presented here as reference materials for properly qualified service technicians to make use of. I shall NOT, in ANY MANER, be liable, or held liable, for any injuries, to anyone, or any piece of equipment, occuring while following these directions.
==========

Symptom: The entire screen lights up with one color.

Fix: Obtain three 10uh (10 micro henry) inductors (Radio Shack often has these available, usually less than $5.00 for all three). Use these to replace L6R2, L6G2, and L6B2, all three of which are found on the PC board that is mounted to the neck of the CRT. (No adjustments of anything should be required) All three should be replaced at the same time, as field reports indicate that once one has burned out, the other two aren't far behind.

Note: These three inductors are used in series with the collector load resistor on the three gun driver output transistors, they simply perform power supply decoupling between the colors. When one of these inductors opens up, the collector of the associated gun driver transistor is no longer connected to it's source of power, causing the transistor's bias to go nuts (due to electron impingment on the grid) This causes the one color that has to open inductor to become biased full-on. This CAN CAUSE

PERMENENT DAMAGE the CRT, do NOT leave the power on for longer than needed to observe the symptom.

Also note that it is normal for the PC board near these inductors to be somewhat discolored from heat (being dissipated by the noted collector load resistors)
==========

Symptom: The entire screen slowly fades to black, sometimes comes back (full or partially) when the case is slapped. [In some cases the screen may never show anything at all, but if one checks with the back of the hand it will be noted that there is a considerable static charge on the face of the CRT]

Fix #1: After unplugging the PC board from the neck of the CRT (slicing thru the blob of silicone rubber if present) clean the pins of the CRT with a tarnish removal chemical such as Tarn-X. Reassemble and test after drying.

Note #1: While I have not seen this procedure needed on the AppleColor RGB monitor, I have done this to fix several "fishtank" style Macs as well as televisions. It's a cheap longshot that can save a LOT of time and effort when it does work. Call it Majik and bill accordingly ;-)

Fix #2: After unplugging the PC board from the neck of the CRT (slicing thru the blob of silicone rubber if present) inspect and resolder every pin on the CRT socket where it connects to the PC board, also resolder both ends of R636. DO NOT try resoldering these connections with the board still plugged onto the CRT as the heat conducted into the CRT along the pins may cause it to implode, causing severe injury!

Note#2: The solder joints on the pins of the CRT socket sometimes crack, causing poor / intermitent contact and operation. Usually caused by blocked cooling and excessive operating temperature

Fix#3: After unplugging the PC board from the neck of the CRT (slicing thru the blob of silicone rubber if present) test R636 with an ohm meter. This is a 1.2 ohm, 2 watt ceramic / sand resistor, which is in series with the CRT's filiment. If it is open, replace it with a like part. Be certain to mount the replacement away from the board, for proper heat disipation.

Note#3: This resistor fails due to excessive heat, and normal thermal cycling over a long period of time (many on/off cycles)

Fix #4: Locate the horizontal output transformer (flyback) and resolder all of it's pins on the bottom of the lower PC board, paying particular attention to pins 6 and 9 (these provide filiment voltage to the CRT)

Note#4: The solder joints on the pins of the horizontal output transformer sometimes crack, causing poor / intermitent contact and operation. Usually caused by blocked cooling and excessive operating temperature, but can also be agravated by magneticly induced motion (on a micro scale) which is directly related to the horizontal output frequency of 15.750Khz. This problem is also prevalent on many other monitors, TV sets, and in particular, the older "fishtank style" Macs.

Overall Note: If you sliced thru the blob of silicone rubber that keeps

the board attached to the CRT, it is a good idea to re-glue things with a fresh blob of silicone rubber, as was done originally. This will keep the board in place when the monitor is moved or shipped. (A good grade of RTV or 100% silicone rubber bathtub caulk is desirable)
==========

Symptom: Monitor appears to be totally dead. No power light, no "thump" at turn-on, no static charge noted on face of CRT.

Caution: This procedure involves working in an area of the monitor that is NOT isolated from the power line. Be CERTAIN to unplug the monitor EVERY time prior to putting even one hand into these areas!

Fix: Check the internally mounted power line fuse located on the lower board near where the power cord enters. If it is bad try a replacement of the same current and voltage ratings. If the replacement fuse blows almost immediately:

a) Locate the connector for the auto degausing coil (near front edge of lower board, same side as fuse) and unplug it. Retest with a new fuse. If all is now well the degausing coil should be replaced as it's shorted.

b) Desolder and remove RP901 (near front of monitor, same side as fuse), and retest with a new fuse installed. If all is now well, RP901 needs to be replaced (it's a glowbar / thermistor which controls current thru the automatic CRT degausing coil at turn on, these are rather generic and readily available at many TV repair shops)

If removal of RP901 did not eliminate fuse blowing, then reinstall it, as it's probably Ok. The problems lie elsewhere and will require further diagnostic skills on your part. (Checking all components in the power supply, especially electrolytic capacitors will likely reveal the problem. Also check the horizontal output transistor for shorts)
==========

Symptom: Single horizontal or vertical line line on screen

Fix #1: Check the connector between the deflection yoke and the lower PC board. Also check the bottom of the board around this connector for cracked solder joints, resoldering as needed.

Fix#2: If the line is horizontal, and you have been working inside the monitor, check the Service Switch, which is located on the PC board on the neck of the CRT, middle of the edge directly over the power cord. It is very easy to bump this switch accidentally. This is a three position switch, it should be in the middle position for normal use.

-Harold
Resident Solder Slinger
(HAROLD.H, CAT12, TOP25, MSG:32/M645;1)

[EDITOR'S NOTE: This is the first installment of what is expected to be a multi-installment series.]

THIS TIME, WE REALLY MEAN IT! Found out that AOL is closing down what is

"""""""""""""""""""""""""""""" left of the Apple II forum in a couple of weeks. Apparently, the Apple II libraries will still be available.

Rick

(R.BARD5, CAT2, TOP7, MSG:239/M645;1)

FREEWARE/SHAREWARE CATALOG Well, in a very round about way, I've just had
"""""""""""""""""""""""""" a solution of sorts handed to me concerning SSII's lack of having any sort of printed catalog of freeware/shareware software.

SSII is going to take over the entire BRCC library of freeware/shareware. For years, BRCC has had a real nice looking catalog of those library disks. So, BRCC is also planning to send me a printed master of that catalog, with all references about BRCC removed. I'll be able to add a new cover with SSII ordering info, and presto...SSII will have a massive freeware/ shareware printed catalog.

Although it's certainly not going to be a complete catalog of disks available from SSII, it'll be a heckuva good start.

I like word-around solutions <grin>. Hmmm...this is a work-around shareware solution. That has a certain ring to it...

Joe

(JOE.KOHN, CAT28, TOP4, MSG:230/M645;1)

NEW EGO SYSTEMS CATALOG I'm very pleased to announce that the new EGO
"""""""""""""""""""""""" Systems catalog finally shipped on Monday, February 5th, 1996. If you were a GS+ Magazine subscriber at any time during the last year, your copy of the catalog is on it's way to you. If you weren't a GS+ Magazine subscriber, but you'd like a copy of the catalog (which has thirteen pages of IIGS stuff, two pages of Apple II->Mac bridge products and one 'editorial' page), send me your complete snail mail address (via e-mail) and I'll get a copy of the catalog out to you.

If you are a user group officer and you would like multiple copies of the catalog to hand out at your next meeting, just let me know how many you want!

Diz
EGO Systems

(DIZ, CAT33, TOP2, MSG:11/M645;1)

STAR TREK RSOUNDS UPDATE Someone recently reported here that EGO Systems
"""""""""""""""""""""""" had published information on where to get some "Star Trek" rsounds. I followed the information, and here is the latest...

Sound Source Interactive
2985 E. Hillcrest Dr.
Suite A
Westlake Village, CA 91362
Sales (800) 877-4778
FAX   (805) 495-0016

Firstly, they no longer offer the Star Trek sounds for the GS _or_ the MAC...only for Windows. This is due to the 'rights' having been pulled from them. This won't prevent one from buying the Windows version and

having someone with Windows to run the dedicated application that uncompresses them to a .BMP format, and then bringing them over to the GS.

Secondly, they have _lots_ of stuff, both for the MAC and Windows. The sound oriented stuff includes...

Star Trek "Virtual Reality" Audioclips
Star Trek Motion Picture Audioclips
Star Trek: TNG "Virtual Reality" Audioclips
Star Wars audioclips
Empire Strikes Back audioclips
Return of the Jedi audioclips
Terminator 2 audioclips
Total Recall audioclips

Thought you'd like to know.

Jeff Carr
(LUMITECH, CAT6, TOP7, MSG:228/M645;1)

APPLE II CODENAME HISTORY LESSON

Actually, Cortland was the code name, or internal name, for the Apple IIGS. It was one of many (like Gumby, for example). It was imortalized by the simple coincidence that it was the code name when some enterprising person at Apple decided to have some labels made up to replace the standard "Apple" name that appears imbedded in the lid of an Apple //e. These labels were used on the covers for the very early prototype Apple IIGS computers that were mounted in Apple //e case tops--the back and bottom was changed.

Later prototype models used a standard Apple //e lid, going back to the original top label for security reasons. After all, when it's off, an Apple IIGS motherboard mounted in an Apple //e case looks just like an Apple //e-- from the front, at least.

Perhaps because of it's ensrinement in hardware, Cortlan stuck around for a long time as a code name. The original versions of ORCA for the Apple IIGS that Apple published under their label were known as CPW, for Cortland Programmer's Workshop. There was a bitter debate at Apple before the final name was changed to APW. Why? Cortland fanatics, you suppose? Nope. The MPW team (Macintosh Programmer's Workshop) didn't want an Apple][product to carry the "company" name! Sensibility and the fact that the _computer_ was called Apple won the day. :)

By the time the Apple IIGS was in an Apple IIGS, the name Apple IIGS was decided for sure. The initial ROM 00 Apple IIGS computers were not called Cortland, which, after all, was never intended to be anything but a code name.

As an aside, though, Macintosh was also a code name. The name stuck (along with the mispelling) because so much had leaked about the new "Macintosh" computer that Apple didn't want to loose the name recognition!

Mike Westerfield
(BYTEWORKS, CAT28, TOP4, MSG:251/M645;1)

WIN A FOCUS HARD CARD!

Ever since the first issue, Shareware Solutions II has been proclaiming: "Support Those Who Support

The Apple II."

The time has come for Shareware Solutions II to offer thanks to the folks who continue to support Shareware Solutions II.

On February 29, 1996, Shareware Solutions II is going to be giving away an 80 megabyte Focus Hard Drive. That's right; we're giving it away!

A Focus hard drive is a speedy Internal hard drive that works on either a IIe or IIGS. It is completely self-contained, meaning that no additional interface card is required. Just plug it in, and away you go.

On February 29th, Shareware Solutions II will be giving that hard drive away to some lucky Shareware Solutions II subscriber. If your subscription is current on that date, you could be the winner.

Joe Kohn
Publisher, Shareware Solutions II
(JOE.KOHN, CAT28, TOP4, MSG:269/M645;1)

<<<<< In the latest issue of Shareware Solutions II (v2, #6) it was
""""" announced that some lucky and current Shareware Solutions II subscriber would be chosen on February 29, 1996 to receive an 80 Megabyte Focus Hard Drive.

What wasn't described was the method that Shareware Solutions II planned to use to choose that lucky subscriber. Please sit down before reading further...

On the morning of February 29th, Shareware Solutions II will have AppleWorks Classic generate a list of the names of all current subscribers as of that date. That listing will be in ASCII format so that it can be easily transmitted via modem to the gentleman who has agreed to choose the recipient of "The Shareware Solutions II Hard Drive Give Away."

And who might that gentleman be, you wonder?

The winner will be chosen by none other than Steve Wozniak, the inventor of the Apple II computer!

Joe Kohn
Publisher, Shareware Solutions II
(JOE.KOHN, CAT28, TOP4, MSG:284/M645;1)

RAMFAST IIe I've had my RamFAST IIe for several weeks now. Here are a
"""""""""""" few observations.

1. It works well in a ROM3 GS.

2. It works well in an enhanced //e _without_ a ZIP8.

3. It doesn't work in an enhanced //e with a ZIP8. Yup, I've tried five different //e's (various vintages) and five different Zips (various vintages). If the Zip is in the machine (fast or slow) the system hangs. And it hangs well, too. Even if you reset out of the hang, and attempt to boot from a floppy, it crashes to the monitor. Take out the Zip, and all is well.

Number 3 is especially disappointing, as I have several Zipped II'e at work that could really use a RamFAST. SS told me they thought it would work. They have been aware of the problem for about 3 weeks, but I'm beginning to believe that they aren't going to be able to fix it. I even offered to send them one of my spare Zip Chips.

Oh well. I'm sure glad it works in a GS, albeit at slightly higher power consumption.

BTW, you guys were right. The difference between the HS SCSI and the RamFAST, especially under P8, is amazing. Really amazing.

Hugh...
(H.HOOD, CAT20, TOP13, MSG:335/M645;1)

RETURN OF THE CALTECH APPLE II ARCHIVE
""
Found this on Usenet.comp.sys.apple2 today:

Sat Feb 24 09:10:18 1996
Message : #39728534 From: Daniel Zimmerman
Address : dmz@cco.caltech.edu
Group : Usenet.comp.sys.apple2
Subject : Return of the Caltech Apple II Archive!
Msg-ID: <dmz-2402960250570001@babylon.caltech.edu>
Posted: Sat, 24 Feb 1996 02:50:57 -0800
Org. : California Institute of Technology, Pasadena

The Caltech Apple II Archive is back! I have taken the archive and given it a new home on my own machine, with the help of EGO Systems (who graciously donated a copy of their "Shrink II" Macintosh application so I could use it for file validation and maintenance)... Space on the archive is no longer at a premium, so the submission rules have changed somewhat (they're in README.UPLOADS)... Also, a couple of niceties have been added (one of them being that the server will warn you if it thinks you uploading _or_ downloading in the wrong transfer mode)...

The archive's new address is "apple2.caltech.edu" (this is an alias which currently points to my machine, but which will, in the future, follow the archive around). I am running both an ftp and a gopher server, so either can be used to access the archive (I don't expect a whole lot of gopher users, but I figured, hey, it's no extra work on my part :)... WWW access to the archive may also be available in the future.

Currently, there is a limit of 15 simultaneous users on the server. This is because, in addition to serving the Apple II Archive, my machine is also serving RealAudio for the Roxette Home Page, and I want to go easy at first to see how it handles the extra load. I will increase the limit if I see that it isn't a problem.

Thanks to everybody who sent me e-mail asking for the archive's return - that's the main thing that finally convinced me to do it... :)

Enjoy, and please e-mail any comments/questions/problems to me...

Dan Zimmerman
Caltech Apple II Archive Administrator

--

Daniel Zimmerman Caltech Apple II Archive Admin/Official Roxette WWW Admin
MSC #1023, CaltechWWW: http://www.cacr.caltech.edu/~dmz/
Pasadena, California 91126-0001 USA Internet: dmz@cco.caltech.edu

(M.EWEN, CAT35, TOP29, MSG:32/M645;1)

IN THE BACK ROW-O-O-OH... Speaking of flashbacks, the Sci-Fi Channel is currently showing "Automan", a TV show which ran from late '83 to mid '84. Automan, an anthropomorphic computer generation ala TRON, was being asked about his astrological sign by an interested young lady. Puzzled, he asked his programmer/creator how he should answer. The reply? "Tell her you're an Apple II." Cosmic! ;-)

:froggie

(FROG.MAN, CAT2, TOP7, MSG:64/M645;1)

>>> HOT TOPICS <<<

NEW GENIE RATES I had a conversation with one of my regular e-mail friends tonight. He has canceled his GEnie account and had a difficult time doing it too.

He only used his GEnie account for a few hours a month, never quite going over his allotted free time and he doesn't see ever using nine hours a month. He called GEnie client services and was told that this month the cost would go up to $18.95/month, then in March it would go up to about $29/month. This would be with the nine hours free time. But for a user that only needed a few hours a month, this is no longer a good deal, and my friend and many other GEnie users, from what he was told by the gentleman taking the calls from Rochester, NY, are canceling their accounts.

My friend liked GEnie because he wasn't forced to use a graphic interface, the reason was simple, my friend is visually impaired, and he can format his text display to suit his visual needs, he cannot use the typical graphical interface used for a lot of internet access because it isn't scalable like his text screen, he also can't track an arrow to point and click on a menu that is spread around various points on the screen.

He can still use a lot of local BBSs, but they don't have the mail capabilities that GEnie had, which was his primary use. He can get local unlimited Internet access for a little as 10/month here, he doesn't want to since he can't see the screens well enough to make good use of them, but GEnie's restructuring of their prices has forced him off the system.

We also discussed the new Telecommunications bill and our increasing cable rates (with decreasing service).....but I won't go into that...:)

Fortunately I use enough GEnie time to make the price hike less painful than it will be for a lot of folks, so it's not going to change my use much. But then, I just bought a Mac LC used (as a peripheral for my //gs and Newton ;)

TRON - [effaced]

(T.R.ONAN, CAT2, TOP7, MSG:214/M645;1)

>>>>> I've read a lot of the grumbling about the price increase and the """"" decisions of some to leave Genie. But no one yet has expressed my reason for staying: it's insurance. Some folks buy AppleCare to keep their system running; I have Genie. If it costs more than AppleCare, so what, it's more fun than JUST an insurance policy. Where else, even with Apple (Macintosh) dealers, can you get the free expert advice cheerfully and patiently given, the software, the directions to sources and anything else needed to keep your Apple running? And you don't even have to leave home to get it!

Marie Barry

(M.BARRY2, CAT2, TOP4, MSG:72/M645;1)

PREMIERE ISSUE OF JUICED.GS """""""""""""""""""""""""""""" I am pleased to announce that the premier issue of Juiced.GS was mailed to subscribers early Monday afternoon. It will soon be arriving in a mail box near you.

I encountered a production delay late last week when Murphy's Law kicked in. First, the FedEx overnight package from Lincoln, Nebraska, containing the master pages took three days to arrive. :(Heavy fog in the Midwest apparently kept air-cargo planes from making their appointed rounds. When the package finally arrived, I discovered that the HP DeskWriter 550C on which the master pages were created performed some unforeseen modifications to the text. The biggest problems occurred with formatted text (bold face, italics, centering, right justification, etc). It took some tedious cutting and pasting to correct the more obvious flaws.

Now I'm ready to forget all that, and I hope the first issue of Juiced.GS meets with everyone's satisfaction. :)

I'll be looking forward to lots and lots of feedback. Let me know what you think, what's good, what's not, and what you'd like to see covered in future issues.

For those who have not yet subscribed but would like to, I remind you that a special charter subscription rate of $12 in the U.S. and Canada and $18 elsewhere for the four 1996 issues is available to Genie A2 members until March 15. After that, the regular subscription rate of $14 ($20 overseas) will be in effect. If you'd prefer a single copy rather than a subscription, it is available for $4 in the U.S. and Canada, $6 elsewhere.

Thanks again to all here in A2 who have provided assistance, encouragement and subscription orders. Because of you, Juiced.GS is off to a fast start.

Apple II Forever,

Max Jones
Editor and Publisher
Juiced.GS
M.JONES145

(M.JONES145, CAT13, TOP43, MSG:84/M645;1)

>>>>> Juiced.GS arrived here today. :
"""""

For those of you who haven't entered a subscription yet, it's clearly

worth the subscription cost.

Max has included an informative lead article on the 1995 events in our Apple II world. While most of us are familiar with these, it does put things in perspective. Also included are the results of a survey of opinions about the past year.

There is a nice article about the "Mark Twain" with comments from Joe Walters and Mike Westerfield.

Max did a review of DiscQuest Encyclopedia v2.0 that will certainly help anyone who is thinking of order it.

Tim Kellers did a nice job with his review of PMPFax.

The shareware spotlight was focused on three sound programs: rSounder v3.0, MegaBox v2.0.1, and SoundIt! 1.0. Interesting reviews.

Max has a column called DumplinGS that contains news from the Apple II world. I won't steal his thunder by sharing the news, but at least some of it was stuff that I didn't know. :)

Finally, Ryan Suenaga wrote a nice piece about attitudes toward the Apple II; he presented a refreshing point of view.

All in all, Max has done a good job with this. :)

Charlie
(A2.CHARLIE, CAT13, TOP43, MSG:88/M645;1)

...AND PREMIERE ISSUE OF APPLE BLOSSOM TOO! Well, I finished up this issue of Apple Blossom late last night (2 am!) and got it printed today. Tomorrow I'll go in search of a post office with self-adhesive stamps (I tried today and was told that branch didn't carry them! "How can I help you sir?" "By carrying the products you have a monopoly on!!!" --OK, I'm better now, rant mode off.)

Anyway, I should be able to put this issue into the mail on Thursday and Friday, as soon as I get the Vendor's List printed out to go along as the perk for the "charter" subscribers.

Steve
the very tired desktop publisher :^{| zzzzzzzzz
(S.CAVANAUGH1, CAT13, TOP17, MSG:252/M645;1)

>>> WHAT'S NEW <<<

GRAPHICWRITER III V2.0 NOW SHIPPING! Last Wednesday Earl began shipping version 2.0, in "first-come, first-served" order. He expects to continuing filling the backorders through the middle of next week. If you pre-ordered, you do not have to re-order; it will be coming soon! :)

If you already own GraphicWriter III version 1.0 or 1.1, you can order the update to version 2.0 for just $25.00 plus $3.50 s&h!

If you don't own GraphicWriter III yet, please take advantage of our

special (good through 2/29/96): purchase version 2.0 for just $65.00!

You'll find more information about the update in the following message.

We hope you like it!
--Dave
(SEVENHILLS, CAT43, TOP6, MSG:93/M645;1)

<<<<< Following is a detailed list of the differences between
""""" GraphicWriter III version 1.1 and version 2.0.

General GraphicWriter III version 2.0 requires System 6.
'''''''

The GraphicWriter III application icon is now contains everything you need--the separate "GW.Resources" file can be deleted.

Most of GraphicWriter III's dialog boxes are now "moveable, modal" dialog boxes, meaning you can move them around the screen.

Dialog boxes can be navigated using the keyboard. Return or Enter is a shortcut for clicking the button with the extra ring around it. Escape or Command-Period is a shortcut for clicking the Cancel button.

The horizontal and vertical rulers now show marks every 1/16th inch instead of every 1/10th inch.

Dragging out a new guide while the screen is updating used to cause the guide to be offset from the mouse position; now it stays under the mouse.

Select portions of code were re-written or optimized, squeaking out some extra speed for certain operations.

Much of GraphicWriter III was rewritten to use newer System features (such as the Resource Manager), resulting in a smaller program on disk.

When you double-click a GraphicWriter III document in the Finder, GraphicWriter III is launched and the document is opened.

Apple Menu
''''''''''
-=> Help

New feature! Choosing Help from the Apple menu opens a window that displays help topics for GraphicWriter III. Select a topic from the popup menu to read more about that topic.

File Menu
'''''''''
-=> Close

This menu item now responds to the standard Command-W shortcut key (previously Command-W changed the View to Fit In Window...now use Command-0 (zero) to choose Fit In Window).

The "save changes" dialog box is redesigned.

-=> Export / Import

When beginning an export or import, GraphicWriter III plays the sound associated with the "beginning long operation" event. When the process is complete the "operation complete" event sound is played.

-=> Print

You are now notified if an error occurs while printing.

While printing, GraphicWriter III tells Twilight II to use background (i.e. friendly) blanking if it decides to blank.

Edit Menu
''''''''''

The standard system clipboard is now supported, so you can Copy and Paste text and graphics between GraphicWriter III and other applications or desk accessories!

-=> Paste

If the system clipboard contains text, Paste lets you paste that text into any typing frame (just as if you had copied the text from within GraphicWriter III).

If the system clipboard contains a IIGS PICTure (e.g. while in Platinum Paint you copied an image to the clipboard, then you launched GraphicWriter III) Paste inserts a new "picture" object into the document. This picture object can be resized without losing any of its original quality.

TIP: After copying a picture in Platinum Paint, paste it into GraphicWriter III. While the new picture object is selected choose Object Specs from the Object menu, then click the 1/2 or 1/4 button to reduce the picture to exactly 1/2 or 1/4 its original size. This will yield exceptional print quality from high quality printers.

Currently there is no way to directly create or import a Picture object in GraphicWriter III. To create a picture object you must copy a picture from Platinum Paint, then Paste that picture into GraphicWriter III.

-=> Spelling

The dialog box has been changed to provide a much larger area in which to display the context of the spelling error.

Most of the spelling code has been rewritten, and we believe the infamous "Possible Choices" bug has finally been squashed!

Curly apostrophes are handled correctly. Previously don't (with a straight apostrophe) would not be shown as a suspect word, but don't (with a curly apostrophe) would be.

The spell checker recognizes foreign characters and special symbols correctly.

-=> Preferences

The "Show Frames" option (checked by default) now shows dotted lines

around painting frames, as well as typing frames. With this change, new painting frames now start with the Pen color set to None (i.e. no border will be visible unless you select the Arrow tool, click on the painting frame, then choose a Pen color).

Preferences are now stored in the "*:System:Preferences:" folder, or in the user's folder if using AppleShare.

Font Menu
''''''''''
The Font menu is now "standard" so it will work with utilities such as our nifty "Super Menu Pack"!

All the fonts available in your system are listed alphabetically on the Font menu. The menu will be scrollable if you have more fonts than will fit on the screen.

-=> Choose Font

This option presents the standard Choose Font dialog box, where you can select a Font, Style, and Size all in one step!

Object Menu
''''''''''''

-=> Object Specs

This new feature lets you position and size an object by exact numbers! Common reductions (1/2 and 1/4) and common enlargements (2x and 4x) are provided just by clicking a button.

Page Menu
''''''''''

-=> Snap To Guides

The snapping code was greatly improved so that objects will snap to the same position even if they are slightly left/right or above/below the guide being snapped to.

-=> Insert Pages

In the document window, clicking "+" in the "- Page +" area moves to the next page (as it did before). What's new: If the last page of the document is currently being shown, the "Insert Pages" dialog box appears automatically so you can insert new pages.

-=> Copy Master Guides

This new feature erases all the guides on the current page, and replaces them with an exact copy of all the guides from the appropriate master page (see Master Pages in the original manual's index).

Extras Menu
''''''''''''
This menu is new, and only appears if there are GraphicWriter III extras installed that ask to be added to this menu.

Currently there are no extras available, but the capability now exists to extend GraphicWriter III's functionality without having to release a whole new version.

(SEVENHILLS, CAT43, TOP6, MSG:94/M645;1)

NEW TRANSWARP GS 32K CACHE AVAILABLE As you can see, we are still alive.

""""""""""""""""""""""""""""""""""""" And this is not our last project for the Apple II. This is true as long as we can reach the Apple II community in this way. By the way, _all_ products (supported in this area) coming from ///SHH Systeme are alive and available.

If have a Transwarp GS and your cache size is still 8K, you can use our TWGS 32K cache board to speedup your card. For detailed information, please download the info file and the GIF picture available in the A2 library (should be available soon). The file name is TWGSCACHE32.BXY for the info file (#26585), and TWGSCACHE32.GIF for the picture (#26584).

If you don't know your TWGS' cache size, just go to the TWGS CDA and select "Speed". This sub-menu should display a "8K" or "32K".

Well, this is the topic for discussion and support of our TWGS 32K cache. Please be sure to read the info file before placing any questions.

Joachim

(J.LANGE7, CAT46, TOP14, MSG:1/M645;1)

APPLE COMPUTER ON RECENT MEDIA REPORTS AND SECOND-QUARTER OUTLOOK
""

CUPERTINO, California--February 8, 1996--In response to recent media reports, Apple Computer, Inc. today stated that it is not currently in merger discussions with any party.

The company stated: "It has been our long-standing policy not to comment on rumor and speculation, and that continues to be the case. Because of the destabilizing effect recent rumors and speculation have had on our business and our organization, we have decided in this one instance, however, to make an exception to our policy."

Apple reported that as a result of the adverse impact of such rumors and speculation on customer buying decisions, as well as other market factors, the company expects to report an operating loss for its second quarter that will significantly exceed its first-quarter operating loss of $69 million. In addition, the company stated that it expects to record certain second-quarter charges related to its previously announced business restructuring program, and other charges related to inventory adjustments, as it continues to take the steps necessary to position itself for a return to profitability and for long-term business success.

Dr. Gilbert F. Amelio, Apple chairman and chief executive officer, said: "I want to emphasize my strong belief, despite the obvious disappointment of our performance in the first and second quarters, that the foundations of our business are sound, and that Apple Computer has the ability, determination and staying power to deal with current challenges and to move forward with confidence into the future.

"In order to remain competitive at all levels while retaining our ability to develop and bring to market leading-edge technologies, particularly in the areas of multimedia, Internet, graphics and ease-of-use, we will continue building our strengths in the education, home, business, and other market segments.

"I am confident that the actions we will be taking in the weeks and months ahead will result in increasing profitability in those markets where

we already excel, and significantly improve our overall business proposition going forward. I fully expect that our customers' grandchildren will be buying Apple products," Amelio said.

Last Friday, Apple announced that its Board of Directors had put in place new management leadership, appointing Dr. Amelio, an Apple board member and previously chairman, president and chief executive officer of National Semiconductor Corporation, as chairman and chief executive officer of Apple.

The statements herein concerning second-quarter results are preliminary and are based on partial information and management assumptions. The company will announce its actual results for the second quarter in April.

Except for the historical information contained herein, the matters discussed in this news release are forward-looking statements that involve risks and uncertainties. Potential risks and uncertainties include without limitation continued competitive pressures in the marketplace; the effect any reaction to such competitive pressures has on inventory valuations; the effect of any further adverse publicity; and the need for and any effect of any business restructuring actions. Further information on potential factors that could affect the company's financial results will be included in the company's Form 10-Q for its 1996 first quarter, to be filed with the SEC.

Apple Computer, Inc., a recognized innovator in the information industry and leader in multimedia technologies, creates powerful solutions based on easy-to-use personal computers, servers, peripherals, software, online services, and personal digital assistants. Headquartered in Cupertino, California, Apple (NASDAQ: AAPL) develops, manufactures, licenses and markets solutions, products, technologies and services for business, education, consumer, entertainment, scientific & engineering and government customers in more than 140 countries.

NOTE TO EDITORS: If you are interested in receiving Apple press releases by fax, call 1-800-AAPL-FAX (1-800-227-5329) and enter your PIN number. If you do not have a PIN, please call the Public Relations Hotline at (408) 974-2042.

Press Contacts:
Pam Miracle
Apple Computer, Inc.
(408) 974-0688

Lynne Keast
Apple Computer, Inc.
(408) 974-5431

Investor Relations:
Debbie Vanolst-Robinson
Apple Computer, Inc.
(408) 862-5590

Apple's home page on the World Wide Web: http://www.apple.com/

>>> THROUGH THE GRAPEVINE <<<

SPECTRUM AND GENIE LYNX Richard Bennett updated his ANSI display to use
""""""""""""""""""""""" the Second Sight card. He also added the GEnie
Lynx display to the bundled package. This display was never officially
released to the GEnie libraries. It was only made available to the beta
testers and those who specifically asked SevenHills for it.

     However if Richard is now happy with the current version, I think we
can get SevenHills to release it very soon.

Ewen (Speccie)
Delivered by: CoPilot v2.5.5 and Spectrum 2.0
                 (E.WANNOP, CAT43, TOP15, MSG:222/M645;1)

DRAG DROPPED My drag&drop manager for the IIgs is on hold at the moment
"""""""""""" due to way too much to do. :)

     I DO intend to resume work on it, but it could be some time yet. :)

Sheppy
[Team PPCPro]
                   (SHEPPY, CAT28, TOP4, MSG:224/M645;1)

WEB BROWSER FOR THE IIGS I got to talking with Derek Tauber today on the
"""""""""""""""""""""""" undernet irc, and he asked me to 'publicize' the
following on GEnie. I decided to post here first...1) to see what topic
would best to post in and 2) to make sure it's ok with the 'higherups' to
post this in a public area.

To: a2.gena@genie.geis.com
Subject: GS/TCP web pages
Reply-To: taubert@uiuc.edu

     If you could spread this around genie, I'd be most thankful!

--------8<--------8<--------8<--------

     Very good news for those interested in TCP/IP access for the Apple
IIgs. I have just completed an initial port of CERN's LineMode Web Browser
to the IIgs, and it is functional! The LineMode Browser is a simple text
based browser based on CERN's WWW Library. Using the LineMode browser,
information can be retrieved via many protocols such as http, ftp, gopher,
and nntp.

     My port of the WWW Library (almost 40,000 lines of C code) in
cooperation with GS/TCP and GNO will make it feasible for a graphical based
web browser to be written for the Apple IIgs.

     In addition, I have also completed an initial port of the public PPP
package to run under GS/TCP. It is still in the testing phase, but I have
been able to establish a connection and use GS/TCP utilities such as ftp
over the connection.

     I apologize that the work I have done is not yet available to the
public. I am very busy finishing up my Master's degree, and will work on
GS/TCP whenever I get a chance. I am very close!

     All of this information and links at:

http://www.winternet.com/~taubert/gstcp.html

I urge you to check it out!

Derek Taubert | Ask me about TCP/IP for the Apple IIgs!
taubert@uiuc.edu | Really, I'm serious!
http://slab.isdn.uiuc.edu/~derek | Or check it out yourself at: FAX:(217) 359-0010 | http://www.winternet.com/~taubert/gstcp.html

(A2.GENA, CAT48, TOP43, MSG:38/M645;1)

WEB BROWSER FOR 8-BIT APPLES? Well, actually, I AM working on getting a text based web browser for the IIe. (Anything that runs a 6502, actually.) I say "working on getting" because _I_ (obviously :) am not the one doing it, and, further, it is being developed by someone outside the Apple II community.

I'm being mysterious here, and I hate it when other people do that, but in this case, I don't have any real choice. I'm not exactly sworn to secrecy, but I don't actually HAVE details. I was approached by someone that I know and trust to see if there would be sufficient interest to justify a port. I responded enthusiastically. I was advised that I would be told more when it was appropriate to let me know.

BUT, this is definitely in the works at this time. If I understand it correctly, this will be 6502 machine code that handles TCP/IP protocols.

Again, we're talking text mode only.

Gary R. Utter

(GARY.UTTER, CAT2, TOP3, MSG:333/M645;1)

BRUTAL DELUXE ON THE MOVE For those of you who prefer to do your Internet downloading using lynx...I've just updated my homepage links so you can now download from the new caltech archive. http://www.crl.com/~joko

On another subject, Olivier Zardini of Brutal Deluxe will be arriving at the Shareware Solutions II Worldwide Headquarters sometime on Thursday. Since he does not have access to GEnie from France, the first thing I'd like to do with him is set up a time for an RTC.

I've already spoke to A2.Gena about it, and she says that the more notice I can give, the better it will be. So on Thursday, I hope to nail down a convenient time with Olivier and will immediately contact A2.Gena so she can set up the appropriate banners.

In any case, whether it's a "formal" RTC, or an impromptu one, Brutal Deluxe will be here on A2 to chat with you sometime during the next 2 weeks.

FYI, Brutal Deluxe has just released a brand new Apple IIGS CD-ROM, which is currently for sale only in France, as all the information on it is in French. We'll be discussing the best way to make that CD available to people outside of France. Additionally, I look forward to seeing their latest game, which is nearing completion.

Joe (Brutal Deluxe's American Business Agent) Kohn
(JOE.KOHN, CAT28, TOP4, MSG:356/M645;1)

MORE INTERNATIONAL RUMOURS [Olivier Zardini]'ll be in the San Francisco Bay Area for about 2 weeks. But, the details that came through in e-mail were just a little sketchy. I believe he'll be here until March 10th.

So if anyone has any technical questions about Convert 3200, or about the source code, or about Brutal Deluxe's new CD-ROM, now would be a great time to ask them.

Speaking of International Apple II news, I received some outstanding news today. MS-DOS Utilities will be available in a few months as a New Desk Accessory.

Joe
(JOE.KOHN, CAT28, TOP4, MSG:59/M645;1)

BALLOON UPDATE? OK, I spent a couple of hours today looking into the possibility of a Balloon update. Joe had already been working on this when the end came, and it's actually in pretty good shape. He had fixed a couple of bugs, and added one or two small new features, and I just fixed another bug myself....

So, what I'm getting at is: Should I release just this bug fix version, or should I spend a couple of weeks putting in some new features? Either way, I'll have to charge for it. If it's just the bug fix, it'll be less than $10 but if I put in the new features, it'll be at least $10 for the update.

Specifically, the new features I want to put in are:

1) Encode/Decode BinSCII
2) Support for Disk Archives
3) Support for other Apple II archive formats

Basically, I want to bring the feature set up to par with the features in Shrink II.... (minus the apple events of course :-))

Oh, yeah, someone once reported a problem with scripting Balloon from Spectrum (I THINK it was a problem with Adding files to archives via a script), but I've lost the bug report. If you've had this problem, or you're the person that reported it, PLEASE send me details so that I can investigate and hopefully fix it.

Diz
EGO Systems
(DIZ, CAT33, TOP9, MSG:64/M645;1)

>>> MESSAGE SPOTLIGHT <<<

Category 2, Topic 7
Message 275 Sun Feb 04, 1996
M.WADE7 [Mark] at 13:31 EST

I acquired my first computer, an unenhanced Apple //e, in August,

1992. 128k, 80 columns, 2 Disk II drives, and an Apple DMP printer, with a box of diskettes, all pirated. The disk drives had a problem and erased most of those disks (poetic justice I guess). I had a local Apple dealer repair the drive to the tune of about $300 for what I think was just a bad cable, cause when they demoed the repair it erased his disk :) They then replaced the ribbon cable for a mere $40. Thus the beginning of my computer learning experience.

I took out what the library had to offer, took a subscription to Incider/A+, and found a fairly local user group that I joined. I found an ad in Incider/A+ for Resource Central offering books so I bought the 8 bit ref. manuals and subscribed to A2 Central and bought all their back issues. There I learned of GEnie's A2 RT and was told that was where I should be, so I bought a Super Serial Card clone and a refurbished 2400 baud modem from Alltech and signed on somewhere around December, 1992.

I have learned more from the A2 RT than any other source that I dug, scratched and clawed for these past 3+ years (I can't believe it's been that long). I can't imagine using my II's without the A2 RT.

When I first signed on here, with the old pricing structure and a 2400 baud modem, my bills were typically between $25 and $35. More recently, with the previous pricing and a 14.4k modem, I vary from about $10 to about $15. The savings were nice but I'm certainly not going to drop my account because things are back to where they were a year or so ago, and believe me, my finances right now are pretty p*ss poor. Where would I go? CSA2 ? Please, that's an added distraction but certainly would never replace GEnie's A2 RT.

BTW I've bought new from vendors where possible and used here from GEnie and the //e is now enhanced with 1mb Qram, Grappler+, Super Serial Card, Seq Sys bit mouse, Vtech Universal Disk Controller, Apple HS SCSI connected to a CMS 20mb hard drive, and a 20mb Focus IDE Hard Card along with a fairly impressive bit of software I think, and, oh yeah, an 8mhz Zip Chip. :) But my real prize is a Rom 1 IIgs with 12/64 ZipGSX, Grappler+, AST VisionPlus, Quickie scanner, Audio Animator, RamFAST, 8mb RAM, 170mb LaCie, Apple CD150, and an Iomega Zip100, oh yeah, and an Apple MIDI interface. Of course all my clothes have holes in them but I have to keep my priorities straight :)

I have a complete set of reference manuals, 2 assemblers and a C compiler and as long I can keep it all running I'll be hobbying with it. I can't think of a better place to help me do that than here.

P.S. Froggie, I quit smoking cigarettes years ago. Please don't say I have to cut back on the beer. NAHH!

Mark Wade

[*][*][*]

While on GEnie, do you spend most of your time downloading files? If so, you may be missing out some excellent information in the Bulletin Board area. The messages listed above only scratch the surface of what's available and waiting for you in the bulletin board area.

If you are serious about your Apple II, the GEnieLamp staff strongly urge you to give the bulletin board area a try. There are literally

thousands of messages posted from people like you from all over the world.

[EOA]
[HUM]//////////////////////////////
HUMOR ONLINE /
//////////////////////////////
Deprogramming: Start Here
""""""""""""""""""""""""""""""
from the rec.humor newsgroup

>>> UNOFFICIAL APPLE II BRAINWASH TEST <<<
""

Have you been brainwashed by your past experience as an Apple][hacker? Here is a test you can take to find out.

1. What is /r$?
   a) "slash r string"
   b) "slash r dollar sign"
   c) a subdirectory of the root directory
   d) Rich Salz

2. Do people wonder why you keep using "Applesoft" as a synonym for BASIC?

3. Do you despise assemblers, preferring instead to code your programs byte by byte in machine language with a debugger?

4. Do you only use three registers when programming because "if A, X, and Y are good enough for the 6502, then by golly they're good enough for me"?

5. Do you still have floppies that have write-protect holes on both sides, but are labeled "single sided"?

6. Are you uncomfortable with the words "interrupt," "timer," or "multitasking"?

7. Do you have "Beneath Apple DOS"?

8. Do you wonder why any Gentleman would need more than 64K?

9. Are you distrustful of lowercase?

10. Do you have "alias CATALOG ls" in your .login?

11. Do you despise anything that is not overtly user-hostile?

12. Wonder why & doesn't do the same thing in UNIX?

13. Think ^D in UNIX is a DOS command?

[EOA]
[REF]//////////////////////////////
REFLECTIONS /
//////////////////////////////
Thinking About Online Communications

"""""""""""""""""""""""""""""""""""""""

by Phil Shapiro
[pshapiro@aol.com]

>>> INCLUDING NURSING HOMES IN THE NATIONAL INFORMATION INFRASTRUCTURE <<<
"""

Last weekend I went to visit my aunt who lives in a nursing home about 120 miles from me. I went to sing songs with her because music is the one thing she still takes a great deal of joy in. At the age of 65, ten years ago, she took up the guitar and became a real fan of 1960s folk songs. She learned almost every Woody Guthrie, Joan Baez, Bob Dylan, and Malvina Reynolds song ever written. She sang them all with great gusto at family gatherings.

Now her Alzheimer's leaves her too frail to pick up a guitar, yet she sings along with the same enthusiasm when I sit beside her and strum. I thought that an hour's worth of singing might be too much for her, so I regularly asked her if she was feeling too tired. "Not too tired," she would faintly reply each time I asked her. I looked over at her tired visage to check to see that she wasn't just being polite. Assured that I wasn't taxing her energies too much, I continued on through the song book.

After an hour and a half of singing we reached the African spiritual "Kumbaya." We started singing the song together, but I noticed that her voice trailed off with each passing chorus. By the end of the song I looked over at her and noticed she was sleeping.

As the rest of the country focuses its energies on hooking up schools and libraries to the Internet, I do hope that decision makers consider the importance of hooking up nursing homes, too. What does it mean for a nursing home to have a high-speed Internet connection? It means that a nephew in Washington DC can sing songs to an aunt in Philadelphia via a videoconference connection. It means that a day filled with loneliness and boredom is filled with less loneliness and less boredom.

Currently I visit my aunt no more than two or three times per year. If I could, I would visit with her two or three times per week. As inexpensive videoconferencing become more and more affordable, the latter option becomes more and more feasible. But in our rush to wire schools and libraries, our society may be overlooking a segment of the population that stands to benefit immeasurably by a high-speed Internet connection.

I'm not only talking about the residents of nursing home. I'm talking about their families and friends and the courageous workers at nursing homes and anyone else who takes an interest in the well-being of the frail elderly. This is not to say that a videoconferenced visit offers as much joy and emotional-nourishment as an in-person visit. But videoconferencing offers the hope of more frequent visits, and the frequency of visits is emotional currency to people in nursing homes.

With my aunt sleeping peacefully in her bed I leaned her guitar against the wall at the foot of her bed, put on my jacket, and quietly closed the door behind me. Walking down the hallway outside her room the melody of Kumbaya circled around in my head. And so did the thought that in wiring our country we need to do far more to take the lyrics of this song to heart. "Come by here, my lord. Come by here."

Phil Shapiro

[*][*][*]

This essay is one of thirty one essays in the series, "Thinking About Online Communications." Excerpts from these essays can be found on the author's home page at http://users.aol.com/pshapiro/

Feedback is invited at: pshapiro@aol.com

[EOA]
[AWX]////////////////////////////
APPLEWORKS ANNEX /
////////////////////////////
Premiere Issue of The AppleWorks Gazette
""

by Douglas Cuff
[EDITOR.A2]

Christian Serreau of France and Howard Katz of Illinois, U.S.A. have launched _The AppleWorks Gazette_, an AppleWorks magazine on disk. The premiere issue appeared in January 1996.

Last year was not a great year for AppleWorks newsletters. Both _TimeOut-Central_ and the National AppleWorks User Group's _AppleWorks Forum_ ceased publication in 1995. Serreau and Katz are doing their part to make 1996 look brighter.

There are three parts to the first issue of the Gazette: the newsletter itself, software, and data. You can easily read the newsletter--which is, naturally, an AppleWorks word processor file--either with AppleWorks 5.x or with the enclosed QuickView program. If you choose to read the file from within AppleWorks 5.x, there's a browser that you can launch from your TimeOut menu.

NEWSLETTER Here are the contents of the first issue:
""""""""""""

1. Welcome to the AppleWorks Gazette! [introduction to the magazine]
2. The Main Menu [introduction to the disk and its contents]
3. The NewsReel
4. Duplicate Zapping Made Easy: a Review of TO.DupeFinder
5. Software Preview: Deja][
6. Twelve Features I Wish I Had in AppleWorks 5.1
7. Two CD ROMS for the Apple II
8. How to reach us
9. Subscription information

My favorite article is Serreau's wish list of features for AppleWorks. It required some thought on the part of the author, and it's something you won't find in every other Apple II journal. I also admired the preview of Deja][for its in-depth, nuts-and-bolt approach.

The NewsReel presents news from the Apple II world, with the AppleWorks-related news given prominence. This item and the review of the Digisoft Golden Orchard CD-ROM and AUGE CD #1 bored me just a little, since I'd already gone into most of this information elsewhere.

The Gazette is clearly aimed at the up-to-date and fairly

knowledgeable AppleWorks user. The word processor file will load into AppleWorks 3.0 and 4.3, but not without a few cosmetic glitches. Serreau and Katz use inverse in their titles--to good effect!--but the upper case inverse characters won't look nice unless you're using AppleWorks 5.x. If you're not up to date with AppleWorks, you show use the supplied QuickView program instead. The supplied browser also assumes AppleWorks 5.x. It won't crash if you try to use it with AppleWorks 4.x--for which the editors are to be commended--but it won't work, either.

If you don't have MouseText in your Apple IIe, you won't find the Gazette attractive. Now that it's easy to use inverse and MouseText characters in AppleWorks word processor documents, one can design documents to look more attractive than was previously possible. Serreau and Katz have done so here. They're obviously assuming that readers will read the Gazette onscreen, and not want to print them out.

The newsletter was cut shorter than the editors meant in this first issue, as there was a need to include certain tools on the first issue. I look forward to the editors having more room to move next time out!

ON THE DISK """""""""""" The software on the first issue actually has a slightly sparse feel, due to the necessity to supply the AppleWorks 5.1 update on the first issue. (The editors not only believe it is the reader's duty to keep up to date, but it is the Gazette's duty to help the reader stay current!) The 5.1 update consumes also 40% of the disk space. Presumably later issues, freed from this restriction, will be meatier.

The software contents break down as follows:

1. The official AppleWorks 5.1 update
2. Macros from Roy Barrows
3. DupeFinder, the macro reviewed in the newsletter
4. An unofficial upgrade for TimeOut DirecTree
5. 19 new dot-commands for UltraMacros programmers
6. ShrinkIt 3.4 (necessary to unpack the software)

The 5.1 update and ShrinkIt are unexciting, but the editors were duty-bound to include them. DupeFinder, reviewed in the newsletter, is hardly an exclusive either, but it's well worth a look. Don't confuse it with DuplicateFinder, included with AppleWorks 5.x--Joe Walters' DupeFinder is more flexible and useful.

The macro and macro-writing tools--about 25 of 'em--from Roy Barrows are useful, but not polished. I get the impression that they're more geared toward to AppleWorks programmer than the AppleWorks user. Still, there are some gems here that you'll clasp to your bosom, even if you never program.

The upgrade for TimeOut DirecTree is exciting, since it expands on the capabilities of DirecTree--with this patch, DirecTree lists text files as being AppleWorks compatible, and can load them. You'll need to own DirecTree (available as part of TimeOut DeskTools IV) in order to apply the patches.

Even more exciting are the 19 dot commands: .Accent, .ChngChar, .FillBlock, .FillStrng, .FindChar, .FlipChar, .FlipStrng, .SC, .SCPrompt, .Sub, .Super, .StoreChar, .TabFill, .ZapCR, .GetLine, .PutLine, .Write, .PickStrng, and .PutStrng. (These have also appeared on Texas II.) The

commands are all intended for use in the word processor, and make life easier for the UltraMacros programmer who wants to manipulate word processor files.

DATA Also on the Gazette disk is the complete text--in AppleWorks word
"""" processor format, natch--of Sir Arthur Conan Doyle's Sherlock Holmes novel, _The Sign of Four_. (Conan Doyle's copyright has lapsed, and this work is now in the public domain.) Each of the 12 chapters is in its own word processor file. The file have all been compacted with ShrinkIt.

Personally, I found the inclusion of this item a little odd--your mileage may vary. I like Sherlock Holmes stories, but I don't like reading books with my computer. I'm all for having certain books on disk so that I can use the computer to search them, but not Conan Doyle's work. Getting an entire book on a disk is a nice little treat, but somehow it feels out of place to me on an AppleWorks disk--almost like filler. Perhaps if it hadn't happened on a month when the editors were cutting back their newsletter--? I'm always more interested in original material than reprints.

I'd like to underline that this is a personal, subjective reaction. It left me cold, but you may be delighted to with the lagniappe. It's certainly an excellent book!

SUMMARY There's room for improvement here, but the glitches are all
"""""""" minor. The supplied browser provided no way of quitting, and have any labels in the macro menu. Once or twice the formatting goes slightly awry, and since English is not his _langue de preference_, Serreau should consider asking Katz to edit his pieces for an English-speaking audience.

The editors have had the good sense not to use ShrinkIt to compress the newsletter itself. Presumably owners of TimeOut ShrinkIt will get the most out of the Gazette, since they can unpack the software and data without leaving AppleWorks. (I predict the Gazette will help sell copies of TimeOut ShrinkIt, in fact.)

The AppleWorks Gazette will be published bi-monthly, six times a year, and costs $35 for a one-year, six-issue subscription. You should subscribe from the editor nearest you:

Christian Serreau	Howard Katz
12, rue de la Censerie	1104 Lorlyn Circle #2D
49100 Angers	Batavia, IL 60510
France	U.S.A.
100316.14@compuserve.com	h.katz@genie.com

At approximately $5.80 a disk, the Gazette seems to me a fair enough deal as it is. If subsequent issues give more space to original material, then Serreau and Katz will have a winner here.

[EOA]
[BAN]////////////////////////////
FILE BANDWAGON /
////////////////////////////
Top 10 Files for January
""""""""""""""""""""""""""

by Douglas Cuff
[EDITOR.A2]

This feature lists the ten most popular files for the month. To give files a chance to seek their own levels, no files will be added to the list until they've been in place at least a month. This month, we look at the files uploaded 1-31 January 1996.

This isn't the Academy Awards ceremony, folks; it's more like the People's Choice Awards (both of which are trademarked, by the way). The Top 10 doesn't necessarily tell you what's new and interesting--what files _you_ might find interesting--it simply tells you what files have been downloaded a lot--what other people found interesting!

File #	Filename	Bytes	DLs	Short description
26448	A2.DOM.9601.BXY	424804	269	A2 Disk of the Month, January 1996
26424	ROM4SHR.BXY	284288	140	ROM 4 GS, a folder of SHR graphics!
26435	ROM4PICS.TXT	9932	119	Descriptions of the ROM 4 pictures
26452	DESKPLAY201.BXY	40704	116	Deskplay 2.01 plays Amiga MOD songs
26453	DOS33.LNCHR.BXY	42752	112	Run DOS 3.3 progs from a hard drive
26429	TWAINHR3.GIF	970512	89	ROM 4 GS; High res GIF #3
26426	GS.PLUS.ADB.BXY	5120	88	database of GS+ Magazine programs
26306	CALENDAR96.BXY	54784	86	1996 AWGS calendar
26464	GLAMPA29602.BXY	118400	82	GEnieLamp A2, Feb. 1996 (AppleWorks)
26308	AW1040.95.BXY	29056	81	1995 individual income tax preparer

A2.DOM.9601.BXY """""""""""""""" The A2 RoundTable Disk of the Month continues to be a favorite download. It contains two newsletters--GEnieLamp A2 and one edition of the weekly II Something--plus a collection of simple but entertaining BASIC games from Charlie Hartley. For IIgs users, there are a set of SHR calendars for 1996, Jawaid Bazyar's HFS Patch, which fixes a bug in the HFS.FST partition, so that you can use Macintosh partitions and disks without fear, the prototype edition of Max Jones' Juiced.GS (requires AppleWorks GS), John Wrenholt's Print 3200 and an index of ShareWare Solutions II in a New Desk Accessory.

ROM4SHR.BXY """""""""""" This collection of 14 SuperHiRes graphics of the fabled ROM 4 IIgs were taken by Joe Walters at a Apple user's group meeting in Albuquerque, New Mexico on 6 January 1996. See Jim Pittman and Byte Works' Mike Westerfield puzzle over the intricacies of this thought-to-be-legendary machine, code-named "Mark Twain".

ROM4PICS.TXT """""""""""" This text file explains just what the heck is going on not only in the 14 SHR graphics in ROM4SHR.BXY (above), but three hi-resolution GIF files too (TWAINHR1.GIF, TWAINHR2.GIF, and TWAINHR3.GIF). The GIF files are available for download separately in the A2 RoundTable library.

DESKPLAY201.BXY """""""""""""""" DeskPlay is really two programs in one, designed to play MOD sound/music files. The archive contains ShellPlay by Brian C. Bening, which allows MODs to be play from a shell environment such as GNO/ME. For those intimidated by shells, or who just like New Desk Accessories, Ninjaforce had written DeskPlay, which interfaces seamlessly with ShellPlay. Install both utilities and you'll be able to play MODs as you work on the IIgs desktop. DeskPlay has a very attractive interface--if you can operate a CD player, you'll love it--but ShellPlay crashes when you try to run 8-bit applications.

DOS33.LNCHR.BXY This program lets you install DOS 3.3 programs--or entire
""""""""""""""" disks--on your ProDOS hard disk or on 3.5-inch disks.
You can then launch these DOS 3.3 programs via your favourite program launcher. This unofficial release (v2.1) supposedly supports networks. Daniel Pfarrer assembled this version from the remains of the source code on programmer John MacLean's hard disk.

TWAINHR3.GIF This high-resolution (1520x756x256) GIF format graphic shows
"""""""""""" an overhead view of the motherboard of the "Mark Twain" ROM 4 IIgs. Visible are two SIMM slots, the battery, the sound transducer, the five slots, and various other details. This is GIF89a format graphic, and some GIF viewers may not be able to handle it. ShowMe! is one program that definitely can handle it.

GS.PLUS.ADB.BXY An AppleWorks 3.0 database file of the programs that
""""""""""""""" appeared in _GS+ Magazine_ over the years. Handy--since back issues are still available from EGO Systems!--for exploring what programs are available and for checking that you have the most recent version. This file lists the first appearance of a program, the last appearance, and the current version number.

CALENDAR96.BXY A 1996 calendar in AppleWorks GS format, from Max Jones.
"""""""""""""" Customizable. Includes bitmap and TrueType versions of the New York font. (Sorry, folks--this description is brief because I don't own AppleWorks GS and therefore can't examine the file.)

GLAMPA29602.BXY The February 1996 issue of GEnieLamp A2, the only
""""""""""""""" remaining monthly Apple II publication. Highlights of this issue include a profile of Max Jones, publisher of _Juiced.GS_, three different views on the educational game "Where In Hell Is Carmen Santiago?", and Jay Curtis' look at the speed of Deja II (AppleWorks 5 on the Mac). If you're a regular reader of GEnieLamp A2, you won't be surprised to learn that it's one of the top 10 download, but you might be surprised to find the February issue listed as a top download for January! The explanation is simple: GEnieLamp A2 is usually uploaded on the last day of the previous month.

AW1040.95.BXY An Appleworks 3.0 spreadsheet template of form 1040 to do
""""""""""""" your 1995 U.S. income tax. Selects tax tables or tax schedule as appropriate. Uses lower alternative capital gains rate if applicable. Calculates limitations on exemptions and deductions for high income people. Does form 2210 penalty and alternative minimum tax if applicable. From Maxwell Campbell.

[EOA]
[LIB]//////////////////////////////
THE ONLINE LIBRARY /
//////////////////////////////
January Arrivals
""""""""""""""""

by Douglas Cuff
[EDITOR.A2]

This month, I'd like to list all the files that have been uploaded to the A2 RoundTable libraries during January. Since there are so many--127!--I can't examine them in detail, but the short description provided should give you an idea of what the file is all about.

Let's dive right in, shall we?

>>> PROGRAMS <<<

File #	Filename	Bytes	Short description
26373	SCRNPRTNDA.BXY	4992	NDA prints SHR screen/saves to disk
26320	SCRNSAVENDA.BXY	4736	Screen Saver NDA
26452	DESKPLAY201.BXY	40704	Deskplay 2.01 plays Amiga MOD songs
26453	DOS33.LNCHR.BXY	42752	Run DOS 3.3 progs from a hard drive
26444	INSTALL.MD.BXY	10720	Installs Megademo onto hard drive
26299	QSL.V1.0B1.BXY	104320	Ham Callsign Database Program
26318	M68000.BXY	302976	m68000 Simulator and Assembler

>>> GAMES <<<

File #	Filename	Bytes	Short description
26363	EAMON.237.BXY	54512	40/80-col. P8 "Fiends of Eamon"
26335	EAMON.DOS05.BXY	781792	Eamon Collection: DOS 3.3 Disk 5
26407	EAMON.DOS06.BXY	795092	Eamon Collection: DOS 3.3 Disk 6
26454	EAMON.DOS07.BXY	752452	Eamon Collection: DOS 3.3 Disk 7
26463	EAMON.DOS08.BXY	747916	Eamon Collection: DOS 3.3 Disk 8
26430	EAMON.REV4.BXY	55612	Reviews of Eamon Adventures
26455	TUFFENUFF.BXY	38556	New course for Mean 18.
26392	TREASURE.BXY	3456	Find the hidden treasures!

>>> HYPERMEDIA <<<

File #	Filename	Bytes	Short description
26394	ANIMATE1.5.BXY	14912	256 color Animation in Hypercard!
26404	FONT.LIST.BXY	8160	HC command to list fonts in a stack
26345	ARCALC.BXY	16256	Very Powerful, SMALL HS Calculator
26344	MW.BXY	7168	MicroWord HyperStudio WordProcessor
26434	REFERENCE.BXY	18048	HyperStudio Reference Book

>>> APPLEWORKS (CLASSIC AND GS) <<<

File #	Filename	Bytes	Short description
26308	AW1040.95.BXY	29056	1995 individual income tax preparer
26307	AWGS1040.95.BXY	33792	1995 individual income tax preparer
26306	CALENDAR96.BXY	54784	1996 AWGS calendar
26391	A2OD.IDXA.BXY	29568	Partial Index to A2 On Disk
26426	GS.PLUS.ADB.BXY	5120	database of GS+ Magazine programs

>>> PERIODICALS <<<

File #	Filename	Bytes	Short description
26448	A2.DOM.9601.BXY	424804	A2 Disk of the Month, January 1996

26334	GLAMPA29601.BXY	67712	GEnieLamp A2, Jan. 1996 (AppleWorks)
26464	GLAMPA29602.BXY	118400	GEnieLamp A2, Feb. 1996 (AppleWorks)
26338	IIS.960107.BXY	22144	II Something - Issue 11 - Jan 07 96
26393	IIS.960114.BXY	16640	II Something - Issue 12 - Jan 14 96
26446	IIS.960121.BXY	24960	II Something - Issue 13 - Jan 21 96
26450	IIS.960128.BXY	27904	II Something - Issue 14 - Jan 28 96

>>> GENIE A2 ROUNDTABLE TOOLS AND FILES <<<

File #	Filename	Bytes	Short description
26331	A2.DEC.ADB.BXY	7540	ADB Update of A2 Library Index - DEC
26330	A2.DEC.TXT.BXY	7392	TXT Update of A2 Library Index - DEC
26329	A2.NOV.ADB.BXY	6956	ADB Update of A2 Library Index - NOV
26328	A2.NOV.TXT.BXY	6880	TXT Update of A2 Library Index - NOV
26415	A2NDX.MAKER.BXY	8740	Apple II BB Index Maker

>>> SOUNDS <<<

File #	Filename	Bytes	Short description
26372	MUSIC.BXY	95872	Five Songs Completely Copyright free

>>> FONTS <<<

File #	Filename	Bytes	Short description
26374	BLACKHWK.T1.BXY	59688	Old Western Type 1 PostScript font
26375	BLACKHWK.TT.BXY	36984	Old West TrueType font for Pointless
26336	BODIDLY.T1.BXY	40844	T1 PostScript bold display font
26431	CHENEAU.T1.BXY	33148	T1 PostScript classic Roman typeface
26432	GADZOOX.T1.BXY	38288	T1 PostScript zany UC display font
26442	GADZOOX.TT.BXY	13056	Gadzoox a 60 character TT font
26337	LINTSEC.T1.BXY	43632	T1 PostScript stencil display font
26443	LINTSEC.TT.BXY	22784	Lintsec, a stencil TT font
26438	TOONZSCR.T1.BXY	28664	T1 cartoon font for PostScript
26439	UPPERWES.T1.BXY	88060	T1 NewYorker Mag. font for PostScrip

>>> MOVIES <<<

File #	Filename	Bytes	Short description
26326	LASSENMORPH.BXY	770816	Mt Lassen blows its top!

>>> GRAPHICS <<<

File #	Filename	Bytes	Short description
26397	BEETLE.GIF	4644	Color GIF of a bug
26396	BLCKRCK.GIF	16364	Color GIF of a house at sunrise
26398	CACTUSPOT.GIF	10552	Color GIF of a cactus in a pot.
26300	CALEN96BW.BXY	68836	Calendar/desktop clipart for 1996.
26321	CHAMPS.GIF	22484	Fiesta Bowl trophy graphic.

26327	CORNHSKDESK.BXY	116812	Desktop INIs. Nebraska Fiesta Bowl.
26350	CUPID.GIF	9324	Color GIF of Cupid
26386	CUPID2.GIF	7388	B&W GIF of Cupid
26387	CUPID3.GIF	7404	B&W Cupid GIF
26371	DEMO.PICS.BXY	188544	10 awsome pics from Bloofadoofa
26341	DESERT.SCEN.GIF	23952	Color GIF of a desert scene
26400	DRUMS.GIF	21776	Color GIF of drums
26389	E.BASKET.GIF	8208	Color GIF of an Easter basket
26449	FEB96.DESK.BXY	373120	Desktop backgrounds for Feb. 96.
26339	GEISHA.GIF	15668	Color GIF of a Geisha
26348	GRHOG.GIF	20552	GIF of a groundhog in gray shades
26349	GRNHOG.GIF	5504	Color GIF of a groundhog
26347	GWASHINGTON.GIF	46200	Color GIF of Washington painting
26351	HISTORY.GIF	31232	B&W clipart of historical things
26340	IRIS.GIF	7140	Color GIF of an iris
26342	LAKE.GIF	23804	Color GIF of a lake
26413	LOVE.GIF	12444	Color GIF for Valentine's Day
26422	MLKING.GIF	3312	GIF of Martin Luther King
26412	NEWYEAR.GIF	1072	Color GIF for New Year's Day
26411	PUNXS.GIF	10148	B&W GIF for Groundhog's Day
26435	ROM4PICS.TXT	9932	Descriptions of the ROM 4 pictures
26424	ROM4SHR.BXY	284288	ROM 4 GS, a folder of SHR graphics!
26414	SB.XXX.DESK.BXY	217000	Super Bowl XXX desktop backgrounds.
26451	SPAM.DESK.BXY	81352	Desktop backgrounds. Email Spam.
26436	STS72.BXY	54476	3 APF conversions of Endeavor
26427	TWAINHR1.GIF	756364	ROM 4 GS; High res GIF #1
26428	TWAINHR2.GIF	846780	ROM 4 GS; High res GIF #2
26429	TWAINHR3.GIF	970512	ROM 4 GS; High res GIF #3
26384	VALEN1.GIF	10404	Color Valentine GIF
26385	VALEN2.GIF	12440	Color Valentine GIF
26409	VALEN3.GIF	20032	Color GIF for Valentine's Day
26417	VALEN4.GIF	2776	Color GIF for Valentine's Day
26418	VALEN5.GIF	4264	Color GIF for Valentine's Day
26419	VALEN6.GIF	65012	Color GIF for Valentine's Day
26420	VALEN7.GIF	8868	B&W Valentine GIF
26421	VALEN8.GIF	2776	Color GIF for Valentine's Day
26325	VALENT.DAY.GIF	2776	Color GIF for Valentine's Day
26410	VALENTIN2.GIF	13592	Color GIF for Valentine's Day
26324	VALENTINE.GIF	4264	Color GIF of a Valentine heart
26408	WASHING.GIF	7752	Color GIF of George Washington
26388	ZEBRA.GIF	412208	Color GIF of a zebra
26399	ZOZOBRA.GIF	132608	Color GIF from Santa Fe Online

>>> MESSAGE ARCHIVES <<<
"""""""""""""""""""""""""""

Did you know that Genie's A2 RoundTable takes an archival approach? The library doesn't just contain the favorite files nor the recent ones, the way sound services do--it prides itself on its archival library. The same is true of the A2 Bulletin Board--the messages don't just scroll off into the ether, like on other Computer Services; they are archived and kept in the file library.

File #	Filename	Bytes	Short description
26309	GSPLUS07.BXY	43852	Old Msg:Letters to the GS+ Editor
26310	GSPLUS08.BXY	40268	Old Msg:Letters to the GS+ Editor
26311	GSPLUSFAR01.BXY	17764	Old Msg:GS+ Magazine - Feature Art.

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26312   GSPLUSPRE01.BXY   44120  Old Msg:GS+ Magazine - Prod.Rev.
26313   GSPLUSPRO03.BXY   34024  Old Msg:GS+ Disk - Programs
26314   GSPLUSWLT01.BXY   46196  Old Msg:GS+ Wish List
26315   GSPLUSWLT02.BXY   42632  Old Msg:GS+ Wish List
26358   HDHDWR10.BXY      38836  Old Msg:Hrd Dsk Hardware/SCSI Woes
26359   HDHDWR11.BXY      38380  Old Msg:Hrd Dsk Hardware/SCSI Woes
26360   HDHDWR12.BXY      38652  Old Msg:Hrd Dsk Hardware/SCSI Woes
26361   HDHDWR13.BXY      31712  Old Msg:Hrd Dsk Hardware/SCSI Woes
26356   INTRO06.BXY       44496  Old Msg:Introduce Yourself!
26357   INTRO07.BXY       40428  Old Msg:Introduce Yourself!
26376   IOMEGAZIP06.BXY   40372  Old Msg:Iomega ZIP Drives
26377   IOMEGAZIP07.BXY   40044  Old Msg:Iomega ZIP Drives
26378   IOMEGAZIP08.BXY   35008  Old Msg:Iomega ZIP Drives
26364   LASERPTRS12.BXY   50048  Old Msg:HP LaserJet and Other Laser
26365   LASERPTRS13.BXY   49064  Old Msg:HP LaserJet and Other Laser
26366   LASERPTRS14.BXY   44508  Old Msg:HP LaserJet and Other Laser
26353   ORCHARD31.BXY     46756  Old Msg:The Orchard Lounge
26354   ORCHARD32.BXY     47216  Old Msg:The Orchard Lounge
26355   ORCHARD33.BXY     41080  Old Msg:The Orchard Lounge
26382   PMPFAX01.BXY      47632  Old Msg:PMPFax Facsimile Software
26383   PMPFAX02.BXY      42892  Old Msg:PMPFax Facsimile Software
26401   PWRGUIDCF01.BXY   44296  Old Msg:Config. & Using PowerGuide
26402   PWRGUIDCF02.BXY   45116  Old Msg:Config. & Using PowerGuide
26403   PWRGUIDCF03.BXY   39992  Old Msg:Config. & Using PowerGuide
26367   RDRNNRALF01.BXY   39348  Old Msg:RoadRunner/AppleLeaf HD
26368   RDRNNRALF02.BXY   40244  Old Msg:RoadRunner/AppleLeaf HD
26369   RDRNNRALF03.BXY   38624  Old Msg:RoadRunner/AppleLeaf HD
26370   RDRNNRALF04.BXY   31480  Old Msg:RoadRunner/AppleLeaf HD
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If you liked this column, please let me know. Same deal if you didn't like it. If you'd rather I spent more time reviewing the uploads, I'm interested in hearing about that too. Until next month!

[EOA]

[PRO]//////////////////////////////

PROFILES /

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Who's Who In Apple II

"""""""""""""""""""""""""

>>> WHO'S WHO <<<

"""""""""""""""""""

~ Steve Cavanaugh, publisher of _The Apple Blossom_ ~

Steve Cavanaugh had been providing his newsletter _The Apple Blossom_, absolutely free, to anyone who cared to download it and print a copy. It was well received right from the start, and "subscribers" began to tell Steve that he should be charging for such a quality publication. That's the kind of advice you'd be foolish to ignore, so Steve Cavanaugh took it. The first subscription issue of _The Apple Blossom_ was posted just before GenieLamp A2 went to press. We managed to buttonhole the exhausted publisher/editor for this month's profile....

[*][*][*]

GenieLamp> Are computers a part of your daytime job? Please tell us a """""""""" little about what you do between 9 and 5.

Steve> Computers _are_ my daytime job. Since last June I've been working
""""" for Mosby-Year Book, a medical publisher. I use a PowerMac to layout books in Quark XPress, doing manuscript corrections and coding in ClarisWorks and occasionally WordPerfect Mac. I also have the unofficial position of office geek, and all the questions about PCs or Macs usually come to me. For the three years before that I was a computer teacher in an elementary parochial school.

GenieLamp> How and why did you begin _The Apple Blossom_ as a free
"""""""""" electronically-distributed but paper-based publication?

Steve> When I was teaching I used to host a monthly get-together for the
""""" other computer teachers in the diocese to pass along shareware and system updates and to discuss teaching strategies and field how-to questions. The newsletter was originally conceived as a way of sharing that info with teachers who couldn't make the meetings. Then I decided to upload it to Genie in case anyone else was interested, and it kind of took on a life of its own from that point.

GenieLamp> What problems arose with this method of distribution?
"""""""""" Did any of them influence your decision to go commercial?

Steve> The only real problem was that some folks had trouble printing the
""""" copies I uploaded. That ended up being a real education about the differences in the way the page setup for a Harmonie-driven DeskJet and a LaserWriter do their work. (However, as a side bonus, I learned how to get a DeskWriter 310 working with a IIgs, so I can occasionally print out some very nice graphics.) It also pointed out how different versions of the same font can have very different effects. Trying to make it as easy for other folks to print and get at led me to upload 4 different versions of the last [freeware] edition.

GenieLamp> Please tell us about what your decision to go commercial
"""""""""" was based on, and how you arrived at it.

Steve> Basically, the newsletter had gotten so popular that I couldn't
""""" afford to do it out-of-pocket any longer. I distribute it via AOL and my Web page, as well as on Genie and through mailings, and the total distribution had reached about 450. The last issue cost me around $200, and I can't keep that kind of spending up.

GenieLamp> How often will you publish?
""""""""""
Steve> Last year I published 4 issues. This year I plan on publishing 6
""""" issues (every 2 months). If a lot of people subscribe, to the point where it is feasible to have other people working on the newsletter part-time, then more frequent publication is possible. But I don't foresee that for this year.

GenieLamp> How much will a subscription be?
""""""""""
Steve> $12 per year. I plan on a subscription plan like Joe Kohn uses
""""" for Shareware Solutions II. If someone subscribes after two issues have already gone out, then I'll send the new subscriber the first two issues as well. I think that was a great concept that Joe came up with. And since imitation is the sincerest form of flattery...

GenieLamp> Would you tell us how you first became interested in the

"""""""""" Apple II? Was it your first computer?

Steve> Actually, no, the first computer we had was a TRS-80. It was a
""""" hand-me-down from my younger brother. We got it so that my son, who was two years old at the time, could practice writing. He knew his letters, but didn't have the hand coordination to write them out. He took to the computer like he was born for it. By the way, the first word he could spell was "RUN" (for BASIC).

I was actually very hesitant to get a computer. My one and only computer class in college was a dismal failure. After 4 weeks of trying to get 4 lines to print out using a COBOL program I decided to drop the course and avoid computers. I even quit one job in part because it was being computerized.

However, when I went back to school to get my teaching credentials, word processing was required. I started out on a Zenith PC, but once I learned how to use an Apple IIgs at a school I worked at, I decided that I preferred Apples to IBM clones.

GenieLamp> At what point did you realize that your casual hobby (of
"""""""""" computing) had evolved into something more than a "casual hobby"?

Steve> That would probably be when I started staying at school until
""""" 1 a.m. muttering about Autoexec.bat files and trying to make backups of copy protected software with Copy II Plus.

GenieLamp> What do you see as the focus of _The Apple Blossom_?
""""""""""
Steve> Last year it was mostly reviews and announcements. This year I'd
""""" like to shift the focus more to "how to" articles. The HyperCard, AppleWorks and Cross-Platform departments will focus on that type of article. But reviews (more in-depth, I'm planning) will continue, as will announcements.

GenieLamp> What hardware and software are you using to produce the
"""""""""" newsletter? How about the printer you intend to use to create the master?

Steve> I write most of the articles in Hermes/ShadowWrite or in
""""" Clarisworks on my PowerBook while I'm taking the train back and forth to work in Philadelphia. I lay out the articles in GraphicWriter III, and use SuperConvert, Prism, Convert 3200 and DreamGraphix to work on graphics. I purchased an Apple LaserWriter Select 360 last year and I use that to create the masters.

GenieLamp> Is _The Apple Blossom_ going to be a one-man operation?
""""""""""
Steve> For the time being. I am printing articles written by other
""""" folks, however. I'm hoping to have someone else write articles on AppleWorks and telecommunications, as those aren't areas I can write about with a great deal of expertise. But I plan on writing the articles on HyperCard, reviews, etc. And of course, keeping records, doing promotions, "constructing" the Web site, etc.

GenieLamp> Do you think the Apple II world is still large enough to
"""""""""" support competing magazines and newsletters?

Steve> Well, the Apple II world probably has 20 million or more users if
""""" you think of all the school kids using them. There ought to be
enough room for several newsletters. One thing that I'm planning in the
second edition this year is a two page insert aimed especially at kids.
I'm hoping that that will eventually become a disk-based subscription, with
art, templates, simple BASIC programs, tutorials and writing and artwork by
kids. My own three kids are pretty eager to help with this.

GenieLamp> What do you consider your most proud accomplishment?
""""""""""

Steve> Kind of a tricky question... sometimes I wonder if I've
""""" accomplished anything.... The thing I'm most glad about is
marrying the girl I did... It took eight years to get my wife to agree to
marry me, and I'm glad I didn't lose heart.

GenieLamp> Who do you look up to as your mentors?
""""""""""

Steve> In computers? Well, I've been really inspired by Auri
""""" Rahimzadeh's PowerGS--that was an excellent magazine, and I hope
he gets to return to it. In the wider realm, I used to think my Dad's
emphasis on getting everything perfect was excessive--but as I get older
I'm coming to appreciate the craftsmanship he was able to bring to things
like carpentry, building fishing rods, etc.

GenieLamp> Where do you see the future of telecommunications moving in
"""""""""" the next five to ten years?

Steve> I'm afraid that it's heading toward distributed computing. Sort
""""" of like the dumb terminals that were used to connect to mainframes
back in the late 60s and early 70s. Of course, the programs will be a heck
of a lot more interesting and colorful than the command lines of that time,
but the control will be in network admin hands, not in the hands of the
user. I'm not very happy about this trend at all. It's as though we have
found that it's difficult to teach people how to use computers, and
difficult to create software that doesn't require a college degree to
operate, and we're just giving up and feeding the public pretty pictures
and sounds, but taking the control away. I hope that I'm wrong.

GenieLamp> What sorts of things do you like to do for fun (i.e.
"""""""""" non-computer hobbies)?

Steve> What do you mean, non-computer? Is that a trick question?
""""" Seriously, I've been very focused on stack writing and writing
The Apple Blossom for the past 6 months. However, for those few minutes
per day when I'm not using a computer, I strum the guitar, bake bread or
pizza, read sci-fi, or read with my kids.

GenieLamp> How did you get involved in telecommunications?
""""""""""

Steve> In Vermont, where I began teaching, we had a statewide BBS for the
""""" schools called Winternet. I used that and the Fidonet forums it
carried to communicate with folks throughout the state and world. I was
hooked at once!

GenieLamp> How long have you been a member of Genie? What new
"""""""""" services do you think Genie should provide its subscribers?

Steve> I joined GEnie in March 1993... but I found the interface so
"""""" daunting that I logged on very seldom. There were a couple of
months when I didn't even log a single call into GEnie. It wasn't until
America Online gave Apple II users the boot and folks started talking about
the great Apple II forums on GEnie that I really gave it a good try. Now I
log on every day. As far as new services, I'm somewhat concerned about the
new directions that Genie is taking under its new ownership. However, I
can see the value of having a faster connection that can be accessed from
anywhere in the country, via Genie. I just hope that the jump in price
doesn't cause too many people to leave.

GenieLamp> What one piece of advice would you pass along to a new
"""""""""" Apple II telecommunications enthusiast?

Steve> ...Visit my website?
""""""

Really, though, the best advice for anyone just beginning to use a modem is to get the advice of someone with experience. I found telecommunications software pretty difficult to understand when I first started out, having a non-technical background. Being able to ask questions of folks who knew more was the best thing to help me out.

[*][*][*]

If you'd like information on how to subscribe to _The Apple Blossom_, send E-mail to S.CAVANAUGH1 or contact him by writing:

Steve Cavanaugh
The Apple Blossom
1117 Maple Street
Wilmington, DE 19805
USA

////////////////////////////////////// Genie_QWIK_QUOTE ////
/ "...what programs should we be looking at, for the future" /
/   /
/   "Windows 2000... :)"   /
/   /
/   "...which, using today's nomenclature, would be   /
/   dubbed 'Windows 00'. At last... truth in   /
/   advertising! :-)"   /
//////////////////// W.ELLIS5, KEN.GAGNE and BARNABAS ////

[EOA]
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GenieLamp Information
""""""""""""""""""""""""

o COMMENTS: Contacting GenieLamp

o GENIELAMP STAFF: Who Are We?

GenieLamp Information GenieLamp is published on the 1st of every month
"""""""""""""""""""""" on Genie page 515. You can also find GenieLamp on
the main menus in the following computing RoundTables.

RoundTable	Keyword	Genie Page	RoundTable	Keyword	Genie Page
DigiPub	DIGIPUB	1395	Atari ST	ST	475
Macintosh	MAC	605	IBM PC	IBMPC	615
Apple II	A2	645	Apple II Dev.	A2PRO	530
Macintosh Dev.	MACPRO	480	Geoworks	GEOWORKS	1050
BBS	BBS	610	CE Software	CESOFTWARE	1005
Programming	PROGRAMMING	1445	Data Comm.	DATACOMM	1450
IBM PC Prog	IBMPCPRO	617	PowerPC	PPC	1435
PowerPCProg	PPCPRO	1440			

GenieLamp is also distributed on CrossNet and many public and commercial BBS systems worldwide.

- To reach GenieLamp on Internet send mail to genielamp@genie.com

- Back issues of GenieLamp are available in the DigiPub RoundTable Library #2 on page 1395 (M1395;3).

- We welcome and respond to all E-Mail. To leave comments, suggestions or just to say hi, you can contact us in the DigiPub RoundTable (M1395) or send GenieMail to John Peters at [GENIELAMP] on page 200.

- If you would like to meet the GenieLamp staff "live" we meet every Wednesday night in the Digi*Pub Real-Time Conference at 9:00 EDT (M1395;2).

- The Digital Publishing RoundTable is for people who are interested in pursuing publication of their work electronically on Genie or via disk-based media. For those looking for online publications, the DigiPub Software Libraries offer online magazines, newsletters, short-stories, poetry and other various text oriented articles for downloading to your computer. Also available are writers' tools and 'Hyper-utilties' for text presentation on most computer systems. In the DigiPub Bulletin Board you can converse with people in the digital publishing industry, meet editors from some of the top electronic publications and get hints and tips on how to go about publishing your own digital book. The DigiPub RoundTable is the official online service for the Digital Publishing Association. To get there type DIGIPUB or M1395 at any Genie prompt.

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	o Charlie Hartley	[A2.CHARLIE]	A2 Staff Writer
A2Pro	o Tim Buchheim	[A2PRO.GELAMP]	EDITOR
ATARI	o Sheldon H. Winick	[GELAMP.ST]	ATARI EDITOR
	o Bruce Smith	[B.SMITH123]	EDITOR/TX2
	o Jeffrey Krzysztow	[J.KRZYSZTOW]	EDITOR/HyperText
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	o Eric Shepherd	[SHEPPY]	Power PC Staff Writer
ETC.	o Jim Lubin	[J.LUBIN]	Add Aladdin Scripts
	o Mike White	[MWHITE]	(oo) / DigiPub SysOp
	o John Peters	[GENIELAMP]	DigiPub SysOp
	o Sanford E. Wolf	[S.WOLF4]	Contributing Columnist

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     ||     ||||||  ||||||||  ||||||                     RESOURCE!
     ||     ||   ||  ||  ||  ||  ||
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                    ~ WELCOME TO GENIELAMP APPLE II! ~
                      """""""""""""""""""""""""""""""""
               ~ SOFTVIEW A2:  GraphicWriter III v2.0 update ~
              ~ FOCUS ON...:  The Apple Blossom and Juiced.GS ~
      ~ PD_QUICKVIEW:  "In The Breach of Centuries" HyperStudio stack ~
                    ~ HOT NEWS, HOT FILES, HOT MESSAGES ~

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 GenieLamp Apple II     ~ A T/TalkNET Publication ~      Vol.5, Issue 49
""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""
Publisher.....................................................John F. Peters
 Editor.....................................................Douglas Cuff
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          ~ GenieLamp IBM ~ GenieLamp ST ~ GenieLamp PowerPC ~
        ~ GenieLamp A2Pro ~ GenieLamp Macintosh ~ GenieLamp TX2 ~
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           >>> WHAT'S HAPPENING IN THE APPLE II ROUNDTABLE? <<<
           """""""""""""""""""""""""""""""""""""""""""""""""""""
                              ~ April 1, 1996 ~

 FROM MY DESKTOP ......... [FRM]        FROM MY MAILBOX ......... [MAI]
  Notes From The Editor.                  Letters To The Editor.

 HEY MISTER POSTMAN ...... [HEY]        HUMOR ONLINE ............ [HUM]
  Is That A Letter For Me?                You Know You've Been on Genie.

 FOCUS ON... ............. [FOC]        PD_QUICKVIEW ............ [PDQ]
  The Apple Blossom & Juiced.GS.          In The Breach of Centuries.

 FILE BANDWAGON .......... [BAN]        THE ONLINE LIBRARY ...... [LIB]
  Top 10 Files for February.              February Arrivals on Genie.

 SOFTVIEW A2 ............. [SOF]        LOG OFF ................. [LOG]
  GraphicWriter III v2.0.                 GEnieLamp Information.

[IDX]""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""
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READING GENIELAMP GenieLamp has incorporated a unique indexing system
"""""""""""""""""" to help make reading the magazine easier. To utilize this system, load GenieLamp into any ASCII word processor or text editor. In the index you will find the following example:

HUMOR ONLINE ..... [HUM]
Genie Fun & Games.

To read this article, set your find or search command to [HUM]. If you want to scan all of the articles, search for [EOA]. [EOF] will take you to the last page, whereas [IDX] will bring you back to the index.

MESSAGE INFO To make it easy for you to respond to messages reprinted
"""""""""""" here in GenieLamp, you will find all the information you need immediately following the message. For example:

(SMITH, CAT6, TOP1, MSG:58/M475)
_____| _____|__ _|___ |____ |_____
|Name of sender CATegory TOPic Msg.# Page number|

In this example, to respond to Smith's message, log on to page 475 enter the bulletin board and set CAT 6. Enter your REPly in TOPic 1.

A message number that is surrounded by brackets indicates that this message is a "target" message and is referring to a "chain" of two or more messages that are following the same topic. For example: {58}.

ABOUT Genie Genie's pricing plans are as low as $7.95 per month for up
""""""""""" to five hours of email use. Genie services, such as software downloads, bulletin boards, chat lines, and an Internet gateway, are included at Genie's non-prime time connect rate of $2.75. Other plans are available. Prices are subject to change without notice. To sign up for Genie, call (with modem) 1-800-638-8369 in the USA or 1-800-387-8330 in Canada. Upon connection wait for the U#= prompt. Type: JOINGENIE and hit RETURN. The system will then prompt you for your information. Need more information? Call Genie's customer service line (voice) at 1-800-638-9636.

GET GENIELAMP ON THE NET! Now you can get your GenieLamp issues from
"""""""""""""""""""""""""" the Internet. If you use a web browser, connect to "gopher://gopher.genie.com/11/magazines". When using a gopher program, connect to "gopher.genie.com" and then choose item 7 (Magazines and Newsletters from Genie's RoundTables).

*** GET INTO THE LAMP! ***
""

////////////////////////////////////// Genie_QWIK_QUOTE ////
/ AppleVision is still better than some of the QuickTime /
/ movies out there :)   /
// R.SUENAGA1 ////

[EOA]
[FRM]////////////////////////////
FROM MY DESKTOP /
////////////////////////////
Notes From The Editor
""""""""""""""""""""""
by Douglas Cuff

[EDITOR.A2]

>>> NEW WAYS TO READ GENIELAMP A2 <<<
"""

Last month, GenieLamp A2 was published in two new formats: HyperCard and HyperStudio stacks. The response has been terrific! We've been worried about losing readership through the change in Genie's rates. We needn't have worried. The March 1996 issue of Genielamp A2 was the second most popular since we introduced an Apple II-specific version two years ago!

The AppleWorks word processor file and standard text file versions continue to be popular, and they're both here to stay. So those of you with classic Apple II's needn't worry. But now IIgs users have a choice of a stack version as well.

Joshua Calvin's GenieLamp HyperCard stack is a marvel. It takes a standard text file version of GenieLamp and _automatically_ converts it to a HyperCard stack--creating a contents page on the fly!--in less than five minutes. Just click on a file, wait a bit, and you're done. Josh's stack doesn't just work on the current month's GenieLamp A2. It will work on back issues, and it will work on GenieLamp A2Pro, GenieLamp Mac, GenieLamp PPC... on any edition of GenieLamp that's available as a text file. If you'd like to pat Josh on the back, here's his Genie mail address: J.CALVIN.

For those of you who don't want to convert a textfile into a HyperCard stack, we'll be providing a pre-converted stack. The conversion is done, so you don't have to wait--just download and enjoy!

What does the HyperCard version offer that you can't find in the standard text versions? It offers an index page, so that you can click on the articles you want to read in the order you want to read them. It offers a find function, so you can search for a specific word or phrase.

If you don't have HyperCard IIgs, you can get it! Visit the A2Pro (NOTE: A2_Pro_) RoundTable libraries on Genie page 530;3 and download file #3900. A hard drive is seriously recommended if you want to run HyperCard IIgs; the HyperCard program takes up almost 600K of a 800K disk.

If you don't have a hard drive, may we interest you in our new HyperStudio version? You don't have to own HyperStudio in order to use this new version--just download file #24732: HS3.1RJ.BXY

The HyperStudio version of GenieLamp A2 also offers you an index page (like the HyperCard version) so that you can read the articles you want in the order you want to read them. There are a few little goodies like animated buttons and pretty pictures and sub-menus, but basically we've kept the HyperStudio stack very simple. This is for two reasons. The first is that if we add too many bells and whistles, this version will become a _big_ download. The second is that we have very little time to produce a HyperStudio version (and it's not automatic, like the HyperCard version), so we need something that will require almost no changes from month to month.

There's an extra goodies in this month's HyperStudio version (I'll see if I can figure out how to add it to the HyperCard version, too)--a

comic strip! Gwendel [Genie mail: SAMWISE] draws and writes a strip called Hog Heaven--check it out and let us know if you'd like it to become a regular feature.

Here's what some of you have said about the new hyper-versions of GenieLamp A2:

"A really nice job..."

"Four Stars!"

"I =love= the new HyperStudio version of GenieLamp A2."

"I hope to continue to see both versions."

"...it's very well designed right down to the neat graphics and animated buttons."

"Nice graphics and interface."

"...outstanding! I can think of no negatives."

I'm pretty sure you'll be impressed with our new hyper-editions, too! Why not download one? Heck, download both. We don't mind at all.

[*][*][*]

In last month's editorial, I echoed the often-heard hope that Genie's new management would come up with a billing plan for those of us who cannot afford a minimum charge of $18.95 a month (or $23.95 if you're a new member). This month, thank goodness, Genie has done just that.

The new GenieLite option costs just $7.95/month. This method of subscribing offers 5 free hours of E-mail use. There are no free RoundTable hours whatsoever, but it should be a good deal if you only visit RoundTables occasionally--say two hours' worth a month.

Also, you now have the ability to switch your current Genie account to a new subscription plan. Just type the keyword BILL or SET and choose option 5 from the menu. Then just follow the prompts!

-- Doug Cuff

Genie Mail: EDITOR.A2 Internet: editor.a2@genie.com

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 _____________________________________________________________
|                                                             |
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|                                                             |
|   If you want to reprint any part of GenieLamp, or          |
|   post it to a bulletin board, please see the very end      |
|   of this file for instructions and limitations.            |
|_____________________________________________________________|
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ASCII ART BEGINS

ASCII ART ENDS

[EOA]
[MAI]//////////////////////////////
FROM MY MAILBOX /
//////////////////////////////
Letters To The Editor
""""""""""""""""""""""""

TIMEOUT SHRINKIT-PLUS """""""""""""""""""""""" In the Jan '96 GenieLamp [A2], you mentioned TimeOut ShrinkIt v5. I have looked for this update on all the ftp sites and can't find it anywhere. Can you please suggest a place to locate it or perhaps a place to find more information on what new features it has? Thank you very much.....

Brian Wiser
brwiser@xmission.com

The reason you can't find TimeOut ShrinkIt-Plus v5 on any ftp sites is that it is only available commercially.

As I mentioned in the November 1995 issue of GEnieLamp A2, you can upgrade your v4.x copy of TimeOut ShrinkIt-Plus to v5.x for $5.00 plus $2.50 shipping and handling. You can also purchase the package new for $29.95 plus $2.50 shipping and handling:

Office Productivity Software
P.O. Box 2132
LaGrange, GA 30241-2132

E-mail: d.gum@genie.com

As of 20 March, EGO Systems also carries the full line of Office Productivity Software's AppleWorks utilities, including TimeOut ShrinkIt-Plus. (See this month's HEY MISTER POSTMAN.) TimeOut ShrinkIt-Plus requires AppleWorks v4.0.1 or later and is available on 3.5-inch disks only.

EGO Systems
7918 Cove Ridge Road
Hixson, TN 37343

phone orders: 800-662-3634 (9 am to 5 pm Eastern Time)
phone inquiries: 423-843-1775 (9 am to 5 pm Eastern Time)
fax: 423-843-0661 (24 hours a day)

e-mail: GSPlusDiz@aol.com
diz@genie.com

EGO Systems also charges $29.95, plus $3.00 shipping and handling. EGO Systems accepts Visa and MasterCard for phone or

fax orders, plus checks or money orders through the mail.--DGC

MACLEAN'S DOS 3.3 LAUNCHER G'day Doug,
"""""""""""""""""""""""""""

Just a followup on the March A2 GenieLamp:

DOS33.LNCHR.BXY This program lets you install DOS 3.3 programs--or entire
""""""""""""""" disks--on your ProDOS hard disk or on 3.5-inch disks.
You can then launch these DOS 3.3 programs via your favourite program launcher. This unofficial release (v2.1) supposedly supports networks. Daniel Pfarrer assembled this version from the remains of the source code on programmer John MacLean's hard disk.

The last sentence of this description is factually incorrect. How this sentence actually came to be created is really intriguing, I'd really like to know....

I am the person responsible for assembling v2.1. I have John's actual hard disk and his actual source code (not remains). I have no idea who Daniel Pfarrer is.

I believe Richard Bennett has written to the A2 Librarians to try and correct the file description and the text file addition to the archive.

I would appreciate it if you could correct the description in an upcoming GenieLamp after it has been corrected by the A2 Librarians.

I spoke to John MacLean recently. He has given his permission for a lot of the contents of his hard drive to be distributed for the benefit of others. There's some very interesting source code on the drive, some finished, some unfinished. The unfinished code includes a PROLOG interpreter and an HardPressed(Tm)-type utility. The finished code includes a LISP interpreter and a personal expense tracker.

I'll be making the contents available as I find the time.

The first release, inspired by the mixup with Dos 3.3 Launcher v2.1, is...

An official Dos 3.3 Launcher v2.2, which now can be launched on an Apple IIgs from ProDOS, and which can now launch 'disk images' (used by Apple II emulators) of Dos 3.3 disks.

Regards,
Andrew Roughan
posty@triode.apana.org.au

Thanks for the correction, Andrew! My faces is pretty red, but I'm afraid I cannot answer your question about how the description was written. I was responsible for uploading the ersatz DOS 3.3 Launcher v2.1 to Genie, but I obtained it from CompuServe over a year ago, and the description I used was based on the file description in the CompuServe libraries. Sorry to have to pass the buck on this one, but it's really all I know.

I spotted a posting from Daniel Pfarrer on the Usenet newsgroup

comp.sys.apple2 recently, and asked him if he could shed any light on the puzzle. Here's his reply:

"Yea, I remember uploading this to CIS a long time ago. No, I did NOT assemble this version from the remains of the source code on programmer John MacLean's hard disk. I got it from the Washington Apple Pi (when I was a member a few years ago) and just uploaded it to CIS. I have no A2 programming skills what-so-ever, with the exception of basic and metal (from the bbs prog)....

"I just logged on to CIS to get a copy of this program, and it appears that someone has tampered the orig. file description I entered many years ago, so I'm going to bug the file admins of the APPUSER forum on CIS and try to get it fixed."

Likewise, I am sending copies of your letter and Pfarrer's letter to the A2 RoundTable librarian in hopes of getting Genie's file description fixed. I'm sorry to have contributed to the confusion over this file.--DGC

TIMEMASTER II CLOCK CARD WANTED
"""""""""""""""""""""""""""""""""

I have been reading the GEnieLamp [A2] and was wondering if it is possible to find out if an AE TimeMaster II H.O. is being offered for sale. Since I am in Japan, I can't get into your trading area. I would pay with a U.S. check and would have it sent to my parents home in Calif. Thanks for any help you might be able to give.

Jack Sonnabaum
Tokyo, Japan
jsonnaba@asij.ac.jp

Being a member has its benefits. I guess one of the benefits being a member of Genie is the chance to post messages in the RoundTables. I'm afraid I'm not comfortable posting a message in the A2 RoundTable on your behalf, but I've printed your E-mail address above, so if any of our readers has this clock card for sale, they can contact you.

I assume that either you've already tried posting in the Usenet newsgroup comp.sys.apple.marketplace, or that your Internet account doesn't carry that newsgroup, or that you've tried c.s.a.marketplace with no luck.--DGC

[EOA]
[HEY]////////////////////////////
HEY MISTER POSTMAN /
////////////////////////////
Is That A Letter For Me?
"""""""""""""""""""""""""""

by Douglas Cuff
[EDITOR.A2]

o A2 POT-POURRI

o HOT TOPICS

o WHAT'S NEW

o THROUGH THE GRAPEVINE

o MESSAGE SPOTLIGHT

>>> A2 POT-POURRI <<<
"""""""""""""""""""""""""

ANIMASIA AWAY FOR TWO WEEKS Animasia will be away from the online world
""""""""""""""""""""""""""""" for about two weeks. If you need to contact Animasia, I can be reached until 29-Mar-96 by phone at 407-380-9932. After that time, you can send e-mail to animasia@genie.com and I'll reply post haste.

Michael Lutynski
Animasia
(ANIMASIA, CAT13, TOP41, MSG:58/M645;1)

>>>>> BTW, I'm happy to announce that Michael Lutynski will be the latest
""""" addition to the Logicware team, joining the likes of Eric "Sheppy" Shepherd, James (T2) C. Smith, "Burger" Bill Heineman, Steve "Focus Drive" Parsons, and of course myself (Greg Templeman).

Of course, there are a half dozen other people at Logicware, but as they aren't Apple II'ers, I won't mention them. ;-)

-G.T. Barnabas
(BARNABAS, CAT13, TOP41, MSG:59/M645;1)

WHAT APPLEWORKS HATH BROUGHT TOGETHER... Is there a formula for splitting
"" apart first and last names? I have a macro that does that, but it would be nice to be able to do it through the options menu.

:: Dan ::
(D.CRUTCHER, CAT17, TOP31, MSG:106/M645;1)

>>>>> Absotively! I use it in GEM's Email.Names file for that very
""""" purpose. It requires two extra categories for precalculation:

LAST NAME: @Right([Full Name],(@Len([Full Name])-[Calc2]))

FIRST NAME: @Left([Full Name],[Calc2])

CALC1: @Find(" ",[Full Name],1+(@Find(" ",[Full Name],1,0)),0)

CALC2: @If(@Val([Calc1])=0,@Find(" ",[Full Name],1,0),@Find(" ",[Full Name],[Calc1],0))

This will include any middle initials with the first names.

```
  |
-(+)-
  |
  |
```

...Will (Cat 13, Top 11)
(W.NELKEN1, CAT17, TOP31, MSG:108/M645;1)

CONTEST WINNER: TOUCHED BY THE HAND OF WOZ Last week, I sent a listing
"" of all current Shareware Solutions II subscribers to Steve Wozniak, via Steve's employee Auri Rahidzedeh. Audi printed out the list of potential winners and gave that to Steve Wozniak.

I've just received an e-mail from Auri, and this is what he had to say:

"The winner of the HD is Keith Sagalow. We threw all of the papers into the air, then we threw a dart at one. There were three names hit by the dart, but only one was legible, so Keith was the winner."

By only regret is that they didn't capture the selection process on video <g>.

In any case, Keith will soon be the proud owner of a 120 Megabyte Focus Gold Hard Drive. I hope that it provides Keith with many years of use.

Thank you, Keith, for your ongoing support of Shareware Solutions II. And of course, thank you to everyone who was eligible for partaking in the Shareware Solutions II Hard Drive Give Away!

Keith...I plan to send it out via the US Mail, and wonder if I should ask for a signature to assure that it arrives OK. Are you, or someone in your family, around during the day to sign for the package? If not, I will simply insure it without requring a signature. Let me know via e-mail what would work best for you.

Joe Kohn
Publisher, Shareware Solutions II
(JOE.KOHN, CAT28, TOP4, MSG:106/M645;1)

APPLEWORKS 5: CAREFUL WITH APPEND TO CLIPBOARD! OK, Mike. You're not
"" going crazy. :) I can confirm that you can crash AW 5.1 with append to clip.

To make it crash, I appended very large chunks (a 10K file) over and over. The crash is spectacular. Drive in slot 6 drive 1 spins, the whole screen goes bezerk, mainly with "]" characters. A ctrl-reset partially restored things, but made the drive spin again (makes me shudder). AW would not restart at all, even though I finally got the Main Menu screen back - the keyboard was dead. A three finger (oa-ctrl-reset) didn't work the first time, the second time GS/OS crashed into the monitor, as well as the third time, the fourth time finally rebooted. Wow!

My _guess_ is that the append command can overflow the available memory, knocking AW out of memory and control.

I'll let Randy know. :)

```
 __!__
   |     Terrell Smith
   |       tsmith@ivcf.org
```
(T.SMITH59, CAT17, TOP30, MSG:46/M645;1)

APPLEWORKS 5 DATE QUIRK Using an AW 5.1 data base, I discovered that I

"""""""""""""""""""""""" cannot search for a date using (say) Mar 6 1978 or 3/5/78. I have to use Mar 6 1978 (two spaces in front of the 6. I understand why this is so, and the work around is to enter the two spaces, but I find this inconvenient (and I get forgetting to do it!!! :( ). Other than this, I haven't had a single problem with AW 5.3 since I moved up from AW 4.3 a couple weeks ago. [Thanks, Randy!]

Eric (o= =o === =ooo oo oo= ==)

PS I was thanking Randy for AW 5.1, not for anticipated assistance. I know he's feeding his kids elsewhere these days.
(J.SCHONBLOM, CAT17, TOP31, MSG:118/M645;1)

MAKING APPLEWORKS 5 GET ALONG WITH GS/OS Has anyone here been bothered by
"" AW5.1 having a decreased amount of desktop memory available after multiple launches during a single session? (This also occurs after using GS.SYSTEM from the Beagle Compiler, BTW.)

On a machine with 4 megs or so and few, if any, relaunches, this is not a big problem. On a 1 meg machine, though, you can suffer a substantial reduction in desktop size on a relaunch.

I have discovered why this is happening and have _hacked_ together a small machine language program to run prior to launching AW5.1 to fix this.

AW _appears_ to do an incomplete job of using the GS memory manager's toolbox routines on exit, with the result that some of the memory blocks are not de-allocated and the ID number is not deleted.

The hack calls the DiposALL and DeleteID tools to 'clear' the memory AW used. With the memory cleared, AW can start with a fresh slate, so to speak.

AppleWorks seems to request ID $1101 to start. On the next launch, $1101 is taken, so it gets $1102. Unfortunately, $1101 is still present and some of those blocks of memory are still allocated. Will the hack mess up some GS/OS application program using blocks with the same ID's? You tell me. I don't know.

I'll try to post it here this week to get your comments. As always, I'd appreciate it if the rest of you would round off the rough edges. The hack will be in BASIC (requiring BASIC.SYSTEM). It would be nice to make it a SYSTEM file that when executed, would subsequently start APLWORKS.SYSTEM.

Does anyone want to bother Randy with this? <g>

Hugh...
(H.HOOD, CAT17, TOP27, MSG:290/M645;1)

<<<<< I've completed (with the fine help of Harold and ghosts of
""""" programmers' past) a SYSTEM program that, on a GS, 'nukes' (Harold's word, not mine) allocated application memory and memory ID's ($1001-$1003) prior to running APLWORKS.SYSTEM.

It's FRESHER.SYSTEM. Let's call it version 0.9. <g>

For use with Appleworks 5.1 on a GS in ProDOS 8 only mode, (although I don't _think_ it would hurt under GS/OS) it eliminates the problem of diminishing desktop memory that occurs when AppleWorks is re-launched during a single session.

I'll try to upload it this week. BTW, are there instructions for uploading a file correctly on your first try? This will be my first program that I feel is semi-worthy of A2.

BTW, Harold, getting it to quit to APLWORKS.SYSTEM really made me get out the books and disassemble some code as well. Merely passing the Startup name and quitting via the MLI doesn't do the trick with the P8 mini-selector. The program itself must take the startup name and do the work.

Thanks for challenging me. Obsessive behavior is either a blessing or a curse. Perhaps both.

Hugh...
(H.HOOD, CAT17, TOP27, MSG:345/M645;1)

THE REAL WORLD
""""""""""""""""
I was in a self-storage place near Princeton, NJ, yesterday, and saw they had their alarm system software running on an Apple //e with one Disk II drive. I couldn't get close enough to see exactly what software was running, but the display was 40 column. The counter help didn't know anything about the setup.

It's a real pleasure to see a II still hard at work. Anybody else have a sighting to report of an Apple II at work?

Bill Dooley - Apple II Forever!
(A2.BILL, CAT2, TOP7, MSG:225/M645;1)

>>>>> I was in Park City Utah a couple of years ago and found several
""""" retail stores using Apple II GS's as cash registers. I was quite impressed. It was the first and only time I have ever seen an Apple doing duty in a retail situation. Actually I take that back. I was in a gallery in Stowe, Vermont last month and the owner had a PowerBook which she used to do accounting for the store and keep mailing lists.

Bob
(BOB.CHERRY, CAT2, TOP7, MSG:252/M645;1)

>>>>> I'm being a little slow on the uptake on this..
"""""
I am using a ||gs with DB Master Professional at the front desk of my veterinary hospital. Using it as a cash register and reminder system. AW5.1 for book-keepeing and inventory and lots of other things. GWIII for desk-top publishing of client information things, admission releases, etc.

Only shortcoming is that I can't access the veterinary databases, either on-line or CD-ROM.

Ray
the Sauer Kraut
(R.SCHUERGER1, CAT2, TOP7, MSG:255/M645;1)

>>>>> Our Engineering Test Laboratories have some really exotic fast data

""""" acquisition systems. But there are also two Apple II plus computers out in the Environmental Labs that have AE 12 bit 16 channel data acquisition cards and TimeMaster II clocks. They work great on some of the small tests and any programmer/engineer can add his own data reduction program in AppleSoft for quick look data.

I bet some of the raw data from those Apples end up in the Cray.

Bob, AF6C

(R.ECKWEILER, CAT2, TOP7, MSG:263/M645;1)

>>>>> The Apple IIGS sometimes shows up in the least likely places..
"""""

On April 26, 1996, Basic Books will be publishing a new textbook entitled "Textbook of Transpersonal Psychiatry and Psychology." I'm sure the publisher has absolutely no idea, but I know, and now you know. It was edited entirely on an Apple IIGS.

<grin>

Joe

(JOE.KOHN, CAT28, TOP4, MSG:174/M645;1)

DISK DRIVE REPAIR I just recently sent an Apple 3.5 disk drive that had """"""""""""""""""" been given to me to ISR Floppy Drive Repairs because it was not working properly. I was getting i/o errors and there was a rasping sound coming from the drive.

It seems that there was a foreign object in the drive (looked like a small piece of plastic). The drive was also cleaned, lubed, aligned, and tested before it was returned to me. The turn around time (from when I mailed it until when I received it) was 2 weeks.

It appears to be working properly now. :)

The cost was $17.00 plus 5.95 for shipping.

Here is some additional information about them.

Infinite Service & Repair
2217 Downing Ln.
Leander, Texas 78641

1-800-458-6778

They work on 3.5, 5.25, and 8 inch drives. Their labor charges are guaranteed to be between $1 and $25, with the average cost of $17. Parts are extra, and will be installed with prior customer consent. They indicate that most repairs do not require parts at all.

The end price is based on the type of drive, the amount of work per drive, and the number of drives per month with quantity discounts.

There is a $1 minimum Diagnostic fee if the drive is too costly to repair or if there is no problem found. ISR will contact you with the diagnosis.

They require that you call first for a repair authorization number.

They will use this number to identify your equipment and all work done to it. Write this number on your shipping label and have it ready if you call them for information about your drives.

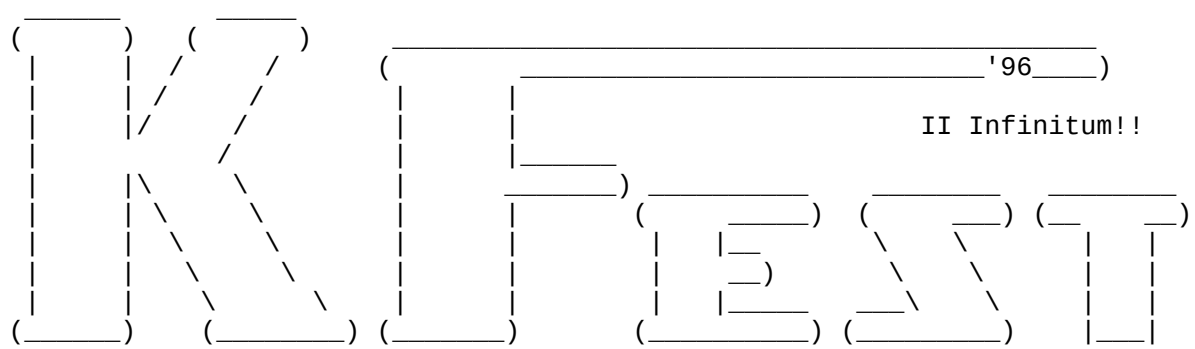
They offer a 6 month warranty, and accept VISA and MasterCard. They also ship UPS COD.

Joe Kohn gave me their name. Thanks, Joe. :)

Charlie Hartley

(A2.CHARLIE, CAT4, TOP46, MSG:43/M645;1)

>>> HOT TOPICS <<<



KFest is back again! With two Extra Nights!!!!!

This summer, in Kansas City, Missouri, you can once again:

- spend 3 days and 4 nights guided by Dante Alighieri on a trip through the dormitories of Avila College
- meet friends old and new
- learn about how to get the most out of your computer and peripherals
- see demonstrations of new products
- meet the celebrities of our little world <grin>
- experience the InterNet and all that it has to offer to us and our computers
- take advantage of special KFest '96 offers from Apple II and Macintosh vendors
- and, of course, stay up all night shoot pool and foment insurrection, if you want to :)

KFest '96 will again be held on the campus of Avila College in Kansas City, Missouri. It will take place from July 17-21, 1996. The cost will be only $325, which _includes_ use of a double room in the Avila College dorms _and_ meals! (If you wish to stay at one of the many hotels or motels near the college then the cost is $225, but you would, of course, have to find and pay for your own room).

***

If you have been thinking about attending KFest '96. now is the time to sign up. The registration fee will be going up on May 19th to $375 for the dormitory and conference, and $275 for the conference only. The last

date pre-registrations will be accepted is July 13th.

***

KFest this year is being sponsored by Kellers' Auto Electric, Inc. You can send your completed registration forms to:

KFest '96
c/o Kellers
PO Box 391
Brielle, NJ 08730

* Please make checks payable to: Kellers' / Kfest '96

***

Credit Card registration is also available. Just call Kellers' Auto Electric, Inc with your VISA, MasterCard or American Express number at (908) 775-0371, Mon-Fri 8:00AM-5:00PM Eastern Time. If you prefer, you can FAX your registration with VISA or MasterCard account number and expiration date to: (908) 223-0678 Mon-Fri 8:00AM-5:00PM Eastern Time.

If you prefer registering by Email, and are using a VISA, MasterCard, or American Express for payment, you can send the completed registration form via InterNet Email to:

timothyk@injersey.com

***

If you have questions about KFest, or wish to make suggestions, you can find answers via the InterNet. Just send an email message to kfest.info$@genie.com, or visit the World Wide Web page at http://www.primenet.com/~adams/kfest.html

****** (cut here)******

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KFest '96 Registration Form

Name:

Address:

City, State, Zip:

Phone (w): (h):

Email address:

Roommate preference (if any):

Do you prefer a smoker or non-smoker?

Hey! Howbout a frighteningly collectible, soft and thrilling KFest '96 T-Shirt? Yes I want One (Many)!!! [ ]

T-shirts are $15.00 each and are available in Small, Medium, Large, X-

Large.

Please circle size(s) Small Medium Large X-Large

Check here [] for additional X's on your X-Large T-shirt and indicate size needed: _____

Send this completed registration form and fee to:

KFest '96
c/o Kellers
PO Box 391
Brielle, NJ 08730

* Please make checks payable to: Kellers'/KFest '96

For Credit Card registration please check: [] Visa [] MasterCard

[] American Express

Please charge my account number: _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _
Expiration: _ _ / _ _
(CINDY.A, CAT44, TOP8, MSG:49/M645;1)

NOW _THAT_'S A SPECIAL GUEST! Actually, I've heard from a somewhat reliable source that the Woz has been informed and is considering attending KFest.

Seriously.

And if that's the case, we can have one heckuva birthday party :)

Ryan--new preferred email: rsuenaga@kestrok.com
(R.SUENAGA1, CAT2, TOP24, MSG:125/M645;1)

TOP 10 AT KANSASFEST THE TOP TEN CATEGORIES FOR WHY YOU SHOULD CHOOSE KFEST '96 OVER LIFE, AS USUAL:

NUMBER 10! TELEVISION: YOU'VE EXHAUSTED YOUR 30 DAY CALL IN ALLOWANCE TO C-SPAN FOR THE NEXT 6 MONTHS

NUMBER 9! FAMILY: YOU'VE ASSIGNED YOUR FAMILY PRODOS PATHNAMES, AND YOUR MATE RETURNS AN $0046 ERROR

NUMBER 8! EXTRA TERRESTRIALS: STEVE FORBES HAS ALREADY FLAT TAXED MARS

NUMBER 7! STAR TREK: YOU WONDER IF DATA CRASHES WHEN TWILIGHT II KICKS IN

NUMBER 6! APPLETALK: YOU THINK APPLE SHARE IS A USER GROUP SCAM

NUMBER 5! POLITICS: YOU KNOW THAT BOB DOLE WILL BE BUSY ELSEWHERE AND KANSAS IS A SAFE PLACE TO BE

NUMBER 4! MICROSOFT: YOU WANT TO BREAK ANY MORE THAN 95 WINDOWS YOU COUNT AT AVILA COLLEGE

NUMBER 3! POWERMACS: YOU DON'T CARE HOW FAST MACDONALD'S MAKES A
'''''''''' CAFEINATED HAMBURGER

NUMBER 2! TRIVIA: THE ANSWER TO THE 1995 TOURNAMENT OF CHAMPIONS FINAL
'''''''''' JEOPARDY QUESTION: WHAT THE HECK IS AN APPLE II?

AND THE NUMBER ONE REASON FOR ATTENDING KFEST '96....

REALITY: HECK, WE NEED THE MONEY!!!!

(KELLERS, CAT44, TOP8, MSG:51/M645;1)

A RIDE TO/FROM THE AIRPORT KFest 1996 is just around the corner!! Now is
"""""""""""""""""""""""""" the time to be making your travel plans to take advantage of cheaper airfares.

We can begin checking in at Avila on Wednesday, July 17th. We have to be out of the dorms by noon on Sunday, July 21st.

This topic is a good place to let others know when you will be arriving in Kansas City so you can coordinate rides from the airport. For the record, the Kansas City airport is called KCI, but that's not the code that is on luggage tags.

Quicksliver is a shuttle service that can be reached at 1-800-888-8294

As of today, their rates to Avila are:

$21.50 for 1 person
$28.50 for 2 people
$35.50 for 3 people
$37.50 for 4 people
$50.00 for 5 or more

They only need a few days advance reservation. People can arrive on different flights and different airlines but need to be within 5-10 minutes to take the same shuttle.

Cindy
(KFest Big Cheese)

(CINDY.A, CAT44, TOP4, MSG:1/M645;1)

IIGS IN A TOWER CASE WISH LIST If you could design your own "Tower GS",
"""""""""""""""""""""""""""""" without the limitations of an off-the-shelf case, what features would you like to have? That is, assuming you start with a stock GS logic board...

A few have been mentioned before, like a headphone and ADB jack mounted in the front, or a hard drive activity light. Any other brainwaves out there?

Just curious...

:froggie

(FROG.MAN, CAT12, TOP31, MSG:142/M645;1)

>>>>> A. 3.5 floppy drive bays with switches for eject mechanisms

""""" (wouldn't have to line up with the actual mechanical switches, you could use a paperclip, ala Macintosh for manual eject).

B. A better speaker (amplified, with volume control, would be nice, but not mandatory). (A small amplifier with external outputs would be really good.:)

C. INTERNAL bays for a minimum of two 3.5 form factor drives, and external bays for a minimum of 3 5.25 form factor drives. (With wiring for hard drive activity lights from the internal bays to the case front.)

D. Front mounted LEDs connected to leads with snap on clips for connecting to the activity lights on things like ZIPs and TWGSs.

E. Here's a biggy.....

A "slot" for a PC style internal modem. This would simply be a card edge holder with the appropriate fingers wired to a serial cable appropriate for plugging into the modem port. Done properly, this rig would include a front mounted switch to power cycle the modem, and an LED to show power status. (I'm not sure if the signals are present at the card edge, and standard enough, to allow the inclusion of REAL activity lights, but it would be nice. :)

F. Serious fannage. (You KNOW how I feel about fannage. :)

G. A "dimple" suitable for mounting the little metal Apple logo from the front of the GS case. (It would probably have to be round or square to avoid copyright problems, but that metal logo pops right out if you do it right.)

H. Some switched outlets on the back to handle the monitor, printer, etc. While you're at it, it would probably be good to have at least three switches, one for "system power" which would fire up the hard drives and monitor, one for "CPU power" which would fire up the motherboard, and one for "peripheral power" for anything else hooked up. You can figure that out better than I can, probably, but a LOT of people like to turn on thier hard drives and monitors first....

And of course, a SERIOUS power supply. :)

Give me a case like that, and I'd buy it REAL quick (and probably a Second Sight card and a bigger monitor as well :).

Gary R. Utter
(GARY.UTTER, CAT12, TOP31, MSG:144/M645;1)

>>>>> I'd like a case that had the following
"""""
1) At least 5 bays, 3 of which could be accessed externally for things like CD-ROM, Floptical, Zip or SyQuest, etc.

2) Headphone and Sound input (maybe we should get R. Wagner's digitizer as an add on to this)

3) Game Port and ADB in the front

4) Several switches (as Gary noted) for turning on power...to

peripherals, to devices in the case, to the CPU

5)Something that was not platinum (grey) :)

6) Comes with the connector converter so that the motherboard can be plugged right in.

Steve
(S.CAVANAUGH1, CAT12, TOP31, MSG:145/M645;1)

>>>>> One nice feature to have in a IIXS would be a separate "chamber"
""""" for floppy drives, tape backup drives, and the like (drives which don't generate much heat or are used seldomly). This chamber would be sealed and separated from the rest of the case and not subject to ventilation by the fan for the rest of the Tower. That way one wouldn't have to worry as much about dust being pulled into those drives.

Also, a bottom "chamber" tall enough to let you easily mount the GS in there "vertically" so that ventilation of a motherboard and lots of cards would be more efficient. (The case I got doesn't have enough height in the bottom part to do that).

I\/I ark I<

Hmmm... more ideas:

Extra AC power outlets would be dandy.... oh, I see Gary mentioned that one. All of the ideas people mentioned are great!

It's too cool to see that you're really thinking of building a case, Froggie! I'd like to let you know that I'd be interested in purchasing one from you, also :)
(M.KLINE, CAT12, TOP31, MSG:150/M645;1)

>>>>> Lots of great suggestions so far! I'd like to add one more: a
""""" swinging or sliding door on the exposed drive area. My tower (a Jaba case) has a swinging door and it has done wonders for my dust problems. In its old external enclosure, my tape drive used to have a significant build-up of dust around the drive shutter in only a few days. It's been in the tower for over 2 months now, the tower fan on all the time, and not a speck of dust in it! I'm not at all worried about mounting my floppy drives in there now.

Give me that, a nice suitable front display (e.g. drop the speed readout and turbo button, unless it can be somehow tied to a Zip/TW), and a full set of accessible ports (on a full tower, I'd prefer them at the top of the back panel, since the tower typically sits on the floor -- I hear one of Apple's new models may have the ports on the top!), and I'd be pretty happy.

I'd love to be in your position, as I did design my own "ideal" case when I was trying to find one last fall. I settled for a case that was nowhere near as functional or unique as my own, but I do not possess the skill to actually take my design to a finished product as you do. I wish you the best of luck, that we might all benefit from your work!
(M.HACKETT, CAT12, TOP31, MSG:155/M645;1)

>>> WHAT'S NEW <<<

"""""""""""""""""""

APPLE BLOSSOM NEWSLETTER
""""""""""""""""""""""""""

The Apple Blossom's first issue of 1996 will be mailed tomorrow, to Apple II users in 30 states and Canada. Thanks for the great support and encouragement that you've given me so far. I hope that those of you who have subscribed will enjoy the issue that reaches you next week.

For those of you who have not yet subscribed, you still can :) As an incentive, I have offered a printed copy of the Apple II Vendor Directory, which has been updated constantly by me over the past year (and was being updated up until 10 seconds before I printed it last night). It weighs in at 11 pages, and gives mail, email, Web and product info, along with phone numbers for over 90 vendors of Apple II hardware, software and services.

All subscriptions post marked by March 7th will be entitled to a free copy of the Vendor Directory, which will be mailed via first class postage with your first issue.

Over the weekend I will be uploading a HyperCard Stack that is described in the newsletter. Later, I will post a description of this issue's contents (but I'll let some of the subscribers get their copy first...seems fair, no?).

Volume 2 Number 1 is 14 pages (2 extra pages, couldn't keep it at 12) of densely packed 10 pt type (well, my wife said it was pretty dense, at least...hey, you don't suppose she meant something other than the print density, do you?).

Steve Cavanaugh
The Apple Blossom
http://members.aol.com/newblossom/
(S.CAVANAUGH1, CAT13, TOP17, MSG:253/M645;1)

NAUG PUBLIC DOMAIN AND NAUG-ON-DISK
""""""""""""""""""""""""""""""""""""

As I'm sure most of you know, Shareware Solutions II has been chosen by the National AppleWorks User Group (NAUG) to be the repository of all of the disk based AppleWorks resource materials that had been compiled and distributed by NAUG.

There are now 2 types of disks available from SSII...the NAUG Public Domain Library disks, and the monthly NAUG-On-Disk disks.

Many, but probably not all, of the NAUG PD Library disks are also available here on GEnie. The NAUG-On-Disk series of 60 disks, however, can only be purchased through Shareware Solutions II.

To let folks know what is currently available from SSII, I've uploaded a few informational files to the A2 library over the past 2 days. Unfortunately, I didn't note their file numbers when I uploaded them ;-(

In any case, the first file I uploaded was a file that described all of the AppleWorks public domain disks currently available from SSII.

The 2nd file I uploaded was a series of AW Database files that listed all the articles that appeared in the AW Forum newsletter from 1/90 to 12/95. For that second upload, I created one database for each year, so that the files are manageable by anyone, as the biggest one is only about

40K. They are AW v3.0 files. For each month listed in those databases, there is a corresponding NAUG-On-Disk disk available from SSII for $5.

Feel free to download and pass around the files to anyone.

Joe

(JOE.KOHN, CAT28, TOP4, MSG:131/M645;1)

EGO SYSTEMS NOW CARRIES OPS APPLEWORKS UTILITIES March 20, 1996 -- EGO Systems is pleased to announce that it now carries the full line of Office Productivity Software's AppleWorks utilities. These titles include:

About Time v1.1 This is an AppleWorks TimeOut module that allows you to quickly and easily perform date and time calculations and then move the results into your AppleWorks documents.

About Time performs many different types of calculations involving dates and times including: day-of-week, number of days/weeks/months/years between two dates, number of minutes/hours between two times, and unit conversions. It also converts between Gregorian and Julian Calendar systems, and can change the current system time for your computer to any date or time you choose. About Time can input data from Data Bases or SpreadSheets and output its results to any file on the AppleWorks desktop.

About Time requires AppleWorks v2.0 or later and it even works with Deja][on the Macintosh! About Time is just $14.95 from EGO Systems, and that price includes First Class or Air Mail shipping to anywhere in the world!

(Note: This product is available on 3.5-inch disks only.)

TimeOut ShrinkIt-Plus v5.0 This is an AppleWorks TimeOut module that lets you manipulate ShrinkIt archives without ever having to leave AppleWorks!

TimeOut ShrinkIt-Plus can extract files from archives, add files to archives, remove files from archives, and even create new archives! And, better still, TimeOut ShrinkIt- Plus allows you to extract files from an archive directly to the AppleWorks desktop! You can even take a file that's on the AppleWorks desktop and put it directly into a ShrinkIt archive, and you never have to leave AppleWorks!

TimeOut ShrinkIt-Plus requires AppleWorks v4.0.1 or later and it even works with Deja][on the Macintosh! TimeOut ShrinkIt-Plus is just $29.95 from EGO Systems, and that price includes First Class shipping in the USA or surface mail shipping to anywhere else in the world. Air Mail shipping is $3 extra.

(Note: This product is available on 3.5-inch disks only.)

TimeOut Statistics v1.0 This is an AppleWorks TimeOut module that lets you perform complex statistical analysis on the data in your AppleWorks databases.

TimeOut Statistics comes with three different utilities that allow you to analyze single-sample databases, multiple-sample databases, and nonparametric databases. Among the many different types of statistical

operations you can perform are: Variance, Mean, Standard Deviation, Hypothesis Testing, Linear Regression, Two Sample t-Test, Analysis of Variance, Histogram, Wilcoxon Rank Sum, and more!

TimeOut Statistics requires AppleWorks v3.0 or later and it even works with Deja][on the Macintosh! TimeOut Statistics is just $79.95 from EGO Systems, and that price includes First Class shipping in the USA or surface mail shipping to anywhere else in the world. Air Mail shipping is $3 extra.

(Note: This product is available on 3.5-inch disks only.)

TimeOut Disk Tools v5.0 This is an AppleWorks TimeOut utility that makes several powerful disk utilities available from within AppleWorks. These utilities are:

TimeOut Compare WP - This utility allows you to compare the contents of any two AppleWorks WP files. The two you select are presented in a 'split screen' view with the differences between the two files hilighted.

TimeOut File Backup - Like the name implies, this TimeOut utility lets you perform file-by-file backup and restore operations without ever having to leave AppleWorks!

TimeOut Volume Backup - This utility allows you to create or restore disk- image backups from within AppleWorks!

TimeOut Wherzit? - So, you know you wrote that angry letter to your Congressperson, but you can't find it? This utility will let you search your hard drive for any file, using a variety of search criteria (file name, type, date, and more)!

TimeOut Disk Tools requires AppleWorks v3.0 or later and it even works with Deja][on the Macintosh! (Note that some of the utilities provided with TimeOut Disk Tools only work with ProDOS disks, so not all utilities will function on Mac disks while running under Deja][.) TimeOut Disk Tools is just $49.95 from EGO Systems, and that price includes First Class shipping in the USA or surface mail shipping to anywhere else in the world. Air Mail shipping is $3 extra.

(Note: This product is available on 3.5-inch disks only.)

Special Bundle Offer If you are an AppleWorks lover, you'll probably want to have all four of these great utilities. If so, you can buy them all at once from EGO Systems for just $150 and save $24.80! To get this special price, just ask for the OPS bundle when you place your order. (If you live outside the USA and want Air Mail shipping for this bundle offer, please add $9 for shipping.)

How to Order To order any of these products, or to request a catalog of our Apple II, IIGS and Macintosh products, you can contact EGO Systems by one of the following means:

Orders ONLY: 800-662-3634 (9 am to 5 pm Eastern Time)
FAX: 423-843-0661 (24 hours a day)
Inquiries: 423-843-1775 (9 am to 5 pm Eastern Time)

Ground Mail:

EGO Systems
7918 Cove Ridge Rd.
Hixson, TN 37343

e-mail: GSPlusDiz@aol.com or diz@genie.com

We accept Visa and MasterCard for phone or FAX orders. If you prefer to send a check or money order, make it payable to "EGO Systems". Orders for in-stock items ship no later than the next business day. If you order an in-stock item before 10 am (Eastern Time), it will ship the same day. All orders ship via First Class mail.

Macintosh and Apple II are trademarks of Apple Computer, Inc. AppleWorks is a trademark of Claris. About Time, TimeOut Disk Tools, TimeOut ShrinkIt-Plus and TimeOut Statistics are trademarks of Office Productivity Software. ShrinkIt is a trademark of Andrew E. Nicholas. Deja][is a trademark of JEM Software.

(DIZ, CAT33, TOP2, MSG:14/M645;1)

IIGS GAMES FIND NEW HOME

Shareware Solutions II is pleased to announce that it has been named by Seven Hills Software as the exclusive distributor of Bright Software's games for the Apple IIGS: The Gate and Space Fox.

The Gate blends action, adventure, aesthetic pleasure and intellectual challenges to create a stimulating adventure game for the IIGS. You must battle enemies and solve puzzles to escape a castle's prison. Ultimately, your goal is to find and defeat your captor to bring peace to the land. The Gate features brain-teasing challenges, lots of action in smooth, synchronized animations plus exciting stereo music and sound effects.

The Gate requires a IIGS with 1 megabyte of RAM. Although The Gate is not copy protected, it cannot be installed on a hard drive.

Space Fox is an exciting arcade game where you are the ace pilot who must guide your space ship through nine levels of assorted bad guys. Your mission is to destroy The Brain at level ten but you'll need to collect fuel, shield power and new weapons as you destroy your enemies. Skill and a bit of luck are needed to complete your mission because the higher the level, the harder it is to survive. Space Fox features fast action, smooth, synchronized animations and sixteen voice stereo music.

Space Fox requires a IIGS with 1 megabyte of RAM and at least one 3.5" disk drive.

The Gate and Space Fox are available for $20 each, plus $3 s/h per order.

Shareware Solutions II can accept payment by check or money order only, made payable in US Funds, to "Joe Kohn." Send all orders to:

Joe Kohn
c/o Shareware Solutions II
166 Alpine Street
San Rafael, CA 94901-1008
USA

(JOE.KOHN, CAT28, TOP4, MSG:184/M645;1)

>>> THROUGH THE GRAPEVINE <<<

MS-DOS UTILITIES DESK ACCESSORY Here's what Peter Watson had to say:

"Sometime in the next month or two I'll be sending you a disk for your library containing version 1 of a new NDA called MUG!, which will be the long awaited (by some anyway :-) GUI version of my MSDOS Utilities (MUG! = MSDOS Utilities Graphic !nterface). Apple II Forver."

The hits just keep on coming...

Joe
(JOE.KOHN, CAT28, TOP4, MSG:73/M645;1)

SPECTRUM V2.1 AND KERMIT If I remember correctly, the Kermit download protocol is in beta testing. If you have it, you have to run a script file to use it. When you run the script, you get the icon.

David W.
(D.WALLIS2, CAT43, TOP15, MSG:257/M645;1)

>>>>> Yes it is... but no bugs have been found for some time. Spectrum v2.1 adds the ability for an XCMD to easily add menu items to Spectrum itself. So Kermit shows up on the 'Send' and 'Receive' pop-ups, and the Settings menu, with the rest of the protocol commands.

We are in final Beta testing of v2.1, so hopefully it will not be too long before it is released.

Ewen (Speccie)
Delivered by: CoPilot v2.5.5 and Spectrum 2.0
(E.WANNOP, CAT43, TOP15, MSG:260/M645;1)

RICH TEXT FORMAT FOR GRAPHICWRITER OK everybody.... I've been looking it over, and I think the first thing I'm going to try to get done is the RTF translator for GraphicWriter III. So, does anybody out there know of any problems with the RTF translation that's in EGOed v2.0? If so, let me know about it ASAP so I can correct the problems when I move that code from EGOed into a GWIII translator.

Diz EGO Systems
(DIZ, CAT33, TOP4, MSG:67/M645;1)

SPELLING CHECKER NDA > I think Softdisk GS has been working--for years--
> on a spellchecker NDA.

Correction: Softdisk G-S had a partially-completed spellchecker NDA waiting for time to work on it for years. When I left Softdisk, the spellchecker project was effectively killed (as no GS people remain at Softdisk).

I have plans for another, VERY clever and innovative way to make a spelling checker NDA. When time is found...

-G.T. Barnabas

(BARNABAS, CAT33, TOP4, MSG:103/M645;1)

LIVE BRUTUAL DELUXE ANNOUNCEMENTS I wonder if we set an all-time record
"""""""""""""""""""""""""""""""""" for attendees at an online RoundTable discussion? At one point, I counted 32 people.

I'd like to thank everyone for giving Olivier Zardini such a warm welcome to GEnie. He certainly enjoyed his 3+ hours online.

Among the highlights of his visit were (semi) announcements...

A free Convert 3200 update is being worked on that will offer some support for the Second Sight.

Brutal Deluxe's "DeluxeWare" CD-ROM, packed with 643 megabytes of well organized Apple IIGS programs and files (33,000 of them) will be available shortly. At present, it is available only in France, as there are many many many text files included on that disk that are written in French. So, the CD-ROM needs to be re-worked a little bit before it can be released for the International market. When completed, that CD-ROM will be available from Shareware Solutions II.

At the conclusion of the rtc, James Gray was chosen to be the recipient of a present from Brutal Deluxe. Since he already owns Convert 3200, James will receive a free copy of The DeluxeWare CD-ROM.

Brutal Deluxe has authorized me to upload to A2Pro their Merlin 16 library of routines for the Second Sight card. Look for that within the next week or so.

Olivier hinted that Brutal Deluxe is working on several new IIGS games.

There was some discussion of Brutal Deluxe's System 6.0.2 update, and Olivier admitted that it is currently installed and running on my ROM4 computer. What he failed to mention is that everything is in French, and I have to be quite honest and say that my high school French isn't making it easy for me to understand what has, or hasn't, been worked on. Olivier also said that it was the other half of the Brutal Deluxe team that is working on that update, and unfortunately, he had a hard drive crash. So, I am quite in the dark about the status of that update. He did say that he'd be happy to share the source code with folks on A2Pro.

As I sat back and watched the rtc, I was aware that Olivier had some difficulties understanding some of the English being used, and I hope that everyone understood Olivier's English. As he stated, and as I can confirm, English is not his native language.

All in all, I'd say that a good time was had by all. Thank you for making it possible.

Joe Kohn

(JOE.KOHN, CAT28, TOP6, MSG:31/M645;1)

<<<<< I'm afraid that some of the French gems on the DeluxeWare CD-ROM
""""" may also be lost to the rest of the world. I'm not sure that I want to distribute the CD because of the inclusion of some X rated materials. I've asked Brutal Deluxe to substitute those graphics and

animations, to no avail.

It seems counter-productive to me to include 630 megs of phenomenal Apple II materials, and a few megs of porno stuff. Personally, I don't want to deal with anything that even one person might find offensive.

Joe

(JOE.KOHN, CAT28, TOP6, MSG:38/M645;1)

II ALIVE (NOW QUARTERLY) Any word on when the next issue is being planned for?
"""""""""""""""""""""""""""

(J.LOFTIS, CAT42, TOP10, MSG:222/M645;1)

>>>>> I have no idea. I pitched a proposal to SQC for me to edit and
""""" publish the publication, but they couldn't afford me. The magazine is now being edited by SQC's art director, Carl Sperber. Articles are being gathered by reviews editor Jeff Hurlburt, who's not online as far as I know.

(JERRY.K, CAT42, TOP10, MSG:223/M645;1)

>>> MESSAGE SPOTLIGHT <<<
"""""""""""""""""""""""""""

Category 11, Topic 2
Message 176 Thu Mar 28, 1996
HAROLD.H [Hdwr Hacker] at 23:38 EST

Sticktion problems on Quantum drives:

Series: ProDrive
Included models: Q-40-S, Q-80-S, Q-105-S, etc.

If your drive is starting to show signs of what is commonly known as 'sticktion' (doesn't want to start spinning, particularly when cold, may need a gentle 'thwack' or 'snap spin' to get it going) there appears to be some hope for extending it's usable lifespan.

Looking at the board that is mounted on the bottom of the drive itself, locate the spindle motor controller chip. This is the chip that has a heat sink tab sticking out of it, this tab is mounted to the cast aluminum chamber with two small screws. (Chip designation is U212, chip itself is marked HA13441 and is made by Hitatchi)

Immediately next to this chip (twords the 'rear' of the drive) you should find a ceramic bodied resistor, typically blue in color. This resistor is noted as being R202 on the board's silk screening. This resistor is a 0.47 ohm power resistor. (the value is stamped on the resistor in text, NOT color code bands)

If the value of R202 is reduced to 0.25 ohms (approx) many of these drives will start reliably, even when they suffer from extreem sticktion symptoms. This change in value is best effected by adding a second 0.47 ohm 1 watt resistor in parrellel with the original one.

CAVEATS:

R202 limits the current thru U212 (and the spindle motor windings) during the initial starting of the spindle motor. Reducing it's value too

far, or shorting it out, will very likely cause irreparable damage to the spindle motor itself, the spindle motor controller chip, or (in extreem cases) may cause the stuck heads to be ripped away from their suspension springs inside the sealed chamber. This can result in a totall useless drive.

Reducing the value of R202 increases the current drawn thru the spindle motor windings, the spindle motor controller chip, and increases the starting torque of the spindle motor. It =MAY= also have other effects that I am not aware of, such effects MAY cause other problems as time goes by. (I have not encountered such, but am covering myself just incase :)

I have come up with this modification totally on my own, and with no support of any kind from Quantum, LaCie, Hitatchi, or any other company or individuals. After having personally modified several drives in this manner, with no ill effects being noted, and full 'recovery' from the -symptoms- of sticktion being the only apparent change, I =THINK= that it is a safe modification. In any event the =ONLY= party responsible for =ANY= results achived by anyone attempting this modification shall be the person =making= the modification. Under no circumstances whatsoever shall Harold Hislop, Syndicomm, Quantum, and / or LaCie be liable in any manner for any end results, be those results desirable or catostophic in nature.

Note: This is =NOT= a cure for sticktion on these drives. The cause of the sticktion (deteriorated platter lubricant) is still present and totally unaltered by this modification. The intent of this modification is to increase the starting torque of the spindle motor, typically -HIDING- the pre-existing sticktion problem. One should still seriously consider timely replacement of any such drive as it is nearing the end of it's reliably usable lifespan.

Note: There are often two different versions of drives from the ProDrive series... 'Generic' ones, and 'Apple' ones. The Apple ones have a small Apple sticker on the chamber somewheres, and are recognised by the HD SC Setup program on a Mac as being an Apple drive. The Generic drives are not 'seen' by HD SC Setup. The only difference between these drives is the rom (or eprom) that is installed in a zero profile socket on the drive's PC board. The Generic rom provides a HIGHER starting torque than the Apple rom. (sometimes higher enough to hide symptoms of sticktion, sometimes not) These roms (eproms) appear to be -directly- interchangable, with no loss of data ever having been noted by myself.

This message MAY be freely reproduced in any group newsletters, etc. without securing prior permission from myself, PROVIDED that the entire message as originally posted on Genie (including message header, tag line, and all text between) is reproduced without -ANY- alterations of ANY kind being made (the only exception to this would be for formatting purposes. NO wording changes (incl spelling corrections) may be made!) The original source of this message (A2 RoundTable on Genie) must be suitably attributed.

-Harold
Resident Solder Slinger
Live Free or Die - New Hampshire state motto

[*][*][*]

While on GEnie, do you spend most of your time downloading files?

If so, you may be missing out some excellent information in the Bulletin Board area. The messages listed above only scratch the surface of what's available and waiting for you in the bulletin board area.

If you are serious about your Apple II, the GEnieLamp staff strongly urge you to give the bulletin board area a try. There are literally thousands of messages posted from people like you from all over the world.

[EOA]
[HUM]//////////////////////////////
HUMOR ONLINE /
//////////////////////////////
Fun & Games On Genie's A2 RoundTable
""

by Gary Utter and Mike Westerfield
[GARY.UTTER] [BYTEWORKS]

>>> YOU KNOW YOU'VE BEEN ON GENIE TOO LONG WHEN... <<<
""

o you're on a road trip, and you see a sign for the "RT 15 Cafe", and you automatically translate that into the "RoundTable 15 Cafe" and wonder why you've never heard of RoundTable 15.

o you notice that you've just filled out a hotel registration card with a period between your first and last names.

(Gary R. Utter)

o you think it's odd that someone seems to know you on the phone or in person, but can't place who it is until they tell you their screen name.

(Mike Westerfield)

[EOA]
[FOC]//////////////////////////////
FOCUS ON... /
//////////////////////////////
The Apple Blossom AND Juiced.GS
""""""""""""""""""""""""""""""""""

by Douglas Cuff
[EDITOR.A2]

>>> NEW APPLE II NEWSLETTERS <<<
""""""""""""""""""""""""""""""""""""

In my February 1996 editorial, "Read All About It", I worried a good deal about duplication of effort. As with most worrying, I might just have well have not bothered. Having taken a look at the two new Apple II newsletters on the scene, there is remarkably little _editorial_ duplication of effort. (Mind you, each editor has to print address labels and lay out the pages and worry about just how late the printer will be. So I guess there's still that duplication of effort.)

This article is going to look at both newsletters. What's it not going to do is compare them. No charts or tables laying them out side by side. They're both fine publications and can stand on their own merits.

THE APPLE BLOSSOM The first issue of _The Apple Blossom_ that paying
"""""""""""""""""" subscribers received was Volume 2, Number 1. The first volume was distributed freely. The _Blossom_ started in January 1995 as a 4-page product review, and publisher/editor Steven Cavanaugh produced four free issues in 1995.

Now that the _Blossom_ is a commercial venture, it's 14 pages long. It has a newsletter feel still--it's single letter-sized sheets bound by a single staple in the top left corner. The layout is clean but has a slightly rushed feeling. Still, good use is made of tables, and the tables themselves are very clean and clear, which helps.

Here are the contents of this first "commercial" issue:

From the Publisher
HyperTalking: Drawing a Calendar
Talking II: Cindy Adams [by Ryan Suenaga]
The Other Side of the Rainbow: Cartoon Clip Art CD-ROM
The Right Type: Dingbat "Clip Art"
The Dialog PDS No CLK Program [by David S. Stodolsky]
Announcements
Review: Convert 3200
Webster's Unabridged: Cruising the Web

The presence of writers other than Cavanaugh helps is encouraging. That's not a knock; one voice, no matter how mellifluous, can seem to drone after a long time--or even a short time!

The HyperTalking column looks to be a draw. It shows by example how to use the simple but powerful programming language that's built into HyperCard IIgs. I predict this column will encourage others to explore HyperTalk, and perhaps at long last people will warm up to HyperCard.

If the first issue has a focus, it's how to use material "for the other guys" on your Apple II. Cavanaugh looks at the Cartoon Clip Art CD-ROM, which is intended for Windows users, and manages to slip in a mini-review of Convert 3200 in the process. (There's a full-fledged review of Convert 3200 later in the issue.) The article on using TrueType and PostScript dingbat fonts as clip art has a similar feel. Scrounging from other platforms is a great way to extend the life of your Apple II!

The Announcements column contains news from the Apple II world, and Cavanaugh has managed a scoop or two. This section doesn't have any space between the news items, though, and runs together, making it harder to read than it needs to be.

You won't be surprised to hear that I recommend you subscribe to _The Apple Blossom_. As of mid-March, Cavanaugh had just under 100 subscribers in 35 states, 2 provinces, and in France. If you were one of them, congratulations. If you weren't you can still get the first issue by subscribing now.

Cavanaugh hints that the next issue will review 2 CDs of sounds that can be used on an Apple IIgs, and explain how to print "two up" on a PostScript printer, plus more.

The Apple Blossom

1117 Maple Street
Wilmington, DE 19805

published 6 times a year (bi-monthly)

$12 for U.S./Canadian Subscriptions
$18 for overseas
check or money order made out to Steve Cavanaugh

JUICED.GS
""""""""""

Max Jones has been in the newspaper business for over 20 years, so it shouldn't surprise you that his newsletter is both professionally and attractively laid out. Very good use is made of half-tone photographs and of illustrations (often screen captures, never clip art for clip art's sake) and the newsletter has the feel of a magazine as result. Jones also knows how to use pull-out quotes--the Mike Westerfield quote on the bottom of page 11 is particularly arresting--though they do get overused just a little.

The "premier" issue is 24 pages long, and is saddle-stitched (that is, bound with staples through the fold). The contents are as follows:

Cover story: The Roller-Coaster Ride of '95
GreetinGS: We have liftoff!
Feature: The Lost Generation of the IIgs
Review: discQuest Encyclopedia 2.0
Review: PMPFax 1.0 [by Tim Kellers]
Shareware spotlight: Sounding off (rSounder, MegaBox, SoundIt!)
DumplinGS: News from the Apple II world
II Be Named Later: Power for the People [by Ryan M. Suenaga]

The best part of the premiere issue is clearly the feature article on the prototype "Mark Twain" Apple IIgs. Jones took some trouble to dig deep for details, and yet diplomatically avoids stealing Joe Kohn's thunder. (Kohn is expected to have an expose on the "Mark Twain" in the next issue of _Shareware Solutions II_.)

The reviews of discQuest Encyclopedia and PMPFax are also extensive and good--plenty to sink your teeth into. The shareware reviews are (appropriately) shorter. This section drew my attention to a couple of pieces of shareware I might otherwise have missed.

Ryan Suenaga makes an appearance here, too. This, of course, comes as a surprise to no one. Ryan has contributed to _GS+_, _GenieLamp A2_, _The Apple Blossom_, _Juiced.GS_, and is said to have an article in the upcoming second issue of _The AppleWorks Gazette_. Plus he's a regular in the A2 RoundTable. Where he gets his energy I do not know--must be all those macadamia nuts.

Max Jones's DumplinGS column, a news round-up, shows that Jones knows how to research even the briefest story--there are facts in his coverage of the SecondSight card and Wolfenstein 3-D, for example, that I haven't read anywhere else. This effort to talk to the people making the news, rather than just reporting it, is a must for every newsletter, newspaper, magazine, and broadcast... so why is it often overlooked?

Jones reports that he has subscribers in 37 states and 4 foreign countries, and that he is accepting submissions and story proposals. The next edition of _Juiced.GS_ will be published in late May 1996.

In a recent real-time conference, Jones said that his is "now beginning to hear from folks who have no on-line access, who are hearing about the newsletter from user group newsletters". This is good and significant news. Apple II users who arrive on Genie are likely to behave like a desert traveller arriving at an oasis. It's terrific to hear about Apple II users who aren't online, and to know that help is available for those who don't own a modem.

Mind you, if you already own a modem (which is pretty likely if you're reading this issue of GenieLamp A2), a subscription to _Juiced.GS_ still couldn't hurt.

Juiced.GS
2217 Lakeview Drive
Sullivan, IN 47882

publisher 4 times a year (quarterly)

$14 in U.S. and Canada
$20 overseas
check or money order made out to Max Jones

[EOA]
[PDQ]////////////////////////////
PD_QUICKVIEW /
////////////////////////////
Yours For The Asking
""""""""""""""""""""""

by Douglas Cuff
[EDITOR.A2]

Program Name	:	In The Breach of Centuries
Filename	:	HB.FREE.1.BXY
Library Area	:	29
Program Number	:	16498
File Size	:	275584
Program Type	:	HyperStudio stack
Author	:	Paul Wayne Hiaumet
File Type	:	Freeware
Requirements	:	HyperStudio run-time module (file #24732, HS3.1RJ.BXY)

[*][*][*]

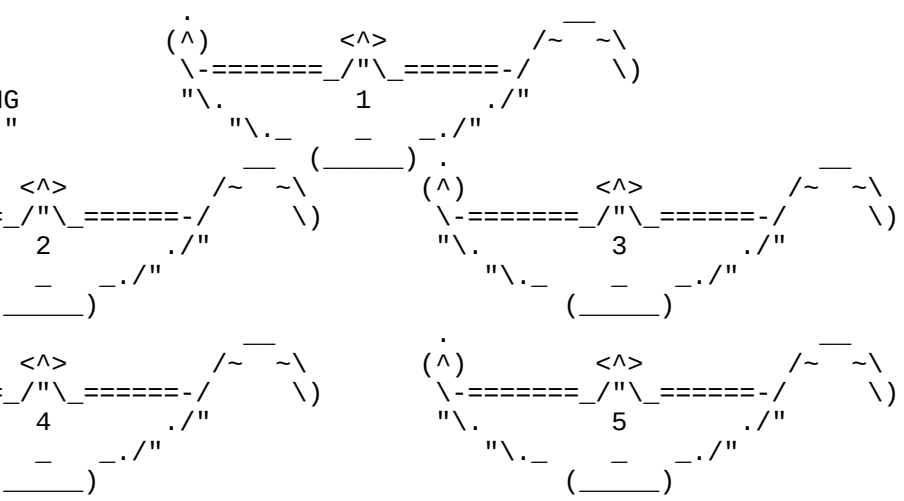
Have you been wondering how on earth you're going to use nine free hours each month? Have you realized yet that you can now download some of the larger files in the library, which you previously thought of as being beyond your means? The file we're going to look at this month should take approximately 21 minutes to download at 2400 baud, or 7 minutes to download at 9600 baud. If you happen to have a 14,400 baud connection, then I guess you're going to have to find another way to use up your nine hours!

ABOUT THIS PROGRAM """""""""""""""""""
"In The Breach of Centuries" is a HyperStudio stack reprinted from HyperBole #4, a magazine on disk published in 1991. Although it was distributed on disk, the focus of HyperBole was literary--it was not a magazine about computers.

This stack is a mixture of fact and fiction. It tells the story of Galveston Island in September 1900, using historically accurate information--actual telegrams, correspondence, and news stories of the time--and fiction. And what a story! Although you will sense the ending from the very beginning--even if your history is a little sketchy--I want to avoid giving anything away here.

[*][*][*]

PD_Q RATING
"""""""""""""



FIVE LAMPS (1-5)

PD_Q COMMENTS
"""""""""""""""

This is the most effective hypermedia presentation I have ever seen. It really got to me.

The stack begins with a short prologue, gives you the chance to explore five supplementary areas and one broad area, then presents a brief epilogue. The prologue warns you to adjust your perceptions: "During the later years of the nineteenth century, Galveston, Texas was one of the largest cities in the south.... she was the envy of her neighbours, including the struggling infant, Houston, to her north."

After the prologue, you're presented with a map. As the story unfolds, numbered markers appear on the map, giving you the chance to be drawn deeper into the story. (WARNING: For your own enjoyment, do not click on the city of Galveston until after all five markers have appeared.)

An often-heard complaint about HyperStudio and HyperCard stacks is that they don't give the user enough to do. They make you sit there as they drag the information they wish to present past your weary eyes, like an old-time panorama. That's not the case here. Each of the five markers leads you to a page with a standard layout. You're shown the time and the date, and there's some text to read that's central to this chapter.

Up at the top of each chapter page, there are four graphics you can click on. The rightmost graphic of telegraph workers lets you read a telegram. The graphic of a photographer shows you an photograph from the archives. The graphic of a newsboy shows you a headline or story from the newspaper. The leftmost graphic lets you read an account--sometimes factual, sometimes fictional--of one (or more) of six people who lived through the events: a juvenile vagabond named Thaddeus; chief weather

observer Isaac Cline; a nurse named Rebecca; Father Breeland, a priest; and two nameless narrators--one a sailor on board the _Kendall Castle_ and the other a shanty dweller.

In terms of keeping you interested, the design of the page is adequate, not more. What really draws you in is the text. The words. The writing. The stories. You get to know these people and care about what happens to them in an astonishingly short time.

While you're reading, the stack plays a song that you may know the chorus of, though uou may not recognize it at first. My advice is that you leave it playing for as long as you possibly can. It can increase the tension and add to the atmosphere of the stack. If it merely irritates you, by all means switch it off.

By the time you get to the fifth marker--the closest on the map to Galveston--you should have a sense of foreboding. This isn't alleviated any when you visit the fifth chapter and click on the telegraph graphic. The message that you read is simple but stark.

Once you've passed all five markers, you can click on the city of Galveston. The map of the coast will be replaced with a map of the city itself, and you'll have the chance to click on six unlabelled and unnumbered locations in the city and find out what became of Rebecca, Father Breeland, Isaac, Thaddeus, the sailor and the shanty-dweller. Feel free to visit these locations in any order you like.

You would have to have a heart of rock not to be affected by the final entry in Isaac Cline's journal.

When you have visited all six locations on the map of the city, click the exit button in the bottom right corner of the screen for the disquieting epilogue.

To be sure, there are a few flaws in this stack. In one case, a button is missing, leaving you stranded on the screen! Once you click on the third marker, you'll see the familiar chapter page. When you click on the leftmost graphic, you'll get to scroll through the story of Rebecca, the nurse. Once you've finished, you're stranded! Instead of clicking, press OA-~. (The ~ character is immediately to the left of the space bar.) This is HyperStudio shorthand for "go back", and should return you to the chapter page.

Another curious feature of this stack is that it discourages returning to a chapter you've already seen. If you've reached the fourth chapter and want to re-read part of the first chapter, you can accomplish that without hindrance. The problem comes when you want to return to the fourth chapter--you can't, not without visiting each chapter page all over again. To make this as painless as possible, click on each numbered marker as it appears on the map. This will take you to a chapter page. Then click on the small map of Texas in lower right corner to return to the map. Keep doing this until you are back at the chapter you last read.

One final caution: because this stack uses pre-System 6 tools, it do things to your IIgs that will cause it to crash soon after you have finished it. Therefore you should save anything volatile before running this stack. By the time the music has sped up or slowed down, you'll know something bad has happened, but it may be too late to do anything about it.

This stack has earned every one of its five lamps. Its may not be a perfect stack, but it's so good that a few imperfections cannot affect its perfect score. My only fear is that your expectations have been raised too high by my praise, and that you will come away disappointed. I hope not. "In The Breach of Centuries" is a wonderful example of the power of hypermedia and the power of good writing woven together almost seamlessly.

RATING SYSTEM
"""""""""""""""

5 LAMPS.....What? You haven't downloaded this program YET?
4 LAMPS.....Innovative or feature rich, take a look!
3 LAMPS.....Good execution, stable program.
2 LAMPS.....Gets the job done.
1 LAMP.....A marginal download.
0 .....GEnieLamp Turkey Award!

[EOA]
[BAN]//////////////////////////////
FILE BANDWAGON /
//////////////////////////////
Top 10 Files for February
"""""""""""""""""""""""""""""

by Douglas Cuff
[EDITOR.A2]

This feature lists the ten most popular files for the month. To give files a chance to seek their own levels, no files will be added to the list until they've been in place at least a month. This month, we look at the files uploaded 1-29 February 1996.

This isn't the Academy Awards ceremony, folks; it's more like the People's Choice Awards (both of which are trademarked, by the way). The Top 10 doesn't necessarily tell you what's new and interesting--what files _you_ might find interesting--it simply tells you what files have been downloaded a lot--what other people found interesting!

Because two versions of the same program appear in the Top 10 this month, we've added an eleventh file to the list, so that you get ten different files, and not just ten different file names. Does that make sense? I hope so, because here comes the list:

File #	Filename	Bytes	DLs	Short description
26573	PUYOPUYO.BXY	479744	262	An awesome addictive new IIgs game!
26554	JPEGSV10.BXY	139496	212	JPEG image viewer.
26501	CHRONOS2.1.BXY	7552	136	Menu Bar clock and MUCH more!
26589	MARK.TWAIN.TXT	9316	129	Review of the Mark Twain IIgs
26646	INTERNET.BXY	121624	125	HyperStudio Internet Directory
26531	RPACKER1.0.BXY	12120	115	Finder Extra to compact resources
26583	DALEKS.BXY	23168	105	GS Desktop version of Daleks!
26522	GSE.V4.30.BXY	177408	104	GS Entertainment version 4.30
26601	GSE4.31.BXY	177408	101	GS Entertainment version 4.31
26516	MONITOR.FIX.BXY	12252	96	Harold Hislop's monitor fixes
26479	BEG.HTML.BXY	17292	95	Beginner's Guide to HTML

PUYOPUYO.BXY PuyoPuyo IIgs by "Slixter" (Bret Victor) is a game where

""""""""""""" colored balls fall down to the bottom of the screen in pairs, and you try to keep the resulting pile from reaching the top. The only way to make balls go away is by having four balls of the same color touch. It's kind of a hyped-up cross between Tetris and Columns, but even more fun, especially for children, who will enjoy the faces on the colored balls. Can be played by one or two players. Colorful graphics, music and sound effects. A Right Triangle Production. Freeware.

JPEGSV10.BXY jpeGS v1.0 by Mark Marr-Lyon displays JPEG graphics on the
"""""""""""" IIgs. Supports the SecondSight card, but does _not_ require one. Has a preview mode, and supports scaling of graphics (1:1, 1:2, 1:4, 1:8), which is helpful, since JPEG graphics are often large and will not fit on the IIgs screen. Freeware.

CHRONOS2.1.BXY Chronos II v2.1 by Kris Olsson is a menu-bar clock from
"""""""""""""" 1991 that still works nicely under System 6.0.1. What makes Chronos II special is that it doesn't just offer you the time and date--just by clicking on the menu bar, you also have a stopwatch, a free memory indicator, a report on the largest free block of memory, and mouse cursor coordinates. Chronos II can be positioned anywhere in the menu bar so that it doesn't interfere with the legitimate menu-bar real estate in your favorite desktop program. Shareware ($7-10).

MARK.TWAIN.TXT This 1600-word article by Jim Pittman about the legendary
"""""""""""""" "Mark Twain" Apple IIgs originally appeared in the AppleQuerque Computer Club's publication AppleTalk. Learn how AppleQuerque got their hands on one of these legendary prototypes!

INTERNET.BXY This HyperStudio stack collects an amazing amount of
"""""""""""" information about Internet resources. The information is organized alphabetically. No author credit is given in the stack. It was uploaded to Genie by B.MASON4.

If you don't own HyperStudio, you'll need to download file #24732: HS3.1RJ.BXY. This runtime version of HyperStudio will allow you to use the stack.

RPACKER1.0.BXY The rPacker Finder Extra v1.0 by Brian D. Wells helps cut
"""""""""""""" down on wasted space in a resource fork by compacting that resource fork. This can mean that your favorite programs and data take up less space on your hard drive! (rPacker ignores and does not compact TrueType fonts.) Requires System 6.0.1. Freeware.

DALEKS.BXY Daleks! v1.0 by Roy LeCates is a classic game where you are
"""""""""" being pursued by determined but stupid killer robots ("Exterminate! Exterminate!") and you try to lead them such a merry chase that they crash into one another. Shareware ($5).

GSE.V4.30.BXY and GSE4.31.BXY GS Entertainment by Clayburn W. Juniel, III
"""""""""""""""""""""""""""""" is a kind of jukebox that plays music and shows pictures too. It can display PNT graphics, PIC graphics, 256 and 3200 color graphics, INI desktop graphics, and ANI animations! It can simultaneously play music from Music Composer, Music Studio, SoundSmith, or SynthLab, as well as rSounds, HyperStudio and HyperCard IIgs formatted sound files, and "just plain sound files". Shareware ($10).

(NOTE: If you want to download the most recent version of GS Entertainment, download file #26866, GSE4.32.BXY. This version fixes bugs

in the two versions mentioned above.)

MONITOR.FIX.BXY This archive of a bulletin board message posted by Harold
""""""""""""""" Hislop will be extremely helpful to those trying to fix an AppleColor RGB monitor. The file lists common symptoms and simple fixes. GenieLamp A2 readers take note!: This message appear in the HEY MISTER POSTMAN column in the March 1996 issue.

BEG.HTML.BXY This is A Beginner's Guide to HTML. HTML stands for
"""""""""""" HyperText Markup Language, and is a way of formatting text for use on World Wide Web pages. If you want to create your own web page, start by reading this 4800-word file! Also available on the web at:

http://www.ncsa.uiuc.edu/general/internet/WWW/HTMLPrimer.html

[EOA]
[LIB]//////////////////////////////
THE ONLINE LIBRARY /
//////////////////////////////
February Arrivals
"""""""""""""""""""
by Douglas Cuff
[EDITOR.A2]

This month, I'd like to list all the files that have been uploaded to the A2 RoundTable libraries during February. Since there are 141 of them, I can't examine them in detail, but the short description provided should give you an idea of what the file is all about. If you'd like more in-depth coverage, please let me know!

This month, I haven't included 36 message archives in the file listing. So technically, there were 177 uploads in February, not just 141.

>>> PROGRAMS <<<
"""""""""""""""""""

File #	Filename	Bytes	Short description
26627	ANIME.BXY	16064	Animation utility for paint programs
26501	CHRONOS2.1.BXY	7552	Menu Bar clock and MUCH more!
26498	DOS33LNCHR.BXY	41692	Load and launch DOS33 frm HD or 3.5"
26522	GSE.V4.30.BXY	177408	GS Entertainment version 4.30
26601	GSE4.31.BXY	177408	GS Entertainment version 4.31
26554	JPEGSV10.BXY	139496	JPEG image viewer.
26602	MPLAYER.CDA.BXY	8832	Music Player CDA version 1.3
26485	NULIB324.ZIP	63488	UnShrink files under MS-DOS
26531	RPACKER1.0.BXY	12120	Finder Extra to compact resources
26581	WINFLATE122.BXY	10112	NDA minimizes window to menubar

>>> GAMES <<<
"""""""""""""""

File #	Filename	Bytes	Short description
26583	DALEKS.BXY	23168	GS Desktop version of Daleks!
26491	EAMON.DOS09.BXY	794904	Eamon Collection: DOS 3.3 Disk 9
26569	EAMON.DOS10.BXY	770088	Eamon Collection: DOS 3.3 Disk 10
26591	EAMON.DOS11.BXY	784152	Eamon Collection: DOS 3.3 Disk 11

26573	PUYOPUYO.BXY	479744	An awesome addictive new IIgs game!

>>> HYPERMEDIA <<<

File #	Filename	Bytes	Short description
26646	INTERNET.BXY	121624	HyperStudio Internet Directory
26530	MM.BXY	24832	Hyperstudio Daily Journal Program

>>> DATA AND TEMPLATES <<<

File #	Filename	Bytes	Short description
26647	BB.DRFT.ADB.BXY	13544	AWGS draft templ. for Little League
26479	BEG.HTML.BXY	17292	Beginner's Guide to HTML
26618	BWPRICES.960221	12160	Byte Works Prices, 21 Feb 96
26520	CINDYCRD.BXY	10240	Publish It template for cards
26691	HP.PCL.BXY	3200	HP PCL Printer Codes
26589	MARK.TWAIN.TXT	9316	Review of the Mark Twain IIgs
26516	MONITOR.FIX.BXY	12252	Harold Hislop's monitor fixes
26585	TWGSCACHE32.BXY	6400	New TransWarp GS Cache available
26467	WIHICS.DOC.TXT	15340	Where In Hell Is Carmen Santiago DOX

>>> PERIODICALS <<<

File #	Filename	Bytes	Short description
26477	IIS.960204.BXY	24532	II Something - Issue 15 - Feb 04 96
26535	IIS.960211.BXY	38656	II Something - Issue 16 - Feb 11 96
26590	IIS.960218.BXY	19840	II Something - Issue 17 - Feb 18 96
26652	IIS.960225.BXY	25984	II Something - Issue 18 - Feb 25 96

>>> GENIE A2 ROUNDTABLE TOOLS AND FILES <<<

File #	Filename	Bytes	Short description
26568	A2.JAN.ADB.BXY	7436	ADB Update of A2 Library Index - JAN
26567	A2.JAN.TXT.BXY	7268	TXT Update of A2 Library Index - JAN
26465	A2NDX9602DB.BXY	18424	A2 BB Index 2/96 TXT for ADB REV.
26466	A2NDX9602TX.BXY	18760	A2 BB Index 2/96 ASCII ver. REV.
26692	A2NDX9603DB.BXY	18444	A2 BB Index 3/96 TXT for ADB REV.
26696	A2NDX9603TX.BXY	18756	A2 BB Index 3/96 ASCII ver. REV.
26529	ATCOP.ANN.BXY	11520	CoPilot/AT - read GEnie announcement
26562	CP.S.YOVFIX.BXY	5816	Required Update for CoPilot Spectrum
26645	GEM.COST511.BXY	51584	GEM COST 5.1.1 - GEM 5.1 macro

>>> SOUNDS AND MUSIC <<<

File #	Filename	Bytes	Short description
26622	BANANA.BXY	27520	SynthLAB song: Banana
26640	CARIBEN.BXY	91008	SynthLab sequence
26641	FANFARE.BXY	93824	SynthLab song: Fanfare for Man

26624	ISTANBUL.BXY	19968	SynthLAB song: Istanbul
26623	RHAPBLUE.BXY	29824	SynthLAB song: Rhapsody In Blue
26644	TILTHERE.BXY	26752	SynthLab song : Til There was You

>>> FONTS <<<

File #	Filename	Bytes	Short description
26536	ADINEKIR.T1.BXY	41828	T1 PostScript Art Nouveau scrpt font
26537	ANIMALS.T1.BXY	71688	T1 PostScript animals font
26680	BLUEPRNT.T1.BXY	51304	T1 PostScript architectural font
26538	BORZOI.T1.BXY	115844	Good T1 PostScript body text font
26539	BRASSFLD.T1.BXY	47592	Good T1 PostScript body text font
26681	BUBBALOV.T1.BXY	133856	T1 PostScript thin display font
26523	FRANKS.T1.BXY	26044	T1 PostScript bold causal disp. font
26524	FRANKS.TT.BXY	16880	TrueType bold casual display font
26682	FRANKTIM.T1.BXY	38828	T1 PostScript body-text font
26683	GOODFELO.T1.BXY	37248	T1 PostScript Victorian display font
26684	INFORMAL.T1.BXY	31928	T1 PostScript casual font
26685	MACHBLOK.T1.BXY	13428	T1 PostScript bold headline font
26686	MONOTONY.T1.BXY	50352	T1 PostScript mono-spaced font
26687	MURIEL.T1.BXY	90020	T1 PostScript beautiful script font
26525	NIXON.T1.BXY	25908	T1 PostScript Chinese menu font
26534	NIXON.TT.BXY	19072	TrueType Chinese menu font
26527	OCTAVIAN.T1.BXY	31584	T1 PostScript font for body text
26688	PARKHAVN.T1.BXY	22720	T1 PostScript popular script font
26689	PLAYBILL.T1.BXY	28400	T1 PostScript western display font
26690	SCHZWALD.T1.BXY	25140	T1 PostScript bold display font

>>> GRAPHICS <<<

File #	Filename	Bytes	Short description
26518	ADAMS.GIF	45172	Color GIF of the Adams family
26608	ALAMO.GIF	26768	Color GIF of the Alamo
26619	AMER.GOTH.GIF	255460	Color GIF of An American Gothic
26514	ANDRMA.GIF	563832	Color GIF of a Delcroix painting
26576	APPLEII.GIF	140288	Apple II Guide Cover
26473	BEARS.GIF	221504	Color GIF of grizzly bears
26513	BOATS.GIF	806724	Color GIF of a Braque painting
26504	BOQUT.GIF	620912	Color GIF of a Renoir painting
26621	BORDERS1EPS.BXY	94436	10 nice EPS borders for PostScript
26503	BOWLS.GIF	589672	Color GIF of a Picasso painting
26519	CHUNK.GIF	27112	Color GIF of Chuck Stites
26507	CHURCH.GIF	601068	Color GIF of a Sisley painting
26609	CLOWN.GIF	6468	Color GIF of a clown
26532	CLUE.BXY	75680	Pictures by Ninjaforce's artist
26476	CNY.ASCII.TXT	122160	ASCII art for Chinese New Year
26508	CRAGS.GIF	704212	Color GIF of a Renoir painting
26632	DESERT.GIF	13092	Color GIF of a desert border
26607	EASTER.GIF	2128	B&W GIF of Jesus for Easter
26506	GEORGE.GIF	24024	Color GIF of George Washington
26512	GRTWV.GIF	399848	Color GIF of Hokusai painting
26493	GULL.GIF	93448	Color GIF of a seagull
26505	HARLQN.GIF	464932	Color GIF of a Picasso Painting
26517	HEARTS.BW.BXY	57276	Hearts Alphabet graphics. B/W SHR.

26560	HEARTS.DESK.BXY	77808	Hearts desktop background INIs.
26544	HEARTS.GIF	8416	Hearts border in a color GIF
26606	HELLCAT.GIF	244428	Color GIF of a Hellcat airplane
26597	IRELAND.GIF	1168	Color GIF of the flag of Ireland
26610	KNIGHT.GIF	34760	Color GIF of a knight in armor
26469	LEPRA.BW.GIF	10004	B&W GIF of a leprechaun
26592	LEPRE.GIF	21496	Color GIF for St. Patrick's Day
26593	LEPRECH.GIF	26520	Color GIF for St. Patrick's Day
26611	MAID.GIF	14268	Color GIF of a drawing of a mermaid
26630	MAP.GIF	3716	Color GIF of map of Ireland
26478	MARDICRAB.BXY	46712	MardiGras Crab Poster - great EPS
26575	MARKTWAIN.GIF	232192	Cover Photo for Apple II Guide
26486	MONALS.GIF	24868	Color GIF of the Mona Lisa
26634	ONEWAY.GIF	8548	Color GIF of a oneway sign
26582	ONHOLD.BXY	3584	Rotating beachball cursor init
26490	PALTTE.GIF	2620	Color GIF of an artist's pallette
26620	PARIS.GIF	563280	Color GIF of a Cailleliotte painting
26633	PARROT.GIF	22904	Color GIF of a parrot
26487	PENGN.GIF	3460	Black and white GIF of a penguin
26488	POPCRN.GIF	3572	Color GIF of popcorn and ice cream
26636	PTGLD.GIF	30740	Color GIF of Rainbow and pot of gold
26492	RNBOW.GIF	7276	Color GIF of a rainbow
26540	ROSE1.GIF	5328	Color GIF of a yellow rose
26541	ROSE2.GIF	4704	Color GIF of pink rose
26542	ROSE3.GIF	8184	Color GIF of a pink rose
26667	RYB.GIF	302136	Color GIF of a Mondrian painting
26474	SCIENCE.GIF	29660	B&W clipart of science stuff
26489	SEAL.GIF	13512	A sea lion in 16 shades of gray
26468	SHAMRK.GIF	9268	Color GIF of a shamrock
26631	SIESTA.GIF	18832	Color GIF of naptime under a cactus
26494	SKI.GIF	69488	Color GIF of a skier
26475	ST.PAT.GIF	3492	B&W GIF for St. Patrick's Day
26496	STHWST.GIF	12208	B&W Southwestern clipart objects
26599	STPADDY1.GIF	23616	Color GIF for St. Patrick's Day
26598	STPADDY2.GIF	21988	Color GIF for St. Patrick's Day
26596	STPAT01.GIF	3860	B&W GIF for St. Patrick's Day
26595	STPAT02.GIF	2436	B&W GIF for St. Patrick's Day
26594	STPAT13.GIF	7136	B&W GIF for St. Patrick's Day
26603	STPATS3.GIF	8648	B&W GIF for St. Patrick's Day
26605	STPATS8.GIF	2620	Color GIF for St. Patrick's Day
26604	STPATS9.GIF	21248	B&W GIF for St. Patrick's Day
26472	SUNBW.GIF	28896	B&W GIF of 4 different suns
26495	SUNRS.GIF	24216	Color GIF of a sunrise painting
26497	SUNSET.GIF	35012	Color GIF of saguro cactus at dusk
26515	TELSCP.GIF	491380	Color GIF of a Magritte painting
26668	TEXTR1.DESK.BXY	595704	Desktop texture backgrounds. Mar.96
26471	TONTO1.GIF	33520	Color GIF of Tonto Monument
26470	TONTO2.GIF	58752	Color GIF of Tonto Monument
26584	TWGSCACHE32.GIF	42176	New TransWarp GS 32K Cache (GIF)
26555	VALEN2.DESK.BXY	619392	Valentine Desktop background INIs.
26543	VALEN9.GIF	20032	Color GIF for Valentine's Day
26635	VIPER.GIF	264076	Color GIF of '96 Dodge Viper
26666	WALKWORK.GIF	499768	A color GIF of a Millet painting

I know I've mentioned it already, but I'll just repeat that the message archives are excluded from this month's column. I won't reinstate them unless I hear from YOU!

[EOA]
[SOF]////////////////////////////
SOFTVIEW A2 /
////////////////////////////
GraphicWriter III v2.0
"""""""""""""""""""""""""

by Douglas Cuff
[EDITOR.A2]

>>> WHAT'S IN A NUMBER? <<<
"""""""""""""""""""""""""""""

GraphicWriter III is a page layout program for the Apple IIgs. Until recently, users had to be satisfied with v1.1, written in 1991. In February, Seven Hills Software began shipping v2.0.

Australian programmer Richard Bennett is the man behind this update, despite the fact that he was not the original author of the programmer. (It can't have been a lot of fun trying to update someone else's code.) Bennett rewrote and optimized some code, and updated the program so that it was more System 6 compliant.

For example, GraphicWriter III now:

- supports the standard system clipboard;
- supports the standard font menu;
- supports the Finder in that you can click on a GWIII document, and this will cause GWIII to launch and open that document;
- supports AppleShare networks for its preferences;
- supports system event sounds;
- recognizes keyboard shortcuts such as Return for accepting a default button, OA-. for Cancel, and--most importantly--OA-w to close a document. (In GWIII v1.1, OA-w displayed your document so that it fit in the available window and you could see the whole page.)

Many of these changes are important, since the lack of them made the previous version of GraphicWriter III a pain to use. GraphicWriter III didn't get along with all sorts of other utilities. Now it does. It gets along with the Twilight II screen saver now, too.

Although these changes are important, it's hard to work up any real excitement over them. The program did things in a non-standard way, and now it does them a standard way. Everybody else has been doing things this way since System 6.0.1 was released. Not the sort of thing that's going to make for a gripping demonstration at your next user group meeting.

Fortunately, Seven Hills included a few goodies with v2.0 as well. The most significant is the new Object Specs feature. This allows you to enter the position and size of an object in precise terms, by typing numbers in the specification box. This allows you to be more accurate in the placing of objects--no more struggling with the mouse!

Also useful are the reduction and enlargement buttons in the Object Specs window. You can quickly reduce an object to half- or quarter-size, or enlarge it to twice or four times its original size. These reductions and enlargements are based on the object's original size--clicking the "1/2" button does not continue to reduce the size of an object by 50%.

These reduction buttons make it possible to get very sharp-looking graphics when you print! If you copy a picture while in a standard paint program such as Platinum Paint, you can now paste it into a GraphicWriter document... but wait! If you click the Object Specs "1/2" or "1/4" reduction button immediately after pasting your picture, GraphicWriter will reduce the size of the graphic but attempt to keep the original resolution when it prints. You owe it to yourself to try this out--it's very slick!

If image quality is important to you, don't get too used to being able to paste graphics into GraphicWriter. If you're keeping the graphic its original size--no reduction--then the old method of import a graphic sometimes yields better quality than pasting at the original size. I tried both importing and pasting a MacPaint graphic, and got better image quality with importing.

The concept of master pages is important to most page layout programs, and GraphicWriter III is no exception. GraphicWriter has always had master pages, but now there's an option to erase the guides on whatever page you're working on, and replace them with the guides from the master pages.

That about wraps up the major functional changes to GraphicWriter III v2.0, which is kind of disappointing. There are still some minor but still convenient changes.

My favorite minor change is in the OA-Jump to page window. Until now, you had to use the mouse to select the page from a scrolling list. With this update, you can type the number of the page you want, and get there _fast_! You can enter L or R instead of a number if you want to jump to the left or right master page--now that's slick!

Another handy feature is the way the "next page" function operates if you are on the last page of a document and there _is_ no last page: a window pops up so that you can insert more pages after the last page.

If you chose to have GraphicWriter measure in inches (instead of centimetres, picas, or points), then you'll be glad to know that the horizontal and vertical rulers are now marked in sixteenths of an inch, not tenths of an inch. This is a considerable relief.

There are other cosmetic changes, some of which the user will applaud, and others of which the user will scarcely notice. For example, the paragraph and page layout windows now use different colors, which is noticeable but unexplained. The old colors didn't seem to do any harm, but the same can be said of the new colors. It's still possible to use either version with a monochrome monitor. Other windows have been changed is similarly minor ways. For example, the descriptive labels in the Text Wrap window have been made shorter.

One design change that's well worth noting is in the Align Objects window. Instead of short descriptions ("Tops", "Bottoms"), there are radio buttons in appropriate positions around the example window. There's no

longer any need for the user's brain to translate from words to visual effect, which is a nice touch.

GraphicWriter III v2.0 now supports extras, which make it easier for programmers to write add-on modules. This is potentially exciting, but practically worthless for now. No one has yet written an extra, which means that the Extras menu doesn't even appear in v2.0.

There's now a help menu, which new customers will appreciate. The help is fairly extensive--it will sure save you the trouble of scrabbling for the manual if you just need to be reminded how to mix and match pica measurements and inch measurements in the same document, so it has value to old-timers, too.

This new version fixes a few bugs in GraphicWriter. It does not, however, address all the changes that were crying out to be made. (My pet peeve: If you want to print one page of a ten-page document, GraphicWriter III "builds" every last page. This takes time, especially in a font-intensive document.) No serious flaws remain, but irritants do.

Slightly more serious is Seven Hills' claim that the spelling checker now handles "curly" apostrophes correctly. In v1.1, "you'll" with a straight apostrophe was not flagged as incorrect, but "you'll" with a curly apostrophe was queried. (How I wish I could demonstrate the difference between straight and curly, but ASCII text doesn't allow for it!) This new version may handle curly apostrophes correctly more often, but I was still able to make it choke by the simple expedient of using the sample files included on the update disk!

The list of new features also claims that Snap to Guides "code was greatly improved so that objects will snap to the same position even if they are slightly left/right or above/below the guide being snapped to." This may be a subjective thing, but I found v1.1 lacking in this respect, and I don't notice any difference in v2.0. Possibly I need to spend more time with the updated package.

One feature has been removed from GraphicWriter III v2.0--the ability to auto-save files. Gone! Gone without a cry! I never used it and don't miss it, and admit that it's not the sort of thing you mention in an advertising campaign, but surely it should have been mentioned in the manual, shouldn't it?

As is usual, this new version fixes some bugs and introduces one or two new ones. I haven't found any serious bugs; no guaranteed crashes or hangs. There's a cosmetic flaw: the vertical ruler sometimes overdraws the "- Page +" box slightly, but no harm is done. I've had problems with Find/Change that I didn't have before, but I suspect these are DUE TO INIT CONFLICTS, AND NOT THE FAULT OF GRAPHICWRITER, because they disappear when I shift-boot. After all, you the user are responsible for what you add to your system.

GraphicWriter III v2.0 is a welcome update, but not an impressive one. With the update package, Seven Hills Software included a notice that they are suspending phone support for the products, so perhaps we should be grateful that any update was possible. I have no bone to pick with Seven Hills, but users who have been led to expect great things by the fact that the version number jumped from 1.1 to 2.0 should temper their enthusiasm with reality.

GraphicWriter III is a good program, and now it's better. Long-time users will want this upgrade, and new users no longer have any reason to delay their purchase. Just keep in mind that it's been refurbished, not remodeled, and you'll be happy when v2.0 arrives in your mailbox.

```
          ////////////////////////////////////// Genie_QWIK_QUOTE ////
         /  The IIgs outsold the entire Macintosh product line one    /
        /  Christmas season; I don't remember which year it was --   /
       /  I think it was either 1986 or 1987.                       /
      ////////////////////////////////////////////  SHEPPY  ////
```

```
[EOA]
[LOG]//////////////////////////////
                          LOG OFF /
//////////////////////////////////
GenieLamp Information
"""""""""""""""""""""""
```

o COMMENTS: Contacting GenieLamp

o GenieLamp STAFF: Who Are We?

GenieLamp Information
"""""""""""""""""""""""

GenieLamp is published on the 1st of every month on Genie page 515. You can also find GenieLamp on the main menus in the following computing RoundTables.

RoundTable	Keyword	Genie Page	RoundTable	Keyword	Genie Page
DigiPub	DIGIPUB	1395	Atari ST	ST	475
Macintosh	MAC	605	IBM PC	IBMPC	615
Apple II	A2	645	Apple II Dev.	A2PRO	530
Macintosh Dev.	MACPRO	480	Geoworks	GEOWORKS	1050
BBS	BBS	610	CE Software	CESOFTWARE	1005
Programming	PROGRAMMING	1445	Data Comm.	DATACOMM	1450
IBM PC Prog	IBMPCPRO	617	PowerPC	PPC	1435
PowerPCProg	PPCPRO	1440			

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o To reach GenieLamp on Internet send mail to genielamp@genie.com

o Back issues of GenieLamp are available in the DigiPub RoundTable Library #2 on page 1395 (M1395;3).

o We welcome and respond to all E-Mail. To leave comments, suggestions or just to say hi, you can contact us in the DigiPub RoundTable (M1395) or send GenieMail to John Peters at [GENIELAMP] on page 200.

o If you would like to meet the GenieLamp staff "live" we meet every Wednesday night in the Digi*Pub Real-Time Conference at 9:00 EDT (M1395;2).

o The Digital Publishing RoundTable is for people who are interested in pursuing publication of their work electronically on Genie or via disk-based media. For those looking for online publications, the DigiPub Software Libraries offer online magazines, newsletters,

short-stories, poetry and other various text oriented articles for downloading to your computer. Also available are writers' tools and 'Hyper-utilities' for text presentation on most computer systems. In the DigiPub Bulletin Board you can converse with people in the digital publishing industry, meet editors from some of the top electronic publications and get hints and tips on how to go about publishing your own digital book. The DigiPub RoundTable is the official online service for the Digital Publishing Association. To get there type DIGIPUB or M1395 at any Genie prompt.

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	o Charlie Hartley	[A2.CHARLIE]	A2 Staff Writer
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	o John Peters	[GENIELAMP]	DigiPub SysOp
	o Sanford E. Wolf	[S.WOLF4]	Contributing Columnist

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////////////////////////////////////\\

[EOF]

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================================================================================
DOCUMENT almp9605.app
================================================================================

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     ||    |||||| ||    || ||||||                   RoundTable
     ||    ||  || |||  ||| ||  ||
     ||    |||||| |||||||| ||||||                   RESOURCE!
     ||    ||  || || || || ||
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                    ~ WELCOME TO GENIELAMP APPLE II! ~
                      """""""""""""""""""""""""""""""""
   ~ PROFILE:  Chris Serreau & Howard Katz of _The AppleWorks Gazette_ ~
         ~ HUMOR ONLINE:  The Wreck of the Apple II (EXCLUSIVE!) ~
            ~ APPLEWORKS ANNEX:  Follow-Up Look at TAG (#02) ~
                   ~ HOT NEWS, HOT FILES, HOT MESSAGES ~

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 GenieLamp Apple II     ~ A T/TalkNET Publication ~      Vol.5, Issue 50
""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""
Publisher.....................................................John F. Peters
 Editor.....................................................Douglas Cuff
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          ~ GenieLamp IBM ~ GenieLamp ST ~ GenieLamp PowerPC ~
        ~ GenieLamp A2Pro ~ GenieLamp Macintosh ~ GenieLamp TX2 ~
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////////////////////////////////////\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\

           >>> WHAT'S HAPPENING IN THE APPLE II ROUNDTABLE? <<<
           """""""""""""""""""""""""""""""""""""""""""""""""""""

                            ~ May 1, 1996 ~

 FROM MY DESKTOP ......... [FRM]        FROM MY MAILBOX ......... [MAI]
  Notes From The Editor.                  Letters To The Editor.

 HEY MISTER POSTMAN ...... [HEY]        HUMOR ONLINE ............ [HUM]
  Is That A Letter For Me?                The Wreck of the Apple II.

 REFLECTIONS ............. [REF]        APPLEWORKS ANNEX ........ [AWX]
  Automated E-mail Responders.            AppleWorks Gazette Follow-Up.

 FILE BANDWAGON .......... [BAN]        THE ONLINE LIBRARY ...... [LIB]
  Top 10 Files for March.                 March Arrivals on Genie.

 PROFILES ................ [PRO]        LOG OFF ................. [LOG]
  Chris Serreau & Howard Katz.            GenieLamp Information.

[IDX]""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""
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READING GENIELAMP GenieLamp has incorporated a unique indexing system
"""""""""""""""""" to help make reading the magazine easier. To utilize this system, load GenieLamp into any ASCII word processor or text editor. In the index you will find the following example:

```
HUMOR ONLINE ..... [HUM]
 Genie Fun & Games.
```

To read this article, set your find or search command to [HUM]. If you want to scan all of the articles, search for [EOA]. [EOF] will take you to the last page, whereas [IDX] will bring you back to the index.

MESSAGE INFO To make it easy for you to respond to messages reprinted
"""""""""""" here in GenieLamp, you will find all the information you need immediately following the message. For example:

```
                (SMITH, CAT6, TOP1, MSG:58/M475)
 _______________|   _____|__  _|___    |____ |_______________
|Name of sender   CATegory  TOPic    Msg.#   Page number|
```

In this example, to respond to Smith's message, log on to page 475 enter the bulletin board and set CAT 6. Enter your REPly in TOPic 1.

A message number that is surrounded by brackets indicates that this message is a "target" message and is referring to a "chain" of two or more messages that are following the same topic. For example: {58}.

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*** GET INTO THE LAMP! ***

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""""""""""""""""""""""""""
```

[FRM]//////////////////////////////
FROM MY DESKTOP /
//////////////////////////////
Notes From The Editor
""""""""""""""""""""""""

by Douglas Cuff
[EDITOR.A2]

>>> WEE PAWS <<<
""""""""""""""""""

My wife and I recently took the day off to visit the Ontario Science Centre in North York (part of metropolitan Toronto--Toronto is the provincial capital). The Centre is a science museum for anyone who is even mildly interested in science but bored by science museums. Translation: Good luck dragging your kids out of there before the Centre closes.

My wife and I arrived half an hour after the Centre opened at 10 AM and left only when forced to, at 6 PM. Even then, we didn't get to see everything--there was no time to play in the Internet Cafe, for instance, though that may have been because we tried the rock-climbing exhibit twice. I can't imagine how we would have managed if we'd taken any kids (other than ourselves, that is).

I'd better confess here and now that I didn't see any Apple II computers anywhere. Plenty of basic, classic Macintoshes--a disturbing number of which had crashed--but not a single Apple II. I suspect that if Apple Canada still supported the Apple II, the Ontario Science Centre would use 'em.

Those who run the Ontario Science Centre seems to understand that while playing with computers is fun, computers can also be used to make other sorts of play more fun. They seem to know that the fun can be spoiled if the computer is allowed to run things, not the visitor.

"Land Like a Cat", an exhibit in the Sport hall, relegates the computer to its proper place. You walk up a set of steps, at the top of which is an embedded scale. A color monitor tells you when to jump, and you leap from the steps to the ground, where there's a hidden platform that measures the force of impact. The color monitor draws a picture of a cat landing, plays a sound effect, and tells you "You landed with a force [x] times your own weight."

Anyone with children will tell you what kids will do in a situation like this: land with as much force as possible. And why not? The explosion sound effect for landing heavily is much more satisfying than the applause sound effect for landing lightly. In a culture where bigger is better, "24 times" looks more impressive than "2 times". The exhibit was built for wear and tear. It's clearly meant for the younger set. So once again: why not?

Darned if I know. But I have to tell you I was a little bemused all the same. Because the exhibit was designed so that even some adults couldn't tell what the point was. After two young boys had taken several turns, my wife and I joined the queue. (If you blush just because you're twice as tall as the next tallest person in line, you might want to avoid the Ontario Science Centre.)

Being a hopeless old stodge at the age of thirty-something, I did not try to crush the scales into multiple fragments by landing with the righteous fury of a Juvenal. I tried to land lightly, and did so well enough to garner applause. Only then did the father of the two boys realize that this was the point, at least in the mind of the designer.

Should kids care what the designer's point was? Almost certainly not. I could argue that they should be able to figure out what the objective is, even if they decide to ignore it. I'm not going to. I am going to argue that their parents should be able to understand the exhibit. What a parent does with that knowledge is his or her own business.

I hope I'm not being overly conformist to be just a shade bemused when an exhibit has a poor design. You don't want to damage a child's self-esteem by constantly yelling "YOU GOT IT WRONG!", but shouldn't it be possible for a child who wants feedback to learn how it did? I don't know. Possibly fostering a child's need for assurances makes him or her less independent. We don't want to overdo approval/disapproval, but we don't want to skimp on guidance, either. These are complex issues.

Software design is a complex issue, too. I don't want to pick on this one exhibit--this isn't the first time I've come across software where setbacks were more impressively programmed than achievements. I can't say I have a solution to this issue of esteem vs. feedback. I just hope like heck there's still time to raise a few questions.

ADDENDUM AND CORRIGENDUM
""""""""""""""""""""""""

Last issue, Andrew Roughan wrote in to question the pedigree of John MacLean's DOS 3.3 Launcher v2.1. (Note that v2.0 was not called into question; it's perfectly fine.) Roughan hoped that the A2 RoundTable would change the description; in fact, v2.1 has been removed from circulation. Remember that v2.0 is still available, and that v2.2 is expected soon.

In the January issue, we claimed that "LoadPall helps extend the native abilities of HyperCard IIGS by allowing the display of 16, 256, and 3200 color 320-mode graphics in HyperCard". LoadPall author Brian Gillespie points out that 3200-color graphics are not supported.

HYPERSTUDIO ANOMALY
"""""""""""""""""""

I've found an interesting difference between the full authoring version of HyperStudio, which lets you write your own stacks, and the run-time version, which allows you to run stacks created by other. To see it, you'll need to visit the Hog Heaven page.

If you are using the full HyperStudio package to view this edition of GenieLamp A2, the Contents button in the bottom left corner of the screen will be labelled with white text on a black background. If you are using the run-time version, you will see the reverse--black text on a white background. This is possibly related to displaying an icon button, with text, over a 320-mode graphic.

Has anyone out there noticed other differences between HyperStudio and the run-time version?

-- Doug Cuff

Genie Mail: EDITOR.A2 Internet: editor.a2@genie.com

```
 _____________________________________________________________
|                                                             |
|                   REPRINTING GENIELAMP                      |
|                                                             |
|   If you want to reprint any part of GenieLamp, or          |
|   post it to a bulletin board, please see the very end      |
|   of this file for instructions and limitations.            |
|_____________________________________________________________|
```

ASCII ART BEGINS

ASCII ART ENDS

```
[EOA]
[MAI]//////////////////////////////
                  FROM MY MAILBOX /
//////////////////////////////////
Letters To The Editor
"""""""""""""""""""""""""
```

GRAPHICWRITER III PROGRAMMER RESPONDS
"""

Thank you for the GraphicWriter III 2.0 review in the April 1996 GenieLamp A2.

I'd like to briefly explain the 2.0 designation, which fortunately enough seems to be the only negative issue in your review :-), and also correct one potential misnomer.

We've been working on and off this update for almost three years, and right up until January 1996 it was considered version 1.2. Nearing completion, feedback from our beta testers, and our own "look back" at the list of new features suggested that perhaps this should be version 2.0, a starting point for future revisions. After a couple of weeks deliberation and agreement with our beta testers, we decided to go with that designation.

The potential misnomer is at the beginning of your review, and suggests that, and I quote, "Australian programmer Richard Bennett is the man behind this update." Yes, I am the programmer, and yes I am Australian, however I am not the man "behind" this update.

The man behind most of Seven Hills' products, at least for the six years I've been working with them, is Dave Hecker, and he rarely receives the credit he deserves. While the coding technicalities of updating GrahicWriter III were quite significant, considering the state it was in after leaving DataPak, the design and layout (no pun intended) of the update as well as most of the new features and bug reports were all Dave's.

I realise my opinion may be seen as biased, but companies such as

Seven Hills deserve our support. While most companies have either gone under or moved on to bluer pastures, others such as Seven Hills, ByteWorks and Parkhurst Microproducts (to name a few) are still writing software for the computer we all love, the Apple II, and making very little out of it.

Apple II forever!

Best regards,
Richard Bennett
[RICHARD.B]

In the sense that GraphicWriter III v2.0 is a _point d'appui_ for future versions, you have a valid point. This seems to me a programmer's distinction rather than a user's distinction, though, so users do need to be aware of the small functional changes between v1.3 and v2.0. Perhaps I'd better emphasize once more that this question of a version number is quite a minor one.

As to the second matter, it seems my words were poorly chosen. Because I knew Dave Hecker was the guiding force "behind" the update, I didn't seen any harm in using the phrase that you were behind it--I meant merely to convey that you wrote the update. Other who don't know of Dave's work may have been misled. Thanks for writing to clear that up and to sing a brief verse (no chorus) for a formerly unsung hero of the Apple II.--DGC

LAMP A2 ON COMP.SYS.APPLE2 """""""""""""""""""""""""""""
Any chance of getting this month's GenieLamp posted to, say, csa2?

Tom
[TDON@delphi.com]

If by this you mean you'd like my forecasting of the probability, I would answer that the chances are excellent. Matthew Pearce has been posting GenieLamp A2 (I assume you mean the A2 edition; aside from the A2Pro edition, there are at least three others for other computer platforms) to the comp.sys.apple2 newsgroup, unasked, for many months now. I'm sure he'll get around to it eventually; he usually does. I don't know who the heck he is or why he has volunteered for this, but I bless him for it.

If by this you mean to ask if I will be posting it, the answer is no. I do not have an Internet account, only a Genie account. Genie does allow for some Internet access, but it is possible to post only though Lynx. Try using Lynx to post a document as short as 100 lines to a newsgroup, and you'll understand why I cannot myself post GenieLamp A2.

I keep hoping that sometime soon it will be possible for me to ensure that GenieLamp A2 gets better distribution outside of Genie. I'm well aware that a lot of Internet denizens read Lamp A2 too. As editor, technically my job might be over once the issue "goes to press", but these days, I have to take on a lot more of the publisher's duties, which includes making sure people who want our magazine can read it.--DGC

[EOA]
[HEY]//////////////////////////////

HEY MISTER POSTMAN /
////////////////////////////////
Is That A Letter For Me?
""""""""""""""""""""""""""""

by Douglas Cuff
[EDITOR.A2]

o BULLETIN BOARD HOT SPOTS

o A2 POT-POURRI

o HOT TOPICS

o WHAT'S NEW

o THROUGH THE GRAPEVINE

o MESSAGE SPOTLIGHT

>>> BULLETIN BOARD HOT SPOTS <<<
""""""""""""""""""""""""""""""""""""

[*] CAT 20, TOP 13 ..... Experimental RamFAST driver; TransWarp GS
[*] CAT 28, TOP 4 ..... Joe Kohn "roast" at KansasFest?
[*] CAT 33, TOP 6 ..... Rich Text translator for GraphicWriter
[*] CAT 33, TOP 7 ..... Proposals for backup software
[*] CAT 44, TOP 8 ..... KANSASFEST 1996!

>>> A2 POT-POURRI <<<
""""""""""""""""""""""""

YOUR GUIDE TO H-P DESKJET PRINTERS
""""""""""""""""""""""""""""""""""""

I suspect it is confusing some that two DJ series numbers overlap.

The "old" series with "DIP" switches	The "new" series with "software activated" switches
DJ	DJ 520
DJ Plus	DJ 540
DJ 500	DJ 600
DJ 500C	DJ 600C
DJ 560C	DJ 660C

Yet another bird: DJ 850C and DJ 855C

And the 310, 320, 340, 400 ????

(Confidently awaitng corrections!)

Jim, in Munich
(J.DWYER8, CAT12, TOP8, MSG:171/M645;1)

SUBSCRIBERS RALLY 'ROUND, PART I
""""""""""""""""""""""""""""""""""

Yikes! When I took the premiere edition of Juiced.GS to the printer in late February, I ordered 50 copies over and above the number of subscriptions sold at that point.

Well, only two (2) copies of the newsletter remain on my desk, and

one of them is MINE! I mailed the 151st, 152nd and 153rd copy today (Monday). And to think that I was worried that I might end up eating the overrun. :)

I placed an order for another batch of copies last week, and will pick them up on Tuesday. There will be no "sold out" sign hanging anywhere around here.

Thought you all might like an update from the editor's desk ...

Things are going =very= well!

Max Jones
Juiced.GS

(M.JONES145, CAT13, TOP43, MSG:115/M645;1)

SUBSCRIBERS RALLY 'ROUND, PART II Whew; what a relief!
""""""""""""""""""""""""""""""""""""

When Shareware Solutions II hit that magic number of 1,000 subscribers, my printer started giving me a 10% volume discount on printing costs.

Now that all of the original charter subscriptions have expired, I've been concerned recently that I was going to lose that discount.

However, it looks like the postcard renewal project worked, and the 10% volume discount is now assured. I am breathing a sigh of relief.

Once again, thank you to all of the loyal Shareware Solutions II subscribers! Obviously, you're too numerous to mention by name, but you know who you are <grin>. Thanks for your support!

Joe

(JOE.KOHN, CAT28, TOP4, MSG:237/M645;1)

CHANGING THE APPLEWORKS GS DEFAULT FONT The following was posted by
""""""""""""""""""""""""""""""""""""

```
     8D 6F 1B       STA            store spacing

     2) Word processor:

     This patch is divided into two steps: a) block $609, by $93 (version
1.0v2: block $4EE, byte $02)

     A9 03 00       LDA #3         (family #)
     87 0B          STA [$B]
     A9 00 0C       LDA #$0C00     (size(high) and style(low) )
     A0 02 00       LDY #2
     97 0B          STA [$B],Y

     b) and again on block $64F, byte 141 (version 1.0v2: block $533, byte
$18)

     A9 03 00 87 08 A9 00 0C A0 02 00 97 07

     So what do you have to patch in here? These are the descriptions
(we're looking at 1) for reference):

     - font family number ($03=Geneva, $14 would be Times)
     - style (0=plain, 1=bold, 2=italic, 4=underline, 8=outline,
       $10=shadow, $40=superscript, $80=subscript)
     - size ($0C=12 point)
     - justification ($10=left, $20=center, $40=right, $80=full)
     - spacing (1=single, 2=double, 4=quadruple (right word??? :-)  )

end of original post
-------------------------------------------------------------

     I've used it to change the WP default to Shaston 8.  For v1.1, I
found the above string of bytes to look like this:

     A9 03 00 87 0B A9 00 0C A0 02 00 97 0B

and I changed it to this:

     A9 FE FF 87 0B A9 00 08 A0 02 00 97 0B
        |__|_____|__|_____|__|_____|__|_____Family (Shaston = $FFFE)
                 |__|_____|__|_____|__|_____Style
                    |_____|__|_____|__|_____Size (8)

     This may be more than a little cryptic to a lot of folks.  If anyone
problems finding what and where to patch, give me shout and I'll try to
explain in more detail.

--= Jim Parker =--

end of original and quoted message

Udo  - ... with the IIGS into the next millennium -
                  (U.HUTH, CAT17, TOP22, MSG:279/M645;1)

DOUBLE-SIDED, DOUBLE-DENSITY 800K 3.5" DISKS   Howard put me on to a
""""""""""""""""""""""""""""""""""""""""""""   wonderful source for DD
disks.  I called them and got a price check.  I will prolly be ordering 500
3.5's for some work I do for a music software company. (500 disks - $130
```

plus $8.75 for UPS ground).

Disk Movers, Inc
8534 N. McCormick Blvd.
Skokie, IL 60075

phone: (847) 679-3727
fax #: (847) 679-0414

CHunk- Apple IIs on my Desk, Songs in my Heart ... & more each day :)
(CHUNK.S, CAT13, TOP17, MSG:295/M645;1)

MORE APPLECOLOR MONITOR REPAIR TIPS I thought that this info might help you or any other techies in the future when you have an AppleColor RGB monitor to repair. Since there is no service manual available and it took me a year of on and off work to clear up two troubles in this spare monitor which looks good now. Here are 3 mini-lytic numbers to look for:

No Raster- C407 3.3 @ 350 Hot and plastic cover had shrunk making it obvious.

Vertical weave in video slowly moving up the screen. Looked like the old fashion ac troubles but after I was told that the ps was a 25khz job I moved into the horizontal. By moving the raster off to the left I found a nice straight edge on the right side of the raster.

Found C532 470 @ 16 near front of board with a pf of 50.
Found C519 22 @ 25 small cap near front IC with no capacity.

Finally finished and now have a spare monitor for my TN summer house. Won't have to drag a monitor back and forth every six months. Wish I could afford a laptop. (Grin).

Thanks All.

Roy R.
Retired Solder Slinger.
(R.RANDALL13, CAT12, TOP25, MSG:82/M645;1)

IIGS SURVERY The following is a survey that I am conducting concerning GS owners/users. Please send the corresponding numbers with your answers to me via email. PLEASE DO NOT POST THEM IN THIS CAT. or TOPIC. I will post a summary of this survey in about 2-3 weeks. Please let others know about this survey.

Thanks

1. How much memory in your GS?
2. Do you own a Hard drive? How many megs? What System Software?
3. Do you own a CDROM drive?
4. What other Peripherals do you have?
5. Slot Occupancy:
6. Do you own another computer besides the GS?
7. What is the primary use of your GS?
8. Do you write programs for the GS?
9. Do you belong to an Apple Users' Group? If so, which one(s)?
10. What is your favorite GS software?

For the next three or four questions, please don't answer with items currently being worked on and/or upgraded. Also be very realistic, if possible. AWGS 2.0 is a dead issue so don't put that as an answer.

11. What piece of software that has been written would you like to see upgraded? What kind of enhancements would you like to see added to it or improved?
12. What new program would you like to see come out for the GS?
13. Any new hardware/peripherals you would like to for the GS?
14. Any you would like to see revised?
15. For questions 11-14, how much money would you be willing to pay for each. (Try to consider the program writers or hardware developers time and effort)
16. With such a small and limited market for the GS, do you feel there should be competition among software or hardware? (For example: AutoArk and HardPressed)
17. Feel free to add anything else about the GS:

Again, Please email your answers (I don't need the questions) to L.MIDDLETON3

Thanks Again

Andy

(L.MIDDLETON3, CAT5, TOP4, MSG:235/M645;1)

EAMON AND APPLE II EMULATION
""""""""""""""""""""""""""""""

For those of you playing with emulators these days, =the= place to get Eamon DSK files is ftp.gmd.de/if-archive/games/appleII/eamon/guild/.

The stuff on asimov is a mess and I cannot recommend it as an Eamon source.

TomZ

(A2.TOMZ, CAT16, TOP2, MSG:73/M645;1)

>>> HOT TOPICS <<<
""""""""""""""""""""

NEW RAM CARDS FROM ALLTECH
""""""""""""""""""""""""""""

My Sirius 8 meg board arrived on Wednesday so here's my assessment:

THe layout wasn't what I expected but it was really well thought out. THe Simms lie to the right of the board. Not like usual Ram cards where the chips are on the left. I dig the drawing of the GS on the board.

If you have one of those "covers" for cables and stuff on by the memory slot, you'll need to take it off or turn it so it is straight up and down. Any other way will cause the end of the board to stick up and not allow you to put the cover on. You can also break what appears to be connected jumpers on the board.

A memory check and utilites disk comes with the board. My was either blank or corrupted but I'm getting another one.

As I mentioned before the price was $199, $212 for UPS blue from CA to NJ.

Great Job AllTECH and thanks!

Andy

(L.MIDDLETON3, CAT46, TOP7, MSG:293/M645;1)

MINIMUM REGISTRATIONS--MAXIMUM REGISTRATIONS
""

Just a Word from the Kfest Sponsor and Financial Big Cheese...

This year's KansasFest's registrations have sped up to a blinding Email blur over the last week. All those who wish to take advantage of the $325 'pre-registration' offer are advised that the 80 beds we have at Avila College for this summer's conference are a maximum. In English, this means that if you register for Kfest before the deadline, but are after prior registrees fill up the 80 available beds at Avila, at best you will be 'waiting-listed' for a dorm room at Avila and, at worst, doomed to the several hundred more potential dollars it will cost you to navigate the intrigues of Kansas City in mid July.

May 1st is hard upon us, as we reach our minimum. Register now for the 20th anniversary of the Apple computer, or the 10th anniversary of the Apple IIGS!

And, if you have a Mac or a Newton, be advised that Apple Computer, Inc, will be at KFest '96 to divulge secrets of the latest computer systems.

If you miss Kfest '96, hang it up and buy a DOSBox, though we in A2 will pity and love you anyway ;-)

Tim K

KFEST'S DRIVING FORCE

(PPC.HELP, CAT44, TOP8, MSG:133/M645;1)

TENTATIVE SCHEDULE OF EVENTS
""""""""""""""""""""""""""""

There is, but it's really an "alpha version" right now:(Coordinating events, speakers, times, etc. results in a lot of changes. Rather than mislead anyone, it's best to wait until the schedule is a little closer to "finalization". BTW, now would be a good time for any input on what YOU would like to see at KFest!

As far as the 20th, the major event we know is scheduled would be the "Vendor Fair". If you don't have to leave too early, you wouldn't miss that. Other sessions may be scheduled concurrently depending on the conflicts we have on the 18th and 19th. With luck, there won't be a "Part II" scheduled on the 20th.

Hope this helps your KFest planning a little. Please follow the discussion here and don't be shy about any suggestions/comments. Also remember that KFest will be what everyone here wants it to be, if we work together on it!

Looking forward to seeing everyone at KFest,
Steve

(S.GOZDZIEWSK, CAT44, TOP8, MSG:147/M645;1)

>>> WHAT'S NEW <<<

RTF TRANSLATOR FOR GRAPHICWRITER III

April 9, 1996 -- EGO Systems is pleased to announce the upcoming release of a new RTF Translator module for Seven Hills Software's GraphicWriter III page layout program.

"RTF" stands for "Rich Text Format." This is a file format specifically designed to allow formatted text information to be easily moved from one computer platform to another. So, using this translator, GraphicWriter III users can import RTF files created on ANY computer!

When you import an RTF file into GraphicWriter III, here's what the translator sqeezes out of the file for you:

-*- Font Information: Typeface (Times, Helvetica, etc), size (10 point, 24 point, etc.) and style (bold, superscript, etc.) information is all preserved!

-*- Text Colors: Colored text in your RTF file is automatically given the best matching GraphicWriter III color!

-*- Paragraph Justification: Was that paragraph originally centered? Or was it right justified? No need to guess, the RTF Translator figures it out for you!

-*- Paragraph Indentation: Each paragraph's indentation is recreated in GraphicWriter III, relative to the columns in your page layout!

-*- The Text: Of course, all of the above would be useless if the text itself wasn't imported!

And, the RTF Translator for GraphicWriter III doesn't just import RTF files, it exports them as well! This is a great way to share the text you create in GraphicWriter III with all those non-IIGS-owning computer users out there!

Requirements, Availability & Pricing

The RTF Translator for GraphicWriter III requires GraphicWriter III v1.1 or later (version 2.0 is recommended but NOT required). It comes on a single 3.5-inch disk and includes printed user's documentation. It will ship on or before May 1st, 1996. After that date, the regular price will be $24.95. However, if you order BEFORE May 1st, the price will be just $19.95. Both prices INCLUDE shipping to anywhere in the world!

To order, send a check or money order for the appropriate amount (in U.S. funds) to:

EGO Systems
7918 Cove Ridge Rd.
Hixson, TN 37343-1808
USA

(When sending a check or money order, Tennessee residents MUST add 7.75% sales tax.)

If you prefer to order by credit card, you can use your VISA or MasterCard by calling us toll-free at 1-800-662-3634. Outside of North America, please call 1-423-843-1775. You can also FAX your order to us at 1-423- 843-0661.

Phone orders and inquiries can be placed between 9 am and 5 pm Eastern Time. Our FAX line is available 24-hours a day. (Order before 10 am and your order will ship the same day!) You can also e-mail credit card orders to us at either:

Diz@genie.com
-or-
GSPlusDiz@aol.com

(For your protection, we recommend that you call or FAX us with your credit card orders. No credit cards will be charged and no checks will be cashed, until the product actually ships. GraphicWriter III is a trademark of DataPak Software, Inc. RTF is a trademark of Microsoft, Inc. All other names are the property of their respective owners.)

(DIZ, CAT33, TOP4, MSG:170/M645;1)

<<<<< The IIGS market small? NO! I'd never have guessed that! :-
""""" Seriously, though, I'm not looking to sell thousands of RTF translators. (I'd consider 100+ copies a success... does that sound unreasonable?) But If I can't sell enough to justify even the small amount of time (relatively) that I've put into it, then it stands to reason that I couldn't sell a lot of any other product...

Given my 6.5 years of IIGS market experience, I think that's a pretty well thought out conclusion.

Diz
EGO Systems

(DIZ, CAT33, TOP2, MSG:17/M645;1)

<<<<< Well, It looks like I'll start shipping the RTF translator for
""""" graphicwriter III on about April 15th. (The press release says may 1 to give me some room for any bugs that the testers find. So far, they haven't found any :-)

Anyway, in addition to the info in the press release you should know that:

-*- This translator IS based on the EGOed translator code
-*- But I fixed every problem I knew about (the ':' problem is an example) and I added a BUNCH of stuff (detailed in the press release) that EGOed simply couldn't support because it is textedit-based.
-*- That's all I can think of :-)

Questions? Let's hear em!

Diz
EGO Systems

(DIZ, CAT33, TOP6, MSG:1/M645;1)

NEW APPLE II/IIGS & MACINTOSH CATALOG EGO Systems is pleased to announce

""""""""""""""""""""""""""""""""""""""" that its second Apple II/IIGS & Macintosh products catalog is in the mail! If you live in the U.S.A., Canada or Mexico and you've ordered from EGO Systems in the last year and a half, you should be receiving your copy of this new catalog soon.

If you aren't on EGO Systems' mailing list and you'd like a copy of this new catalog, just contact us by one of means shown below and we'll get a copy of the catalog out to you ASAP.

If you live outside North America you'll need to contact EGO Systems and request a copy of this new catalog. (Sorry, but postage costs make it impossible for us to do a mass mailing to our foreign customers.)

Regardless of where you live, if you represent a User Group and you would like multiple copies of our catalog for your group, just let us know how many you want, and we'll send them right out to you!

To request your catalog or catalogs, contact EGO Systems at:

EGO Systems
7918 Cove Ridge Rd.
Hixson TN 37343-1808
USA

Voice Phone: 423-843-1775 (9am to 5pm Eastern Time)
FAX: 423-843-0661 (24 hours a day)
(DIZ, CAT33, TOP2, MSG:19/M645;1)

LOWER PRICE ON ZIP GS April 2, 1996 -- EGO Systems is pleased to announce
"""""""""""""""""""""" that we has been able to reach a new purchasing agreement with REMCorp (the makers of the ZipGS accelerator card) that should mean faster turnaround on orders for ZipGS boards as well as a lower price!

Effective immediately the ZipGS 8MHz/16K cache accelerator is only $174.95 from EGO Systems!

As before, this new price INCLUDES shipping to the USA, Canada, Mexico, and surface mail to the rest of the world. Air Mail shipping to anywhere else in the world is just $10 extra.

To order, send a check or money order for the appropriate amount (in U.S. funds) to:

EGO Systems
7918 Cove Ridge Rd.
Hixson, TN 37343-1808
USA

(Please call us at 1-423-843-1775 to confirm availability before sending a check or money order. When you do, we will hold any product for you for one week. When sending your check or money order, please do not forget to include shipping costs (if any)! Tennessee residents MUST add 7.75% sales tax.)

If you prefer to order by credit card, you can use your VISA or MasterCard by calling us toll-free at 1-800-662-3634. Outside of North America, please call 1-423-843-1775. You can also FAX your order to us at

1-423-843-0661.

Phone orders and inquiries can be placed between 9 am and 5 pm Eastern Time. Our FAX line is available 24-hours a day. (Order before 10 am and your order will ship the same day!) You can also e-mail credit card orders to us at either:

Diz@genie.com
-or-
GSPlusDiz@aol.com

(For your protection, we recommend that you call or FAX us with your credit card orders.)

(DIZ, CAT33, TOP2, MSG:16/M645;1)

>>> THROUGH THE GRAPEVINE <<<

SHIFTY LIST STATUS, SHORT AND SWEET

FYI: I intend to finish Shifty List 2.0 by KFest this year. :)

Sheppy
[Team PPCPro]

(SHEPPY, CAT33, TOP4, MSG:146/M645;1)

UPDATE ON POWER GS (DISK MAGAZINE)

So, now I need to update everybody on PowerGS :)

I've been working with Steve for the past 3 months (starting in January), working on many projects and on school (this is an internship of sorts).

I want to have PowerGS Issue #6 out soon, which means within two months, and it should be seen at Kfest. I will be at Kfest this year! :)

If anybody has any suggestions for PowerGS #6, email me at auri@woz.org or here on GEnie at A.RAHIMZADEH. If you live in California and want to hang out and toy on computers for awhile, or go rollerblading or something, I'm out here for a year or so in Los Gatos.

l8r!

-Auri

(A.RAHIMZADEH, CAT13, TOP38, MSG:218/M645;1)

A+ TECHNOLOGIES

Tracy Cook may or may not be moving, but he is moving most of his warehouse items to Orange County. So he told me. I didn't mention this before, but he is also not planning much further Apple II activity.

Chuck

(A2.CHUCK, CAT2, TOP4, MSG:74/M645;1)

FALLOUT--GENIE'S CHANGES FOR EUROPEAN CUSTOMERS

As the word might already have spread, I too will be kicked out on the 10th next month. This will have several consequences:

a) I won't write new programs any more.

b) I'll try to finish PG 1.3 beta and release it ASAP
c) I will make the source code available for all my projects. two of never released programs that are in various stages of development are:
-) PGP for GS (self explaining)
-) Triage B (a triage simulation (medical))

I won't be able to visit this RT very often, so I want to thank everybody here in this RT (and A2Pro). It was truly an amazing experience for me.

Farewell and stay clean

Alex

PS: Just for reference after 050596 my address is:

Alexander Corrieri
Turmburggasse 2/6/9
A-1060 Wien
AUSTRIA

you also could try (but I usually check it once every month) @ e8825642@student.tuwien.ac.at

(A.CORRIERI, CAT29, TOP31, MSG:91/M645;1)

FALLOUT--SEQUENTIAL
""""""""""""""""""""

I recently found out from Dave at Seven Hills that since Jawaid and Sequential have parted ways, Seven Hills has had problems getting firmware references from SS for their true Ansi Online Display for Spectrum and the Second Sight.

Andy

(L.MIDDLETON3, CAT20, TOP14, MSG:277/M645;1)

NEW GAME(S) FROM BRUTAL DELUXE
""""""""""""""""""""""""""""""

Brutal Deluxe has started coding their next game for the IIGS, and Olivier Zardini sent me an interesting e-mail offer yesterday. He said that if I had any curiousity about the process, he'd be happy to send me updates each week.

I imagine that a complex game takes months and months of steady programming, so there would be many interim revisions. I've already seen the graphics and the sprites, as those are the starting off point. It'll be fascinating to see those come to life over the next few months.

The game I refer to is depicted in an Easter Egg in Convert 3200.

I can almost envision describing the creative process in an article for Shareware Solutions II. Would folks be interested in reading something like that?

Joe

(JOE.KOHN, CAT28, TOP6, MSG:111/M645;1)

<<<<<
"""""

Brutal Deluxe learned a difficult lesson from The Opale Demo

Although the coding of the Opale program wasn't difficult for them, they were stymied and had to stop the project because they could never find

a graphic artist to replace the one who created those stunning graphics you see in the Opale Demo. If they had had more Opale graphics, Olivier and Antoine would have been able to create a really amazing Opale game.

So these days, they are going about their programming projects differently. They are first working on the graphics, and when those are completed, then the coding begins.

And let me tell you...they have amassed a stunning collection of graphics for at least several more games.

Looking back at the release dates of their software, it looks to me like it takes Brutal Deluxe about 8 or 9 months to complete a project. So, I'd say that we can expect some really amazing Brutal Deluxe games over the next few years.

Joe

(JOE.KOHN, CAT28, TOP6, MSG:129/M645;1)

UNIVERSE MASTER UNLIKELY TO BE UPDATED? Well, D's a perfectionist and the problem, as far as I can tell, is that he doesn't want to sell it to me (or anyone) until he's fixed it. (Remember the long delay in shipping AutoArk v1.1, that was the same story). And apparently, UM needs a LOT of work before D would be happy with it.

Diz
EGO Systems

(DIZ, CAT33, TOP4, MSG:126/M645;1)

PREPARING FOR THE UNTHINKABLE As Tony said, our libraries are not in any danger. (And that is entirely enough said about that, let's not discuss it at ALL. :)

If worst comes to worst, and Genie is suddenly not here anymore, get on the net and go to

http://www.syndicomm.com

There is really nothing there but a little promo for Syndicomm, but if there is any NEWS to report (like a new location to rendevous) it will appear there.

Think of it as an emergency signpost. :)

(And keep checking, because it will be a bit before the news goes up.)

Gary R. Utter

HARD DRIVE BACKUP PROGRAM OK, I'm not saying I'm absolutely going to write this thing... but I'm VERY interested to know what all you folk would like to see in a NEW IIGS backup application. Here's my ideas for some common ground starting specs:

File and Volume backups supported. Compression supported. ALL devices recognized by GS/OS supported.

Now, let's build something cool on top of that.

Diz EGO Systems
(DIZ, CAT33, TOP7, MSG:1/M645;1)

GRAPHICWRITER III FUTURE When updating GW, we did keep in mind the
"""""""""""""""""""""""" possibility of adding new object types or
undisplayable object types. Hopefully the next version should have
something complete in this regard.

Regards,
 Richard
(RICHARD.B, CAT8, TOP19, MSG:92/M645;1)

<<<<< FWIW, yes there is a 32K text limit to text objects in
""""" GraphicWriter. We did look into raising the limit, but all the
main control blocks and layout code are based around it, and yes it would
have been beyond the scope of a simple update.

     I'm still looking into what changes need to be made to raise it, even
just a simple one like 64K, so who knows what might happen. :-)

Regards,
 Richard
(RICHARD.B, CAT33, TOP6, MSG:43/M645;1)

TIGER LEARNING COMPUTER I'll be attending the Electronic Entertainment
"""""""""""""""""""""""" Expo (E3) in L.A. next month, where all the new
video games for dozens of systems (PC included) will be on display.
Included will be the latest in 3D displays, 64-bit consoles, analog input
devices, AM3 coin-op boards, etc.

     The other day I got a postcard in the mail from Tiger Electronics
(maker of the handheld games you may've seen advertised on television),
inviting me to visit their E3 booth. The postcard proudly states:

     "Come see the Tiger Learning Computer! Based on APPLE 2e technology,
a solid state computer for children that will retail for less than $200.
Dozens of Apple LICENSED SOFTWARE TITLES available."

Talk about full circle, eh? :)

-Ken
(KEN.GAGNE, CAT2, TOP3, MSG:160/M645;1)

>>>>> My understanding is that the computer will be based on software ROM
""""" cards. There were no planned disk interfaces for it, but that
doesn't mean an enterprising designer couldn't develop one for it. Last
info I had was a planned release of the computer this fall.

     I didn't know who was developing it, just that it was being developed.

 Joat
(A2.TIM, CAT2, TOP3, MSG:161/M645;1)

>>>>> For a full description of the Tiger Learning Computer, look for the
""""" next issue of The Apple Blossom, being mailed this week (yup, we've
been in touch with Tiger about this for the past couple of months).

Steve
(S.CAVANAUGH1, CAT2, TOP3, MSG:162/M645;1)

WAITING FOR II ALIVE is there really a new issue coming out soon?
"""""""""""""""""""""""
(J.LOFTIS, CAT42, TOP11, MSG:278/M645;1)

>>>>> That's what I heard
"""""
BTW, Carl Sperber, who was QC's art director before I even started working there, recently moved on to a job as marketing director at BrassCraft, a local furniture manufacturer.
(JERRY.K, CAT42, TOP11, MSG:279/M645;1)

>>>>> Gee, that must have been REALLY recently. I just got an email
""""" from him last week, acting as the marketing director or something.

 ____
 |homas
(T.COMPTER, CAT42, TOP11, MSG:281/M645;1)

>>>>> Yeah, last Friday was Carl's last day
"""""
(JERRY.K, CAT42, TOP11, MSG:282/M645;1)

RTF FOR GWIII ARRIVED; RTF FOR APPLEWORKS GS COMING? Working around the
""" 32K limit was something I TRIED to do, but it looked like just TOO much work for the release date (and price point) that I was shooting for. This is really something that needs to be fixed in GraphicWriter itself... but I'm going to keep thinking about how to work around it.

As for the sub/superscript ending problem... that's very odd. I am pretty sure I put ALL of the RTF v1.3 "end mark" codes in for super/subscript. E-mail me the file and I'll take a look at it.

Which reminds me... someone here said they had a RTF file created by Word For Windows v2 that was giving them trouble, but I haven't heard anything else about it. If the file is still a problem, PLEASE e-mail it to me so I can figure out what's wrong.

As for an AWGS translator for GWIII, I've already got the code (in EGOed) for an IMPORT-only translator. Would it have to be IMPORT & EXPORT? Or would simply importing be enough for folks?

I ask because I've sold about 20 RTF translators already... Which is actually pretty good considering that I've only advertised it here on GEnie and the 'Net. This makes me hopefull that I'll get a big response when the new catalog goes out next week! ...So I'm thinking that an AWGS translator might also do quite well.

Diz
EGO Systems
(DIZ, CAT33, TOP6, MSG:35/M645;1)

>>> MESSAGE SPOTLIGHT <<<
""""""""""""""""""""""""""""

Category 28, Topic 6

Message 130 Mon Apr 29, 1996
JOE.KOHN [SSII] at 16:55 EDT

In another topic, we're vbeen discussing Convert 3200, and when the discussion turned technical, I had to write to Olivier Zardini for clarification.

The following message is from Olivier, and it discusses some problems that folks have had with Platinum Paint, and it also expands greatly on Convert 3200's documentation on how to use different palettes within the same graphic.

As you read it, please remember that English is Olivier's second langauage.

Joe Kohn

[*][*][*]

Hum, about the advanced users of Convert 3200, don't worry it's sad but I think I am the only Power User of C3200... But with a little work, everybody will be able to use the software. You don't necessarily need to know all the features to use the software. You can learn it step by step.

About the problem with Platinum Paint, it is not difficult to understand. For the 16 palettes mode - PP doesn't handle it, I have no solutions to give... For the 1 palette mode (16 colors), the desktop program use the black and the white color to draw the menus, the windows... The used colors are usually in the palette at the first position (0 : black) and the last one (15 : white). But when these colors are not in these positions in the palette, the display can be strange. If the first and the last colors in the palette are black, all the menu, windows... will be full black, and you won't see anything... It exactly what happens with PP and some pictures comming from Convert or any other converter... If your picture is full black, with only black colors in the palette, your screen will be full black... Hopefully, some good drawing software as DreamGraphix use a specific palette for the menu bar, so you can see the menu bar everytime. Convert 3200 sorts the colors in the palettes, from the darkers ones to the ligthers ones. So, if your picture has at least 16 colors, the first color will be certainly black, and the last color will be certainly light, so you will be able to use PP, even if the last on is not realy white. You will be able to see the menu bar and other bottons... Sadly, if your picture has less than 16 colors, the non used colors of the palette will be turn into black, so the first one and the last one will be black and you could have problem with PP. I will modify this in the next update. I will force the last color, if it is not used, as a white instead of a black. But the problem comes more from PP than for C3200. PP is unable to handle well all the graphics modes...

About the 16 palettes modes and the capability to choose how many palettes you can use, here is an explanation. First of all, this is ONLY for the 16 palettes mode, that won't work for the 1 palette or the 200 palettes mode... In the 16 palettes mode, you can use up to 16 palettes on the screen. You can consider the 1 palette mode as a 16 palettes mode picture where you use only 1 palettes (from the 16 available). So, as you can use 16 palettes, you have to decide which lines will use which palette. For exemple, if you have decided to use only 4 palettes, you can use the first palette for the first 50 lines, the second palette for the lines from

51 to 100, the third palette for the line from 101 to 150 and the fourth palette for the lines from 151 to 200. So each quarter of the screen will have one palette. In Lemmings, you can see such the same thing the Ma in screen, the scrolling area has a palette (blue and yellow tones) and all the rest of the screen has another palette (brown and green tones). So you have to things to decide :

- How many palette do you want to use
- Where to use them (which lines...)

Go into C3200, load the Happy picture, go into the statistics screen (the stat will be computed there) and go into the Convert Area screen. Choose the 16 palettes mode (red circle). Click now on 'Convert Area' button, you can see the window with text as 'Palette : xx' where xx is a number from 1 to 16. Here, C3200 use the whole 16 palettes. When the conversion will be ended, click on 'View Area' to have a look to the picture. The picture is ok. Now click again on 'View Area' but this time press the Apple key (Command) in the same time. Now, instead of the picture, you can see the palettes used. You can see the 16 palettes and you can see which lines used which palettes. Here, each palette is used by the same number of line (13 lines/palette). This is the default choice for the 16 palettes mode. But you can choose to tell to C3200 which palette to use and where. Click now on the 'Convert Area' button. What happen ? Nothing !!! It is ok. As C3200 has already converted the area in this mode, it doesn't do anything. Hopefully, you can force it to convert in this mode again. So press the Apple key (Command) and click on 'Convert Area' button. The conversion is launched again... and the result will be the same than before. There are several reasons to force it to convert the area again. For example you can modify the number of colors (with '+' and '-' buttons) and launch again the conversion to see the difference. But the best reason is for the 16 palettes mode, and especially for the selection mode of the palettes. Here we go. So, don't remember to press Apple key in the same time than clicking on the 'Convert Area' button for all the following conversions. Press on the Option key (and on the Apple key too) and click on the 'Convert Area' button. You will see the Happy picture displayed in grey scaled tones (but darker than the grey scale mode). Move the mouse you will see a little cursor moving. Hit the Tab key (or Apple-Tab) and the color of the border will change... Click on the mouse button and move the mouse, you will be able to paint the lines of the pictures with the same tones (blue, red, yellow...) than the border color. Each color (there are 16 colors) represent one palette. Each line colored will used t he associated palette. At the beginning, all the lines of the screen use the same palette, so the picture is nearly full black. Use now 4 palettes and put them as describle above (one for the first 50 lines...). You can choose th colors you want, the color of the palette is only here to see the different 16 palettes, there is no link between the colors (red. bleu, green...) and the tones really used in this palette at the end of the conversion. When you will have filled the screen with the 4 palettes, hit ESC key and that will launch the conversion process. But this time, in the 'Palette : xx' message, xx will only goes from 1 to 4, because you use only 4 palettes (instead of 16 as before). Click on the 'View area' button to see the result, and don't forget to have a look to the palette (press Apple key and click on 'View Area'). You will see clearly the 4 palettes used... Now that you have understood, you are able to decide yourself how many palettes you want to use and where you want to use them. This can be very usefull to put a lot of palettes on one part of the screen to have a more colors on this part and to put only 1 palette in large part of the screen where you don't need a lot of colors.

Olivier.

ps : the update of Convert progesses... the Tiff will be completly recognize this time (Off course, the non true colors pictures...)

[*][*][*]

While on Genie, do you spend most of your time downloading files? If so, you may be missing out some excellent information in the Bulletin Board area. The messages listed above only scratch the surface of what's available and waiting for you in the bulletin board area.

If you are serious about your Apple II, the GenieLamp staff strongly urge you to give the bulletin board area a try. There are literally thousands of messages posted from people like you from all over the world.

[EOA]
[HUM]//////////////////////////////
HUMOR ONLINE /
//////////////////////////////
An Apple II Parody
""""""""""""""""""""

by Steven Weyhich
[104024.432@compuserve.com]

Many of you know Dr Steven Weyhrich as the unofficial Apple II historian; his 23-part history of our favorite computer is well-received as it is widely known (and widely available!). Some of you also know that he writes song parodies. This month, Dr Weyhrich's latest parody appears for the first time--a GenieLamp A2 exclusive!

When the "death" of the Apple IIe was announced, Dr Weyrich wrote "Apple Pie" (to the tune of Don MacLean's "American Pie") and posted it to Genie's A2 RoundTable. GenieLamp A2 reprinted it in the January 1994 issue. In honor of Brian Tao, a Genie user who was the A2 RT's Internet liasion, Dr Weyhrich wrote "Internet Fileman" (to the tune of Glen Campbell's "Wichita Lineman"), which we reprinted in the June 1994 issue. The following parody, his latest, was written specifically for GenieLamp A2.

[*][*][*]

>>> THE WRECK OF THE APPLE][<<<
""""""""""""""""""""""""""""""""""""

(to the tune of Gordon Lightfoot's "The Wreck of the Edmund Fitzgerald")

The legend lives on from the management on down
In the big town they call Cupertino
At Apple, it's said, they will shoot products dead
When the stocks and the market turn gloomy

With a load of RAM chips, forty-eight thousand bytes fit
That the Apple][main board weighed loaded
That good CPU was a bone to be chewed
When reality distortion came early

The][was the pride of Wozniak's side
Of the Homebrew Computer Club meeting
As the new units went it was better than most
With a ROM and dot graphics well reasoned

Concluding some terms with that Microsoft firm
It shipped fully loaded with firmware
But within a few years we confirmed our worst fears
It would be the Mac wind we'd be feeling

The blurbs out in print made it seem we were safe
When they said the Mac's RAM was too tiny
But the Mac team knew, as their Captain did, too
That the Apple]['s cash they'd be stealing

The IIe came late, sixteen bits had to wait
While the Mac and its sales they were flailing
When '86 came the GS staked its claim
In the face of a hurricane Mac blitz

When '91 dawned, the ROM 04 was spawned
And on satellite link they would show ya
But with a last minute cut, the]['s shut down began
We thought, GS, it's been good to know ya

MacWeek wrote again, the old][would just end
It's publicity STILL was an outrage
By late '93, when more Macs came in sight
Came the end of the Apple][voyage

Does anyone know where the brains of men go
When cash for promotion's allotted?
The reviewers all say she'd be here today
If they'd put some more ad space behind her

It might have VGA, a big hard drive inside
Perhaps thirty-two bits with SIMMs in 'er
But all the remains are the faces and the names
Of the millions who've known and have loved her

Microsoft rolls, Intel sings
In the 95 Windows promotion
Ol' IBM steams with its OS/2 dreams
The Mac clones all try for their portion

And farther below, the World Wide Web goes
Taking in what the modems can send her
But the Apple folk go (at least we hope so)
With mistakes of the A2 remembered

In a virtual room there on GEnie they met
In the A2 Roundtable's big chat room
The]['s speaker chimed, and it rang 64 times
For each page of the old][Plus memory.

The legend lives on from the management on down
In the big town they call Cupertino
At Apple, it's said, they will shoot products dead

When the stocks and the market turn gloomy

Copyright 1996 by Steven Weyhrich
(104024.432@compuserve.com)

[*][*][*]

(Please don't copy this item--in your newsletters, in your E-mail, in newsgroups--WITHOUT asking permission first. That's what the copyright notice is there for. It is not enough merely to ATTRIBUTE the article; you must get PERMISSION first. Normally, GenieLamp is happy to let you assume permission. Not this time. Ask the author for permission first.)

[EOA]
[REF]//////////////////////////////
REFLECTIONS /
//////////////////////////////
Thinking About Online Communications
""""""""""""""""""""""""""""""""""""""

by Phil Shapiro
[pshapiro@aol.com]

>>> THOUGHTS ON THE POWER AND CONVENIENCE OF AUTOMATED EMAIL RESPONDERS <<<
""

Technology commentators think the world wide web is a big deal. I sort of agree. But I've come to believe that there is something in cyberspace far more powerful and far-reaching than the web. Automated email responders are by far the most convenient way of making information accessible to others.

Consider this. Of the ten to twenty million people who are online, only a fraction of them have easy web access. And of the fraction who do have web access, only a fraction of these people have the time (and skill) needed to surf the web.

Consider how long it takes to get to a web page, and the possible obstacles that could occur. It takes at least a minute to boot your web browser. Then the web server you're trying to reach could be busy. Line noise could drop your connection halfway over to the web page. Your web browser could freeze (or crash). And when you get to the page you're aiming to reach, it may or may not be obvious where on the page the document you're looking for is located.

Unless you have a high speed, highly reliable online connection, it takes an average of about four to five minutes to get to a web page. This doesn't sound so long as a single unit of time. But if you multiply four to five minutes several hundred times, you're starting to look at some serious impositions on your time.

Compare this with the speed and ease of retrieving a file from an automated email responder. The time span between the moment you see mention of the file to the moment you're actually seeing the file itself can be as little as one minute.

If the mention of the file happens to reach you at your email mailbox, then it takes just a flick of the wrist to copy and paste the email address and corresponding file request command into a new email

message. If you're skilled at using your computer, this task can be done in twenty seconds (or less).

In my experience, email responders tend to return the requested file within one to two minutes of their receiving the request. You just can't beat that for convenience. Not only is it easier for people to retrieve files via automated email responders, but the potential audience for any responder file is magnitudes larger than the audience of people on the web.

Every single person who is online, by definition, can send and receive email. Even total newbies can master automated email responders with a minimum of effort.

Last month I set up the capability of distributing text files via automated email responder from my local internet service provider. The cost? Just $10 per month to set up a majordomo mailing list with automated file archive retrieval.

As the owner of this list, I can put whatever files I want in the file archive for this list. My internet service provider tells me I could put several hundred separate messages in this list's file archives.

I like that. Makes it easy for me to deliver files to people who could benefit from the things I write about.

To test how this mailing list works, I typed up a whimsical file giving detailed instructions of how to train golden retrievers to retrieve email. You (or your dog) can retrieve this file by sending the following request:

```
get  phils-ideas  golden.retrievers.txt
```

to the address: majordomo@his.com

Within about a minute, you (or your dog) will be able to read about golden retrievers doing what they do best.

Having assured myself that this magic really does work, I went about placing some other files for people to retrieve.

To help other teachers learn how to use their Apple II computers online, I made available instructions on how to use ZLink, the most popular shareware communications program. This file can be retrieved by sending the request:

```
get phils-ideas  zlink.howto
```

to the address: majordomo@his.com

Having tasted how powerful this communications channel can be, I followed a third whim and made available a large text file I captured, containing all of the 1996 books acquired by the Montgomery County, Maryland library system. This local library system has an excellent online card catalog which allows you to search by the year the book was published.

To retrieve this file (which is about 200 kilobytes in size), you can send the request:

get phils-ideas mcpl.books.1996

to the address: majordomo@his.com

The potential uses of automated email responders are just beginning to be appreciated. Commercial uses are the ones that seem to have gained the fastest foothold.

I can also imagine nonprofit organizations benefiting in a large way from automated email responders. A simply-phrased text file named "volunteers" could list in detail the kind of volunteer help that a nonprofit could benefit from. The volunteer coordinator for this organization could update this file daily (or even several times daily), spelling out the organization's volunteer needs in the most easily accessible form imaginable.

How can people publicize the availability of their automated email responder? One of the most sensible ways is via an existing mailing list whose subscribers might likely have an interest in your announcement.

The best part is that the announcement itself can be very short and sweet, minimizing the intrusion on other people's time. They themselves can decide whether they have any interest in the information being provided by the automated email responder.

Yes, there is an alternative to getting all tangled up in the web. You can unstick your feet by using (and creating) automated email responders.

Phil Shapiro

[*][*][*]

The author takes a keen interest in the psychological and social aspects of the online world. He can be reached at pshapiro@his.com (preferred) or pshapiro@aol.com

Excerpts from his first book, "Thinking About Online Communications," can be retrieved by sending the message:

get phils-ideas taoc.excerpts

to the address: majordomo@his.com

[EOA]
[AWX]////////////////////////////
APPLEWORKS ANNEX /
////////////////////////////
The AppleWorks Gazette Follow-Up
""""""""""""""""""""""""""""""""""

by Douglas Cuff
[EDITOR.A2]

In the March 1996 issue, we took a look at the premiere issue of _The AppleWorks Gazette_. The second issue arrived in our mailbox recently, so we'll take a quick peek to see how the issue stacks up when it doesn't have to include so much "obligatory" material, such as the AppleWorks 5.1 update.

As with the first issue, there are three parts to this magazine on disk: the newsletter itself, software, and data. Overall, the second issue looks much as the first one did, only slightly better.

NEWSLETTER The second newsletter (still an AppleWorks word processing """""""""""" file) stacks up like this:

1. Actively AppleWorks
2. The Main Menu
3. The NewsReel
4. At the News Stand
5. Letters to the Editors
6. How to Modify the AppleWorks Default Macros
7. One Touch Commands [review]
8. AppleWorks on the Mac--A First Look
9. Shrink II
10. More Features I Wish I Had in AppleWorks 5.1
11. New Utilities for AppleWorks 4.3 and 5.1
12. Do It Yourself Hard Drives
13. Inside AppleWorks: Questions and Answers
14. Inside AppleWorks: AppleWorks Segments
15. How to Cook Your Own oa-H Command
16. How to Reach Us

For readers who are Genie regulars, the NewsReel continues to be little more than a rehash of old news. There are a few gems from the Internet's comp.sys.apple2 newsgroup and from CompuServe's AppUser forum. A new column, At the News Stand, examines the most recent issues of other Apple II newsletters. (We editors are able to eke out a meagre living by taking in one another's laundry.)

In the letters to the editor, one reader points out--as I did, here in GenieLamp A2, two months back--that the premiere issue of _The AppleWorks Gazette_ was geared to AppleWorks 5 users, and geared toward screen layout rather than printed layout. The editors seem to prefer to run their publication that way, but are willing to make changes to make life easier for readers, as evidenced by Serreau's editorial.

Once again, the newsletter has some good articles. Howard Katz expands on Chris Serreau's wish list for AppleWorks, which I liked very much, and I was pleased to see that Will Nelken and Ryan Suenaga are guest writers for this issue. As before, no serious complaints with the newsletter, but the spelling-checker still doesn't get used enough.

ON THE DISK The software on the premiere issue gave the disk a sparse """""""""""" feel, since so much room was taken up with the AppleWorks 5.1 update and with ShrinkIt 3.4. Things are little better this month--the only "golden oldie" is Harold Portnoy's Change-A-File program. This is an indispensable utility, but hardly new. Also on the disk this month are two new inits--one to bring a monthly calendar to AppleWorks 5.1, and one to manage inits by enabling and disabling them--bug-fix updates for TimeOut File Librarian and Word Count, an index of TimeOut-Central, a collection of Roy Barrows' macros, and Joe Walters' Merlin macros. This month's non-Apple II feature is H. G. Wells's "The Island of Dr. Moreau".

In the premiere issue, ShrinkIt was used on everything but the newsletter, everything else in the main directory, and of course ShrinkIt

itself. In this issue, the macros and other data have been packed with ShrinkIt, but the inits, update scripts, and Change-A-File have not.

PROGRESS REPORT _The AppleWorks Gazette_ has made some improvements and """""""""""""""""" is in the process of making others to be sure they serve their readers well. There continues to be good stuff here, both for the AppleWorks user and the UltraMacros programmer.

[EOA]
[BAN]//////////////////////////////
FILE BANDWAGON /
//////////////////////////////
Top 10 Files for March
""""""""""""""""""""""""""
by Douglas Cuff
[EDITOR.A2]

This feature lists the ten most popular files for the month. To give files a chance to seek their own levels, no files will be added to the list until they've been in place at least a month. This month, we look at the files uploaded 1-31 March 1996.

This isn't the Academy Awards ceremony, folks; it's more like the People's Choice Awards (both of which are trademarked, by the way). The Top 10 doesn't necessarily tell you what's new and interesting--what files _you_ might find interesting--it simply tells you what files have been downloaded a lot--what other people found interesting!

This month, I'm pleased but a little embarrassed to find that three different editions of GenieLamp A2 occupy three spots in the Top 10. This month, I'll let it stand because I'm so proud of the new hyper-editions, but if it occurs again, I'll list additional files so that the list has 10 different files, not just ten different file names.

File #	Filename	Bytes	DLs	Short description
26711	A2.DOM.9603.BXY	461056	207	A2 Disk of the Month, March 1996
26700	NEWPT3FIX.BXY	3456	105	New GS modem port driver for PT3.1
26698	ALMP9603.HC.BXY	81152	90	GenieLamp A2, Mar. 1996 (HyperCard)
26862	NAUG.CAT.BXY	87168	89	AppleWorks Resources Catalog
26866	GSE4.32.BXY	177280	82	GS Entertainment version 4.32
26927	KEYBOARD.BXY	9216	75	Displays keyboard layout
26752	ALMP9603.HS.BXY	96384	74	PROTOTYPE HStudio vers GenieLamp A2
26820	LETITRIDE.BXY	18048	73	A casino stud poker game.
26697	GLAMPA29603.BXY	75648	72	GenieLamp A2, Mar. 1996 (AppleWorks)
26749	A2.LIB.ADB.BXY	516780	70	ADB Index of entire A2 Library

A2.DOM.9603.BXY The A2 RoundTable Disk of the Month continues to be a """""""""""""""" favorite download. The March issue contains three newsletters--GenieLamp A2 (March), GenieLamp A2 (January), and II Something (January 14). Apple IIe and IIc users will enjoy DOS 3.3 Launcher, IMunger, and a BASIC game called Treasure. For the Apple IIgs user, there are 10 pics from Bloofadoofa, a small HyperStudio word processor called MicroWord, and two New Desk Accessories, one to print the screen and another to save the screen as a picture.

NEWPT3FIX.BXY PT3FIX by John Kielkopf patches ProTERM's normal modem port """""""""""""" driver (PT3.CODE0) to allow interrupts so that software

such AppleTalk and Twilight II will operate without data loss from the modem. This patch works only with ProTERM v3.1, and only with the Apple IIgs modem port. It requires a high-speed modem with hardware handshaking, and the appropriate cable. Freeware.

ALMP9603.HC.BXY Thanks to HyperCard programmer Joshua Calvin, you can enjoy GenieLamp A2 without having to leave HyperCard. Calvin's stack can automatically generate a table of contents for _any_ issue of GenieLamp. (If you don't already own HyperCard IIgs, consider downloading file #22200, HCGSSTARTER.BXY.) Freeware.

NAUG.CAT.BXY This ASCII text file contains a catalog of all of the National AppleWorks User Group (NAUG) disks that are currently available from Shareware Solutions II.

GSE4.32.BXY GS Entertainment by Clayburn W. Juniel, III is a kind of jukebox that plays music and shows pictures too. It can display PNT graphics, PIC graphics, 256 and 3200 color graphics, INI desktop graphics, and ANI animations! It can simultaneously play music from Music Composer, Music Studio, SoundSmith, or SynthLab, as well as rSounds, HyperStudio and HyperCard IIgs formatted sound files, and "just plain sound files". (Earlier versions were featured on last month's bandwagon.) Shareware ($10).

KEYBOARD.BXY Keyboard NDA v1.0.1 by Wilfried Ricken lets you see which keys to press to generate special characters. If you hold down a modifier key such as Option or Shift, the layout changes to reveal characters not normally available. Includes the numeric keypad in its display. Click near the bottom of the NDA window to change the font. (Keyboard translation must be set to Standard first.) Freeware.

ALMP9603.HS.BXY This prototype version convinced me to produce a HyperStudio edition every month, to accompany Josh Calvin's HyperCard edition. Since this is a prototype, it's not tidied up and it uses a little more memory than it needs to, but there aren't any serious problems. (If you don't own HyperStudio, you can still view this stack by downloading and using file ##24732 HS3.1RJ.BXY.) Freeware.

LETITRIDE.BXY Let It Ride by Thad T. Taylor is a single-player version of the Nevada casino game. It lets you play five card stud poker. The game is a little crude and the instructions sketchy, but on the other hand, it's a relief to see more software for the IIgs with a 1996 copyright date. Freeware.

GLAMPA29603.BXY The March 1996 GenieLamp A2 in AppleWorks word processor format. This "old standard" Apple II-specific edition has been available since April 1993, yet some people still think you _have_ to own AppleWorks to view it. Not so. Download file #16674, QUICKVIEW.BXY or file #24324, QUIKVIEW1.1.BXY and you'll be able to read the same GenieLamp A2 that the editor uses as the basis for all other versions. Freeware.

A2.LIB.ADB.BXY This index of the A2 RoundTable libraries, collected by Tom Zuchowski, lists the whole of the software collection in one AppleWorks data base file. For AppleWorks users with large desktops! Indices of separate libraries are also available for AppleWorks

users with smaller desktops, as are text file indices, for those who don't use AppleWorks. Freeware.

[EOA]
[LIB]//////////////////////////////
THE ONLINE LIBRARY /
//////////////////////////////
March Arrivals
""""""""""""""""

by Douglas Cuff
[EDITOR.A2]

This month, I'd like to list all the files that have been uploaded to the A2 RoundTable libraries during March. Since there are so many--149--I can't examine them in detail, but the short description provided should give you an idea of what the file is all about.

>>> PROGRAMS <<<
""""""""""""""""""

File #	Filename	Bytes	Short description
26887	BORDTRACK11.BXY	30	Color borders for Second Sight v1.1
26793	DSK2FILE.BXY	53	Converts dsk and po files
26866	GSE4.32.BXY	73	GS Entertainment version 4.32
26703	GVIEW.BXY	54	Graphic viewer for Second Sight
26927	KEYBOARD.BXY	42	Displays keyboard layout
26700	NEWPT3FIX.BXY	99	New GS modem port driver for PT3.1
26704	PIX.WHIZ2.0.BXY	48	New Print Shop color pix editor
26713	QSL.V2.0B1.BXY	12	Ham Callsign Database Program
26818	QSL.V2.0B2.BXY	6	Ham Callsign Database Program

>>> GAMES <<<
"""""""""""""""

File #	Filename	Bytes	Short description
26827	E.DOS33.120.BXY	48428	DOS 3.3 Eamon "Orb of My Life"
26760	E.DOS33.UTL.BXY	72888	DOS 3.3 EAG Eamon Utilities
26707	EAMON.DOS12.BXY	725508	Eamon Collection: DOS 3.3 Disk 12
26748	FIRE.STAR.BXY	37376	A new game for Warp6 BBS Software
26820	LETITRIDE.BXY	18048	A casino stud poker game.
26708	TUFFENUFF2.BXY	37948	Course for Mean 18
26758	TUFFENUFF3.BXY	33532	New course for Mean 18
26826	TUFFENUFF4.BXY	33160	Course for Mean 18
26706	MERLIN.GS.BXY	126720	Merlin GS v1.0 HCGS Electronic game

>>> HYPERMEDIA <<<
"""""""""""""""""""

File #	Filename	Bytes	Short description
26717	CALENDAR.HC.BXY	2944	Calendar Stack from Blossom V2N1
26710	A2LAMP.RDR.BXY	16128	Import GenieLamp into HCGS
26819	HCLAMP.FIX.BXY	4864	Adds Quit button to GenieLamp Reader

>>> APPLEWORKS (CLASSIC AND GS) <<<
""""""""""""""""""""""""""""""""""""""

File #	Filename	Bytes	Short description
26862	NAUG.CAT.BXY	87168	AppleWorks Resources Catalog
26895	NAUG.DISKS.BXY	113152	Index of NAUG-On-Disk disks

>>> DATA AND TEMPLATES <<<

File #	Filename	Bytes	Short description
26877	A2.EMUL.FAQ.BXY	58992	FAQ for Apple II emulators (IBM,Mac)
26894	BRUTAL.RTC.BXY	20608	Transcript of Brutal Deluxe RTC
26799	KFEST96.REG.TXT	4696	Kfest '96!! The registration form!
26916	ORBICORR.SHK	171172	Example of a bad Internet file
26838	PAUG.3.96.BXY	14080	PAUG, the Publishers Transcript!!
26755	PGNOTES.BXY	42752	tech notes for PowerGuide scripting
26875	PLANET.TXT	2048	Description of PLANET.BXY (#18805)

>>> PERIODICALS <<<

File #	Filename	Bytes	Short description
26711	A2.DOM.9603.BXY	461056	A2 Disk of the Month, March 1996
26698	ALMP9603.HC.BXY	81152	GenieLamp A2, Mar. 1996 (HyperCard)
26752	ALMP9603.HS.BXY	96384	PROTOTYPE HStudio vers GenieLamp A2
26697	GLAMPA29603.BXY	75648	GenieLamp A2, Mar. 1996 (AppleWorks)
26765	IIS.960303.BXY	27904	II Something - Issue 19 - Mar 03 96
26848	IIS.960310.BXY	30464	II Something - Issue 20 - Mar 10 96
26878	IIS.960317.BXY	13696	II Something - Issue 21 - Mar 17 96

>>> GENIE A2 ROUNDTABLE TOOLS AND FILES <<<

File #	Filename	Bytes	Short description
26744	A2.1319.ADB.BXY	20120	ADB Index of Libraries 13-14, 16-19
26733	A2.1319.TXT.BXY	19952	TXT Index of Libraries 13-14, 16-19
26743	A2.15A.ADB.BXY	36480	ADB Index of Library 15 (1989-1994)
26732	A2.15A.TXT.BXY	36428	TXT Index of Library 15 (1989-1994)
26742	A2.15B.ADB.BXY	25376	ADB Index of Library 15 (1995-)
26731	A2.15B.TXT.BXY	25132	TXT Index of Library 15 (1995-)
26741	A2.3238.ADB.BXY	37328	ADB Index of Libraries 32-38
26730	A2.3238.TXT.BXY	36412	TXT Index of Libraries 32-38
26740	A2.3940.ADB.BXY	36368	ADB Index of Libraries 39-40
26729	A2.3940.TXT.BXY	35920	TXT Index of Libraries 39-40
26739	A2.4144.ADB.BXY	10948	ADB Index of Libraries 41-44
26728	A2.4144.TXT.BXY	10732	TXT Index of Libraries 41-44
26738	A2.4553.ADB.BXY	59656	ADB Index of Libraries 45-47, 50-53
26727	A2.4553.TXT.BXY	59080	TXT Index of Libraries 45-47, 50-53
26737	A2.5462.ADB.BXY	45272	ADB Index of Libraries 54-62
26726	A2.5462.TXT.BXY	45508	TXT Index of Libraries 54-62
26746	A2.8BIT.ADB.BXY	101828	ADB Index of ProDOS/DOS3.3 Libraries
26735	A2.8BIT.TXT.BXY	100248	TXT Index of ProDOS/DOS3.3 Libraries
26745	A2.GENL.ADB.BXY	164624	ADB Index of Gen. Interest Libraries
26734	A2.GENL.TXT.BXY	164772	TXT Index of Gen. Interest Libraries
26747	A2.GSOS.ADB.BXY	252584	ADB Index of GS/OS Libraries

26736	A2.GSOS.TXT.BXY	248748	TXT Index of GS/OS Libraries
26749	A2.LIB.ADB.BXY	516780	ADB Index of entire A2 Library
26750	A2.LIB.INFO.TXT	6912	Description of A2 Library Indexes
26808	A2NDX.MKR.BXY	8736	A2 Bulletin Board Index Maker
26923	ATCOP.X.GEN.BXY	10112	CoPilot/AT Sprint mail bug helper
26810	GEM5.1.LIB3.BXY	3392	Replacement LIB3 file for GEM5
26828	GEM5.1.UP2.BXY	102676	Updates GEM5 to version 5.1
26906	POWERONOBRK.BXY	5760	Scripts to avoid SprintNet break bug
26873	SCRIPT.UPD.TXT	1152	Update older GEM scripts to work

>>> SOUNDS <<<

File #	Filename	Bytes	Short description
26844	ANTHEM.BXY	9600	Star Spangled Banner in MIDI/synth
26876	CANON.VAR.BXY	26112	Canon in D for MIDI/SynthLab
26846	HALLELU.BXY	23424	Hallelujah Chorus MIDI/Synth
26716	IRSH.MID.BXY	213632	Irish songs in general MIDI format
26715	IRSH.SEQ.BXY	471808	Irish songs for SynthLab
26805	IRSHDAY.BXY	35200	MIDI and sequence of An Irish Day
26806	IRSHROSE.BXY	5632	MIDI and sequence of Wild Irish Rose
26836	PERSIAN.BXY	40320	Sequence and MIDI of Persian Market
26795	SYM40.BXY	116608	Classical song for SynthLab
26845	TIPERARY.BXY	17280	Long Way to Tiperary MIDI/synth
26796	VALK.BXY	64256	Valkyrie for SynthLab

>>> FONTS <<<

File #	Filename	Bytes	Short description
26867	ANDESITE.T1.BXY	39380	T1 PostScript UC display font
26788	AQUILLIA.T1.BXY	47928	T1 PostScript casual oblique txt fnt
26789	ASHLEY.T1.BXY	30328	T1 PostScript print handwriting font
26868	BALLET.T1.BXY	92800	T1 PostScript art deco display font
26821	CLASSICA.T1.BXY	81164	Graceful T1 PostScript body txt font
26869	DUNCAN.T1.BXY	22408	T1 PostScript tall thin display font
26870	DUNCAN.TT.BXY	8212	TrueType tall thin display font
26763	ELGARRET.T1.BXY	81776	T1 PostScript script font
26724	FLINTSTO.T1.BXY	35024	Bold T1 PostScript display font
26705	GOODFELO.TT.BXY	53424	TrueType Victorian display font
26785	KINIGSTN.T1.BXY	57328	T1 PostScript drop caps display font
26722	KLINZAHI.T1.BXY	42680	T1 PostScript Klingon-alphabet font
26786	LEE.CAPS.T1.BXY	59272	T1 PostScript drop caps display font
26787	LEFTYCAS.T1.BXY	29200	T1 PostScript hand printing body fnt
26723	ORNAMENT.T1.BXY	72636	T1 PostScript woodcut symbol font
26764	PIGNOSE.T1.BXY	107688	T1 PostScript broad font
26822	ROOSTHVY.T1.BXY	69704	Bold T1 PostScript display font
26725	SANSSERI.T1.BXY	31272	T1 PostScript sans-serif text font
26823	SHOWBOAT.T1.BXY	62312	T1 PostScript fancy caps poster font
26721	STYLE.T1.BXY	22988	T1 PostScript bold script font

>>> GRAPHICS <<<

File #	Filename	Bytes	Short description

26859	A26.GIF	156768	Color GIF of an A26 plane
26834	ACE.GIF	5800	Color GIF of an airplane
26924	ANIMEINI.BXY	51176	3 Anime Desktop INIs. R-Rated.
26860	B17.GIF	257628	Color GIF of the B17 plane
26856	B1B.GIF	99612	Color GIF of the B1b plane
26855	B52.GIF	195712	Color GIF of a B-52
26802	BABIES.GIF	72380	Color GIF of rabbits
26702	BACKDROPIII.BXY	26368	More Backdrops for use w/ Backdrop
26714	BACKDROPZ.BXY	75904	Marble textures for Backdrop NDA
26775	BUNNIES.GIF	10120	Color GIF of bunnies for Easter
26863	CHART.GIF	40708	Color GIF Hyakutake comet chart
26701	DESKENVICNS.BXY	3584	Floptical and DocAlias Icons
26841	DUCKS.GIF	5992	B&W GIF of a duck
26840	EAGLE5.GIF	21740	This is a color GIF of an Eagle
26919	EAST.DESK96.BXY	354020	Easter desktop background INIs.
26774	EGGS.GIF	267660	Color GIF of Easter eggs
26797	ESTR.BUN.GIF	26204	Color GIF of a cute Easter Bunny
26779	ESTR.BUNY.GIF	3496	B&W GIF of an Easter bunny
26780	ESTR.EGG.GIF	100272	Grayscale GIF of an Easter Egg
26781	ESTR.EGG2.GIF	67596	Color GIF of an Easter egg
26777	ESTR.GIF	180952	Color GIF of an Easter picture
26883	F3F.GIF	8700	Grayscale GIF of a Gruman F3F-2
26884	F4F.GIF	210908	Color GIF of a F4F and a F6F
26896	FINALFOUR96.BXY	123416	NCAA Final Four desktop INIs.
26926	FRACINI.BXY	43176	4 Fractal INIs for your Desktop.
26843	FROG.GIF	11532	Color GIF of a green frog
26925	FSERRORINI.BXY	36488	INI of Atomic Bomb Detonation.
26762	GUAVA.SAMP1.BXY	93836	Guava Graphics EPS sampler
26858	GUNFT.GIF	53008	Color GIF of a P-51 plane
26864	HAMBRG.GIF	6608	Color GIF of a hamburger
26842	HEN.GIF	3904	Color GIF of a hen
26778	LILY.1.GIF	16500	Color GIF of an Easter Lily
26773	LILY.GIF	2440	Color GIF of an Easter Lily
26776	LST.SUP.GIF	53064	Color GIF of The Last Supper
26865	MACAW.GIF	21576	Color GIF of a macaw
26851	MANTLE.GIF	149712	Mickey Mantle socks a homer, GIF!
26850	MANTLE.JPG	68128	Mickey mantle goes Deep, the Jpeg!
26804	MUSIC.GIF	14292	B&W GIF of music clipart
26835	MUSTANG.GIF	18864	Color GIF of a P-51 Mustang plane
26803	P38.GIF	78652	Color GIF of a P 38 airplane
26854	P47.GIF	3996	Color GIF of a P-47 plane
26829	P51.2.GIF	2912	Little color GIF of a P-51
26857	P51.3.GIF	20616	Color GIF of a P-51
26830	P51.GIF	157428	Color GIF of a P-51 Mustang plane
26831	P51RR1.GIF	102972	Color GIF of a P-51 on a runway
26832	PLANE.GIF	59128	Color GIF of a P-51 plane
26833	STANG.GIF	101704	Color GIF of a P-51 Mustang plane
26886	STARSNSTUFF.BXY	38272	Backdrop patterns for the desktop.
26709	STPAT.DESK2.BXY	186944	St. Pat desktop backgrounds. Part 2
26794	STPAT.DESK3.BXY	188512	St. Pat destop INIs. Part 3.
26837	WLLPPR1.BXY	117248	Desktop Inits from II Something...

REMINDER: The message archives--37 of them--are excluded from this month's column. I won't reinstate them unless I hear from YOU!

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Who's Who In Apple II
""""""""""""""""""""""""

>>> WHO'S WHO <<<
""""""""""""""""""""

~ Christian Serreau and Howard Katz, editors of _The AppleWorks Gazette_ ~

The AppleWorks Gazette is a new disk magazine for AppleWorks users and programmers. This month, we visit with the two editors--Christian Serreau (France) and Howard Katz (United States).

[*][*][*]

GenieLamp> Would you tell us how you first became interested in the
"""""""""" Apple II? Was it your first computer?

Serreau> An original Apple][. I bought it in November 1977 from a
"""""""" colleague that didn't want to spend more time trying to load programs from the tape recorder. It still work well, though I must admit I don't power it up very often :) My first contact with computers dates back to 1973 when I used punch-hole cards on a mainframe to handle a MA degree paperwork data.

Katz> A friend of mine had a][+ that he had to sell for business
""""" reasons, and he made me a deal for the whole package. However, this wasn't my first computer. When I was a pre-teen, my parents bought me a kit that was a _mechanical_ computer--you set some slides, and push/pulled on the handle to make it work. I never did figure how to read the answer, tho. And I did make an abacus at Boy Scout camp.

GenieLamp> When did you first become interested in AppleWorks?
""""""""""

Katz> It took a while. I started my Apple II career with the purchase of
""""" a second-hand][+, and stuck with the word processor I use on it when I moved to my //e. It took quite a bit of coaxing from a friend of mine to prove to me that AppleWorks wasn't as complicated as I thought it might be.

Serreau> I've been using it from the start. I still have a few notes
"""""""" about v1.0 and v1.0R, though I'm not sure I could easily locate the disks. Those who already owned an Apple][in the late '70s and early '80s sure remember a few milestones in software: they were QuickFile, ProDOS, and then AppleWorks. AW really changed the way the Apple //e could be used: a true word processor, and a data base you could use without first quitting the program. The release of AppleWorks could be compared to the introduction of the "Shugart" 5.25" drive: you suddenly saw you cpu with different eyes. It should also be remembered that, when AppleWorks was first introduced, no comparable software was available for other platforms, even for the IBM PC. Considering the whole thing ex post, I would bet that, if Apple had developed what was then known as the Apple IIx--i.e. a 16-bit text-based Apple II--and a compatible, which means faster, version of AppleWorks, things would have been much different.

GenieLamp> Chris, some of our readers will remember your AppleWorks First
"""""""""" Kit. For those that don't remember, what was it?

Serreau> It was an attempt to make AppleWorks 4.02, then 4.3, more

"""""""" flexible. There are a lot of features in those versions that can easily be customized so that they're closer to what the user needs, but you can't find any built-in menu to do it. The Kit contains a number of init files that do the job. Except for the last version, that includes a fileviewer, the Kit does not add any feature to AppleWorks. I hope there will be versions for 3.0 and 5.1 in the future, but I'm afraid I don't know when I shall have time to make them.

GenieLamp> What was the significance of the name, AppleWorks First Kit?
""""""""""

Serreau> I wanted to name it "Tool Kit", but I thought someone had
"""""""" already used that name. As it was the first time AppleWorks could be patched with init files (and not the old on-disk patches), I changed "Tool" to "First".

GenieLamp> Howard, I believe you had some articles published in NAUG's
"""""""""" _AppleWorks Gazette_. What can you tell us about that?

Katz> I was a NAUG member for around 5 years before I 1st wrote anything
""""" for them. My first article happened because of a printer problem. I had just gotten a laser printer after trial, error, and numerous phone calls to the manufacturer, I found out that fonts weren't additive like my dot matrix. I then came across John Majka's Font Downloader program, and realized that his program, plus information in the printer manual meant AppleWorks users could use virtually any font. I simply put two pieces of information together and then submitted the article to Warren Williams, who published it.

After that, Warren asked me to do several projects for NAUG, including the SEG.ER printer drives disks, and the US Government disks, as well as several software reviews.

GenieLamp> How did you two first "meet"?
""""""""""

Serreau> Howard registered his copy of the First Kit, and asked for a few
"""""""" more features.

Katz> ...after trying it out, I contacted him with a few suggestions, for
""""" which he let me beta test the next few versions of the kit. All of our contacts have been made via e- and snailmail.

GenieLamp> So you've never actually met. Any plans to meet?
"""""""""" Any reason to?

Serreau> It's actually a matter of time. I went to DC last year, but
"""""""" never had time to take a plane to Chicago and meet Howard. I'm pretty sure I won't be able to attend this year's KansasFest (I wasn't able to come last year and the year before, either :), as July is the month when university professors are asked as chairmen for the French "baccalaureat" (the equivalent of your high school diploma), and when we make some kind of plans for the coming university year, too. Maybe later...

GenieLamp> How is it that you decided to produce a magazine together?
"""""""""" Who had the idea? Who approached who?

Katz> It's hard to recall to be honest. I think we both were lamenting
""""" the demise of NAUG, and decided that there was still a market for an AppleWorks-related publication. I think the idea just grew out of our

discussions.

Serreau> When ICON stopped the publication of TO Central, I thought there
"""""""" was room for an AppleWorks-related publication. I even designed a four-page paper-based magazine, named "YAAWN!" (Yet Another AppleWorks Newsletter!". I soon realized that going further would mean spending a lot of time in page layout and printing, and the project was stopped there. When NAUG stopped publishing the Forum and closed its doors, Howard suggested that there could be a continuation to the NAUG publication. Howard also brought the name.

GenieLamp> How often will you publish?
""""""""""

Katz> 6 times a year.
""""

Serreau> We go bimonthly. I first thought of a quarterly publication,
"""""""" but Howard convinced me that 6 disks a year would be even better.

GenieLamp> How much will a subscription be?
""""""""""

Serreau> U.S.$35 a year, worldwide mail included.
""""""""

Katz> For our non-US friends, I've made arrangements with a financial
"""" company that will cash foreign-drawn checks for an additional $2.50/check. I have to rely on the subscriber to find out and figure out what the check amount should be in relation to currency exchange rates.

GenieLamp> What do you see as the focus of _The AppleWorks Gazette_?
""""""""""

Katz> Well, AppleWorks. However, with 800k of room to work with, we're
"""" finding that we're becoming more like a cross between RESOURCE CENTRAL and NAUG's FORUM. The 1st two issues have had a mix of software reviews, and technical information, and we've received feedback from our readers which we'll use to tailor the contents of future issues.

Serreau> And Apple][-related issues, too, as you can't run the software
"""""""" without the computer :)

GenieLamp> Do you produce one version for all subscribers, or do you have
"""""""""" versions specially tailored to load into AppleWorks v3.0, v4.x, v5.x, etc?

Serreau> We're working on the "one size fits all" principle. The
"""""""" newsletter comes in AppleWorks 5.1 word processor format, and we provide an updated version of Mark Munz's QuickView for pre-5 users. This is far from being perfect, but we couldn't have three versions of a 200K newsletter on the same disk without reducing the amount of software and data. And producing three different disks would have been a nightmare for the one that puts disks into envelopes :)

Katz> Most of the information can be read with AW3, but since we're
"""" making heavy use of AW4 and AW5's ability to display Mousetext characters as well as inverse characters, users of the later versions will get the full impact of the formatting.

GenieLamp> Do you offer _The AppleWorks Gazette_ in 3.5" and 5.25"
"""""""""" formats?

Serreau> The standard size is 3.5". It _is_ possible to subscribe for
"""""""" 5.25" disks, but we cannot include some of the software or data
files on the disks.

Katz> ....the vast majority of our subscribers have requested 3.5" disks.
""""

GenieLamp> Will you be having "outside talent" write for _The AppleWorks
"""""""""" Gazette_, or will you do it all yourselves?

Katz> I think both of us would burn out quickly if we had to do
"""" everything ourselves.

Serreau> We already had Will Nelken and Ron Suenaga for articles, and Roy
"""""""" Barrows and Joe Walters for software. A few others are
expected.

GenieLamp> I think you mean Ryan Suenaga. <grin>
""""""""""
Serreau> My apologies for that [the typographical error]. The paper came
"""""""" in with "Ron M. Suenaga" in the header, and I didn't check with
the bio footer.

GenieLamp> So you perceive your contributors as coming from your
"""""""""" subscribers?

Katz> We're hoping to have contributors from across the Apple II
"""" spectrum.

Serreau> We hope that many files will come from the readers, as they are
"""""""" the ones who know how they use AppleWorks on a daily basis.

Katz> If any of our subscribers wish to submit an article, and we publish
"""" it, we'll extend their subscription by 1 month.

GenieLamp> What can we look forward to in future issues of The AppleWorks
"""""""""" Gazette?

Serreau> As far as articles are concerned, I'll write a number of papers
""""""""" in the "Inside AppleWorks" series. The next one should be about
AppleWorks inits, with a focus on the PatchManager and dot commands (two
different topics). In the "tips and techniques" column, we'll have
something about machine language and macros, and how to assemble a file
without an assembler. The software subdirectories will contain updates for
a number of TimeOut applications (either never updated or updated with
bugs), some new applications and init files, and a few new dot commands.
Of course, that is my own stuff only, and as more people contribute to the
Gazette, there will be much more than that.

GenieLamp> Does Howard mail out the issues to the subscribers closest to
"""""""""" him and Chris handle the rest, or how is it handled?

Serreau> If things go well, that's how it should work in the end. Right
"""""""" now, all disks are duplicated, labelled and shipped from France.

GenieLamp> Does it cost a lot to mail an issue from France?
""""""""""

Serreau> $1.64 per disk. It may seem a lot, but it's actually less that
"""""""" what we would have to pay to get the disks duplicated in the US.
I have a free access to what seems to be one of the last GCR disk
duplicators in Paris.

GenieLamp> Are computers a part of your daytime job? Please tell us a
"""""""""" little about what you do between 9 and 5.

Serreau> I'm currently teaching political science in Paris, London, and
"""""""" Moscow, which implies that I don't work much on a 9am-5pm basis.
The use of computers is part of the work, since the only way to find the
document you need is to maintain a very large data base. That part of the
work is done with the help of a Mac connected to a mainframe. But I may
read documents with the Apple //e I have at my office in Paris, provided
that they're not too long.

Katz> My college training was supposed to lead me to be a high school
""" teacher, so of course I ended un in another field. I ended up in
the medical insurance field, where I've done everything from claims to
training underwriters. I've also become Adjunct Faculty at a couple of
local medical schools working with 2nd year Med students.

GenieLamp> What sorts of things do you like to do for fun (i.e.
"""""""""" non-computer hobbies)?

Katz> I'm active in local politics and am currently running for a County
""" Commissioner position. I do a fair amount of public speaking on
behalf of several organizations, and I also enjoy reading, mostly SciFi, as
well as skydiving.

Serreau> I'm collecting stamps and Rolls-Royce cars. But, if you have a
"""""""" spare RR in your garage you want to dispose of, don't bother
sending it to me. In order to keep my monthly gas bill within reasonable
limits, I decided I would collect 1/43 RR model cars only.

GenieLamp> How did you get involved in telecommunications?
""""""""""
Katz> I got my 1st modem in 1985, and stumbled upon a small online
""" service called Mnematics out of NY. I became their Politics SIG
leader, and conducted weekly online discussions.

Serreau> Well, I really began to use telecoms when I moved back to France
"""""""" in 1989, first for email. I used the french CalvaCom network
first,and then moved to CIS when they made their services available in
France. Before that, I had been using CIS and The Source when in Berkeley,
but that was many years ago, I'm afraid...

GenieLamp> Howard, I seem to recall you're an old America Online hand.
"""""""""" How long have you been a member of Genie? What new services
do you think Genie should provide its subscribers?

Katz> Actually, I was a Genie member up until around 1988. At that time,
""" they changed their billing methods (I forget the details), and I
remember not caring for the open vein into my credit card. I became a
charter member of AOL (then called AppleLink), and was a regular over there
until they dumped us text-based users off the system in November 1994.

As far as new services go, I'd REALLY like to have the ability to

order chinese food from my local restaurant while online from within Genie!
:)

GenieLamp> What one piece of advice would you pass along to a new
"""""""""" Apple II telecommunications enthusiast?

Katz> Don't let anything throw you--keep trying. Remember, you rally
""""" CAN'T make the other computer blow up by hooking into it, so if you
can experiment to find out what you need to know, do it.

[*][*][*]

If you'd like more information on _The AppleWorks Gazette_, contact the
editor nearest you:

Christian Serreau	Howard Katz
12, rue de la Censerie	1104 Lorlyn Circle #2D
49100 Angers	Batavia, IL 60510
France	U.S.A.
100316.14@compuserve.com	h.katz@genie.com

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          ////////////////////////////////////// Genie_QWIK_QUOTE ////
         /  Oooooh, you TEASE, you!  You, you, virtual vixen!  Don't  /
        /   you shake that fine Assy. Code at me!                     /
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GenieLamp Information
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o COMMENTS: Contacting GenieLamp

o GenieLamp STAFF: Who Are We?

GenieLamp Information GenieLamp is published on the 1st of every month
"""""""""""""""""""""" on Genie page 515. You can also find GenieLamp on
the main menus in the following computing RoundTables.

RoundTable	Keyword	Genie Page	RoundTable	Keyword	Genie Page
DigiPub	DIGIPUB	1395	Atari ST	ST	475
Macintosh	MAC	605	IBM PC	IBMPC	615
Apple II	A2	645	Apple II Dev.	A2PRO	530
Macintosh Dev.	MACPRO	480	Geoworks	GEOWORKS	1050
BBS	BBS	610	CE Software	CESOFTWARE	1005
Programming	PROGRAMMING	1445	Data Comm.	DATACOMM	1450
IBM PC Prog	IBMPCPRO	617	PowerPC	PPC	1435
PowerPCProg	PPCPRO	1440			

GenieLamp is also distributed on CrossNet and many public and
commercial BBS systems worldwide.

o To reach GenieLamp on Internet send mail to genielamp@genie.com

- Back issues of GenieLamp are available in the DigiPub RoundTable Library #2 on page 1395 (M1395;3).

- We welcome and respond to all E-Mail. To leave comments, suggestions or just to say hi, you can contact us in the DigiPub RoundTable (M1395) or send GenieMail to John Peters at [GENIELAMP] on page 200.

- If you would like to meet the GenieLamp staff "live" we meet every Wednesday night in the Digi*Pub Real-Time Conference at 9:00 EDT (M1395;2).

- The Digital Publishing RoundTable is for people who are interested in pursuing publication of their work electronically on Genie or via disk-based media. For those looking for online publications, the DigiPub Software Libraries offer online magazines, newsletters, short-stories, poetry and other various text oriented articles for downloading to your computer. Also available are writers' tools and 'Hyper-utilities' for text presentation on most computer systems. In the DigiPub Bulletin Board you can converse with people in the digital publishing industry, meet editors from some of the top electronic publications and get hints and tips on how to go about publishing your own digital book. The DigiPub RoundTable is the official online service for the Digital Publishing Association. To get there type DIGIPUB or M1395 at any Genie prompt.

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              ~ FILE BANDWAGON:  Top 10 Files for April 1996 ~
                        ~ SOFTVIEW A2:  Convert 3200 ~
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 Genie Mail:  GENIELAMP                  Internet: genielamp@genie.com
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            >>> WHAT'S HAPPENING IN THE APPLE II ROUNDTABLE? <<<
            """""""""""""""""""""""""""""""""""""""""""""""""""""
                              ~ June 1, 1996 ~

 FROM MY DESKTOP ......... [FRM]        FROM MY MAILBOX ......... [MAI]
  Notes From The Editor.                  Letters To The Editor.

 HEY MISTER POSTMAN ...... [HEY]        HUMOR ONLINE ............ [HUM]
  Is That A Letter For Me?                Free Disks, Just Don't Sign Up!

 PD_QUICKVIEW ............ [PDQ]        FILE BANDWAGON .......... [BAN]
  Sounds of History stacks.               Top 10 Files for April.

 SOFTVIEW A2 ............. [SOF]        LOG OFF ................. [LOG]
  Convert 3200.                           GenieLamp Information.

[IDX]""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""

READING GENIELAMP   GenieLamp has incorporated a unique indexing system
""""""""""""""""""   to help make reading the magazine easier.  To utilize
this system, load GenieLamp into any ASCII word processor or text editor.
```

In the index you will find the following example:

```
                  HUMOR ONLINE ............ [HUM]
                   Genie Fun & Games.
```

To read this article, set your find or search command to [HUM]. If you want to scan all of the articles, search for [EOA]. [EOF] will take you to the last page, whereas [IDX] will bring you back to the index.

MESSAGE INFO To make it easy for you to respond to messages reprinted here in GenieLamp, you will find all the information you need immediately following the message. For example:

```
                  (SMITH, CAT6, TOP1, MSG:58/M475)
     _____________|   _____|__  _|___    |____ |_____________
    |Name of sender   CATegory  TOPic    Msg.#   Page number|
```

In this example, to respond to Smith's message, log on to page 475 enter the bulletin board and set CAT 6. Enter your REPly in TOPic 1.

A message number that is surrounded by brackets indicates that this message is a "target" message and is referring to a "chain" of two or more messages that are following the same topic. For example: {58}.

ABOUT Genie Genie has pricing plans to fit almost any budget. Genie's services include email, software downloads, bulletin boards, chat lines, and an Internet gateway included at a non-prime time connect rate of $2.75. Some pricing plans include uncharged online connect time. As always, prices are subject to change without notice. To sign up for Genie, call (with modem) 1-800-638-8369 in the USA or 1-800-387-8330 in Canada. Upon connection wait for the U#= prompt. Type: JOINGENIE and hit RETURN. The system will then prompt you for your information. Need more information? Call Genie's customer service line (voice) at 1-800-638-9636.

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```
                        *** GET INTO THE LAMP! ***
```

```
          /////////////////////////////////////// Genie_KWICK_QUOTE ////
         /  A computer system is "dead" if:                            /
        /      a) it doesn't run the software you want,                /
       /       b) you can't afford it,                                /
      /        c) you can't puzzle out how to use it,                 /
     /         d) it can't perform the task you want it to,           /
    /          e) you have never heard of it.                        /
   ////////////////////////////////////////////  K.WICKER  ////
```

```
[EOA]
[FRM]//////////////////////////////
                  FROM MY DESKTOP /
//////////////////////////////////
Notes From The Editor
"""""""""""""""""""""""""
```

by Douglas Cuff
[EDITOR.A2]

A few months ago, I was stolen from. Sadly, I've been through this before. What bothered me this time was that the perpetrator was from our own community. A significant portion of an article I had written for an Apple II magazine turned up on someone's web page. I wrote the owner of the web page, informing him that he was infringing my copyright, and asking that he cease.

Did I get an apology and prompt action? No, I did not. I got an argument, a request for permission, and an attempt at a guilt trip. As the saying goes, some people would not hesitate to drive up to the gates of Heaven and honk.

This person's argument was he had only copied part of my article. This, he said, came under the "fair use" provision. Many people do not understand the fair use clause. It was meant to make life easier for academics--to permit them to quote authorities in their original work--not to make life easier for those who do not understand the concept of intellectual property.

(I am not trying to shame anyone. If you don't understand copyright or intellectual property, you need not hang your head. What you should do is learn about it. You could begin teaching yourself about copyright by reading Brad Templeton's document, "10 Big Myths about copyright explained" [http://www.clari.net/brad/copymyths.html]. You can also get quite a good layman's overview of copyright from _The Chicago Manual of Style_. This classic work stresses that quotations must not be so long that they represent a significant portion of the original work: "to quote five hundred words from an essay of five thousand is bound to be more serious than to quote the same number of words from a work of fifty thousand". [13th ed., p. 123])

Only after the person who had violated my copyright had argued with me, presumably in an attempt to cow me, did he ask permission to use my material. Even then he wasn't done. He implied that I owed him permission because I had uploaded his freeware to Genie. (In fact, I had not. But if I had, how is that relevant? His material was freeware. Mine is not.)

I consider myself pretty easy to get along with, but I could not find it in my heart to grant permission to anyone while they were actually in the act of violating my copyright. I asked the miscreant to remove the material while I decided. He complied. Still no apology. (Don't hold your breath waiting for one... he still has not apologized.)

What followed? He removed one piece of my copyright material from his web page, and substituted another! The next time I visited his page, my E-mail to him about copyright violation was there. Not everyone realizes that private correspondence is also copyright material, and cannot be reproduced without permission. So I didn't go ballistic. I wrote granting permission for him to use the original excerpt if he attributed it correctly and affixed a copyright notice. I also pointed out that he really should ask permission before reproducing E-mail.

He thanked me, and affixed a copyright notice. We are not talking about an evil person here... merely a discourteous and uninformed one. I hope. But I confess that if someone told me that I had done something

wrong without meaning to, I would try to make amends. In my case, this hasn't happened.

Uninformed people don't worry me. Ignorant people do. (They're easy to spot... they insist on remaining uninformed.)

With the popularity of web pages, everyone is now his or her own publisher. The problem is, most people want the power without the responsibility. Heck, they don't even know that as a publisher, one HAS responsibilities. Desktop publishing is actually a serious misnomer. A layout program doesn't teach you how to publish.

Only the ADVANCED "publishers" realize that you must correctly attribute copyright material... but they think that their job ends there. It doesn't. After attribution, you still have to get permission. If you make your own copy of my copyright material, it's NOT enough to tell everyone that I own it. Too many people think permission isn't necessary if the work is attributed. This is false.

I'm familiar with Stewart's Law of Retraction: "It is easier to get forgiveness than permission." The thing is, folks, these "laws", like Murphy's Law, were meant to be laughed at, not followed. Stewart's Law of Retraction is laughing at people who order their lives this way. Since the desktop publishing revolution began, the joke isn't as funny. Desktop publishers actually obey Stewart's Law. The mind boggles.

Or maybe it's just my mind that's boggling. But then, my mind is the kind that has never understood litterbugs. I cannot for one moment conceive that my immediate convenience is more important that litter-free neighborhoods. So I carry the sticky ice cream wrapper for ten blocks. Others think that the world revolves not merely around their needs--that was bad enough--but around their CONVENIENCE. Too many desktop publishers and too many web pagers seem to think that their instant gratification is embodied in the constitution.

I'm not a law'n'order kind of guy, but I have to tell you that I am annoyed by what happened to me. When I stood up for my rights, I got an argument. When I was easy to get along with, I let a thief walk away with the perception that he had done nothing wrong. And this happened right here in the Apple II community. That's discouraging.

My great regret is that I cannot afford to attend KansasFest this year. KFest would take this bad taste out of my mouth in the first two minutes. At KansasFest, you get a chance to be reminded that the Apple II community really is a community. You may arrive feeling like a nobody, but you'll go home feeling like one of the family. I urge you to attend if you possibly can.

-- Doug Cuff

Genie Mail: EDITOR.A2 Internet: editor.a2@genie.com

REPRINTING GENIELAMP
If you want to reprint any part of GenieLamp, or post it to a bulletin board, please see the very end

| of this file for instructions and limitations. |
|____|

ASCII ART BEGINS

ASCII ART ENDS

[EOA]
[MAI]//////////////////////////////
FROM MY MAILBOX /
//////////////////////////////
Letters To The Editor
""""""""""""""""""""""""

>YOUR GUIDE TO H-P DESKJET PRINTERS
>""""""""""""""""""""""""""""""""""""
>
>The "old" series
>with "DIP" switches
>
>DJ
>DJ Plus
>DJ 500
>DJ 500C
>DJ 560C

I suspect it is confusing some that two DJ series numbers overlap.

The "new" series
with "software activated" switches

DJ 520
DJ 540
DJ 600
DJ 600C
DJ 660C

The HP DJ 520 does have the old "dip" switches. I posted a message to the forum about this correction soon after the original message was posted.

Bradley P. Von Haden
bpvh@primenet.com

Sorry about that! We should have carried your correction in our HEY MISTER POSTMAN message digest, along with the original posting. We goofed.--DGC

[EOA]
[HEY]//////////////////////////////
HEY MISTER POSTMAN /
//////////////////////////////
Is That A Letter For Me?
""""""""""""""""""""""""""
by Douglas Cuff
[EDITOR.A2]

o A2 POT-POURRI

o HOT TOPICS

o WHAT'S NEW

o THROUGH THE GRAPEVINE

o MESSAGE SPOTLIGHT

>>> A2 POT-POURRI <<<

GAME TAKES ADVANTAGE OF SECOND SIGHT CARD

I was over a friend's a few weeks ago and we were on the 'net. Someone had u/led a program called something like OmegasGS (not the tank game). It was something new that took advantage of the Second Sight. He d/led but after using GScii, GS Shrinkit said the last file was corrupted.

Since then I have been looking on the 'net for it but have come up empty. Does anyone know anything about this? I checked Caltech but the Apple II hard drive had crashed so the ftp site was down.

BTW, I will be leaving my survey open in Cat 5, Topic 4 "The Apple II in the 21st Century" for two more weeks. If you haven't checked it out please do so. I'm considering putting it on the comp.sys.apple2. usenet group as well

Andy
Delivered by: Copilot 2.55 w/ Spectrum 2.0 w/ a Super GS 8540CD
(L.MIDDLETON3, CAT20, TOP14, MSG:30/M645;1)

STUDIO CITY BACK ISSUE INDEX

I just wanted to let folks know that the Shareware Solutions II Home Page on the World Wide Web (http://www.crl.com/~joko) now includes a complete mini-index of all 30 issues of Stack Central/Studio City.

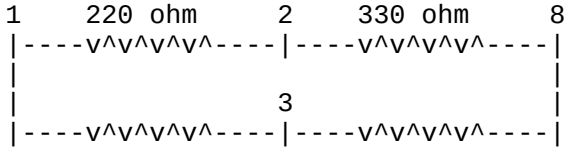
Joe
(JOE.KOHN, CAT28, TOP3, MSG:9/M645;1)

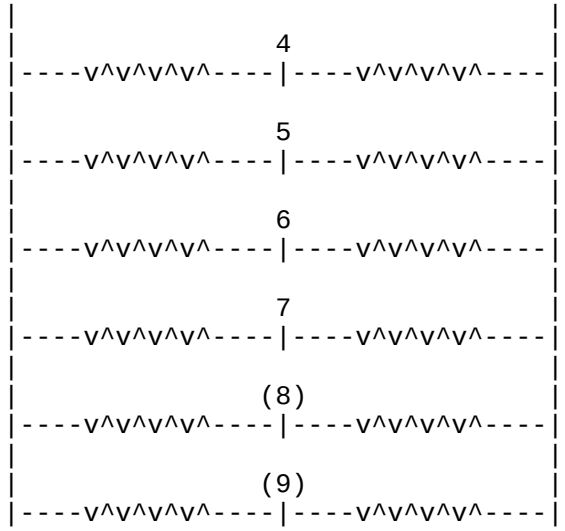
YOUR GUIDE TO TESTING SCSI TERMINATION

A short note on testing SCSI termination resistor arrays (in particular, the resistor arrays used for internal termination)

When 'Gremlins' invade ones SCSI setup, and all the usual means have been exhausted in trying to get rid of them without success, it is quite possible that a terminator resistor has failed. Without proper termination a SCSI chain simply will not work properly and reliably. (Symptoms may range from random crashes and lockups to total corruption of files on any or all devices on the SCSI chain)

The typical resistor array used for terminating a SCSI chain is a Single Inline Package (SIP) device, with eight pins. These consist (internally) of an array of resistors as follows:





[Note: The numbers above that are in parenthesis apply only to 10 pin termination resistor arrays (some drives (and the RamFast) use two of these, instead of three of the eight pin arrays)]

Note: Pin 1 on all these devices is noted in some manner on the device itself. Usually it will have a small dot next to it, or there will be a notch in the body of the device adjacent to pin #1

At first it may appear that an ohm meter can be used to test these arrays, but upon closer inspection it should become apparent that there is no way to isolate either end of any one resistor... which means that one is faced with a complex array. Not conducive to ohm meter testing at all.

There is however an easy way to test these. Apply +5 to pin #8 and ground pin #1. Now measure the voltage developed between ground and pins 2-6, as well as the voltage between +5 and pins 2-6.

If any pin (2-6 or 2-9 for 10 pin devices) reads almost a full five volts vs ground, then that terminator array is bad (one of the 330 ohm resistors is open, or one of the 220 ohm resistors is shorted)

If any pin (2-6 or 2-9 for 10 pin devices) reads almost zero volts vs +5, then that terminator array is bad (one of the 220 ohm resistors is open, or one of the 330 ohm resistors is shorted)

(The exact voltage isn't that critical, what is critical is that all the measurements are very close to one another. With the typical resistor array, there will be less than 1% variance, as these arrays are made using thick film technology, and all the resistors of each value are made at the same time)

-Harold
Resident Solder Slinger
Live Free or Die - New Hampshire state motto
(HAROLD.H, CAT11, TOP2, MSG:208/M645;1)

CATALOGUING HFS VOLUMES
""""""""""""""""""""""""""

"Catalog" from Bill Tudor's Six Pack will catalog HFS volumes just fine. I even got a patch from Bill to patch it, so that HFS filenames won't be truncated any more...

Guess what I used to catalog the Golden Orchard CD...

Udo - ... with the IIGS into the next millennium -
(U.HUTH, CAT6, TOP5, MSG:56/M645;1)

>>>>> Udo, can you upload/post the patch
""""""
(P.CREAGER, CAT6, TOP5, MSG:59/M645;1)

<<<<< your wish is my command... Here's the message from Bill Tudor
""""""

Udo-

Unfortunately, "patching" catalog will be a bit difficult. The routine with the goodies is shown below. You need to change the cmp #25;bge :tooBig to be a bigger number (33?), then change the

```
 lda linepos
 clc
 adc #25
 sta linepos ;fixed width of 25
```

to the name bigger number, such as 32 or so. This may work, otherwise if I get a change I'll look into compiling a version w/32 chars for you.

PS: You do assembly, right? If so look up the opcodes and search the object for the above sequences (like clc adc #25). Should only occur once in the file...

```
 *============================== 8/ 5/92 10:29 PM===
 * Routine: fFilename
 * ~~~~~~~
 * + Move the filename into the buffer for printing.
 * + update linepos for the next guy
 *-----------------------------------------------

fFilename
 ldy level ;get current level
 beq :ok
 lda #'.'
 SHORTM
:Loop dey
 sta buffer,Y
 cpy #0
 bne :Loop ;add the dots...
 LONGM
:ok lda #^nameBuff
 pha
 lda #nameBuff
 clc
 adc #4
 pha
 lda #^buffer
 pha
 lda #buffer
 clc
```

```
 adc linepos
 clc
 adc level
 pha ;destination
 pea #0 ;HOW always zero
 lda nameBuff+2 ;get name length
 clc
 adc level
 cmp #25
 bge :tooBig
 lda nameBuff+2
 bra :1 ;use whole thing
:tooBig lda #'..' ;add two dots
 sta nameBuff+26 ;add the two dots
 lda #24
:1 pha
 _BlockMove

 lda linepos
 clc
 adc #25
 sta linepos ;fixed width of 25
 rts
```

Udo - ... with the IIGS into the next millennium -

... just four days remaining before being bounced (??)...
future e-mail: udo.huth@auge.de
(U.HUTH, CAT6, TOP5, MSG:60/M645;1)

"MY IIGS IS NOW CALLER ID EQUIPPED" > Is Art Coughlin still out there?
""""""""""""""""""""""""""""""""""""

Yup.....waaaay out there. :) Present and almost accounted for.

> Is there a simple step by step process one should follow?

I believe there is an X-10 FAQ in the A2 lib (uploaded courtesy of Goose).

If you have access to back issues of II Alive, there was a fairly lucid article on X-10 in the May-June '94 issue.

While I'm here, I'd like to announce that my IIgs is now Caller ID equipped :)

A couple of years ago, I picked up a Caller ID decoder board that was meant to be plugged into the serial port on a WinTel machine. Since Caller ID went nation-wide this year, I decided to subscribe and dug the board out of the closet. A little tinkering with my home control program and it's working.

```
   /\
  //\\ rt
 //~~\\........
```

(A.COUGHLIN, CAT6, TOP10, MSG:8/M645;1)

APPLE II SALES LINE AT SCANTRON QUALITY COMPUTERS Ooops, face is red!

""" The 800-890-8263 IS a viable sales number... it's for our Apple II Sales line! Sorry!

<slinking away>

Gena
(A2.GENA, CAT42, TOP26, MSG:252/M645;1)

PERILS OF BASIC IN A CDA I couldn't find a better place to put this, so
"""""""""""""""""""""""" here it is :)

BUG ALERT!!!

If you have Dave Lyon's 'BasicCDA' (also known as the 'Visit Applesoft' CDA) and use it, you should reboot right after each use of it.

In the course of an unrelated (well, only distantly related) programming project, I had cause to disassemble Dave's CDA... Part of it's setup (and exit) routines deal with saving (restoring) several sets of vectors from page three. Unfortunetly there is a bit of a bug in the code that saves these vectors, such that several of them get overwritten. When these corrupted vectors are restored the machine is in a delicate state, and a crash, lockup, or other undesirable action is eventually inevitable.

(Greg T, Sheppy - Should either of you wish to verify my findings, let me know, and I'll email you the related files (all pseudo source is in Merlin format) Dave messed up and used the wrong label for one of the save loops, this causes the data saved to be placed in the same area that some previously saved data was occupying. The restore loops are fine, which means the wrong data gets restored to some of the vectors)

If anyone has a current email address for Dave Lyons, I'd appreciate it being either posted or emailed to me. (I wish to secure his permision to correct the problem and re-release his CDA in a fixed version)

-Harold
He who snOOps others code :)
(HAROLD.H, CAT2, TOP3, MSG:194/M645;1)

GENIE FALLOUT IN EUROPE AFFECTS ///SHH SYSTEME
""

********** Important Information **********
**********   Apple II Support   **********
********** Keep for your records **********

Well, it seems that only a few days are left over for me until I have to leave GEnie (Genie). The number of our products, the support we gave (and would further give) to the Apple II community, and the products we are still planning to develop and to release, all these things seem to be not enough for the Genie admins that they give _us_ enough support that we would be able to continue our support here in the A2 Bulletin Board. Since there is a new pricing scheme for all users of Genie, the costs for overseas users drastically will go up to a level that is not affordable anymore.

So we have no choice other than leaving Genie or paying _much_ money for being present on Genie in the future. However, the low level of Apple

II related hardware sales doesn't allow such expenses.

We are getting "de facto" kicked out of Genie, however this doesn't mean we are giving up our activities regarding the Apple II Computer. ///SHH Systeme will be there for the Apple and for the Apple II user for a _long_ time. And we will continue to be 'available' (reachable) via e-mail and other online services. ///SHH Systeme will cease to exist when the Apple II is dead.

If you want to send us e-mail you can use the following addresses:

Internet: jlange@tasha.muc.de
CompuServe: 73370,3106

What you can expect from ///SHH Systeme in the future:
''''''

82131 Stockdorf
Germany

E-mail
''''''

Internet: jlange@tasha.muc.de
CompuServe: 73370,3106

(BTW, Stockdorf is a small village in the vicinity of Munich/Bavaria)

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********** End of Important Information **********
********** from ///SHH Systeme **********
(J.LANGE7, CAT46, TOP12, MSG:197/M645;1)

EAMON ADVENTURES ON THE WEB
""""""""""""""""""""""""""""""

There is a new Eamon-related WWW page. Right now it is a work in progress, but it will eventually have all the EAG newsletters and all the Eamon games available, with lots of neat hot links. For example, if you want to see the review for an Eamon in the list, just click in the link and you will find yourself linked over to the review in the applicable EAG newsletter.

Check it out at http://www.ecnet.net/users/mumbv/pages/eamon/index.shtml

TomZ

(A2.TOMZ, CAT16, TOP2, MSG:74/M645;1)

WHITE ON BLACK IN GRAPHICWRITER III
""""""""""""""""""""""""""""""""""""

I just printed white text in a black box from GW III :) Here's what I did. First, I created a text frame and typed in some text in Avant Garde, at 18 points, and then set the style to bold and outline. I then selected the text, and set the Pen color to white. Next I selected the text frame with the arrow tool, and set the Fill color to black. Then I printed, to an Appletalk Laserwriter using Apple's printer driver. It came out a nice black box with the white text in it. Note: the screen presentation did not show me white text on a black box. It showed me a black box; but when scrolling up or down I could see the text kind of jumping in behind, so I knew it was still there. I also tried this with a grey and yellow fill, and it worked fine, except the fill was then more of a pattern. Hope this works for you. Oh, one more thing. I did not check the screen presentation in "Actual Size" only in "Tall Text"...perhaps "Actual Size" shows the box and text correctly...too late to check tonight though! Ciao!

(S.CAVANAUGH1, CAT43, TOP6, MSG:306/M645;1)

>>> HOT TOPICS <<<
""""""""""""""""""""

APPLEWORKS GS (WP) TO GRAPHICWRITER II
""

OK boys and girls, I've got a bare-bones AppleWorks GS translator for GraphicWriter III up and running. It already does the Font/Size/Style thing... and I think it also does colors, but I haven't tested that yet. Here's what I have in mind for the final product:

Add Color Support (if it isn't there already)

Add Support for Rulers and Tabs (well, maybe not tabs)
Add support for superScript and Subscript

Exporting will NOT be supported. This will be an IMPORT ONLY translator. (And yep, it gives you a message when you try to export.)

The price will PROBABLY be $14.95 (including shipping), and the docs will probably be on disk only.

Comments? Suggestions? Make em snappy! This is another one I wanna ship ASAP.

Diz
EGO Systems
(DIZ, CAT33, TOP13, MSG:1/M645;1)

<<<<< Hmmm, the only thing that's been tossed out that I'm leery of are
""""" page breaks. Unfortunately, GWIII translators don't have any way to communicate a "page break" to the GWIII application, so I don't think that will make it in.

Let's hear more of the pro and con on tabs. I'm still of the opinion that preserving them will cause more harm than good when going from a "full sheet" wp program to a "probably columnar" page layout program.

Diz
EGO Systems
(DIZ, CAT33, TOP13, MSG:8/M645;1)

<<<<< Well... let's hear it for code reusability! I've got to do a
""""" little more testing, but I'm pretty sure that I've got a "feature complete" AppleWorks GS Translator for GraphicWriter III here in captivity!

Which is what this message is about. I need some files for testing...

So, send me your AppleWorks GS files and I'll run them through the translator. If everything goes ok... i'll start shipping this on hmmm, let's say, monday the 13th.

Here's what's in the translator now...

Font/Size/Style/Color Support
Super & Subscript support
Multiple ruler support (indents and Justification)

The only things missing are tabs, and headers and footers. I've already asked for comments on tabs, but I'd forgotten about headers and footers... Does anybody need these to be supported? I'm not sure how I'd do it, cause there's no way to tell GWIII "Hey, this is a header/footer. Put it someplace special."

Diz
EGO Systems
(DIZ, CAT33, TOP13, MSG:9/M645;1)

>>>>> I have to say (forgetting that I have a vested interest in GWIII
""""" :), that Diz certainly deserves our support. How often do products get brought to market so quickly in these dark days of the Apple II?

(RICHARD.B, CAT33, TOP13, MSG:15/M645;1)

<<<<< Hmmm... I seem to have left out some information about the tabs
""""" controversy....

The Tab CHARACTERS __WILL__ still be imported, its their POSTION information that will be lost. In other words, the tabs WILL still be in the file after it's converted, they will just appear at the DEFAULT positions that GraphicWriter III imposes. All you have to do to pretty them up is to select whichever paragraph has the tabs and then reset the tab positions as you normally would.

(Sigh... I see I misspelled POSITION. Dang. Again, it's the POSITION info that will be lost, not the actual tab characters.)

This is what happens in the RTF translator too... the tab characters are imported, they just appear at the GWIII default POSITIONS.

Diz
EGO Systems

(DIZ, CAT33, TOP13, MSG:20/M645;1)

"I WANT A GRAPHICS-BASED WEB BROWSER!" I do as well and even discussed
"" the matter with the author, Derek Taubert, a couple of times on Internet Relay Chat (IRC).

He was in agreement with the idea but was extremely busy in preparing for graduation and job interviewing.

I chatted with him again a couple of days ago and he said "no". He just hired on with Cisco (network routers, etc.) and will be busy with relocation and his new job. When asked if another qualified person could do the presentation, he said "probably not" because he knows the most about it. I've heard/seen that other people have been working on various network applications so there's a possibility that several more people are qualified (interested is another matter) to demonstrate it. Another potentially limiting factor is that the latest version of GNO/ME is =required= and I've not seen any official announcement that it is shipping, although a few select individuals obviously have alpha or beta releases.

If we can locate someone with the software and the knowledge, we should have no problems arranging for a presentation.

(E.WAGNER10, CAT44, TOP8, MSG:165/M645;1)

>>>>> I've had some recent Email from Derek Taubert indicating that he
""""" has a scheduling conflict with KFest this year and is not likely to attend, himself. We are trying to get a demo of his wares worked out, though.

On a similar note, would there be much (any) interest in a basic Unix course for people that have or use Unix shell accounts on their InterNet Service providers. A course that would cover some demonstrations of basic Unix programs like Pine, Lynx, Pico and commands like ls, mv, rm, chmod etc?

Lemme know what y'all think.

Tim K

(PPC.HELP, CAT44, TOP8, MSG:169/M645;1)

>>>>> I'm exhausted, but exhilirated
"""""

Early today (Monday), I drove 2 1/2 hours from my home in Sullivan, Indiana, to Champaign, Illinois, where I spent almost fours hours with Derek Taubert, author of GS/TCP, the software that will team up with GNO/ME 2.0.6 to allow IIGS users to connect directly to the Internet via SLIP, PPP, etc.

Derek is an =extremely= interesting young man with great knowledge of the inner workings of the IIGS and some great ideas for future telecommunications products. The only thing standing in the way of his moving forward right now is his Master's thesis, which he must complete by late July, when he is scheduled to move to San Jose, California, and begin a job with Cisco Systems, which specializes these days in Internet routers.

When his thesis is complete and he gets settled into the Silicon Valley, he says he will then begin pulling together the final pieces of GS/TCP and make a decision on how the product will be packaged and sold. (He is also the programmer who is developing GNO/ME 2.0.6, which GS/TCP requires.)

Derek suspects it will be August before he can again turn his full attention to the project. The software development is essentially complete. What remains to be done is documentation and preparations for distribution.

It was a thrill to see GS/TCP in action. Among other exercises in 'Net surfing, we FTPed into Cal Tech and downloaded a small file directly to his hard drive.

And to top it all off, he fired up GS Web, his graphical web browser that is in early development. Much work remains to do in the web browser, but we moved around the Web, stopping at familiar sites such as the GS/TCP web page, the Shareware Solutions II home page, the Cal Tech A2 page, and we even dropped in on the comp.sys.apple2 Usenet newsgroup.

It was awesome. The words "You can't do that on an Apple 2" kept running through my mind. I had to smile. :)

Hope no one minds this long post. I just thought I'd share a little of what I learned with the folks here in A2. Meanwhile, I have about two hours of tape to transcribe from my interview, and then I will begin writing an article about Derek, his work, and what it means to the Apple IIGS community.

Oh, by the way, work on the spring edition of Juiced.GS is well under way. It is scheduled to be published late this month.

Anyone care to hazard a guess what the cover story will be? :-)

Max Jones
Juiced.GS

(M.JONES145, CAT13, TOP43, MSG:155/M645;1)

>>>>> Glad to hear folks are eager to hear more about Derek Taubert's
""""" development of GS/TCP.

One of the most interesting things to me is the great potential GS/TCP holds for sparking development of new software for the IIGS. Once GS/TCP is on the market, independent developers can then produce complementary products such as a graphical Internet relay chat application, a full-featured news reader, graphical telnet, mail reader, and, of course, a web browser. In fact, Derek tells me some of his testers =are= working on some of these products.

During the GS/TCP demonstration, Derek fired up a new application by James Brooks of Procyon fame that is in the final phase of development. It's known as GS Mail (an old news release about it appeared on the last issue of Softdisk GS). The pre-release version I saw in action, however, went by the name of "Metaphor" and is a slick piece of work. Nice interface, cool icons, and apparently loads of mail-reading and handling features. Derek explained that that's the sort of program that could work well with GS/TCP.

Derek said GS Mail is not yet ready for distribution, but there's not a lot of work remaining. He doesn't know when James plans to finish, but Derek intends to encourage completion so it will be ready when GS/TCP hits the market.

Max Jones
Juiced.GS

(M.JONES145, CAT13, TOP43, MSG:160/M645;1)

>>>>> Every day as the Internet hype, fact and fiction, grows, more
""""" people defect from the Apple II. We need GS/TCP and a www browser NOW. This is a big deal. I need it. If it takes too long to develop, there will be significantly less users of Apple II's left to buy it.

Eric

(E.THOMPSON24, CAT13, TOP43, MSG:162/M645;1)

>>>>> I posed this issue to Derek during our interview. His answer is
""""" that he is aware that Apple II users continue to dwindle, but he feels no added pressure to produce GS/TCP and its related utilities. The reason he feels no pressure is because he's not doing this for the money. In fact, he said he expects to make very little money, certainly nothing near worth the time and effort he put into it. His motivation seems to come from inner forces, not market forces.

I'll share one quote from Derek on this subject. He says he is developing something that is "purely a work of art rather than something that is just a commercial product."

For myself, I also wish we could have this product right now. Unfortunately, however, it's going to be a while. Having seen GS/TCP, GS Web and related utilities in action, the only comfort I can offer GS users willing to wait it out is that they will be =quite= impressed with this "work of art".

Max Jones
Juiced.GS

P.S. I know we've drifted off-topic here. Perhaps we should move further discussion of GS/TCP to the appropriate place.

(M.JONES145, CAT13, TOP43, MSG:166/M645;1)

>>> WHAT'S NEW <<<

FREE FIX FOR GRAPHICWRITER III RTF TRANSLATOR

OK everybody, Don actually found a couple of VERY minor problems in v1.0 of the RTF Translator... So, I fixed them, and added a small new feature (hold down the option key and you can pick a file to import from ALL the files on disk, not just Text files) and I'm shipping that now as v1.0.1. Since the only folks that have v1.0 are here on GEnie and the Internet, It's going to be a FREE update, and I'd like to e-mail it to all of you early purchasers. I have Genie e-mail addresses for most of you, but there are a few that I couldn't find. So, if you have version 1.0 of the RTF Translator for GraphicWriter III, send me your Genie mail address along with your Serial # (it's on your disk label) and I'll e-mail you the free update.

Thanks again for supporting my IIGS efforts! I hope this update makes the RTF Translator even more useful to you!

Diz
EGO Systems

P.S. As soon as I have all of the e-mail addresses, I'll be doing a mass-e-mailing... Hopefully by friday or monday.

(DIZ, CAT33, TOP6, MSG:54/M645;1)

APPLEWORKS GS TRANSLATOR FOR GRAPHICWRITER III!

May 8, 1996 -- EGO Systems is pleased to announce the upcoming release of a new AppleWorks GS Translator module for Seven Hills Software's GraphicWriter III page layout program.

Over the years, AppleWorks GS (AWGS) has become a "de-facto" standard for word processing on the Apple IIGS. Unfortunately, while the AWGS word processor is quite usable, it's page layout capabilities leave a lot to be desired. That's where the AWGS Translator for GraphicWriter III comes in.

The AWGS Translator for GraphicWriter III allows you to take AppleWorks GS word processor files and import them into your GraphicWriter III page layouts with all of the font, size, and style (and more!) information intact! You can then use GraphicWriter III's superior page-layout tools to give your text those extra-special touches.

When you import an AppleWorks GS file into GraphicWriter III, here's what the translator pulls out of the file for you:

-*- Font Information: Typeface (Times, Helvetica, etc), size (10 point, 24 point, etc.) and style (bold, superscript, etc.) information is all preserved!

-*- Text Colors: Colored text in your AppleWorks GS file is automatically given the correct color in GraphicWriter III!

-*- Paragraph Justification: Was that paragraph originally centered? Or was it right justified? No need to guess, the AWGS Translator figures it out for you!

-*- Paragraph Indentation: Each paragraph's indentation is recreated in GraphicWriter III, relative to the columns in your page layout!

-*- The Text: Of course, all of the above would be useless if the text itself wasn't imported!

Requirements, Availability & Pricing
''''''''''''''''''''''''''''''''''''

The AWGS Translator for GraphicWriter III requires GraphicWriter III v1.1 or later (version 2.0 is recommended but NOT required). It comes on a single 3.5-inch disk and includes printed user's documentation. It will ship on May 13th, 1996. The price is just $14.95 and it INCLUDES shipping to anywhere in the world!

To order, send a check or money order for the appropriate amount (in U.S. funds) to:

EGO Systems
7918 Cove Ridge Rd.
Hixson, TN 37343-1808
USA

(When sending a check or money order, Tennessee residents MUST add 7.75% sales tax.)

If you prefer to order by credit card, you can use your VISA or MasterCard by calling us toll-free at 1-800-662-3634. Outside of North America, please call 1-423-843-1775. You can also FAX your order to us at 1-423-843-0661.

Phone orders and inquiries can be placed between 9 am and 5 pm Eastern Time. Our FAX line is available 24-hours a day. (Order before 10 am and your order will ship the same day!) You can also e-mail credit card orders to us at either:

Diz@genie.com
-or-
GSPlusDiz@aol.com

(For your protection, we recommend that you call or FAX us with your credit card orders. No credit cards will be charged and no checks will be cashed, until the product actually ships. GraphicWriter III is a trademark of DataPak Software, Inc. AppleWorks GS is a trademark of Claris. All other names are the property of their respective owners.)
(DIZ, CAT33, TOP2, MSG:21/M645;1)

COMPLETE GUIDE TO SHEPPYWARE ADDRESS CHANGE
""

"The Complete Guide to SheppyWare" is now being distributed exclusively by EGO Systems. If you would like to order, you can now order by phone or email, using your credit card, by calling them directly!

Don't send orders to me anymore, since I don't even have a printed copy of the current edition of the book myself anymore. :)

EGO Systems has the new version of the manual (April 1996), which includes new documentation and some error corrections.

Sheppy

[Team PPCPro]
(SHEPPY, CAT13, TOP18, MSG:9/M645;1)

SHEPPYWARE CONTACT ADDRESS CHANGE
"""""""""""""""""""""""""""""""""""
Okay, I have another address change for SheppyWare-related stuff -- but this should be the last one for a LONG time, because I now have a SheppyWare-specific mailing address!

All shareware payments, questions, comments, etc., should be mailed to the address below from now on.

(Could the BB management type watching this category please put this address into the topic header? Thanks! :)

Eric Shepherd
425 East Arrow Highway #232
Glendora, CA 91740-5684

Sheppy
[Team PPCPro]
(SHEPPY, CAT13, TOP18, MSG:12/M645;1)

TIMEOUT DATABASE DISKSEARCH
"""""""""""""""""""""""""""
Some here might be interested to learn about a new TimeOut accessory written by Randy Brandt. TO.DB DiskSearch searches a data base ON DISK for an exact match of criteria that you enter. It is available exclusively from TEXAS II (see below).

The search is very fast, and would be used to search a large data base without taking the time to load it to the desktop first. It returns the contents of all categories, up to 80 characters onscreen. The remaining data can be seen in Debug (OA-Ctrl-X) in variables $20 to $79. Thus, the contents of the entire record are available for use within custom macros.

The search data can be entered in upper or lower case, but it must match a complete category string; for example, Brandt not Brand or Bran.

TimeOut DB DiskSearch can be found in the /FRIENDS directory of TEXAS II on Disk vol.20, along with a custom macro for its use. Questions about the availability, use and performance of TimeOut DBDisk Search and accompanying macros should be addressed _only_ to the TEXAS II Mail Group at 75757.3722@compuserve.com.

TEXAS II also offers an update for TimeOut File Search (found on the DeskTools IV disk from Scantron Quality Computers). File Search will perform partial matches, and also searches WP and SS files.

...Will (Cat 13, Top 11)
(W.NELKEN1, CAT17, TOP31, MSG:127/M645;1)

MODEM/SOFTWARE BUNDLES
""""""""""""""""""""""
EGO Systems Offers 14.4 Fax Modem for IIGS and Macintosh

EGO Systems is pleased to announce that it now sells the Magnum 144 External Fax Modem. This modem, which operates at speeds up to 14,400 bps (faster using data compression), is completely compatible with both the IIGS and the Macintosh. It includes software for the Mac, and works with all IIGS telecommunication and Fax software.

Some of this modems features include:

-*- 14,400 bps data and Fax transmission (up to 57,600 bps with data compression)

-*- Automatic error correction and data compression (V.42, V.42bis and MNP)

-*- Automatic speed, error-control, and data compression negotiation

-*- Supports Group 3, Class 1 and 2 Fax transmission

-*- Hayes (TM) AT command set

-*- Two year warranty and EGO Systems' 30-day money-back guarantee

Pricing, Requirements and IIGS Bundles

EGO Systems' price for this modem is just $79.95. This cost includes Priority Mail shipping to the United States. Air mail shipping to Canada is $5 extra. Air mail shipping to Mexico is $10 extra. Surface mail shipping to anywhere else in the world is $10 extra. Air mail shipping to Europe is $20 extra. Air mail shipping to Asia or Africa is $25 extra. Air mail shipping to the Pacific Rim is $30 extra.

This modem includes all the hardware needed to work with both the Apple IIGS and the Macintosh. Fax and telecommunications software is included for the Macintosh. Apple IIGS owners will need to purchase Fax and telecommunications software separately. EGO Systems offers the following bundles for Apple IIGS owners:

Telcom Deluxe Bundle - $134.95 (normally $144.95, you save $10)

This bundle includes the Magnum 144 External Fax Modem as well the Parkhurst Micro's full-featured ANSITerm telecommunications software. (Add $10 for Air mail shipping outside North America.)

Fax Deluxe Bundle - $154.95 (normally $164.95, you save $10)

This bundle includes the Magnum 144 External Fax Modem as well as Parkhurst Micro's amazing PMPFax Fax software. (Add $3 for Air mail shipping outside North America.)

Deluxe Deluxe Bundle - $209.95 (normally $229.85, you save $20)

This bundles includes the Magnum 144 External Fax Modem as well as the ANSITerm and PMPFax software. (Add $13 for Air mail shipping outside North America.)

To order, send a check or money order for the appropriate amount (in U.S. funds) to:

EGO Systems

7918 Cove Ridge Rd.
Hixson, TN 37343-1808
USA

(When sending a check or money order, Tennessee residents MUST add 7.75% sales tax.)

If you prefer to order by credit card, you can use your VISA or Master Card by calling us toll-free at 1-800-662-3634. Outside of North America, please call 1-423-843-1775. You can also FAX your order to us at 1-423-843-0661.

Phone orders and inquiries can be placed between 9 am and 5 pm Eastern Time. Our FAX line is available 24-hours a day. (Order before 10 am and your order will ship the same day!) You can also e-mail credit card orders to us at either:

Diz@genie.com
-or-
GSPlusDiz@aol.com

(For your protection, we recommend that you call or FAX us with your credit card orders. All product names are the property of their respective owners.)

(DIZ, CAT33, TOP2, MSG:22/M645;1)

>>> THROUGH THE GRAPEVINE <<<

APPLE II LAPTOP (SORT OF) I tried the Tiger Learning Computer briefly at the Electronic Entertainment Expo last week in Los Angeles. It looks almost identical on-screen to a regular IIe. There are .SYSTEM files launched from ProDOS, and Applesoft programs seem to run as always. ("I'm just fooling around." "I wish you wouldn't." - my encounter with a Tiger product rep :)

It looks like a laptop, but where the screen would be is where up to six cartridge-based softwares are installed. The keyboard's buttons are very flat, and have very little "clickability." The layout has changed, as well. There seemed to be Internet support, but whether it was disabled for the show or permanently, I couldn't tell.

Read more about it in Volume 2 Issue 2 of The Apple Blossom.

-Ken

(KEN.GAGNE, CAT5, TOP13, MSG:1/M645;1)

ULTRAMAX 3 AT KANSASFEST More good news!

UltraMax -- the third disk in this series is nearing completion. And, prompted by the above referenced fix work, I've added a Booklet Maker to the disk. Take any AppleWorks word processor document and print it as a booklet, portrait or landscape mode. After printing, just fold the stack in the middle and staple!

UltraMax...to be released at KansasFest this July.

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   |
 -(+)-
   |
   |
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...Will (Cat 13, Top 11)
(W.NELKEN1, CAT13, TOP11, MSG:149/M645;1)

CASTLE WOLFENSTEIN 3-D
""""""""""""""""""""""""

It may be just me, but I have a funny feeling that Wolf 3D will be shown or go on sale at K-Fest in July.

BTW, I will be leaving my survey open in Cat 5, Topic 4 "The Apple II in the 21st Century" for two more weeks. If you haven't checked it out please do so. I'm considering putting it on the comp.sys.apple2. usenet group as well

Andy
Delivered by: Copilot 2.55 w/ Spectrum 2.0 w/ a Super GS 8540CD

Email: L.Middleton3
(L.MIDDLETON3, CAT40, TOP6, MSG:177/M645;1)

>>>>> > It may be just me, but I have a funny feeling that Wolf 3D will
""""" > be shown or go on sale at K-Fest in July.

I hope so. No promises. :)

I'm working on the final sound and music driver now. I still need to fix some cosmetic bugs, rewrite for speed in a few places, and add preferences and clean up the automap. Several weeks worth of work, and I still can't dedicate a lot of time to it. But work is ongoing. :)

Sheppy
[Team PPCPro]
(SHEPPY, CAT40, TOP6, MSG:178/M645;1)

[EDITOR'S NOTE: At press time, Sheppy mailed me to following addendum: "Wolf 3D for the IIgs will probably not be finished by KFest this year, because I'm overworked and slowly losing my mind. However, I AM still working on it, whenever I can squeeze out the time and energy to do so."]

NEXT BRUTAL DELUXE GAME A LIMITED EDITION
"""

Although it's months and months away from completion, I just received an interesting e-mail from Olivier Zardini concerning the next Brutal Deluxe game.

According to Olivier, Brutal Deluxe plans to make that game available only as a Limited Edition.

Brutal Deluxe would like to offer a special thanks to those who have purchased Convert 3200, and plan to do so by making their next game available for $5 only to those who have purchased Convert 3200.

Joe
(JOE.KOHN, CAT28, TOP6, MSG:138/M645;1)

ADDRESSED FOR SUCCESS AND BULK MAIL
"""""""""""""""""""""""""""""""""""

Well, I just got back from the local Post Office where I attended a "Mail

Classification Reform" training class. The upshot of this meeting was that bulk mailing procedures are about to change DRAMATICALLY. These changes will probably make Addressed For Success' Bulk Sortation and bar code options, um, obsolete.

I'm going to look into what needs to be done to update AFS to conform with the new standards, but I'd like to know how much of an update you guys are willing to pay for.

At this point, I don't know EXACTLY what's going to be required to bring AFS in line with the new standards, so I can't really give any specifics. I do know however that It WON'T be a small amount of work. We're talking a v2.0 or even 3.0 level revision here. If these revisions happen, it'll not only be an expensive update, the base cost of the product will go up too (well, probably).

So, how much is too much? Does ANYBODY use the bulk mail or bar codes? Should I just rip em out, CUT the price and just position it as an Address manager and label printer?

Diz
EGO Systems
(DIZ, CAT33, TOP8, MSG:134/M645;1)

<<<<< If a field is empty, AFS SHOULD just spit out a tab as a "place-
""""" holder". Is that not happening?

As for the update, I've spoken with the folks at the USPS, and they are sending me the relevant Technical data. However, they tell me that, as a conservative estimate, I should allocate ONE MAN YEAR or (oops, "of" not "or") FULL TIME EFFORT to bring my software into line with the new bulk mailing requirements.

Of course, I simply can't do that...

Diz
EGO Systems
(DIZ, CAT33, TOP8, MSG:151/M645;1)

POWER GS MAGAZINE, ISSUE #6 yep, number six will be out in a few weeks,
"""""""""""""""""""""""""""""" promise :)

heck, I'll even go tooKfest this year <grin>

l8rs!

-Auri
(A.RAHIMZADEH, CAT13, TOP38, MSG:228/M645;1)

IIGS HTML EDITOR How many people would like to see a graphical HTML
"""""""""""""""" editor for the IIGS? How much would you be willing to pay for such a beastie?

Diz
EGO Systems
(DIZ, CAT33, TOP4, MSG:215/M645;1)

<<<<< The basic idea at this point is a tag-based editor, that would use

""""" plug-ins for displaying the output of each tag. Right now, I'm trying to decide between supporting ALL tags (even simple junk like the <I>italic</I> tag) with plug ins and supporting the simple tags (like italics) internally in the application.

What the tags look like would be shown in a separate (non-editable) window.

Using Plug ins would make the display more flexible (i.e. someone could write a set of plug ins that support second sight) but it would add a lot of overhead to the actual display process.

I hadn't thought of including "lynx" display... that's a good idea.

Diz
EGO Systems
(DIZ, CAT33, TOP4, MSG:227/M645;1)

>>>>> Geez, Diz, from what you're saying, sounds like there'd be the
""""" basic foundation of a web browser there. :)

Ryan M. Suenaga, M.S.W.
Social Worker by Day, Apple II geek by night
ANSITerm and CoPilot v2.55
(R.SUENAGA1, CAT33, TOP4, MSG:229/M645;1)

<<<<< I was hoping noone would notice ;-)
"""""
Diz
EGO Systems
(DIZ, CAT33, TOP4, MSG:230/M645;1)

>>> MESSAGE SPOTLIGHT <<<
"""""""""""""""""""""""""""

Category 6, Topic 6
Message 111 Mon May 27, 1996
GARY.UTTER [Dispatcher] at 14:46 EDT

When viewing GIFs on either a IIc or a IIe it is well to bear in mind that neithier computer was designed with any intention of being able to HANDLE graphics at this level. These computers were designed to work in text, and deal with the very SIMPLE graphics of the time.

NO personal computer of the same design generation as the IIe and IIc is capable of doing a better job wihtout significant modifications (including running later generation software, hardware and monitors).

The IIc is nothing more than a slightly modified IIe, and the IIe is nothing more than a slightly updated II+, which, in turn is a slightly updated II.

The technology, in other words is approximately 15 years old. The initial designe was a very GOOD design and required relatively minor updates to produce a computer that is STILL highly usable in this day and age. But attempting to view these high quality graphics on such a machine should be considered an interesting experiment in how far the basic design can be pushed rather than something that SHOULD be doable as well on a IIc

as on a IIgs.

The IIgs itself, much as I love it, requires SERIOUS hardware "intervention" in order to display these graphics as well as more current platforms can do.

The Ford Model T was an incredible vehicle for its time, and has capabilities that modern vehicles, for the most part, simply cannot emulate. The Model T can handle "off road" conditions that would require a "full tilt" off road 4WD vehicle today (this WITHOUT 4WD, or even fat tires), and can be maintained and repaired with simple hand tools (and perhaps a bit of bailing wire). It will run on fuel that a modern vehicle will choke and die on.

The Model T was a simple, elegant and extremely effective machine for the purpose for which it was designed. While I would not want to characterize the IIe and IIc as "Model T" computers (they are much more than that), there ARE some strong paralells. The II series (even the GS) are simple and elegant machines that can perform the tasks they were designed for (IMO) much better than more modern machines can perform those same tasks. But there are limits to the performance levels they can acheive.

This is not to say that you shouldn't attempt to display GIFs on a IIc, by any means, but (like the dancing bear) the marvel is not how WELL it can be done, but that it can be done at ALL.

This whole message may be inappropriate for this topic, and meat for a different sort of discussion. :)

Gary R. Utter

[*][*][*]

While on GEnie, do you spend most of your time downloading files? If so, you may be missing out some excellent information in the Bulletin Board area. The messages listed above only scratch the surface of what's available and waiting for you in the bulletin board area.

If you are serious about your Apple II, the GEnieLamp staff strongly urge you to give the bulletin board area a try. There are literally thousands of messages posted from people like you from all over the world.

[EOA]
[HUM]////////////////////////////
HUMOR ONLINE /
////////////////////////////////
Free Disks, Just By Not Signing Up!
""""""""""""""""""""""""""""""""""""""

by Jerry Cline
[INTREC]

>>> FREE DISKS = BIG $$$$ <<<
""""""""""""""""""""""""""""""""""

Just recently, I had been following a thread of tongue in cheek comments made on Genie A2 concening the plethora of free disks being mailed

by Americal Oline (AOL). The thread concerned junk mail as finally having some value--a reformattable floppy disk. While musing these comments, I happened on an article illuminating the results of this advertising scheme.

According to an Associated Press article in the Phoenix Republic newspaper Monday 5/13/96:

"AOL's 1 million subscribers in 1995 increased to 5 million in 1996."

While AOL may be the world's largest free disk supplier, with their present level of 5 million customers, they also now claim title to the world's largest subscriber service. They, along with the other "free disk supplier," CompuServe who with 2 million subscribers in 1995 and twice as big as AOL, is now second to AOL with their 1996 level of 4 million subscribers. Neither service seem to be worried that a few of their disks are used to level tables or are erased for personal use, and were last reported as being seen in private boothes at the bank where they sip caf`e au lait and watch large forklifts stack their money.

Meanwhile, Prodigy, who AOL management helped to get online in the late '80s and early '90's, was sold to its most present management, allowing IBM and Sears to stop pouring large sums of money into a poorly managed "black hole." IBM and Sears have been seeking relief from the giant sucking sound that Prodigy was making as it dined on their cash reserves.

GEnie, who has sent out a least one free (IBM) based disk with a really ugly label (I have that disk ;-), and Delphi, who's management not only does not send out free disks, they never return phone calls nor reply to email requests, did not even receive honorable mention in the Associated Press report.

eWorld, another free disk supplier, (we all have lots of those disks too :-), was digested and flushed, and reportedly last seen passing through a treatment plant somewhere in California. Its interesting to note, that like Prodigy, eWorld was also assisted by AOL as it emerged as Apple Computer's disastrous attempt to do battle for the higly competitive subscriber service.

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jerrycline@intrec.com

[EOA]
[PDQ]//////////////////////////////
PD_QUICKVIEW /
//////////////////////////////
Yours For The Asking
""""""""""""""""""""""

by Douglas Cuff
[EDITOR.A2]

Program Name	:	Sounds of History (parts 1-3)
Filename	:	SND.HISTORY.BXY, SND.HIST.02.BXY, SNDS.HIST.3.BXY
Library Area	:	29
Program Number	:	11813, 12084, 12120
File Size	:	538020, 437220, 378000
Program Type	:	HyperStudio stacks

Author : Joel E. Helton
File Type : Freeware
Requirements : HyperStudio run-time module
(file #24732, HS3.1RJ.BXY)

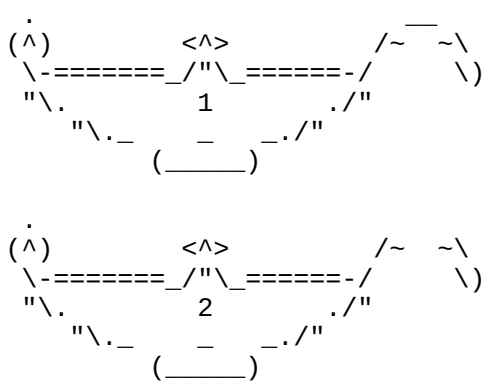
FROM THE AUTHOR """""""""""""""" SOUNDS OF HISTORY... consists of people and events in history. Most everyone can read about a certain person or event that is mentioned in this stack. Why not hear what they sounded like or hear the event as it actually happened? All of these events occurred before the age of television. So what was the mode of communication? Phonographs and radio, live radio in fact....

Some technical notes. My school recently purchased a Quickie hand scanner with which I am most impressed with. All of the graphics except the HyperStudio "logo" were scanned with it. Having this scanner allows great leeway in developing stacks when for instance, a photograph would fit the bill. As with most things, you can always scan it just a little better if I did it one more time, but I had to draw the line somewhere. I might also note that pictures of some of the people in this stack were hard, if not impossible to get from my resources. I had to make do with what I could find. The sound files came from some old records of famous events in history I have. Keep in mind that these are live radio recordings as the quality made leave a lot to be desired. Also, I have an old amp and some speakers hooked up to my GS so I have to make allowances on the volume of the sound files. Hopefully, I didn't record the sound files at too low a volume.

This idea for this stack should sound similar to some old Edward R. Murrow records called "Hear it Now". It is based on the same idea. All of the pictures were scanned from various magazines and books.

[*][*][*]

PD_Q RATING """""""""""""



TWO LAMPS (1-5)

PD_Q COMMENTS """""""""""""" A week is a long time in politics, as Sir Harold Wilson once said. Similarly, a second is a long time when it comes to sound files. Each second of sound can take up to 10,000 bytes on disk, which means close to a minute of downloading time at 2400 baud. Even at 9600 baud, to download the complete soundtrack of your average feature film would take over a day.

The relevance of the above statistical trivia is that all three of Joel Helton's "Sound of History" stacks rely heavily on sound. The stacks

range in size between 350 and 500K. The first stack has about 50 seconds of sound, the second about 48, and the third stack about 27 seconds.

Each stack has a page devoted to a person or event, and most have an appropriate picture. You can read a little background about the person or event, and you can heard a related voice. As the title indicates, the sounds are really the focus of each stack. Here are the sound clips in the three stacks (all times approximate):

I. Before the Second World War
- A. King Edward III of England abdicates the throne, 1936 [13 sec.]
- B. Thomas Edison speaks into his own recording device, 1912 [2 sec.]
- C. the explosion of the _Hindenburg_ dirigible at Lakehurst, N.J. as reported by Herb Morrison on station WLS, 1937 [15 sec.]
- D. Charles Lindbergh addresses New Yorkers on his return to the United States after his solo non-stop flight across the Atlantic, 1927 [8 sec.]
- E. world-famous tenor Enrico Caruso sings "Over There", a song of the first World War (1914-1918) [12 sec.]

II. The Second World War
- A. Great Britain's prime minister, Neville Chamberlain, announces his country's declaration of war, September 1939 [4 sec.]
- B. part of Prime Minister Winston Churchill's "this was their finest hour" speech, 1940 [10 sec.]
- C. Gen. Dwight Eisenhower announces results of D-Day, June 1944 [7 sec.]
- D. United States president Harry Truman
  1. German surrender, May 1945 [9 sec.]
  2. atomic bomb dropped, August 1945 [4 sec.]
- E. Gen. Douglas MacArthur's farewell to Congress, 1951 [6 sec.]
- F. The space shuttle _Challenger_ disaster, January 1986 [8 sec.]

III. Sports
- A. Farewells from baseball greats
  1. Lou Gehrig, 1939 [5 sec.]
  2. Babe Ruth, 1947 [5 sec.]
- B. 1951 World Series [7 sec.]
- C. 1956 World Series; Yankee pitcher Don Larson has a perfect game [5 sec.]

I've already confessed my love for programs that use audio well, so I expected to like these stacks quite a lot. In fact, they don't have much going for them. Part of this is undoubtedly due to their age. All three were created in June 1990, when most HyperStudio stacks were still relatively primitive. Regrettably, these three stacks fall into that category. The first two seem like first drafts, and the third seems like notes for a stack.

The layout of these stacks is neither attractive nor consistent. They are not logically organized, either. The sounds in the first stack are not in chronological order, nor in any order than I could determine. The second stack is largely about the second World War, which is easier to take, but adds two later pages--one about the U.S. General Douglas

MacArthur and one about the space shuttle _Columbia_. The third stack is labelled "sports", but is in fact entirely about baseball. Even given the American nature of the stack, I understand that there are sports played in the U.S. other than the "national pastime".

The scanned photographs and drawings are adequate at best; they are sometimes high-contrast reproductions that use no grays. Twice in the short sports stack, illustrations have been used that have nothing to do with the event being discussed. It might have been more sensible to construct these pages without photos. In no case does the photograph make its presence felt.

The accompanying text is often painfully short. It serves as a reminder to someone who already knows about the event or person, but is virtually useless as an introduction. The page about the _Hindenburg_ disaster, for instance, does not mention that the _Hindenburg_ was a dirigible nor that it exploded. (Sadly, this text seems even shorter than the author intended, because he created a scrolling text field but forgot to give the user a chance to scroll it!) Similarly, the page about the _Columbia_ does not even mention the date of the catastrophe, let alone the people who died in it.

The most sensible thing to do may be to keep the disk-based sounds and throw away the stacks themselves. Even then, watch what you keep. Copyright questions aside, the snippet of Abbott & Costello's "Who's On First?" routine that's attached to the sports stack is so poorly edited that the comic timing is mangled. I also found myself wondering if Lou Gehrig's famous farewell was the actual Lou Gehrig or Gary Cooper playing him in the 1942 film _The Pride of the Yankees_.

Still, some sounds are fun. It's nice to hear what Edison sounded like, and I have to admit that Lindbergh and Truman sound very different from the way I imagined. In a few cases, the words being spoken are interesting, moving, or justly famous, as in the case of Churchill's speech, Edward VIII's abdication, and MacArthur's farewell. Even consequential phrases are interesting, such as when Herb Morrison interrupts his remarks to the radio audience to tell a fellow witness to "Get out of the way, please." Anyone who hates overacting as much as I do will notice the quiet horror of the final "Oh my God" that finishes the _Columbia_ sound clip.

The idea behind these Sound of History stacks was sound. Unfortunately, the execution of that idea is not up to standard of the original concept.

RATING SYSTEM
"""""""""""""""

5 LAMPS.....What? You haven't downloaded this program YET?
4 LAMPS.....Innovative or feature rich, take a look!
3 LAMPS.....Good execution, stable program.
2 LAMPS.....Gets the job done.
1 LAMP.....A marginal download.
0 .....GenieLamp Turkey Award!

[EOA]
[BAN]////////////////////////////
FILE BANDWAGON /

////////////////////////////////
Top 10 Files for April
""""""""""""""""""""""""""

by Douglas Cuff
[EDITOR.A2]

This feature lists the ten most popular files for the month. To give files a chance to seek their own levels, no files will be added to the list until they've been in place at least a month. This month, we look at the files uploaded 1-30 April 1996.

This isn't the Academy Awards ceremony, folks; it's more like the People's Choice Awards (both of which are trademarked, by the way). The Top 10 doesn't necessarily tell you what's new and interesting--what files _you_ might find interesting--it simply tells you what files have been downloaded a lot--what other people found interesting!

Once again, I'm pleased to find that four different editions of GenieLamp A2 occupy four spots in the Top 10 (three April issues, one May issue--which was uploaded on the last day of April). Since the purpose of the Top 10 is to keep track of popular files, not just file names, I've add two files to the list to make up for the two duplicate GenieLamps.

File #	Filename	Bytes	DLs	Short description
27023	A2.DOM.9604.BXY	404576	178	A2 Disk of the Month, April 1996
27046	SUPERCLOCK.BXY	355200	127	Fantastic clock/chime/alarm utility
27016	CW.2.0.2.BXY	33536	112	CoolWriter v2.0.2 -- GS Word Proc.
27022	CHUNK.ICONS.BXY	16244	76	My personal version of COPLAND Icons
26938	ALMP9604.AW.BXY	77184	62	GenieLamp A2, Apr. 1996 (AppleWorks)
26939	ALMP9604.HC.BXY	90368	61	GenieLamp A2, Apr. 1996 (HyperCard)
27033	PRODESK4.1.BXY	47008	58	ProDOS 8 launcher/disk utilities
26940	ALMP9604.HS.BXY	162432	52	GenieLamp A2, Apr. 1996 (HyperStudio
26967	COMET.H.APF.BXY	15232	51	APF picture of Comet Hyakutake
27129	ALMP9605.AW.BXY	73088	50	GenieLamp A2, May 1996 (AppleWorks)
27086	RFTW.DVR.BXY	2048	50	TWGS / RamFast driver DEVELOPMENTAL!
27015	CRYSTALQUIT.BXY	3200	50	Stop Crystal Quest quit-crash, icons

A2.DOM.9604.BXY
""""""""""""""""
The A2 RoundTable Disk of the Month continues to be a favorite download. The March issue contains two issues of (March and April) assorted news tidbits. Apple IIe and IIc users will enjoy CoPilot 8 and a text file "Beginner's Guide to HTML". For the Apple IIgs user, there's Anime, an animation utility for paint programs from Brutal Deluxe; Chronos, a Menubar clock; Daleks, a desktop version of the Daleks game; rPacker, a Finder Extra to compact resources; and Winflate, an NDA to minimize windows to menubars.

SUPERCLOCK.BXY
""""""""""""""
SuperClock Init and CDev v1.0 by Lionel Saugrain is a configurable and customizable menu-bar clock with the following features:

- o analog or digital (HH:MM or HH:MM:SS)
- o position clock at left or right, hide it or deactivate it
- o display date or free memory with clock
- o alarm function, with specific date/time or daily alarm
- o chime function - Quarter hour, half hour, or hourly
- o single chime on hour or multiple chimes for hour of day
- o separate digitized sounds for chime and alarm (or use sysbeep)

The archive contains English and French versions, and comes with 20 sample sounds. Shareware ($20).

CW.2.0.2.BXY """""""""""""" CoolWriter GS v2.0.2 by Rolf Braun is a text editor with all the usual functions and plenty more, such as set/clear high bits, carriage return <-> linefeed, upper/lower case, ROT13, encryption functions. An unusual feature is that you can use CoolWriter to change the data in the commercially available "Quizzical GS" program (which appears on Softdisk G-S). Freeware.

CHUNK.ICONS.BXY """""""""""""""""" Variations on the Copland icons for your Apple IIgs--"three dimensional" folders, drives, and so on.

ALMP9604.AW.BXY """""""""""""""""" The April 1996 issue of GenieLamp A2 in AppleWorks word processor format. Don't have AppleWorks? Lots of utilities let you display AppleWorks WP files, including file #16674, QUICKVIEW.BXY and file #24324, QUIKVIEW1.1.BXY. Freeware.

ALMP9604.HC.BXY """""""""""""""""" Same as above, but in HyperCard IIgs format, thanks to HyperCard programmer Joshua Calvin. If you don't already own HyperCard IIgs, consider downloading file #22200, HCGSSTARTER.BXY. Freeware.

PRODESK4.1.BXY """""""""""""""" ProDesk Plus 4.1 by Helge Malmgren is a program selector and utilities package for ProDOS. It lists all runnable (BAS, SYS and even S16) programs, displays hi-res and double hi-res pictures, types AWP and TXT files, deletes and renames files, finds files, and more. It supports a mouse and has a screen blanker built in. Shareware ($25).

ALMP9604.HS.BXY """""""""""""""""" The April 1996 issue of GenieLamp A2 in HyperStudio IIgs format. If you don't own HyperStudio, you can still view this stack if you download file #24732, HS3.1RJ.BXY. Freeware.

COMET.H.APF.BXY """""""""""""""""" APF picture of Comet Hyakutake, converted from a GIF. The next time a cynic says that Apple II users are stuck in the Dark Ages, point out how popular this file was. Sure we know about the latest advances in science and technology! But we also know how to resist hype! <grin>

ALMP9605.AW.BXY """""""""""""""""" The May 1996 issue of GenieLamp A2 in AppleWorks word processor format. If you don't have AppleWorks, see the note on ALMP9604.AW.BXY above. Why is the May issue in the April downloads list? I uploaded it on April 30, which technically qualifies it. Freeware.

RFTW.DVR.BXY """""""""""""" RamFAST/TransWarp GS driver by Harold Hislop. You have to be careful if you download this, because it is still in development and not thoroughly tested. Make a backup before you install it and keep frequent backups thereafter. If you have a RamFAST SCSI card and a TransWarp GS card, this drive can provide a 20% system speed increase. This experimental driver is NOT supported by Sequential Systems. If you use it, you MUST replace your current RamFAST driver with this one--do not attempt to have both drivers active at the same time. NOTE for Internet readers of GenieLamp A2: The author has requested that this driver be distributed only on Genie. Therefore, there are two things you need to keep in mind: (1) I can't send you a copy of this file. (2) If you

persuade someone else to send you a copy even though you're not on Genie, you're going to honk off the programmer, which probably means he won't release any more of his software. Just keep in mind that actions have consequences and we'll all keep smiling.

CRYSTALQUIT.BXY A patch for the Crystal Quest game by Greg Templeman.
""""""""""""""" Crystal Quest has a bug that causes it to crash when you quit; this file will patch that bug. Greg has also included his Crystal Quest icons in this archive.

[EOA]
[SOF]////////////////////////////
SOFTVIEW A2 /
////////////////////////////
Review: Convert 3200
"""""""""""""""""""""""

by Douglas Cuff
[EDITOR.A2]

PROGRAM: Convert 3200
VERSION: 1.0
AUTHOR: Brutal Deluxe Software
PUBLISHER: Joe Kohn, 166 Alpine Street, San Rafael, CA 94901-1008 USA
PRICE: $15
REQUIREMENTS: Apple IIgs, System 6, 700K of _free_ RAM (not total RAM!) 4 megabytes RAM, hard disk drive, accelerator all recommended

[*][*][*]

Convert 3200 is a graphic conversion utility from Brutal Deluxe, the French programming team that brought games such as The Tinies to the Apple IIgs. Convert 3200 began life a programmer's utility, so that Brutal Deluxe could grab the graphics used in other versions of the game. Because of its origins, Convert 3200 is powerful and it's fast. Because it's been released as a commercial product, it's much easier to use.

Still, don't assume that Convert 3200 has been designed for ease of use. It's been designed for power and for speed, and has add a "Conversion for Clots" interface grafted onto it. In fact, if you only retain one thing from this review, try to make it this: reading the documentation is not optional. You won't believe me until you try fiddling with the program first, but it's for your own good.

Installing and launching the program are a snap, and the main menu screen looks invitingly simple. After that, things get weird, and fast.

Convert 3200 has to be told what kind of graphic you're trying to load; it doesn't automatically detect graphic type. Unless you set the load type correctly, you're going to see this:

A L E R T !

LOAD CANCELLED

UNKNOWN GRAPHIC
FILE FORMAT.

CLICK TO CONTINUE

Unknown graphic file format? Well, that message is misleading. Convert 3200 supports a lot of formats: all the Apple IIgs formats, including 256- and 3200-color pictures, plus Compuserve GIF, TIFF, Windows/OS2 BMP, Amiga .IFF/ PC .LBM, and Paintbrush PCX. So Convert 3200 probably does support the type of picture you're trying to load. But if you try to load a GIF picture with the load type set to "Apple", then you're going to get the "unknown graphic format" error.

(Because you're naturally cautious the first time you use a program, you probably won't commit the above sin. But I guarantee you that you will eventually. And it will scare the willies out of you.)

Once you correctly select a graphic for loading, you are going to be blown away at how quickly Convert 3200 loads it. Particularly if you're loading from a RAM disk or fast hard drive. Zowie!

But then Convert 3200 just sits there. It doesn't show you what it's loaded. So you click on a few buttons, and you see your graphic--in monochrome. If you haven't read the documentation, or a review like this one, you're going to be slightly put off. Not to worry, you just have to visit the conversion screen. Wear your racing scarf--the conversion speed is almost as zippy as the loading speed. Once the conversion is done, Convert 3200 doesn't show you the graphic--you have to click on the "view" button. Then you can save the graphic (3200, 256, 16, 16 grey, or Print Shop colors) in a variety of formats (alas, NOT including GIF).

Does this sound complicated? Well, it is, a little. But it's not as complicated as it sounds, and you get the hang of it pretty quickly anyway. Plus you can automate the whole procedure to automatically convert a whole disk full of graphics in one go. Still, there's no doubt that this program reflects its programmers' idiosynchrasies. It will take you a little while to learn how to use the program. The tutorial will take you through the basic process. You follow the tutorial, then read the main documentation file at least as far as the explanation of the shortcut keys.

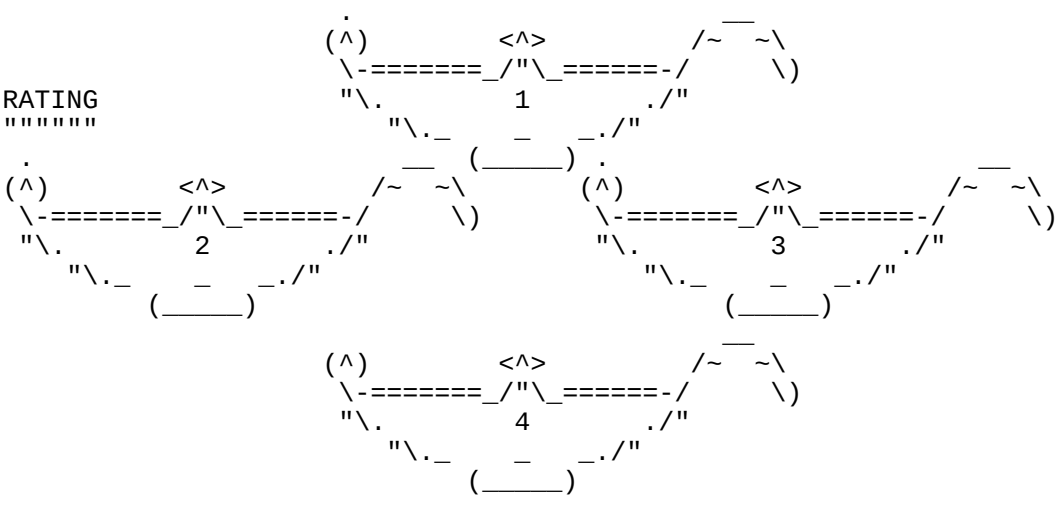
Power users will want to read on. There's a lot of information in Chapter XV (How Does It Work?) that can help you to fine-tune your conversions. In fact, there's even a hidden function that lets you mess with Convert 3200's conversion rules.

Convert 3200 does all its conversions in 320 mode. That can be a pain sometimes, particularly with 640-mode GIF graphics. It imposes limitations that are fussy to circumvent. Also, Convert 3200 doesn't load JPEG graphics.

In a few cases, I got better results using Jonah Stich's 1990 program, GIF 3200, than with Convert 3200. This may be due to a limitation in me, not in Brutal Deluxe's program, but this is still relevant information for newbies. Mind you, to get that marginally better result, I had to wait something like 15 minutes for GIF 3200, as opposed to 15 seconds for Convert 3200.

Until now, SuperConvert has been the standard graphic conversion program for the Apple IIgs, with the persistent falling back on New Concepts' Prism. (No one seems to remember The Graphics Exchange, for which I have a soft spot.) Convert 3200 may not supplant SuperConvert, but

it will still probably get used _first_, and get used more often. Let's face it; most of us load a graphics once and then throw it away. That means we want a speedy program, and there's nothing faster than Convert 3200. I can't say it's the one to own if you're only buying one, but you should definitely buy it. It's only $15--commercial software for less than many shareware products! If you're serious about graphics conversion, you'll want to keep SuperConvert (and The Graphics Exchange and Prism) in your arsenal too. But buy Convert 3200 for sure.



FOUR LAMPS (1-5)

RATING SYSTEM

5 LAMPS.....What? You haven't bought this program YET?
4 LAMPS.....Innovative or feature-rich; take a look!
3 LAMPS.....Good execution, stable program.
2 LAMPS.....Gets the job done.
1 LAMP.....A marginal program.
0 .....GenieLamp Turkey Award!

Genie_QWIK_QUOTE ////
Reminds me of the time I received a file for the newsletter which I could NOT read. It turned out to be a VisiCalc file! The author had simply used the spreadsheet as if it were a word processor. yoicks!
EDMUNDL ////

[EOA]
[LOG]////////////////////////////
LOG OFF /
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- COMMENTS: Contacting GenieLamp
- GenieLamp STAFF: Who Are We?

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""""""""""""""""""""""" on Genie page 515. You can also find GenieLamp on the main menus in the following computing RoundTables.

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Apple II	A2	645	Apple II Dev.	A2PRO	530
Macintosh Dev.	MACPRO	480	Geoworks	GEOWORKS	1050
BBS	BBS	610	CE Software	CESOFTWARE	1005
Programming	PROGRAMMING	1445	Data Comm.	DATACOMM	1450
IBM PC Prog	IBMPCPRO	617	PowerPC	PPC	1435
PowerPCProg	PPCPRO	1440			

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- We welcome and respond to all E-Mail. To leave comments, suggestions or just to say hi, you can contact us in the DigiPub RoundTable (M1395) or send GenieMail to John Peters at [GENIELAMP] on page 200.

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                  ~ WELCOME TO GENIELAMP APPLE II! ~
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          ~ FOCUS ON...:  The Accidental Tourist at KansasFest ~
                ~ VOX POPULI:  Apple IIgs Owners' Survey ~
             ~ APPLEWORKS ANNEX:  AppleWorks 5 Documentation ~
                   ~ HOT NEWS, HOT FILES, HOT MESSAGES ~

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 GenieLamp Apple II     ~ A T/TalkNET Publication ~      Vol.5, Issue 52
""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""
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           >>> WHAT'S HAPPENING IN THE APPLE II ROUNDTABLE? <<<
           """""""""""""""""""""""""""""""""""""""""""""""""""""
                              ~ July 1, 1996 ~

 FROM MY DESKTOP ......... [FRM]        HEY MISTER POSTMAN ...... [HEY]
  Notes From The Editor.                  Is That A Letter For Me?

 HUMOR ONLINE ............ [HUM]        FOCUS ON... ............. [FOC]
  An Apple II Parody.                     KansasFest 1996.

 VOX POPULI .............. [VOX]        APPLEWORKS ANNEX ........ [AWX]
  Apple IIgs Owners' Survey.              AppleWorks 5 Documentation.

 FILE BANDWAGON .......... [BAN]        THE TREASURE HUNT ....... [HUN]
  Top 10 Files for May.                   Fool's Gold.

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[IDX]""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""
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"""""""""""""""""" to help make reading the magazine easier. To utilize this system, load GenieLamp into any ASCII word processor or text editor. In the index you will find the following example:

HUMOR ONLINE ..... [HUM]
Genie Fun & Games.

To read this article, set your find or search command to [HUM]. If you want to scan all of the articles, search for [EOA]. [EOF] will take you to the last page, whereas [IDX] will bring you back to the index.

MESSAGE INFO To make it easy for you to respond to messages reprinted
"""""""""""" here in GenieLamp, you will find all the information you need immediately following the message. For example:

(SMITH, CAT6, TOP1, MSG:58/M475)
_____| _____|__ _|___ |____ |_____
|Name of sender CATegory TOPic Msg.# Page number|

In this example, to respond to Smith's message, log on to page 475 enter the bulletin board and set CAT 6. Enter your REPly in TOPic 1.

A message number that is surrounded by brackets indicates that this message is a "target" message and is referring to a "chain" of two or more messages that are following the same topic. For example: {58}.

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""""""""""" services include email, software downloads, bulletin boards, chat lines, and an Internet gateway included at a non-prime time connect rate of $2.75. Some pricing plans include uncharged online connect time. As always, prices are subject to change without notice. To sign up for Genie, call (with modem) 1-800-638-8369 in the USA or 1-800-387-8330 in Canada. Upon connection wait for the U#= prompt. Type: JOINGENIE and hit RETURN. The system will then prompt you for your information. Need more information? Call Genie's customer service line (voice) at 1-800-638-9636.

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"""""""""""""""""""""""" the Internet. If you use a web browser, connect to "gopher://gopher.genie.com/11/magazines". When using a gopher program, connect to "gopher.genie.com" and then choose item 7 (Magazines and Newsletters from Genie's RoundTables).

*** GET INTO THE LAMP! ***
""

////////////////////////////////////// Genie_QWIK_QUOTE ////
/ When the day comes (soon I hope) that I get my novel /
/ published, this roundtable/gang is getting mentioned in /
/ my thanks yous!!!! Oh, and that phrase: This novel was /
/ written entirely on an Apple IIGS. (Should I thank John /
/ Scully???? Hee, hee. :) /
// J.LOFTIS ////

[EOA]
[FRM]//////////////////////////////
FROM MY DESKTOP /
//////////////////////////////

Notes From The Editor
"""""""""""""""""""""""

by Douglas Cuff
[EDITOR.A2]

This editorial isn't really about any issue facing the Apple II community. This is editorial is about me. Blatantly about me, I mean.

This issue marks the end of my third year as editor of GenieLamp A2. At one point, it was supposed to mark the end of my service as editor, full stop. Since beginning the first draft of this editorial, I have realized, with something of a shock, that my three years with GenieLamp A2 make me the longest-serving editor by a considerable margin. Neither of my two predecessors lasted for as long as twelve consecutive months. This must be something I inherited from my father: after 30 years of service, he is only the _fifth_ editor of a magazine about to reach its centenary.

Last winter, I began to feel that I wasn't offering all that much to the Apple II community. The first issues of _The Apple Blossom_ and _Juiced.GS_ printed original material that could have appeared in GenieLamp A2... but didn't. And I felt that this was largely my fault; that I hadn't been doing a good enough job. The only thing this job pays is satisfaction, and there wasn't much of that last winter.

So I planned to stop editing GenieLamp A2 at the end of my third year. I would concentrate on writing articles for the Apple II world instead of editing them. I'm proud to be an editor first--I didn't drift into editing as a substitute for writing; I love editing--but I thought that writing might revive, replenish, and renew me. I would hand my EDITOR.A2 account over to the new editor, but stay on Genie and stick with GenieLamp A2 (as a writer) via my D.CUFF account.

Then the roof caved in. GEnie became Genie, and the monthly fee to keep an account active went from $7.95 to $23.95. Much too costly for an editor who's still looking for a day job.

I almost closed my D.CUFF account. Then Genie introduced GenieLite at $8.95 a month, and I grabbed at it like a man in quicksand grabs for a tree root.

The new Genie brought with it a new problem: no more credits for writers, no way to reward them other than with praise. I found myself in the position of having to research and write the entire contents of each issue. (The writing of articles is hard, but not a struggle; it's the research that kills you, because it really eats up your time.)

Recently, a fresh problem threatened. The new Genie didn't see why GenieLamp editors should have special accounts. This was, in fact, supposed to have been the last-ever issue of GenieLamp A2. John Peters, the publisher of all GenieLamps, came through for his editors magnificently. He saved our skins, and he saved GenieLamp.

That doesn't mean I'm not tired any more. But the knowledge of how close a thing it's been gave me the strength to get through this issue without wanting to quit.

I'm tired this month, but the reason for it is different. My fatigue is not due to disappointment or flagging spirits; it's due to having done a

lot of hard work on the KansasFest article you'll find in this issue. It's that rarity, an article I'm actually pleased with. I hope you will be too.

What is so rare as one of my own articles that I'm pleased with? An article from someone other than me. If you have an article, please submit it. If you have an idea for an article, please send me E-mail so we can discuss it.

I'm happy to report that I've just been discussing such an idea with a writer, so next month or the one after, there should be another voice speaking here to break the monotony. <grin> I'd still like to hear from other writers, or those who would like to try writing.

[*][*][*]

An amusing note about last month's editorial, which addressed the subject of a person who had violated my copyright by reprinting part of one of my articles without my permission. I got mail from people who assumed I was talking about them, when I wasn't. There is no shortage of guilty consciences out there, it seems.

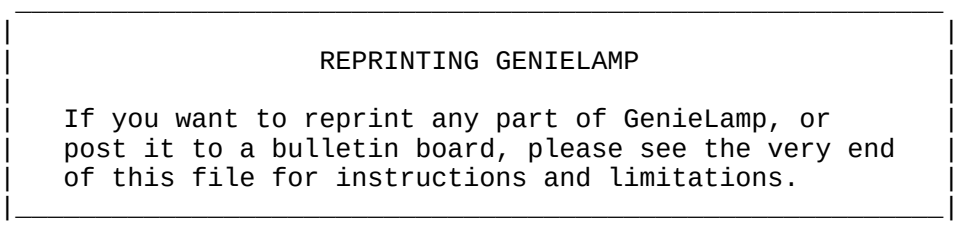
I should have been ready for this. As I said in my July 1994 editorial, if you tell a group of people that some of them have done something wrong, the innocent will assume they're guilty, and the guilty will assume that you're talking about someone else, or not care that you're talking about them, or admit the act but deny the guilt.

To be clear, then: What I was talking about last month was _not_ someone who reprinted GenieLamp A2 material without permission. You do not have to ask permission to reprint any GenieLamp A2 material, as long as you reproduce the copyright paragraph (see the very end of this issue) and mention that it is being reprinted from GenieLamp A2. The article I spoke of last month originally appeared in another Apple II publication, not GenieLamp A2.

That's really pretty simple. This month, I've made it a little more complicated--by writing two articles for which I retain the copyright myself. These two articles (and only these two) do _not_ have to be credited as having appeared in GenieLamp A2... but it would be a nice gesture. I retain the copyright on these articles not because I want to hoard them but because I want to be able to reprint them without asking GenieLamp's permission. Please note--they're still my copyright material. If, as I suspect, the only person they're worth something to is me--then why would you want to steal it?

-- Doug Cuff

Genie Mail: EDITOR.A2 Internet: editor.a2@genie.com



ASCII ART BEGINS

ASCII ART ENDS

[EOA]
[HEY]//////////////////////////////
HEY MISTER POSTMAN /
//////////////////////////////
Is That A Letter For Me?
""""""""""""""""""""""""""""

by Douglas Cuff
[EDITOR.A2]

o BULLETIN BOARD HOT SPOTS

o A2 POT-POURRI

o HOT TOPICS

o WHAT'S NEW

o THROUGH THE GRAPEVINE

o MESSAGE SPOTLIGHT

>>> BULLETIN BOARD HOT SPOTS <<<
""""""""""""""""""""""""""""""""""""

[*] CAT 9, TOP 7 ..... Another bug in HFS.FST?
[*] CAT 28, TOP 4 ..... "Revenge of the Nerds" documentary
[*] CAT 31, TOP 5 ..... Apple II in Macintosh user groups
[*] CAT 44, TOP 3 ..... KansasFest 1996 mini biographies
[*] CAT 44, TOP 8 ..... KansasFest 1996!

>>> A2 POT-POURRI <<<
""""""""""""""""""""""""

THEY DON'T KNOW US VERY WELL, DO THEY?
""

I recently got an email ad from/for Delphi, which included the following paragraph:

"With the recent news of Compuserve, Genie and other systems going strictly to a graphical, web based platform, there will be many people who are left with the prospect of either spending a lot of money to upgrade computers, or finding a new home. Delphi is still a text based service, which means nearly everyone can make it onto the system."

Although we've always wanted people to place Genie right up there with CIS & AOL... they could've at least gotten the facts right. :)

-Ken
(KEN.GAGNE, CAT2, TOP23, MSG:310/M645;1)

UPDATING PRINT SHOP IIGS FOR BETTER PRINTING? Here's another concept too.
"" What if one were to create a data disk that one would print to: that is that acted like a printer (you know, print to a disk combination of the PSGS components sort of "put together" and saved, later to be printed as a whole unit via some Graphics program- like PL of AWGS?
(M.SCHOOP, CAT6, TOP8, MSG:120/M645;1)

>>>>> Good luck! Joe Kohn hired Burger Bill to do new drivers for PSGS,
""""" and Burger Bill failed. You may be flogging a dead horse. ;)

Carl Knoblock - Telephone Tech
(C.KNOBLOCK, CAT6, TOP8, MSG:123/M645;1)

>>>>> I don't think the word "failed" would be an accurate (or fair)
""""" description. I asked Bill about PSGS several months ago, and he told me that the reason nothing ever came of it was that the quality would NOT be improved, due to the resolution of PSGS being hard-coded to 72 dpi (or 144 dpi?). As mentioned above, the quality would degrade due to the sharp definition of the pixels (as opposed to the round or "blurred" edges produced by a dot matrix printer).

If I felt it was worth doing, and I had the time, I could do it. I don't feel it's worth doing (and I have better things to do with my time right now, which I think GS users might appreciate a lot more :).

-G.T. Barnabas
(BARNABAS, CAT6, TOP8, MSG:125/M645;1)

GENIELAMP HTML To see your GenieLamp in all it's HTML glory with e-mail
"""""""""""""""" links to almost everyone mentioned in it, call the VACC homepage.

- http://home.earthlink.net/~seali/vaccpage/vacc.html -

Also check out Scott's home page (seali) if you like showbiz links. He has some dandys.

Uncle Duck .....
(VACC.DAVE, CAT3, TOP3, MSG:79/M645;1)

SCANTRON QUALITY COMPUTERS E-MAIL Jan, I got your address change
"""""""""""""""""""""""""""""""""""" request, and emailed it to myself at work, to take care of it Monday :)

Anyone else who needs this, or hasn't received their stuff, please email me at gesaikin@sqc.net. If you do it here, I'll try to remember to forward it to my work address, but it's easier if it gets there...then I can see it, and it'll jog my memory. :)

FWIW, this holds true with any questions you have re Scantron-Quality. You can post here, but if it's urgent, please email it also!

Gena
(QUALITY, CAT42, TOP11, MSG:306/M645;1)

ONCE-MIGHTY ACADEMIA AND THE REAL WORLD
""
BTW, I was checking out the UH library online the other day and came across something that might be of interest to Apple II and real world device guys:

Yip, W. and Tse, R. S. (1994). A polarograph built on an Apple II. _Laboratory Robotics and Automation_, _6_, 5.

(In non APA format, that's "A Polarograph Built on an Apple II" by Wai-Tak Yip and Ronald S. Tse", published February 1, 1994 in Laboratory Robotics and Automation, volume 6, number 1, page 5.)

Note that I haven't gone over and checked the actual article out yet, but anything like this tends to get my attention.

Ryan M. Suenaga, M.S.W.
Social Worker by Day, Apple II geek by night, KFester in July!
ANSITerm and CoPilot v2.55
(R.SUENAGA1, CAT12, TOP38, MSG:189/M645;1)

>>>>> Sounds interesting.
"""""
One of my dictionaries says: Polarography is a method of qualitative or quantitative analysis based on current/voltage curves obtained during electrolysis of a solution with a steadily increasing electromotive force.

Another says: Polarography is an electrochemical method of quantitative or qualitative analysis based on the relationship between an increasing current passing through the solution being analyzed and the increasing voltage used to produce the current.

I wonder how well the hardware and software setup is described. Based on the description of the topic I suppose they used a Digital-to-Analog converter to precisely step up the voltage.

Is this document a thesis? If so, do they charge very much to have it reproduced? I'm kinda skiddish about buying these types of documents after a bad experience with a document that I ordered from M.I.T. I paid a lot of money for less than 50 pages (I was expecting 100-200) of a poor quality (photocopy) document.

Erick
(E.WAGNER10, CAT12, TOP38, MSG:191/M645;1)

CHALLENGING MISCONCEPTIONS
""""""""""""""""""""""""""
Today we had "Open House" at the office, with about 90 new staff coming through. On my desk my //e displayed a full screen (in PublishIt's page preview) saying, "Apple II Forever!" The Mac next to it had a Kid's Pix screen with a hand pointing to the //e which said, "The Apple II is my big brother."

Someone left a note on the //e's keyboard which said, "You are a brave and courageous person."

I discovered who left the note and he explained, "You're brave to be using such an old machine." Whereupon I explained that the HP LJ 4M

sitting next to the //e was driven by the //e, showed him my postscript printed newsletters, scanner (Quickie), printed PostNet Bar codes, and that the //e is interfaced with the mainframe VAX at 19,200 baud.

HA!

__!__
| Terrell Smith
| tsmith@ivcf.org
(T.SMITH59, CAT5, TOP4, MSG:255/M645;1)

GRAPHICWRITER III BUG REPORT LEADS TO ENCOURAGING NEWS
""""""

WHITHER GENIELITE? Just in case any one is thinking of changing over to Genielite, I've just received the following reply in response to my request:

> I am sorry but the GenieLite option is no longer available. This
> package was discontinued May 8, 1996.

Looks like the new management are still treating their clients badly :(

Pete (U.K)

(P.GREEN, CAT2, TOP23, MSG:316/M645;1)

APPLE BLOSSOM PUBLISHER MOVES Hi everybody, just a quick update on some Apple Blossom happenings. First, the next issue should be completed this weekend, and I hope to begin mailing by the middle of next week. This issue will have articles on GraphicWriter III, Connecting a CD-ROM to a IIGS, how to flow text inside a shape in GWIII, how to calculate the days of the week in the AW spreadsheet, plus the usual announcements, etc.

Also, I'll be moving in the next two weeks. I've got a new job up in Boston, so I'll be returning there on July 6th. I don't have a permanent address yet, but you can send mail to me at my folks house:

Steve Cavanaugh
13 Hillsdale Rd.
Holbrook, MA 02343

I'll be able to pick it up regularly once there.

My email here and on AOL (stevec1021@aol.com) will remain the same, of course, as will my Web page (http://members.aol.com/newblossom/), which will be updated in the next week as well, with an article from the newsletter and perhaps a bonus review as well. My other internet address (cav@strauss.udel.edu) will be closed down this week, so don't send me any more mail at that address.

Steve

(S.CAVANAUGH1, CAT13, TOP17, MSG:305/M645;1)

>>> HOT TOPICS <<<

APPLE II GROUP--AFFILIATE WITH MAC USER GROUP? I don't know whether this is the appropriate topic section for this or not, but the title seemed least inappropriate of the available choices. This is a plea for advice.

Our users group, the Carolina Apple Core, has been an Apple II support group since 1979. Surrounded by Mac groups, we are the only group in central North Carolina still actively supporting the Apple II.

Recently several of our most active members have switched to Macs, and on the "use it or lose it" principle have begun losing their expertise with Apple IIs. Those of us who are still Apple II fanatics think the group should remain an Apple II organization with a Mac SIG, but there are problems.

When there are Apple II-based presentations at the monthly meetings, the Mac people are bored and it shows. The vice versa situation also applies. We have been trying to find cross-cultural topics for the meetings, like using the Internet, how to transfer files between platforms, etc, but we are running out of ideas. Apple, Inc. is no help since they don't remember there ever was an Apple II.

Is there hope for us???

Phil
palbro@sophia.sph.unc.edu
75452.1665@compuserve.com
Sysop, Coretalk BBS, 919-544-1356
(P.ALBRO, CAT31, TOP5, MSG:89/M645;1)

>>>>> """"" Phil, what we had long done at the meetings in Greensboro was to have a brief business meeting and then split up into Mac and Apple II groups for platform-specific presentations.

If you don't have that kind of space luxury, then perhaps you could schedule the two presentations at different times, with the business meeting sandwiched in the middle, or something.

I confess that I haven't been to a Greensboro meeting in well over a year, maybe two. I discovered that my main reason for going to them was to hang out with my friends, and when most of them bought Macs and PCs and quit coming, I eventually did also.

TomZ
(A2.TOMZ, CAT31, TOP5, MSG:90/M645;1)

>>>>> """"" This shows up in A2 with the Mac only topic.:(Who wants to read about individuals and schools and what the best Mac for them to get is?

I do believe that the Apple II people can put up with Macs better than the other way around. There appears to be a snobbery among the Mac users.

The trouble is that the Apple IIs and Macs are different computers that were made by the same company, pretty much that is where the similarity ends.

When that magazine switched from just Apple II, to add the Mac coverage, it became a boring rag; that then went out of business. It is also true that there really aren't any IBM/Mac magazines out there. The Mac people are always writing to Byte magazine about how the Mac wasn't mentioned in this or that article (even ones on desk top publishing). Whine, whine, whine...

My advice is for the user group to drop the Mac coverage. You might even be able to bring in new Apple II members if you show how inexpensive it can be to get online with a 'new' Apple II system.

- James - [IMAGE]
(J.GRAY38, CAT31, TOP5, MSG:91/M645;1)

>>>>> I guess I'm pretty down on user groups myself. I'm on the Board of
""""" Directors of the Hawai'i Macintosh and Apple User's Society, and
basically, they've never given me anything but a very large headache. :/

I write the two Apple II columns in the SIGNAL for them, and handle about 80% of the Apple II trouble calls (used to be 100% before graduate school forced me to say "ENOUGH!"). The problem is more in reciprocity.

I feel I give a lot to my UG (in terms of tech support, help, writing articles, etc.) I almost never get anything back. I can't even get the Mac BBS librarian to put some files (TrueType fonts, for instance) in .SIT 1.5.1 with no folders format so that Apple IIgs users can get at 'em, and he's a pretty prominent Apple II guy.

Our group also started as an Apple II only group, and now it's both a II and Mac group, as well as Newton; however, I'd say 90% of the emphasis is Mac.

My UG experience here tells me mostly one thing: if I have someone who's serious about Apple IIs here, before I tell them to join HMAUS, I tell them to join Genie.

As far as James' comment about:

>> Apple II presentations at the monthly meetings, the Mac people are bored
>> and vice versa

> This shows up in A2 with the Mac only topic.:(Who wants to read about
> individuals and schools and what the best Mac for them to get is?

Really, part of the reason why that topic is there is pragmatic: a lot of Apple II people, particularly on this RT, use and own Macs (I'm "guilty" myself, twice). Another part of it is very pragmatic as well: A2 users are some of the best informed anywhere, and I see better answers to those Mac questions here than in the Mac RT most days.

As a BB person, I can say also that the topic is indeed intended for "Quick Help" only. Long ongoing discussions are directed to the Mac RT. And, even after all of this, if you're still not interested in the topic (believe me, I can relate; for years I swore I'd never own a Mac; at this point I've generally stopped swearing at them. . . well, maybe not :) you can always IGNore it.

Ryan M. Suenaga, M.S.W.
Social Worker by Day, Apple II geek by night
ANSITerm and CoPilot v2.55
(R.SUENAGA1, CAT31, TOP5, MSG:93/M645;1)

KANSASFEST SCHEDULE
""""""""""""""""""""

Godzilla (Steve Gozdziewski) will be along soon (maybe a few days) and post the BETA schedule.

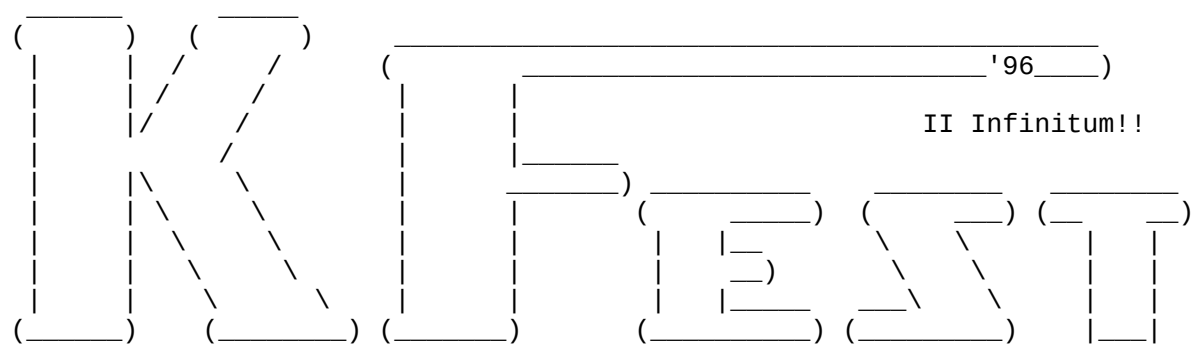
We are very hesitant to post it ahead of time because of all the complaints we got last year when we had to change things.

I am stressing NOW and will continue to stress that any schedule you see is not final. Heck, we even had to change it after we arrived at Avila last year because they changed our meal times. Oh well. :)

I can tell you that the roast is planned for Friday night, and we will be "serving" Joe Kohn, medium rare. So if you are interested in helping with that fun occasion, let me know.

Cindy
(KFest Big Cheese)
(CINDY.A, CAT44, TOP8, MSG:245/M645;1)

>>>>>
"""""



ALL-STAR LINEUP:

Session	Presenter(s)
ToolBox Programming-1	Mike Westerfield (BYTEWORKS)
ToolBox Programming-2	Mike Westerfield (BYTEWORKS)
Solder-1	Dave Ciotti (BINARY.BEAR)
Solder-2	Doug Pendleton (DOUG.P) and Dave Ciotti (BINARY.BEAR)
Solder-3	Doug Pendleton (DOUG.P) and Dave Ciotti (BINARY.BEAR)
Keyboard Repair	Doug Pendleton (DOUG.P) and Dave Ciotti (BINARY.BEAR)
System Saver Maintenance	Doug Pendleton (DOUG.P) and Dave Ciotti (BINARY.BEAR)
ZIP-Chip Modifications	Doug Pendleton (DOUG.P)
Human Interface Guidelines	Eric Sheperd (SHEPPY)
Publishers' (and Writers') Forum	Ryan Suenaga (R.SUENAGA1) and a panel of your favorites!
HTML Conference	Charles Hartley (A2.CHARLIE)
Robotics	Erick Wagner (E.WAGNER10) and Mike Westerfield (BYTEWORKS)
Apple Presents	Kurt Ackman - Apple, Inc. Kansas City
Disk][Hacking/Diagnostic Software	Dr. Stephen Buggie
HyperCard	Brian Gillespie (B.GILLESPIE3)
(All About) Spectrum	Ewen Wannop (E.WANNOP) with Dave Hecker
Using NetScape	David Kerwood (D.KERWOOD)
DeskTop Publishing	Max Jones (M.JONES145)
AppleWorks/UltraMacros	Will Nelken (W.NELKEN1)
(All About) GraphicWriter III	Richard Bennett (RICHARD.B) with Dave Hecker
AppleSoft Basic	Charles Hartley (A2.CHARLIE)
Mac Basics	Auri Rahimzadeh (A.RAHIMZADEH)

KFest Roast.....Joe.Kohn (JOE.KOHN)

Keynote Address/Panel
Vendor Fair (Saturday)

Other sessions may include:

Using UNIX
(All About) Graphics
AppleSoft Basic-2
A2 Productivity
3.5 Disk Cleaning
New Product Introductions

As always, there will be informal hardware repairs, debugging, TC events, and other computer events/discussions after the day's formal schedule is over. If you are staying off-campus, I'd urge you to allow some time in the evening for the informal gatherings. While the number of formal sessions is limited by time, there will be a wealth of Apple II, Mac, and Newton "gurus" staying in the dorms. Most are willing to answer any question you may have and/or assist you in any way they can.

Please remember this is NOT the final schedule which can, and most likely will change. However, you should now have a good idea of the exciting events planned for this year's KansasFest.

Looking forward to another very special KFest! Hope to see you there.

Steve
(KFest Schedule-Meister)

P.S. Any errors/omissions are entirely my fault:(
(S.GOZDZIEWSK, CAT44, TOP8, MSG:261/M645;1)

>>>>> This is an Whoops Alert <g
""""""
>> ZIP-Chip Modifications.....Doug Pendleton (DOUG.P)

The ZipChip is a sealed item, and can not be user modified.

The ZipGSX, which is the accelerator for the IIgs is a board, and can be modifed for higher speed and / or larger cache.

-Harold
Resident Solder Slinger
Live Free or Die - New Hampshire state motto
(HAROLD.H, CAT44, TOP8, MSG:262/M645;1)

NEW, IMPROVED HFS.FST BUG? I have uncovered what appears to be a bug in
"""""""""""""""""""""""""""" the way that GS/OS (Finder?) handles HFS partitions. I say appears, because it is possible that it is something unique to my system. I would be interested in hearing from others who might have had similar problems, or to see if anyone else can duplicate my problem.

I have several HFS partitions on my IIgs system (Apple Hi-Speed SCSI card, slot 7, System 6.0.1, with patched HFS FST). I am using a 1.3 GB Seagate drive, partitioned into two 600 MB partitions, four 32 MB

partitions, and one with the leftovers. Also, I have a magneto-optical drive, with 281MB per side (562MB per cartridge). I have it set as a single partition on each side.

I have found that if I drag copy files via Finder onto the 600MB partition such that the files to be copied are more than the available free space, and if the files are in a folder, that when I get the "Disk is Full" error, the folder has been corrupted that it was copying into. The folder can no longer be deleted from Finder. This has happened twice. Also, it happened with a 281MB partition on the M-O drive.

My question is, can anyone else duplicate this? With a smaller partition? With something other than HFS? (I have nbever seen it happen with a ProDOS partition, and I have overflowed on partitions before with ProDOS.

I would be interested in hearing anything about this.

Joat
(A2.TIM, CAT9, TOP7, MSG:241/M645;1)

>>>>> I have totally filled smallerr HFS volumes (800k floppies, 100Mb
""""" and smaller hard drive partitions) and not encountered any problems.

The largest drive I have here is only 153Mb, so I can really give things as much of a 'wringing out' as I'd like to :/

-Harold
Resident Solder Slinger
Live Free or Die - New Hampshire state motto
(HAROLD.H, CAT9, TOP7, MSG:242/M645;1)

<<<<< But did you fill them from Finder, and by drag copying more than
""""" would fit, and the files you dragged were in a folder? I suspect that all three are required.

It could also be size related. The smallest I have tried so far is 281MB.

Joat
(A2.TIM, CAT9, TOP7, MSG:243/M645;1)

>>>>> Yes, but possibly not in the way you're thinking of..
"""""
I've filled HFS volumes by having multiple folders selected in the Finder, and then dragging those over to the HFS volume. This could easilly be doing something different than if one had only one (huge) folder being copied. (one huge folder = one base prefix being used for the entire operation, multiple smaller folders = the base prefix gets changed after each smaller folder is finished)

You're =only= encountering the HFS directory corruption when a disk full condition has occured? (try the copying with just less than enough to fill the HFS volume, -exactly- enough to fill the volume, and just a bit too much)

I've got a =suspicion= about this, but it's too early to say what,

and I can't test it here as I don't have a really large drive that I can set up as HFS.

-Harold
Resident Solder Slinger
Live Free or Die - New Hampshire state motto
(HAROLD.H, CAT9, TOP7, MSG:245/M645;1)

<<<<< > I have several 230 MOs almost filled and have never seen this
""""" > problem.

If they are "almost" filled, you won't see it. You will have to use Finder to drag a folder of files to the partition to try to =overfill= it and trigger the "disk is full" error. Only then will this problem appear, at least on my setup. An almost full drive does not trigger it.

Joat
(A2.TIM, CAT9, TOP7, MSG:246/M645;1)

>>> WHAT'S NEW <<<
""""""""""""""""""""

LATEST ISSUE OF SHAREWARE SOLUTIONS II Volume 3, Issue 1 of Shareware
"" Solutions II is complete, and will soon be mailed out to subscribers. In this 20 page issue, you will find:

- GRAPEVINE
  - Hard Drive Give Away
  - Brutal Deluxe Visit
  - Magic Eye Graphics
  - EGO Systems
  - Basic Screen Blanker
  - Low Cost Enhancements
  - On The Horizon
- LIES, LIES AND MORE LIES (By Professor G.S. Gumby)
  - Hello Again!
  - A Meaningful Relationship
  - Yet Another KansasFest
  - Tangled Up In Hype
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  - Ask Mr 8 Ball
- THE COMPUTER THAT COULD HAVE CHANGED THE WORLD
  - Meet Mark Twain
  - The Big Picture
  - Fast Forward Five Years
  - Wheelin' And Dealin"
  - The Age Of Discovery
  - A Guided Tour
  - Impressions
- STACK CENTRAL / STUDIO CITY
  - What's It All About?
  - Requirements
  - Ordering Information
  - The Master Index
- SUCH A DEAL
  - ProSel
  - The Gate And Space Fox

NAUG-On-Disk Bundle
SHAREWARE SOLUTIONS IIE/IIC/IIGS
A2 Disks of the Month
EnviroWorks
SHAREWARE SOLUTIONS IIGS
Games '96

If you're a subscriber, you should be receiving this issue soon. Please let me know what you think!

If you're not a subscriber, but would like information about subscribing, send an e-mail to Joe Kohn on any of the following systems:

CIS: 76702,565
GEnie: JOE.KOHN
Internet: joko@crl.com

Feel free to visit the Shareware Solutions II Home Page on the World Wide Web. The URL is: http://www.crl.com/~joko
(JOE.KOHN, CAT28, TOP4, MSG:37/M645;1)

LATEST ISSUE OF II ALIVE
""""""""""""""""""""""""""
Hmmmmm. . . word on another service indicates that another issue has gone out. . .

No sign of it here though.

Ryan M. Suenaga, M.S.W.
Social Worker by Day, Apple II geek by night
ANSITerm and CoPilot v2.55
(R.SUENAGA1, CAT42, TOP11, MSG:284/M645;1)

>>>>> Yep, I received the "Spring 1996" issue on Saturday. They keep
""""" getting lighter on content, but it's still nice to see an issue.

- Tony
(A2.TONY, CAT42, TOP11, MSG:285/M645;1)

>>>>> I got my II Alive Saturday, also, and was please that the content
""""" was much better, IMHO, than the last issue. I was also pleased that my ad didn't get screwed up :)

FWIW, I have emailed back and forth with the current editor, who tells me that they may very well continue II Alive past this year. He tells me that writers have been contracted for ALL stories for the next two issues, and that the fate of the magazine is not decided. It could be that Scantron is not as determined to shut it down as Quality was before the merger.

Steve
(S.CAVANAUGH1, CAT42, TOP11, MSG:299/M645;1)

LATEST ISSUE OF JUICED.GS
""""""""""""""""""""""""""
++++++++ Juiced.GS Volume 1, Issue 2 ++++++++

The spring/summer edition of Juiced.GS has been released. Look for it soon in a mail box near you!!

COVER STORY: Expanding the 'Net ... An in-depth report on the development of GS/TCP, the software that will allow GS users to connect directly to the Internet. Juiced.GS

spent several hours in early May with GS/TCP programmer Derek Taubert and saw his program in action. This feature is based on that interview.

Also in this issue:

- An in-depth review of GraphicWriter III 2.0
- Letters from readers of Juiced.GS
- Troubleshooting hardware repairs on the Apple II
- Shareware Spotlight: Fun and games -- mini-reviews of GS Entertainment, Puyo-Puyo and Diamonds-GS!!!!
- Another installment of the Juiced.GS Collection announced
- DumplinGS ... newsy notes from the Apple II world

This issue is late getting out, and I apologize for that. A couple of problems arose late in the process that delayed publication. The schedule will be back on track for the next issue, which will be published in mid to late August (hopefully more mid than late).

If you are not yet a subscriber to Juiced.GS but would like to be, see subscription info in the topic header, or e-mail me for more details.

Thanks again to everyone for your patience and your continued support.

Apple II Forever,

Max Jones (M.JONES145)
Juiced.GS

(KansasFest here we come!!!!!)
(M.JONES145, CAT13, TOP43, MSG:183/M645;1)

LATEST ISSUE OF THE APPLEWORKS GAZETTE
""

```
                    _____________________________
                   |                             |
                   |  The AppleWorks Gazette     |
                   |        Issue #3             |
                   |      shipping now!          |
                   |_____________________________|
```

The last disks were sent this morning. North-American and European subscribers should get their disk starting from Wednesday, Jun 26, depending on how fast first class/airmail will be.

The third issue of the AppleWorks Gazette contains a 65-page newsletter, in which you will read:

- a review of Marin MacroWorks' TouchTwo,
- TimeOut: Finding Out the Right Version
- The Wonderful World of AppleWorks Inits
- AppleWorks Q & A
- New Applications for AppleWorks 3.0, 4.3, and 5.1

and much more.

The disk also contains about 500K of software and data, most of which has never been released before.

For subscription information, send mail to 100316.14@compuserve.com (Chris Serreau) or h.katz@genie.com (Howard Katz).

See you in July!

How to subscribe? The AppleWorks Gazette is available by subscription only, for US $35 a year (six 3.5-inch disks), shipping included. North American subscribers should send a US $35 check to Howard Katz, 1104 Lorlyn Circle #2D, Batavia, IL 60510, U.S.A. European subscribers should send the equivalent of US $35 in Western European currency, in check or money order made payable to Christian Serreau to Christian Serreau, 12, rue de la Censerie, 49100 Angers, France. Outside North America and Western Europe, contact Howard Katz for information regarding how to submit checks in your national currency. Sorry, charge cards, purchase orders, or COD orders not accepted. Back issues are available for US $6 per disk. 5.25-inch disks available upon request. Ask for specific price and conditions.
(H.KATZ, CAT17, TOP18, MSG:25/M645;1)

LATEST ISSUE OF THE APPLE BLOSSOM NOW ON ITS WAY TOWARD YOUR MAILBOX

The Apple Blossom
Volume 2, Number 3

Table of Contents

From the Publisher--a very moving experience
Announcements
How to create Greeting Cards using PostScript commands
New Digs for ProDOS 8--IIe 2.0.1 for the Macintosh
Calculating the Days of the Week with AppleWorks
How to Use a CD-ROM drive with the IIGS
Review of GraphicWriter III v. 2.0
Review of the Focus Hard Card

This issue has a new writer, Mark Comden of Pennsylvania, with his AppleWorks article. Mark is also a talented cartoonist, and his first cartoon has a nice tip for anyone with an ImageWriter II.

Due to "technical difficulties" beyond his control, Ryan Suenaga's usual column "Talking][..." didn't make it into this issue, but look for it in the next issue.

Some newsletters have already been mailed out, and the rest will hit the post tomorrow. Look for yours soon.

Stats:
Subscribers: 153
U.S. States: 40
Other Countries: 6

The Apple Blossom, a bi-monthly newsletter focusing on reviews of Apple II products, how-to articles, and general interest features of interest to all Apple II users. To subscribe, download the subscription

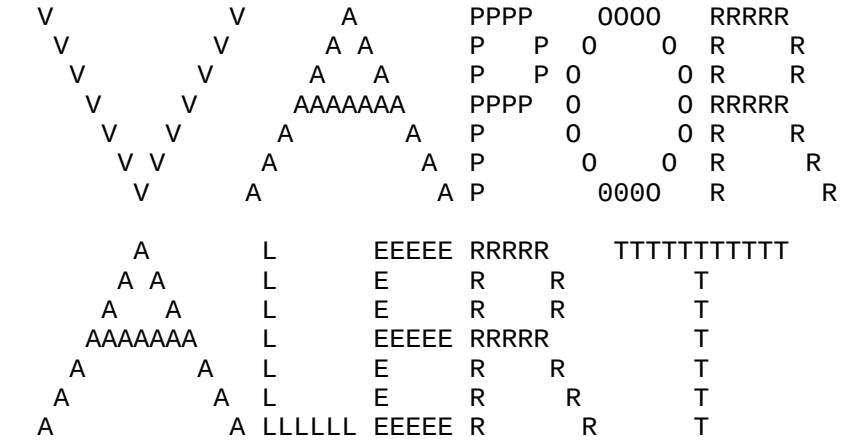
form that follows in this topic, and send a check or money order in U.S. funds ($12.00 for U.S./Canada, $18.00 all other countries) to:

Steve Cavanaugh
13 Hillsdale Rd.
Holbrook, MA 02343

for more info, email here or stevec1021@aol.com@inet#
(S.CAVANAUGH1, CAT13, TOP17, MSG:308/M645;1)

>>> THROUGH THE GRAPEVINE <<<
""""""""""""""""""""""""""""""""""

MUSIC COMPOSER V4.00 WITH SHEET MUSIC INTERFACE
""



Music Composer version 4.00

I've finished writing the sheet music interface for Music Composer. Note, I said 'writing' not debugging. I still have a few other additions and changes to make to the program.

Be sure and look for the demo version of Music Composer version 4.00. It should be on Genie in the A2 Library, On my own FTP site (mentioned in sig below, and on comp.sys.apple2.binaries.

If you don't know what Music Composer is (sigh):

Music Composer is an Apple IIGS desktop program for creating and editing music sequence files. It is built around the MIDIsynth tool (tool035). With Music Composer you can create a sequence from scratch and edit it or you can import files from SynthLAB, Sound Smith, Music Studio, or standard MIDI files. Files can be saved as Music Composer format or exported to SynthLAB or standard MIDI files. When editing you can cut, copy or paste tracks, measures or individual notes. You can tranpose up or down both volume and note values. You can also edit individual notes and MIDI data. You enter notes through a MIDI device or through the computer keyboard in a spreadsheet like interface. You can also play your creations using music composer.

If you don't know what the Apple IIGS is (SIGH):

*Previous version of Music Composer can be found at my FTP site (see sig

*below), or on GEnie, AOL, grind.isca.uiowa.edu, and other FTP sites on
*internet.

Effective Software Solutions Clayburn W. Juniel, III
Custom Software Design 1928 E. Camelback Rd. #623
Phone: (602)274-6905 Phoenix, AZ 85016-4143 USA
Fax: (602)274-6851
Internet: clay1@primenet.com WWW: http://www.primenet.com/~clay1
c.juniel@genie.com FTP: ftp.primenet.com users/c/clay1
(C.JUNIEL, CAT6, TOP19, MSG:113/M645;1)

WE LIKE TO HEAR ABOUT PRODUCTS BEING BETA-TESTED > doesn't
"""""""

word processor such as AppleWorks and saved it back as a text file, this program won't help you. AppleWorks automatically strips the high bits that my program needs to see.

Let me hear from you.

Charlie
(A2.CHARLIE, CAT13, TOP8, MSG:84/M645;1)

DIAMONDS GAME We'll I'll give you the short version re Diamonds.
"""""""""""""""

It's been pending legal problems for almost three years. The version that's out now (ftp sites etc.) is a leaked beta test version. When I catch the lousy so and so...

So for all intents, it's out there. So I guess, grab it if you can.

Regards,
Richard
(RICHARD.B, CAT28, TOP4, MSG:81/M645;1)

>>> MESSAGE SPOTLIGHT <<<
"""""""""""""""""""""""""""

Category 2, Topic 5
Message 248 Fri Jun 28, 1996
HAROLD.H [Hdwr Hacker] at 01:56 EDT

Spotted in CSA2.... and of some general interest IMHO :-)

The only editing done on this was to convert it from Unix to Apple II format (change of LF's to CR's) and elimination of some CR's and extranious spaces to improve repost formatting here on Genie. Some 'hyphen lines' have been replaced with lines of = symbols, so that offline message managers won't improperly parse the message into multiple parts. No text has been altered from the original. Note the repost permision that is expressly given at the end of the message.

<Snip!>
NEWSWIRE...[ANN] New IIGS Emulator

From: GUDATH@EZINFO.VMSMAIL.ETHZ.CH (Henrik 'Ratte' Gudat)
Reply to: Henrik 'Ratte' Gudat
Date: 23 Jun 1996 20:07:58 GMT
Organization: Synergetix
Newsgroups:
comp.sys.apple2
Reply to: newsgroup(s)

Dear c.s.a2,

I hope you find the announcement below worth the bandwidth.

Shady (Mr. ShadowWrite) and I have been working on this beast 'secretly' for many months (me since last January), and we're happy it's developing the way we'd like. Please note that it's still an alpha release, and alpha is alpha and not beta or final. Alpha means: bugs, crying programmers on drugs, dead machines.

If you own a PowerMac and do have in-depth knowledge of the IIGS hardware, please let me know. We're still looking for beta testers.

One last thing: Andre will leave planet Earth until mid August, so I'll have to do all answering *and* programming on my own. Please be patient when contacting me. This also means that you should send *all* your questions and comments to gudath@ubaclu.unibas.ch. (You might be able to catch him *today* 6/24/96 CET, but then he's gone..) Thank you!

Enjoy,
Henrik

========== snip here, Swiss army knife recommended ==========

Contact:

Andre Horstmann
Hoehenweg 3d
6300 Zug
Switzerland
andre.horstmann@unifr.ch

or

Synergetix H. Gudat
Missionsstrasse 38
4055 Basel
Switzerland
gudath@ubaclu.unibas.ch

(Please use only this address
before August 15.)

POWERMACS RUN APPLE IIGS SOFTWARE

Alpha Version Sent to Selected Testers

Zug/Basel (Switzerland), 6/24/96 -- Fast Eddie Labs, formerly Bright Software, announced today the availability of alpha seeds of "Fast Eddie" to selected testers. "Fast Eddie" introduces full Apple II software compatibility for Power Macintosh computers. It emulates the complete line of Apple II computers, including the Apple IIGS.

Fast Eddie is a collection of powerful components such as the Powercore CPU and core services component, the Grafitti video engine, the CleverPort disk interface and the n-sonic sound emulation. Initial versions of Fast Eddie will not patch time-consuming toolbox calls. "We're emulating metal", said Andre Horstmann, project manager of Fast Eddie Labs. "We want former Apple IIGS users to be able to run their favorite entertainment software on their Power Macs."

The Powercore component offers 8- and 16-bit 65816 emulation, including interrupts, memory shadowing, bank switching, and much more. Other services provided by Powercore are ADB mouse support, Mac-backed real time clock, among others.

The Grafitti video engine supports all popular video modes (more to come in near future), including Super Hires, b&w Hires and 40/80 text display. The video driver is designed to produce accurate screen refreshes at maximum speed.

To work with your favorite software, you need some kind of disk device. CleverPort is the ultimate answer to your storage needs. Mount 10 disks of sizes between 1kB and 8Gb at once! CleverPort also features an easy to use point & click interface.

Last but not least, real GS software uses the n-sonic sound driver for rich, mind-blowing sound. The n-sonic emulates up to 32 channels in mono, stereo, enhanced stereo or SonicScape-3D 4-way surround sound.

For more information, please surf the Eddie-web at http://www.swix.ch/clan/shadow/eddie.html .

The project "Fast Eddie" was started by Andre Horstmann, author of the most popular NDA word processor Hermes (formerly ShadowWrite) and the telecommunication software "ShadowDial". Mr. Horstmann joined Bright Software in 1990 and greatly contributed to Bright Software's success of providing the Apple II community with reliable, innovative software solutions.

Mr. Gudat joined the Fast Eddie project in early 1996 and added disk and sound support. Mr. Gudat is the author of many software products including the award-winning The Gate, Eureka!Symbolix, MultiView, cross-platform office automation tools, voice mail & fax-back systems, and coauthor of SpaceFox.

Since 1989, Bright Software has been developing innovative software products for Apple II computers that improve productivity through reliability and added functionality. Fast Eddie is the latest and greatest product in this serie and demonstrates our continued support of Apple II users and commitment to the Apple II platform.

Fast Eddie Labs (reply to:gudath@ubaclu.unibas.ch)

==========

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<Snip!>

[*][*][*]

While on Genie, do you spend most of your time downloading files? If so, you may be missing out some excellent information in the Bulletin Board area. The messages listed above only scratch the surface of what's available and waiting for you in the bulletin board area.

If you are serious about your Apple II, the GenieLamp staff strongly urge you to give the bulletin board area a try. There are literally thousands of messages posted from people like you from all over the world.

[EOA]
[HUM]//////////////////////////////
HUMOR ONLINE /
//////////////////////////////
An Apple II Parody
""""""""""""""""""""

by Steven Weyhich
[104024.432@compuserve.com]

>>> IT'S RUNNING MY CODE <<<
"""""""""""""""""""""""""""""""

Copyright 1995 by Steven Weyhrich
(104024.432@compuserve.com)
(to the tune of "They're Playing Our Song" by the Buckinghams)

This song parody is dedicated to Randy Brandt and Mark Munz, who managed to emulate AppleWorks 5.1 on the Macintosh, and to any other enterprising programmers out there who work to make old classics have new life on new platforms...

Hey, baby, it's running my code!
The program that I wrote
When I wasn't quite so old
Hey, baby, it's running my code!
Let's go back to Apple
It's where we belong

It's the one with that clever subroutine
It's the one that made a lotta bucks for me
It made me feel so groovy
It was as co-ol
As a QuickTime movie!

Hey, baby, it's running my code!
The program that I wrote
When I wasn't quite so old
Hey, baby, it's running my code!
Let's go back to Apple
It's where we belong

Pleasant memories are comin' back to me
(Ah!)
Can't you remember the way it used to be?
(Ah!)

If I forgot to file it
Then I would have
To just go recompile it!

Hey baby! Hey baby!
It's running my code!
Hey baby! Hey baby!
It's running my code!

(fade)

[EOA]
[FOC]////////////////////////////
FOCUS ON... /
////////////////////////////
KansasFest 1996
""""""""""""""""
by Douglas Cuff
[EDITOR.A2]

>>> THE ACCIDENTAL TOURIST AT KANSASFEST <<<
"""

Copyright 1996 by Douglas Cuff. All rights reserved.

The Accidental Tourist travel guides were described by Anne Tyler in her 1985 novel of the same name (later a movie starring William Hurt, Kathleen Turner, and Geena Davis). The Accidental Tourist guides were designed for the business traveller whose reactions to travel were feelings of anxiety and defenseless. The guides were meant to soothe and comfort the non-adventurous traveller.

If you've never been to KansasFest before, you should find that this guide will do the same for you. If you're an old hand at KansasFest, this guide will provide you with some helpful reminders.

One word of warning: If there's a conflict between the advice you receive from the Accidental Tourist and the instructions you're given from the information packet when you arrive at KansasFest--pay attention to the official info packet. These folks know the score.

KansasFest began in 1989 as the A2-Central Developer Conference, and didn't begin calling itself KansasFest until its third year, 1991. KansasFest takes place in Kansas City, Missouri. (Not Kansas City, Kansas. The Kansas border is less than a mile away, if that comforts you any.)

This will be the eighth annual KansasFest, and it's not just for programmers and developers any more. If you've never been to KansasFest before, you don't know what you're missing! It's a great chance to learn about your Apple II, mingle with other users, and see what software other people are working on. This is the Apple II event of the year. I can't say exactly how many people will there, but 60-100 attendees is a safe estimate.

KansasFest takes place entirely at Avila College, in the southmost part of Kansas City. Here's the address:

Avila College
11901 Wornall Road
Kansas City, Missouri 64145 U.S.A.
phone (816) 942-8400

Avila College is small--approximately 1500 students--which means you can walk anywhere on campus in five minutes. Use of a car is therefore as optional as it's ever going to get, assuming you fly to Kansas. The one time you are going to be hollering for a vehicle is when you try to get to and from Kansas City International airport. More on that shortly.

This year, KansasFest is scheduled for July 18-20, but dorm rooms are available for the nights of July 17-20.

PM	Wed July 17	arrival
	Thu July 18	scheduled sessions
	Fri July 19	scheduled sessions
	Sat July 20	vendors' fair
AM	Sun July 21	farewell

The cost of the conference is $375 for the conference/dormitory package (meals from the college cafeteria are included) and $275 for the conference (lunch included). Even if you can find a room in Kansas City for $25 a night, staying on campus is still a better idea, since

after-hours activities are a big part of KansasFest.

You will be staying in either Carondelet or Ridgway dormitory, which were built in 1963. For those of you who have never experienced residence life or have forgotten what it was like, expect spartan surroundings. Forget the idea of a private bathroom, but you'll be glad to know that the rooms are air-conditioned.

BEFORE YOU GO """""""""""""" As with any trip, you need to arrange for several things:

- o conference attendance (fee $275/$375);
- o accommodation (included in package);
- o meals (included in package);
- o transport to/from conference.

Those attending from outside the United States will also need:

- o passport/visa;
- o medical insurance;
- o US currency/traveller's checks.

Conference Attendance '''''''''''''''''''''' You may be too late to get accommodation at Avila by the time you read this, but do check. The last day pre-registration will be accepted is July 13, but there's always plenty of room for off-campus conference attendees, so you may be able to register at Avila on July 18.

For fast information, E-mail cindy.a@genie.com or kellers@genie.com or write:

KFest '96
c/o Kellers
PO Box 391
Brielle, NJ 08730

Please make checks payable to "Kellers'/KFest '96". To pay for your registration with your credit card, call Kellers' Auto Electric, Inc. at (908) 775-0371--Monday-Friday, 8:00 AM-5:00 PM eastern time, with your Visa, MasterCard, or American Express card handy. Or fax your registration with Visa or MasterCard account number and expiration date to (908) 223-0678 Monday-Friday, 8:00 AM-5:00 PM eastern time.

Accommodation ''''''''''''' If you're staying at Avila College campus, chances are good that you're going to be sharing a room with one other person. Space is limited to 80 beds this year, so if you end up in a room by yourself, it will be entirely by accident. The rooms are _not_ co-ed, but the dorms are.

There aren't any hotels within walking distance of Avila College, so plan on having transportation if you're staying off-campus.

Here are some hotels said to be near Avila College. Please be warned that I haven't stayed at any of them, so I can't make recommendations. Most have approximate room rates shown; some do not.

Fairfield Inn - Overland Park
4401 W. 107th, Overland Park, KS 66207
913-381-5700

$58
(closest hotel to KansasFest)

DoubleTree Hotel Kansas City Corporate Woods
10100 College Boulevard, Overland Park, KS 66210
800-222-TREE / 913-451-6100
$119-$149

Drury Inn - Overland Park
10951 Metcalf, Overland Park, KS 66210
913-345-1500
$69

Overland Park Marriott
10800 Metcalf, Overland Park, KS 66210
800-228-9290 / 913-451-8000
$119

AmeriSuites
6801 W. 112th, Overland Park, KS 66211
800-833-1516 / 913-451-2553
$69-$99

Best Western Hallmark Inn Executive Center
7000 W. 108th St., Overland Park, KS 66211
800-444-4191 / 913-383-2550
$54-67

Red Roof Inn - Overland Park
6800 W. 108th St., Overland Park, KS 66211
913-341-0100
$43-50

Residence Inn by Marriott - Overland Park
6300 W. 110th Street, Overland Park, KS 66211
800-331-3131 / 913-491-3333
$139

Clubhouse Inn Overland Park
10610 Marty, Overland Park, KS 66212
800-CLUBINN / 913-648-5555
$88

Courtyard by Marriott
11301 Metcalf, Overland Park, KS 66212
913-339-9900
room rate not available

Embassy Suites Overland Park
10601 Metcalf, Overland Park, KS 66212
800-362-2779 / 913-649-7060
$99-$129
(charges for local calls)

Hampton Inn - Overland Park
10591 Metcalf Frontage Road, Overland Park, KS 66212
800-HAMPTON / 913-341-1551
$69-79

Holiday Inn Express - Overland Park
7200 W. 107th St, Overland Park, KS 66212
800-HOLIDAY / 913-648-7858
$76

Courtyard by Marriott
500 E. 105th St., Kansas City, MO 64131
816-941-3333
room rate not available

Days Inn - South
11801 Blue Ridge Blvd., Kansas City, MO 64131
800-DAYS-INN / 816-765-1888
$55

Meals ''''' If you're staying on Avila campus, meals are included in the package price. Even if you aren't staying at Avila, lunch is included.

If you find the cafeteria food not to your liking--and many don't--you'll be relieved to know that there's a supermarket about 25 minutes' walk away. Here's how to get there:

Start at Carondelet dorm. Stand with your back to the dorm entrance, so that you can see the Marian Center if you look left. Turn right from Carondelet and walk down to the parking lot. Turn left and walk out of the parking lot, down Sister Oliver Louise Drive. This private road takes you to 118th Street. Turn left and walk on 118th until you reach Wornall Road. Turn right on Wornall until you reach the intersection of Wornall and Minor. Turn right onto Minor Drive.

Once on Minor, ten minutes' walk will bring you close to the end of Minor, to the point where you can see a large parking lot. Veer left and you'll be at a small shopping mall that boasts a bank, a supermarket, and a restaurant. (Note: This trip can be made a few minutes shorter, but these directions are simpler, and can be easily adapted for use by motorists as well as pedestrians.)

If you're not staying on Avila campus, you're probably sufficiently adventurous to know how to find decent food in a strange city. Be aware that small groups tend to sneak off-campus to a restaurant (often either KC Masterpiece or Jesse & Jims) for at least one evening meal during the conference. Let them know you want to be part of the excursion!

Transportation 101/A--Getting to Kansas '' Many of you intend to fly to Kansas City. The airport you will be arriving at is Kansas City International (MCI). The airport has three arc-shaped terminals. If you're meeting someone there, be sure that everyone intends to go to the same terminal, or that everyone is catching the (free) shuttle to the same car rental agency.

You can pick up a city map at one of the airport magazine stands. The Gousha map has Avila College marked (grid location I-19). If you don't have a map, better pay close attention:

If you drew a map of Kansas City on a 8x11 sheet of paper, the airport would be in the upper left corner, to the northwest. Avila College

would be near the bottom of the piece of paper, near the center. Point taken?

The distance between Avila College and the international airport is not small. It's perhaps 45 miles by the recommended route (below), so allow an hour's travel time at a bare minimum. What with collecting your luggage and arranging/co-ordinating transport, it's probably safer to assume it will take you two hours to get from the airport to Avila, starting from the time the plane's landing gear touches the tarmac and stopping when you sling your suitcase onto the dorm bed.

Transportation 101/B--Getting to Avila
''''''''''''''''''''''''''''''''''''''

Since the distance from the airport to Avila College is 28 miles as the crow flies, and about 45 miles by car, you don't even want to think about taking a taxi. You'd pay $40 minimum, possibly as much as $60. For a one-way trip.

If you book ahead, you get Quicksilver to take you to Avila College at a more reasonable rate:

$21.50 for 1 person
$28.50 for 2 people
$35.50 for 3 people
$37.50 for 4 people
$50.00 for 5 or more

You _must_ book Quicksilver in advance. They need at least one day's notice, so call them at 1-800-888-8294 or 816-262-0906. IF YOU DON'T MAKE A RESERVATION, THEY CAN'T TAKE YOU.

If you don't want to rent a car, you could also take the Airport Express van to the Overland Park Marriott hotel and take a cab from there.

(Those of you renting cars at the airport: we'll discuss the route shortly, in the ARRIVAL section.)

PREPARING FOR THE TRIP
""""""""""""""""""""""

Get plenty of sleep before you go, because you're not likely to get much sleep at KansasFest. KansasFest days are 18 hours long, unless they're 20 or 24 hours long. There's too much going on to waste time in sleep!

On the same note, make sure you don't schedule anything important (like operating heavy machinery) for the day after KansasFest--Monday, July 22. You'll have had so little sleep that you won't feel your best.

Packing--Computer Stuff
'''''''''''''''''''''''

Lots of people brings computers. If you're doing this, make a backup of your hard drive and leave the backup at home. If you won't feel safe unless you take a backup with you, make two backups.

If you're bringing a hard drive and you're travelling by plane, you may want to consider packing the hard drive in your carry-on luggage. That way, you can extract the hard drive from the luggage before it gets X-rayed (!). Tell the attendant that what you are carrying in your hand is a hard drive for a computer, and that it might be damaged by the X-ray machine. Chances are they'll handle it differently. If they tell you that no damage could possibly be caused, don't believe them. (You may have to obey them, but don't believe them.) Try insisting (politely!) on special handling

anyway. Incidentally, X-rays are not good for diskettes either.

Bring plenty of extension cords, power bars, and surge suppressors, plus phone cord if you bring your modem. Bring plenty of blank disks. Bring anything you'd like to show off, either software or hardware.

Packing--Other Stuff
''''''''''''''''''''

A word about clothing: KansasFest is "dress casual", and Kansas City in July is hot and humid, so light clothing would be a good idea. If you're bringing anything that you want to hang in the closet, bring your own hangers.

You should pack a bathrobe or something you don't mind walking the halls in when you rise in the morning. The dorms will be housing both sexes, and there are no private bathrooms.

Towels are supplied, but you can pack an extra one if you feel so inclined. Be sure to bring all the usual toiletries: soap, shampoo, toothbrush, and all the etceteras.

There are modular phone jacks in all the dorm rooms, but phones are not provided, so pack a phone, if only for local calls (which are free). If you know who your roommate is, you can assure her or him that you're bringing the phone and save her or him the trouble.

If you're serious about making the morning sessions, an alarm clock is a good idea. If you're _really_ serious about attending morning sessions, ear plugs--for the night before--couldn't hurt either. <grin>

Unless you're a private soul, some sort of sign for your door is a good idea, so that people can find you. Many people take the trouble to make these before they leave. Possibly Eric Shepherd will have a huge "SheppyWare World Headquarters" sign on his door. Or then again, possibly not.

Don't forget your airline tickets and other travel documents, if any, but don't pack them in your checked luggage. Also don't forget a quarter for a phone call.

ARRIVING
"""""""""

Getting from the Airport to Avila
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If you've arranged with Quicksilver to pick you up at the airport, as you leave the "gate", look for someone holding up a sign with your name on it. (The sign will probably also have "Quicksilver" written on it.)

Of course, Quicksilver have been known to get busy at KansasFest time. If no one is there looking for you, start by looking for them. The Quicksilver people are usually easy to spot. If there's no one from Quicksilver in the terminal, don't panic. Just call them at 262-0905. This is a local call from the airport. (You didn't forget a quarter for a phone call, did you?)

Remember that you _cannot_ ride with Quicksilver unless you have made a reservation at least one day in advance.

Driving from the Airport to Avila
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If you're renting a car, start looking for the desk of the rental agency

you're dealing with. (Remember that there are shuttle buses among the three terminals, if necessary.)

Once you've got your car, exit through the airport's main gate (Cookingham Drive) onto Interstate 29 heading south. At highway 152, exit west. Follow 152 west to I-435. Take I-435 south and follow it around until it reaches Wornall Road from the west. Then exit to Avila College (which is a left turn off Wornall if you approach it from I-435). Check our handy Avila map below for where to park. The best place is probably the lot near the dormitories.

After Hours Arrival
'''''''''''''''''''

It's Wednesday night, and it's dark already. Quicksilver has just dropped you off... or you've just parked the rental car. You're tired after the long drive from the airport. You've never been to Avila College before. Now what do you do?

It's easy. The campus at Avila is small, and there are only three building that KFesters need to explore:

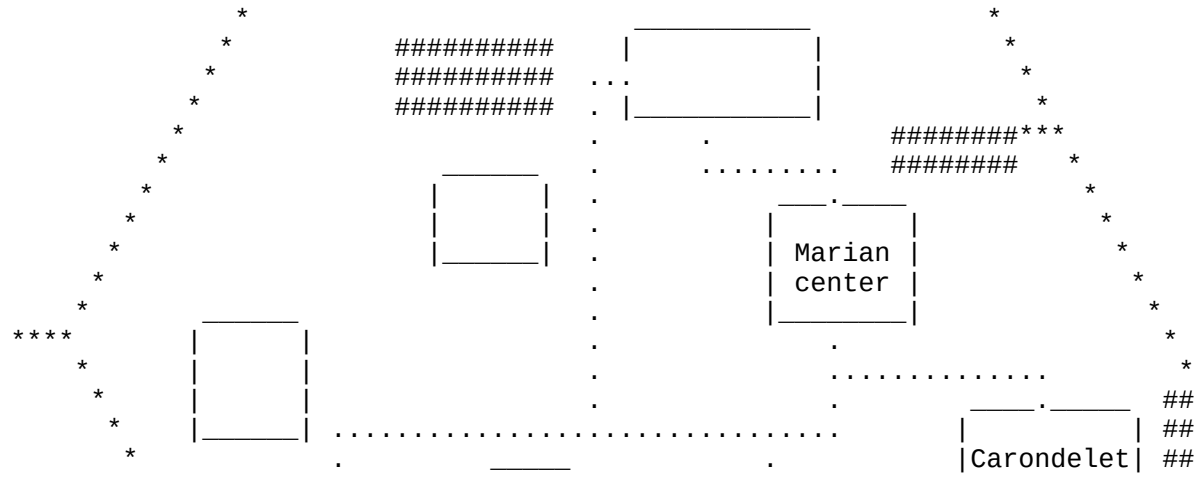
I. Whitfield Conference Center: This is where most of the actual conference sessions take place. It's sufficiently small that you'd have to try really hard to get lost here. If you walk the path to Whitfield from one of the other buildings listed below, go down the stairs as soon as you get inside the door. If you enter Whitfield from the roadway, you're at the main conference entrance, so don't worry.

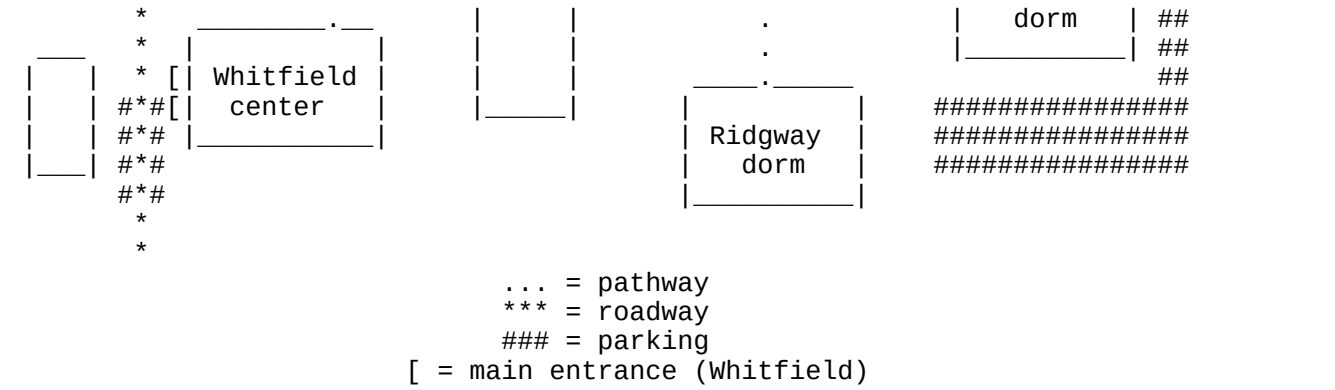
II. Marian Center: This is where the cafeteria is. Unless you're booked into a nearby hotel, this is where you come to eat. This is also where the celebrity roast is traditionally held. Yes, you're allowed to attend the roast even if you're staying at a hotel, and you get to eat lunch here too.

III. either Ridgway or Carondelet dormitory: This is where you sleep, at least in theory. Even hotel-dwellers need to know about the dorms, since you'll spend a lot of your evenings hanging out here. At past KFests, both dorms have been used, but this year, only one of them is available. You'll find out which when you arrive.

Look at the map of the campus below and get your bearings:

AVILA COLLEGE CAMPUS





If it's late Wednesday night, forget about registering for the _conference_. Concentrate on registering for your _room_.

If it's extremely late at night, the front doors of the dorms may be shut too. Look for a buzzer that will rouse a member of the staff.

The best thing to do is to read the instructions in your preliminary information packet, but if they don't produce satisfactory results, wander about one or both of the dorms until you find someone who'll take pity on your and let you collapse onto a bed. You'll get a room assignment and a room key. (You may even get a sheet of paper that tells you who you've been billeted with and how to register for the conference on the following morning.)

If you're staying in Ridgway, don't collapse the minute you see your room key. The lowest number it will have on it is 401. That does NOT mean you're on the fourth floor. (Particularly as Ridgway has only three floors.) If your room number begins with 4, it means you're on the first floor (or "ground floor" to most Europeans). Similar deal for the second and third floors. If your room number doesn't begin with 4, 5, or 6, it means you aren't staying at Ridgway.

If wandering around the dorms doesn't produce any results, try Marian Center. If you still can't find anyone, wander down toward Whitfield.

Arriving after hours means you get to check in to your room. You still must register for the conference in the morning. We'll cover that in the "Business Hours Arrival" section. For now, what about your room?

Your Room
'''''''''
Rooms at the Avila College dorms each have two beds. If your roommate is there, smile and introduce yourself. If your roommate isn't there, don't be alarmed. Your roommate may not have arrived yet, in which case you get to grab the best bed. (I'm joking. Neither bed will be any less loathsome than the other.) Probably your roommate has already arrived, grabbed the best bed, and is out visiting others.

Near the beds is a long institutional-looking unit with two closets, two sets of drawers, and assorted storage space. The opposite side of this unit is a desk long enough for two people to work at. There's plenty of room for two computers on this desk, but there's just one outlet per computer. If you don't have a power bar or a Kensington System Saver or an AE Conserver, you're going to be limited to plugging in the computer and the monitor--no hard drive, no modem, nothing else. (Those of you with internal hard drives can stop being smug right now.)

Near the desk are two outlets that seem to be phone jacks. They _aren't_ phone jacks. The phone jack is on the other side of the room, by the beds. If you didn't bring plenty of phone extension cord, you'll have to set up your computer at the foot of your bed. (Don't laugh. It's happened.) Don't waste time looking for the phone; they aren't supplied, which is why you had to bring one in your suitcase. To find out the phone number of your room (so that people can call you), ask one of the Avila staff. If you didn't bring a phone, you can still use one of the pay phones in the hallways.

When dialing out from your dorm room, either with a phone or a modem, you'll need to prefix the number with a 9 to get an outside line. If you're using a modem, you may be able to use its "wait for dialtone" feature before you dial the number. So the proper sequence would be:

```
ATDT9w4741778
```

If your modem doesn't support "wait for dialtone", try using a few commas (,) to create a pause:

```
ATDT9,,4725178
```

You may also need to set your software up so it waits about 45 seconds for a connect instead of the standard 30 seconds, because it takes a bit longer to get through to the number you're dialing.

(There's information about dialing Genie later in this article.)

The only real luxury that the rooms boast is air-conditioning. No private baths here, but you'll find bathrooms just down the corridor a piece. The one I frequented had one bathtub, two showers, three toilets, four sinks (one with an attachment for washing hair), and assorted mirrors. Every floor also seems to have a TV lounge and a small kitchen.

Business Hours Arrival
''''''''''''''''''''''

If you arrive at Avila between 9 AM and 5 PM, you can register for the conference and your room (if applicable) at the same time. Check your pre-conference packet for information on where to register. At press time, details were still being finalized, "but more than likely it will be Ridgway dorm or the cafeteria area." If that doesn't work, try the main entrance of the Whitfield conference center.

One note of warning: if you've been told to register somewhere--say, the cafeteria at Marian center--and no one has shown up fifteen minutes after the listed start time, then by all means check the dorms and Whitfield center to see if registration has been moved there. It's unlikely you'll have to worry about something like this, but it doesn't hurt to be prepared.

ONCE YOU'RE THERE

Curricular Events
'''''''''''''''''

Originally, KansasFest was a conference for Apple II developers--people who wanted to create software and hardware for others to use. Nowadays it's for users, too. Don't worry that you don't belong there--you do and you're welcome, whether you've come to party or come to learn.

The sessions--no one dignifies them with the name "seminars"--are mostly held at the Whitfield conference center. The main conference room is right inside the main doors (the doors closest to Wornall Road). If you don't know how to get to the session you want to attend, come here. It will either be in this room or someone in this room will know where the right room is.

There's a social aspect to this part of the occasion as well. You'll see plenty of schmoozing in Whitfield lobby, right outside the main conference room. Expect cameras, both still and video, and demented people operating them. Cameras are used to record the presentations, or people meeting, or the general craziness that's going on!

On the last day of KansasFest, there's a vendors' fair. This is a chance to pick up hardware and software at special KFest prices, and to see and buy software never before released.

Semi-curricular Events

While not officially part of the proceedings, some software _always_ gets released at KansasFest. (I sometimes think Apple II programmers would never ever ship if it weren't for KansasFest and Christmas.) This year:

- Marin MacroWorks will be releasing UltraMax III (TimeOut modules for AppleWorks 4 and 5);
- Joe Kohn has hinted darkly at a "debut of several items that may be of interest to IIGS owners of CD-ROM drives", which probably means either the entire run of either _Studio City_ or _Script-Central_ (or both?) available on CD-ROM; and
- Sheppy made a rash promise, as recently as April, to release Shifty List 2.0 at this year's Fest--a promise I'm sure he now regrets and hopes that no one remembers. <grin> His recent marriage aside, Sheppy's been kept quite busy by his day job....

You're also likely to see product previews at KansasFest.

- Since Ewen Wannop will be attending, look for previews of Spectrum v2.1.
- Ewen is also working on an offline message reader (one like CoPilot) and is developing Spectrum XCMDs to make this task easier.
- Plead with Sheppy until he shows everyone how far Wolfenstein 3-D has progressed.
- Perhaps someone will have obtained permission from Derek Taubert to demonstrate his "in progress" web browser.

Who knows what else? _I_ sure don't!

Extra-curricular Events

It is perfectly possible to attend KansasFest, attend the sessions 9-5, and go back home. But why would you want to?

One reason you might want to is that you're shy. You're shy at any gathering, but you can't imagine conversing with Richard Bennett, Charles Hartley, Joe Kohn, Will Nelken, Eric Shepherd, Ewen Wannop, or Mike Westerfield! There's no reason to be shy. Do what Dean Esmay did at his first KansasFest: walk around introducing yourself. To everyone. You'll meet lots of people just as awestruck as you are, and you can swap tips, stories, recommendations, and lies. Don't be intimidated by meeting

well-known Apple II figures. Heck, we're all "just folks".

Don't let yourself leave KansasFest without having mingled. Wander around the dorms. If there's one person sitting at a computer, just say "hi". You're intelligent enough to know how to figure out if the person is hard at work or at home to callers. If there are a bunch of people--which is far more likely, particularly during the evening--you might be shy about joining the group. Don't be. Just announce your presence ("Hi, everybody! Room for one more?"). You'll be surprised how welcome the group will make you feel. Whatever the group is doing, it's probably in "kibitz mode", so join in!

What will the group be doing? Hard to say. They might be:

- trying out software that hasn't been released yet;
- trying to get a piece of software to crashl
- trying to get it to stop crashing (i.e. debugging it);
- sending a group message to Genie;
- playing a game;
- fixing hardware;
- reminiscing about previous KansasFests; or
- telling stories about the heyday of the Apple II.

There's a chance that the group will be "multi-tasking"--that is, doing more than one of these things at the same time.

There are other extra-curricular events that have almost become KFest traditions: the Roger Wagner tie report, Nerf(TM) warfare, and a game called Bite the Bag, which involves a paper bag and a sense of balance. But what about the "real" traditions?

Tradition I: Celebrity Roast
''''''''''''''''''''''''''''

If the term "celebrity roast" is new to you, rest assured that it's not dangerous, not even to the celebrity. Open flame is not involved, except metaphorically. A roast is simply an event where members of a panel give short speeches which "honor" the celebrity guest by dishing out good-natured insults and back-handed compliments: "Some people say that Joe Kohn, a child of the 1960s if ever there was one, would have made a good drug pusher. This is patently untrue. Joe still hasn't grasped the concept that it's only the _first_ hit that's free." (Except that most of the jokes will be funnier than that.) Ideally, the person being "roasted" is the keynote speaker from the previous KFest, but this isn't always possible. This year, the celebrity is indeed Joe Kohn, publisher of _Shareware Solutions II_.

This event is catered and held in the Avila cafeteria in the Marian center. It's open to all KansasFest attendees, not just those staying on campus.

Tradition II: Calling Genie
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The link between KansasFest and Genie is too complicated to go into here--suffice it to say that people always manage to find time to post early reports on Genie. (CompuServe and comp.sys.apple2 often get the news early, too.)

Here are the Genie numbers local to Kansas City:

Genie node	300/1200/2400	816-474-1778
Genie node	9600	816-472-5178

SprintNet	2400	816-472-1430
SprintNet	14400	816-421-5783

Don't worry about long-distance charges within the city. The greater metropolitan area of Kansas City is in two states with two area codes (816 for Missouri and 913 for Kansas). However, nearly all calls within the Kansas City metropolitan area are local.

Remember that you need to prefix the number with a 9 (to get an outside line) and either a "wait for dialtone" command (w) or "pause" command (,) before you dial the number.

Tradition III: Dining Out
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I confess I've never been part of this tradition, but I hear that it's traditional to take at least one meal at one of two restaurants (or both!)--KC Masterpiece and Jesse & Jims. The attraction is Kansas City steak, or so they tell me.

If you hang out in the dorm rooms, you're bound to hear of groups heading off to "dine posh". Ask to be counted in... and tell me what happens, all the gory details. The thought of breaking bread with some of these people intrigues me.

A TYPICAL DAY
"""""""""""""

A KansasFest day doesn't begin when you might it expect it to. It begins right after supper. The pressing question of something to eat over with, you take the aperitif of your choice--Jolt! cola, Dr Pepper, or Mountain Dew--and wander around the dorms to see who's doing what. Some people will be staying up until VERY late. The reason for this is that program bugs stay hidden until at least 2 AM, and the really obscure ones wait until 5 AM.

When morning comes, you may or may not have gotten any sleep. If you have, chances are that you didn't get much of it. The cafeteria staff stop serving breakfast at 8:30, but you may decide that sleep is more important. In fact, you may decide that sleep is more important than being at the first session. Or the first two sessions. Or world peace.

Eventually you get out of bed and dither over which of the simultaneous sessions you want to attend. You can bring paper or a computer to take notes, if you wish--no one will laugh or point. No one will frown if you don't take notes, either.

All sessions will run over their allotted time. This is an immutable rule. The domino theory rapidly comes into play here, which wreaks merry havoc with the schedule.

After the morning sessions, there's an hour to get some lunch at the cafeteria at Marian center. (Lunch is available to all attendees, whether staying on campus or not.) No one takes attendance here, either.

During lunch, the stragglers begin to arrive, and afternoon sessions may be more generously attended and received, since pretty much everyone is now awake and reasonably certain that life is worth living. The afternoon sessions will officially end at 5:00 or 5:30, but they may last a while longer, since no one else is waiting to use the room. It's possible to get so involved in the final session for the day that you miss the evening meal at the cafeteria.

Or perhaps you've decided to give the cafeteria a miss. Someone

might be headed to a restaurant for a meal--ask around. After you've eaten, well... the cycle begins all over.

LEAVING Avila College hosts events other than KansasFest--in fact, """""""" Avila's summers are tightly booked. In previous years, both Ridgway and Carondelet dorms have been available to KFesters, but this year, the organizing committee could only get one. That should give you some idea of how hectic things are.

Because Avila is playing host to others after KansasFest is over, be sure to check out on time. This year, you have the option of staying over on Saturday night and checking out on Sunday, but don't push it. Avila still probably wants you out of there by 11 AM on Sunday. (Check your KFest information packet for the exact time.)

Incidentally, if you're travelling with Quicksilver, don't forget that you must have booked your return trip to the airport at least 24 hours in advance. Since most people leave at much the same time, it may be possible to cadge a lift to the airport if you've made friends with someone heading that way.

This is far from the end. In fact, it's not even the beginning. If you've been reading this, it's undoubtedly to prepare for KansasFest, which means it's all still to come! So have a great time at KansasFest--and if you spot the man who began it all, Tom Weishaar (a/k/a "Uncle DOS"), give him my warmest regards.

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VOX POPULI /
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Apple IIgs Owners' Survey
""""""""""""""""""""""""""

by Andy Middleton
[L.MIDDLETON3]

The May 1996 issue of GenieLamp A2 carried a request for the users of Genie's A2 RoundTable to respond to a survey. This issue, we present the results of that survey.

[*][*][*]

Many thanks to all who answered. In fact 40 people responded to my survey. It may not sound like a lot but the info I received was plenty and took quite a bit of time to go through.

1. HOW MUCH MEMORY IN YOUR GS?

Almost everyone has at least 4 megs of RAM. Several (including myself) have 8 megs.

2. DO YOU OWN A HARD DRIVE? HOW MANY MEGS? WHAT SYSTEM SOFTWARE?

Everyone reported that they had some size of a hard drive and use System 6.0.1.

3. DO YOU OWN A CD-ROM DRIVE?

22 of the 40 who responded own a CD-ROM drive. One person who doesn't have one owns the Golden Orchard CD! Now that is dedication to the Apple II!

4. WHAT OTHER PERIPHERALS DO YOU HAVE?

Those who responded to this question have the usual setup at least one 3.5" and one 5.25" drives. Some people didn't mention it. Is it safe to assume that they have some type of drives? Those that have sound cards own mainly the SuperSonic Stereo Card from MDIdeas (like myself) or the SoundMeister. A few people own the Sonic Blaster from AE.

As for speed there are 31 Zips (plus one more counting mine) and 7 Transwarps being used. (Note: I am including those who responded with more than one machine.) I was surprised to see only 10 people (11 counting myself) own the Second Sight. As for modems, 14.4s dominated the survey. I did get one or two 28.8s and even a 2400 (yikes!). For SCSI cards, the RamFAST edged out the Apple High Speed Card out of those who owned one.

5. SLOT OCCUPANCY:

[The responses to this item have not been summarized.]

6. DO YOU OWN ANOTHER COMPUTER BESIDES THE GS?

Only 7 respondents (8 counting myself) do not own other computer besides our GS(s).

7. WHAT IS THE PRIMARY USE OF YOUR GS?

These answers varied greatly. A few said "for everything". Several people answered word processing, entertainment, telecommunications, home/small business use.

8. DO YOU WRITE PROGRAMS FOR THE GS?

Most of the responses came back with "no" or "not any more." Some that said no would like to, however. Those that do program do it for personal use only and are not looking to become some type of software programmer.

9. DO YOU BELONG TO AN APPLE USERS' GROUP? IF SO, WHICH ONE(S)?

19 of those that responded belong to a users' group.

10. WHAT IS YOUR FAVORITE GS SOFTWARE?

Spectrum and CoPilot received the top votes. Overall, telcom ware dominated this question (ANSI-Term, ProTERM, GEM, etc.). Believe it or not Appleworks Classic 5.1 finished next in line, followed by AppleWorks GS and GraphicWriter III. Two votes were given for software that turns lights on/off in the house.

(For the next three or four questions, please don't answer with items currently being worked on and/or upgraded. Also be very realistic, if possible. AWGS 2.0 is a dead issue so don't put that as an answer.)

11. WHAT PIECE OF SOFTWARE THAT HAS BEEN WRITTEN WOULD YOU LIKE TO SEE

UPGRADED? WHAT KIND OF ENHANCEMENTS WOULD YOU LIKE TO SEE ADDED TO IT OR IMPROVED?

GS/OS was the clear winner with about 4 or 5 votes. Many people want a Second Sight patch done to QuickDraw II and want to see the bugs removed. Although I asked respondents not to use it, AppleWorks GS received two or three votes for a complete rewrite. SuperConvert was mentioned three or four times--people want JPEG support. CoPilot was mentioned twice. GraphicWriter III was mentioned three or four times--better handling of picture objects.

12. WHAT NEW PROGRAM WOULD YOU LIKE TO SEE COME OUT FOR THE GS?

This one was actually a no-brainer. The majority of votes were for a web browser for the net. Some people even said that the ability to view the graphics is not a necessity for it. Other programs receiving more than one vote were a new full-fledged word processor like WordPerfect or MS Word on a PC or Mac. Also software for use of a flatbed scanner on a GS was mentioned more than twice.

13. ANY NEW HARDWARE/PERIPHERALS YOU WOULD LIKE TO SEE FOR THE GS?

Not many people had an answer for this one, but those who did gave votes to an Ethernet card, flatbed scanner, a faster accelerator and a full stereo sound card.

14. ANY YOU WOULD LIKE TO SEE REVISED?

Again, not many answered but those who did agreed on a revision of the Second Sight, a faster Zip (about 20 mhz), the Soundmeister upgraded to the Pro version. Some people answered with software upgrades but that should have been for question 11. Also one person mentioned a Pentium processor for the PC Transporter.

15. FOR QUESTIONS 11-14, HOW MUCH MONEY WOULD YOU BE WILLING TO PAY FOR EACH? (TRY TO CONSIDER THE PROGRAM WRITERS' OR HARDWARE DEVELOPERS' TIME AND EFFORT.)

This question was probably the hardest for people to answer. I think if developers were to see these answers, they would probably decide whether or not it is worth putting something out on the market. Those who didn't list specific prices for items gave an average price range of $30-$200 for software. This depended on the features that are put into the program. Hardware varied a little more, about $50-$300. The GS Web browser fell between $20-$100. A full fledged word processor (either an AWGS upgrade or other) went between $90-$150. Software upgrades averaged out to about $35 depending on how major the upgrade turns out.

16. WITH SUCH A SMALL AND LIMITED MARKET FOR THE GS, DO YOU FEEL THERE SHOULD BE COMPETITION AMONG SOFTWARE OR HARDWARE? (FOR EXAMPLE: AUTOARK AND HARDPRESSED.)

Those who gave me straight-out answers voted 12 to 10 in favor of competition. The majority of cases cited the fax software scenario. Those who did not said that competition was okay, however cooperation is needed also. I did not count these votes in the numbers I mentioned. Some stated that competition was okay for small projects but bigger projects should involve cooperation from various developers/programmers (like the system

software upgrade) so that many new features can be added and most of the bugs can be eliminated. A few people took this question literally and thought I was talking specifically about AutoArk and HardPressed. They said to buy a Zip drive or a bigger hard drive and use a backup software or disk compression program!

17. FEEL FREE TO ADD ANYTHING ELSE ABOUT THE GS:

About half of those who responded gave comments. Out of these people, about 85% feel quite content with the GS. A few people mentioned that the GS doesn't need to go through as many repairs or tinkerings as a PC would. (Agreed!!) The other 15% stated that the time to move to a PC or Power Mac is in sight. The reasons given are the software and hardware availability that cant be found on a GS. One person expressed that the reason for this is because owners/users don't want to pay what a developer feels he/she should get.

[*][*][*]

I have to say I really enjoy using my GS. Yes, it is slower than the rest but we don't need to worry about major hardware upgrades to keep up with today's technology. My word processors' output can look exactly like the output of WordPerfect or Word on a Mac or PC.

Thanks again to everyone who responded. Lets hoper developers and program authors see this survey to find out what really want and how much we will pay for it!

Apple II forever and ever!

[EOA]
[AWX]////////////////////////////
APPLEWORKS ANNEX /
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AppleWorks 5 Documentation
""""""""""""""""""""""""""""

by Douglas Cuff
[EDITOR.A2]

UNOFFICIAL APPLEWORKS 5 DELTA MANUAL UPDATE
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I wrote the delta manual for AppleWorks 5.0 in September and October 1994. A lot has happened since then. For instance, an update--AppleWorks 5.1--was released in the summer of 1995. It's time to update the AppleWorks 5 delta manual as well.

I'll be covering 8 basic areas in this article:

- features programmed but not covered by the manual;
- documentation you should have gotten but didn't;
- factual errors in the manual;
- one serious typographic error;
- simple typographic errors;
- AppleWorks 5.1 changes and new features;
- things not to do (problems without fixes); and
- common problems and fixes.

One important correction doesn't fit into any of these areas, and it has to do with who wrote the manual. My answer is not "me". My answer is "mostly me". I am the principal author, not the sole author. Whole sections of the AppleWorks 5 delta manual are based on documentation that Randy Brandt wrote (for Beagle Bros's Outline 3.0, JEM's DB Pix, and so on). Perhaps the credit on the title page should really read "by Doug Cuff with Randy Brandt". Thanks, Randy.

Another tidbit which doesn't fit into the body of this article has to do with an omission in the AppleWorks 4 reference manual. When you visit the Time-based options in the Standard Settings menu, you should know that turning on auto-save _automatically_ turns on the keeping backups of files (in the Miscellaneous portion of the Standard Settings menu). Many of you have figured this out, but it doesn't seem to be documented.

An important note before you begin: This is not an official document. I wrote the AppleWorks 5 delta manual for Quality Computers (now doing business as Scantron Quality Computers). I don't own the update manual; they do. Any official update document has to come from them, not me.

WHAT THERE WASN'T TIME TO TELL YOU """""""""""""""""""""""""""""""""""

When AppleWorks 5 was being tested, programmers Randy Brandt and Dan Verkade kept adding features. One or two features were added, or the way they worked changed, too late to be documented. (The documentation deadline was more than a month earlier than the software deadline.)

The "AW5 Specs" file distributed on the AppleWorks program disk notes one feature not described in the manual: in the word processor, when using OA-O to enter printer options, pressing OA-Return after either the code or the numeric value associated with the code (as with indentation and margins) makes for a quick return to the file. With OA-Return, you no longer have to press Escape at the OA-O prompt. This can be a significant time-saver.

As the delta manual tells you, you can hold down both Apple keys as you boot AppleWorks if you want to TimeOut to load Utilities only, for a faster start. UltraMacros and the Init Manager will also be off for that session, which is something the manual does not mention.

The AppleWorks 4 manual tells you (on page 465) that you can configure certain inits by holding down the OA key. This is not true for AppleWorks 5. Holding down the _SA_ key lets choose which inits and which AfterWork modules you want installed. (There is an anomaly associated with this, though. If you continue to hold down the SA key as you press N for no, three modules in a row will be deselected.) The AfterWork modules are loaded first. If you want to load all the AfterWork modules but want to select certain inits, you can begin holding down the SA key as the last AfterWork module is loaded. Holding down the SA key does not affect the TimeOut options at all--all available TimeOut applications are loaded.

If you hold down the SA key through the entire boot process, UltraMacros will not be loaded either. (You can checked by pressing SA-Escape. If UltraMacros are not loaded, you will see the message "Dot cmd error".) If you release the SA key after you make the decision about the final init in the list, UltraMacros will be loaded, but the startup macro will not run.

If you hold down the OA key as you boot, you are not asked any questions. Holding down the OA key produces similar results to holding down both Apple keys--only TimeOut Utilities are loaded--except that this time, UltraMacros and the Init Manager will be loaded... but only if that how you have the options set in the Standard Settings menu. If you normally have either option turned off, holding down OA during the boot will not turn them on.

	OA only	SA only	both OA and SA
AfterWork	none	ask (Y/N)	none
InitManager	all	ask (Y/N)	none
UltraMacros	on	it depends!	off
Timeout	Utilities only	all	Utilities only

To sum up, hold down both Apple keys for the fastest start. Hold down the OA key for a fast start that leaves UltraMacros active.

Two UltraMacros commands disappeared from AppleWorks 5, "store" and "recall". Their disappearance is not documented in the delta manual. Under AppleWorks 5.0, these commands appear to be processed but will not work! Under AppleWorks 5.1, the compiler will tell you that it no longer recognizes these commands by giving you a syntax error when it tries to process them.

While it has nothing to do with the development of the program, time is also the reason that there is no index in the AppleWorks 5 delta manual. You will find an index on _Texas II_ Disk 14, and those who were subscribing to this magazine on disk at the time this disk was issued were lucky enough to receive a paper copy of the index.

WHAT THERE WASN'T ROOM TO TELL YOU
""""""""""""""""""""""""""""""""""

Along with the delta manual, I submitted the necessary changes and additions to the AppleWorks Quick Reference card. Presumably it was too expensive to print a new reference card. If you'd like to make the changes yourself, grab a ballpoint pen and your Quick Reference card, and follow along:

Section I: GLOBAL COMMANDS
''''''''''''''''''''''''''

[after "OA-Q Escape", insert lines:]

OA-Q OA-A Add files
OA-Q OA-B Print Buffer

[after "OA-Q OA-F", insert line:]

OA-Q OA-P Change Pathname

Section II: REVIEW / ADD / CHANGE COMMANDS
''

Column B: WORD PROCESSOR

[replace existing text with:]

```
     OA-F Find text, page number, marker, printer options, or line number

[after "OA-`", insert line:]

     OA-+ Outliner mode

Column C:  DATA BASE
--------------------

     OA-B Browse graphics     [new command; replaces "--"]

[after "Move records", add "(MRL)":]
     OA-M Move records (MRL)
[after "Move records (MRL)", insert line:]
          Mixed mode (SRL)

Column D:  SPREADSHEET
----------------------

     OA-G Get cell memo       [new command; replaces "--"]

                       Section III:  MOVING AROUND
                       '''''''''''''''''''''''''''

Column B:  WORD PROCESSOR
-------------------------

[after "OA-Tab", insert lines:]

     Control-Q Quickmark
     Control-S Move to next tab stop [was Control-T; see Section IV]
     Control-W Where is my Quickmark?

[delete line "Control-T/Move to next tab stop/--/--"]

                      Section IV:  PRINTER OPTIONS
                      ''''''''''''''''''''''''''''

PAGE DESCRIPTION
----------------

[after "MM", insert line:]

     NB   Number of Blank lines after heading     DB

SPECIAL
-------

[after "RP", insert line:]

     RS   Recalculate before Saving     SS

KEYBOARD EQUIVALENTS
--------------------

[after "Control-R", insert line:]
```

Control-T MouseText/inverse mode --

Section V: FORMULAS & FUNCTIONS

TIME & DATE FUNCTIONS

@Today Returns current date DB/SS [formerly just "DB"]

Outliner

There was no room in the manual for a reference page for the Outliner nor room on the Quick Reference card for another column. Users will have to rely on the built-in help menu, or use the following chart:

OA-A Add son
OA-B Add brother
OA-C Copy topics
OA-D Delete topic
OA-F Find text
OA-G Go to previous topic
OA-I Insert body text
OA-J Jump to full display
OA-K Collapse outline
OA-L Label options
OA-M Move topics
OA-N New line
OA-O Order topics
OA-P Print outline
OA-R Reveal all body text
Control-R Hide all body text
OA-S Save file to current disk
OA-Control-S Save file to original disk
OA-T Collapse/expand topic
OA-U New uncle
OA-V View expanded topic
OA-W Split window
OA-Z Zoom to desired level
OA-1...9 Move proportionally within file
OA-` Collapse/expand body text
OA-Return Go to next topic
OA-[Go to father
OA-] Go to next brother
OA-{ Shift topic left
OA-} Shift topic right
OA-\ Options
OA-+ Return to Review/Add/Change mode (word processor)

The manual does not make clear which word processor markers are reserved for the Outliner module. These are markers 192-254.

FACTUAL ERRORS

The manual claims that AppleWorks 5 is not available on 5.25" disk. In fact, Quality Computers shipped it on seven 5.25" disks, but these were intended only to allow 5.25" drive users to install AppleWorks 5 to a hard drive. The 5.25" drive option is no longer officially supported, but it is possible to create a set of 5.25" disks that will run AppleWorks 5. Not terribly wise, but possible.

If inactivity is detected when a cell memo is open, the AfterWork screen saver will only work on an Apple IIgs. The manual doesn't have this wrong, it just doesn't mention it.

ONE SERIOUS TYPOGRAPHIC ERROR Page 20 and page 87 both give the wrong parameter for saving text files in the Merlin assembler format. You should use "pokeword $0A76,$80A0" and "pokeword $0A76,9". "Pokeword $A72" is wrong. This location of this feature was changed after the manual was written.

(This feature to create Merlin-compatible files will not work if the first character in the file is a Return. Make sure the file does not begin with a Return character. Also, in some circumstances, tab rulers will be saved to the Merlin file instead of being ignored, as they should properly be.)

SIMPLE TYPOGRAPHIC ERRORS On page 16, there's a claim that the heat-death of the universe isn't due to happen for several million years. This should read several billion years. (Mind you, a billion equals several million anyway, so what's all the fuss?)

On page 29, the second sentence of the first paragraph begins "AppleWorks 4 used Control-T for spaces, but AppleWorks 4 uses that key to...". This should read "but AppleWorks 5 uses that key to...".

On page 41, the note for Outline 3.0 users ends with the text "{outdent}". This is a formatting code inadvertently left in the finished manual. You can't pin this one on me. <grin>

On page 91, the second part of the first answer ends with the sentence "See the section of Disabling AfterWork for more files that you can delete." This should read "See the section on...".

APPLEWORKS 5.1 CHANGES AND NEW FEATURES Plenty of bugs were squashed with AppleWorks 5.1 release. It's free, so there's really no excuse not to move from AppleWorks 5.0 to 5.1. Please don't ask me to list all the bug fixes in AppleWorks 5.1.

The UltraMacros .awpath command had a bug which left a trailing "/" at the end of the string. That has been fixed, but the fix breaks the default macros as supplied with AppleWorks _5.0_. Use the new default macros as supplied with AppleWorks 5.1. Also, change any of your own macros that used a work-around for the .awpath bug.

In the data base, the Set Preferences option now allows you to set a date format for each individual data base file. This means you can have the general setting display a date such as "June 24, 1995" for the macro sa-' command and for the word processor date option, while using numeric or abbreviated dates in the data base. The preferences may also be used to keep a year from being added to a date for which you wish to record only the month and day. The bad news is that you should probably update all your existing data base files to reflect this new setting. The good news is that you'll only have to do this once. Plus, it's worth it.

Binary search now finds numbers with leading 0's, and requires an exact match. If you don't want an exact match, hold down the OA key.

The DB Replace TimeOut application now lets you choose to search for whole words only. As with AppleWorks, use the OA key to indicate a search for whole words--either use OA-Return instead of Return when selecting "Anywhere" or "In one category", or press OA-A or OA-I instead of A or I.

THINGS NOT TO DO """""""""""""""""

Here are a few things that you should not do in AppleWorks 5:

- Don't use the Installer if you already have a folder called AW5 on the volume you're installing to. Rename or delete the first AW5 folder before beginning. If you attempt to use the Installer and you already have a folder called AW5 on the volume you're installing to, the Installer will hang!

- Don't use the Control-Q/Control-W Quick Find feature in the Outliner.

- Don't use the three following MouseText characters when filling out fields in the data base: Solid-Apple (@), Mouse Pointer (B), or Lower Left Corner (T). You may still use these characters when creating background text.

- Don't use OA-- (Open-Apple-hyphen), the keyboard shortcut for the UltraMacros command "cell", while creating a cell note in the spreadsheet. It won't work, and it may do some harm.

- Don't try to access the TimeOut menu from the Clipboard (OA-Q OA-C then OA-Escape). If you do, AppleWorks 5 will crash!

- Don't use the TimeOut DIF applications from anywhere but the Main Menu.

A FEW PROBLEMS AND FIXES """""""""""""""""""""""""

Worksheets created with AppleWorks 4.3 may have their NT (Number of Times to recalculate) option set to 1 under AppleWorks 5.0. No fix is known.

The data base Preferences screen does not allow you to toggle the "recalc order" message. To see this, get into a data base file, press OA-O, select option 6 ("set preferences") and examine option 7. There is a fix for this in _Texas II_'s Bev's Free Patcher v6.0 for AppleWorks 5.1.

Quality Computers shipped AppleWorks 5.0 with a slightly screwy version of the ImageWriter II printer installed. If you find that your ImageWriter II prints in standard mode even when you manually tell the printer to use near letter-quality mode, you have found the problem. Three possible fixes:

1. Upgrade to AppleWorks 5.1--a good idea anyway--which doesn't have this problem. Be sure to copy the SEG.ER file!

2. Choose "Remove a printer" from the Print settings menu, then add ImageWriter II to the list again. It's that simple.

3. Choose "Change printer specifications" then choose "Interface cards". If the current control characters are "control-I 80N Escape c" (restore default settings), all you have to do is change these codes. You could choose simply "control-I 80N" or enter "control-I 80N Escape K0", which resets the printing color to

black.

There are even more drastic solutions, such as selling off your ImageWriter II printer, or never using AppleWorks again, or donating your Apple II to the national debt, but I can't recommend them.

Any Apple IIgs user who finds that AppleWorks 5 crashes when it is run, or finds that it crashes the second time it is run, should use Randy Free's Patcher, which is supplied with AppleWorks 5, (or Bev's Free Patcher) to change the setting of GS/OS background tasks. Some people find that the crashes happen if background tasks are on. Others find that crashes occur if the tasks are off.

Despite the appearance of these and other unconfirmed bugs in AppleWorks 5.1, it is a very stable release. Please don't be frightened away from AppleWorks 5.1. Even with a few minor and obscure bugs, it's still more stable than AppleWorks 4.x or 5.0!

[*][*][*]

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[EOA]
[BAN]//////////////////////////////
FILE BANDWAGON /
//////////////////////////////
Top 10 Files for May
"""""""""""""""""""""""

by Douglas Cuff
[EDITOR.A2]

This feature lists the ten most popular files for the month. To give files a chance to seek their own levels, no files will be added to the list until they've been in place at least a month. This month, we look at the files uploaded 1-31 May 1996.

This isn't the Academy Awards ceremony, folks; it's more like the People's Choice Awards (both of which are trademarked, by the way). The Top 10 doesn't necessarily tell you what's new and interesting--what files _you_ might find interesting--it simply tells you what files have been downloaded a lot--what other people found interesting!

File #	Filename	Bytes	DLs	Short description
27136	MATHGRPH222.BXY	111716	68	MathGraphics v2.2.2
27213	VENDORS.NDA.BXY	32700	66	NDA listing over 100 A2 Vendors
27292	ALMP9606.AW.BXY	61696	55	GenieLamp A2, June 1996 (AppleWorks)
27147	GVIEW028.BXY	44672	53	Graphic viewer for Second Sight
27157	HC.WORD.BXY	15328	51	HC.Word, HyperCard word processor

27225	GROUP.GIF	61820	48	The Genie Crew at the Wedding
27133	MOUNTAIN.BXY	384256	48	Animation - A day over a mountain
27169	SYS6.ANIM.BXY	1482128	47	Animasia anim of Characters
27216	COUPLE.GIF	53968	41	Eric and Sarah Shepherd - married
27221	COUSIN.GIF	60396	39	Sarah Shepherd and cousin Marit

MATHGRPH222.BXY MathGraphics v2.2.2 by Dirk Froehling is a function plotting program for the Apple IIgs that allows you to enter functions via standard dialog boxes and evaluate function values or find function roots and extremes with a mouse click. Now freeware.

VENDORS.NDA.BXY Steve Cavanaugh's directory of over 100 Apple II vendors in New Desk Accessory form. Lists conventional mailing addresses, phone numbers, E-mail addresses, and web page URLs. Very handy. Freeware.

ALMP9606.AW.BXY The June 1996 issue of GenieLamp A2 in AppleWorks word processor format. Don't have AppleWorks? Lots of utilities let you display AppleWorks WP files, including file #16674, QUICKVIEW.BXY and file #24324, QUIKVIEW1.1.BXY. Freeware.

GVIEW028.BXY GView v0.28 by Michael Searl is a graphic viewing utility that _requires_ a Second Sight VGA board with v1.1 ROMs or better. It supports GIF, TARGA, AST raw video, ComputerEyes raw video, and of course the regular IIgs graphic formats. New to this version are several graphic formats: PPM, PGM, PBM, PlayStation TIM, Sun Raster Image, Windows and BMP. I'd like to tell you more about the program, but I don't own a Second Sight card and can't run it. Shareware ($15).

HC.WORD.BXY HC.Word by Steve Cavanaugh is a very simple text editor written in HyperTalk for HyperCard IIgs. This stack can import (open) a text file, save a text file, apply right, left, or center justification to the text, or print the entire field. You can also select the font that the text will be displayed in when edited with HC.Word. Use the code in your own stacks! Freeware.

GROUP.GIF A group shot, in GIF format, taken at the Shepherd wedding. Present are Bill Moore, Daniel Poppe, Greg Templeman, Sarah Shepherd (the bride), Eric Shepherd (the groom), Charlie Hartley, Sara Hussong, Noreen Disbrow, Steve "Diz" Disbrow, Ryan Suenaga, Joe Wankerl's date Debbie, and Joe Wankerl. Greyscale GIF; GIF87a 320x199x256. Original photograph by Betty Hartley.

MOUNTAIN.BXY A brief animation of some fractal mountains created by T. R. "TRON" O'Nan. The sun rises and then sets over this fractal landscape. Freeware.

SYS6.ANIM.BXY An animation of the words "System 6.0.1" with rotating letters, rotating dots, and a moving camera perspective. Quite a good demonstration of what can be accomplished with Animasia 3-D. Freeware.

COUPLE.GIF Another picture from the Shepherd wedding. Eric "Sheppy" Shepherd and his new bride, the former "Princess" Sarah Phillips, walking down the church aisle as husband and wife. Greyscale picture in GIF format; GIF87a 320x200x256.

COUSIN.GIF Third picture from the Shepherd wedding. The bride, Sarah

""""""""""" Shepherd nee Phillips and her cousin Marit. Greyscale picture in GIF format; GIF87a 320x198x256.

[EOA]
[HUN]//////////////////////////////
THE TREASURE HUNT /
//////////////////////////////
Yours For the Downloading
"""""""""""""""""""""""""""""

by Douglas Cuff
[EDITOR.A2]

>>> FOOL'S GOLD <<<
"""""""""""""""""""""

The process of panning for gold involves one heck of a lot of throwing away stuff that isn't gold. This month, the Treasure Hunt looks at some of the files in the A2 Library that have had fewer than 6 downloads. All of these files were uploaded from 3-1/2 to 6 years ago.

I don't want to make fun of anyone, and I certainly don't want to discourage anyone from uploading their work. What I would like to do is look at some files that were unpopular, and try to guess why. Please don't assume this has any implications for any files you were thinking about uploading!

[*][*][*]

File #19389: SOUV.PAGES.BXY (16128 bytes)
"""

This AppleWorks data base lists souvenir pages that have been issued by the American post office. The only reason I can think of for its apparent lack of popularity is that there aren't a lot of philatelists in the Apple II community. Typing in data is a long and thankless task, and most such data is quickly downloaded. There's no reason that I can see for this file to have had so few download hits.

File #16788: LAGOVERNOR.BXY (15488 bytes)
"""

This IIgs Super Hi Res graphic shows three line-drawing type portraits of three Louisiana gubernatorial candidates. I don't imagine politics is a hot area in computer-related RoundTables, but there are probably two other reasons why this file had only been downloaded 5 times by the time I began this column. The first reason is limited time, and the second is limited space. This file was uploaded in October 1991, which was probably not long before the actual election. After the election, who cares? Also, even if you assume that all Genie's callers are American--which you shouldn't--then less than 2% of the callers should logically turn out to be from Louisiana. Heck, I uploaded a short AppleWorks data base of prime ministers of Canada--even though there are over 25 million Canadians, very few people downloaded that file. In fact, I feel gratified that it has been downloaded as many times as it has.

File #18698: IBMPC.M.BXY (1555456 bytes)
"""

This is a data base, in DB Master format, of all of the files in the IBM PC RoundTable library on Genie as of mid-1992. It has several things working against it. First, it's hard to imagine a file that would become outdated as quickly. Even the file above has a long shelf-life compared to library listings, since the latter are out of date by the time you compile them and save them to disk. Second, DB Master was never a popular data base once AppleWorks took hold of the market. Third, not everyone in the A2 RoundTable has an IBM-compatible computer, and therefore has limited interest in the IBM RT. Fourth, those that have both computers are not necessarily going to want a list of IBM files on their Apple II computer.

File #14661: BLU.VIDEX.2.BXY (10080 bytes)
""

This file contains a patch so that Videx 80-column card owners can use Floyd Zink's freeware Binary Library Utility. BLU was an extremely popular program before ShrinkIt came along. I had always supposed that Videx was a pretty popular 80-column card, too. I suppose the distinction is that Videx cards were not popular by the time BLU was being used. (After all, Apple Computer had been releasing Apple II computers with built-in 80-column cards for over 6 years by the time this file was uploaded.) The lesson here is that uploads that require specific but no-longer-popular hardware don't get many download hits.

This file has an interesting parallel--PARADE.SB.BXY--which is a music file specific to the Sonic Blaster sound card. The same music, released in a format that was not hardware-specific, was considerably more popular.

File #11753: RTC.TECHWARE.TXT (20160 bytes)
""

This ASCII text file is a transcript of a Real-Time Conference about Tutor-Tech with TechWare's David Lampert. It beats me why this has been downloaded so few times. Tutor-Tech is hypermedia for the Apple IIe and IIc. Given the popularity of HyperCard and HyperStudio, you would have thought people would have been rushing to download this file. Does anyone out there know why Tutor-Tech never got the respect it deserves?

[*][*][*]

That's all for this month. I hope you enjoyed this look at five of the _least_ popular files in the Apple II libraries. I hope I haven't offended anyone, and most of all, I hope this column won't deter you from contributing your own uploads to the A2 RoundTable. Don't worry that it's not significant enough! All contributions gratefully accepted.

```
          /////////////////////////////////////// Genie_QWIK_QUOTE ////
         / There are no Apple II instructions [included with the ZIP  /
        / drive] because those computers are used by such            /
       / intelligent people (that's why there are so few Apple II   /
      / based books in your local book store; but there's hundreds /
     / of PC/compatible books covering just about everything -    /
    / hmmm! :)                                                   /
   ////////////////////////////////////////  R.ECKWEILER  ////
```

[EOA]
[LOG]//////////////////////////////

LOG OFF /
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GenieLamp Information
""""""""""""""""""""""""

o COMMENTS: Contacting GenieLamp

o GenieLamp STAFF: Who Are We?

GenieLamp Information GenieLamp is published on the 1st of every month
"""""""""""""""""""""" on Genie page 515. You can also find GenieLamp on the main menus in the following computing RoundTables.

RoundTable	Keyword	Genie Page	RoundTable	Keyword	Genie Page
DigiPub	DIGIPUB	1395	Atari ST	ST	475
Macintosh	MAC	605	IBM PC	IBMPC	615
Apple II	A2	645	Apple II Dev.	A2PRO	530
Macintosh Dev.	MACPRO	480	Geoworks	GEOWORKS	1050
BBS	BBS	610	CE Software	CESOFTWARE	1005
Programming	PROGRAMMING	1445	Data Comm.	DATACOMM	1450
IBM PC Prog	IBMPCPRO	617	PowerPC	PPC	1435
PowerPCProg	PPCPRO	1440			

GenieLamp is also distributed on CrossNet and many public and commercial BBS systems worldwide.

o To reach GenieLamp on Internet send mail to genielamp@genie.com

o Back issues of GenieLamp are available in the DigiPub RoundTable Library #2 on page 1395 (M1395;3).

o We welcome and respond to all E-Mail. To leave comments, suggestions or just to say hi, you can contact us in the DigiPub RoundTable (M1395) or send GenieMail to John Peters at [GENIELAMP] on page 200.

o If you would like to meet the GenieLamp staff "live" we meet every Wednesday night in the Digi*Pub Real-Time Conference at 9:00 EDT (M1395;2).

o The Digital Publishing RoundTable is for people who are interested in pursuing publication of their work electronically on Genie or via disk-based media. For those looking for online publications, the DigiPub Software Libraries offer online magazines, newsletters, short-stories, poetry and other various text oriented articles for downloading to your computer. Also available are writers' tools and 'Hyper-utilities' for text presentation on most computer systems. In the DigiPub Bulletin Board you can converse with people in the digital publishing industry, meet editors from some of the top electronic publications and get hints and tips on how to go about publishing your own digital book. The DigiPub RoundTable is the official online service for the Digital Publishing Association. To get there type DIGIPUB or M1395 at any Genie prompt.

>>> GENIELAMP STAFF <<<
"""""""""""""""""""""""""

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                  ~ WELCOME TO GENIELAMP APPLE II! ~
                    """""""""""""""""""""""""""""""""
                ~ FILE MECHANIC:  New Files From Old ~
               ~ REFRACTIONS:  The Dispoable Computer ~
                    ~ PD_QUICKVIEW:  Beagle Basic ~
                ~ HOT NEWS, HOT FILES, HOT MESSAGES ~

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 GenieLamp Apple II     ~ A T/TalkNET Publication ~      Vol.5, Issue 53
""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""
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           >>> WHAT'S HAPPENING IN THE APPLE II ROUNDTABLE? <<<
           """""""""""""""""""""""""""""""""""""""""""""""""""""

                          ~ August 1, 1996 ~

 FROM MY DESKTOP ......... [FRM]        FROM MY MAILBOX ......... [MAI]
  Notes From The Editor.                  Letters To The Editor.

 HEY MISTER POSTMAN ...... [HEY]        HUMOR ONLINE ............ [HUM]
  Is That A Letter For Me?                Parody:  Print Some Fonts.

 REFRACTIONS ............. [RFR]        PD_QUICKVIEW ............ [PDQ]
  The Disposable Computer.                Beagle Basic.

 FILE BANDWAGON .......... [BAN]        FILE MECHANIC ........... [MEC]
  Top 10 Files for June.                  Gillian's Bunny Game.

                     LOG OFF ................. [LOG]
                      GenieLamp Information.

[IDX]""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""
```

READING GENIELAMP GenieLamp has incorporated a unique indexing system
"""""""""""""""""" to help make reading the magazine easier. To utilize this system, load GenieLamp into any ASCII word processor or text editor. In the index you will find the following example:

```
                  HUMOR ONLINE ..... [HUM]
                   Genie Fun & Games.
```

To read this article, set your find or search command to [HUM]. If you want to scan all of the articles, search for [EOA]. [EOF] will take you to the last page, whereas [IDX] will bring you back to the index.

MESSAGE INFO To make it easy for you to respond to messages reprinted
"""""""""""" here in GenieLamp, you will find all the information you need immediately following the message. For example:

```
                  (SMITH, CAT6, TOP1, MSG:58/M475)
      _____________|   _____|__  _|___    |____ |_____________
     |Name of sender   CATegory  TOPic    Msg.#   Page number|
```

In this example, to respond to Smith's message, log on to page 475 enter the bulletin board and set CAT 6. Enter your REPly in TOPic 1.

A message number that is surrounded by brackets indicates that this message is a "target" message and is referring to a "chain" of two or more messages that are following the same topic. For example: {58}.

ABOUT Genie Genie has pricing plans to fit almost any budget. Genie's
""""""""""" services include email, software downloads, bulletin boards, chat lines, and an Internet gateway included at a non-prime time connect rate of $2.75. Some pricing plans include uncharged online connect time. As always, prices are subject to change without notice. To sign up for Genie, call (with modem) 1-800-638-8369 in the USA or 1-800-387-8330 in Canada. Upon connection wait for the U#= prompt. Type: JOINGENIE and hit RETURN. The system will then prompt you for your information. Need more information? Call Genie's customer service line (voice) at 1-800-638-9636.

GET GENIELAMP ON THE NET! Now you can get your GenieLamp issues from
"""""""""""""""""""""""" the Internet. If you use a web browser, connect to "gopher://gopher.genie.com/11/magazines". When using a gopher program, connect to "gopher.genie.com" and then choose item 7 (Magazines and Newsletters from Genie's RoundTables).

*** GET INTO THE LAMP! ***
"""

```
          ////////////////////////////////////// Genie_QWIK_QUOTE ////
         /  What may interest a few trivia buffs is that the Skunk    /
        /  Works also has at least one tenuous connection to the     /
       /  Apple II.  It's the inspiration for the name of the       /
      /  Byte Works.  :)                                           /
     ////////////////////////////////////////////  BYTEWORKS  ////
```

[EOA]
[FRM]////////////////////////////
FROM MY DESKTOP /
////////////////////////////
Notes From The Editor

"""""""""""""""""""""""

by Douglas Cuff
[EDITOR.A2]

The news from KansasFest is the most exciting news I've heard in years. Apple is now beta-testing GuS, an Apple IIgs emulator (in software) designed to run on Power Macintosh computers. You'll read plenty about that in this month's HEY MISTER POSTMAN.

It would be plenty exciting if anyone announced software emulation of the IIgs, but the mere idea that Apple themselves are involved makes my eyes light up. Let's face it, folks, however much we might curse it sometimes, Apple's meticulous works for us here. They'll make sure the emulation follows the rules.

Just the announcement of GuS will mean a shift in the thinking of those who program the Apple IIgs. Even I, who no one will ever call a programmer, have made an adjustment or two.

Like many who discovered the Apple II in the early 1980s, I taught myself BASIC using the Applesoft Tutorial manual from Apple, Beagle Bros tip books, _Open-Apple_/_A2-Central_, and _Nibble_ magazine. Once I discovered the various ID bytes that let you determine exactly which model of Apple II your program is running on, I became determined to use them in my own BASIC programs to do scrupulous checks of a user's hardware.

The problem was that there was no single ID byte for determining if software was running on a IIgs. No official byte, that is. But while Val Golding was working for _Softdisk_, he reported on a byte that programmers could check. Golding issued a caution: "It is not officially recognized by Apple and therefore may not be valid for future versions of the GS."

Yeah, right. I didn't let that worry me. I just made sure that the byte was valid on ROM 0, ROM 1, and ROM 3 IIgs's. No one, especially Apple, was ever going to put out a new IIgs. Or so I thought.

It looks now as though I'll have to change my few BASIC programs that make use of this unofficial ID byte. It might just be valid under an emulator, of course. But you can bet your boots that Apple's officially-sanctioned method of check for a IIgs _will_ work on the emulator. Which is good news for all of us.

[*][*][*]

Last month, I told you how close you came to losing me as editor of GenieLamp A2. (Which I still think would have been a good thing for all you readers.) This month, I can tell you how close you came to losing GenieLamp A2, GenieLamp A2Pro, and all other versions of GenieLamp.

As of mid-July, Genie closed a bunch of low-traffic RoundTables. Among them was DigiPub, the gathering place for all of us who publish, edit, and write for the various GenieLamps. (The problem was that it wasn't much more than a gathering place for GenieLamp staff.) Thanks to our publisher, John Peters, GenieLamp was saved at pretty much the last minute.

As a result, none of us is sure what the future holds for GenieLamp. It doesn't seem likely that it will stay exactly the way it was, but I

can't even guess what changes are coming.

As far as I know, GenieLamp A2 is the only version of GenieLamp publishing this month. I'm publishing with John Peters' blessing, but very little more... certainly there aren't any GenieLamp facilities any more. This month, GenieLamp A2 is not _practically_ a one-person operation; it _is_ a one-person operation. I suppose this means that even if the GenieLamp structure folds, I can keep putting out some sort of magazine for Genie's A2 RoundTable, whether it's called GenieLamp A2 or something else.

Now that I've soothed any fears, I have to announce that the September issue of GenieLamp A2 is going to be late. I'm actually getting a summer vacation this year, for the first time in at least five years. I won't be back until September 1, which is the day the September issue is due. Well, even if I _could_ put together an issue in less than 24 hours, I don't intend to try, so you'll have to resign yourselves to a late issue.

I am hoping that by the time the next issue is due, we'll all know what the future holds for GenieLamp A2, and that I'll have joined my brother and sister GenieLamp editors in producing to a more regular schedule.

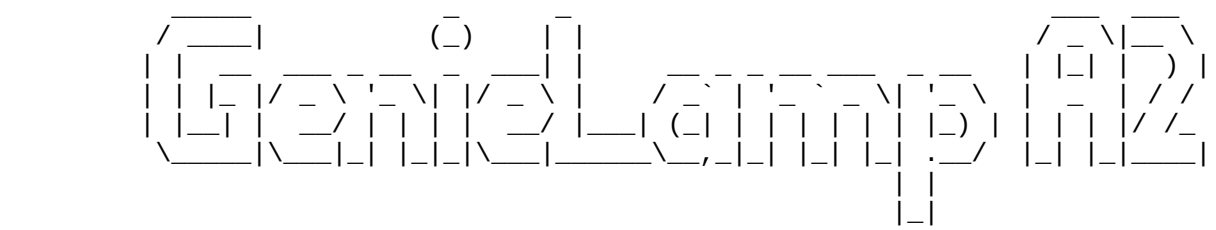
See you sometime around the middle of September, I hope.

-- Doug Cuff

Genie Mail: EDITOR.A2 Internet: editor.a2@genie.com

```
 _____________________________________________________________
|                                                             |
|                    REPRINTING GENIELAMP                     |
|                                                             |
|   If you want to reprint any part of GenieLamp, or          |
|   post it to a bulletin board, please see the very end      |
|   of this file for instructions and limitations.            |
|_____________________________________________________________|
```

ASCII ART BEGINS



ASCII ART ENDS

[EOA]
[MAI]////////////////////////////
FROM MY MAILBOX /
////////////////////////////
Letters To The Editor
""""""""""""""""""""""""""

NINJAFORCE PROMISES NEW GAME You might have heard that we are busy

""""""""""""""""""""""""""""" working on a new game for the IIgs. The game is based on the popular Bomberman, an arcade classic which is considered one of the best multi-player games of all time by many serious game players around the world. Since its initial release in 1983, Bomberman got converted for many computer and video game platforms, excluding the Apple II. And since we have always been fans of the game, we had the idea of making a GS adaption that would feature the same addictive game-play. It will be a fast action-paced arcade game for up to four players simultaneously! A screenshot has been uploaded onto Genie and comp.sys.apple2. In case you were not able to pick a copy of it, please let us know and we'll get one to you.

Greetings from Germany,

Jesse Blue & Clue / Ninjaforce
ug0a@rz.uni-karlsruhe.de

WANTED: APPLE II BBSES OUTSIDE NORTH AMERICA My name is Doede Boomsma, """""""""""""""""""""""""""""""

France, Spain, Italy, Greece, Switzerland, Austria and maybe even more in the eastern part of Europe.

Mail now, and ask for the software or ftp site address. It's all free, even the Internet mail and usenet feeds!

On behalf of the whole crew,

-= Doede =- a.k.a. Dark Dude.
Dark_Dude@darkcastle.ecore.fnet.org

[EOA]
[HEY]////////////////////////////
HEY MISTER POSTMAN /
////////////////////////////
Is That A Letter For Me?
""""""""""""""""""""""""""
by Douglas Cuff
[EDITOR.A2]

o BULLETIN BOARD HOT SPOTS

o A2 POT-POURRI

o HOT TOPICS

o WHAT'S NEW

o THROUGH THE GRAPEVINE

o MESSAGE SPOTLIGHT

>>> BULLETIN BOARD HOT SPOTS <<<
""""""""""""""""""""""""""""""""""

[*] CAT 5, TOP 14 ..... GuS, the Apple IIgs emulator!
[*] CAT 13, TOP 17 ..... IIe 2.0.1 for Mac
[*] CAT 44, TOP 8 ..... KansasFest 1996 reports and summaries

>>> A2 POT-POURRI <<<
""""""""""""""""""""""""

HARTLEY SHAREWARE PROGRAMS NOW FREEWARE
""

Computer Keyboarding 5 is now freeware.

Scavenger Hunt, World Edition, is now freeware.
Scavenger Hunt USA is now freeware.
Scavenger Hunt USA, Junior Edition, is now freeware.

The freeware editions of these programs have been uploaded to the library, and are now available. If you previously downloaded one of these and didn't pay the shareware fee to get the passwords, you will need to download these new editions.

For Computer Keyboarding 5, if you have a 3.5 drive or hard drive, then download file #27484. If you are using a 5.25 disk drive, then download files #27485 and #27486.

Scavenger Hunt, World Edition, is file #27487.

Scavenger Hunt USA is file #27488.
Scavenger Hunt USA, Junior Edition, is file #27489.

You may be wondering why I am making these commercial grade programs available as freeware. The answer is simple. I have not received a shareware payment, or had any new orders for any of these programs in quite some time. It seems fairly clear that there are few, if any, folks who are willing to spend money on these programs now.

Yet, I am reasonably certain that there are lots of folks who would enjoy and benefit from these programs if they had them.

So, here they are. Enjoy them. Share them with your kids. Make copies and take them to schools that still have Apple II computers. Spread them far and wide. That way, you will make me and others happy.

I want to take this opportunity to thank the many many people who paid their shareware fees, and purchased the programs from me. I am indeed grateful for your support.

Before I conclude this message, one thing needs to be said. I know that some will wonder if this means that I'm leaving the Apple II. The answer is NO.

Charlie Hartley
(A2.CHARLIE, CAT13, TOP8, MSG:90/M645;1)

SECOND SIGHT PROGRAMS
""""""""""""""""""""""

Just got hold of two new (or updated)programs for the SS. View DL 2.0 has been upgraded to use the SS in color. Another called FLIccs (something like that) lets you look at FLIs in full color with the SS. Pretty neat.

Andy
(L.MIDDLETON3, CAT20, TOP14, MSG:114/M645;1)

CHINOOK SCSI UTILITIES RELEASED
"""""""""""""""""""""""""""""""

Today I received the following letter in the mail:

Chuck Newby
Attn: Software Licensing :)
9081 Hadley Place
San Diego, CA 92126-1523

Dear Chuck,

Please consider this letter as authorization from me to freely distribute the program Chinook SCSI Utilities to anyone who has an interest or a need. I believe that I own the software rights to that program. I even have the source code (in Merlin) and if anyone has an interest in that, I'd be glad to send hem a copy. I do not wish to receive any money associated with this. I consider any APple II programs that I have written over the years to be in the public domain at this time. This would include any rights hat I may have to the No Slot Clock program, the Business Card Clock program, Print Using & Friends, and any other programs you maay find written by me. Many of these I have uploaded to GEnie in my name. You may charge a small amount to cover your costs in connection with this distribution if you wish to. Best of Luck to you.

Thanks.

Sincerly,

[signed]

Craig Peterson
2434 Hill Street
Santa Monica, CA 90405

NOTE: In the Chinook SCSI Utilities Manual, it is noted that the copyright to the software is in the name of Craig Peterson, while the manual is in the copyrighted name of Chinook Technologies.

As to the No-Slot-Clock software, latest version, Craig Peterson may not have copyright, but if the company, SMT is no longer in business, and the software cannot be used by other than the No-Slot-Clock anyway, then Craig probably has the right to release its use.....

Chuck Newby
Charlie's AppleSeeds
(A2.CHUCK, CAT7, TOP2, MSG:117/M645;1)

>>>>> Good news, Chuck! :) And yes, I would like to see the source code
""""" uploaded to A2Pro and available for download. Can you track that down for us? If you wish, I can write Craig a letter instead. Let me know.

Joat
(A2.TIM, CAT7, TOP2, MSG:119/M645;1)

JUICED.GS NEWSLETTER TO CONTINUE
""""""""""""""""""""""""""""""""""
While at Kfest '96 last week, I made an anouncement that I would now like to share with everyone in the A2 RT ....

Juiced.GS will definitely be published in 1997!!!

It's been a great year so far, and there are big plans for future issues. The support and encouragement I've received from the Apple II community has been awesome, and I hope to keep this publication going strong for a long, long time.

More info about the 1997 subscription drive will be forthcoming in a few weeks.

I am pleased to tell you all that, thanks to the Kfest '96 Vendors Fair, Juiced.GS has burst over the 200 mark (202 to be exact) in subscribers!

Thank you all!!!

Apple II Forever ...

Max Jones
Juiced.GS
(M.JONES145, CAT13, TOP43, MSG:202/M645;1)

>>> HOT TOPICS <<<

"""""""""""""""""""

KANSASFEST REPORTS
"""""""""""""""""""

I guess I get to make the first KFest report, which only seems appropriate since I arrived here first, and I'm the "Big Cheese".

The weather is warm, but doesn't seem too muggy -- yet. (Which must mean the humidity isn't too bad.) I heard that it's supposed to be near 100 before the week is over. :)

I checked in with Avila, and they are ready for us!!!

If you arrive during the afternoon on Wednesday, you should just go directly to Marian Centre to get your room assignment and key. If you arrive during the 7:30 - 10:00 hours, you might want to stop at KC Masterpiece (Metcalf and I-435) first, and then go get settled in your room. There will be signs on the doors at Avila telling you who to contact for late check-in.

Marian Centre and Ridgway Dorm are on the north side of the campus. If you are going south on Wornall, turn left on 118th, and then take the SECOND right into the parking lot, and you will see Marian Centre, and Carondelet (sp) dorm. Ridgway is a little farther back.

Just remember to bring cool and casual clothes, and plan on getting minimal sleep.

See yu'all tomorrow!!!

Cindy (aka Big Cheese)
(CINDY.A, CAT44, TOP6, MSG:1/M645;1)

>>>>> K.C. Masterpiece was very good last night
"""""

Today I attended Will Nelken's session on AppleWorks/Macros, which was very enlightning, and might even inspire me to write a few macros of my own. Then I went to Ewen and Dave Hecker's Specrum session, and learned a bit about scripting and works in progress.

Lunch. College cafeteria fare, but I don't think anyone was complaining about starvation.

After lunch GraphicWriter III with Richard Bennett & Dave Hecker, where we learned more about the new features and some planned for the future. I then went to the robotics session with Erick Wagner & Mike Westerfield, and learned that there is more to learn than can be done in an hour and a half. Mike's robots provided a lot of entertainment. Eric covered the basics and sources.

It's almost time for supper, with the Keynote Address and couple more sessions to follow. I actually slept well the first night, but tonight is "Bite the Bag" night, with Pizza paid for by Roger Wagner, even though he was unable to be here.

Carl Knoblock - Telephone Tech
From KFest '96 - Avila
(C.KNOBLOCK, CAT44, TOP6, MSG:7/M645;1)

>>>>> """"" The pizza was fine, but the fire drill delayed consumption a few minutes, coming as it did just after they arrived. Bite the Bag was postponed until Fri nite, because too many people decided to go out to see Independence Day instead on Thur nite.

Dr. Stephen Buggie arrived tonight, late, and my Roommate, David Stephens went to the airport to pick him up. We then each bought one of his power supplies, and chatted a while, so here it is, almost 3 am, and I'm typping this final report for Thursday. More tomorrow.

Carl Knoblock - Telephone Tech
From KFest '96 - Avila
(C.KNOBLOCK, CAT44, TOP6, MSG:14/M645;1)

>>>>> """"" Well, Gary's speech is worth waiting a few minutes for. It may be longer due to the major thunderstorm arriveing just now. I'm getting off before the power fails and going to watch Bite the bad postponed from last night. More about my day and the roast later.

Later - The storm came close enough to give us a spectacular lightning show, but no rain, and no power problems. I shut down without sending the previous after two unsucessful attempts to call. Scott Johnson, last years runner up, won the Bite the Bag contest, which I missed seeing because I was watching the natural fireworks. I guess that means I HAVE to buy the tape.

After breakfast, I went to the Apple Presents session and watched QuickTime movies, then went to Dr. Stephen Buggie's Disk][and Apple diagnostics session. He briefly described all the many dignostic programs for disk testing, adjustment and repair that have been introduced over the years.

After lunch, I went to the Desktop Publishing and the IIGS session, presented by Juiced GS publisher Max Jones. He brought a sample of his day job work, as well talking about layout and design in desktop publishing.

The next session was Tony Diaz with The Portable GS. He showed and amazing array of disk drives that have been designed for Apples over the years. Many were prototypes that never made it to market. At the same time, Doug Pendleton and Dave Ciotti were next door, working on monitor repair. I wandered back and forth, getting some of both.

Then it was Banquet time, followed by a roast of Joe Kohn. Buy the video. ;) After that, it was time for the Bite the Bag and watching the Olympic opening cerimonies. And the aformentioned storm watching.

Carl Knoblock - Telephone Tech
From KFest '96 - Avila
(C.KNOBLOCK, CAT44, TOP6, MSG:16/M645;1)

>>>>> """"" Where did I leave off? Saturday morning, I chose sleep over breakfast. The Vendor Fair was fairly busy, and I got a few things. Will Nelken's books, Quick Clic Morph from Mike Westerfield, a new SCSI system cable from Doug Pendleton, The Spectrum 2.1 upgrade from SevenHills, the Script Central set from Joe Kohn, a subscription to The AppleWorks Gazette, and the three back issues from Howard Katz. Then lunch in the cafeteria, my last meal there. Afternoon was product introductions. There was an update to ProTerm Mac, some games and other stuff from Joe

Kohn, and the stunning introduction of Gus. Except for Gus, I spent most of that time packing and loading everything into the van. At various times during the day, there were goodbys as people departed for various reasons. Most of those who were left at 7 pm went to Jess & Jims for Supper. Since I was leaving from home from there, I limited myself to a 14 oz. fillet. There were several larger cuts available.

The drive home was somewhat eventful. As I drove north on I-435, there was a constant lightning show going on ahead of me. As I turned east toward the airport and I-29, I drove into the rain. It was heavy enough for me to slow down, and when I was nearly blinded by lightning, I stopped under the next bridge, a wide one with a generous shoulder on the road. I waited there for about half an hour, not only for the rain, but also for the lightning to let up. When you get a flash-bang just as fast as you can say it, it's too close. I stopped for gas when I got past the I-35 turnoff, and by then I was out of the rain, for the moment. After that, I had light rain and drizzle on and off for much of the way home. I stopped for a snack at the second Missouri rest stop, and stopped for a nap at the Iowa rest stop. I got home about 3, unloaded with some help from my son who was still up, unpacked my suitcase and got ready for bed. By then it was 4 am, but I set my alarm for 11:30, planning to go to church. When the alarm went off, I changed my mind and went back to sleep until 4 pm.

I put my system back together, using my new power supply from Dr. Stephen Buggie. Everything seems to be working OK.

Carl Knoblock - Telephone Tech
Back From KFest '96 - Avila
(C.KNOBLOCK, CAT44, TOP6, MSG:21/M645;1)

>>>>> """"" This was my second trip to Kfest, and remarkably enough, I seem to have survived quite well. Kfest is the premier event in the Apple II world, and this years conference was no exception.

I arrived at Avila a little bit after noon, and wandered into the Marian Center to register. The first person I saw was Cindy Adams, who, true to form, came up to me and said "You're five minutes late!" Thwap! Made me feel right at home, she did. After registrating, and getting my room key, and my Kfest T-shirt, I walked over to the dorm, found my room, and got my stuff squared away. I walked back over to the Center, and saw Richard Bennett, Dave Ciotti and son, Erick Wagner, and Max Jones wander in. (I keep using the word wander. That's what you do at Avila, you wander around, meeting people and laughing your head off).

There was a new identification system in place. We all had to wear blue wristbands to identify ourselves as guests of Avila. This was not a big problem for me, though it did seem like we were all hospital patients. Wednesday evening, everyone who was there by then went over to K.C.Masterpiece. The food was good, though slightly overpriced to my thinking. Heading back to the dorm, we wandered around, visiting each other and looking at computers and just generally settling in.

The next morning, after breakfast, the sessions started. My first session was 'Soldering - Which end is Hot', given by BINARY.BEAR, Dave Ciotti. I had done some soldering in the past, but Dave went though all the tricks that you can use to solder like a pro. I found out things that I never realised before, so for me it was a very informative session.

Next up was '(All About) Spectrum'. Even though I don't have that program, I was curious enough to try to find out more about it. It was a very interesting presentation. So interesting, that later in the week I bought a copy. :)

After lunch, It was 'GraphicWriter III', another excellent session. After that, I attended David Kerwood's 'NETSCAPE - HOW TO' session. This proved to be informative and useful for me, and I picked up a lot of tips and tricks to get around. Nice job, David.

Thursday night was supposed to be BITE THE BAG night, but was postponed to the next night, since most all the contestants went to the movies. So, Pizza was bought and delivered (courtesy of Roger Wagner and Mike Westerfield) and just as we were about to chow down on the pizza, the Avila folks decided to hold a fire drill. Fun, huh? I grabbed what was important, my pizza, and went outside. After a good laugh was held by all, we went back inside. The rest of the evening and night were taken up doing the usual visiting, playing on computers, and more.

Oh yes, I forgot. Gary Utter gave a keynote speech which I hope will be uplaoded here on A2. It was inspiring to hear, and I was very impressed by it. The word 'Community' was mentioned a lot. Very nice, Gary. And, later, 'Wolfenstein 3D' was demoed. I understand it will be finally released in a month or so. It is going to be a blast. Literally. :)

Friday, after breakfast, Kurt Ackman of Apple Computer demo'ed some stuff that Apple Computer is working on. It was very informative, and we were gentle with him. :) After that session, I attended the Publisher's and Writers Forum, hosted by Ryan Suenaga. Howard Katz, Max Jones, and Joe Kohn were on the panel. They each explained what their publications were about, and why they were involved. To say the least, I was very impressed with these gentlemen. (Yes, even you, Howard). If you have a chance, do subscribe to their respective publications. They each fill a unique area of the Apple II world, and are not to be missed.

After Lunch, I attended Brian Gillespie's HyperCard session. He demo'd Quarknet, a hypercard offline processor for Genie. And much more, too. Check it out, it's really nice. I was then going to attempt to attend Charlie Hartley's HTML session, but got sidetracked, and was unable to attend it all. But, I got the handout, and that should help a lot. Maybe.

Next up was the roast of Joe Kohn. Poor Joe. He sure does have some good friends. Steve Disbrow was master of ceremonies, and as usual, Steve keeps the evening flowing. Sometimes, it's a river, sometimes its a dry stream, but he really TRIES, you know? Anyway, Will Nelken, David Kerwood, Tim Kellers, and Bill Heineman (BURGER.BILL) got up and told stories about Joe. Very interesting stories. One thing I did glean from what they said, is that Joe's Worldwide Headquarter's needs a janitor REAL bad. :) It was a good time, and over much too quickly.

Later friday, back at the dorm, it was wonder around and visit again. I did this, for a while, and being not too brilliant sometimes, had me a few brews. I distinctly remember being in Ryan's room, visiting, and the next thing I remember is waking up in my bed. I have no clue as to what happened. Weird. But, Kfest is like that, there is so much going on, so many people to visit, its hard to remember all.

Unfortunately, I had to cut my attendance a bit short and had to leave Saturday. I did get to the vendor fair, and promptly spent all my money. Had just enough to buy gas for the trip home. But, I was able to get some really neat things, and it was all worth the trip. Well worth it.

There were new product announcements, unfortuately, I was unable to see them. I did get a preview of GUS, which I think is just wonderful.

Well, that's my point of view. :) How 'bout you?

APPLE II FOREVER...NOW, MORE THAN EVER
(CAPTAIN.RON, CAT44, TOP6, MSG:23/M645;1)

>>>>> A lot of neat things happened during Kfest '96, but here's my top
""""" ten favorite moments of the festival.

10. Tim Kellers top ten list during the Joe Kohn Roast. (Perhaps it will be uploaded here one of these days. Hope so!)

9. The "Cheesehead" presentation to Kfest Big Cheese Cindy Adams.

8. Huddling with Richard Bennett and Dave Hecker about possible feature additions in the next version of GWIII 2.0

7. Steve Disbrow's creative way of waking up an unnamed Kfest attendee who dozed off during one of the afternoon sessions. (I HAVE A QUESTION!!!!!!!)

6. Listening to Greg Templeman explain (or attempt to explain) the inner workings of his soon-to-be released GS movie player at 3 o'clock IN THE MORNING. :) I don't know what he was talking about, but it was fun seeing him try to get through to a non-techie type like me. He was even drawing imaginary pictures on my door in an effort to make things clear. (Programmers ... gotta love 'em!)

5. The rather indelicate (but hilarious) manner in which Tony Diaz arranged two of Mike Westerfield's robots so that they chased each other in a circle around a table. Describing this scene further would be too crude, but suffice it to say that you've never seen a mouse and a dinosaur behave in this fashion before. :-)

4. Sheppy's demo of Wolfenstein 3D, during which he announced that the program would go into open beta testing on Genie in a few weeks, and that the long-awaited game would eventually be released as freeware!!

3. Ewen Wannop's compelling presentation about the Spectrum 2.1 upgrade and his work in creating a new off-line message handler inside Spectrum itself. When the message reader is finished, it will certainly be worth a "Crock 'O Gold" :-)

2. Gary Utter's keynote address. Truly inspiring. A special moment of Kfest '96!!

1a. The announcement that dates had been reserved at Avila College for Kfest '97!!!!!!!!!!

1. The inaugural public showing of Gus, the IIGS emulator that will run on the Power Mac. David Kerwood and Cindy Adams arranged this special

showing by working closely with Apple developer Andy Nicholas. The unveiling of "Gus" was certainly the defining moment of Kfest '96.

OK, those are are my highlights. I'd love to hear others ....

Max

(M.JONES145, CAT44, TOP6, MSG:25/M645;1)

<<<<< Well, I'm home, somewhat rested, caught up on most of the laundry
""""" my family saved for me, restocked the refrigerator, etc, so now I have a few minutes to post here. KFest was great!!!!! I have no hesitation in offering to organize next year's. Now would be a good time to write the dates on your calendar ---- July 30 - August 3, 1997. Those are the Wednesday to Sunday dates that we have the dorm reserved. The Conference itself will be July 31 - August 2.

I have to start out by thanking Tim Kellers, who I talked into helping by saying he "only had to take the money", and Steve Gozdziewski who did a fantastic job on getting all the sessions organized. They both did a wonderful job, and made my job very easy. I was able to catch them at the height of their sleep-deprivation period, and they agreed to help next year. THANKS guys!

As would be expected, there were a few minor glitches and problems. But certainly nothing we couldn't over come. It is the people there that really make KFest the wonderful event that it is. I know I'm still in awe of meeting some of the big names of the Apple II world.

Getting to be part of the Gus demo was certainly a thrill for me. (read my post in the Gus topic) Hanging out in the halls after hours, seeing other people's computer set up, trying to get the frisbee throwers to calm down, learning more about desktop publishing, finding out how better to use Netscape, etc, etc, are just a few of the things that will be a part of this year's wonderful experience. Isn't it 1997 _YET_? :)

I also have to thank everyone that was there, just for being there. And especially thanks to the presenters for giving KFest some credibility, so that it wasn't just one big party. :) And of course, how could I forget to mention the presentation of the Cheesehead hat that Greg Betzel sent.

I can hardly wait until next year! Start planning on it now!!!

Cindy (The KFest Big Cheese)

(CINDY.A, CAT44, TOP6, MSG:35/M645;1)

>>>>> As I'm almost recovered from Kansasfest, I thought I'd try and give
""""" a capsule of it.

The biggest hit of the show was GuS, no question about it. Even if it was more of a surprise for some of us than others. :)

New product intros that might've been dwarfed by GuS:

EGO Systems and Shareware Solutions II premiering Script Central and Stack Central/Studio City on CD Rom (Thanks guys! And yes, Joe, I did buy them! :)

Spectrum 2.1, which feels more like Spectrum 3.0.

UltraMax from Will Nelken and Marin Macroworks.

Other show highlights:

Juiced.GS and Appleworks Gazette being there, along with old faithful Shareware Solutions II.

The roast of Joe Kohn by David Kerwood, Tim Kellers, Steve Disbrow, Burger Bill Heineman, and Will Nelken.

Everyone still staying up all night!

Roger Wagner Publishing buying pizza for Bite The Bag even when he wasn't there, and Mike Westerfield for fronting the money :)

Burger Bill hacking non existant code for Tony Diaz's non existant hardware.

Cindy Adams being crowned the Big Cheese.

Thanks to Cindy, Steve, and Tim for putting this together!

Apple II Forever! KFest Forever!

Ryan M. Suenaga, M.S.W.
Social Worker by Day, Apple II geek by night, KFester in July!
ANSITerm and CoPilot v2.55
(R.SUENAGA1, CAT44, TOP8, MSG:410/M645;1)

GUS--APPLE IIGS EMULATOR
""""""""""""""""""""""""""
Today, at KansasFest '96, David Kerwood and Cindy Adams gave a presentation of GUS, an Apple IIGS emulator for the Mac. GUS is a work in progress, and David and Cindy are among it's beta testers. They were given permission by GUS's developers to beginning discussing it.

Since I'm sure there will be considerable discussion about this project, and other announcements will be forthcoming, this topic is being opened to handle that discussion.

Charlie
(A2.CHARLIE, CAT5, TOP14, MSG:1/M645;1)

>>>>>
"""""
Ah. Some more info. Right now Gus will not run on a 64k Mac. Andy has gone on record as saying that they hope to make a version that will run on both PowerPCs and regular Macs, but right now the PowerPC-equipped Mac or Mac clone is the only machine it will run on. I've tested Gus on a PowerMac 8100/100 AV, the PowerBook 5300, and on a Mac IIsi with a Daystar PPC card (100 MHz). Gus works fine on all three, and is downright ripping on the 8100. Just as fast, if not faster, than my 11.5 MHz IIgs at the house.

This message was written and formatted on CoPilot v2.5.5, running on Gus. The resulting a2.trt file was then exported to the Mac, where it was posted via ProTERM Mac. If this gives anyone any ideas. :) Gus also supports dragging and dropping of text from the Mac to itself, which the latest version of CoPilot Mac supports as well. Gus does not allow for dragging and dropping of text from Gus to the Mac, which you would expect,

but the IIgs clipboard can be exported to the Mac clipboard well enough.

David K. - Divemaster, A2 Abyss RTC, every Sat nite at 11:00 pm Eastern
(D.KERWOOD, CAT5, TOP14, MSG:11/M645;1)

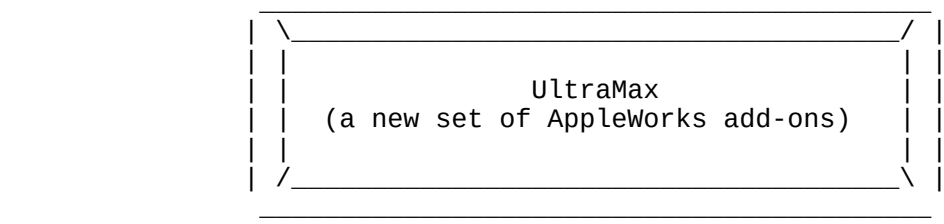
>>>>> > Does GUS run on a 68040 Mac
""""""
Right now, it only runs on a Power Mac.

In the near (or not so near future) Gus will be available to download from Apple's FTP site. You can then test it out for yourself. Watch here for more information when it is released. (Also the web pages that have been mentioned before.)

Cindy
(CINDY.A, CAT5, TOP14, MSG:42/M645;1)

>>> WHAT'S NEW <<<
""""""""""""""""""""

ULTRAMAX APPLEWORKS ADD-ONS
""""""""""""""""""""""""""""""



Marin MacroWorks is pleased to offer UltraMax, another collection of seventeen (17) TimeOut add-on utilities. They include:

Age Detective -- Want to know just how old you (or someone you love) are today? Ask Age Detective, for an immediate readout of years, months, weeks, and days.

BatchFiler -- Process multiple desktop files at once. Save them, print them, and/or remove them.

Beep Tester -- Experiment with the sounds of the <.Beep> command.

BlockBlanker -- Blank a block of text in a word processor document.

BlockCopy -- Copy a block of columnar text (not limited to full lines) in a word processor document to another area of the same document.

Calendar Now -- Display a perpetual calendar, by the month, with any date from January 1, 1582 to December 31, 9999.

Context Help -- Display a Solid-Apple keystroke command helpscreen, according to the context (module) from which you call it. Shows the default macro set for AppleWorks 5. Can be modified with TimeOut HelpScreens.

DBX Printer -- Prints to a file an extended record (all data base categories, PLUS the linked AWP helpfile data).

DJBookletMaker -- Print an AWP in booklet format (portrait or landscape), automatically arranging the page order.

Hyphenator -- Auotmatic or interactive hyphenation for the word processor.

IWBookletMaker -- Print an AWP in booklet format, automatically arranging the page order.

IW Printer Utilities -- Display a menu of common ImageWriter printing procedures (Quick Print, Print a Screen Block, Date a Hardcopy, Form Feed, Line Feed, Printer Reset).

Just-In-Case -- Manage the case of an entire document: all upper case, all lower case, capitalize every sentence, or capitalize every word.

Make FilePath -- Makes the current path the "original path" for an existing (not new) file.

RestorePath -- Just a keystroke away from restoring the Standard Data Path in AppleWorks.

Text Sorter -- Sort selected lines of text in a word processor file alphabetically.

World Clock -- Disply the current time in twenty-four time zones.

Each program's function is documented, with screen shots, where applicable, in AppleWorks files on the disk.

UltraMax is available in two versions: one for AppleWorks 4 and one for AppleWorks 5. You must specify, when ordering, if you want the AppleWorks 4 version.

UltraMax costs $12.95, postpaid.

Outside North America, please add $3.00 per order (up to 5 disks) for airmail delivery.

To order, please send prepayment (check or money order in U.S. funds) to:

Marin MacroWorks
1675 Grand Avenue, Suite 1
San Rafael, CA 94901-2211
USA

To contact by phone, please call (415) 459-0845

By FAX: (415) 459-4273

By Email: w.nelken1@genie.com

...Will (Cat 13, Top 11)
(W.NELKEN1, CAT13, TOP11, MSG:175/M645;1)

SPECTRUM VERSION 2.1
""""""""""""""""""""""

I (Dave Hecker of Seven Hills) had a great time at KansasFest. It was nice to see past acquaintances, meet new friends, and FINALLY meet Ewen Wannop and Richard Bennett! :) Everyone should plan NOW to attend next year!

At KansasFest we released "Spectrum Version 2.1 Update" on two 3.5" disks, with no printed documentation. Word has already spread and we're being asked, "Can I order it now???" The answer is YES! However, because the printed documentation is not finished yet, and I won't be in town for the next two weeks, your order can't ship until I return (see below for shipping schedule).

In addition to numerous improvements and fixes, we have (of course) included several new features. Here are a few of the changes between version 2.0 and version 2.1:

+ Many new and enhanced XCMDs are included, giving scripts even more power.
+ File transfer settings have been split into two dialogs so separate send and receive folders can be specified.
+ Includes great new !Help! NDA that we'll soon be releasing as freeware!
+ Supports new "menu item help" feature.
+ XCMDs can now customize Spectrum's menus...
+ The Kermit XCMD provides Kermit file transfer ability, and it integrates right into Spectrum's Send and Receive menus, and into its File Transfer menu!
+ Supports MacBinary wrappers to transfer files that have a resource fork.
+ Several new scripting commands and replacement items, including Make CaseChange, Store Screen, Trigger strings, and others.
+ More!

You can order now with a Visa/Mastercard/Discover card & expiration date via email or by phone (904-575-0566) or mail a check/money order to: Seven Hills Software, 2310 Oxford Road, Tallahassee, FL 32304.

SPECTRUM ITEM	PLANNED SHIP DATE	COST	
v2.0-=>v2.1 upgrade	August 9	$25	
v1.0-=>v2.1 upgrade	August 16	$30	
New/Full v2.1	August 16	$65	<=- SPECIAL PRICE UNTIL 8/31 !!!

U.S.: Add 7% tax if in Florida. Add $3.50 shipping and handling. Outside U.S.: Add $3.50 s&h for either upgrade; $5.00 for full version.

Thanks for your continued support, and I hope to see you at next year's KansasFest!*
--Dave

*Alternate version for David Kerwood: Thanks, --Dave
(SEVENHILLS, CAT43, TOP15, MSG:297/M645;1)

CHECKWORKS FOR APPLEWORKS 5
"""""""""""""""""""""""""""

Shareware Solutions II, in association with Dan Crutcher, is pleased to announce the release of CheckWorks 5, a complete and sophisticated Apple II based checking account program that works as a TimeOut module from within

AppleWorks v5.x.

With CheckWorks 5, users of AppleWorks v5 will be able to write and print checks, maintain a checkbook register, show current balances, and reconcile checking accounts without ever having to leave the friendly, familiar and integrated environment of AppleWorks Classic.

Noted AppleWorks expert Dan Crutcher originally released CheckWorks 3 as a shareware program for use with AppleWorks v3 (enhanced with UltraMacros 4). After AppleWorks v4 was released by Quality Computers, CheckWorks 4 was enhanced, updated and released by Quality as a commercial add-on program for use with AppleWorks v4.

At the current time, the complete CheckWorks package, available exclusively from Shareware Solutions II, includes the previously released CheckWorks 3 and CheckWorks 4, as well as CheckWorks 5. No matter which version of AppleWorks you use, CheckWorks can help you organize and keep track of your checking accounts.

The complete CheckWorks package is available from Shareware Solutions II for only $20, plus $3 additional for postage to anywhere in the world.

Additionally, low cost upgrades are now available to owners of older versions of CheckWorks. Those who use CheckWorks 3 for AppleWorks 3 can upgrade to CheckWorks 4/5 for only $10, plus $3 additional for postage to anywhere in the world. Those who currently use CheckWorks 4 with AppleWorks 4 can upgrade to CheckWorks 5, for use with AppleWorks v5, for only $5 with no additional postage required.

To receive the special upgrade pricing, you must return your original disk to Shareware Solutions II for verification. That disk will be returned to you.

CheckWorks 4 and 5 will work with AppleWorks v4 and v5 with no additional add-ons necessary. CheckWorks 3, for use with AppleWorks v3, does require UltraMacros 4. UltraMacros 4 may be purchased from Quality Computers.

To order CheckWorks, make a check or money order payable to Joe Kohn, in US Funds only, and send it to:

Joe Kohn
Shareware Solutions II
166 Alpine St
San Rafael, CA 94901-1008
USA

(JOE.KOHN, CAT28, TOP4, MSG:129/M645;1)

COMPLETE STACK-CENTRAL/STUDIO CITY AND SCRIPT-CENTRAL ON CD I guess I dropped some hints before KansasFest about some new CD-ROMs from Shareware Solutions II. They were introduced at Kfest, and actually went on sale at Kfest.

As you know, Shareware Solutions II has been distributing the 2 hypermedia collections that had originally been published by Resource-Central (ICON). Those collection....Stack-Central (aka Studio City) is a HyperStudio based collection, and Script-Central is a HyperCard IIGS based collection.

It is those 2 collections that are now available on CD-ROM.

Each CD-ROM disk contains a single HFS partition, and each collection is presented in 2 different formats. One format contains disk images as they were originally shipped on 3.5" disk. The second format is where the disks have been uncompressed and installed on the CD-ROM, all set to run.

The HyperStudio collection represents 30 (2 disk) issues of Studio City, and that is still for sale, on 3.5" disk, for $120 plus $6 shipping and handling for US delivery (or $20 anywhere else). The cost of the CD collection is $110, with no additional shipping and handling.

The HyperCard collection represents 22 (2 disk) issues of Script-Central, and that is still for sale, on 3.5" disk, for $99 plus $6 for shipping and handling for US delivery (or $10 to Canada/Mexico or $20 anywhere else). The cost of the CD collection is $89, with no additional shipping and handling.

To order either collection (on CD-ROM or on 3.5" disk), send a check/money order in US Funds to:

Joe Kohn
166 Alpine St
San Rafael, CA 94901-1008
USA

All CD-ROMs are shipped in a jewel case.

There are Sampler Disks of both collections available for downloading from the Genie library.

(JOE.KOHN, CAT28, TOP4, MSG:132/M645;1)

>>> THROUGH THE GRAPEVINE <<<
"""""""""""""""""""""""""""""""""

REBIRTH OF A2-CENTRAL? Bizarre, cryptic, and mysterious mode engaged:
"""""""""""""""""""""""""

Is there room in the Apple II community for another paper based publication, with a very A2-Centralish content (lead story, news, reader questions)?

Bizarre, cryptic, and mysterious mode disengaged.

Ryan M. Suenaga, M.S.W.
Social Worker by Day, Apple II geek by night, KFester in July!
ANSITerm and CoPilot v2.55

(R.SUENAGA1, CAT2, TOP3, MSG:232/M645;1)

SPELLING CHECKER IN A DESK ACCESSORY? Well, let me try to answer a few
""""""""""""""""""""""""""""""""

* supports user dictionaries
* makes sure words that are supposed to start with an uppercase letter really do (e.g. Washington)
* Insists on an uppercase letter after punctuation marks that traditionally end a sentence ('.', ':', '!', '?'); this can be disabled
* Insists on proper spacing around punctuation marks; e.g. makes sure there is no space before a comma and exactly one after; this can also be disabled
* Supports words with extended characters, like resume (with an accent)
* Optionally allows you to skip words with all uppercase letters or words with letters and numbers (e.g. NDA, 3rd)
* provides suggestions for unknown words when asked
* knows what a number is (e.g., knows that 1e4 and 3.14159 are numbers, not errors)

Things it doesn't do:

* Allow user editing of the main dictionary (you can edit the user dictionary)
* Allow selecting from multiple main dictionaries (but this is a user interface issue. It could be changed on the Apple IIGS)
* Allow storing the dictionary in a user-selectable spot (but again, this is easy enough to change)
* Support Canadian/British/Australian spelling (but I'm willing to create international versions. Make that eager.)

As for the interface, there are a variety of things I can think of to do on the Apple IIgs. Doing all of them is too much for a short project, but I'd be interested in your preferences:

* A command-line version for the ORCA shell. This one would know about Rez files and source file rules, and would check, say, a C source file, intellegently checking strings and comments, and perhaps identifiers, but not bugging you about "printf" all the time.

* A desktop program that could check a variety of file formats as a post-processor. This would work with ASCII files, and perhaps a few other formats.

* A background checker that looks at the keyboard. I'm not sure how well this would work in practice, but in theory it could warn you about errors in anything, but it would be up to you to fix them yourself in some situations. This needs thought, but would be fun. :)

* What I thought you were looking for: An NDA/CDA that would be available to check spelling. This could definitely check the spelling of anything in the Scram Manager's text scrap. That means it would work with pretty much any desktop program, but you would have to select the text, copy it, then invoke the spelling checker, and paste the result back into the application. I could probably futz with TextEdit based applciations to check spelling in the currently active TextEdit buffer, but this might not work as well as you would think in all programs, since they have access to the text edit data structures--and some programs make use of that

access in ways that might cause a spelling checker serious problems.

Besides allowing for the fact that I won't be around for timely responses, I want you to keep in mind that I'm thinking out loud. Nothing here should be interpreted--for now anyway--as anything more that discussing some interresting possibilities. I'm not (yet) commiting to any products.

Mike Westerfield
(BYTEWORKS, CAT45, TOP3, MSG:191/M645;1)

TURBO ASB ON A CABLE
""""""""""""""""""""""
Just read on the net this past week that Lightning Systems is working on a "cable-version" of the Turbo ASB for Power Users who can't afford to lose an extra slot. Sounds good to me!

Andy
(L.MIDDLETON3, CAT12, TOP39, MSG:37/M645;1)

>>> MESSAGE SPOTLIGHT <<<
""""""""""""""""""""""""""

Category 5, Topic 14
Message 9 Mon Jul 22, 1996
D.KERWOOD [Semper Gumby] at 17:03 EDT

A few words about Gus, and more to follow...

The demo of Gus at KansasFest '96 this past Saturday went off as planned, and for that we are very much in Apple's debt. And specifically thanks has to go to Andy Nicholas, Dave Lyons, and Jim Murphy for their work, and to Andy for allowing us to proceed with the demo. Also, as I thought it would be, Gus was the hit of the show. Literally. It was pretty near a SRO crowd in the AV room at Avila, at what turned out to be the last official event of the week's activities. The reaction of the audience when Gus booted up in the monitor had to be seen to be appreciated. Open-mouthed and dumbstruck would be putting it into a fair perspective. Rumors of the upcoming demo had been flying fast and furious all week, and a few had thought that what was going to be displayed was the "Fast Eddie" IIgs emulator from Bright Software. The sheer delight of the audience on actually seeing Gus was real, and working (mostly) was something to behold. :)

This demo was a huge success, IN SPITE OF one individual taking it upon himself to do an informal demo of Gus to a few individuals in the cafeteria on Wednesday afternoon. As a result, he received the richly-deserved disgust of many at KansasFest.

Naturally, as you might expect, the questions were coming in before I even had a chance to shut my mouth. The biggest one was "When?" My stock reply to everyone (I must've been asked this several dozen times during the evening) was to have patience. When Gus is available for download the location will be announced on the Gus Information Home Page that I had previously prepared at http://users.ids.net/~kerwood/gus.html. The page has an automatic email registration 'bot that would send an email message when I had posted a location for downloading Gus from you. I will also put up an additional (albeit identical) Gus Information Home Page on Cindy's

server, and the address for that will be
http://www.primenet.com/~adams/gus.html.

The demo itself went fine. Putting Gus through its paces was a piece of cake, and Gus handled everything just fine. There were a few glitches, such as when Gus bombed on Cindy's machine (we were running Gus on two PowerBooks) while attempting to load up a game that accessed the Ensoniq chip (I think that's what happened). One very interesting tidbit that I had told after the demo was that the people who were developing the latest update to one other highly regarded IIgs desktop application used Gus to compile the program. They needed the speed. :)

Gus has several parts that are incomplete. Some of the biggest were Gus's inability to successfully emulate the Ensoniq chip, the total incompatibility between Seven Hills' Hierarchic and Gus, and an awkward interface between the Mac and the IIgs clipboard. Everyone agreed however that the single biggest thing that needs to be implemented on the next version of Gus is the ability to access the serial port on a Mac. AppleTalk and printing aside, this is the only thing that really stands in the way of having a truly portable IIgs that can do telecommunications, which is highly desired in the Apple II world.

As to the status of the NDAs that the Gus testers have signed, I am waiting for some clarification from Apple on that. As soon as I find out, I'll let you know (you know who you are :)

So, in short, the Gus Demo was a huge success, as far as I was concerned. For that, and speaking for the organizers and participants in KansasFest '96, we are very grateful to the Gus development team for their efforts, and for their cooperation and understanding in allowing us to proceed last week.


```
+-----------------------------------------------------------+
|  David R. Kerwood         Naval Undersea Warfare Center   |
|  Technical Publications & NUWC Webmaster    Newport, RI   |
|  Apple II & PowerPC Roundtables and Promotions on Genie   |
|  A2 Real Time Conference Host every Sat nite @ 11:00 pm   |
|  WWW: http://users.ids.net/~kerwood                       |
|  Com: (401)841-6781                  Fax: (401)841-6778   |
|  Email: d.kerwood@genie.com _OR_  daddy@ids.net           |
|  For Navy business - email: kerwood@am.npt.nuwc.navy.mil  |
+-----------------------------------------------------------+
```


[*][*][*]

While on Genie, do you spend most of your time downloading files? If so, you may be missing out some excellent information in the Bulletin Board area. The messages listed above only scratch the surface of what's available and waiting for you in the bulletin board area.

If you are serious about your Apple II, the GenieLamp staff strongly urge you to give the bulletin board area a try. There are literally thousands of messages posted from people like you from all over the world.

[EOA]
[HUM]//////////////////////////////
HUMOR ONLINE /

////////////////////////////////
An Apple II Parody
""""""""""""""""""""
by Steven Weyhich
[104024.432@compuserve.com]

>>> PRINT SOME FONTS <<<
"""""""""""""""""""""""""""

Copyright 1995 by Steven Weyhrich
(104024.432@compuserve.com)

(to the tune of "At The Hop" by Danny and the Juniors)

You can bold it, you can style it
You can even outline it
With a font

You can shadow, you can plain it
You can always underline it
With a font

Join the print sensation
That's sweeping the nation
With a font

Let's go print some fonts
Let's go print some fonts
(oh bay-bee)
Let's go print some fonts
Let's go print some fonts
Come
on
Let's go print some fonts!

[EOA]
[RFR]////////////////////////////////
REFRACTIONS /
////////////////////////////////
The Computing Industry
""""""""""""""""""""""""""
by David C. Marriott
[D.MARRIOTT]

>>> THE DISPOSABLE COMPUTER <<<
"""""""""""""""""""""""""""""""""""

I saw an interview on television with Bill Gates a few months ago, in which Gates began with the observation that he expected the average computer user to buy a new computer every three years. I know that there are many people in the computer industry who will agree with that observation, and who will argue that it is justified, given the advances that are being made in computer hardware.

However, it seems to me that the _needs_ of computer users, especially home users, are not changing that fast. Most of us still use our computers for the same things that we used them for ten years ago: word processing, playing games, and visiting other computers online. Admittedly, the games on the market have more sophisticated graphics, and "going online" now means cruising the Internet, not just visiting a local

BBS, but basically, the things we use our home computers for haven't changed dramatically. The Apple II can do all those things. You don't need 16 megabytes of memory and a 133 mHz processor to write a letter to your mother, or play a few hands of solitaire.

We shouldn't be too surprised that the computer industry has adopted that attitude; it means that the public has to keep buying more and more computers. After all, Apple and other hardware manufacturers are in the business of selling new computers. Unfortunately, many software manufacturers have also accepted the dictum. More and more computer owners are finding that the computers they bought two or three years ago won't run the software that's on the market today, without upgrading the memory, the processor speed, or the operating system. I learned this lesson through personal experience. I bought a Macintosh LCII in 1993. I've had to add memory to it twice in the last three years, just to keep up with the current standards required by the software. Even so, I find there is a growing body of Macintosh software that my three-year-old computer can't use.

What is surprising is that the computer-buying public has largely accepted this three-year rule. Everyday, the classifieds are full of ads for almost new computers, being sold by owners who feel the need to upgrade. Why are we so willing to accept such a short period of useful life from our computers? We certainly wouldn't accept such obsolescence from any other appliance. How would you react if you were buying a stereo, and the salesman told you that it wouldn't be able to play any new CDs or tapes in three years? What would you think if the man at the furniture store told you that you'd have to replace your new refrigerator every few years? Would you buy a car that didn't offer a three-year warranty? Why then do we accept the notion that a computer, which is probably the most expensive single appliance in our home, should have a shelf life of only three years?

That's why Apple has seemed so hostile to those of us who still own Apple IIs. They want to sell us new machines, and we're still using the ones they sold us five or ten or fifteen years ago. In 1983, Apple unveiled the slogan "Apple II Forever"; now, the people at Apple Inc. seem to find the longevity of their original computer is a source of embarrassment, even annoyance.

Indeed, this may be where the average Apple II owner differs from other computer enthusiasts. We have been looking for ways to make our machines do more for us, instead of looking to replace them. Surprisingly, against all odds, we are succeeding. In the past year, we've seen new morphing and facsimile programs published for the Apple II. AppleWorks, and popular desktop publishing programs like Graphicwriter III continue to improve. Shareware has flourished, filling the vacuum left by commercial publishers. Apple II home pages and ftp sites populate the Internet, and we may even see a graphical web browser for the IIgs in the next few months.

The computer industry is not the first to adopt the philosophy that a product should be replaced every three years. In the 1950s and 60s, the American automobile industry had much the same approach. The wealthy bought the latest model every three years, and those with less money were expected to snap up the used cars discarded by those who could afford new ones. That attitude fostered another unfortunate view in the industry, that it really wasn't necessary to build a car with quality or durability,

since the original owner wouldn't keep it, anyway. As a result, the American automobile industry's reputation for workmanship dropped dramatically in the late 60s and 70s. We all know what happened then. The Japanese auto manufacturers saw a need, and rushed to fill it. By the 1980s, American car manufacturers were asking their government to put import restrictions on Japanese cars, to allow them to recover the market they had lost. For a complete history of the rise of the Japanese automobile industry, and the corresponding decline of the American automobile industry, read _The Reckoning_ by David Halberstam. He makes the point that an industry cannot trade indefinitely on a product that is not built to last.

Could the same thing happen in the computer industry? Probably not. As noted above, the rapid development of new technology in the computer field offers some justification for the attitude that computers should be regularly replaced, apart from the greed of the computer manufacturers. But I can't help but feel that the first computer manufacturer who promises to build "the computer that you'll still be using five (or ten or fifteen) years" will find a very receptive market. Wouldn't it be ironic if that manufacturer turned out to be Apple?

[EOA]
[PDQ]////////////////////////////////
PD_QUICKVIEW /
////////////////////////////////
Yours For The Asking
""""""""""""""""""""""

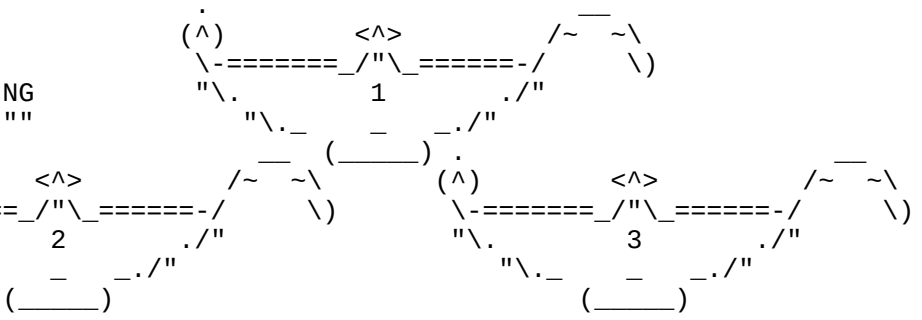
by Douglas Cuff
[EDITOR.A2]

Program Name:	Beagle Basic
Filename:	BGL.BASIC.BXY and B.BASIC.DOX.BXY
Program Number:	11522 and 15857
File Size:	105,840 and 20,096 bytes
Program Type:	programming language
Author:	Mark Simonsen, Beagle Bros Micro Software Inc.
File Type:	Freeware (license required for commerical use)

FROM THE PUBLISHER """""""""""""""""""" Beagle Basic is a set of programs that let you enhance Applesoft and use new commands and features in your programs. It also lets you rename standard commands and error messages, for whatever reason you might have. Beagle Basic gets around Applesoft's "permanency" by moving it from ROM into RAM (Random-Access Memory) or changeable memory.

[*][*][*]

PD_Q RATING
"""""""""""



THREE LAMPS (1-5)

PD_Q COMMENTS There was a time when being an Apple II owner meant being an Apple II programmer, and when most Apple II programmers were BASIC programmers. Programming wasn't a vocation, it was a hobby and a diversion. I hope this explains why this file appears in the A2 RoundTable instead of the A2Pro RoundTable, and why this article is appearing in GenieLamp A2 and not GenieLamp A2Pro.

In the 1980s, improving on Applesoft BASIC was a small cottage industry. Beagle Basic, Blankenship Basic, the Roger Wagner Publishing Toolbox series, Micol BASIC, AmperWorks, ZBasic, and ProBASIC were all available. And that's not even touching on the Applesoft BASIC compilers or the IIgs BASICs.

Beagle Basic was a fairly early entry in the field--it was designed for the original Apple II and Apple II+ with 64K, and updated for the IIe and IIc. It wasn't really possible to update Beagle Basic _fully_ for:

- the 80-column screen;
- the Apple IIgs; nor
- ProDOS;

but many commands were translated to ProDOS (any Apple II, including the IIgs) by means of the & function.

By copying Applesoft to RAM, Beagle Basic made certain changes possible:

- rename commands and error messages (CLEAR to WIPE, FORMULA TOO COMPLEX to I'M CONFUSED);
- new commands and functions (ELSE, SWAP, TONE, HSCRN);
- enhancements to old functions (GOTO, GOSUB, LIST);
- named functions replacing awkward POKEs and CALLs; and
- goodies (better cursor, better beep);

Beagle Basic also included a bonus utility that let you create your text screens using an editor and then automatically turned the screen into BASIC code.

Beagle Basic is one of the few Beagle Bros disk archives that has a separate documentation file (#15857, B.BASIC.DOX.BXY). Anyone who wants to learn how to use Beagle Basic should also download and read that file. What features are not covered by the documentation will be touched on in this article.

TECHNICAL STUFF Beagle Basic is an archive of a DOS 3.3 diskette. You must unpack the archive to a blank (or expendable) 5.25" diskette. You can't unpack it to your ProDOS hard drive or RAM disk.

Beagle Basic requires 64K of memory. Anyone with an Apple IIe, IIc or IIgs has at least this much memory. It is intended for use with the 40-column screen, and does not fully support 80 columns.

RENAMING COMMANDS Why would you want to rename Applesoft commands? You might want to change the names of commands to terms you're more familiar with--GOSUB to JSR, GOTO to JMP, HOME to CLS. You might choose commands that make sense only to you so that other won't be

able to understand your programs. In their advertisments, Beagle Bros suggested that you might want to translate BASIC:

```
10 POUR X = 10 A 20
20 ECRIVEZ X;"BONJOUR"
30 ENSUITE: FIN
```

This can be misleading. You have a maximum number of bytes to put all your commands in. If you change FOR to POUR, you're adding a letter, so you have to make another command one letter shorter. In our example,. this is accomplished in changing TO to A. (I'm not sure what using A as a reserved word does to programs that use the variable A, nor even to programs that use AT.) Changing END to FIN can be done with no loss of space, but changing PRINT to ECRIVEZ and NEXT to ENSUITE means that you have to subtract 5 letters from other commands. Given the abbreviated nature of many of Applesoft's commands (DIM, GR, POS, REM), that's quite a task. Translating BASIC from English to French isn't as easy as the sample makes it appear.

In fact, while changing the names of Applesoft commands and functions might sound neat in theory, in practice it's not such a thrill unless you're the sort of person who thinks mugs with names printed on them make neat personalized gifts. If you like customizing your programming environment, this feature of Beagle Basic will make you coo, but otherwise, it can leave you cold.

RENAMING ERROR MESSAGES

Much the same is true of customizing Applesoft error messages. An amusing novelty, but very little more. You're limited here because "SYNTAX ERROR" is actually two messages, "SYNTAX", plus the "ERROR" message that follows all Applesoft errors. With only the 6 letters of "SYNTAX" to work with, it's hard to turn "SYNTAX ERROR" into something more comprehensible to a beginner.

Interestingly, the Beagle Bros DOS Boss disk, which offered the ability to change the name of DOS commands and error messages, should have been as frivolous, but wasn't. Changing "CATALOG" to "CAT", "C", or "MENU" was actually fairly useful. Perhaps this was because early Apple IIers typed DOS commands in immediate mode significantly more often than they typed BASIC commands in immediate mode.

NEW FUNCTIONS

Here we have the meat of the Beagle Basic package--it added new commands to Applesoft. It made room for new commands by eliminating old ones... specifically, old ones that almost no one used--the cassette commands. Once disk drives became widely available, their benefits were so obvious and exerted such a pull that loading programs from and saving data to tape became an arcane rite. So Beagle captured SHLOAD, RECALL, STORE, LOAD, SAVE and other cassette commands and replaced them with ELSE, SWAP, TONE and others.

It's important to note that the LOAD and SAVE pre-empted by Beagle Basic are the Applesoft commands, not the commands of the same name used by the disk operating system! It's vital to be clear about this. Beagle Basic also takes other Applesoft commands for which there DOS counterparts--PR# and IN#. This seems a drastic step at first, but one has to remember that it was still possible to boot a disk with PR#6, because the DOS PR# command was still there. While there's nothing wrong with this:

```
     10  PR# 3:  PRINT "80 COLUMNS"
```

it's more usual to see that line expressed like this:

```
     10  PRINT CHR$ (4);"PR#3": PRINT "80 COLUMNS"
```

In the former example, Applesoft is turning on the 80-column card. In the latter, DOS is handling the task.

Finally, Beagle Basic optionally took the lo-res graphics commands as well. (If you had a program that used lo-res graphics, you had to do without a few minor enhancements.) In fact, all the enhancements could be used or not used, as fitted your situation.

The new functions made available in Beagle Basic were:

ELSE '''' This one command could almost justify the entire package. Many other BASICs have the ELSE command to supplement IF and THEN, for the very good reason that such a command is useful! ELSE would be indispensable for anything who wanted to convert a "generic" BASIC listing to Applesoft. It's possible to do a poor simulation of ELSE with standard Applesoft, but the simulation makes the flow of the code hard to follow.

SWAP '''' This command exchanges the values of two variables. This can be done in Applesoft by bringing a third variable into use:

```
     10  TEMP=X: X=Y: Y=TEMP
```

This workaround is a little less quick and a little less elegant... but not much.

TONE '''' This command or one very much like it seems to turn up in most Applesoft enhancements--for the very good reason that getting sound out of an Apple II is not an easy task for a beginning BASIC programmer. Well worth having.

HSCRN ''''' Lo-res graphics have a command called SCRN, which tells you the color of any given square on the graphics screen. HSCRN does something very similar, except for the purposes of HSCRN, there are just two hi-res colors, black and white. Still, this is enough for HSCRN to be useful in detecting hi-res "collisions". Programming arcade games in BASIC is hard enough, but Applesoft's lack of a HSCRN makes it worse.

SCRLDN '''''' A decidely useful text screen command that allows you to scroll text to the bottom of the screen. (Scrolling up is not a problem. Display your text and then add enough PRINT statements so that it scrolls to the top.) I was amused to note that the Beagle Basic demo claims that this is not normally possible in Applesoft, yet demonstrates the technique despite the fact that the demo program does _not_ require Beagle Basic. Suffice it to say that it's possible to get this effect without a SCRLDN command, but that it's a lot of work.

TXT2 '''' A command to let you use text page 2, which is normally inaccessible except through plenty of jiggery-pokery. As I wrote very text-intensive programs, this would have been very useful to me if I had been introduced to it early enough.

G2 Similar to TXT2, this lets you access page 2 of the lo-res graphics

'' screen. Not likely to be as useful, since lo-res graphics are now considered the poor relatives of the Apple II graphic format family.

ENHANCED FUNCTIONS These are not new commands, but improvements in the
"""""""""""""""""" way that existing commands work.

GOTO and GOSUB Beagle Basic made two valuable contributions to the way
'''''''''''''' GOTO and GOSUB operate. First, it made it possible to GOTO/GOSUB a variable, as in GOTO START or GOSUB KEYPRESS. This makes for programs that are significantly easier to write and read--the logic is more readily apparent. Second, it made it possible to GOTO/GOSUB an expression such as GOSUB I * 100 or GOTO ((NAME$="GENIELAMP") * 10) + 100. Integer BASIC used to let you do this, and it's nice to have it return.

LIST This command was not changed in terms of the parameters it can take,
'''' but in terms of its display. First, Beagle Basic REM statements can appear in inverse. This technique of making remarks stand out is very valuable, and was pretty generally adopted once Apple's 80-column cards became widely available.

Second, Beagle Basic's listing can have any width and indentation the programmer wishes. This means it's possible to have listing which stretch right across to the 40th column (instead of stopping at column 33), which in turn means that tracing over code is much easier.

Bell Beagle Basic also lets you change the tone that you hear whenever
'''' the standard control-G bell is heard. (Under ProDOS, this true for the & BELL command only.)

ALIASES FOR FUNCTIONS People who programmed Applesoft BASIC eventually
""""""""""""""""""""" learned that there were "secret" routines built into their Apple II that could be called from BASIC, but only if you knew the code number. For example, under DOS 3.3, POKE 49384,0 starts the drive motor, and POKE 49285,0 stops it. Beagle Bros were one of the great crusaders in making this "secret" information generally available by means of their Peeks, Pokes, and Pointers charts, issued free with every disk they sold.

Still, some POKEs and CALLs were used so frequently that even looking them up on the chart became a hassle. So Beagle Bros took a bunch of the most popular commands and create English translations for them, which were much easier to remember.

BELL	CALL -198 (or PRINT CHR$(7))	rings the Apple's bell
SCRLUP	CALL -912 (or PRINT)	scrolls screen up one line
CLRKEY	POKE -16388, 0	clear keyboard buffer
CLLN	CALL -868	clear text screen from cursor to right margin
CLDN	CALL -958	clear text screen from cursor to bottom
CRSU	CALL -998	move cursor up one line
CRSD	CALL -922	move cursor down one line
CRSL	CALL -1008	move cursor left one character
CRSR	CALL -1036	move cursor right one character

```
MODE1     POKE -16304, 0      graphics display
MODE2     POKE -16303, 0      text display
MIX0      POKE -16302, 0      split-screen (graphics and text window)
MIX1      POKE -16301, 0      full-screen graphics (no text)
PAGE1     POKE -16300, 0      page 1
PAGE2     POKE -16299, 0      page 2
RESL1     POKE -16298, 0      lo-res graphics
RESL2     POKE -16297, 0      hi-res graphics
```

All these commands are a great convenience, but not more. They don't add much to the value of Beagle Basic.

BONUS: TEXT SCREEN FORMATTER (This utility works independantly of Beagle Basic. Karl Bunker has written a similar utility for ProDOS called SCLU, which works in a slightly different fashion.)

Any utility that lets you type your text on the screen without having to worry about how to code it is a godsend. The only caveat is that such a utility doesn't always pick the most efficient method. If you have a dividing line of equal signs, it's considerably more memory efficient to use FOR LOOP = 1 TO 40: PRINT "=";: NEXT LOOP than it is to write PRINT "==".

Unfortunately, there is documentation on how to use either the 40- or 80-column version of this bonus utility. Fortunately, GenieLamp A2 is here to save you the time and trouble:

To start either utility, you can either BRUN or BLOAD it, depending on your preference. Even if you BRUN it, nothing will happen. You must CALL 25000 to start the utility running. Be sure you are already in 40 columns if using the 40-column version; same for the 80-column version.

Once the utility has started, there are no instructions and there is no help command, so keep this chart handy:

```
control-A or up-arrow    move cursor up one line
control-Z or down-arrow  move cursor down one line
right-arrow              move cursor right one character
left-arrow               move cursor left one character

control-E      scroll text up one line
control-X      scroll text down one line
control-S      scroll text right one character
control-D      scroll text left one character

control-I      inverse text mode
control-N      normal text mode
control-F      flashing text mode (MouseText in 80 columns)

control-@      clear entire page
control-L      clear to end of line
control-P      clear to end of page

control-C      center text

control-O      (40-columns only) print ], ^, and @ characters
```

Escape	(40-columns only) toggle upper and lower case
control-W	framing window on/off
control-Q	quit utility and translate screen layout into BASIC

If you'd like to continue working on a screen after you've RUN it, you can begin again _without_ clearing the screen by typing CALL 25003 instead of CALL 25000. It might be best to make the last line in your program CALL 25003.

The first time you press control-Q, this utility starts creating the necessary program lines, starting at line number 10, and increasing the line numbers by 10 for each line. The next time you CALL the utility, it will start just beyond whatever line number you left off. (If your last line number was 80, the first line number for the second try will be 90.) If you'd like to change the starting line number and increment, assign values to the variables START and INC--right from the command line; you don't have to put them in a program--and use these POKEs:

```
POKE 25006, START - INT(START/256) * 256
POKE 25007, INT(START/256)
POLE 25008, INC
```

KEEPING UP TO DATE

As mentioned, Beagle Basic was written for the original Apple II and Apple II+, and is only 100% compatible with those two machines. If you have an Apple IIe (either enhanced or not) or an Apple IIc, then you can only have access to all Beagle Basic features if you modify the Beagle programs slightly so that they will fool your Apple IIe or IIc into thinking that it is an earlier model Apple II.

If you do not want to fool your Apple II or IIc, then you will be limited to altering the names of Applesoft commands and functions, and Applesoft error messages. You cannot use the extra commands in your programs.

You cannot fool your Apple IIgs into thinking it is an earlier model Apple II, so it would seem at first glance that IIgs users cannot use any part of Beagle Basic whatsoever. In fact, you can, but you have to make a small memory sacrifice (1-2K) to do so.

Ampersand Disadvantages

Beagle has provided ampersand versions of its commands, both for DOS 3.3 and ProDOS. This is slightly more awkward, especially in the case of the ELSE command, now the & ELSE command. The old syntax was simple:

```
 100  IF I < 1 THEN  PRINT "a" : ELSE PRINT "some"
```

The new syntax requires you to use IF with THEN, as always, but & IF with & ELSE. (There's no such thing as & THEN.) If you try to use IF with & ELSE, it won't work. So use this:

```
 100  & IF I < 1 THEN  PRINT "a" : & ELSE PRINT "some"
```

not this:

```
 100  IF I < 1 THEN  PRINT "a" : & ELSE PRINT "some"
```

This means that you're going to have to keep your eyes peeled for the correct syntax. Who needs hassles like that?

The syntax of the hi-res command has changed and is slightly more awkward. PAGE1 has simple syntax; & PAGE (1) gives you one more change to forget exactly the right way to type the command.

Two commands have disappeared from the ampersand version--TXT2 and G2 are gone.

With the original Beagle Basic, you could chose which new commands you wanted active. Now, you must have all of them or nothing.

& LIST and & BELL now require complicated POKEs to make them work. Since you can access these features directly, power users will like the POKEs, but beginners will be intimidated and curse a lot, since it's one more thing to look up.

Ampersand Advantages
''''''''''''''''''''

With original Beagle Basic, you originally had to choose one of three groups of four commands:

- CLLN, CLDN, SCRLUP, and BELL
- MODE, MIX, PAGE, and RESL
- CRSU, CRSD, CRSL, and CRSR

That is, if you had the hi-res commands (second group), then you had to do without the cursor-move commands (third group). With the ampersand versions, you can have all the commands.

There is one new command in the ampersand version: & RDKEY (A), which compliments & CLRKEY.

It's now possible to use the 80-column screen with many of the commands. Exception are & SCRLUP and & SCRLDN, which will crash if you try to use them with the 80-column screen active, and & CRSU, & CRSD, & CRSL, and & CRSR don't cause a crash, which is good, but they don't all work properly either, which is bad. Give all these commands a miss in 80-column mode.

& TONE and & HSCRN work okay, but they parse a bit oddly, since they both contain BASIC-reserved words, TO and SCRN. This means that listings will show & TO NE (25, 75) and & H SCRN (0, 0), which looks odd, to say the least.

LEGAL STUFF
"""""""""""

Beagle Basic is one of a series of disk archives from the old Beagle Bros catalogs. These disk used to be available commercially, but circa 1991, Beagle made them available freely on three understandings:

(1) despite the fact that they were free, Beagle still owned them;
(2) despite the fact that Beagle owned them, they didn't support them;
(3) despite the fact that you could own them for nothing, you had to pay Beagle if you used them commercially (that is, made any money from their free software)

Beagle wasn't happy about the idea of their freebie disks showing up on bulletin boards and networks--Genie was an exception. (I know GenieLamp

A2 has lots of subscribers who don't subscribe to Genie, so I'll mention this now: Please don't write me asking me to send you a copy of Beagle Basic. I can't. If you come to Genie, you'll be able to download a copy. If you can download a copy somewhere else, it's probably illegal.)

SUMMING UP
""""""""""
There are times when I feel I shouldn't be making an overall recommendation, and this is one of them. If you've read this column, you should have the necessary information to determine if Beagle Basic is right for you. I find that I can't make a general recommendation for all Apple II computer users.

If you have an old Apple II with 64K and have no 80-column card and don't mind using DOS 3.3 only, you can use all the features that Beagle Basic promises.

If you have an Apple IIe or IIc, you can limit yourself to DOS 3.3 and customize BASIC to your heart's content. If you can also limit yourself to 40-columns, you can also have extra commands without having to mess with &. Or you can have the commands too, if you don't mind messing with &, in either ProDOS or DOS 3.3.

If you have an Apple IIgs, then the only way you can use Beagle Basic is by using either the DOS 3.3 or ProDOS ampersand package. Keep in mind that most ampersand commands work with 80-columns, but there are a few that don't.

The most valuable parts of Beagle Basic are five commands: ELSE, SWAP, TONE, SCRLDN and HSCRN. The ability to use variable in GOTO and GOSUB is also valuable. As a BASIC enhancer, Beagle Basic doesn't rate particularly high, because of the features it misses out on--where are WHILE/WEND and REPEAT/UNTIL loops? What about & MID$, which allows you overwrite a portion of a string with another string? What about & SEARCH, which searches for a substring within a string? What about & TIME and & DATE? What about & ERASE for erasing and removing arrays? There are so many possible improvements to Applesoft that could have been made. Beagle Basic may have been innovative for its time, but by today's standards, it seems just a little backward.

Still, if you're just beginning to learn BASIC programming, then you may find that Beagle Basic will make life easier for you. If you been looking for a way to use ELSE or HSCRN in your programs, you could do worse than download Beagle Basic.

RATING SYSTEM
"""""""""""""

5 LAMPS.....What? You haven't downloaded this program YET?
4 LAMPS.....Innovative or feature rich, take a look!
3 LAMPS.....Good execution, stable program.
2 LAMPS.....Gets the job done.
1 LAMP.....A marginal download.
0 .....GenieLamp Turkey Award!

[EOA]
[BAN]////////////////////////////
FILE BANDWAGON /
////////////////////////////
Top 10 Files for June

"""""""""""""""""""""""
by Douglas Cuff
[EDITOR.A2]

This feature lists the ten most popular files for the month. To give files a chance to seek their own levels, no files will be added to the list until they've been in place at least a month. This month, we look at the files uploaded 1-30 June 1996.

This isn't the Academy Awards ceremony, folks; it's more like the People's Choice Awards (both of which are trademarked, by the way). The Top 10 doesn't necessarily tell you what's new and interesting--what files _you_ might find interesting--it simply tells you what files have been downloaded a lot--what other people found interesting!

I was pretty pressed for time this month, so the long descriptions of the files have been omitted. If you miss them, I hope you'll write and say so. Either way, they should be back next month.

I've treated QUICKIES.BXY, QUICKIES2.BXY and QUICKIES3.BXY as one file, so there 12 files in this month's list as a result.

File #	Filename	Bytes	DLs	Short description
27438	A2.DOM.9606.BXY	410648	129	A2 Disk of the Month, June 1996
27333	QUICKIES2.BXY	237944	80	collected rSounds, part 3
27334	QUICKIES3.BXY	255276	76	collected rSounds, part 2
27295	APTEST.BXY	106852	76	A.P.P.L.E.'s diagnostics utility
27332	QUICKIES.BXY	117944	70	collected rSounds, part 1
27296	TUNE.5.25.BXY	20792	67	Tuneup procedures for 5.25 drives
27297	POWERSUPPLY.BXY	11612	62	Dr. Buggie's Power Supplies
27424	QUARKNET.BXY	125272	59	Hypercard Message processor
27314	BABE.JPG	58584	57	babe, the Jpeg pinup!
27437	A2.DOM.9605.BXY	499708	54	A2 Disk of the Month, May 1996
27300	MC.DEMO.BXY	276096	50	Music Composer version 4.00 demo
27325	OLDTSTMNT.2.BXY	306560	37	Old Testament 2 of 5

[EOA]
[MEC]//////////////////////////////
FILE MECHANIC /
//////////////////////////////
New Files From Old
"""""""""""""""""""
by Douglas Cuff
[EDITOR.A2]

Welcome to the File Mechanic. In this new column, we focus on files in the Genie library that can be improved or updated. We'll give you the exact steps necessary to make the recommended changes.

This month, we focus on a file that I began modifying simply to update it. While doing that, I found some code that didn't work right.

[*][*][*]

Program name: Gillian's Bunny Game
Filename: BUNNY.GAME.BXY
Program type: BASIC program

Program number: 17118
File size: 14,336 bytes
Author: unknown (originally uploaded by T.DAWSON)

Gillian's Bunny Game is a game written by a father for his two-year-old daughter. A rabbit and carrot are drawn in separate places on the hi-res screen. The player uses the arrow keys to move the rabbit to the carrot. When the rabbit reaches the carrot, the player gets a point and starts again. Once a certain number of carrots have been eaten, a farmer will appear and chase the rabbit. If the farmer catches three rabbits, the game is over.

This game is tremendously simple to play. The author (not identified in the program or its documentation) wrote it because his daughter found a simple maze game on the "Apple presents..." disk too difficult. You should bear this in mind before you download the file--let alone before you modify it. This is a game for very young children.

This program will run on any Apple II, including the IIgs, without modification. My modifications make for slightly better play on any Apple II that can generate lower case key presses and proper speed on an Apple IIgs. They also fix a minor bug in the program.

The documentation that accompanies the program has a section on modifying the game. This was not as helpful as was intended as many of the line numbers referred to are no longer there. I suspect that a program "compacter" (such as COMPACT on the Beagle Bros' D Code disk) was used on the program. The range of the line numbers given by the author seems correct, but in many cases the lines themselves have disappeared as a result of their having been combined with other lines.

We will be using subroutines to improve the lower case and speed handling of the program. We'll place these frequently-called subroutines at the beginning of the program (a good habit to get into).

The program as written starts at line 20. We'll put our subroutines before line 20, and use a GOTO at the very start of the program to hop over the subroutines:

```
1  GOTO 20
```

Our first two subroutines handle the speed of the Apple IIgs. A stock, unaccelerated IIgs has two settings, Fast and Normal. (Apple must have considered "Normal" a more encouraging term than "Slow". Fast food places don't have a size for french fry orders smaller than "regular" any more, either. Advertising types won't let us use "small, medium, or large" any more. Heaven spare us.) You can change the speed of your IIgs from BASIC by changing the contents memory location 49206. This memory location stores other important information, so we have to be a little careful about how we change the contents.

(If your IIgs is accelerated with a ZipGS card, then you can set its "CPS Follow" option to On. Then the ZipGS will obey the instructions in our modifications.)

Before we write the subroutines, we need a little code in the main program that checks that the program is running on an Apple IIgs. The official way to do this involves a short assembly language routine,

documented in Apple II Miscellaneous Tech Note #7.

Here, we POKE this routine into memory, call it, and then examine the results. My method of poking the routine into memory uses a string containing the values to be poked. Such routines often use DATA statements, but I prefer this method, as it adapts more easily to programs that already use DATA statements in their own code.

```
 150 ROUT% = 768:W1 = 80:W2 = ROUT% - 1:A$ =
"056032031254176002144006162008142023003096169016157023003140025003096000000000000"
 155  FOR L1 = 1 TO W1 STEP 3:W2 = W2 + 1:B$ =  MID$ (A$,L1,3):W3 =  VAL (B$): POKE W2,W3: NEXT L1
 160  CALL ROUT%: IF PEEK (ROUT% + 23) = 16 THEN IIGS% = 1
```

We will place the short assembly routine--longer than it needs to be, since it also returns the ROM version of a IIgs, which is not relevant to this program--at location 768 ($300 in hexadecimal) and then CALL it. We split the long string containing 80 values into 3-character strings, and POKE the value of the 3-character string into each successive memory location. Once the routine is available, we CALL it and see if the Apple II running the program has a 16-bit processor (Apple IIgs only) or an 8-bit one (all other Apple IIs).

Once we know the program is running on an Apple IIgs, we can safely change the memory location that contains the speed. We will need to slow down the IIgs and of course speed it back up as well. First, the simple subroutine that slows down:

```
 5  IF IIGS% = 1 THEN W1% =  PEEK (49206): IF W1% > 127 THEN  POKE 49206,W1% - 128: REM slow down GS
 6  RETURN
```

That is, if we have a IIgs, then check memory location 49206. If it's not already slowed down, slow it down now. We use the sample code with the logic reversed to speed up again:

```
 10  IF IIGS% = 1 THEN W1% =  PEEK (49206): IF W1% < 128 THEN  POKE 49206,W1% + 128: REM speed up GS
 11  RETURN
```

Now that we have the ability to slow down the IIgs and speed it up, we have to consider when to do so. In some programs, it's best to slow down a IIgs as the program starts and speed it up again just before the program ends. In this case, most of the program could do with a little speeding up. The exception are the "win" and "lose" routines. These go by too quickly on a IIgs. That being the case, we'll slow down immediately before the bunny getting a carrot and speed up afterward. Same procedure for when the farmer gets the bunny.

First, change line 1080 to slow down the program just before the bunny gets the carrot:

```
 1080  IF D = 1 AND I THEN  GOSUB 5: CALL 866: GOTO 1100
```

The only change here is that we've inserted "GOSUB 5" (slow down) before "CALL 866". Now let's remember to speed things up once the bunny has done its dance of joy:

```
 1120  NEXT D,P:K = K + 1: DRAW J AT C,E: DRAW D AT X,Y: GOSUB 10: GOTO
1380
```

Again, a simple change--"GOSUB 10" (speed up) inserted before "GOTO 1380".

When we slow down before the "bunny caught" routine and speed up after, we can make both adjustments on the same line:

```
 1200  HCOLOR= 0: DRAW D AT X,Y: HCOLOR= 3: DRAW J AT C,E: VTAB 24: CALL  -
868: HTAB 5: PRINT "The Farmer caught the Bunny!";: FOR B = 1 TO 11: POKE
864,B(B): POKE 865,A(B): IF I THEN  GOSUB 5: CALL 866: GOSUB 10: GOTO 1300
```

We've put "GOSUB 5" (slow down) before "CALL 866" and "GOSUB 10" (speed up) right after it. These are the only times we need to change the speed of the Apple IIgs for the entire program.

Gillian's Bunny Game allows for play on an original Apple II or Apple II+ by letting you use the I-J-K-M diamond to move the bunny. (Later computers can also use the arrow keys.) Instead of checking for lower case input (i-j-k-m), however, the program merely admonishes you to keep the Caps Lock key down.

It would be simple enough to add a few lines of code to check for lower case input, but we're going to do something even simpler--convert each lower case key press into upper case. This short subroutine does the job:

```
 14 W1$ = "": FOR W1 = 1 TO  LEN (A$):W2 =  ASC ( RIGHT$ (A$,( LEN (A$) +
1) - W1)):W2$ =  CHR$ (W2 - 32 * (W2 > 96 AND W2 < 123)):W1$ = W1$ + W2$:
NEXT W1:A$ = W1$: RETURN
```

In this program, the length of the string to convert (A$) is always one, but this routine can be used for longer strings as well.

Now that we have the routine, we need to call it (almost) every time the program looks for keyboard input--in practice, every time the programmer used "GET A$", we need to put "GOSUB 14" immediately afterward. Here are the lines to change:

```
 520  LET A$ = "": POKE  - 16368,0: GET A$: GOSUB 14:A =  ASC (A$): IF A =
27 THEN 2540

 2140  VTAB 12: HTAB 1: CALL  - 958: PRINT "Do you want instructions? (Y/N)
-->";: GET A$: GOSUB 14: PRINT A$: IF A$ = "N" THEN  RETURN

 2910  HTAB 14: CALL  - 868: PRINT "Play again? ";: GET A$: GOSUB 14: IF A$
= "Y" THEN  CLEAR : GOTO 140
```

With lower case taken care of, let's fix a tiny slip that the programmer made. He tries to make sure that messages about Caps Lock keys and arrow keys are printed only if the program is not running on an original Apple II or Apple II+. Unfortunately, he uses a non-standard PEEK to check this.

I suspect that the author got this unsupported PEEK from Beagle Bros--it appears in their Tip Book #7 (distributed with GPLE) and on their Silicon Salad disk. Where Beagle Bros got it from, I don't know. Beagle

Bros were a great source of really nifty tips. Most of them broke the rules and it doesn't seem to matter. A few of them--like this one--broke the rules and it matters immensely. Once the IIgs came out, all bets were off.

Fortunately, this is simple to fix. We just replace the unofficial PEEK with the official one (from Apple II Miscellaneous Tech Note #7). The first line we can change like this:

```
 2040  HOME : VTAB 3: IF  PEEK (64435) <  > 6 THEN 2080
```

This causes the program to check for an Apple II with a Caps Lock key and skip this line if the Apple II is an older model with no such key:

```
 2060  HTAB 3: PRINT " Be sure <CAPS LOCK> key is down "
```

Wait a minute! We've already changed the program so that the Caps Lock key does _not_ have to be pressed any longer. Line 2060 is now redundant... but it doesn't really do any harm. You can choose to keep the redundant line in there, or you make these simple changes:

```
2040  HOME
2060  REM
```

The next time the program checks up on the sort of Apple II being used is when the game instructions mention the four arrow keys. Unlike the example above, we can't just skip this change; we must make it! The program doesn't print the message about four arrow keys if it's running on an original Apple II or Apple II+. Again, we just need to change the PEEK (and value being checked):

```
 2180  HOME : POKE 33,35: POKE 32,5: PRINT : PRINT "Move the bunny to eat
carrots": PRINT "============================": VTAB 6: PRINT "       I":
PRINT " use  J K  to move the bunny": PRINT "       M": PRINT : PRINT : IF
PEEK (64435) = 6 THEN  PRINT " or use the four arrow keys": PRINT : PRINT
```

(As the programmer originally had it, the message about the four arrow keys was not appearing when it should have, giving the impression that all players had to use the I-J-K-M group of keys.)

That's all you really need to do! I'll give you a couple more modifications for Apple IIgs users who are launching the game from the Finder. They're by no means necessary, but they might make life a little easier. They'll also work with an 8-bit program launcher, so you can use them even if you don't have an Apple IIgs.

The first change goes right before the loading of the games' shapes (line 20). All this change does is find out what the prefix of the game is, and sets the active prefix there. If you didn't understand a word of that, don't worry. This line is pretty harmless, so include it anyway.

```
 15  PRINT  CHR$ (4)"PREFIX": INPUT P$: PRINT  CHR$ (4)"PREFIX";P$
```

We also need to make a small change to the first line we created so that it reads:

```
1  GOTO 15
```

since our program begins a bit earlier than it used to.

The second change has two parts. The game as written simply ENDs... that is, uses the BASIC END statement. You might find it more useful to issue a ProDOS "BYE" command instead. This will take you back to the Finder, or whatever program you used to launch BUNNY.GAME. Begin by removing the END statement from the end of line 2940, so it looks like this:

```
 2940  TEXT : HOME : PRINT "Bye...": VTAB 23: FOR B = 1 TO 23: HTAB 24 - B:
VTAB B: PRINT "]";: FOR L = 1 TO 50: NEXT : PRINT  CHR$ (8);" ";: POKE
864,8: POKE 865,2: CALL 866: NEXT : PRINT
```

Also, just before the end, we issue a GOSUB 10, which speeds up an Apple IIgs. This is absolutely redundant--every time we slow down, we are careful to speed up again when finished--but you might want to do it anyway. It's a little like bearing a belt and suspenders, but go ahead if it will make you feel safer:

```
 2950  GOSUB 10: PRINT  CHR$ (4);"BYE"
```

Finally, if you like, you can put a "GOSUB 5" at the beginning of line 2940, so that it slows down the goodbye routine slightly. This is very much a matter of personal taste, so try it both ways. If you _do_ use the GOSUB and slower goodbye routine, be sure to use the GOSUB 10 in line 2950

If you don't care about double-locking your door and you did _not_ slow down the goodbye routine in line 2940, try just:

```
 2950  PRINT  CHR$ (4);"BYE"
```

[*][*][*]

That's all for this month. This column won't be a regular feature of GenieLamp A2; it will just run when someone on staff finds files in the Genie A2 RoundTable library that could stand some updating or fixing. Or, if no one writes to say they found it useful or enjoyed it, it might never run again.

```
          ////////////////////////////////////// Genie_QWIK_QUOTE ////
         /  A Dogcow is a Claris trademark, their mascot.  It came    /
        /  about in the days of Appleworks GS.  It is indeed half    /
       /  dog and half cow, and its call is "Moof!"                 /
      /                                                            /
     /  Word has it that Claris chose this trademark to           /
    /  represent how their products worked; the cow represented  /
   /  the cash cow of Appleworks, the dog all of their          /
  /  Macintosh products. . .  <tongue firmly in cheek>         /
 ////////////////////////////////////////  R.SUENAGA1  ////
```

```
[EOA]
[LOG]//////////////////////////////
                          LOG OFF /
//////////////////////////////////
GenieLamp Information
"""""""""""""""""""""""""
```

GenieLamp is published on the 1st of every month. To reach GenieLamp via the Internet, send E-mail to genielamp@genie.com.

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////////////////////////////////////\\

[EOF]

```
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                  ~ WELCOME TO GENIELAMP APPLE II! ~
                    """""""""""""""""""""""""""""""""
                  ~ THE REAL WORLD APPLE:  Introduction ~
              ~ THE TREASURE HUNT:  Just Like Starting Over ~
              ~ HUMOR ONLINE:  Hack Hack Hack (song parody) ~
                   ~ HOT NEWS, HOT FILES, HOT MESSAGES ~

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           >>> WHAT'S HAPPENING IN THE APPLE II ROUNDTABLE? <<<
           """""""""""""""""""""""""""""""""""""""""""""""""""""
                           ~ September 1, 1996 ~

 FROM MY DESKTOP ......... [FRM]        HEY MISTER POSTMAN ...... [HEY]
  Notes From The Editor.                  Is That A Letter For Me?

 HUMOR ONLINE ............ [HUM]        FILE BANDWAGON .......... [BAN]
  Hack Hack Hack (song parody).           Top 10 Files for July.

 THE REAL WORLD APPLE .... [RWA]        THE TREASURE HUNT ....... [HUN]
  Introduction.                           Just Like Starting Over.

                     LOG OFF ................. [LOG]
                      GenieLamp Information.

[IDX]""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""

READING GENIELAMP   GenieLamp has incorporated a unique indexing system
""""""""""""""""""   to help make reading the magazine easier.  To utilize
this system, load GenieLamp into any ASCII word processor or text editor.
```

In the index you will find the following example:

```
                  HUMOR ONLINE ..... [HUM]
                   Genie Fun & Games.
```

To read this article, set your find or search command to [HUM]. If you want to scan all of the articles, search for [EOA]. [EOF] will take you to the last page, whereas [IDX] will bring you back to the index.

MESSAGE INFO To make it easy for you to respond to messages reprinted here in GenieLamp, you will find all the information you need immediately following the message. For example:

```
                  (SMITH, CAT6, TOP1, MSG:58/M475)
      _____________|   _____|__  _|___    |____ |_____________
     |Name of sender   CATegory  TOPic    Msg.#   Page number|
```

In this example, to respond to Smith's message, log on to page 475 enter the bulletin board and set CAT 6. Enter your REPly in TOPic 1.

A message number that is surrounded by brackets indicates that this message is a "target" message and is referring to a "chain" of two or more messages that are following the same topic. For example: {58}.

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*** GET INTO THE LAMP! ***

```
          ////////////////////////////////////// Genie_QWIK_QUOTE ////
         /  I've seen momentary power "blips" crash my GS without     /
        /  affecting clocks and VCRs.  The only thing I have around  /
       /  here that is MORE sensitive to "blips" than the GS is my  /
      /  old Amana microwave, which will reset its clock if you    /
     /  speak to it in a stern tone. :)                           /
    ////////////////////////////////////////  GARY.UTTER  ////
```

[EOA]

[FRM]////////////////////////////
FROM MY DESKTOP /
////////////////////////////

Notes From The Editor

by Douglas Cuff

[EDITOR.A2]

>>> "I HAD A WEE BOUT, BUT DR. MCCOY PULLED ME THROUGH" <<<

I got a summer vacation this year. It was my first such in five years. I may never do it again.

The vacation itself was delightful. I was embarrassed that my parents had to pay our airfare home--I'm still without any kind of day job--and there was one serious hitch, but I was glad to be back in the province where I grew up. My wife and I had a splendid four weeks, with spectacular weather.

Coming back from the vacation was a workaholic's nightmare. I've agreed to edit two book manuscripts--both late when I got them--and cannot begin work on either until I finish the September GenieLamp A2. The issue that you're reading now was already late by the time my (return) plane landed. And I hadn't been able to work on the 'Lamp during my vacation--praise heaven!--so I had to start work knowing that the clock was ticking.

Before I could even begin, I had to tell my CoPilot to collect all the messages that had been posted to the A2 RoundTable bulletin board in the four weeks I'd been absent. I had an idea there would be a lot of messages, so I had to move and delete files on one hard drive partition to make room for the messages. It was a good thing I did that; there were well over 2 megabytes worth.

Once I had collected the backlog of messages, I had to read them--all of them--carefully--in order to produce the HEY MISTER POSTMAN message digest. It took two full days just to read that many. I confess that I skimmed once or twice, but not oftener. Once the messages were read, I could begin to put together the digest. Once HEY MISTER POSTMAN was done, I could begin to write and edit.

I hope this explains why this issue was 9 days late. Next month's issue will be on time, since I won't be over 1000 miles away from my computer.

Incidentally, folks, as soon as I finish uploading all five editions of this issue, I had to start moving the back issues into the A2 RoundTable. The back issues used to live in the DigiPub RoundTable, but that RT closed in mid-July. Look for GenieLamp A2 back issues in the A2 RT starting very soon.

This month, Peter Brickell begins a column on the Real World Apple. I hope it will excite you as much as it does me. Already I've got an idea for a simple little program I can use in the kitchen....

-- Doug Cuff

Genie Mail: EDITOR.A2 Internet: editor.a2@genie.com

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| post it to a bulletin board, please see the very end |
| of this file for instructions and limitations. |
|_____|

ASCII ART BEGINS

ASCII ART ENDS

[EOA]
[HEY]//////////////////////////////
HEY MISTER POSTMAN /
//////////////////////////////
Is That A Letter For Me?
""""""""""""""""""""""""""""

by Douglas Cuff
[EDITOR.A2]

o BULLETIN BOARD HOT SPOTS

o A2 POT-POURRI

o HOT TOPICS

o WHAT'S NEW

o THROUGH THE GRAPEVINE

o MESSAGE SPOTLIGHT

>>> BULLETIN BOARD HOT SPOTS <<<
""""""""""""""""""""""""""""""""""""

[*] CAT 2, TOP 16 ..... Monitor /// black & white, not green
[*] CAT 2, TOP 20 ..... Apple IIgs past the year 1999
[*] CAT 5, TOP 14 ..... Gus--IIgs emulator for Power Macs
[*] CAT 6, TOP 19 ..... Music Composer v4.00
[*] CAT 15, TOP 2 ..... Setting up IIgs "on the cheap" (software)
[*] CAT 28, TOP 6 ..... Seattle Film Works pics in Convert 3200?
[*] CAT 29, TOP 13 ..... CoPilot v2.5.6 now being tested

>>> A2 POT-POURRI <<<
""""""""""""""""""""""""

PERFECTION IN RETROSPECT
""""""""""""""""""""""""""""

/-\nyone else catch this in last week's MacWEEK Mac the Knife column, first paragraph:

"Age and experience have taught the Knife that perfection is a goal rarely attained in this world. The Velvet Underground's first album,

Barcelona's Joan Miro museum and Apple's IIGS notwithstanding, most human endeavors fall short of the sublime. ..."

|\|ow that Apple's no longer doing any Apple II work (no one's doing anything OFFICIALLY, anyway) I wonder if all the Apple II bashers are going to turn around and start waxing nostalgic about the "computer that started it all..."

-= Lunatic (:
(A2.LUNATIC, CAT5, TOP3, MSG:227/M645;1)

APPLEWORKS 5.1 WP BUG
""""""""""""""""""""""""
Oh my dear friends, there is a bad problem in AW. With zoom out (can't see printer options), type one line, hit return. OA-O to insert any printer options (such as a new cpi or margin). Now type a second line. Move the cursor to the first line, then to the end of the line with a OA->. Now hit OA-Del (as though you wished to remove the return character and bring the two lines together). Ooops!

To see what's happening, do it again with zoom in (see printer options).

I ran into this when doing an outline with lots of printer options. I was trying to condense my outline to make it a bit neater and whole lines would disappear!

__!__
| Terrell Smith
| tsmith@ivcf.org
(T.SMITH59, CAT17, TOP27, MSG:182/M645;1)

CONNECTING H-P DESKJET 600C TO GS
""""""""""""""""""""""""""""""""""
I recently installed an HP DeskJet 600 on my Rom 3. Piece of cake... You =will= need a parallel card. I ordered mine -- the Q Print II by Sequential Systems -- from Scantron Quality Computers. It comes with the proper cable, so don't let anyone tell you that you need to buy a cable when you purchase your DeskJet.

The docs that come with the DeskJet will help you set up your printer, and the Q Print II docs will tell you what you need to know to install the card in a IIGS slot and connect it to our printer. As soon as you get your driver software installed and configured, you'll be all set. Doesn't take long at all.

Good luck ...

Max
(M.JONES145, CAT12, TOP8, MSG:45/M645;1)

>>>>> Make sure you order the QPrint _II_...They sell another card called
""""" the QPrint and it won't work. There isn't a driver for it in the Harmonie package.

OTOH, a GS + Qprint II + HP 600c = Happy Apple IIGS user.

(the other) John L.
(J.LAWRENCE9, CAT12, TOP8, MSG:49/M645;1)

>>>>> > "As for drivers, which do you recommend?

"""""
When they were new, I liked the Vitesse drivers better. But the Sevenhills drivers were just fine. Sevenhills is still here, and working hard to support us. I have no idea what the status of Vitesse is.

I'd say go with Sevenhills. :)

Gary R. Utter
(GARY.UTTER, CAT12, TOP13, MSG:151/M645;1)

>>>>> Major difference: the Harmonie drivers do color, the Independence
""""" drivers do not.

Ryan
A2 RTC host, assistant topic cop, and resident social worker
Will hack 8 bit assembly for food
ANSITerm and CoPilot v2.55
(R.SUENAGA1, CAT12, TOP13, MSG:153/M645;1)

FOR SALE: PARTS FOR FASTER ZIP GS After over a year of testing chips
"""""""""""""""""""""""""""""""""""" from various manufacturers, I have acquired a supply of chips which test as being reliable for use in ZipGSx ver 1.02 accelerators at speeds above 10 mhz. At this point the highest speed I have been able to achieve for reliable operation in a Rom 01 is 16mhz at 64k cache.

It must be noted that at high speeds it is not just the ZipGSx and its chips that become critical for successful reliability. Every aspect of the computer becomes more critical as speed demands are increased. As a point of reference, the Rom 01 which I use for primary testing is generally equipped with standard power supply, 4meg memory (Ram-GS, Sequential Systems), RamFast Rev D with 3.01f ROM, and Sound Meister audio card. The only modification I have made to the computer itself is removal of the RF shield from the CPU cover. I have not found any negative effects on my other electronics from this change, but have found a 2 - 3 mhz increase in reliable speed.

I do swap other cards into the test machine for comparison, and nave found that at speeds above 12 mhz I have not been able to operate with any of the Applied Engineering memory cards which I have here. The Apple HS and rev C SCSI cards which I have here do not seem to have negative effects on reliability.

IOW your mileage _will_ vary, depending on your equipment. Making a serious attempt to get maximum speed _may_ require evaluating (possibly improving) every aspect of your system.

The setup of the ZipGSx has been previously posted by Harold Hislop. The only changes to standard version 1.02 production cards that are required are:

The Oscillator needs to be socketed, to enable speed changes.
The TAG memory sockets must accept narrow (300 mil) chips.
The DATA memory sockets must accept wide (600 mil) chips.
The CPU must be -14 rated. A high quality CPU connector cable from Bill Shuff (or equivalent, if you can find one somewhere else) must be used for best performance.

I am making tested SRAM chip sets (4 chips per set) for 64k cache available, effective immediately. Each set will have successfully passed testing at the stated speed, in a Rom 01 machine, for at least 3 days before shipment.

Tested sets will be available at speeds up to 16mhz.

Prices and conditions of sale will be announced in a following message.

Doug Pendleton, Zip Technology OnLine Support
Delivered by: ProTerm 3.1 and CoPilot v2.5.5 Offline Genie Message Manager
e-mail: Doug.P@Genie.com

This message may be reposted on other services and local boards, provided that it is posted in it's complete form, except for message headers.

(DOUG.P, CAT22, TOP10, MSG:38/M645;1)

<<<<< The following prices and conditions apply to 32k and 64k sets of """" SRAM that I am offering for use in ZipGSx version 1.02 accelerators.

Each set will be tested as a set, at the stated speed, in a Rom 01 GS, for at least 72 hours. Tests consist of (a) extended simultaneous display of GIF images and playing of music files, (b) test of 8 bit function (AW classic, 200k Spreadsheet calculations).

Each set 32k set consists of two chips, one 8 X 32 -20 narrow (300 mil) for use as TAG memory on the ZipGSx, and one 8 X 32 -35 wide (600 mil) for use as DATA memory on the ZipGSx. Each 64k set consists of two 32k sets. The ZipGSx on which these will be installed must be equipped with:

(a) socketed oscillator
(b) TAG DIP sockets capable of accepting 300 mil (narrow) SRAM
(c) DATA DIP sockets capable of accepting 600 mil (wide) SRAM
(d) WDC 65c816-14 CPU chip

The following are highly recommended for anyone attempting serious speed improvement:

(a) a Bill Shuff ZipGSx CPU cable (e-mail W.Shuff@Genie.com)
(b) a good selection of oscillators of various speeds.

Due to wide variance in the quality and extent of equipment attached to individual IIgs computers, I cannot guarantee that any specific system will achieve the stated speed capability of the chips supplied, or of the ZipGSx. The chip sets will covered by limited warranty for 6 months: the conditions of warranty are that the chips will function at the maximum speed your system will support, up to the rated speed. If you cannot achieve a speed satisfactory to you the chips will be returnable for replacement or refund, subject to a 10% service charge. If the chips will not pass my retest after return, the 10% charge will not be applied.

Prices and availability

SPEED	64K	AVAILABILITY
10mhz	$50	No Delay

```
     11mhz      $60 No Delay
     12mhz      $75 No Delay
     13mhz      $95 May have delays for testing
     14mhz     $120 at speeds of 13mhz and
     15mhz     $150 higher.
     16mhz     $185

              Doug Pendleton, Zip Technology OnLine Support
Delivered by: ProTerm 3.1 and CoPilot v2.5.5 Offline Genie Message Manager
e-mail: Doug.P@Genie.com

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boards, IF it is posted in it's entirety, excluding message headers
                    (DOUG.P, CAT22, TOP10, MSG:39/M645;1)

GS BROWSER DESIGN   I think that the best solution for a "graphical" GS
""""""""""""""""""  browser would be something that runs in SHR (of course)
and displays the TEXT properly formatted, with an icon where the graphics
would be.  (A lot of people run their browsers that way anyway, just to
save time.)

Gary R. Utter
                 (GARY.UTTER, CAT35, TOP18, MSG:134/M645;1)

>>>>>   I agree, this would be the best way to do it, if anyone ever does
"""""   write such a thing.  Imagemaps would still be a problem, though, as
would frames, java appplets, etc.  But well-designed pages would work fine.
                (A2PRO.GELAMP, CAT35, TOP18, MSG:135/M645;1)

DEVELOPER SUPPORT FOR SECOND SIGHT   Sequential been giving me the
""""""""""""""""""""""""""""""""""   run-around for several months now.
Joseph (head honcho, I believe) told me that there is a firmware update
being worked on by a third party and keeps promising to put me in contact
with the developer but nothing has happened yet.  I don't think he knows
what's going any more than anyone else there.

     As a developer, trying to work with the card has been very
frustrating.  There are so many problems with the current firmware and the
lack of important pieces of information or any assistance from Sequential
has greatly impaired development of SS-aware software.  I certainly
couldn't recommend the purchase of a Second Sight to anyone unless you're
one of that needs to replace your IIgs monitor, and even then, a
replacement monitor is probably less than the SS.

     Finally, on the QuickDraw stuff, unless someone else is working on it
as well, it won't be part of any system software update (I'm not even sure
what you are talking about here).  It will be a separate commercial
product.  However, unless SS gets its act together and fixes the firmware
problems, performance is going to be extremely disappointing.

     Do I sound just a wee bit jaded? :-)

-- Michael
                  (M.HACKETT, CAT20, TOP14, MSG:120/M645;1)

CREATING _THE_ APPLE II WEB SITE   > Here is the place to publicly discuss
""""""""""""""""""""""""""""""""   > other areas on the WEB that are/could
> be REALLY COOL for support of the Apple II.
```

On the WEB?

ARE Really Cool = there ain't none.

COULD BE Really Cool = Somebody has to create one. There is no "home" at the present time for the Apple II on the World Wide Web. The Mother of All Apple II Websites has yet to be invented.

My personal opinion.

David K. - Divemaster, A2 Abyss RTC, every Sat nite at 11:00 pm Eastern
(D.KERWOOD, CAT35, TOP30, MSG:2/M645;1)

>>>>> Too true (as we discussed at KFest), but it NEEDS to be done, and
""""" we need to start talking about it. This is the place. :)

Gary R. Utter
(GARY.UTTER, CAT35, TOP30, MSG:3/M645;1)

.EJECT DOT-COMMAND FOR SUPERDRIVE
""""""""""""""""""""""""""""""""""
If anyone here is using a Superdrive Card with AppleWorks and is frustrated because the .eject dot command from OPS Ampermacros Plus package doesn't work, please be advised that I've come up with a one byte patch to fix it.

If you feel it's worthy of an upload to the A2 library, please let me know.

BTW, the OPS dot commands were also distributed by one of the AppleWorks disk magazines, updated for AW5.1. This patch should work with either.

Hugh...
(H.HOOD, CAT17, TOP28, MSG:262/M645;1)

KANSASFEST 1997
"""""""""""""""
Start making plans now for KFest 1997. The conference will be on Thursday (July 31) and Friday (August 1), with the Vendor Fair and new product demos on Saturday (August 2).

We can begin checking in the dorm on Wednesday, July 30 and have to move out on Sunday morning, August 3, 1997.

Cindy
(KFest Big Cheese)
(CINDY.A, CAT44, TOP7, MSG:1/M645;1)

>>> HOT TOPICS <<<
"""""""""""""""""""

GUS = GS EMULATOR FOR POWER MAC
"""""""""""""""""""""""""""""""
FWIW, According to my anonymous sources (who must remain anonymous):

"When run on a 'top-of-the-line' PPC type machine, GUS runs at effectivly the same speed as a 50Mhz to 55Mhz Apple IIgs would, if such a beast existed."

-Harold
Resident Solder Slinger

Live Free or Die - New Hampshire state motto
(HAROLD.H, CAT5, TOP3, MSG:237/M645;1)

>>>>> > Currently, using the Ensoniq chip directly does not work
"""""
Apple just had a beer bash on Friday afternoon to announce a couple of new products. While there, I spoke to a couple members of the GuS team. One of them is hard a work on the Ensoniq aspect of GuS, and they mentioned some VERY good news regarding the project, but I'll let that be a surprise...

```
   ,,,,,
  (o)-(o)
 (  ,_,  )
```

(FROG.MAN, CAT5, TOP14, MSG:58/M645;1)

>>>>> Well, it was a pretty good crowd in the PPC RTC last night (the
""""" special RTC dealing with Gus). One thing that kept coming up was the concept of using disk images with Gus. Gus makes extensive use of disk images, something that Apple II users do not often encounter.

A recent edition of TidBITS (TidBITS#339/05-Aug-96, to be exact) contained an excellent piece by Chad Magendanz that goes a long way towards telling the Apple IIgs aficionado everything they ever wanted to know about Disk Images (there ain't much to know, it's a dirt simple concept, once you think about it). Due to TidBITS restrictions on reposting articles on "for profit" locations, I can't upload it to the library here. But what I have done is extracted the article and attached it to the Gus Information Page on the WWW.

Take a look. And for those of you that have registered yourselves on the page, if you get an email notice in the next few days that the Gus page has changed, that's what has changed (the addition of the disk image information "faq" to the page).

Just as a reminder, the Gus Information Web Page can be found at:

http://users.ids.net/~kerwood/gus.html

or

http://www.primenet.com/~adams/gus.html

David K. - Divemaster, A2 Abyss RTC, every Sat nite at 11:00 pm Eastern
(D.KERWOOD, CAT5, TOP14, MSG:67/M645;1)

>>>>> > (3) Will GuS run "illegal" applications? (FTA stuff comes to
""""" > mind...)

I don't know about GuS, but Bright Software's GS emulator - Fast Eddie - can currently run the European software that came with custom loaders. At this point, that's about all Fast Eddie can run. But, it does it, and it does it with music.

That said...I think Fast Eddie got a little side-tracked in the past month, while Bright Software worked on Flame Station and Flame Station XL. Once they stop laughing, maybe we'll hear some more about Fast Eddie.

Joe

(JOE.KOHN, CAT5, TOP14, MSG:76/M645;1)

>>>>> > Can I do an OA-CTRL-RESET and reboot Gus without restarting the
""""" > Mac?

No. But you can choose a menu item called "Reboot Apple IIgs" (or something like that) which does the same thing. And you should always be using the Finder's Shutdown command to reboot, anyway, from GS/OS. (or use the shutdown command in ORCA, or use another program that properly calls _OSSHutDown :)

(A2PRO.GELAMP, CAT5, TOP14, MSG:103/M645;1)

>>>>> Other key combinations, such as Apple-Control-Esc to go to the
""""" Classic Desk Accessories menu (a.k.a. Control Panel) do work, however.

-G.T. Barnabas

(BARNABAS, CAT5, TOP14, MSG:104/M645;1)

>>>>> I had heard from Dave Kerwood at his very nice demo at the RIAG
""""" meeting last week that along with lack for serial port support and Ensoniq support, that Gus did not support AppleTalk....

but another correspondent who is a beta tester tells me that Gus does have AppleTalk support, and that printing to Appletalk printers is already a reality...

So, is AT printing supported already?

Steve

(S.CAVANAUGH1, CAT5, TOP14, MSG:136/M645;1)

>>>>> Hmmm. Er. Ah. Hmmm
"""""

No.

David K. - Divemaster, A2 Abyss RTC, every Sat nite at 11:00 pm Eastern

(D.KERWOOD, CAT5, TOP14, MSG:139/M645;1)

>>>>> > Yep, CDAs will work
"""""

One big one that will NOT work is the Hierarchic configuration CDA. Brings Gus to a crashing halt.

It is being worked on, so I hear. :)

David K. - Divemaster, A2 Abyss RTC, every Sat nite at 11:00 pm Eastern

(D.KERWOOD, CAT5, TOP14, MSG:137/M645;1)

GUS MEMORY OUTDISTANCES STOCK APPLE IIGS! Gus is a ROM 3 Apple IIgs
"" capable of up to 14MB of RAM.

Eric "Sheppy" Shepherd
Logicware, Inc.

(SHEPPY, CAT5, TOP14, MSG:75/M645;1)

>>>>> Does that mean that if the Mac has more than 14MB of ram the
""""" emulator won't work or is it that the emulator cannot access more

than 14MB? Thanks.

--SoCal Fred >>--> Delivered by the grace of God, PT 3.1, & CoPilot 2.55
(F.KRIECHBAUM, CAT5, TOP14, MSG:78/M645;1)

>>>>> the more memory in your mac, the better :) The emulator won't use
""""" more than 14 MB of RAM due to the design of the 65C816 processor. It uses 24 bit addressing, which results in a maximum of 16 MB of memory. 1 MB is used for ROM, and another meg or so is reserved for future ROM expansion (yeah, right) and ROM disks (never caught on) ..

The rest can be used for RAM. (Note that on a real IIgs, the hardware design of the memory expansion slot limits you to 8 megs of RAM, even though the 65C816 processor can access double that.)
(A2PRO.GELAMP, CAT5, TOP14, MSG:79/M645;1)

>>> WHAT'S NEW <<<
""""""""""""""""""""

OPERATION LAMBDA, NEW GS GAME
""""""""""""""""""""""""""""""
Bret "Slixter" Victor, the guy behind Opening Line, PuyoPuyo IIgs, uselessware, and TextFighter, is now proud to present an all-new, all-original full-length game, exclusively for the Apple IIgs.

O P E R A T I O N L A M B D A

Infiltrate each level of the space station, rescue the hostages, and escape before your time runs out. Keep your finger on the trigger of your laser gun, and keep your wits about you, because you'll be needing all the mental prowess you can muster. Manipulate mirrors, deflect laser beams, destroy power generators, solve the puzzles without frying yourself in the process.

Operation Lambda boasts:

- -> 100 levels, ranging from simple to challenging to brain-boggling
- -> an original, kickin', five-song musical score
- -> impressive graphics from the PowerGS staff artist and former LiveWire IIgs art editor
- -> smooth, flicker-free animation
- -> three difficulty settings
- -> written in 100% assembly language for speed
- -> a concise, one-page printed manual

A stereo card is recommended but not required. No accelerator card required.

Check out the shareware demo version of Operation Lambda, which lets you play through the first ten levels of the game! Available on Genie and the major Apple II ftp sites. Look for "LAMBDA.DEMO.BXY". (File #27653 on Genie.)

No vaporware -- Operation Lambda is shipping NOW. To order the full, registered version of Operation Lambda, send your name and address and a check or money order for $25 (includes shipping anywhere) to:

Bret Victor
19253 Parkview Rd.

Castro Valley, CA 94546

If you have any questions regarding Operation Lambda, please send them to:

Internet : bret@cco.caltech.edu
GEnie   : B.VICTOR1
snailmail: Bret Victor
MSC #791 Caltech
Pasadena, CA 91126

II infintum!
(B.VICTOR1, CAT4, TOP39, MSG:16/M645;1)

THE APPLE BLOSSOM, VOLUME 2, NUMBER 4 Now on its way to 175 subscribers in 41 U.S. States, Canada, Germany, Belgium, France, the Netherlands and Mexico is the latest edition of Apple Blossom. In this 14 page issue you'll find the following articles:

HyperTalking Getting text into and out of HyperCard IIGS how to use HyperTalk to read and write to text files.

Talking][...Jeanne Chappel Ryan Suenaga interviews Jeanne Chappel, president, sysop and Webmaster for the Apple Bits User Group in Kansas City.

Announcements Many of which you have seen here, but including a revised date for Seven Hills special Spectrum offer, as well as new info on the Tiger Learning Computer, among other news and press releases.

Beginner's Corner ...per reader request, we are now running a beginner's column, this one explaining some of the vegetable soup that has attached itself to the world of computing.

Creating Shaped Text in GraphicWriter III ...reader Gareth Jones and and I team up to show you how to flow text inside a shape in GWIII.

A Night Out with Gus Reporting on my visit to the monthly RIAG meeting where I viewed a demo of Gus and sharing some insights gleaned from chatting with Dave Kerwood.

Letters to the Editor ...another new column, this one has letters from a confused newbie wondering if he should jump to the easier (sic) Windows, and from a reader with CD-ROM and Mac-to-GS questions.

Disks Available from TAB ...we have some disks that folks might be interested in, including a HyperCard sampler and a deal on "More KeyFonts for Macintosh" (a 100 TrueType/PostScript font package).

Most newsletters were mailed out this morning, and more will be sent on Tuesday. Look to receive them as soon as the post-holiday mail snafus work themselves out :)

Updates to Blossom Online should proceed this weekend, so software and info on this issue should soon be available.

Thanks for your continuing interest, support and comments.

Steve Cavanaugh
(S.CAVANAUGH1, CAT13, TOP17, MSG:22/M645;1)

JUICED.GS V1.I3
"""""""""""""""

The late summer edition of Juiced.GS, a quarterly, printed, IIGS-specific newsletter, has been mailed to subscribers. Some of you will receive your copies as early as Friday or Saturday.

This issue's cover story focuses on Kfest '96. In addition to the main article, there will be several Kfest sidebars on topics of interest to IIGS users. This issue also features a number of photographs from the biggest Apple II event of the year!

Also in this issue (which happens to be 24 PAGES :) ... :

++ Tim Kellers takes a closer look at the Second Sight card and supporting software, and assesses how the card has -- or has not -- lived up to its promise and potential.

++ Shareware Spotlight shines down the Operation Lambda Demo from Bret Victor, and the Grand Unified Patcher Program from Nathan Mates.

++ Newsy notes from the Apple II world appear in a new installment of DumplinGS.

++ Ryan Suenaga presents another commentary on a topic of Apple II interest.

++ And more .... including our first advertisement!! (It comes from a prominent IIGS software developer, but we'll keep you in suspense as to who it is :)

Those of you who have not yet subscribed but would like to, subscription info is contained in this Topic's header. If you would like further information, please e-mail me at M.JONES145.

Hope everyone enjoys this issue ...

Apple II Forever!

Max Jones
Juiced.GS
(M.JONES145, CAT13, TOP43, MSG:231/M645;1)

THE APPLEWORKS GAZETTE #4
"""""""""""""""""""""""""

The last disks were sent this morning. North-American and European

subscribers should get their disk in a week or so, depending on how fast first class/airmail will be.

The fourth issue of the AppleWorks Gazette contains a 55-page newsletter, in which you will read:

- a report about KansasFest '96
- Rating the Removables: SyQuest EZ 135 vs. Iomega Zip drive
- a review of TimeOut Statistics
- AppleWorks Q & A
- New Applications for AppleWorks 3.0, 4.3, and 5.1

and much more.

The disk also contains about 500K of software and data, including a new series of Roy Barrows' utilities.

For subscription information, send mail to 100316,14 (Chris Serreau) or h,katz@genie.com (Howard Katz). You can also reach our World Wide Web home page at:

http://users.ids.net/~kerwood/tag.html
(H.KATZ, CAT17, TOP18, MSG:34/M645;1)

>>> THROUGH THE GRAPEVINE <<<

VIDEOTAPE OF MARK TWAIN AVAILABLE

A few months ago, I gave a presentation at the GravenStein Apple User Group about the Mark Twain IIGS Prototype computer. The proceedings were videotaped.

I finally got a chance to view the (approximately) 90 minute video, and it came out fine. Sort of. I'm not a professional speaker or actor and the person shooting the video is just a video hobbyist, so it's certainly not in the same league, quality wise, as some of Apple's professionally produced videos.

But, the video does provide a close-up of the Mark Twain computer. For some reason, the tape stops before we had a chance to completely disassemble the computer, as we did that day. I guess you could think of the video as a Semi-Guided Tour Of The Computer That Could Have Changed The World (tm). Additional segments of the tape show a IIe Prototype, a pre-release version of Wolfenstein 3-D and Brutal Deluxe's System 6.0.2.

A video will be available, at some point in the near-future, from the GravenStein Apple User Group. The projected price for the video is $20, although that could change. All proceeds from the sale of the video will go to the treasury of the GravenStein Apple User Group.

For details (as they become known), about the video or general information about the GravenStein Apple User Group, come visit the GravenStein home page on the world wide web at:

http://www.crl.com/~mpearce/GSAUG/Apple.html

Joe Kohn
Vice-President, GravenStein Apple User Group

(JOE.KOHN, CAT28, TOP4, MSG:243/M645;1)

NETWORKING TO MACS AND PCS
""""""""""""""""""""""""""
It is my understanding that GS/TCP, when released, will give us the capability of networking GSes with GSes, and GSes with Macs and PCs.

When I visited with Derek Taubert, he had a localtalk network up and running through GS/TCP that included his IIGS, his NeXT workstation and his wife's Windows machine across the room.

Of course, GS/TCP is not on the market yet. But it will certainly present some interesting networking possiblities when it is.

Max

(M.JONES145, CAT8, TOP7, MSG:18/M645;1)

GAMES, GAMES, GAMES
"""""""""""""""""""
Wow.

A week or so ago, Olivier Zardini sent me an e-mail saying that he was nearly finished with the IIGS game that he's been working on since March.

I was skeptical, since the last version I'd seen of the game was the version I showed at KansasFest, and as all Kfest attendees can attest, that game was far from complete.

Surprise, surprise! The version that arrived in my e-mail yesterday is almost complete. Everything seems to be in place, and Olivier expects that within a week or so, the game might even be ready for the beta-test team.

It looks like Brutal Deluxe has yet another surprise in store for the Apple IIGS community. Aren't we lucky?

Joe

(JOE.KOHN, CAT28, TOP6, MSG:157/M645;1)

>>>>> Wanna know about lucky? Wolf 3D IIgs is slated to go into a wide
""""" beta test this week or early next. <grin>

Eric "Sheppy" Shepherd
Logicware, Inc.

(SHEPPY, CAT28, TOP6, MSG:158/M645;1)

>>>>> Really off topic mode
"""""

There's actually gonna be a =third= GS game released RSN :)

Ryan M. Suenaga, M.S.W.
Social Worker by Day, Apple II geek by night, KFester in July!
ANSITerm and CoPilot v2.55

(R.SUENAGA1, CAT28, TOP6, MSG:161/M645;1)

>>>>> Hmmm. What game could that be
"""""

A month or so ago, NinjaForce, the German programmers, sent me a sample screen shot from a game that they are working on, and that one graphic looked wonderful.

Is that the 3rd IIGS game that we can look forward to? Or, is there yet another one?

Joe
(JOE.KOHN, CAT28, TOP6, MSG:163/M645;1)

>>>>> There's yet another one. :)
""""""
Ryan
(R.SUENAGA1, CAT28, TOP6, MSG:164/M645;1)

>>> MESSAGE SPOTLIGHT <<<
""""""""""""""""""""""""""""

Category 40, Topic 6
Message 183 Thu Aug 01, 1996
SHEPPY [Team PPCPro] at 13:34 EDT

It was announced at KFest that Wolfenstein 3D for the Apple IIgs will be freeware.

Eric "Sheppy" Shepherd
Logicware, Inc.

[*][*][*]

While on Genie, do you spend most of your time downloading files? If so, you may be missing out some excellent information in the Bulletin Board area. The messages listed above only scratch the surface of what's available and waiting for you in the bulletin board area.

If you are serious about your Apple II, the GenieLamp staff strongly urge you to give the bulletin board area a try. There are literally thousands of messages posted from people like you from all over the world.

[EOA]
[HUM]////////////////////////////
HUMOR ONLINE /
////////////////////////////////
An Apple II Parody
""""""""""""""""""""
by Steven Weyhich
[104024.432@compuserve.com]

>>> HACK HACK HACK <<<<
""""""""""""""""""""""""""

Copyright 1993 by Steven Weyhrich
(104024.432@compuserve.com)
(to the tune of "Fun Fun Fun" by the Beach Boys)

Well, she got her dad's account
And she broke into his office mainframe, now
Seems like she forgot all about the term paper
Like she told her old man, now
And with her eye on the modem
Goes typin' just as fast as she can, now

And she'll just hack, hack, hack
'Till her daddy takes her keyboard away

Well, the sysops can't stand her
'Cause she speaks Unix just like an ace, now
(She speaks like an ace, now, she speaks like an ace)
She takes the BBS software
And really puts it through its pace, now
(Puts through its pace, now, puts through its pace)
IBM tried to catch her
But she led 'em on a wild goose chase, now
(Wild goose chase, now, wild goose chase)
And she'll just hack, hack, hack
'Till her daddy takes her keyboard away

Well, you knew all along
That the Feds were gettin' wise to you, now
(You shouldn't have tried, now, you shouldn't have tried)
And since they took your set of disks
You've been thinkin' that your fun is all through, now
(You shouldn't have lied, now, you shouldn't have lied
But you can come and work for me
'Cause we've got a lot of things to do, now
(Do you think you can help me finish debugging Windows 95??)
And we'll just hack, hack, hack
Uncle Sammy took your keyboard away

And we'll just hack, hack, hack
Now that daddy took your keyboard away...

[EOA]
[BAN]//////////////////////////////
FILE BANDWAGON /
//////////////////////////////
Top 10 Files for July
"""""""""""""""""""""""""

by Douglas Cuff
[EDITOR.A2]

This feature lists the ten most popular files for the month. To give files a chance to seek their own levels, no files will be added to the list until they've been in place at least a month. This month, we look at the files uploaded 1-31 June 1996.

This isn't the Academy Awards ceremony, folks; it's more like the People's Choice Awards (both of which are trademarked, by the way). The Top 10 doesn't necessarily tell you what's new and interesting--what files _you_ might find interesting--it simply tells you what files have been downloaded a lot--what other people found interesting!

File #	Filename	Bytes	DLs	Short description
27509	GUPP1.03.BXY	12128	137	Grand Unified Program Patcher v1.03
27502	KEYNOTE96.BXY	5588	90	KansasFest 96 Keynote speech
27516	YEARBOOK1.BXY	1483828	87	Genie Yearbook Slide Show & Music
27464	DOS33.LNCH.BXY	40880	84	Run DOS 3.3 prgms from a hard drive
27515	LASTRITES93.BXY	578692	69	Very cool Dr Mario from Corrosive
27441	ALMP9607.AW.BXY	89600	57	GenieLamp A2, July 1996 (AppleWorks)

```
27483   RBUNDLBANG.BXY    10624   55  rBundle Banger version 1.10
27449   KFEST96.256.GIF   47324   50  Color GIF of KFest 1996 logo
27487   SHW.BXY           54608   47  Scavenger Hunt World
27484   KB5.BXY          117096   47  Computer Keyboarding 5 - all
```

GUPP1.03.BXY Grand Unified Patcher Program (GUPP) v1.03 by Nathan Mates
"""""""""""" tunes up your IIgs. It patches system software and more to make your system more stable. Includes patches for the Finder, Window Manager, GS/OS System, Font Manager, GS/OS Device Dispatcher, Pascal FST, and for Pointless v2.0.3, GNO/ME v2.0.4 kernel, TMTerm, and NiftyList. Freeware.

KEYNOTE96.BXY The text of Gary Utter's keynote speech for KansasFest 96.
""""""""""""" (Not identical to the speech as delivered.) Utter makes some very valuable observations about the strength of the Apple II community. Shrunk text file.

YEARBOOK1.BXY This large (nearly 1.5 meg!) collection of 320x200 color
""""""""""""" graphics from Pat Kern emphasizes KansasFests, but also features some A2 User Pics. Includes music. Best viewed with GS Entertainment (file #23270), which organizes them properly.

DOS33.LNCH.BXY DOS 3.3 Launcher v2.2 by John MacLean, updated by Andrew
"""""""""""""" Roughan. Lets you store and run older DOS 3.3 software on your hard drive or 3.5" floppy drives. Automatically slows to 1 mHz before running DOS 3.3 software and resumes speed after. Now supports networks. Freeware.

LASTRITES93.BXY A 1992 demo disk from Corrosive Software (now defunct)
""""""""""""""" that features a demo of a shoot-'em-up arcade game with a space theme, and a completed Tetris/Columns-like game called Dr Mario. Very funky, personal feel to both games. This is a disk archived that must be unpacked to a blank 3.5" disk, and the disk booted.

ALMP9607.AW.BXY The July 1996 issue of GenieLamp A2, in AppleWorks word
""""""""""""""" processor format. Features "The Accidental Tourist at KansasFest" and an unofficial update to the AppleWorks 5 delta manual. Freeware when distributed intact.

RBUNDLBANG.BXY rBundle Banger version 1.10 by Clayburn W. Juniel, III is
"""""""""""""" a Finder extra that allows you to disable icons created using rBundles by S16 program files. Freeware.

KFEST96.256.GIF The official logo of KansasFest 1996, created by Joe
""""""""""""""" Mugnai, in GIF format (GIF87a 714x254x256).

SHW.BXY Scavenger Hunt, World Edition by Charlie Hartley is a geography
""""""" trivia game with a slick and fast user interface. Now freeware, thanks to the generosity of the author.

KB5.BXY Computer Keyboarding 5 by Charlie Hartley helps you learn to
""""""" touch-type. Plenty of exercises to allow for the necessary practice and typing games to keep you interested. Formerly shareware, it is now freeware thanks to the generosity of the author.

NOTE: Also download file #27501, which contains a bug fix.

[EOA]

[RWA]//////////////////////////////
THE REAL WORLD APPLE /
//////////////////////////////
Connecting to the World Outside
""""""""""""""""""""""""""""""""""

by Peter C. Brickell
[P.BRICKELL]

>>> PART 1: VENTURING INTO THE REAL WORLD <<<

Since the first day I got my second-hand Apple II Plus back in 1989, I was convinced that my computer could do more than read disks, draw pictures on its screen, and print out my ramblings on a piece of paper. Certainly my purchase of an old 300 bps modem and joining Genie made me feel that the computer and I were no longer alone in the electronic jungle. Still, I felt that my new acquisition needed to stretch out beyond the walls of its plastic case and do some "real work" in the world.

As I cast my gaze around my apartment full of Apple II driven devices, I can't imagine a computer that simply sits on my desk and munches characters and numbers. Sure, my Zipped, SCSI'd, and scanner-equipped IIe does a great job of that (after all, I've just finished producing my Masters thesis on it), but I have discovered a whole additional side to my Apple II's.

I would like to share that with those of you who have an interest in computer interfacing. It is not terribly difficult and I have never had to take tools of any kind to my beloved Apples! Everything that I have done uses the Apple II's game I/O port for controlling and monitoring real world devices. I am referring to the 16 pin socket which the older style joysticks are plugged into. Unfortunately the IIc machines don't have this connector and can't be used easily with these projects. On the bright side however, all the devices that I have built work beautifully on a 48K Apple II Plus. These machines can be had for a song these days; so experimenting is not expensive.

In the following series of articles about my interfacing projects, I will be assuming a minimal amount of electrical knowledge. You will need to know how to solder, but the books that I will shortly recommend cover this, the detailed plans for the projects, and also the necessary electronic basics. In addition, some of the _real_ A2 hardware experts here on Genie have posted advice for technical newbies on these basic skills. So check out the A2 Libraries and RTC for additional information. What I'm going to describe isn't rocket science, but it is a whole lot of fun and very rewarding too!

To begin with, I'd like to give you a little taste of what is possible with an "obsolete" 48K Apple computer. I hope this will get your interest going so that you will go out and create your own uses for that Apple in your closet or on your desk.

My first foray into interfacing came when my darkroom timer sang its last song and left me in the lurch. It was a simple mechanical affair which let me "program" any number of consecutive timing steps up to 30 minutes duration. My photographic work required up to 10 steps. A quick trip to the local photographic store revealed that this little $25 device was no longer made. After the salesperson showed me to a new digital timer

which could handle a whopping 3 steps at a cost of $500, I knew that I would have to find another way!

After buying $10 worth of shielded cable and investing several hours in Applesoft, I had rigged up an Apple darkroom timer which not only rang at the end of each timing step, but also beeped each time I was due to shake my developing tank or turn over a developing print. What luxury! After that there was no turning back on the road to Apple II interfacing.

It wasn't long before I needed a reliable way to control the temperature in my cold-water aquarium. This required measuring the water temperature and turning on and off a chiller. The chiller was tricky, since it could not be switched on and off quickly without damaging the compressor. I would need some way to delay the on and off switching for a few seconds, as well as knowing when to do it. It turned out to be no match for Applesoft and a combination of a couple of projects described in an Apple II interfacing workbook that I had acquired from Resource Central.

After a few months of reliable operation, I decided that what was good enough for the fish was good enough for me. Enter the air conditioner controller for my apartment! No longer did I have to come home to a sweltering apartment because I had been environmentally friendly and turned off the AC while on vacation. Now I just set the number of hours that I would like the unit to stay dormant, and a couple of hours before my return, the trusty][Plus turns on the air conditioner for me. Thereafter, it provides precision temperature control for my living quarters.

Similarly, when in the depths of the Canadian winter, I am no longer subjected to poorly controlled baseboard heating. The "winter version" of the software dutifully operates my portable heater at the same level of precision as the air conditioning in summer.

My last interfacing project was one for the workbench. Those of you who have Nicad battery operated tools and cleaning devices will most likely understand the consequences of frequently partly discharging these batteries before recharging them--the dreaded "memory effect". Worse than this is when they are left forgotten on a fast charger. The usual result is a trip to the repair facility for a costly new battery pack. I thought, "Wouldn't it be nice to have one of those smart chargers which fully discharges the batteries before charging them and then switches to a safe trickle charge when finished?" The only problem that I could see was the $1500 price tag for one of these babies Once again an Apple II came to the rescue. I now have a fully functional "smart charger" for about $25 and a time share on a][Plus.

I hope that this has whetted a few appetites for interfacing. Before I finish, I must recommend the books which have made it possible for me to do all this. I knew very little of electronics or interfacing until I got Vernier Software's "How to Build a Better Mousetrap". This is a work book for high school level students and teachers in the sciences and electronics. It goes through the basic concepts and techniques needed to build the 26 interfacing projects which are described within its pages. Both "Mousetrap" and its sister publication "Chaos in the Laboratory" are an excellent source of information and ideas on computer interfacing--and they are all Apple II. My projects are either straight from the books or are adaptations of their projects. I cannot recommend these books highly enough (BTW, I have no affiliation with Vernier Software--only good

experiences dealing with them and their products).

In addition, some of the projects described in the books are available from Vernier as kits. This will be a plus for those who don't live near a ready source of electronics parts. The company can be reached through David Vernier at "dvernier@vernier.com" for pricing and ordering of these books. For those wanting to take only an exploratory plunge into this field, I would recommend "How to Build a Better Mousetrap" as a good starting point.

Next month--Getting started with timers and the game port.

[EOA]
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THE TREASURE HUNT /
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Yours For the Downloading
""""""""""""""""""""""""""""""

by Douglas Cuff
[EDITOR.A2]

>>> IT FEELS JUST LIKE STARTING OVER <<<
""

This summer, I planned on giving my parents a hard drive for their Apple IIgs. (It didn't happen--someone let me down--but that's another story.) My parents don't use their GS much, but their grandchildren do. I wanted to faster disk access for the grandkids and for the grandparents.

The principal reason for buying a hard drive for my parents' computer was to install copies of three pieces of software that were big hits with the grandchildren, even when on slow 3.5" drives--McGee, McGee at Katie's Farm, and McGee at the Fun Fair. My parents also own a simple word processor, and I know they avoid it because it takes so long to load.

I didn't want to stop at tweaking the software they already have. I wanted to show my parents that there was a whole new world waiting for them--a lot more than word processing and McGee.

The problem was, once I had paid for a RAM card and a hard drive, I didn't have any money left for software. The solution is obvious: freeware and public domain software.

I scoured Genie's libraries for free software for my parents and their grandkids. I found a lot. Then I threw away absolutely everything that would give an Apple II critic the chance to complain about how crummy free Apple II software really was. That didn't leave a lot, but what was left was top-quality goods.

The experience was valuable, and you're about to reap the benefit of it, as I list the Apple IIgs software I could not bear to be without (and the file numbers for those who want to download it from Genie):

CLASSIC DESK ACCESSORIES
""""""""""""""""""""""""""

I happen to love CDAs, and always have. There are wonderful new desk accessories as well, but I love the classics. Their only drawback is that new computer users aren't going to remember the Escape-Control-Command key press necessary to get to the CDA menu... but there are ways of dealing with that.

File.A.Trix (Karl Bunker) Put this one at the top of your list. This file management CDA lets you type files, check out the disk directory, delete and copy files, initialize disks, and search for files. It works from with ProDOS, too. (File #21352, FILE.A.TRIX.BXY)

SHR.ScreenSaver (Dale T. Taylor and Tony Ward) If you have a paint program, better include this. Kids love to save screens and then mess with them. I might never teach my parents how to use this--partly because you have to go hunting for its SCREEN files--but I'll bet my 9-year-old nephew will use it. (File #24116, SHR.SAVER.BXY)

I've deliberately chosen very few CDAs to keep the menu uncluttered. There are lots of other useful but not vital CDAs I might have chosen: Calendar, Print Screen, Calculator Demo, and Inverter. I also left out CDAs that I thought my parents might not see the significance of: Quit To, GameHacker, and MiniTalk.

NEW DESK ACCESSORIES You must take care when choosing NDAs for new computer users. New users may never discover the NDA menu, so choose as many NDAs as possible that have some effect without needing the user to activate it. For the rest, choose desk accessories that have simple, obvious, and harmless effect.

Calculator (Dan Hitchens and Dave Lyons) This NDA is not only non-threatening, it's something even the newest computer user will admit is practical. Admittedly, turning on--or even owning!--a GS just to get at a calculator doesn't make a lot of sense, so expect some initial scoffing. But just wait until they've misplaced every calculator in the house...! (Found on the System Disks, specifically in :SystemTools1:System:Desk.Accs:)

Find.File.V1.2 (Stephen Chick) This NDA is a little technical for the true beginner, but I included in my list for two reasons. The first is that it's so much better than Apple's own file-finding NDA, which comes with and is installed by System 6.0.1. The second is that anyone who uses a word processor or even a text editor is going to misplace a file. (File #10567, FINDFILE.BXY)

Hermes (Andre Horstmann) This text editor NDA not only allows new users to jot down notes, but it serves well in the Finder, since it will automatically open text and AppleWorks word processor files If a new user is confronted with the Finder, the more file types that s/he can click on and actually have something happen, the better. (File #25304, HERMES.BXY)

LazyPepo (Tom Tooly Software) This NDA does one thing: go to the Classic Desk Accessory menu. Great for those who can't remember Escape-Control-Command. Two problems: the name doesn't give a newbie any idea what the purpose of this NDA might be, and the programmer didn't follow the guidelines--try selecting this one from within Quick Click Calc, and watch the menu bar closely. (File #16911, LAZYPEPO.BXY)

ShowMe (Dave Leffler) Looking at pictures will keep an explorer's interest for a while, but that's not the only reason I recommend this picture-viewing NDA be installed. It also has a

Finder extra function, so that Finder newbies can click on pictures and animations and see them. (File #23435, SHOWME1.1.1.BXY)

Some users report that having this NDA installed makes their system a little flaky. Others report no problems. There is another option--Eye by Chris McKinsey (file #22083, EYE1.1.BXY)--but it's a $10 shareware item. Eye will also let you view bitmapped fonts, which ShowMe won't, and also shows you the contents of BIN files.

SoundIt (Rolf Braun) Here's an NDA that will play rSounds, HyperStudio sounds, ACE sounds, and even raw binary sounds (file type BIN). It also optionally functions as Finder extension, so new users can click on these files and hear a result immediately. It doesn't play any music files, such as synthLAB or SoundSmith. (File #25884, SOUNDIT10.BXY)

MenuTime (Jay Krell) $5 There are plenty of NDAs that will put a clock in the menu bar, so why am I recommending Jay Krell's $5 shareware item? Simply because it doesn't interfere with Spectrum... and there are darned few clocks that don't cause character loss with that telecommunications program. If you don't use Spectrum, there are other menu-bar clocks with more functions, but too many to list.... (File #16722, MENUTIME.BXY V3.33)

INITS (PERMANENT AND TEMPORARY) You put Inits in System:System.Setup:, or in System:FinderExtras, or sometimes in either one. Some Inits are of no benefit to anyone who does not run the Finder, but others are of benefit to all. Let's look at the Inits that anyone can use:

Init Restarter (Matt Deatherage) Init Restarter (or Init Runner) allows CDAs, NDAs, inits, GS/OS drivers, and Finder Extensions to be installed "on the fly" rather than at boot time. This makes it possible for beginners to point-and-click on still more items from the Finder. If not using the Finder, IR can be used in conjunction with a new desk accessory such as IRNDA to allow loading from within any desktop program. (From the A2Pro library: file #3451, IR2.0.2.BXY)

GUPP (Nathan Mates) Mates's Grand Unified Program Patcher takes care of a number of bugs, and no Apple IIgs should be without it. It's totally invisible to the user, but makes for smoother operation. (File #27509, GUPP1.03.BXY)

AccentIt (Rolf Braun) This small TIF forces a reset of keyboard translation to standard, making it possible to use the extended character set while typing. This is necessary because software seems to reset the translation to none a good deal. New users find they can no longer use special characters, don't know why, and don't know how to fix the problem. (File #23744, ACCENT.IT.BXY)

RemoveAltDispMod (Jay Krell) Another short TIF, this removes "Alternate Display Mode" from the Classic Desk Accessory menu. This option does no harm, but often confuses new users. If you expect the IIgs to be used to play old 5.25" games, you should NOT install this one, because old games occasionally use this. (File #23137, REMALTDISP.BXY)

(While you're cleaning up the Classic Desk Accessory menu, don't

forget to use the SetStart CDev to disable the programmer CDAs, Memory Peeker and Visit Monitor. They're just confusing to new Apple IIers.)

EasyMount (Dave Lyons and Jim Murphy) New users may not use EasyMount to create aliases, but they're sure appreciate it when you set up aliases for them, so think about including EasyMount. (Found on the System Disks, specifically in :SystemTools:System:System.Setup:)

Quick.Launch (Steve Stephenson) QuickLaunch allows you to have a list of your most frequently-used programs in the Finder's Extras menu. Simple and quick. (File #18232, QUICKLAUNCH.BXY)

MakinCopies (Bryan Pietrzak) Most of the people I know really get a kick out of a talking computer, so you can install this one even for users who don't watch television, let alone _Saturday Night Live_. What it will do is play the sound of someone saying "Makin' copies!" every time you copy a file. (File #19428, MAKINCOPIES.BXY)

Under.the.Rug (Lunatic E'Sex) $3 This $3 shareware item is invaluable for timid first-timers or for anyone who has young children using their GS. It hides the trash can so that untrained kids don't accidentally delete a bunch of files, or so that unruly kids don't intentionally do so. When I set this up for my parents, I made a conspicuous alias to the file that explains just how to get the trash can back. (File #21062, UNDER.RUG.BXY)

GAMES When I was choosing games, I had to keep in mind that my parents' computer had no joystick and no color monitor. I chose games that would draw the grandchildren to the computer, but I also hoped to get my parents to play a little.

Milestones.2000 (Ken Franklin) $15 Money is always a problem, but I'll gladly pay $15 to put this game on any Apple IIgs I'm responsible for. It's not just that the money goes to help the homeless--this is a great game, and it'll silence any scoffers. My father used to enjoy Parker Brothers' "Milles Bornes", so I'm hoping that this game will entice him. (File #21013, MS2000.151.BXY)

If you have an extra $10--which you probably don't, not this late in the game--then spring for One-Armed Battle, a colorful slot machine by the same author. (File #21011, OAB.151.BXY)

Dungeon (ORCA/C port by Doni G. Grande) Zork was a great text adventure game for mainframes, except that it began life under the name Dungeon. Here it is, and it's a dilly. Well-written text adventures can be a real revelation to someone who has never used a computer before--it certainly was for me. (File #16449, DUNGEON.1.BXY, #16450, DUNGEON.2.BXY, and #17375, DUNGEON.UPD.BXY)

Rogue (IIgs version by Scott Lindsey) This Rogue clone uses the text screen--MouseText characters and all--to display a different kind of adventure game: map the dungeon, collect the gold, and kill the monsters. The overall goal is to fetch a magic amulet and then escape with your life. What makes this version great is that you can have digitized sounds attached to events in the game. Hint: an elephant trumpeting, when sped up, makes a great death screech

for the "monster death" event. (File #15496, ROGUE.BXY)

PuyoPuyo (Bret "Slixter" Victor) This Tetris-like game is simple enough for children to play and still plenty challenging for adults. The graphics are nicely cartoon-like, and the strategy is easier to explain than with Tetris. (File #26573, PUYOPUYO.BXY)

PixMix (Doug Happel) This program lets you create jigsaw puzzles of varying complexity from any super hi-res graphic--be sure to include plenty child-suitable pictures with the game! A nice bonus for Canadian parents is that the game can run either in English or French. (File #12726, PIXMIX.BXY)

Yahtzee (David W. Buell) This classic dice game is implemented so that you can throw away all the score pads and enjoy yourself. Roll five dice and try score the combinations listed: full house, straight, three of a kind, four of a kind, and five of a kind, or Yahtzee, and more. (File #16458, YAHTZEE.GS.BXY)

Raster Blaster (Bill Budge) This excellent pinball game is now freeware, and it will run on an Apple IIgs just fine. You don't even need a joystick--the Command and Option buttons will work as the flipper controls. You will need to slow the GS down before playing and speed it up again afterward. Be sure to get Larry Beam's patch, which allows you to quit, and to flip the flipper controls. (File #21131, RASTERBLAST.BXY and #21080, RB.PATCH.BXY [Larry Beam])

MISCELLANEOUS If you can remember how you reacted when you were introduced to the whole computing environment, you'll remember some of your fears--make sure you quiet these fears when setting up an Apple IIgs.

Boot6 and Boot5 (Harold Hislop) The transition from floppy drives to a hard drive can be intimidating. You can make the change easier by taking these short programs that simply boot slots 6 and 5, and leaving a conspicuous and _meaningful_ alias on the desktop. Let's face it, slot 6 for 5.25" disks and slot 5 for 3.5" disks is not intuitive. Either you know it or you don't. If you create an icon of a 5.25" disk for Boot6 and an icon of a 3.5" disk for Boot5, new computer users will soon catch on. If they don't know the term "boot", you can change the names of these programs to "Start6" and "Start5", or even "Start.3.5" and "Start.5.2.5". (File #23358, BOOTS.BXY)

The great thing about the Finder is that it's free... as soon as you have the System Disks (which you can legitimately download from Genie). New users may react to the Finder as being more powerful than they need, which is why I spent the time and trouble to install add-ons that make it easy for them to point and click on pictures, sounds, documents files, and desk accessories--and to install a utility that hides the trash can.

You might want to consider not using the Finder, to hide some of the intimidating power. UtilityLaunch by George R. Wilde is a $10 shareware item that might make navigating a hard drive less worrying. (You won't need Under the Rug if you use UtilityLaunch, so you can save that $3.) You just set up links to the programs you've installed. You can still have a link from UtilityLaunch to the Finder, so that you don't entirely discourage exploring.

WHAT ABOUT YOUR LIST? The free software I chose to put on the hard drive only represents my favorites. If you have a favorite that I've left off, why not write to me and make the case for it--perhaps we can print your letter in a coming edition of GenieLamp A2. If you have a whole list of favorites, then I _really_ want to hear from you--maybe I can persuade you to write an article for GenieLamp A2!

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          ////////////////////////////////////// Genie_QWIK_QUOTE ////
         /              "(OTOH, the GS toolbox rocks :)"              /
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Macintosh Dev.	MACPRO	480	Geoworks	GEOWORKS	1050
BBS	BBS	610	CE Software	CESOFTWARE	1005
Programming	PROGRAMMING	1445	Data Comm.	DATACOMM	1450
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                ~ APPLE ANECDOTES:  My Programming Highlights ~
                ~ HUMOR ONLINE:  Hard Disk Love Song (parody) ~
                     ~ HOT NEWS, HOT FILES, HOT MESSAGES ~

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                          ~ October 1, 1996 ~

 FROM MY DESKTOP ......... [FRM]        FROM MY MAILBOX ......... [MAI]
  Notes From The Editor.                  Letters To The Editor.

 HEY MISTER POSTMAN ...... [HEY]        HUMOR ONLINE ............ [HUM]
  Is That A Letter For Me?                Hard Disk Love Song (parody).

 FILE BANDWAGON .......... [BAN]        THE REAL WORLD APPLE .... [RWA]
  Top 10 Files for August.                Timers.

 THE TREASURE HUNT ....... [HUN]        APPLE ANECDOTES ......... [ANC]
  Three Gems.                             My Programming Highlights.

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(SMITH, CAT6, TOP1, MSG:58/M475)
|Name of sender CATegory TOPic Msg.# Page number|

In this example, to respond to Smith's message, log on to page 475 enter the bulletin board and set CAT 6. Enter your REPly in TOPic 1.

A message number that is surrounded by brackets indicates that this message is a "target" message and is referring to a "chain" of two or more messages that are following the same topic. For example: {58}.

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""""""""""" services include email, software downloads, bulletin boards, chat lines, and an Internet gateway included at a non-prime time connect rate of $2.75. Some pricing plans include uncharged online connect time. As always, prices are subject to change without notice. To sign up for Genie, call (with modem) 1-800-638-8369 in the USA or 1-800-387-8330 in Canada. Upon connection wait for the U#= prompt. Type: JOINGENIE and hit RETURN. The system will then prompt you for your information. Need more information? Call Genie's customer service line (voice) at 1-800-638-9636.

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"""""""""""""""""""""""" the Internet. If you use a web browser, connect to "gopher://gopher.genie.com/11/magazines". When using a gopher program, connect to "gopher.genie.com" and then choose item 7 (Magazines and Newsletters from Genie's RoundTables).

*** GET INTO THE LAMP! ***
""

//////////////////////////////////// Genie_QWIK_QUOTE ////
Murphy's Law for Genie RoundTable Library searches:
"The day you decide to search for a file when you know there has been only a handful of uploads using a particular keyword, there will have been over a hundred files uploaded recently using that keyword."
// A2.TONY ////

[EOA]
[FRM]//////////////////////////
FROM MY DESKTOP /

////////////////////////////////
Notes From The Editor
""""""""""""""""""""""""""

by Douglas Cuff
[D.CUFF]

It's been a busy month at GenieLamp A2. Because last month's issue was late, I had just 3 weeks to put together this month's issue (which is itself a day late). During those three weeks, I also rescued all the GenieLamp A2 back issues from the DigiPub RoundTable and put them in the A2 RoundTable. With the appearance of over 100 back issues in the A2 RoundTable library, the A2 staff decided to create a whole new library for Apple II publications, so you'll find GenieLamp A2 in library 55 from now on.

That wasn't quite enough to make this month truly interesting, so my editor's account, EDITOR.A2, was closed--through an administrative glitch--just 24 hours before the GenieLamp A2 deadline. I'm not sure when--or even if--this account will return, so I'm completing this month's issue using my personal account, D.CUFF. If you have urgent mail for me, please send it to d.cuff@genie.com until you hear otherwise. (Be watching for next month's editorial!)

Perhaps I haven't mentioned it often enough nor loudly enough: GenieLamp A2 is the only edition of GenieLamp currently being published. None of the other computer platforms have had an issue since June. The DigiPub RoundTable closed in mid-July, but I was determined--or loony--to bring out at least a July issue. When that proved possible, I pushed forward to bring out issues for August, September, and now October. And God willing, I'll see you all here next month.

When I was salvaging GenieLamp A2 back issues from the DigiPub RoundTable, I began to wonder if any other Genie RoundTables had Apple II files that we ought to be preserving. I haven't yet investigated thoroughly, but a quick check in the DTP (desktop publishing) and ERT (education) libraries turned up half a dozen files. If you're a Genie user and know about Apple II files in other RoundTables, I'd sure appreciate hearing from you!

Finally, an apology to readers of last month's HyperStudio edition. I goofed up, and three of the buttons on the contents page were connected to the wrong articles. I _did_ check all the buttons before releasing the edition, but with the issues already late, I guess I was in too much of a hurry to really be paying attention. Sorry. Thanks to David Pierce for pointing this out to me.

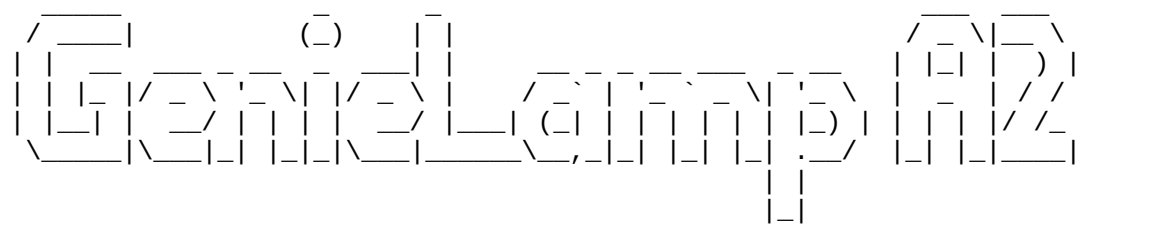
-- Doug Cuff

Genie Mail: D.CUFF Internet: d.cuff@genie.com

REPRINTING GENIELAMP

If you want to reprint any part of GenieLamp, or post it to a bulletin board, please see the very end of this file for instructions and limitations.

ASCII ART BEGINS



ASCII ART ENDS

[EOA]
[MAI]//////////////////////////////
FROM MY MAILBOX /
//////////////////////////////
Letters To The Editor
""""""""""""""""""""""""

MUST-HAVE CDAs AND NDAs Just wanted to say that I really enjoyed your
"""""""""""""""""""""""" latest issue of the "A2 Lamp"! Thanks so much for all the effort you put into it. It shows!

I always pick up something (or several things) new to me in the A2 Lamp. This month it was the GUPP file. I heard the chatter about it, but seemed to have missed the preamble and had no idea what it was all about. Thanks too, for the article on Apple II interfacing and experimenting. I needed that!

Your piece on additional CDAs, NDAs & INITs was very good as it gave me some reference against which to check my own pot-pourri of goodies. Mine seemed to include most of yours and I have to agree as to their usefulness. Without a doubt, my most actively used CDA is File-A-Trix which I seem to access every day. I purchased it from Bunker long ago (and received a nice freebie disk with even more goodies on it)!

There are some other useful NDA's not mentioned: II Scroll -- unbelievably handy! I've forgotten the author -- but not having to wildly swing the mouse all over to reverse up and down is soooo smooth. Another NDA(?) is the one that keeps a list 'open' once you've clicked on it. No need to keep your finger down on the mouse button all the time. You have to use it to believe how good it can be. I've heard that some either totally love it or hate it. I love it. Btw, I'm still a die-hard AppleWorks guy! :)

One other very useful CDA worth mentioning is Dave Leffler's Deskcolor that let's you change the standard "periwinkle" blue to any color or pattern of choice. From Day One on my GS, I felt the blue desktop was too much of a "me-too" IBM thingy and never left me feeling very good at all. Using Dave's Deskcolor, I experimented with all of the options and discovered that a pleasant "canary" yellow always upped my psyche and made me feel optimistic and cheerful.

Two other helpful items: the NDA, Lithium grease for the inevitable; and the CDA, II Not Disturb (small shareware to Greg Templeman) if you use a modem and a menubar clock program. Both have saved my hide time and

again.

Of course, these "essentials" are only the tip of the iceberg for many folks. All in all, I'd say that those of us who have hung out here with the Apple II and the IIGS, are now reaping the benefits of an exciting technology that's priced right!

Best, and may God bless you and yours.

Joachim Nelson
J.NELSON56

I was very glad to hear your suggested additions to the NDA/CDA/Inits list. I'd like to respond to all the things you mentioned:

- Greg Templeman's II Scroll (Softdisk G-S) and II Not Disturb (shareware) are both on my personal system, but weren't listed in the article because they're not free.

- Thanks for mentioning Lithium Grease, from Marc Wolfgram and Mark Collins--I had completely forgotten about it. (File #22482, LITH.GREASE.BXY) I actually use a "rival", stand-alone program, Back Rest by fellow Canadian Lorne Walton. I'm not sure it's still available in stand-alone format, so I won't quote the Genie file number for it.

- As for the init that "keeps a list 'open' once you've clicked on it", I assume you're referring either to MenuMagic by Harold Hislop (file #22344, MENUMAGIC.BXY) or AutoMenus by Jay Krell (file #21216, AUTOMENUS.BXY V3.0B7). I've installed both, but ran into minor conflicts with them--admittedly, fewer conflicts with MenuMagic.

- As for Dave Leffler's Deskcolor (file #17727, DESKCOLOR.BXY V3.1), I'd never heard of it. Thanks for pointing it out.

I left one other important file off my list--file #26120, PATCHHFS.BXY. This patches an important bug in the HFS File System Translator that comes with System 6.0.1.

I'm glad to hear that 'Lamp A2 demystified GUPP for you!--DGC

FINDING GENIELAMP A2 """""""""""""""""""""""
Is there some easier way to get to the current GenieLamp A2? Like before, by moving to page 645;9? I cannot find it now without going to A2 RT and getting list of new files for a number before downloading. A real time consuming pain in the rear. What am I doing wrong? Thanks for your help.

Al Micheli
A.MICHELI

As you may know, the DigiPub RoundTable _CLOSED_ forever in the middle of July. This is why it is no longer possible to get GenieLamp A2 the way you used to. I agree, that way was more convenient.

Still, you do not have to _LIST_ the files to get the correct file number. Why not use the _SEARCH_ command instead? It won't deluge you with a lot of information you don't want.

When you go to the A2 library, type 3 to use the search command. You will be asked for a keyword. Type the month of the issue you are interested in--for example, "September". You will then be asked for an uploader name. You can either press Return to leave this blank, or type "EDITOR.A2". (Another possible uploader is "D.CUFF".) When you are asked for a number of days to search, enter 33 or some number like it. (If you enter a number greater than 365, you'll probably be shown both the September 1995 and September 1996 issues.) Here's how it looks:

```
A2 Library>3

Enter Search String, or <RETURN> for ALL
>September

Uploader Address, or <RETURN> for ALL
>EDITOR.A2

Number of days, or <RETURN> for ALL
>33

String:    September
Uploader:  EDITOR.A2
Days Back: 33

ALL Libraries.

  No. File Name              Type Address      YYMMDD Bytes   Access Lib
----- ----------------------- - ------------ ------ ------- ------ ---

27745 ALMP9609.ASC             X EDITOR.A2    960911   79444     26  55
      Desc: GenieLamp A2, Sep. 1996 (ASCII text)
27739 ALMP9609.AW.BXY          X EDITOR.A2    960910   50560     32  55
      Desc: GenieLamp A2, Sep. 1996 (AppleWorks)
27744 ALMP9609.BXY             X EDITOR.A2    960911   45952     45  55
      Desc: GenieLamp A2, Sep. 1996 (text)
27742 ALMP9609.HC.BXY          X EDITOR.A2    960911   61568     32  55
      Desc: GenieLamp A2, Sep. 1996 (HyperCard)
27743 ALMP9609.HS.BXY          X EDITOR.A2    960911   73856     34  55
      Desc: GenieLamp A2, Sep. 1996 (HyprStudio)

End of Directory.
```

Two other things you can do that will make finding GenieLamp A2 easier:

1. Read Cat 3 Top 3 in the A2 RoundTable just past the first of the month. I _always_ post the file numbers for the current issue there, so no one has to go searching for them.

2. Whenever you enter the A2 Library (m645;3) to do a list or a search, _start_ by setting the library to Apple II Publications. To do this, choose command 8 and set the library number to 55.

This will mean that you are narrowing the search to the specific library where GenieLamp A2 is kept.

I apologize that it is no longer as convenient to get GenieLamp A2, but there are limits to what we can do with no RoundTable to operate out of. If you follow the tips above, I think you'll find that a search for GenieLamp A2 will consume much less time.

Remember, with the DigiPub RoundTable gone, GenieLamp A2 no longer has a home. We are "borrowing" space from the A2 RoundTable just to keep GenieLamp A2 alive!--DGC

[EOA]
[HEY]////////////////////////////
HEY MISTER POSTMAN /
////////////////////////////
Is That A Letter For Me?
"""""""""""""""""""""""""""

by Douglas Cuff
[D.CUFF]

o BULLETIN BOARD HOT SPOTS

o A2 POT-POURRI

o HOT TOPICS

o WHAT'S NEW

o THROUGH THE GRAPEVINE

o MESSAGE SPOTLIGHT

>>> BULLETIN BOARD HOT SPOTS <<<
""""""""""""""""""""""""""""""""""""

[*] CAT 2, TOP 32 ..... Alternate E-mail address for A2 folk
[*] CAT 5, TOP 14 ..... Gus, the IIgs emulator for PowerMac
[*] CAT 22, TOP 10 ..... Good news for Zip GS owners
[*] CAT 42, TOP 11 ..... Latest issue of II Alive

>>> A2 POT-POURRI <<<
""""""""""""""""""""""""

IF YOU HAD LIFE TO LIVE OVER... Hi guys,
"""""""""""""""""""""""""""""""""""

I've recently started taking in more UG calls ::sigh:: and I'm trying to set up a generic, yet high performance, 6.0.1 for hard drives.

So, I have a few questions:

1) Which patches should be installed? And which are legal to be installed (i.e. I'd love to put Greg's SDGS patches on, but I know I can't)?

2) Personally, I'm leaning to installing the Appletalk stuff since every machine in my posession has Appletalk on, but I'm wondering if that's too confusing for other people.

3) What kinds of extras, other than IR and Hermes, would people want on it?

Assume hard disk space isn't an issue, but copyright is :)

Ryan M. Suenaga, M.S.W.
Social Worker by Day, Apple II geek by night, KFester in July!
ANSITerm and CoPilot v2.55
(R.SUENAGA1, CAT9, TOP6, MSG:144/M645;1)

>>>>> Some suggestions - Things that I have used. All are freeware, to
""""" the best of my knowledge:

GUPP -	Init	Patches a number of problems
Open Any -	NDA	Opens docs from any available FEXT from SF dialog
IRNDA 2.0 -	NDA	Loads anything that IR can from SF dialog
SoundPlayer -	NDA	Plays rSounds
PicViewer -	Init	Shows most types of graphics
Refresh Screen	NDA	Redraws screen
ScreenSaver	NDA	Blanks screen
DisplayClip	NDA	Displays clipboard
FileATrix	CDA	File management and more
Winflate	NDA	Reduces window to menu bar
Launch.CDev	CDev	Sets startup path & speed for applications
ShowMe!	NDA	Shows most types of graphics, incl. GIF

Notes:

OpenAny works with SoundPlayer, Hermes, and PicViewer within any application that I have tried.

ScreenSaver requires a mouse movement to initiate the blanking timer. Was my primary blanker for about a year.

Don V. Zahniser
Delivered by CoPilot for ANSITerm
(D.ZAHNISER, CAT9, TOP6, MSG:145/M645;1)

>>>>> Ryan
"""""
One thing I would =NOT= put on those drives is the ShowMe! NDA/FinderExtra. Many people (including myself) have had nothing but grief with that installed. (There's also some question as to just -WHOS- code is burried in it... per some grumbling I read in A2Pro some time ago)

Instead of SoundPlayer, I'd opt for EAR (in lib here). EYE (Also in lib

here) is a nice small (though somewhat limited) picture displayer.

-Harold
Resident Solder Slinger
Live Free or Die - New Hampshire state motto
(HAROLD.H, CAT9, TOP6, MSG:146/M645;1)

>>>>> Ryan
""""""
Some more thoughts -

SoundIt 1.0 NDA - handles a bunch of kinds of sounds without the Sound CDev needing to be active. Can be installed as a FinderExtra. Works better as just an NDA when outside of Finder.

GSCII+ - NDA - for decoding binscii files

A2Vendors.NDA - Essential resource

SD.Reminder - Init - Another BunkerWare item - Essential for anyone using /RAM5 a lot.

Caps.Lock.Init - from Glynne Tolar - For ROM 01 w/extended keyboards

Ext.KB.Init - Bill Tudor - For Extended Keyboard users

BRAM.Checker - Init - Bill Tudor - Notifies of changes to Battery RAM

BRKCURSOR - Init - Jason Blochowiak - Changes cursor to X if system crashes

Anim.Watch - Init - Jason Blochowiak - Animated watch cursor

Don V. Zahniser
Delivered by CoPilot for ANSITerm
(D.ZAHNISER, CAT9, TOP6, MSG:155/M645;1)

"LOW-TECH" TO THE RESCUE
""""""""""""""""""""""""""
Any problems out there with sending Internet mail? I have sent several notes over the past week to a listserv that normally echoes the note back to me, and haven't seen the reflections. I have been receiving mail from others on the listserv. I was using @inet# as the suffix. The particular address is in my CoPilot nickname file, and I have used it a couple of dozen times in the past.

Thanks for any responses

Don
(D.ZAHNISER, CAT35, TOP27, MSG:70/M645;1)

>>>>> Now that you mention it -- approx two weeks ago I had very bad time
""""" sending out mail. It would appear to go out okay, but the receivers didn't receive them for two days. A day or so later, things seem to return to normal. But this isn't the first time I've observed this -- and probably won't be the last. Btw, I mail out to a small list between 7-8am every day.

- Joachim

(J.NELSON56, CAT35, TOP27, MSG:73/M645;1)

>>>>> Not trying to make excuses for Genie, but that sort of thing is an
""""" inherent problem in the whole Internet system.

Dean sent me a very important, or at least very time critical, file yesterday. I was having problems with my local ISP (thier server was down for "unscheduled" maintenance, i.e. it broke :), so I asked him to send it to me not only at my local ISP adress, but also to my Genie mailbox.

I needed the file by 9PM. It arrived on BOTH my local ISP and Genie after midnight. I was on the phone with Dean when he sent it out, at about 5PM. It got held up somewhere along the way for over 7 hours.

I've seen this happen more times than I can count, from all sorts of places, and for periods of up to 3 days.

(I called Dean at 8:40 and had him dictate the information to me, took about 5 minutes. :)

Gary R. Utter

(GARY.UTTER, CAT35, TOP27, MSG:74/M645;1)

YOU CAN'T MAKE 'EM THINK Before I became the Apple 2 Librarian of our
"""""""""""""""""""""""""" local Users Group I too, had problems with "unauthorized" access.

This came in the form of software copied from my machine during my abscence from a "What's New for the Apple IIgs" SIG. "Guard Dog" stopped that!

On one occasion, I was asked for a copy of Seven Hills' Spectrum. The "exchange" went something like this:

"Hey, can I get a copy of that program?"

"Why sure! Here's the '800' number of the place where I got it."

"No, I mean now, from you."

"Hey, I just got this program! I haven't even finished reading all of the manual! But OK, since you're a member, here you go. I guess with the shipping and handling it came to 'round-abouts $80.00.", says I, with palm out.

"No, I meant to get a COPY, from you NOW."

The light slowly dawns... "You mean you want ME to give you FREE something which just cost ME $80.00?"

"Well, yeah..."

The light becomes (sharp) as a knife... "I tell you what, give me $40.00 and I'll give you half of the package; either the manual or the disks, which-ever you want."

"Well! If you're gonna be THAT way about it, NEVER MIND!"

```
 ___(2___    "The Un-Dead Apple"
/ , _`' _\
\)|(@)m(_,    Mike Brouillette / M.BROUILLET1@genie.com
  ~7ooood'    Via: Spectrum / CoPilot - Genie's offline message manager
```


(M.BROUILLET1, CAT42, TOP11, MSG:56/M645;1)

RAMFAST FOR THE APPLE IIe Current Notes on RamFasts in //e's:
"""""""""""""""""""""""""""

SS does sell a RamFast specifically for the //e. It is called the RamFast E and when you order it _spell out_ that you want the RamFast FOR the //e. Make sure they understand this.

The RamFast E will work in a 1 MHz enhanced //e, in a Tranwarped (original 3.6 MHz) enhanced //e, or even in a Rom3 GS with a ZipGS. I've got one and have tried it in all three. It works great.

BUT, the RamFast E absolutely, positively, will NOT work in an enhanced //e with a 8 MHz Zip Chip. Very disappointing. However...

On July 15, I ordered two more RamFasts - one RamFast GS for another Rom3, and one RamFast E =with Zip Mod= for an enhanced //e with 8 MHz Zip Chip.

I still haven't received the order, but have been informed that everything is still on track. If I get this thing and it works, I'll post it here.

Remember, if you order one, _spell out_ if it is for the //e and _spell out_ that it needs to have the Zip mod, if you are using an 8 MHz Zip Chip in your //e.

Hugh...

(H.HOOD, CAT20, TOP13, MSG:30/M645;1)

PUBLISH IT! TRIVIA Perhaps someone has noticed already: All those PI 4
"""""""""""""""""" font names are cities / suburbs within the scope of someone living in Chicago or on the Chicago North Shore of Lake Michigan. :) Does this help in deciphering? I doubt it.

Jim, in Munich

(J.DWYER8, CAT8, TOP18, MSG:101/M645;1)

WHERE WOULD THEY BE WITHOUT US? A few days ago at work, we received an
"""""""""""""""""""""""""""""""" e-mail press release at the newspaper where I work that had an attached file with the same BinHex message. Nobody seemed to know how to decode it. The more savvy computer folks were unavailable, and therefore no help.

So I stepped in, copied the file to disk, and brought it home with me. I used Hermes to strip the control characters, and Spectrum v2.1 to decode the BinHex file.

I returned it the next morning, loaded it back into our system, and the file was ready for use.

"Gee," our city editor said, "do you have some sort of SuperComputer at home?"

"Why, yes," I said. "I have an Apple IIGS." :)

Don't you just love it when that happens!

Max

(M.JONES145, CAT35, TOP15, MSG:203/M645;1)

>>> HOT TOPICS <<<

PARTS TO SPEED UP YOUR ZIP GS More good news for ZipGSx owners!

The chips I posted about recently are testing out even more consistently than my original optimism predicted!!

This means that I'm not having to absorb as large a washout rate I anticipated, so I can afford to offer the chip sets at a reduced price!

At this point I have found that every set I test with this combination of chips will do at least 15 mhz when tested in a known good equipment combination of Rom01 GS, Sequential 4meg card, RamFast 3.01f SCSI, and 16mhz capable ZipGS card.

Therefor I am modifying my pricing and set specification structure as follows:

1. Rather than offer sets tested at the full spectrum of speeds, I will simply offer sets tested to work in my system at 14mhz (cuts my testing labor costs too :)
2. Pricing for these sets will be $50 for 64k or $30 for 32k.
3. Sets still consist of a 600mil (wide) Data chip, and a 300mil (narrow) Tag chip for each 32k.

Once again the reminder that it took me over a year of searching (with the help of other A2 friends on Genie) to locate a suitable batch of Data chips for reliable operation above 12mhz, so I hope all of you who dream of speed will get in on this deal while the supply lasts.

Permission is granted for anyone who desires to repost this message on other services, the internet, or local BBS's. encouraged even :)

Doug Pendleton, Zip Technology OnLine Technical Support
e-mail Doug.P@Genie.com

(DOUG.P, CAT22, TOP10, MSG:40/M645;1)

<<<<< Still More GOOD news for ZipGSx owners!

Need a fast 65C816 chip for your Zip (or TWGS) ?

You can still order 65C816-14 PLCC package chips direct from WDC for $19.80 each plus S&H....

Or you can now order them from me for $15 each, S&H (USPS Priority First Class) included. If you need 2 or more add $12 each for additional chips ordered at the same time.

Permission is granted to repost this message on other services, the

internet, and local BBS's. encouraged even :)

Doug Pendleton, Zip Technology OnLine Technical Support
e-mail: Doug.P@Genie.com
(DOUG.P, CAT22, TOP10, MSG:41/M645;1)

>>>>> OK. Let's see if I got this straight... To speed up my ZipGS, I
""""" need to:

1. Get 64K RAM chips that will hit at least 14Mhz from Doug for $50.

2. Modify my Zip to take the wide and narroe chips.

3. Get a new 65C816-14 chip from Doug for $15.

4. Purchase oscillators for 14MHz and possibly a bit faster to see how fast I can push it ;) I assume I can get these from any 'good' electronics supply place, right?

If that's it, I just have the hard part to do: find some cash for it all :)

Brian Wells
(B.WELLS5, CAT22, TOP10, MSG:44/M645;1)

>>>>> (please excuse my full quoting of the original msg :
"""""

BW>> OK. Let's see if I got this straight... To speed up my ZipGS, I need
BW>> to:

BW>> 1. Get 64K RAM chips that will hit at least 14Mhz from Doug for $50.
BW>> 2. Modify my Zip to take the wide and narroe chips.
(sic :)
BW>> 3. Get a new 65C816-14 chip from Doug for $15.

So far, so good :-)

BW>> 4. Purchase oscillators for 14MHz and possibly a bit faster to see
BW>> how fast I can push it ;) I assume I can get these from any 'good'
BW>> electronics supply place, right?

Even though Doug is selling parts that he has personally hand-testing and qualified for 14Mhz operation, this does -NOT- mean that a person using these parts can 100% of the time expect to achive 14Mhz operation!

There are =MANY= variables that affect the maximum reliable speed of a Zip or TWGS. Doug is addressing the points that he can address; some of the others include:

1) Total bus loading and noise in the target machine
2) Other cards in the target machine that generate serious RFI (which can cause interference between cards)
3) "Stiffness" of the power supply (as seen at the slot connectors)
4) The maximum speed capabilities of the individual chips on the specific Zip or TWGS that is being sped up. (varies due to manufacturing tolerances, microscopic dust particals and 'loose' dopeant molecules floating in the silicon furnace that the chips

were made in, etc. ad-nausem)
5) The absolute contaminant levels in the material used to make the PC board itself (including contaminants in the solder mask coating), as well as the amount of 'under-edge etching' that occured on the traces of the specific board in question durring manufacture.

The above is meant -ONLY- to document the fact that different people -will- have different end results, caused by factors -WAY- outside of their control as well as =WAY= outside of Doug's control.

=Personally= I would start off witrh a 48Mhz oscillator (12Mhz CPU speed) and work up from there. It is my -personal- experience that usually 12Mhz is a 'plug-and-play' improvement, but 12.5Mhz and above may involve some additional tweaks. (note: I have run into Zips and TWGSs that flat would not run reliably over 8Mhz, regardless of the parts used, as well as boards that would do 18Mhz with plug-in-only chip changes. Your milage is likely to vary as wildly (or more) as mine)

BW>> If that's it, I just have the hard part to do: find some cash for
BW>> it all :)

In =my= personal opinion, the risks of not being able to achive 12Mhz reliable operation pale in light of the performance improvement that one will see at 12Mhz, and the likelyhood of >12Mhz is, in my personal experience, so high that the cost shouldn't be a consideration :-)

I simply want everyone to be -aware- of the fact that their results =will= vary from what they may expect due to factors that -nobody- can predict with any accuracy. Doug is, IMHO, going =WAY= 'beyond the call of duty' in hand qualifying chips for 14Mhz operation, and he should =NOT= be held responsible =BY ANYONE= for results that are less than 14Mhz.

-Harold
Resident Solder Slinger
Live Free or Die - New Hampshire state motto
(HAROLD.H, CAT22, TOP10, MSG:45/M645;1)

<<<<< Brian
""""" That's about the total of what you would likely need..

I can supply oscillators at $5 each, and the necessary socket material for the narrow Tag chips and oscillator for $5 when included with a chip order.

Right now I only have 10, 12.5, and 15, and 16 mhz oscillators available, but I'm negotiating bulk purchase of some other values...

Doug Pendleton, Zip Technology OnLine Support
A2 Hardware Help, A2 Promotions and Public Relations Manager
Delivered by: ProTerm 3.1 and CoPilot v2.5.5 Offline Genie Message Manager
(DOUG.P, CAT22, TOP10, MSG:46/M645;1)

<<<<< > Even though Doug is selling parts that he has personally
""""" > hand-testing and qualified for 14Mhz operation, this does -NOT-
> mean that a person using these parts can 100% of the time expect
> to achive 14Mhz operation!

Absolutely!! true, and I've tried _real_ hard to make sure that is understood by everyone!

for example:

If you have an AE GS-RAM+ with -12 (120 nanosecond chips) it is very unlikely that you will get operation above 8 or 9mhz.

If you have a true ROM 00 Woz, upgraded to ROM 01 by chip changes and audio fix, rather than by mother board swap you won't get operation above 7 or 8mhz.

At higher speeds _every_ component in the system becomes more critical, and a slow memory chip or switch state transition in any one of them can defeat high speed operation.

What the hand-tested chips do is let you subtract the Zip Cache memory from the list of things responsible for difficulties. _if_ your Zip card, and all aspects of your system will do 14mhz, these chips will support it! more than that I can not control.

Doug Pendleton, Zip Technology OnLine Support
Delivered by: ProTerm 3.1 and CoPilot v2.5.5 Offline Genie Message Manager
(DOUG.P, CAT22, TOP10, MSG:52/M645;1)

YOU'LL NOTICE THERE'S NO "BEST BEFORE" DATE... there can't be a tool
"" which tells when the IIGS was made, 'cause the information isn't stored in battery RAM on the IIGS.

The date which TechTool shows isn't necessarily the date, the Mac was made on. When a Mac is switched on for the first time, you probably go into the Date/Time control panel and set the clock and the date. This date is recorded in the PRAM and shown as manufacture date. From then on, the time the Mac is on, is incremented in five-minute-segments, stored in the PRAM and shown as hours by TechTool.

Udo - ... with the IIGS into the next millennium -
(U.HUTH, CAT2, TOP19, MSG:260/M645;1)

>>>>> Actually, there's a code on the IIGS motherboard that shows when it
""""" was manufactured.

It's right above the RAM expmasion slot and to the right of the Fast RAM, and it looks like it's stamped in black ink.

I'm looking at my old GS motherboard as I type this, and the "F8712" indicates that it was made in 1987. I'm not sure, however, whether the 12 indicates that it was made in the 12th week, or the 12th month, of 1987.

I think it's week, as I did buy the GS in early 1987.

Joe
(JOE.KOHN, CAT2, TOP19, MSG:261/M645;1)

>>>>> Mine says A8740, so it must indeed be week. This isn't my original
""""" board, so I can't use the sales date as a check.

Carl Knoblock - Telephone Tech
cknoblo@novia.net
(C.KNOBLOCK, CAT2, TOP19, MSG:264/M645;1)

>>>>> Does anyone know what the first letter indicates
"""""
(JOE.KOHN, CAT2, TOP19, MSG:266/M645;1)

>>>>> My guess would be the factory where it was made
"""""
Jeff Carr
(LUMITECH, CAT2, TOP19, MSG:269/M645;1)

>>>>> That's the GPA of the electrical engineer that tested your
""""" motherboard for flaws at the factory. ;)

Eric "Sheppy" Shepherd
Logicware, Inc.
(SHEPPY, CAT2, TOP19, MSG:270/M645;1)

APPLE IIGS--THE ONE TO EMULATE The following information has been added
"""""""""""""""""""""""""""""""" as a link from the Gus Link Home Page,
which can be found at:

<http://users.ids.net/~kerwood/gus.html>

or

<http://www.primenet.com/~adams/gus.html>

The Gus News Mail List is Online!

The developers of Gus at Apple have set up a list server for Gus Information Dissemination. To subscribe to the Mail List, send an email message to gus@apple.com following the instructions below. Those of you who already have Gus (and you know who you are) can now send feedback about Gus to gus-feedback@apple.com.

Subscribing to the Mail List (follow these instructions explicitly :)

The currently accepted commands are the following and all must appear in the *BODY* of the message. You can send multiple commands, each in one line finishing with END.

SUBSCRIBE gus-news Your_FirstName Your_LastName
Subscribes you to the list called gus-news.

UNSUBSCRIBE gus-news
Unsubscribes you from the list called gus-news.

Other commands for the Mail List:

LIST
Shows the lists served at this site.

REVIEW gus-news

```
    Shows the list of user currently subscribing to
          gus-news.

HELP
    Sends this message.

INFO  gus-news
    Send information on the list

INDEX  gus-news
    Shows a list of documents available for GET

SEARCH  gus-news Key_Word
    Searches the documents for a key_word

GET  gus-news File_Name
    Retrieves the document called File_Name

SET gus-news OPTION

    Set your subscription parameters to OPTION
    Currently available options are:
           (default options are indicated)

      ACKN : Confirms that you sent a message to the list.
      NOACKN : No Acknowledgment is sent
                  [Default].

      CONCEAL : Hides your name from a REVIEW command
      NOCONCEAL : Shows your name in a REVIEW command
                  [Default].

      ACTIVE : Makes your subscription active
                  [Default]
      INACTIVE : Suspends your subscription until the next
                 ACTIVE command.

      DIGEST : Sends digests rather than individual messages
      MAIL : Sends you individual messages.
                  [Default].

      REPRO : Send a copy of the message to the sender
                  [Default]
      NOREPRO : Does not send a copy of the message to the sender
```

(D.KERWOOD, CAT5, TOP14, MSG:238/M645;1)

<<<<< Some interesting news about Gus :
"""""

Those of you that have registered yourself on the Gus Link Home Page <http://users.ids.net/~kerwood/gus.html> or <http://www.primenet.com/~adams/gus.html> have received notification that the page has had some changes to it. When you get that notification, you also get to see how many people have signed up to register themselves on the page. Well, after tallying up both pages, I find that there are nearly 400 people that have registered. I'm impressed. :)

Also, I've been asked about what sort of messages one could expect to see on the Gus-news Mail List that Andy Nicholas set up the other week. What follows is the first message from the Mail List. As always, anyone can sign up to recieve these messages. Simply type the following command so that it appears in the *BODY* of an email message addressed to gus@apple.com. What's in the subject line doesn't matter:

```
SUBSCRIBE gus-news  Your_FirstName  Your_LastName
                           ^                ^
                            Guess what goes here?  :)
```

David K. - Divemaster, A2 Abyss RTC, every Sat nite at 11:00 pm Eastern

(Do NOT distribute this message unless it is reposted in its entirety, including the message header to identify the source. Do not edit, in other words...)

```
From:   gus-list-master (gus-list-master@apple.com)
Date:   17-SEP-1996 15:18:31.00
To:     Multiple recipients of gus-news - Sent by
Cc:
Subj:   Welcome to gus-news!

--------------------------------------------------------------------------------
Welcome to the gus-news mailing list.

I checked the list-server this morning and there were about 30 people
signed up for gus-news.

So what's new?

o We have received tentative approval from Apple marketing to allow us to
make Gus available for public download as long as we don't create any
support hassles for Apple customer support lines.

o We have space on an Apple web-server.  We have some web pages ready.

We could use some html to do download counting, but other than that the
pages are mostly ready.  Forgive us, we're not very html-savvy.

o We're still working on Gus.  Jim's Murphy and Maricondo have been very
busy on Gus over the summer.  v1.0d4 will contain their work. Maricondo's
stuff is especially cool.

You can send us suggestions, comments, bugs to gus-feedback@apple.com. If
the volume gets too heavy we'll create a more specific set addresses to
route stuff more efficiently.

andy
                (D.KERWOOD, CAT5, TOP14, MSG:239/M645;1)
```

>>>>> Gus may be getting all the attention, but it's certainly not the
""""" only Apple IIGS emulator currently being worked on. I know that for I have seen, with my own eyes, Fast Eddie in action.

Like Gus, Fast Eddie is a PowerPC based Apple II and IIGS emulator.

Unlike Gus, Fast Eddie already emulates the Ensoniq and it can run

IIGS software that Gus can't....mainly European software that has its own custom loader...such as FTA software.

If you haven't yet visited the Fast Eddie Home Page, you can do so by pointing your favorite web browser at the following URL:

http://www.swix.ch/clan/shadow/eddie.html

Joe

(JOE.KOHN, CAT28, TOP4, MSG:284/M645;1)

>>> WHAT'S NEW <<<

SPECTRUM V2.1 SHIPS Sorry for the delay, but we are NOW SHIPPING the Spectrum v2.1 upgrade! If you ordered SPv2.1 or an upgrade, be watching your mailbox--it should arrive by the end of next week! :)

--Dave

(SEVENHILLS, CAT43, TOP15, MSG:40/M645;1)

<<<<< If you ordered the full version of SPv2.1, they will finally start shipping Wednesday. I got the disks done last week, just in time to hear about all the resource problems. I decided to fix them, but couldn't get to it before tonight. The disks are now fixed, so we'll start shipping the full versions tomorrow. {I also fixed the upgrade disks for any new upgrade orders.}

If you _RECEIVED_ Spectrum at KansasFest: You're missing the latest ANSI, as well as a couple very minor changes to Spectrum itself. I can email both of these items to you if you email me a request. Another option: Send us $5 and we'll mail you a replacement disk AND the printed addendum you missed @ KF.

Thanks, --Dave

(SEVENHILLS, CAT43, TOP15, MSG:90/M645;1)

CONTACTS GS V1.0.3 NAILS ELUSIVE BUG I just conducted an experiment, the results of which lead me to say: I now know the exact scenario which causes the Contactsdata file to become...how shall we say it...prematurely truncated.

I took my Contactsdata file and loaded it as an ASCII Text File into AppleWorks Classic. At the end of the first record, I inserted a carriage return. That carriage return, of course, was in addition to the normal carriage return that separates records.

I then saved the Contactsdata file back to disk as an ASCII text file, and sure enough, when I opened it in Contacts GS, there was one and only one record.

So, it seems clear to me that the problem some of you are experiencing with data loss in Contacts GS is caused by the importation of an extra carriage return into Contacts GS. Since it's impossible to manually enter a carriage return into a field while using the actual Contacts NDA, the only other possible way for it to get there is via cut/paste or copy/paste.

We now know for a fact that an AWGS DB file, if cut/pasted directly into Contacts GS, will introduce that second carriage return, but according to Doug Cuff (who has had data loss without using AWGS) there has to be other GS/OS programs that will also cut/paste that second (extraneous) carriage return. At this point, I have absolutely no idea which other program will do that.

In any case, it just might not matter anymore.

Contacts GS v1.0.3 filters out extraneous carriage returns when cutting/pasting data into Contacts GS. So, I think it's safe to say at this point that the problem has been identified and fixed.

To help prove that point, I'm in Co-Pilot as I write this. I just entered a few carriage returns in the Co-Pilot word processor, and then cut/pasted just those carriage returns into the first record in the Contacts NDA, and sure enough, when Contacts saved itself back to disk, the carriage returns were filtered out.

So, at this point, I think we nailed down the problem and fixed it.

Joe Kohn
(JOE.KOHN, CAT28, TOP5, MSG:75/M645;1)

500 MEGABYTE INTERNAL HARD DRIVE NEWS Flash! (Really)
"""""""""""""""""""""""""""""""""""

Hold on to your hard drives! This one is gonna make 'em run for cover!!

Genie & User Group Special:

Limited Quantity (I have about 50 of them)

Focus 500 Meg utilizing a Western Digital WDAL2540 Drive Mech.

For the completly insanly incredible price of:

```
      X
   XXXXXXX      XXXXXXXX    XXXXXXXX    XXXXXXXX     XXXXX   XXXXX
   XX X XX      XX    XX    XX    XX    XX    XX     X   X   X   X
       XX             XX    XX          XX    XX     XXXXX   XXXXX
     XXX            XX       XXXXXX      XXXXXX
    XX            XX        XX    XX          XX     XXXXXXXXXXXXX
   XX X XX       XX         XX    XX    XX    XX  XX
   XXXXXXX      XXXXXXXX    XXXXXXXX    XXXXXXXX  XX
      X
```

Thats $269.00 incase my horrible attempt at ASCII graphics arn't ledgible. :)

DOS 3.3 is even supported now too!
(T.DIAZ, CAT46, TOP4, MSG:71/M645;1)

>>> THROUGH THE GRAPEVINE <<<
""""""""""""""""""""""""""""""""""

MUSIC COMPOSER V4.00 Just a note to let everyone know how Music Composer

"""""""""""""""""""""" v4.00 is comming along.

     It's FINISHED, well almost. I'm working on the documentation now.
At the moment of this writing I don't know of any bugs. But as I am doing
the documentation, I am checking out parts of the program. I have found a
few bugs and corrected them. So, its very possible that there are more
hidden bugs yet to be discovered.

     After I'm done with the documentation I'll have to start looking for
beta testers.

Clay   clay1@primenet.com
WWW: http:/www.primenet.com/~clay1
FTP: ftp.primenet.com   directory users/c/clay1
Warning! Opinions will change due to new information.
                  (C.JUNIEL, CAT6, TOP19, MSG:147/M645;1)

LEMMINGS   An e-mail arrived yesterday, in somewhat broken English (so I'm
""""""""" not entirely sure what it meant), but it sounded like Brutal
Deluxe's LemminGS is almost done. I was instructed to watch my e-mailbox
next Thursday.
                  (JOE.KOHN, CAT28, TOP6, MSG:185/M645;1)

MICRODRIVE/TURBO CARD   BTW, Joachim Lange of ///SHH Systems has developed
"""""""""""""""""""""" a new controller card. It's called the
Microdrive/Turbo.

     You can attach IDE HD drives of up to 2 Gigabyte capacity to it, can
make as many partitions as you want or one large HFS partition. And this
thing is faster than ever. Pricing is not available yet.

Udo - ... with the IIGS into the next millennium -
                   (U.HUTH, CAT46, TOP4, MSG:74/M645;1)

>>>>>   Product information, photographs, and specifications for these
""""" items can be found at the ///SHH Systeme home page:

          <http://users.ids.net/~kerwood/shh.html>

     - Turbo IDE Card hard disk controller
     - MicroDrive Card hard disk controller
     - BlueDisk Card floppy disk controller
     - Transwarp GS 32K cache ("second source")

     When I get the info from Joachim on the Microdrive/Turbo, it will be
included there as well.
                  (D.KERWOOD, CAT46, TOP4, MSG:75/M645;1)

WOLFENSTEIN 3-D IIGS   Wolfenstein 3D is coming!
""""""""""""""""""""""
<<<<<   Prepare for the onslaught
"""""
<<<<<   And storm the Castle Wolfenstein
"""""
<<<<<   *** CHRISTMAS 1996 *
"""""
                  (SHEPPY, CAT13, TOP5, MSGS:1-4/M645;1)

<<<<< There is now an official source for information about the Apple
""""" IIgs version of Wolfenstein 3D on the World Wide Web (the best information will still be here on Genie :).

Visit http://www.logicware.com/wolf3d_gs.html.

Please note that any information you get anywhere other than that page or directly from myself is not necessarily true or accurate. In other words, don't go looking to people that typically distribute less-than-responsible information for Wolf 3D news.

Sheppy

(SHEPPY, CAT13, TOP18, MSG:34/M645;1)

<<<<< Here is the official status of Wolfenstein 3D IIgs as of 9/16/96.
""""" It may not be reproduced or reprinted without my permission (see below).

Version 1.0b6 of Wolfenstein 3D is expected to go to a small private beta test group this week or early next. DO NOT ask to get added to this list, it is a fixed list of my regular testers and is big enough already.

I intend for version 1.0b7 of Wolfenstein 3D to be the first for the wider beta test. DO NOT ask to get added to this list, either. I'll start taking names in a few weeks. That version will hopefully be ready for testing by early October, but I make no promises.

At this time, version 1.0b5 is undergoing testing. Gameplay is fully-functional.

There is now a pause mode so you can pause the game to answer the phone or eat or sleep if you're inclined to waste good gameplaying time in this manner.

The sound effect player is about to be ripped out and replaced with a more efficient one; hopefully by 1.0b7, but no guarantees here.

The introductory, intermission, and victory theme music is in, and has been enhanced noticeably since it was demoed at KansasFest in July.

Many bugs are fixed. :)

We also have some new art.

The 1.0b6 version will have a nice display letting you know that resizing the screen takes a while, and updated music, as well as more bugs fixed and possibly gameplay music as well.

If you wish to reproduce this notice, you must do so in its entirety, without distortion or alteration, and you must get permission; we've had too much trouble with people making up stuff about this game, and it's time for the misinformation to stop. :)

Eric "Sheppy" Shepherd Logicware, Inc.

(SHEPPY, CAT13, TOP5, MSG:7/M645;1)

>>>>> > What is Wolfenstein 3D ? If it is written by you Sheppy it HAS
""""" > to be good but I don't know what it is!

Nope, Wolfenstein 3D is originally (PC version) from id Software; GS version by "Burger" Bill Heineman. Unfortunately, 90% does not a game make, so some of us Apple II'ers at Logicware (primarily Eric) have been finishing it up (unfortunately, mostly in our spare time, which hasn't been very common of late).

I spoke with Bill last week and he indicated he may find time to write a custom sound driver for it soon (but knowing Bill's busy schedule, I'm not holding my breath; much more likely to come out of other people at Logicware at this point).

-G.T. Barnabas
(BARNABAS, CAT13, TOP18, MSG:48/M645;1)

<<<<< The Wolfenstein 3D home page, in about five minutes, will have a
""""" QuickTime movie available which demonstrates a short bit of Wolf 3D IIgs gameplay. If you have Netscape Navigator 3.0 with the QuickTime plugin, this means you can even watch Wolfenstein 3D in your browser.

The URL is http://www.logicware.com/wolf3d_gs.html

Sheppy
(SHEPPY, CAT13, TOP5, MSG:9/M645;1)

>>> MESSAGE SPOTLIGHT <<<
""""""""""""""""""""""""""""

Category 2, Topic 24
Message 220 Mon Sep 23, 1996
M.WADE7 [Mark] at 23:10 EDT

I found a package from Apple Computer, Inc. waiting for me when I got home today. Inside was a pen and keychain and a letter that begins:

> Dear Mr. Wade:
>
> Thank you for your birthday wishes to the Apple IIgs. ... stuff ... more stuff... and...
>
> I will track down some of the engineers who worked on the Apple II designs to pass on your card.

They spent 78 cents postage too.

:)

Mark Wade

[*][*][*]

While on Genie, do you spend most of your time downloading files? If so, you may be missing out some excellent information in the Bulletin Board area. The messages listed above only scratch the surface of what's available and waiting for you in the bulletin board area.

If you are serious about your Apple II, the GenieLamp staff strongly urge you to give the bulletin board area a try. There are literally

thousands of messages posted from people like you from all over the world.

[EOA]
[HUM]//////////////////////////////
HUMOR ONLINE /
//////////////////////////////
An Apple II Parody
""""""""""""""""""""

by Steven Weyhich
[104024.432@compuserve.com]

>>> HARD DISK LOVE SONG <<<
""""""""""""""""""""""""""""""

Copyright 1993 by Steven Weyhrich
(to the tune of "Dizzy", with apologies to Tommy Roe)

(just remember that in computer circles, "SCSI" is pronounced "scuzzy")

SCSI!
I'm so SCSI, my disk is spinnin'
Like a FOR/NEXT, it never ends
And it's you,][, makin' it spin
You're making me SCSI!

When first I saw your processor
I knew that I just had to make you mine
But it was hard to "talk" to you
With DOS 3 hanging 'round you all the time

With me you'd have some power, yet
You kept playing hard to get
Goin' around in circles all the time!

SCSI!
I'm so SCSI, my disk is spinnin'
Like a FOR/NEXT, it never ends
And it's you,][, makin' it spin
You're making me SCSI!

(Boom boom bah! Ba-doom boom bah! Ba-doom boom bah! ba-da-ba-da ba-da-ba-da)

I finally got hooked up to you,
And told you just exactly how I felt
And then you shared your RAM with me,
BSAVEd it, and my bits began to melt

][, you've got control of me,
And I'm so SCSI I can't see
We need to call CAT.DOCTOR for some help!

SCSI, my disk is spinnin'
Like a FOR/NEXT, it never ends
And it's you,][, makin' it spin
You're making me SCSI!

(repeat and fade)

[EOA]
[BAN]//////////////////////////////
FILE BANDWAGON /
//////////////////////////////
Top 10 Files for August
""""""""""""""""""""""""""

by Douglas Cuff
[D.CUFF]

This feature lists the ten most popular files for the month. To give files a chance to seek their own levels, no files will be added to the list until they've been in place at least a month. This month, we look at the files uploaded 1-31 August 1996.

This isn't the Academy Awards ceremony, folks; it's more like the People's Choice Awards (both of which are trademarked, by the way). The Top 10 doesn't necessarily tell you what's new and interesting--what files _you_ might find interesting--it simply tells you what files have been downloaded a lot--what other people found interesting!

File #	Filename	Bytes	DLs	Short description
27681	LAMBDA.DEMO.BXY	185088	81	Operation Lambda Demo
27601	CASTLE.3200.BXY	31232	66	Color scanned photo of a castle.
27519	FS1.BXY	16768	59	FlameStation 1.0 for the IIgs!
27555	TAGSAMP.BXY	75264	59	Sample Disk/The AppleWorks Gazette
27662	GUS.8.PAUG.BXY	22272	55	The PAUG transcript of the Gus RTC
27612	PT3.SETTIME.BNY	5828	47	ProTERM 3.1 macro: sets the GS clock
27520	ALMP9608.AW.BXY	73728	40	GenieLamp A2, Aug. 1996 (AppleWorks)
27654	LAMBDA.TXT	1920	39	Operation Lambda press release
27682	SEPT96.DESK.BXY	103216	38	Desktop INIs for September 1996.
27578	CINDY.GIF	152300	37	Cindy Adams at KFest '96

LAMBDA.DEMO.BXY Demonstration version of Bret "Slixter" Victor's new IIgs
"""""""""""""""" action/logic game, Operation Lambda. The demo version has the first 10 levels (of the 100 levels that come with the full-blown version of the game). This file is reviewed in this month's TREASURE HUNT column (below). The author seems to be claiming that the demo is shareware, but no dollar amount is mentioned, except for the full version ($25). Presumably this demo is freeware.

CASTLE.3200.BXY This 3200-color graphic shows a castle "somewhere in
"""""""""""""""" Europe". It was taken on a digitial camera by Swedish IIgs user Martin Landhage, processed as a Seattle Filmworks (.SFW format) file, converted into .PCX format (using a IBM-compatible computer), and finally converted into a 3200 Apple Preferred Format file by Brutal Deluxe's Convert 3200 program. Freeware.

FS1.BXY FlameStation v1.0 by Henrik Gudat automatically generates random
""""""" insulting messages--also known as "flames"--for your amusement and enjoyment. The point of program is _not_ to generate messages for you to post but rather to underline how absurd the whole process of flaming is. FlameStation has a number of settings to help you customize your flames. (NOTE: Because of the vulgar language used by FlameStation, this file is in library 57, which is an "adults only" library. If you can't find the file, then you probably don't have access to that library.) Freeware.

TAGSAMP.BXY A sample of The AppleWorks Gazette, a disk-based magazine
""""""""""" from Christian Serreau and Howard Katz. This sample issue contains:

- Seven Features I Wish I Had in AppleWorks 5.1
- Software Review: One Touch Commands
- Deja][: AppleWorks on the Mac--A First Look [Ryan Suenaga]
- How to Modify the AppleWorks Default Macros [Will Nelken]
- Inside AppleWorks: AppleWorks Segments

This file doesn't just include sample articles... there is also software: new applications and updates for AppleWorks! Freeware.

GUS.8.PAUG.BXY Transcript of the PAUG meeting of August 18, 1996, which
"""""""""""""" featured a discussion of Gus, the IIgs emulator for the Power Macintosh. This file contains plenty of details not discussed in Genie's A2 RoundTable Bulletin Board! Freeware.

PT3.SETTIME.BNY V1.2 These ProTERM macros from Brian D. Wells are
"""""""""""""""""""""" designed to call up the National Institute of Standards and Technology's Automated Computer Time Service in Colorado, USA and set the clock on the Apple IIgs. Requires ProTERM 3.1. Freeware.

ALMP9608.AW.BXY The August 1996 issue of GenieLamp A2, in AppleWorks word
""""""""""""""" processor format. Featured articles:

- FILE MECHANIC: New Files From Old (Gillian's Bunny Game)
- REFRACTIONS: The Disposable Computer
- PD_QUICKVIEW: Beagle Basic
- HUMOR ONLINE: Print Some Fonts (a song parody)

Freeware.

LAMBDA.TXT The press release for the Operation Lamda demo
"""""""""" (LAMBDA.DEMO.BXY, above). Gives ordering information for the game. Freeware.

SEPT96.DESK.BXY A collection 15 desktop INIs, a few specific to September
""""""""""""""" 1996, plus several more that can be used year 'round:

- APPLECAKE.INI: birthday cake for the Apple IIgs's tenth birthday
- APPLECAKE2.INI: another version of above
- BUS.SEPT96B.INI: four schoolbuses and a calendar for Sept. 1996
- BUSCOLORCB.INI: four schoolbuses (no calendar)
- COLORAPPLEA.INI: 8 multicolored Apple logos
- COLORAPPLEB.INI: another version of above
- COLORAPPLEC.INI: yet another version of above
- COLORAPPLED.INI: still another version of above
- COLORAPPLEE.INI: final version of above
- ISHDRIVE.INI: green Information SuperHighway sign (please drive carefully)
- ISHNOEXIT.INI: another green Information SuperHighway sign (no exits)
- IWEB.INI: computer-generated graphic, predominantly black, white, and green, headed World Wide Web
- SEPT.LG3.INI: a large calendar for the Sept. 1996, with an Apple logo appearing on Sept. 15 (the tenth birthday of the Apple IIgs)
- WEB.INI: another computer-generated graphic, much more colorful

than IWEB.INI, above
- o WOZGATES.INI: nice clip-art pictures of Stephen Wozniak and Bill Gates; Woz is captioned "This is your computer" and Gates is captioned "This is your computer on drugs"--"Any questions?"

Freeware.

CINDY.GIF This is a color GIF of Cindy Adams at KansasFest 1996, seated in Avila college cafeteria, wearing the only pink KFest '96 T-shirt. Freeware.

[EOA]
[RWA]////////////////////////////
THE REAL WORLD APPLE /
////////////////////////////
Connecting to the World Outside
""""""""""""""""""""""""""""""""""
by Peter C. Brickell
[P.BRICKELL]

>>> PART 2: TIMERS <<<
"""""""""""""""""""""""""

Last month I describe some of the project that I have built to use my Apple IIs in the "real world"--that is, my apartment. In this installment I am going to describe one of the simplest type of interfacing of all--the timer.

Really timing software is not interfacing in itself, but you will need to know how to write timing routines in Applesoft for using or enhancing many of the devices that I will describe later as we teach our Apples how to reach out beyond their familiar beige bodies. I promise not to digress into programming very often, but when I do, it will be very simple Applesoft. Bear with me this time, and your patience will be rewarded.

The need for a timing program came to me when my trusty old darkroom timer gave out. I quickly needed a replacement at less than the price of a new television. I had once read an article in a photographic magazine by a gentleman who had programmed his hand-held Texas Instruments calculator to time his long view camera exposures in the field. He had included a couple of lines of code in his article, so I dug it out.

Luckily the program was in BASIC and was very simple (in other words, I could understand it!). The key part to any timing program is to make the Apple do something "useless" repeatedly until enough time has elapsed. After this you make the program do something "useful", such as beeping the speaker or turning some device on or off.

The easiest way to make a computer waste its time is simply to have it repeat program instructions over and over again. A very simply FOR-NEXT loop will achieve this.

```
10  FOR X = 1 TO 10: PRINT: NEXT X
```

This line will execute the PRINT command 10 times. In fact, it will also execute the FOR and NEXT commands 10 times as well. This all takes the Apple a little time to accomplish. Not much time, mind you, but a

finite, reproducible amount. You can simplify this code a little by omitting the PRINT statement, since the FOR and NEXT take some time to execute on their own.

```
10  FOR X = 1 TO 760: NEXT X
```

This line of code will repeat the FOR and NEXT instructions 760 times before exiting the loop. Conveniently, this takes about one second on and non-accelerated 8-bit Apple (][,][+, //e, //c). If you put a PRINT CHR$(7) on a line following it, you will hear the Apple's speaker beep approximately one second after starting the program. Try it for yourself.

You can see now how this can form the basic building block of a timer program. If you nest this loop inside another one which executes 60 times before finishing, you will have a one minute timer.

```
10 FOR Y = 1 TO 60
20 FOR X = 1 TO 760: NEXT X: REM    ONE SECOND DELAY LOOP
30 NEXT Y: REM    ONE MINUTE DELAY LOOP
40 PRINT CHR$(7): REM   BEEPS THE SPEAKER
50 END
```

You can see how an additional loop could be added to run the minute timer 60 times to give an hour, and so on.

What can you do with this, other than time eggs if you Apple happens to be near your stove? Good question. This is where my first bit of hardware interfacing comes in. It actually uses the ubiquitous joystick or paddles that are part of almost every older Apple II system.

There is a somewhat obscure command in Applesoft which causes a program to pause in mid-stream until one of the game paddle or joystick buttons is pressed. Sensibly enough it is called WAIT. The command can be used with any of the three push buttons available on the Apple. Yes, I said THREE buttons. The third one is built into the game port connector but is rarely used. For now we will only worry about the two which are found on most game controls.

```
5   WAIT -16260,0 :  REM    WAIT UNTIL BUTTON 0 IS PUSHED
10 FOR Y = 1 TO 60
20 FOR X = 1 TO 760: NEXT X: REM    ONE SECOND DELAY LOOP
30 NEXT Y: REM    ONE MINUTE DELAY LOOP
40 PRINT CHR$(7): REM   BEEPS THE SPEAKER
50 END
```

Now this little program will wait until push button 0 is pressed before executing a one minute delay and beeping the speaker. (The three buttons are named 0, 1, and 2.) Now we are starting to have something really useful here. The Apple is able to wait for your command and then start a timing sequence for you. In actuality, the "button" can be "pushed" by some external electronic device as easily as by a human. The Apple doesn't know the difference, as long as something or someone completes an electrical circuit connected to the push button lines. The power of this combination of hardware and software should be apparent.

The electrical connections necessary to have something else "push the button" is beyond the scope of this installment. For now however, you should be able to use your game controls to start (and stop) the Apple

running programs and to have some moderately accurate timing done by the computer. This is all I used for my darkroom timer replacement. I simply allowed input of a variable for a third level of loop to control how many times the one minute loop was repeated before the beep was sounded. I fitted an extension cable to my joystick and put it on my darkroom bench. Presto! A simple darkroom timer. The Apple's monitor could even be turned off (a good plan in a darkroom!) since the end of the time interval was audible. I've added lots of bells and whistles to the program over the years, but these are left as an exercise for the reader.

I have a couple of notes before concluding this segment. First, you will need to adjust the "760" number in the one second timing loop to get accurate timing. This is a good stating point however. Any of you who try this with an accelerated Apple will need to either turn off the accelerator for this, or adjust the number to a higher value depending on the speed of your system. Remember, the whole idea is to slow the Apple down! Finally, you should be aware that the WAIT command is actually very generic. The general format is:

```
WAIT X,Y
```

where the program execution halts until memory location X reaches numerical value Y. It just so happens that the memory location used in the above example drops to zero when push button 0 is depressed. This may be more than some of you wanted to know about WAIT, but if all you wanted to do was turn on your computer and use it, you would be driving a PC, right?

Next installment: How to measure temperatures with your Apple II.

[EOA]
[HUN]////////////////////////////
THE TREASURE HUNT /
////////////////////////////
Yours For the Downloading
""""""""""""""""""""""""""""

by Douglas Cuff
[D.CUFF]

This month, I want to look at three files--two recent ones and a golden oldie. I'm pleased to note that two of the files are for the 8-bit Apple II users out there!

[*][*][*]

File #27681: LAMBDA.DEMO.BXY (185088 bytes)
""

Operation Lambda by Bret "Slixter" Victor is an all-new, original game for the Apple IIgs. As the documentation stresses, "It is not a port or conversion." If this demonstration version is anything to go by, Operation Lambda is a clear winner!

In the Lambda demo, you maneuver through rooms attempting to save 2-5 hostages. Some of the hostages (who are always static, not moving) are easily accessible, while others are protected by a laser. You can shut off the lasers, deflect them with mirrors, or stop them with stones. You have to be careful not to run into any of the laser beams, or deflect them onto a hostage. Once you've collected all the hostages, you can head for the

escape hatch, which takes you to the next room.

I love this demo, and am saving my pennies to be able to afford the $25 price tag of the full-blown version. The demo has just 10 levels (the complete version has 100) but they really whet your appetite for the game. The demo levels are comparatively easy--they represent the first 10 from the full game--but that didn't lessen the enjoyment for me one bit.

I didn't much care for The Tinies, which is in some way similar--strategy puzzles plus a time limit--but I find the Lambda demo enthralling. I have already played the same 10 levels at least four times! I hope I can raise the price of the full game before Bret Victor becomes disappointed with the IIgs games-playing community.

File #27889: RECRDTIMER1.BXY (33152 bytes)
""

RecordTimer v1.0 by R. Hardman is that increasing rarity--a _new_ useful 8-bit program. (It does require an enhanced IIe, IIc, or IIgs.) It exists because of the simple yet irrefutable position that "time math" is an aggravation. What do you get when you add 3 minutes 42 seconds and 2 minutes 39 seconds? An intense desire to be somewhere else; that's what you get.

RecordTimer is a utility for those who like to make tapes and want to know if they can cram just one more song on a side. It allows you to enter the times and names of up to 20 tracks per side, and keeps a running total of the total time used and total time remaining (or time overflow) as you do so. You can select from 60, 90, and 120-minute tapes, shift tracks from one side of the tape to the other, and sort alphabetically or length of track. It doesn't allow printing of the data, but the documentation encourages you to import the data into the AppleWorks data base. When you do so, you're faced with an extra category (time in seconds) that RecordTimer doesn't display, but otherwise, things go reasonably smoothly.

This simple, useful utility requires Alan Bird's ProBASIC (which is included) to run. Its user interface is extremely smooth, except for the annoyance of having to enter times of less than 10 minutes with an initial 0. It allows 33 characters per track title, which has proved long enough to fit even my longest title so far ("Still Crazy After All These Years"). The only improvements I can think of are a feature to blank an entire cassette--Open-Apple-Zap?--and a check to be sure that you want to overwrite a file when using Save As.

On the whole, R. Hardman has done a great job with this unpretentious program. Now if we could just persuade him to abandon his reticence and give himself a credit line for the program, either in the documentation or the program itself.

File #16945: BOARD.THREE.BXY (44160 bytes)
""

This a collection of ten games are written in Applesoft BASIC. The thing that puzzles me about this archive is why its name suggests that it contains board games. Here's how I would categorize the games in this collection:

Board Games

''''''''''''
     Connection
     Othello
     Qubic
     SuperNim

Card Games
''''''''''
     Acey-Deucy
     Concentration
     Fizzbin

Computer Games
''''''''''''''
     StopIt
     Troll's Gold

     I suppose it's just barely possible that StopIt and Troll's Gold are based on board games. In that case, all I can say in my defense is that I've never heard of them.

     However, who really cares what class a game belongs to? Let's look at how much fun each one is:

ACEY.DUCEY.CARD Acey-Deucy is a simple card game (not to be confused with
''''''''''''''' the backgammon-like game, which would qualify as a board game). In it, you are dealt three cards--two face up and one face down. You then place a bet if you think the third card is likely to fall between the values of the first two cards. For example, if a 3 and 6 are showing, you'd be unwise to make a large bet, since the chances are small that the third card is a 4 or a 5.

     This version uses lo-res cards, and is at least engaging. Grade: B-

CONCENTRATION In its original form, Concentration (or Memory) was a card
''''''''''''' game in which you laid out all 52 cards, face down. Each player turns over two cards at a time in an attempt to find a pair. A good spatial memory is clearly an asset.

     In this version, there are 36 squares drawn on the colorful lo-res board. Each of two players can use either the keyboard or a joystick to select the square to turn over--the user interface is well done. Once a square is turned over, a small colorful picture is revealed. Many pictures have sounds effects or simple animation, and a few have both.

     Of the games in this collection, Concentration is clearly the best. It's colorful and fun. A good game for children and adults. Grade: A

CONNECTION.A In this game, you attempt to place four markers in a row on
'''''''''''' a 7x7 board. Whenever you place a marker in a column, it slides down to the bottom--which is another way of saying that you can only place a marker in an empty column, or on top of another marker.

     This game uses the lo-res graphics screen. Despite the fact that the markers are referred to as "checkers", they are not a drab black or white but a colorful red or yellow. It automatically tells you when a player has won, but does not indicate how.

There's nothing terribly wrong either with the game or the implementation, but there's nothing particularly right about it, either. Grade: C

FIZZ.BIN
''''''''
Fizzbin is a card game based on the wholly extemporaneous rules devised by Captain Kirk in the _Star Trek_ episode "A Piece of the Action". In the scene where he rapidly devises Fizzbin, Kirk is trying desperately to confuse the people to whom he is describing it. It is therefore no surprise that figuring out how to play Fizzbin is a bit complicated.

The program, which is text-based, does its best to explain the rules of this four-player game. I'm afraid I never did figure out exactly how to win, though I managed to play a few hands. (Once I automatically lost by getting a shronk, and the next game I managed a Royal Fizzbin, which is the best possible hand.) I think the key to winning is to remember that aces, jacks, and sevens are good cards.

Actually devising a card game called Fizzbin is an amusing idea and the program has an adequate user interface, but it's still not a lot of fun to try to be less confused than a computer. Grade: C

OTHELLO.1
'''''''''
Othello is a board game played on an 8x8 board. The object is to capture your opponent's pieces and convert them to your pieces by surrounding them with your own.

I'm not really a big fan of Othello--I've never won a game--but even if I were, it would be hard to get excited about this implementation of it. It uses the lo-res screen very poorly. The pieces are crude Xs and Os (not even black and white pieces, which would be marginally better) and the board is nothing more than a matrix of white dots indicating where the pieces can go. The rows and columns are not labelled, so if you forget whether it's the rows that are represented by letters and the columns by numbers, or vice versa, you're stuck. The user interface is not a lot of fun--you type your moves by separating the letter and number with a comma. The rules are not explained. Grade: D

QUBIC.2
'''''''
Qubic, or three-dimensional tic-tac-toe (noughts and crosses), is represented twice in this collection, and both times on the hi-res screen. You have four 4x4 boards, one atop the other. The object is to get four pieces in a straight line.

The first representation is very good. It attempts to depict all four boards in three dimensions, and it allows you to place your piece with a joystick (or paddles). So far, I have a perfect record with this game: I've lost every time. I think it's because I can't quite handle the mental leap required to translate three dimensions into two. (I used to be good at Score Four, which is conceptually similar, when actually played in three dimensions.) Unless you suffer the same mental strictures as I do, you'll quite enjoy this one. Grade: B+

QUBIC.II
''''''''
This implementation of 3-D tic-tac-toe isn't quite as successful. It shows all four 4x4 boards side by side, which makes it more difficult still to visualize the importance of where you lay your pieces. For some odd reason, I've actually won against this version. I'm not sure whether this is because of the layout or because this version doesn't understand the rules as well as the previous version.

As with Othello, there's no on-screen guide to which numbers represent which squares, so the user interface is pretty awkward. The error-checking is abysmal: I managed to crash the game once simply by entering a number larger than the highest numbered square (16). Grade: B-

STOPIT
''''''
I'd love to be able to tell you what the point of this text-based game is, but I'm still not sure. You have four columns, A through D, on the right-hand side of the screen. One of the four letters appears on the left side of the screen, travelling rapidly to the right. You're supposed to stop it by pressing the S key. The question is, _where_ are you supposed to stop it? The game doesn't explain, and I couldn't figure it out. All I know is that no matter where I tried to halt the letters, it didn't gain me any points. I can't give this game a grade, since I still haven't figured it out, but it seems to me to be a low-rate arcade game done on the text screen. That means it probably wouldn't impress me if I did spend the time necessary to play it properly.

SUPERNIM
''''''''
In SuperNim, you have a small board with a few pieces lying on it. You can remove 1, 2, or 3 (adjacent) pieces from it. The object is to be the player who takes the last piece.

In this text-based version, you can have 2-6 boards (each of which is 2x3) and you can select from 3 difficulty levels. I'd better confess now that I loathe and despise this sort of game. I seem to be utterly incapable of retaining the basic theory necessary to win. Oddly, I've managed to win one game of this version (albeit when the computer was using its dumbest strategies).

For a text-based game, this isn't too bad. The user interface is adequate, and you're always reminded which numbers represent which pieces. Grade: C-

TROLL.S.GOLD
''''''''''''
In Troll's Gold, you enter a 6x6 dungeon. You are in the upper left corner, the gold is in the lower right corner, and the troll is somewhere near the right. You try to get to the gold and get back out before the troll gets you. The catch is that not all rooms have doors out of them, and the doors are randomly opened and closed after each move. You move by deciding in which direction you want to move (often there's just one choice), and you can keep moving through as many rooms as you like until you reach a dead end. Once there's nowhere left to move, or once you're happy where you are, you signal the end of your turn. Then the walls are redrawn with new doors, and the troll moves.

Troll's Gold uses the lo-res screen for display, but not to great effect. You are a small green dot. The troll is a small red dot. The gold is represented by four yellow dots. You will perceive that the implementation is by no means fancy. The user interface is of a similar caliber: you type U for up, L for left, and so on. (Using A/Z and/or the arrow keys would be easier to deal with.) The game is terribly easy for an adult to win, and even children will find its frustration level low. This is a daft little game, but it has a certain charm. Grade: C+

[*][*][*]

That's pretty much it for this month. Remember, our three gems for this month were the Operation Lambda demo, RecordTimer, and Concentration from the BOARD.THREE archive.

[EOA]
[ANC]////////////////////////////
APPLE ANECDOTES /
////////////////////////////
True Stories
""""""""""""""

by Douglas Cuff
[D.CUFF]

I ran a bulletin board system on my Apple IIe for 4 years. It gave me the proudest moment in my programming career.

Perhaps "career" is misleading. I only program in BASIC and UltraMacros, and strictly as a hobby. My other programming highlights included my first published program, earlier this year--TimeOut Calendar Now!, published by Marin MacroWorks--and my first assembly language program, which was a whopping 27 bytes long.

The bulk of my programming experience comes from the years I ran a Prime BBS. Prime was written in Applesoft BASIC, with several ampersand commands. The BASIC code wasn't easy to follow to start with, and the ampersand commands made it more difficult: & SGN was the command to convert a string to upper case, and & POS returned the date and time. That wasn't easy to remember.

I was determined to under the Prime code because I wanted to modify and customize it. Ultimately, I proved too successful. I made dozens of modifications, but when an all-new version of Prime BBS became available, I had to port all those changes. And I had no record of them. I ordered the Prime update, but it sat untouched for months.

After I finally compiled a list of my modifications, my younger brother joined me in a coding blitz--me on the Apple IIe, him on the IIgs--that took most of our Christmas holidays. Line by line we ported my modifications--bringing the code up to code, as it were. Amazingly, when we combined our separate efforts, it all worked.

That took care of translating my custom code to the new environment. I still had a list of new routines I wanted to add. They took care of the rest of my Christmas vacation.

The last new routine on my list was complicated. I wanted to change the BBS's timekeeping system. That meant changing sensitive, delicate code.

After the coding blitz, which involved staring at a monitor for about 14 hours a day, my eyes were giving me trouble. (A problem that has resurfaced as I write this, incidentally.) Eventually my coding headaches became literal headaches, and I had to walk away from the computer.

As I walked away from the computer, I took two things with me--a pad of paper and a printout of the existing Prime program. The printout wasn't exactly pristine.

I sat down on a sofa, picked up a pencil, and thought hard. Then I jotted down all the changes on a legal-sized piece of graph paper. Only when I had finished did I check my jottings against the printout. I couldn't see any conflicts. That seemed unlikely, so I went through

everything again. Everything seemed fine. I'd expected to be pulling my hair for hours, and it almost seemed as though I'd thought of every possible eventuality in less than an hour.

A night's sleep did wonders for my eyes and headache, so I took my sheet of graph paper to the Apple IIe. I typed in the changes, then saved them and ran the program. It worked!

I couldn't believe it. Sure, good programmers do that sort of thing as a matter of course, but I have never been a good programmer. Eventually my disbelief gave way to a quiet pride.

Quiet pride, of course. I hadn't set a world record--just a personal best. But that was enough.

This unremarkable little tale has an unremarkable little epilogue: I decided to share my timekeeping modification with other Prime BBS operators. It was greeted enthusiastically, and I believe I'm right in saying that the next update of the Prime BBS software took my method and improved on it.

It's always nice when others tell you that you've done well. But what gave me my proudest programming moment was that afternoon on the sofa with a pad of graph paper, when I felt I had accomplished something.

```
          ////////////////////////////////////// Genie_QWIK_QUOTE ////
         /            I need a household search engine :-/           /
        ////////////////////////////////////////////  FROG.MAN  ////
```

[EOA]
[LOG]////////////////////////////
LOG OFF /
////////////////////////////
GenieLamp Information
"""""""""""""""""""""""""

o COMMENTS: Contacting GenieLamp

o GenieLamp STAFF: Who Are We?

GenieLamp Information """""""""""""""""""""""""

GenieLamp A2 is published on the first of every month in library 55 of Genie's A2 RoundTable (page 645;3). GenieLamp is also distributed on CrossNet and many public and commercial BBS systems worldwide.

o To reach GenieLamp on Internet send mail to genielamp@genie.com or to reach GenieLamp _A2_, send mail to d.cuff@genie.com

o Back issues of GenieLamp A2 are available in the A2 RoundTable Library #55 on page 645 (m1395;3).

o We welcome and respond to all E-mail. To leave comments, suggestions or just to say hi, you can contact me in the A2 RoundTable (Category 3, Topic 3) or send GenieMail to Doug Cuff at [D.CUFF] on page 200.

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                  ~ WELCOME TO GENIELAMP APPLE II! ~
                    """""""""""""""""""""""""""""""""
         ~ THE REAL WORLD APPLE:  Measuring Temperature, Part A ~
                  ~ PD_QUICKVIEW:  Sorry (a word game) ~
               ~ HISTORY MINOR: The History of GenieLamp ~
                  ~ HOT NEWS, HOT FILES, HOT MESSAGES ~

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           >>> WHAT'S HAPPENING IN THE APPLE II ROUNDTABLE? <<<
           """""""""""""""""""""""""""""""""""""""""""""""""""""
                           ~ November 1, 1996 ~

 FROM MY DESKTOP ......... [FRM]        FROM MY MAILBOX ......... [MAI]
  Notes From The Editor.                  Letters To The Editor.

 HEY MISTER POSTMAN ...... [HEY]        PUZZLE FUN .............. [FUN]
  Is That A Letter For Me?                Who Calls Genie?

 PD_QUICKVIEW ............ [PDQ]        THE ONLINE LIBRARY ...... [LIB]
  Sorry (a word game).                    GenieLamp A2 Back Issues.

 FILE BANDWAGON .......... [BAN]        THE REAL WORLD APPLE .... [RWA]
  Top 10 Files for September.             Measuring Temperature.

 HISTORY MINOR ........... [HSM]        LOG OFF ................. [LOG]
  The History of GenieLamp.               GenieLamp Information

[IDX]""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""
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READING GENIELAMP GenieLamp has incorporated a unique indexing system
"""""""""""""""""" to help make reading the magazine easier. To utilize this system, load GenieLamp into any ASCII word processor or text editor. In the index you will find the following example:

HUMOR ONLINE ..... [HUM]
Genie Fun & Games.

To read this article, set your find or search command to [HUM]. If you want to scan all of the articles, search for [EOA]. [EOF] will take you to the last page, whereas [IDX] will bring you back to the index.

MESSAGE INFO To make it easy for you to respond to messages reprinted
"""""""""""" here in GenieLamp, you will find all the information you need immediately following the message. For example:

(SMITH, CAT6, TOP1, MSG:58/M475)
|Name of sender CATegory TOPic Msg.# Page number|

In this example, to respond to Smith's message, log on to page 475 enter the bulletin board and set CAT 6. Enter your REPly in TOPic 1.

A message number that is surrounded by brackets indicates that this message is a "target" message and is referring to a "chain" of two or more messages that are following the same topic. For example: {58}.

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*** GET INTO THE LAMP! ***
""

// QWIK_QUOTE ////
/ "The _Guinness Book of Records_ mentions Alexander /
/ Woolcoot's Broadway review of _Wham!_ which read 'Ouch!' /
/ But there is one more dismissive. At the Duchess /
/ Theatre in the London at the turn of the century there /
/ opened a show called _A Good Time_. Next morning it got /
/ the simple review, 'No.'" /
// Stephen Pile ////

[EOA]
[FRM]//////////////////////////
FROM MY DESKTOP /

////////////////////////////////
Notes From The Editor
""""""""""""""""""""""""

by Douglas Cuff
[EDITOR.A2]

>>> "COME GATHER 'ROUND PEOPLE WHEREVER YOU ROAM" <<<
""

Up here in Canada, there's been an awful lot of fuss recently about Bob Dylan's song "The Times They Are A-Changin'" appearing in a television advertisement for a bank. A bank! It makes you want to wash.

The 30-second version of advert is pretty well done (kudos to the sound editor): full of heart-warming, life-celebrating, "motherhood issue" shots that make it impossible to tell who the sponsor is until they identify themselves in the final seconds. (Hence the horror after those final seconds.) The first time I saw it, I suspected it was touting for a phone company or perhaps a religious group. Manipulative, but I admired the technique until I saw the name of the bank, at which point I choked on my root beer.

The advert features a throng of children too young to know that the song they're lip-synching wasn't just written for the ad. That doesn't help.

After Michael Jackson's bunch got hold of the Beatles catalog and hawked "Revolution" to Nike, you think we'd be inured. After Mick Jagger let Bill Gates start up the Windows 95 campaign, who cares?

Lots of people up here seem to care. Some care that Dylan has sold out. (Though I think that happened a long time ago.) Some don't care about the selling out but care about the trashing of their memories. (If the phrase "half-naked, exploding porpoises" rings a bell, then further explanation is superfluous.) A bank! What's more, a bank I personally happen to loathe, placing it second from the bottom in terms of how it treats its customers.

Dylan defenders have rushed to point out that it's Bob Dylan's song. He can license it to whoever he darn well pleases. And we've got a hell of a nerve complaining about it.

Still, this issue has been getting a lot of airplay on Canadian radio. (I don't watch much TV.) So much so that after just one day--everyone seems to start covering a story on the exact same day--I was sick of the whole issue. I felt like gathering everybody I knew in the town park, and lead the whole works in all five verses of "The Times They Are A-Changin'", over and over, until we were hoarse. Or until the entire community participated, which meant that everyone would associate the song with good feelings, and not some thrice-cursed television spot.

Then it dawned on me that someone had already thought of that. I was listening to a regional radio call-in program in the lunchtime slot. The female host had a musician guest, and they wanted callers to share the songs they remembered and the memories they associated with the songs. (The Dylan/bank issue wasn't raised.) It started nice but dull, but then I noticed something. When the musician played a tune on his guitar, he'd start to sing the lyrics. And the host would join in (and a fine singing

voice she had, too). Then the caller would join in. Community singing over the air? In Canada? Most Canadians are shy about singing their national anthem in a stadium--forget singing to radio audience.

It got better. A caller who knew the musician called in and told a charming story about one of the musician's songs. Then a caller who knew the host called in and played a bootleg tape of her singing with her band, back before she turned to radio announcing. I've heard this call-in show before, folks--it's never turned into Old Home Week. It took me awhile to realize what the producers were saying, since they weren't saying it overtly. It was quietly charming, and it was fun.

For one marvelous moment, we focussed on the feelings that songs reminded of us, found the community spirit that is lying dormant, and it was good. I can't carry a tune in a ten-gallon bucket, but somehow I still feel like singing.

A sense of community is particularly important to me these days. You see, next month's issue of GenieLamp A2 will be my 40th--and also my last. Ryan Suenaga will be taking over the post. Ryan is becoming increasingly well known in the Apple II community. He's written for Juiced.GS, The Apple Blossom, The AppleWorks Gazette and even allowed GenieLamp A2 to reprint one of his Top 10 messages (Humor Online, February 1996). I think all I really need to say about Ryan is that he's lived in Hawai'i all his life, and only left the islands twice--both times for KansasFests. This is a serious Apple II person. Get ready for him, starting in 1997.

I'm not resigning because I want to--I'm resigning because it's time for me to leave. I'm not leaving the Apple II world--I just bought a ROM 03 GS for my wife, as a matter of fact, and I'll probably keep writing for GenieLamp A2 as long my articles come up to Ryan's high standards.

Still, it's time for me to live. I'm an Atlantic Canadian--a Newfoundlander--despite the fact that I've been living in Ontario for the past five years. My wife and I moved to Ontario so that my wife could attend university here. (Yes, there are universities in Atlantic Canada, but none that could afford to offer a substantial scholarship.) This spring, my wife will finish her master's degree in computer science, and we'll be heading back to Atlantic Canada. That means I have to start looking for a job there now. And that just isn't possible if I remain editor of GenieLamp A2. You would not credit how much of my time I spend putting this magazine together. Anyway, I'll still be around for another month, and I'm not dead, so hold those eulogies. I'll be around on Genie for as long as I can manage to keep my personal D.CUFF account open.

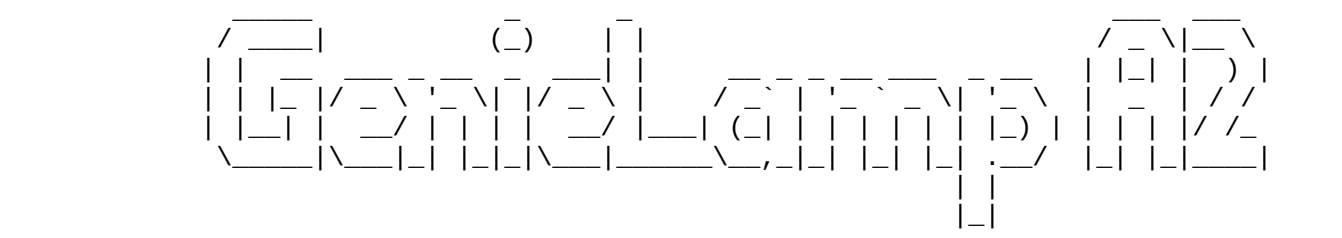
Last month, I promised a report on the status of the EDITOR.A2 account. It's back. Since Ryan is going to take possession of it some time before Christmas, I'm continuing to sign all my articles (except the editorial) with my D.CUFF E-mail address/account name. If you want to write to me personally, use that address. If you want to write to the editor of GenieLamp A2, keep using the EDITOR.A2 address. That way it'll always get to the right place.

-- Doug Cuff

Genie Mail: EDITOR.A2 Internet: editor.a2@genie.com

```
|                                                              |
|                   REPRINTING GENIELAMP                       |
|                                                              |
|   If you want to reprint any part of GenieLamp, or           |
|   post it to a bulletin board, please see the very end       |
|   of this file for instructions and limitations.             |
|______________________________________________________________|
```

ASCII ART BEGINS



ASCII ART ENDS

```
[EOA]
[MAI]//////////////////////////////
                  FROM MY MAILBOX /
//////////////////////////////////
Letters To The Editor
"""""""""""""""""""""""""
```

ENABLING THE PROGRAMMER CDAs
"""""""""""""""""""""""""""""

I just read your article "The Treasure Hunt" (at least I believe it was yours) in the September GenieLamp A2. Very good article and it gave me some downloading ideas. However, I have a question on one of yor remarks. After the section on RemoveAltDisplayMode you said:

"(While you're cleaning up the Classic Desk Accessory menu, don't forget to use the SetStart CDev to disable the programmer CDAs, Memory Peeker and Visit Monitor. They're just confusing to new Apple IIers.)"

My question is: How do you get SetStart to enable them on startup?

I have an Apple IIgs with ROM3 and 8 Meg of RAM using System 6.0.1. I don't know what else is pertinent.

Thanks.

```
|||))    ||
||))(())||))   R.Sanders19
```

I'm glad you enjoyed my "Treasure Hunt" column in the September issue! To answer your question:

You begin by making sure that your System:Desk.Accs: folder has the ControlPanel NDA in it, and that your System:CDEVs: folder has the SetStart CDEV in it. If not, install 'em and reboot.

From there, it's simple. Simple run any desktop program, such as the Finder, pull down the Apple menu and select Control Panels. Find and select the SetStart option. (Remember,

pressing S will get you to the right area fast.) Once you've click on the SetStart icon, you should see something like this:

```
Start up with: [ Finder __________ ]

     [_] Show startup icons
     [_] Enable programmer CDAs
```

Just click on the box next to "Enable programmer CDAs" so that an X shows there, and you're done. Next time you reboot, the CDAs will be in the menu. Just press Apple-Control-Escape, as always, to use them.

OPERATION LAMBDA "MISLEADING"
"""""""""""""""""""""""""""""

Last month's TREASURE HUNT column contained this paragraph:

"Operation Lambda by Bret 'Slixter' Victor is an all-new, original game for the Apple IIgs. As the documentation stresses, 'It is not a port or conversion.' If this demonstration version is anything to go by, Operation Lambda is a clear winner!"

Not to put a damper Bret's Operation Lambda game, but statements like "all-new, original game" is stretching things. I must point out Bret Victor's choice of words: "It is not a port or conversion" to be a very misleading claim, somewhat false even.

id Software's John Carmack and John Romero wrote a PC game years back called Rescue Rover. As some may recall, "Burger" Bill Heineman ported the game to the Apple IIgs for Softdisk G-S. If you've played this game, you'll find many concepts and ideas borrowed in Lambda. Operation Lambda _is_ a variation of R.R., in both you move about mirror pieces to deflect lasers, and the goal is to rescue a "hostage" and exit the level. Granted there are differences (rescue a hostage dog rather than multiple humans, your in a robot factory instead of a space-station, etc) but it is unfair to claim Lambda as a freshly created idea.

By the same token, I was disappointed when Bret failed to mention that his last game, PuyoPuyo, was not his own game concept either. Nowhere in his documention does it mention PuyoPuyo was a direct port, nor the fact that he "borrowed" the graphics, music and sound-effects directly from the Macintosh freeware version. I know a number of people who thought Puyo was his creation due to a failing to mention it was a port. I would, however, like to stress these programming efforts are HIGHLY appreciated and enjoyed, but I get a little disgruntled when someone takes credit for another person's ideas or creations. It's simply a matter of being honest.

Mitchell Spector
spec@vax2.concordia.ca

APPLE II BBS SOFTWARE
"""""""""""""""""""""

I, too, ran a Prime BBS for a few years. Let's Talk also. Your GenieLamp reminiscing gave me a smile. My GBBS board is just about up to 12,000 calls. Sadly it will likely go down in June as my elementary school has decided to close my GS lab in favor of a few pc's in each classroom.

Steve Jensen
sjensen@cello.gina.calstate.edu

Ah, yes, the Let's Talk bulletin board system. I remember that one too, though I never actually ran it. Thanks for the memories.

I'd also like to acknowledge letters this month from Mike Wallace (M.WALLACE15) and Donald Lee (leed@sfsu.edu). Thanks, folks!

[EOA]
[HEY]////////////////////////////
HEY MISTER POSTMAN /
////////////////////////////////
Is That A Letter For Me?
""""""""""""""""""""""""""""
by Douglas Cuff
[EDITOR.A2]

o BULLETIN BOARD HOT SPOTS

o A2 POT-POURRI

o HOT TOPICS

o WHAT'S NEW

o THROUGH THE GRAPEVINE

o MESSAGE SPOTLIGHT

>>> BULLETIN BOARD HOT SPOTS <<<
""""""""""""""""""""""""""""""""""""

[*] CAT 2, TOP 24 ..... Birthday favors from Apple
[*] CAT 17, TOP 4 ..... AppleWorks and the RamFAST SCSI card
[*] CAT 17, TOP 27 ..... Scantron Quality goofs on some AW 5.1 disks
[*] CAT 20, TOP 14 ..... Sequential's support for Second Sight
[*] CAT 43, TOP 15 ..... Spectrum v2.1 mini-fixes

>>> A2 POT-POURRI <<<
""""""""""""""""""""""""

DECODING BINHEX ...putting out a fire with gasoline...
""""""""""""""""

Anybody wanna take a krack at deciphering a "binhex 4.0" database document for me?

GSCii+ won't do it.

I keep telling these folks, "tab-delimited ASCii" format; but do they listen to me? No!

...and the worst part of it all? One of these folks owned an Apple //e up untill two years ago!

I'm getting tired of this stuff glomming up my eMail...

___(2___ "The Un-Dead Apple"
/ , _`' _\

```
\)|(@)m(_,    Mike Brouillette / M.BROUILLET1@genie.com
  ~7ooood'    Via: Spectrum / CoPilot - Genie's offline message manager
               (M.BROUILLET1, CAT35, TOP15, MSG:226/M645;1)

>>>>>   Spectrum v2.1 can decode a binhex 4.0 document. Do you have your
"""""   upgrade yet?

Max
                (M.JONES145, CAT35, TOP15, MSG:227/M645;1)

DESKWRITER INTERNAL FONTS   Udo,
"""""""""""""""""""""""""""
```

Once again, let me clarify this. The DeskWriters, at least in my experience, DO have the same internal fonts built-in that the DeskJets have. HOWEVER, the serial port is locked at 57.6K, which very few ProDOS 8 programs (well, none that I know of) support for printing. THAT is the reason the DeskWriter does not appear to work from ProDOS 8. If you can get the program to drive the serial port at 57.6K, you're all set!

(Please don't take this as any sort of personal attack towards you Udo. This myth is so widespread that I've just had to restate the above many times and it does get tiresome. I'm just trying to be as clear as possible so the correct information starts getting spread instead.)

The other alternative is to use the DeskWriter over AppleTalk (then you could print to slot 7), but the Apple Net Printer control panel and 8-bit Chooser only recognize Apple printers. I believe this can be fixed, but I haven't had time to do it yet. Maybe once Facelift is out, since I am personally quite interested in getting a DeskWriter working over AT from a IIgs.

```
                (M.HACKETT, CAT12, TOP8, MSG:90/M645;1)

HISTORY LESSON:  RETOOLING THE FACTORY   Another important reason for the
""""""""""""""""""""""""""""""""""""""   IIGS getting killed when it did is
```

that the IIGS was produced in what was arguably Apple's most modernized production facility...and the company badly needed manufacturing space for the PowerBook line, which was recently introduced. The IIGS became a target because of its modern facilities, which is one reason the IIe managed to outlive it.

```
                (S.CAVANAUGH1, CAT28, TOP4, MSG:63/M645;1)

HTML GRAMMAR CHECKERS   This looks like as good of a place as any :)
""""""""""""""""""""""
```

As you all may have guessed from my recent activity here, I've been doing some work with HTML, home pages, and the WWW.

There's currently a sort of "checker" for HTML, which is a WWW site which checks the HTML on your web page to make sure it's all legit, after which you can put a small icon on your page with a checkmark and HTML 2.0 on it, which is like a HTML "seal of approval". I first saw this on Brian Wells' page (nice job, btw, Brian :)

Is there a similar type of checker for Lynx? It's really important that Apple II www sites be as lynx friendly as possible. Harold and I had this discussion and he thinks there's a site, but couldn't come up with a URL (he wants this info too, I think :)

Any ideas, folks?

Ryan
http://www.keystroke.net/~rsuenaga
ANSITerm and CoPilot v2.55
(R.SUENAGA1, CAT35, TOP14, MSG:112/M645;1)

>>>>> I use WebLint to validate my home page..
""""""
http://www.khoral.com/staff/neilb
(JOE.KOHN, CAT35, TOP14, MSG:113/M645;1)

>>>>> I whipped up an HTML document using a form, with checkboxes, choice
"""""" (equiv of popup menus), and a few other elements. I purposly put in
some errors scattered about.

WebTech's validator picked up errors that Weblint missed, and Weblint picked up errors that WebTech missed. (I went for a very strict HTML 2.0 validation in both cases)

Between the two however they did catch all the intentional errors (and even a couple of unintentional ones! :)

-Harold
(HAROLD.H, CAT35, TOP14, MSG:115/M645;1)

TRACKBALL HUNTING I think you're going to find that the trackball in
"""""""""""""""""" question is an 'Interex Mac 200'.

Interex tech support can be reached at: 800-513-9744

That number is listed as 'tech support only' but that number is the main voice mail system. Hit 0 (zero) and you get their operator. :) I would have taken that farther, but their hours are 8-5 Central Monday thru Friday.
;) ;)

Kit (Midnight Magic, Sunday 11-1) has one of them. It's -okay- I guess; the 'right click button' that locks the button down -is- neat, but I don't feel it is as selectively 'pointable' as a mouse. Then again, maybe once you get used to them.....

Paul { Don't take life too seriously, it's only a temporary situation.}
Delivered by:CoPilot and Spectrum2.0
(P.PIROSKO, CAT12, TOP32, MSG:102/M645;1)

CLARISWORKS DOCUMENTS WITH EGOED I have recently discovered that Egoed
"""""""""""""""""""""""""""""""""" can read ClarisWorks 4.0 docs without
any transferring to RTF. Egoed opened it as a Teach file, formatted and all. I'm wondering if this can be reversed. Can Clarisworks 4.0 read a Teach file made from a GS?

Andy
(L.MIDDLETON3, CAT33, TOP12, MSG:3/M645;1)

>>>>> I just tried to have Egoed read a CW 4 WP file and was far less
"""""" successful than you. The only way I could even select the file was
"Any File as Text" and the result was generally garbage :/

However, if you have the Teach translator for the Mac from EGO Systems, Clarisworks (and lots of other Mac apps) ought to have no problems dealing with Teach files :)

Ryan
http://www.keystroke.net/~rsuenaga
ANSITerm and CoPilot v2.55
(R.SUENAGA1, CAT33, TOP12, MSG:4/M645;1)

LICENSING APPLE'S LOGO
"""""""""""""""""""""""""

Well, if anybody wants to display the Apple logo on their home page -- you're allowed to. Just fill in a license form and download the image you want. It has to point to www.apple.com...

I don't remember where on the Apple WWW server I found them -- but somewheres on the www.apple.support... you're gonna find them. Look at the most frequently asked questions, there's a question with the answer and a URL to the right location.

Udo - ... with the IIGS into the next millennium -
(U.HUTH, CAT5, TOP3, MSG:255/M645;1)

APPLE II (TV) SIGHTING
""""""""""""""""""""""""

The program "Karnak on the Nile" on The Learning Channel showed an Apple //e being used to catalog the many stones from disassembled structures at the site. The //e did not merely appear in the background. It was featured in a brief scene with a restorer saying a computer was necessary to his work (he didn't mention the Apple by name, though). Looked like he was using the Apple II composite color monitor.

Bill Dooley
(WMD, CAT2, TOP7, MSG:405/M645;1)

>>> HOT TOPICS <<<
"""""""""""""""""""

APPLEWORKS SPELL-CHECKER "5L" BUG
"""""""""""""""""""""""""""""""""""

I think I have stumbled on something here, and quite frankly, I for the life of me, just do not get it. Some history: I am starting to catagorize my Apple II Collection, I decided to start on paperwork. With the intention of eventually putting major portions of the list into an html table for posting on my Apple II Information web site. That is why I chose to just use the word processor instead of a data base file for this particular part of it, (some of you may say, why not use the database after I describe what lead me up to this.) I have my file boxes (Hanging folder cardboard boxes) labeled 1-12 at this point and the folders A-Z within. The stuff is in no particular order at this point which is why I just figured I'll make a quick list, save it as a TAB delimited format, import it into a database later and swap stuff around, alphabetize/catagorize it... I sure wish I started that way and then I would have had this mess.

Here is an example what I was doing.

Name	What	Box/Folder
Wico Joystick Dealer Kit	Hardware	1A
Titan Technologies Dealer Kit	Hardware	3C
Analytical Engines Saybrook 68000 Fliers/Kit	Hardware	4H

Sweetmicro Systems Dealer Kit (Mockingboard) Hardware 5L

I decided to spellcheck it so I could add some more words to my custom dictionary... and that was the end of that.

[Cut to the end]

I after a long mess of 'WTF!?@@@>#$%' is going on here, I said.. ok, it's choking on something... Lord knows what, no disk access had happened yet. I ditched the (thank god for Macros) the Box/Folder catagory and it worked. To make a long story short, 5L Locked up AppleWorks.

What a completely and utterly SILLY and stupid bug.

I give up. I thought I have seen it all. This one takes the cake.

I'm really curious, has anyone had this happen, or is my copy of AppleWorks screwed? Is something causing this, I did use a fresh copy w/o any Timeouts installed, same thing. That IIgs is lucky it's not in orbit.

I'll post this on comp.sys.apple2 when I get the chance, I want to see if anyone has gone nuts on a spell check and never could figure it out. Is there anything else besides 5L out there, what that? Why me. Whatta waste.

The moral of the story, until this is verified, Spellcheck only things resemble words. Leave the cryptic nonsense out of it. Or next time, use a database.

Tony

(T.DIAZ, CAT17, TOP4, MSG:255/M645;1)

>>>>> I wasn't going to say anything here (wrt: AppleWorks v3.0 - 5.1,
""""" 5L, DMA SCSI cards and lockups in the document scan function during spell checking), but seeing as how Bev has 'let the cat out of the bag', I will.

As far as I have been able to tell, after an extensive amount of trying different things, the lockup only occurs on IIgs machines, and only when a RamFast SCSI card is installed... and it does not seem to matter if any volume that is attached to the RamFast has been accessed or not.

I have gone thru the RamFast's firmware (which is what P8 uses) with a -fine tooth- comb, and while it's not written as cleanly or nicely as -I- would like to see it, I can find -NO- reason for the lockup in this firmware. Furthermore, knowing what I know about the RamFast hardware, I can not find a fault in that area either.

However, the spell checker in AppleWorks (incl the document scan function, which is where the lockup occurs) has not received any serious (any at all???) upgrading / updates since version 3.0 per some old posts in A2 by Randy Brandt (as I recall)

I =strongly suspect= (but have NOT proved!) that the problem is really in AppleWorks itself, and most likely related to it's use of some 6502/65C02 opcode that does not execute in quite the same manner on a 65C816 processor. (There are several of these, the majority revolve around whether or not they wrap on page or bank boundaries. This kind of thing

-could- cause the processor to inadvertently 'bump' some addresses in the I/O space, and if one of those addresses happens to be the one that triggers a DMA cycle on a RamFast, well a lockup could well occur)

I do not have access to source code for this portion of AppleWorks, and simply do not have time to disassemble this portion of the application myself. If someone else who is =very fluent and skilled= in Apple II assy programming is able to pick up the ball from here, well, you'd likely wind up with a lot of kudos if you could nail down and fix this problem.

Again, as I had privately agreed with Beverly Cadieux to keep my efforts under wraps (as she approached me privately about this matter, and requested discression in-advance) I would not normally be noting any of it here and now. But as it has been officially revealed by Bev what the problem centers on, and that I've been trying to track it down (see msg #261 this topic), I feel at this point it is not only proper, but mandatory that I make full disclosure of things, and request the assistance of other programming types in solving this riddle.

-Harold

(HAROLD.H, CAT17, TOP4, MSG:263/M645;1)

SPECTRUM V2.1 CHECKMARKS
"""""""""""""""""""""""""
I used Genesys to update the status window in Spectrum to 2.1. However, I couldn't revise the pstrings to include the correct checkmark. Seems like Genesys wouldn't take a special character like Control-R. Any ideas?

Dave Stewart
Delivered by:
Spectrum 2.1 and CoPilot v2.55

(D.STEWART2, CAT43, TOP15, MSG:92/M645;1)

>>>>> """""
I displayed the init strings in the Spectrum Phone dialog and corrected the checkmarks there. Then I copied them to the clipboard, opened Spectrum with Foundation and pasted the correct strings. Rather than do them one at a time I pasted them one at a time to Spectrum's editor and then copied them both to the clipboard. When I pasted them, first to the standard and then the high speed both strings were pasted and I deleted the unwanted one.

I hope you can make some sense of that. I tried to be clear but it seems pretty muddy. The short of it is: fix the checkmark with Spectrum and copy and paste using the system clipboard.

Mark Wade

(M.WADE7, CAT43, TOP15, MSG:95/M645;1)

>>>>> """""
John Larsen asked me if I was going to write a patcher for Spectrum v2.1 to change the incorrect resource pStrings so they showed the correct 'Ctrl-R' tick mark.

So here it is... A simple script!

You must have the ScriptEditor and ResEdit XCMDs installed, be running Spectrum v2.1, and point the script at a copy of Spectrum. When the patch script has finished, move your normal copy of Spectrum into another folder, and use the patched copy. If all is well, you can then delete the backup copy.

```
Ewen (Speccie)
Delivered by: CoPilot v2.5.5 and Spectrum 2.1

       DO NOT USE THIS SCRIPT ON YOUR WORKING COPY OF SPECTRUM!

# Patches the two modem Init strings in Spectrum v2.1
# *** ONLY USE THIS SCRIPT ON A COPY OF SPECTRUM ***

If not Equal "$Version" "Spectrum v2.1" then Goto Abort

Ext ResEdit 0; If Failed then Goto Abort
Ext ScriptEditor 0; If Failed then Goto Abort

Get File "Find me a COPY of Spectrum v2.1" 0 Spectrum
If Failed then Stop Script
Set Var Spectrum "$SFPrefix$Spectrum"

Clear Screen; GotoXY 30,10
Display "Working..."
Create ScriptEditor 0

Ext ResEdit 1 "$Spectrum" $$8006 $$00010062 $EditorHandle0
If Failed then Goto Abort
Ext ScriptEditor 3 0 5 5
Ext ScriptEditor 5 0 "^R" 5
Ext ResEdit 3 "$Spectrum" $$8006 $$00010062
Ext ResEdit 2 "$Spectrum" $$8006 $$00010062 $$0000 $EditorHandle0
If Failed then Goto Abort

Ext ResEdit 1 "$Spectrum" $$8006 $$00010061 $EditorHandle0
If Failed then Goto Abort
Ext ScriptEditor 3 0 5 5
Ext ScriptEditor 5 0 "^R" 5
Ext ResEdit 3 "$Spectrum" $$8006 $$00010061
Ext ResEdit 2 "$Spectrum" $$8006 $$00010061 $$0000 $EditorHandle0
If Failed then Goto Abort

Clear Screen; GotoXY 10,10
Display "Your Init strings are now looking good!"
Stop Script

# Abort

Clear Screen; GotoXY 0,10
Display "Make sure you are using a copy of Spectrum^M"
Display "and also have the ScriptEditor and ResEdit XCMDs^M"
Display "installed..."
                  (E.WANNOP, CAT43, TOP16, MSG:69/M645;1)

CUSTOMER AND DEVELOPER SUPPORT FROM SEQUENTIAL   I was wondering if
""""""""""""""""""""""""""""""""""""""""""""""   Sequential has ever talked
to the guy who was going to put out the Turbo Rez card about helping them
out with the firmware for the SS.  I think he would be a good source and a
darn good replacement for Jawaid.  Anyone have any info.

 Andy
               (L.MIDDLETON3, CAT20, TOP14, MSG:140/M645;1)
```

>>>>> I'd be stunned at Sequential having done such a thing, to be
""""" honest.

A very prominent Apple II programmer offered his services to Sequential to work with the firmware-- =for free=. They still haven't made a response. :/

Sorry to be the bearer of bad news, but I've been really down on Sequential's customer service for awhile now; I've sent them eight emails (the same question, noting each time it was the "Nth request") and they've flately -ignored- all of 'em. . . and I know that something is making its way to their mailbox and the mailbox is being checked regularly--gotta love finger.

If they don't know what the answer to my question is, that's fine; I'd just like some acknowledgement that they're working on things.

Ryan
Who used to be a retail manager and knows the value of customer service
(R.SUENAGA1, CAT20, TOP14, MSG:141/M645;1)

>>>>> That's pretty much been my experience as well, Ryan. And I've also
""""" offered to fix the firmware, as I have a big stake in getting it working. However, I have figured out that it is possible to patch the firmware on the fly with an INIT (as the firmware is copied from the ROM to RAM on the card at start up), after using a neat little trick to fix a bug in the upload firmware routine (making use of the bug itself :-).

So, if the promised update (I was told 5 months ago that it was being worked on) does not appear by the time Facelift is ready to go, then I'll also put out a patcher to at least fix the bugs, and maybe rewrite a few routines. A total rewrite is unlikely with being able to use some of the existing code, which I obviously cannot do without Sequential's permission, but we'll see what the next month or two brings.
(M.HACKETT, CAT20, TOP14, MSG:142/M645;1)

<<<<< What exactly is Facelift?
"""""
Andy
(L.MIDDLETON3, CAT20, TOP14, MSG:144/M645;1)

>>>>> Wait and see! :-
"""""
(M.HACKETT, CAT20, TOP14, MSG:146/M645;1)

<<<<< Just thought more people would read this here than in any other
""""" topic:

Sequential has an email tech support address: tech@sequential.com

I sent them some mail and they actually responded!! Good news indeed.

Andy
(L.MIDDLETON3, CAT20, TOP13, MSG:60/M645;1)

>>> WHAT'S NEW <<<
"""""""""""""""""""""

MUSIC COMPOSER v4.00 Music Composer 4.00 is now availible from Effective
"""""""""""""""""""" Software Solutions.

Music Composer is a music creating, editing and playing program for the Apple IIGS. It is built around the MIDISynth tool. Notes can be entered via a spreadsheet, sheet music interface or a MIDI keyboard attached to the computer. Music Composer saves the sequence files in its own file type and it can save files as synthLAB or Standard MIDI file type. Music Composer can load Music Studio, Sound Smith, synthLAB and Standard MIDI files. Music Composer can receive and transmitt all MIDI messages including system exclusive messages. It can also be used to store system exclusive messages sent to it. Music Composer can edit individual notes, chords, measures or tracks

Included is a hard copy manaul and an online manual

Ordering information:

Music Composer 4.00 is availible directly from Effective software solutions.

Effective Software Solutions
1928 E. Camelback Rd #623
Phoenix, AZ 85016-4143
USA

Pricing:

	PRICE	TAX	SHIPPING HANDLING	TOTAL COST
Arizona	45.11	3.18	1.71	$50.00
US (Outside Arizona)	45.11		1.71	$46.82
Mexico	45.11		2.02	$47.13
Canada	45.11		1.88	$46.99
Outside North America	45.11		2.96	$48.07

Prices are in US dollars. Make payment in equivalent funds to Effective Software Solutins.

Anyone who has paid sharware fees to Clayburn W. Juniel, III (the writer of Music Composer) can deduct all shareware fees from the base price. Please contact Effective Software Solutions get the total cost and confirm what shareware you have paid for.

Phone: (602)274-6905
Email clay1@primenet.com

Clay

Effective Software Solutions
Custom Software Design
Phone: (602)274-6905
Fax: (602)274-6851
Internet: clay1@primenet.com
c.juniel@genie.com

Clayburn W. Juniel, III
1928 E. Camelback Rd. #623
Phoenix, AZ 85016-4143 USA

WWW: http://www.primenet.com/~clay1
FTP: ftp.primenet.com users/c/clay1
(C.JUNIEL, CAT6, TOP19, MSG:148/M645;1)

EGO SYSTEMS CUTS BACK A BIT October 1, 1996 - For Immediate Release
"""""""""""""""""""""""""""""

EGO Systems Announces New Hours, Disconnects Toll-Free Order Line

As many of you are no doubt aware, the Apple II and IIGS market is still shrinking. As a result of that shrinkage, I've been forced to make some hard decisions about EGO Systems and its future as an Apple II vendor. But first, here's a quick summary of why I'm making this announcement today.

For the past 7 years, the support of the Apple II/IIGS and Macintosh has been my full-time job. However, business has gotten so bad over the last few months that I've been forced to take part-time employment to pay my share of the bills here at the old EGO Systems homestead. Sadly, that part-time employment is rapidly becoming my main source of income.

Clearly, the time has come to make some tough decisions. Here they are:

- First and foremost, EGO Systems is NOT (I repeat NOT) going out of business! So if anyone tells you that we are (or have), smack them. I'll continue to offer Apple II/IIGS, Mac and Newton hardware and software for as long as I possibly can.

- EGO Systems will no longer accept purchase orders or invoices.

- Effective immediately (the end of the October 1, 1996 business day), the toll-free order line will no longer be in service. I REALLY did not want to do this, but, over the last few months, the toll-free line has become a HUGE money drain. (More folks were using the toll-free line for questions [usually about products from other companies] than for actual orders.) By disconnecting the toll-free line, I hope to save about $1,200 a year, which should allow me to stay in business for quite a while longer. Orders can still be placed via our voice phone line (423-843-1775), our Fax line (423-843-0661) or via e-mail (diz@chattanooga.net).

- Effective immediately, EGO Systems will be closed on Mondays, Wednesdays and Fridays. (This is to better accommodate my part-time employment.) EGO Systems will be open its normal hours on Tuesdays and Thursdays (9 am to 5 pm Eastern Time). Because of this I strongly encourage everyone to mail, Fax or e-mail any orders. You can also call and leave a message. I WILL call you back (assuming you leave a daytime phone number), but it will be on a Tuesday or Thursday!

- Even though EGO Systems is now open on Tuesdays and Thursdays only, all orders for in stock items will still ship no later than the next business day after we get the order. For example, if you FAX or e-mail us an order on Monday, it WILL ship out on Tuesday morning. Or, if you FAX or e-mail us an order on Sunday, it WILL ship out on Monday morning. (The only exception to this rule is that orders we receive on Saturday will ship out on Monday. This is only because the Post Office is closed on Sunday.) Orders placed on Tuesday or Thursday before 10 A.M. will ship the same day!

o - If you haven't noticed yet, the KansasFest 1996 video is LATE. This is another unfortunate side effect of my part-time employment. But, we WILL be finishing and selling the video just as soon as possible. The good news here is that the KansasFest 1996 video will be LONG, at least three hours worth of stuff... maybe more!

o - If you have a link to the EGO Systems home page (http://www.hypermall.com/ego/index.html) on your web page, please check to see if the toll-free number is listed on your page. If it is, please remove the toll-free number (but keep the link to our page!).

These last few points do not really have anything to do with any of the above, but since I was doing a press release anyway, it seemed like a good time to announce them...

o - Sales tax in our part of Tennessee has gone up another half-cent. So if you live in Tennessee and place an order with us, be sure to include 8.25% sales tax.

o - Due to the high cost of CD-R disks, I'm having to raise the prices of the Script Central and Studio City/Stack Central CD-ROM's. Effective immediately the new prices are:

Script Central CD-ROM: $89.95
Studio City/Stack Central CD-ROM: $109.95
Bundle Price: $180 (Save $19.90)

o - Finally, if you are mentioning EGO Systems in a newsletter or on the Internet, here is an "official" contact information blurb you can use:

--cut here--

How To Contact EGO Systems

EGO Systems is open from 9 A.M. to 5 P.M., on Tuesdays and Thursdays. However, our FAX line is available 24 hours a day, and we check e-mail for orders and inquiries daily. We are also closed on weekends and most major holidays. You can use one of the following methods to contact us:

Snail Mail
EGO Systems
7918 Cove Ridge Road
Hixson, TN
37343-1808
USA

Phone 423-843-1775
Orders/Inquiries/technical support (Tuesdays and Thursdays only)
423-843-0661 FAX - 24 hours a day

e-mail: diz@chattanooga.net
World Wide Web: http://www.hypermall.com/ego/index.html

(All payments must be in U.S. funds. Tennessee residents must add

8.25% sales tax. For your protection, we recommend that you call or FAX us with your credit card orders.)

--cut here--

Well, that's it. I really didn't want to have to make ANY of these changes, but I've gotta pay my bills and the only other alternative was to shut down completely and take a full-time job for "da man." :-)

Thanks again for all your support over the past 7 years. Hopefully, with these changes in place I can keep supporting the Apple II for seven more years!

Steven W. Disbrow
EGO Systems

(DIZ, CAT33, TOP2, MSG:24/M645;1)

GSAUG VIDEOTAPE FEATURES RARITIES
""""""""""""""""""""""""""""""""""

To elaborate a little bit on Matt Pearce's posting...

In mid-June, 1996, the GravenStein Apple User Group hosted a demonstration of the Mark Twain IIGS (aka, the ROM4) prototype computer. The event was captured on videotape, and that 96 minute VHS video is now available _only_ from the GravenStein Apple User Group. It's available in both NTSC and PAL format.

The video is hosted by Joe Kohn, the Vice President of GravenStein and the Publisher of Shareware Solutions II.

Since the video is about a computer that doesn't officially exist, it seemed appropriate at the time to use that non-existant computer to show off some non-existant IIGS software...such as Brutal Deluxe's System 6.0.2 and Wolfenstein 3-D.

System 6.0.2 was supplied by Brutal Deluxe and Wolf 3-D was supplied by the author of the program. The Wolf 3-D Easter Eggs, of course, were supplied by Burger Bill Heineman. The Mark Twain was supplied by Joe Kohn. Heckling was supplied by The Lovely Shiva ;-)

In many ways, the video parallels the article about the Mark Twain that appeared in Shareware Solutions II. Actually, I think you can say that the article served as an informal script for the video.

GravenStein Apple User Group is a large Northern California user group, and all proceeds from the sales of the video will benefit GravenStein's ailing treasury.

The tape is available for $20 if sent to a US address, or $25 for international orders.

Please specify if you want the video in NTSC (US) or PAL (European) format.

Send check or money order (US funds) made payable to GSAUG to:

GravenStein Apple Users Group
C/O Mark Twain sales
Post Office Box 964

Petaluma, CA 94953-0964
(JOE.KOHN, CAT4, TOP42, MSG:7/M645;1)

[You can also visit "http://www.crl.com/~mpearce/GSAUG/Apple.html"--DGC]

<<<<< Brutal Deluxe lost the System 6.0.2 source code when their hard
""""" drive crashed. So, sad as it is to say, the demo of System 6.0.2 found on the Mark Twain demo tape will be the closest the Apple IIGS world will ever get to seeing System 6.0.2.

Joe
(JOE.KOHN, CAT7, TOP4, MSG:48/M645;1)

!HELP! NDA AVAILABLE FREE The !Help! NDA that was shipped with Spectrum
"""""""""""""""""""""""""" 2.1 is now available for downloading on my Web Site:

http://ourworld.compuserve.com/homepages/ewannop/

The Help.NDA archive may be freely distributed with the compliments of SevenHills Solutions Specialists, provided it remains intact in its original format.

The !Help! NDA is a universal Help and Information System for the IIgs. It can be used to build customised Help systems for any desktop application.

Full details of the Spectrum v2.1 update are also available on this Web Site.

Ewen (Speccie)
Delivered by: CoPilot v2.5.5 and Spectrum 2.1
(E.WANNOP, CAT43, TOP2, MSG:134/M645;1)

>>>>> I downloaded the !Help! NDA and I found it very easy to set up..
""""" BUT - If I open the !Help! NDA, close it, and then try to launch a P8 program, I get:

```
 _____________________________________________
| Sorry, System error $0201 occurred while |
| trying to run the next                    |
| application.                              |
|                                           |
|       Restart                             |
|___________________________________________|
```

I have verified this both with the CoPilot launcher and with AppleWorks 5.1. I was hoping to use !Help! to keep Genie topic, library, and index lists, but this appears to be self-defeating. It isn't 100% of the time with AppleWorks (or I did something different in !Help!).

Drat!

Don V. Zahniser
Delivered by CoPilot for ANSITerm
(D.ZAHNISER, CAT43, TOP2, MSG:136/M645;1)

>>> THROUGH THE GRAPEVINE <<<

"""""""""""""""""""""""""""""""

THE PAST... Last week, I took a day off from the SSII mailing to go visit
""""""""""" an engineer who works for Apple. He was there during the hey-day of the Apple II. He also designed a number of 3rd party Apple II peripherials, and he wrote for many Apple II magazines during the early days.

We discussed the possibility of a new column for Shareware Solutions II...a sort of Apple II history column...written from the perspective of an insider who saw it all.

How's that sound?

I ask because of some of the comments made about the Mark Twain article.

After all, he and I discussed him writing about other Apple II prototypes that never saw the light of day. Yet, after reading the comments, I wonder if that would be enjoyable reading, or whether it would be like "rubbing salt into the wounds" because he'd tell us of things that could have been.

I'd really appreciate your input.

Joe

(JOE.KOHN, CAT28, TOP4, MSG:54/M645;1)

...AND THE FUTURE: LemminGS Ohmigosh!
""""""""""""""""""""""""""""""

I have just seen the future of Apple IIGS gaming, and I'm completely blown away!

"Brutal Deluxe's LemminGS" has just recently entered beta-test phase, and although there's still some work that needs to be done on the game, the latest version is simply incredible. Heck...it's more than just "simply incredible"...it's fabulous, it's wonderful, it's a work of art, it's one of the best GS games I've ever had the pleasure of playing!!

I have a feeling that a lot of you are going to have some late nights soon, basking in the glow of the phosphor LemminGS. In fact, I think the beta test team is already complaining that they're now getting even less sleep than they did at Kfest.

I have a feeling that the long wait will soon be over. Watch out...the LemminGS are coming! Catch up on your sleep now, while you still can.

(JOE.KOHN, CAT28, TOP4, MSG:103/M645;1)

>>> MESSAGE SPOTLIGHT <<<
""""""""""""""""""""""""""""""

Category 2, Topic 7
Message 71 Mon Sep 30, 1996
QUALITY [RTC Mgr/Gena] at 20:54 EDT

Tony Morales emailed this to me and asked me to post it on Genie. We will sorely miss his talents!

Dear Apple II User,

I regret to inform you that effective October 1, 1996, I will no longer be developing Apple II software. This decision was not made overnight. As college, and life in general, began to consume more and more of my spare time, it became increasingly difficult to write new code. I intend to continue using my Apple IIgs for many things, just not software development.

As a final software contribution to the Apple II community, I have decided to release the source code to a number of Apple II programs I have written. It is my hope that some upcoming Apple II enthusiast will find this code valuable in creating software for this great machine. You can download any of this source code from my WWW site at, http://www.best.com/~hexman.

I would like to take a minute to thank everyone who has contacted me with comments and/or suggestions regarding my software. Your support has been greatly appreciated. Feel free to keep in touch. You can E-mail me at, hexman@best.com.

For those who might be interested, I will continue to write software for other computer platforms as I pursue my goal of earning a BA in Computer Science. I will update and maintain my home page, including all existing Apple II areas. This is how I plan to offer support to the users of the one computer that started it all for me.

The Apple II definitely has a few years left in it. I hope all II users can find a way to work together with one another, to make the II an even better machine.

Tony Morales Now just a regular Apple II user
http://www.best.com/~hexman

[NOTE: When I tried to visit this site, I always got the message "Access forbidden due to file permissions on server". I've reported this to Tony Morales.--DGC]

[*][*][*]

While on Genie, do you spend most of your time downloading files? If so, you may be missing out some excellent information in the Bulletin Board area. The messages listed above only scratch the surface of what's available and waiting for you in the bulletin board area.

If you are serious about your Apple II, the GenieLamp staff strongly urge you to give the bulletin board area a try. There are literally thousands of messages posted from people like you from all over the world.

[EOA]
[FUN]////////////////////////////
PUZZLE FUN /
////////////////////////////
by Douglas Cuff
[D.CUFF]

>>> WHO CALLS GENIE? <<<

This month, we present a special logic puzzle for A2 RoundTable users. Any resemblance to any person, whether living or dead, is entirely coincidental. Well, mostly.

There are five houses, each of a different color and inhabited by five people who have special hardware, who subscribe to different magazines, and who call different telecommunications providers.

1. Pat lives in the yellow house.

2. Sarah calls Prodigy.

3. The 28.8 modem is used in the blue house.

4. Dave uses a SecondSight video card.

5. The blue house is immediately to the right (your right) of the green house.

6. The GenieLamp A2 reader calls Delphi. (Incredible as that sounds. Hmm, this person must have picked up their copy somewhere on the Internet.)

7. Juiced.GS is read in the brown house.

8. The laser printer user lives in the middle house.

9. Cindy lives in the first house on the left.

10. The Shareware Solutions II subscriber lives in the house next to the person who calls CompuServe.

11. Juiced.GS is read in the house next to the house where the America Online caller lives.

12. The Apple Blossom reader uses an Floptical drive.

13. Hugh subscribes to The AppleWorks Gazette.

14. Cindy lives next to the red house.

[*][*][*]

Now, on the basis of what you've been told above:

- Who owns the CD-ROM?

- And who calls Genie?

You'll find the answers in this month's edition, just after the LOG OFF column. We know you don't usually read that section, so we thought that would be the safest.

[EOA]

[PDQ]//////////////////////////////
PD_QUICKVIEW /
//////////////////////////////
Yours For The Asking
""""""""""""""""""""""

by Douglas Cuff
[D.CUFF]

Program Name:	Sorry
Filename:	SORRY.BXY
Program Number:	27919
File Size:	45,824 bytes
Program Type:	word game
Author:	Russell Nielson
Version Reviewed:	1.0
File Type:	freeware

FROM THE AUTHOR """""""""""""""" Sorry is a word guessing game. A word or phrase is displayed on the screen as a series of underlines. Each underline represents a letter, and spaces between them indicate separate words. You will guess letters one at a time until you solve the puzzle or you lose the game. There is no difference between consonants and vowels, so guessing vowels first is a good way to get started.

There are two modes of play, a one player game and a two player game. During a one player game you will try and solve the puzzle without mis-guessing more than four times. Each time you guess incorrectly, you will spell a letter in "SORRY". When you spell the whole word, the game is over. A game is made up of five rounds of play. If you make it through all five rounds then you win the game and are awarded bonus points.

During a two player game, players will alternate turns. Each player will continue to guess until they are wrong, then control passes to their opponent. When you start a two player game you are asked if you want to play to a predetermined score which is set at 1,000 points. If not, you have the option to enter a new score to play to. A two player game is over once a puzzle is solved and one of the players has a score equal to or greater than the number of points entered before the game started.

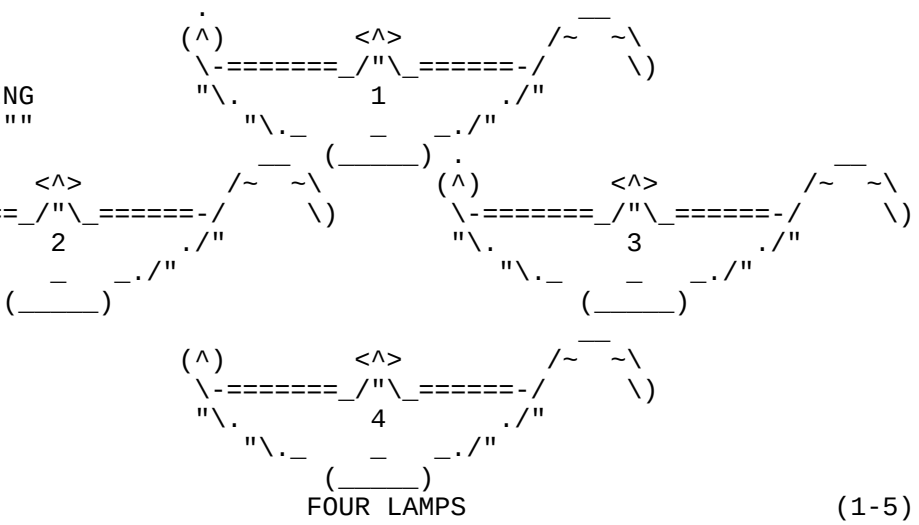
Scoring is based on how many correct guesses you can get in a row. Each subsequent correct guess is worth ten more points than the previous value. In other words, your first correct guess is worth 10 points, your second is worth 20, your third is worth 30, etc. The better you do the higher your score will be. After a one player game, you have the opportunity to make the high scores list, if your score is good enough. During a two player game, the winner is displayed and scores are not added to the high scores list.

Word Lists '''''''''' The words are arranged in word lists called databases. You are allowed nine different word databases at one time. These databases are maintained through a maintenance program that you can access with option 6 on the menu. This program will allow you to choose a database then view, add, delete or sort the words. You can create new databases and delete current ones.

To choose the active database select option 5 from the menu and you will be presented with a list of the current databases on the disk. Choosing one will make it active, meaning that all words used in the game

will be taken from the active database. The words chosen for a game are completely random.

[*][*][*]



FOUR LAMPS (1-5)

PD_Q COMMENTS """""""""""""" Sorry is a word guessing game, similar in many respects to Hangman. (It should not be confused with Sorry!, the Parker Brothers board game.) Although the game is not innovative, it is fun to play, for two main reasons.

First of these is that the implementation is top-notch. Sound is well implemented used. The menus are attractive--well designed and laid out, attractive fonts are used, and a good use of the limited hi-res colors. Eager enthusiasts will even eventually encounter an Easter egg. The game has a "Softdisk" feel--and let me assure, that's meant as a compliment. I've never been a big fan of the diskazine, but I think they know a thing or two about design.

Unfortunately, that same "Softdisk feel" occasionally comes across in the user interface, which would be my one complaint about the game. For example, when you're changing the word list, you press a number to select a list and then Escape to confirm the choice. Fortunately, this is a small irritant and doesn't affect actual game play. If Nielson ever revises the game, I hope he'll alter the game screen slightly to include a window for the round number. Currently, you're told the round number only at the beginning of a round, and in the excitement of play, you may forget how many more rounds it will take to win. Again, just a minor problem.

The second reason Nielson's Sorry is worth a look is that it comes with 900 words and phrases for you to guess (spread across six categories). That will make it fun to play without constant repetition. You can make the word lists last even longer simply by toggling the option to reveal the solution if you don't win. Finally, there's a sensible program to let you add to the existing word lists, or create your own word lists. Data is under-appreciated--having lots of it on hand makes for better games, here.

I'm delighted to report that Sorry will run on any Apple II. There simply isn't much 8-bit software being developed these days, so it's great when a slick production like this one comes along.

SUMMING UP The implementation of Sorry is an absolute delight. The only
"""""""""" reason it doesn't earn the top rating is because the game
itself could either be considered old hat or an old favorite. I recommend
you download it yourself and give it a try. You won't regret it.

RATING SYSTEM
"""""""""""""

```
5 LAMPS.........What? You haven't downloaded this program YET?
4 LAMPS.........Innovative or feature rich, take a look!
3 LAMPS.........Good execution, stable program.
2 LAMPS.........Gets the job done.
1 LAMP..........A marginal download.
0 ..............GenieLamp Turkey Award!
```

[EOA]
[LIB]//////////////////////////////
THE ONLINE LIBRARY /
//////////////////////////////////
by Douglas Cuff
[D.CUFF]

>>> GenieLamp A2 BACK ISSUES <<<
""""""""""""""""""""""""""""""""""""

As many of you know, GenieLamp A2 lost its home in the middle of July 1996, when the DigiPub RoundTable was closed. DigiPub was the repository for all GenieLamp back issues.

In September, with the help of the A2 RoundTable library staff, I managed to ensure that the 52 back issues were not lost by transferring them to the A2 Library. The back issues, running from April 1992 to July 1996, are available in two editions:

- a text file packed with ShrinkIt; and
- a text file _with linefeeds_, unpacked.

The latter edition should be of most interest to readers who no longer use an Apple II and therefore can't run ShrinkIt on their computers.

Back issues since April 1994 are also available in AppleWorks word processor format. Back issues since March 1996 are available in HyperCard and HyperStudio stack formats. These files have been in the A2 RoundTable library for some time now, and are not new arrivals.

Here's a chart to help you find the back issues in their new home:

INDIVIDUAL BACK ISSUES
""""""""""""""""""""""""""

Edition	Date	Vol	#	ShrinkIt	ASCII	AWP	HyperCard	HyperStudio
A2/A2Pro	1 Apr 1992	1	1	27746	27747			
A2/A2Pro	1 May 1992	1	2	27748	27749			
A2/A2Pro	1 Jun 1992	1	3	27750	22751		19034	
A2/A2Pro	1 Jul 1992	1	4	27752	22753		19034	
A2/A2Pro	1 Aug 1992	1	5	27754	27755			

A2/A2Pro	1	Sep 1992	1	6	27756	27757				
A2/A2Pro	1	Oct 1992	1	7	27758	27759				
A2/A2Pro	1	Nov 1992	1	8	27760	27761				
A2/A2Pro	1	Dec 1992	1	9	27762	27763				
A2/A2Pro	1	Jan 1993	2	10	27764	27765				
A2	1	Feb 1993	2	11	27766	27767	<--- GenieLamp A2Pro starts			
A2	1	Mar 1993	2	12	27768	27769	as separate magazine			
A2	1	Apr 1993	2	13	27770	27771				
A2	1	May 1993	2	14	27772	27773				
A2	15	May 1993	2	15	27774	27775	<--- Sorry, no June 1993 issue			
A2	1	Jul 1993	2	16	27776	27777				
A2	1	Aug 1993	2	17	27778	27779	<--- My first issue as			
A2	1	Sep 1993	2	18	27780	27781	editor :-)			
A2	1	Oct 1993	2	19	27782	27783				
A2	1	Nov 1993	2	20	27784	27785				
A2	1	Dec 1993	2	21	27786	27787				
A2	1	Jan 1994	2	22	27788	27789				
A2	1	Feb 1994	3	23	27790	27791				
A2	1	Mar 1994	3	24	27792	27793				
A2	1	Apr 1994	3	25	27794	27795	22550	<-- AppleWorks editions		
A2	1	May 1994	3	26	27796	27797	22645	start		
A2	1	Jun 1994	3	27	27798	27799	22812			
A2	1	Jul 1994	3	28	27800	27801	22999			
A2	1	Aug 1994	3	29	27802	27803	23088			
A2	1	Sep 1994	3	30	27804	27805	23250			
A2	1	Oct 1994	3	31	27806	27807	23422			
A2	1	Nov 1994	3	32	27808	27809	23544			
A2	1	Dec 1994	3	33	27810	27811	23656			
A2	1	Jan 1995	4	34	27812	27813	23840			
A2	1	Feb 1995	4	35	27814	27815	24012			
A2	1	Mar 1995	4	36	27816	27817	24277			
A2	1	Apr 1995	4	37	27818	27819	24647			
A2	1	May 1995	4	38	27820	27821	24832			
A2	1	Jun 1995	4	39	27822	27823	25099			
A2	1	Jul 1995	4	40	27824	27825	25247			
A2	1	Aug 1995	4	41	27826	27827	25366			
A2	1	Sep 1995	4	42	27828	27829	25554			
A2	1	Oct 1995	4	43	27830	27831	25769			
A2	1	Nov 1995	4	44	27832	27833	25968			
A2	1	Dec 1995	4	45	27834	27835	26102			
A2	1	Jan 1996	5	46	27836	27837	26334			
A2	1	Feb 1996	5	47	27838	27839	26464			
A2	1	Mar 1996	5	48	27840	27841	26697	26698	26752	
A2	1	Apr 1996	5	49	27842	27843	26938	26939	26940	
A2	1	May 1996	5	50	27844	27845	27129	27130	27131	
A2	1	Jun 1996	5	51	27846	27847	27292	27323	27294	
A2	1	Jul 1996	5	52	27848	27849	27441	27442	27443	
A2	1	Aug 1996	5	53	27523	27524	27520	27521	27522	
A2	1	Sep 1996	5	54	27744	27745	27739	27742	27743	
A2	1	Oct 1996	5	55	27909	27910	27906	27907	27908	

BACK ISSUE DIGESTS
""""""""""""""""""""

I've also uploaded yearly digests of GEnieLamp A2 to the library:

Year	File number
1992 digest	27912
1993 digest	27913

1994 digest 27914
1995 digest 27916

These are all archives of text files. These digests are great for those of you who want to have the entire print run. (Note that file #27915 is not part of the GEnieLamp A2 digest collection.) Only the first year can be downloaded to a 3.5" disk--I suspect this is because there were only 9 issues in GEnieLamp A2's first year.

In December 1996, I will upload a GenieLamp A2 digest for 1996. (It was in 1996 that GEnieLamp became GenieLamp.)

Current issues of GenieLamp A2 continue to be available in the A2 RoundTable. If you know someone who used to look for GenieLamp A2 by visiting page 645;9 or page 515, please let them know where to find GenieLamp A2!

[EOA]
[BAN]//////////////////////////////
FILE BANDWAGON /
//////////////////////////////
Top 10 Files for September
""""""""""""""""""""""""""""""
by Douglas Cuff
[D.CUFF]

This feature lists the ten most popular files for the month. To give files a chance to seek their own levels, no files will be added to the list until they've been in place at least a month. This month, we look at the files uploaded 1-30 September 1996.

This isn't the Academy Awards ceremony, folks; it's more like the People's Choice Awards (both of which are trademarked, by the way). The Top 10 doesn't necessarily tell you what's new and interesting--what files _you_ might find interesting--it simply tells you what files have been downloaded a lot--what other people found interesting!

This month, GenieLamp A2 occupies four spots on the list, but we're just counting that one file. We hope this explains why there are 13 files on the Top 10 list.

File #	Filename	Bytes	DLs	Short description
27736	COOLWRITER3.BXY	39936	100	CoolWriter GS 3.0 Word Processor
27696	DJ.STACK.BXY	149248	93	Hyperstudio stack abou HP inkjets!
27744	ALMP9609.BXY	45952	52	GenieLamp A2, Sep. 1996 (text)
27731	CURLYISER.BXY	3200	51	Curlyises quotes - GWIII extra
27874	HCWORD20.BXY	5508	43	HC.Word 2.0--HTML creator
27739	ALMP9609.AW.BXY	50560	40	GenieLamp A2, Sep. 1996 (AppleWorks)
27737	PIX.WHIZ2.1.BXY	63404	39	New Print Shop color pix editor
27853	QND.HTML.BXY	16896	38	HTML page initiator in BASIC
27743	ALMP9609.HS.BXY	73856	37	GenieLamp A2, Sep. 1996 (HyprStudio)
27725	A2.LIB.ADB.BXY	541000	37	ADB Index of entire A2 Library
27726	A2.LIB.INFO.TXT	7856	35	Description of A2 Library Indexes
27742	ALMP9609.HC.BXY	61568	34	GenieLamp A2, Sep. 1996 (HyperCard)
27868	OCT96DESK.BXY	145660	32	Desktop background INIs for Oct. 96.

COOLWRITER3.BXY CoolWriter GS v3.0 by Rolf Braun is a stand-alone text

"""""""""""""""" editor/word processor. New to this version are Insert Data and Insert Time, Add or Strip Line Feeds, Proportional Jumps (Open-Apple-9 to jump to the end; Open-Apple-0 [not 1] to jump to the start, and so on), printing from the Finder, and support for Softdisk Issue Text (load and save, making it the only freeware package to support saving). Freeware.

DJ.STACK.BXY This HyperStudio stack by Ryan Suenaga explains which
""""""""""""" Hewlett-Packard DeskJet (and DeskWriter) printers can be connected to an Apple II, how to connect them, and how to get them to work with AppleWorks. The section on Frequently Asked Questions is particularly helpful. Freeware.

ALMP9609.BXY The September 1996 issue of GenieLamp A2, in text file
""""""""""""" format. Features the first installment in Peter Brickell's REAL WORLD APPLE column about using your Apple II to get information from and pass information to other devices, a look at must-have programs for the new Apple IIgs user, and a song parody from the Apple II historian himself, Dr. Steven Weyhrich. Freeware when distributed intact.

CURLYISER.BXY Curlyiser by Richard Bennett is a GraphicWriter III 2.0
""""""""""""" extra which converts ASCII single and double quotes to appropriate left and right, single and double curly quotes. Freeware.

HCWORD20.BXY HC.Word v2.0 by Steve Cavanaugh is a simple word processor
""""""""""""" that's a HyperCard IIgs stack. It allows you to create a New document, Open an existing document, Save your document, or Print your document. You can also choose which font (one only) you want your document displayed in and choose from text that is left-, center-, or right-justified. This new version of the stack features two new options--Find, which searches for words or characters, and HTML, which produces an HTML file from your document. You are prompted for a title for your document and HC.Word handles the rest. Freeware.

ALMP9609.AW.BXY The September 1996 issue of GenieLamp A2, in AppleWorks
"""""""""""""""" word processor format. Features the first installment in Peter Brickell's REAL WORLD APPLE column about using your Apple II to get information from and pass information to other devices, a look at must-have programs for the new Apple IIgs user, and a song parody from the Apple II historian himself, Dr. Steven Weyhrich. Freeware when distributed intact.

PIX.WHIZ2.1.BXY Pix Whiz v2.1 by Geraldine Wright allows you to create
"""""""""""""""" and edit colorful New Print Shop style graphics. New in this version are an "undo last change" command and increased speed for most graphics operations. Freeware.

QND.HTML.BXY Q'n'D HTML page builder by Clark Hugh Stiles is an Appleoft
""""""""""""" BASIC program that lets you create a very simple HTML document. It prompts you for such things as the title of the document, the header, your E-mail address, the date of the document, and lets you choose a GIF graphic for a background. There's no way to view your creation with this program, but it's cheaper than a copy of _HTML for Dummies_. Shareware ($1).

ALMP9609.HS.BXY The September 1996 issue of GenieLamp A2 in a HyperStudio
"""""""""""""""" stack. Features the first installment in Peter Brickell's REAL WORLD APPLE column about using your Apple II to get information from and pass information to other devices, a look at must-have

programs for the new Apple IIgs user, and a song parody from the Apple II historian himself, Dr. Steven Weyhrich. Freeware when distributed intact.

A2.LIB.ADB.BXY """""""""""""""" A huge AppleWorks 3.0 data base file--11,807 records, and it consumes 1500K of desktop space on an Apple IIgs with 4 megabytes of RAM. The entire A2 Library holdings in one file! Requires a hard drive. Accelerated IIgs with RamFAST SCSI card recommended. The A2 Library file listings are maintained by Tom Zuchowski. Freeware.

A2.LIB.INFO.TXT """""""""""""""" Your introduction to the A2 Library index files by Tom Zuchowski. Will help you decide which indices to download, and explains how they're organized. Freeware.

ALMP9609.HC.BXY """""""""""""""" The September 1996 issue of GenieLamp A2 in a HyperCard IIgs stack. Features the first installment in Peter Brickell's REAL WORLD APPLE column about using your Apple II to get information from and pass information to other devices, a look at must-have programs for the new Apple IIgs user, and a song parody from the Apple II historian himself, Dr. Steven Weyhrich. Freeware when distributed intact.

OCT96DESK.BXY """""""""""""" These 20 files from Pat Kern are .INI format, meaning they can be used to create new background for IIgs desktop programs. All Freeware.

- BRICKS.INI: Red brick wall, with bricks of varying sizes (heights).
- BRICKS.OCT.INI: The same red brick wall as above, plus a calendar for October 1996.
- DECO1.INI: This art deco style design features an ornate circle and colored horizontal lines and bars.
- DECO1.OCT.INI: Same art deco design as above, plus a calendar for October 1996.
- DOTS.INI: This one could also be named "Confetti"--various small colorful circles, squares, diamonds, and hearts on a dark blue background. In my opinion, one of the top three most attractive designs in this archive.
- DOTS.OCT.INI: Same confetti pattern as above, plus a calendar for October 1996.
- FTILE.INI: A swirling pattern that looks like some sort of cross between moire and paisley.
- FTILE.OCT.INI: Same moire/paisley patterns as above, plus a calendar for October 1996.
- MYCOMPUTER.INI: Letter-intensive design reads: "This computer is my personal property. If you mess with it, death will be your reward."
- MYCOMPUTER3.IN: Smaller version of above, with the rightmost third of the screen left blank (allowing plenty of room for disk icons in the Finder).

- SCHOOLDZ.INI: A row of 8 old-fashioned schoolhouses at the bottom of the screen, on a dark blue background. In my opinion, one of the top three most attractive designs in this archive.

- SCRCRD.INI: A baseball scorecard--black and white line drawing.

- SWISS.INI: This bold, colorful design of blue and pink looks a bit like Swiss cheese, I suppose--but to me it looks as though someone took a pink metal cheese grater and shone blue light through its round holes. In my opinion, one of the top three most attractive designs in this archive.

- SWISS.OCT.INI: Same blue circles on a pink background as above, plus a calendar for October 1996.

- WEB.INI: Roughly six spider webs in a tile-like pattern--white webs on a black background.

- WEB2.INI: One large spider web--black on white. It's been enlarged just a bit past its resolution, making it a little chunky.

- WEB3.INI: Roughly six spider webs, tiled, but black webs on white this time--inverse of WEB.INI.

- WEB4.INI: The large spider web from WEB2.INI is back--a white web on an orange back.

- WEB4.OCT.INI: Same large spider web as above, plus a calendar for October 1996.

- WINJOKE.INI: A Windows desktop, with program manager and file manager windows open, but the IIgs resolution isn't really up to displaying the fine details.

[EOA]
[RWA]////////////////////////////
THE REAL WORLD APPLE /
////////////////////////////////
Connecting to the World Outside
""""""""""""""""""""""""""""""""

by Peter C. Brickell
[P.BRICKELL]

>>> PART 3a: MEASURING TEMPERATURE <<<

In this installment, we will be looking at the basics of measuring temperature with the Apple II. Apple IIc owners will be pleased to know that this interfacing technique will work with their computers.

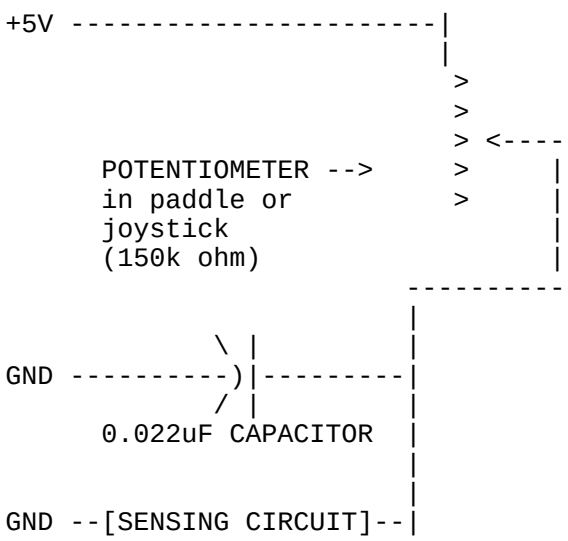
The approach to temperature measurements that I will describe is based on the Apple paddle line inputs of the game port. These can be checked in a limited way from BASIC, with the PDL() command or more accurately with a machine language routine. A basic understanding of the Apple paddle circuits is needed before we can use them for our own purposes. More information on the paddles can be found in the "Apple II Reference Manual" or "Chaos in the Laboratory" (see references at the end of this article).

The paddles themselves control variable resistors inside the paddle or joystick. These variable resistors are also called potentiometers or just "pots" for short. One side of the pot is connected to the Apple's +5V line, and the other side of the pot is connected to the PDL line corresponding to the particular paddle in use. For joystick users, the two paddle potentiometers are connected to the stick in such a manner that one paddle senses the "vertical" position of the stick and one senses the "horizontal" position of the stick. Otherwise the paddles and joystick are identical in the way they function.

Monitoring the position of a paddle is done by determining the resistance of the pot at any given moment. The pot's resistance changes as the paddle or joystick is moved. Put another way, the resistance of the pot tells the Apple what the position of the paddle or joystick is. When you use the BASIC statement X = PDL(0), X will contain a value between 0 and 255 which is proportional to the resistance of that paddle's pot (at the moment the command is executed).

What follows is a simplified description of how the paddle circuits work to produce this resistance measurement. It is not essential to know this in order to build a temperature measuring device for the Apple, but I would be remiss if I didn't provide some underlying theory.

The PDL connections on the game port (pin 6, 10, 7, 11 on the 16 pin game I/O connector for PDL 0, 1, 2,3 respectively) are connected to the positive terminal of a capacitor and to a voltage sensing circuit inside the Apple (see diagram below). The other side of the capacitor and the sensing circuit are grounded.



The paddle measuring process begins when the Apple's sensing circuit discharges the capacitor to ground. Once this is complete, the Apple starts a timing/counting sequence. At the same time, current flows from the +5V line, through the variable resistor and into the discharged capacitor (cap). The cap begins to store the current entering it and the voltage across it begins to rise. This also causes the voltage at the input to the sensing circuit to rise. Eventually, the voltage reaches a specified level (3.3V) which triggers the sensing circuit. This stops the

Apple's timing sequence. This whole process is repeated each time the paddle routine is accessed, either from BASIC or from machine language.

The amount of time it takes for the capacitor to charge up to the trigger voltage is determined by the amount of resistance presented by the variable resistor. That is, the higher the resistance setting, the slower the cap charges, and the longer it takes for the voltage to reach the trigger level. In this case, the Apple's timing routine reaches a high count. The lower the resistance in the paddle circuit, the faster the cap charges, and a shorter time passes before the cap charges to the trigger voltage. The Apple's timing routine will produce a lower count in this case.

The built-in paddle monitoring routines in the Apple produce a number between 0 and 255 which is proportional to the timing count. From the last paragraph, you can see that this is also proportional to the resistance of the paddle circuit (as determined by the setting of the paddle's pot). What we now have is a way of measuring electrical resistance in a circuit connected between the paddle and +5V lines of the Apple's game port.

Now, suppose we substitute a special temperature sensitive resistor for the mechanically variable one inside the joystick or paddle. This resistor will change its resistance value as its ambient temperature changes. We now have a way, although an indirect one, of measuring temperature by reading the value returned by the paddle routines in the Apple. This is the idea behind the method of measuring temperature with the Apple which I will be describing.

The specialized resistor is called a thermistor, and its resistance decreases as its temperature increases. They are widely available in surplus houses and electronic suppliers (or Radio Shack) at prices which range from a few cents to a few dollars. The inexpensive ones are plain beads of thermistor material on the end of two wire leads. The more expensive versions are enclosed in some sort of protective material (often glass) which allows them to be used for measuring the temperature of corrosive chemical solutions or for use in other hostile environments.

Before you run out to buy a thermistor to stick in your game port, I have to break it to you that it is not quite that simple. There are two practical problems which must be overcome before we can use a thermistor as a practical temperature measuring peripheral for the Apple.

The first is that the PDL routines in the Apple can only produce one of 256 possible values. This will be sufficient for crude temperature measurements but will not provide enough accuracy for most temperature measuring situations. The solution to this problem is to increase the counting time which the Apple uses to measure the paddle circuit's resistance. This requires a machine language routine of some sort to replace the built-in routine used by BASIC (and the monitor).

For the experienced machine language programmer, this will not be too much of a problem. For the rest of us, a suitable program can be found on the disk which accompanies Vernier's "Chaos in the Laboratory" workbook. Incidentally, with this book you also get a detailed description of the thermistor temperature probe project and 13 other Apple II interfacing projects.

A way of producing a longer charging time is needed for the

voltage-sensing circuit so that it will not trigger before a reasonable number of counts has been reached. This is accomplished by adding a large capacitor to the paddle circuit, which augments the capacitance of the one inside the Apple. It is also important to pick a thermistor of suitably high resistance to allow the capacitors to charge sufficiently slowly. These hardware additions form the core of a practical thermistor circuit.

A final complication that arises when using a thermistor as a temperature probe is that its resistance does not change in a linear fashion with temperature. In other words, a 10% change in temperature does not result in a 10% change in thermistor resistance. The relationship between temperature and resistance is quite complicated, as is the math required to accurately calculate one from the other. It is possible to make some simple approximations based upon trial and error, but for more demanding applications a proper calibration program is necessary. Again, a suitable program can be found on the "Chaos" disk from Vernier. More adventurous programmers may want to consider writing their own calibration programs.

I will conclude with a few comments about the use of the paddle circuits for interfacing in general. It should be clear by now that these circuits can be used for measuring output from almost any device which varies its electrical resistance in response to some external quantity. There are sensors which do this in response to changing light or infrared radiation levels, pressure, humidity and other parameters. Many of these sensors should be adaptable to the Apple's paddle inputs once you understand how they respond to change.

Next month I will discuss some of the details of building and using a thermistor circuit as an Apple II temperature probe.

FURTHER READING
"""""""""""""""

You will have noticed by now that I frequently refer to the two Vernier books. These are the books which started me into computer interfacing and electronics in general. I found them well written and easy to follow. They both include useful and well documented software for each project. In addition, their projects use only the Apple II game port, so no computer modifications are required.

I cannot recommend these books highly enough for anyone who wants to explore Apple II interfacing (just so you know--I have no affiliation with Vernier Software). I will be referencing them frequently for the interfacing projects that I will be describing in the following months. If you are seriously considering experimenting with any of these projects, it would be well worth your while to acquire one or both of them. Each of them is a self contained manual, but describes a different set of projects.

I purchased my copies several years ago from Resource Central when they were still in business. I believe they can still be purchased directly from Vernier Software. If you are interested, drop a line to David Vernier at dvernier@vernier.com or visit http://www.vernier.com for current pricing and availability. As far as I know they are still both in print.

I think it is possible to occasionally get photocopies of some Apple II manuals directly from Apple (at least I did from Apple Canada recently). This may be worth a try if you don't already have a copy of the Apple II Reference. It is also worth dropping by in Cat 4, Topic 27 in the A2 RoundTable on Genie. I have occasionally seen them for sale there (used).

There have been many other books written on microcomputer interfacing. Some are Apple II orientated, but many are either more general in nature or refer specifically to other computer platforms. A trip to the local library may be useful. A browse through back issues of computer magazines such as _Byte_ will certainly turn up some useful references and projects.

Next month--Building the thermistor temperature probe.

REFERENCES
""""""""""

1) Espinosa, C., _Apple][Reference Manual_, Apple Computer Inc. (P/N A2L0001A), 1979.

2) Vernier, David L., ed., _Chaos in the Laboratory and 13 Other Science Projects Using the Apple II_ Vernier Software, Portland OR, 1991.

3) Vernier, David L., ed., "How to Build a Better Mousetrap and 13 Other Science Projects using the Apple II", Vernier Software, Portland OR, 1986

[EOA]
[HSM]////////////////////////////
HISTORY MINOR /
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The History of GenieLamp
""""""""""""""""""""""""""
by Douglas Cuff
[D.CUFF]

>>> GENIELAMP HISTORY: WHERE WE'VE BEEN <<<
"""

John Peters began by creating freeware online magazines for the Atari community--first TeleTalk OnLine, which started on Denver BBSes and moved national, then 3 issues of PD_Quickview, and finally, 1990, GEnie Lamp, which focused on the ST RoundTable exclusively.

In February 1992, GEnie allowed John to expand the concept to other computing RoundTables. The "first four" were GEnieLamp ST, A2, Mac, and IBM. Over the years, the GEnieLamp roster boasted at least 10 editions--GEnieLamp IBM (and GEnieLamp IBM MM), GEnieLamp Mac, GEnieLamp MacPRO, GEnieLamp ST (and GEnieLamp TX2), GEnieLamp A2, GEnieLamp A2Pro, GEnieLamp Windows, GEnieLamp PPC, GEnieLamp Elsewhere and a weekly GEnieLamp {PR}.

Slowly, editions of GEnieLamp began to disappear. GEnieLamp MacPRO was an early casualty, closing after just 3 issues in February 1993. The weekly GEnieLamp {PR}--press releases and classified ads from the Atari RoundTable--finished with its 74th issue in August 1994.

In late 1995, issues began to appear less regularly as payment for contributors dried up. The first edition to go was GEnieLamp Windows, last published in September 1995. The IBM MM (MultiMedia) edition and GEnieLamp PowerPC stopped in December 1995. In January 1996, GEnieLamp A2Pro published its last issue.

In February 1996, GEnie was sold to Yovelle, and they stopped all credit-hours, which meant that GEnieLamp (now GenieLamp) no longer had a way to pay contributors. The next month, GEnieLamp ST--the flagship issue--and GEnieLamp TX2 (the Atari version in a special graphic format) stopped with their March 1996 issues. GenieLamp IBM and Mac published a June 1996, as did GenieLamp A2. IBM and Mac were working on their July issues when the word came--DigiPub was to be closed, and the editor's accounts taken away. Most editor's accounts were surrected at the last moment, but the damage was done.

	FIRST ISSUE	LAST ISSUE
GenieLamp A2	Feb. 1992	STILL GOING STRONG!
GenieLamp IBM	Feb. 1992	June 1996
GenieLamp Mac	Feb. 1992	June 1996
GenieLamp ST	June 1990	Mar. 1996
GenieLamp TX2	Dec. 1990	Mar. 1996
GenieLamp A2Pro	Feb. 1993	Jan. 1996
GenieLamp IBM MM	Jun. 1994	Dec. 1995
GenieLamp PPC	Nov. 1994	Dec. 1995
GenieLamp Windows	Mar. 1994	Sep. 1995
GenieLamp {PR}	?	Aug. 1994
GenieLamp MacPRO	Dec. 1992	Feb. 1993

Only GenieLamp A2 soldiered on, and produced what was supposed to be the final issue. Even after the closure of DigiPub, GenieLamp A2 continued to be produced, and continues now--the last of the GenieLamps in the original, classic form.

[*][*][*]

GenieLamp A2 began in April 1992 when John Peters took his Atari magazine and brought it to three more platforms--IBM, Macintosh, and Apple II. At first, it was known as GEnie Lamp Apple][(note the space), and its first editor was Tom Schmitz, though he was listed as co-editor for the first two issues. Contributors to that first issue were Larry Faust Lorne "Rainy" Wilson, and the big story was the release of IIgs System Software v6.0. Tom's title was changed to editor with issue #3, and Phil Shapiro became co-editor.

By the fourth issue, the name had changed to GEnie Lamp A2/A2Pro. That was a special issue since it was combined with parts of the third issue and was brought out in HyperStudio stack format to help celebrate KansasFest. Surprisingly, it would be the last hyper-issue for over three years.

The space was dropped from the name--now GEnieLamp A2/A2Pro--with the seventh issue (October 1992). That was also Tom Schmitz's last issue. Darrel Raines took over with the November 1992 issue, still assisted by Phil Shapiro.

GEnieLamp A2Pro got its own separate issue in January 1993. GEnieLamp publisher John Peters tried out the concept of the "mini issue" in March and April 1993, which left out all the multi-platform material... and the humor, puzzles, and ASCII cartoons. That was about the time that the A2 RoundTable gave away a slew of prizes to the person who uploaded the library's 20,000th file. The next month, May 1993, John Peters tried running two issues a month--one on the first of the month and one on the

fifteenth--but the experiment wasn't a success. In fact, some issues fell behind, GEnieLamp A2 included. There was no time to produce a June 1993 issue.

John Peters did a large part of the editorial work on the July 1993 issue, which took time that he couldn't really afford, so he and Dean Esmay went looking for a new editor. They chose Doug Cuff, who made his bow in the August 1993 issue. Cuff's second issue was the biggest ever--250K--but he soon calmed down a lot.

With the October 1993 issue, the focus shifted. Instead of each editor having to submit his material to publisher Peters for the final assembly, each editor became responsible for every step required to put together the magazine. That was the same month we reported on shareware author Karl Bunker saying goodbye, and AppleWorks 4.0 saying hello.

GEnieLamp A2 began producing a new edition with the April 1994 issue--an AppleWorks word processor file. Up until then, there has been three editions: a text file packed with ShrinkIt for the power users, a text file not packed with ShrinkIt for those who didn't have ShrinkIt, and a text file, not packed, with added linefeeds for those didn't have an Apple II but wanted to read GEnieLamp A2 anyway. The AppleWorks edition was available in the A2 Library only; the others were found in the DigiPub RoundTable.

Almost two years later, in March 1996, GenieLamp A2 (as it became when General Electric sold GEnie to Yovelle and it became "Genie") introduced two more editions--a HyperCard stack from Josh Calvin and a prototype HyperStudio stack from editor Doug Cuff. These too were available exclusively in the A2 Library.

When Yovelle began closing down the less profitable RoundTables in June and July 1996, DigiPub was one of those slated for closure. Since the July 1996 issue, all editions of GenieLamp A2 have been uploaded to the A2 RoundTable library--and the back issues have since been moved there as well.

In 1997, GenieLamp A2 gets a new editor--Ryan Suenaga. We'll let him write the new few chapters in the history of GenieLamp A2.

```
          ////////////////////////////////////////////// QWIK_QUOTE ////
         /  "Why does one never hear of a _blessing_ thundering down  /
        /  the years and pursuing a certain family...?"              /
       ////////////////////////////////////  Lady Norah Bentinck  ////
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[EOA]
[LOG]//////////////////////////////
                         LOG OFF /
//////////////////////////////////
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GenieLamp Information
"""""""""""""""""""""""

- COMMENTS: Contacting GenieLamp
  - GenieLamp STAFF: Who Are We?

GenieLamp Information
"""""""""""""""""""""""

GenieLamp A2 is published on the first of every month in library 55 of Genie's A2 RoundTable (page

645;3). GenieLamp is also distributed on CrossNet and many public and commercial BBS systems worldwide.

- To reach GenieLamp on Internet send mail to genielamp@genie.com or to reach GenieLamp _A2_, send mail to editor.a2@genie.com

- Back issues of GenieLamp A2 are available in the A2 RoundTable Library #55 on page 645 (m645;3).

- We welcome and respond to all E-mail. To leave comments, suggestions or just to say hi, you can contact me in the A2 RoundTable (Category 3, Topic 3) or send GenieMail to Doug Cuff at [EDITOR.A2] on page 200.

>>> GENIELAMP STAFF <<<

GenieLamp	o John Peters	[GENIELAMP]	Publisher
	o Mike White	[MWHITE]	Managing Editor
APPLE II	o Doug Cuff	[EDITOR.A2]	Editor
A2Pro	o Tim Buchheim	[A2PRO.GELAMP]	Editor
ATARI	o Sheldon H. Winick	[GELAMP.ST]	Editor
IBM	o Sharon Molnar	[SHARON.LAMP]	Editor
MACINTOSH	o Richard Vega	[GELAMP.MAC]	Editor
POWER PC	o Ben Soulon	[BEN.GELAMP]	Editor

>>> Answers to PUZZLE FUN <<<

Cindy owns the CD-ROM. And who calls Genie? You (Hugh) do!

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////////////////////////////////////\\

[EOF]

```
================================================================================
DOCUMENT almp9612.app
================================================================================

     ||||||  ||||||  ||  ||  ||||||  ||||||
     ||      ||      ||| ||    ||    ||
     ||  |||  ||||    ||||||    ||    ||||                Your
     ||   ||  ||      ||  |||    ||    ||
     ||||||  ||||||  ||  ||  ||||||  ||||||              GenieLamp Computing

     ||    ||||||  ||    ||  ||||||                      RoundTable
     ||    ||  ||  |||  |||  ||  ||
     ||    ||||||  ||||||||  ||||||                      RESOURCE!
     ||    ||  ||  ||  ||  ||  ||
     |||||  ||  ||  ||    ||  ||

                    ~ WELCOME TO GENIELAMP APPLE II! ~
                      """""""""""""""""""""""""""""""""
                    ~ SOFTVIEW A2:  Lordlings of Yore ~
                ~ PD_QUICKVIEW:  Wolfenstein 3-D (beta) Demo ~
                 ~ FILE BANDWAGON:  Top 10 Files for October ~
                     ~ HOT NEWS, HOT FILES, HOT MESSAGES ~

\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\
 GenieLamp Apple II     ~ A T/TalkNET Publication ~      Vol.5, Issue 57
""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""
Publisher.....................................................John F. Peters
 Editor.....................................................Douglas Cuff
\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\
          ~ GenieLamp IBM ~ GenieLamp ST ~ GenieLamp PowerPC ~
        ~ GenieLamp A2Pro ~ GenieLamp Macintosh ~ GenieLamp TX2 ~
         ~ GenieLamp Windows ~ GenieLamp A2 ~ LiveWire (ASCII) ~
            ~ Member Of The Digital Publishing Association ~
 Genie Mail:  GENIELAMP                  Internet: genielamp@genie.com
////////////////////////////////////\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\

           >>> WHAT'S HAPPENING IN THE APPLE II ROUNDTABLE? <<<
           """""""""""""""""""""""""""""""""""""""""""""""""""""
                           ~ December 1, 1996 ~

 FROM MY DESKTOP ......... [FRM]        FROM MY MAILBOX ......... [MAI]
  Notes From The Editor.                  Letters To The Editor.

 HEY MISTER POSTMAN ...... [HEY]        HUMOR ONLINE ............ [HUM]
  Is That A Letter For Me?                Famous Last Words.

 SOFTVIEW A2 ............. [SOF]        FILE BANDWAGON .......... [BAN]
  Lordlings of Yore.                      Top 10 Files for October.

 PD_QUICKVIEW ............ [PDQ]        LOG OFF ................. [LOG]
  Wolfenstein 3-D (beta) demo.            GenieLamp Information

[IDX]""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""

READING GENIELAMP   GenieLamp has incorporated a unique indexing system
""""""""""""""""""   to help make reading the magazine easier.  To utilize
this system, load GenieLamp into any ASCII word processor or text editor.
```

In the index you will find the following example:

```
                  HUMOR ONLINE ............ [HUM]
                   Genie Fun & Games.
```

To read this article, set your find or search command to [HUM]. If you want to scan all of the articles, search for [EOA]. [EOF] will take you to the last page, whereas [IDX] will bring you back to the index.

MESSAGE INFO
"""""""""""""
To make it easy for you to respond to messages reprinted here in GenieLamp, you will find all the information you need immediately following the message. For example:

```
                  (SMITH, CAT6, TOP1, MSG:58/M475)
      _____________|   _____|__  _|___    |____ |_____________
     |Name of sender   CATegory  TOPic    Msg.#   Page number|
```

In this example, to respond to Smith's message, log on to page 475 enter the bulletin board and set CAT 6. Enter your REPly in TOPic 1.

A message number that is surrounded by brackets indicates that this message is a "target" message and is referring to a "chain" of two or more messages that are following the same topic. For example: {58}.

ABOUT Genie
"""""""""""""
Genie has pricing plans to fit almost any budget. Genie's services include email, software downloads, bulletin boards, chat lines, and an Internet gateway included at a non-prime time connect rate of $2.75. Some pricing plans include uncharged online connect time. As always, prices are subject to change without notice. To sign up for Genie, call (with modem) 1-800-638-8369 in the USA or 1-800-387-8330 in Canada. Upon connection wait for the U#= prompt. Type: JOINGENIE and hit RETURN. The system will then prompt you for your information. Need more information? Call Genie's customer service line (voice) at 1-800-638-9636.

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"""""""""""""""""""""""""""
Now you can get your GenieLamp issues from the Internet. If you use a web browser, connect to "gopher://gopher.genie.com/11/magazines". When using a gopher program, connect to "gopher.genie.com" and then choose item 7 (Magazines and Newsletters from Genie's RoundTables).

```
                        *** GET INTO THE LAMP! ***
""""""""""""""""""""""""""
```

"""""""""""""

I've been away from home for what seems like a long time. It's been just five years--five hard years. Ever since I left my home town, my parents have always given me the same Christmas present--two plane tickets back home for the holidays. I could wish for nothing finer.

This year is no exception, yet this year may be an exception. Don't bother re-reading it; I'll explain: This year's tickets are for a Canadian Airlines flight, and that airline is teetering on the brink of collapse. I've got the tickets, but I may not get home. Perhaps a flight home will be our Christmas miracle for 1996.

We had a (minor) Christmas miracle last year, almost exactly a year ago today. My wife Tara and I visited a gift shop that had a display of Christmas ornaments. At the back of the shop, some of the ornaments were displayed on a small tree, about knee-high, made of twigs and bare branches. If it sounds downright ugly, blame it on my weak powers of description. That little tree looked mighty good to us.

Because we fly home for Christmas, my wife and I don't have a full-fledged Christmas tree, so we thought this little tree would be our chance to start our very own Christmas tradition. (That's how you can tell when you've really left home--you and your partner establish your own holiday traditions.) There was no price tag on it, so we asked the saleslady about it. To our disappointment, the tree was not for sale--it was for display purposes only.

Over the weeks that followed, we searched for a similar tree. The full tale of that search would be tedious to relate, but not half as tedious as it was to undergo. We found endless foot-high trees, visited countless stores that had had them the previous year, and in one case, arrived just as their last tree was being sold.

A week before Christmas, we happened to pass the first gift shop. Sitting on the floor, stripped of all its ornaments and rather the worse for the wear, was our little tree. We pounced on it before anyone else could. This time, there was a price tag on it. We bought it and took it home. That was our Christmas miracle for 1995.

Of course, the story comes with an epilogue. Two days after buying our little tree, they suddenly became available in shops everywhere. There were a scraggly lot--not the same class at all--but there they were, large as life and quite as natural. Have you ever experienced the sensation that some force, somewhere, is playing with you, trying to irritate you? It feels darned good to duck such a force; to maintain both your serenity and the smile on your face. Christmas miracles will do that.

[*][*][*]

One Christmas tradition I've developed as editor of GenieLamp A2 is to put the January issue to bed before I leave for Christmas. That way, I get to spend the holiday with no deadline lurking at the back of my mind, spoiling the fun. Last year, I had to start the new year by editing the January issue, and you, with your pure mind, would not credit just how grouchy it made me. Just ask Tara sometime.

This year, I won't have to worry about the January issue, since this

Christmas issue is my last as editor. Ryan Suenaga takes over as editor of GenieLamp A2 in 1997. I'll still be submitting an occasional article to the new editor. In fact, I have two SOFTVIEW A2 columns started, and two more sketched out. All I need is time to complete them.

In 1997, I won't have as much time for editing and writing. Tara and I are moving back to Atlantic Canada soon. Jobs are scarce there, and I'll have to spend the lion's share of my time looking for work.

Another person who currently has little time for writing is fellow Canadian Peter Brickell, who's been writing the REAL WORLD APPLE column. There's no installment of that column in this issue, because Peter is out in the real world. The last time I heard from him, he was writing from Korea, en route to New Zealand. He's promised to deliver some material in 1997, but expect the schedule for Peter's column to be a trifle erratic.

GenieLamp A2 is almost five years old, and has had just three editors. Next month, you'll meet the fourth. Most of you probably already know Ryan Suenaga from other Apple II journals--he's written for _GS+ Magazine_, _The Apple Blossom_, _Juiced.GS_, and the _The AppleWorks Gazette_. If you do know Ryan, you'll recognize that I'm leaving you in good hands.

Thanks, folks. It's been a wonderful 40 issues. God bless us, every one.

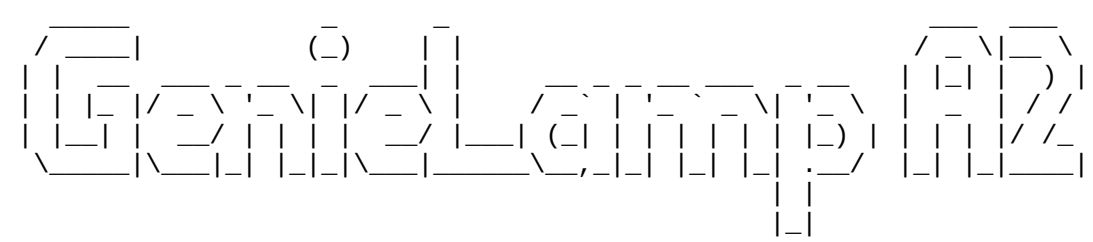
-- Doug Cuff

Genie Mail: EDITOR.A2 Internet: editor.a2@genie.com

REPRINTING GENIELAMP

If you want to reprint any part of GenieLamp, or post it to a bulletin board, please see the very end of this file for instructions and limitations.

ASCII ART BEGINS



ASCII ART ENDS

[EOA]
[MAI]//////////////////////////////
FROM MY MAILBOX /
//////////////////////////////
Letters To The Editor
""""""""""""""""""""""""""

OPERATION LAMBDA NOT MISLEADING
"""""""""""""""""""""""""""""""

In the previous issue of GenieLamp, a letter from Mitchell Spector was published that attacked the originality and authenticity of some of my programming projects. I would like to offer this rebuttal.

First, Mr. Spector claims that many of the "concepts and ideas" in Lambda were "borrowed" from another game called Rescue Rover. All I can say in my defense is that I have never played Rescue Rover. All ideas behind Operation Lambda were developed by me, completely from scratch, during a rather grueling period this summer in which I racked my brains for an original game idea, and, to the extent of my knowledge, successfully found one. As far as I know, no one who has played the full version of Lambda has been disappointed.

Second, Mr. Spector brings up the game PuyoPuyo, which I programmed last year and distributed as freeware. A quick look at the game and docs will show that not only did I not claim to do any more than the programming (the game itself simply says "Apple IIgs version by Slixter"), my real name appears nowhere, and there is no copyright message. I think it would be difficult to claim that I was trying to take credit for other's ideas in a release that was intended to be almost anonymous. Perhaps Mr. Spector's "disappointment" would be better targeted at the author of the Mac version, who not only "borrowed" the game play, graphics, music, and sound effects directly from the SuperFamicon version of the game (without attributing credit), but also requested a shareware fee.

My goal in publishing PuyoPuyo was to simply bring this immensely fun and addictive game to the Apple IIgs community. I did this at some legal risk to myself (which may help to explain the anonymity and lack of proper credit), but from what I've heard about the enjoyment people have gotten from the game, it was worth it.

My goal in publishing Operation Lambda was to write an exciting, original game for the Apple IIgs, and to help pay for college. A massive amount of work went into Lambda's creation, and I am offended that my integrity would be attacked simply because there exists some other computer game dealing with mirrors and lasers.

Bret Victor
B.VICTOR1
bret@cco.caltech.edu

[EOA]
[HEY]//////////////////////////////
HEY MISTER POSTMAN /
//////////////////////////////
Is That A Letter For Me?
"""""""""""""""""""""""""""

by Douglas Cuff
[EDITOR.A2]

o BULLETIN BOARD HOT SPOTS

o A2 POT-POURRI

o HOT TOPICS

o WHAT'S NEW

o THROUGH THE GRAPEVINE

o MESSAGE SPOTLIGHT

>>> BULLETIN BOARD HOT SPOTS <<<

[*] CAT 8, TOP 18 ..... Postscipt and PublishIt!
[*] CAT 13, TOP 5 ..... Wolfenstein 3-D demo release and rumors
[*] CAT 17, TOP 25 ..... Trapping mouse button in UltraMacros
[*] CAT 42, TOP 11 ..... Latest issue of II Alive

>>> A2 POT-POURRI <<<

!HELP! BUG WITH PRODOS-8 FIXED For those using text based launchers, and who are then having problems running P8 programs after using !Help!, I have uploaded to my web pages an update that fixes this problem.

http://ourworld.compuserve.com/homepages/ewannop

Ewen (Speccie)
Delivered by: CoPilot v2.5.5 and Spectrum 2.1
(E.WANNOP, CAT43, TOP2, MSG:141/M645;1)

MUSIC COMPOSER V4.0 MINI-REVIEW Just thought I'd let you know I just got MC v.4.0. Looks pretty good so far. (only been playing for a day). Did several conversions from Music Studio and Midi. They new sheet music picksup MS files real well. Instruments are easily changed and improves the music.

I'll let you all know how its going later but looks like a good product.

andy
(A.WALLO, CAT6, TOP19, MSG:149/M645;1)

HISTORY AS TOLD BY THE DARK SIDE A site of interest to Apple II user's, Glen Sanford's History of Apple Computers Site:

http://www.apple-history.pair.com

This is perspective from a Mac user's point of view; Steve Weyhrich's Apple II History is far more complete, but it's an interesting site (and for the most part Lynx friendly).

Ryan
http://www.keystroke.net/~rsuenaga
ANSITerm and CoPilot v2.55
(R.SUENAGA1, CAT35, TOP8, MSG:29/M645;1)

DELETING OLD SPECTRUM HELP With the v2.1 upgrade, can I delete the Spectrum:Add.Ons:Help.Files folder?

-Ken
(KEN.GAGNE, CAT43, TOP15, MSG:182/M645;1)

>>>>> Yes... After you have installed !Help!, you can delete the folder
""""" and the Spectrum.Help file...

Ewen (Speccie)
Delivered by: CoPilot v2.5.5 and Spectrum 2.1
(E.WANNOP, CAT43, TOP15, MSG:183/M645;1)

RAMFAST IIE AND ZIP CHIP
""""""""""""""""""""""""""
Update on RamFAST 'E' (for the IIe) and 8MHz Zip Chip:

Sequential still doesn't know why these two won't coexist together in a IIe. Swapping out some HCT parts with some ALS parts takes care of the noisy bus problem, but something still causes the machine to hang if the Zip is present.

BUT...good news -

They offered to figure it out if I'd send them a Zip Chip. So, yesterday I sent them one of my spares and we'll just wait and see.

Hugh..
(H.HOOD, CAT20, TOP13, MSG:79/M645;1)

COOL SPECTRUM TRICKS
""""""""""""""""""""
I realised of course we were talking about your scripts, so I phrased my reply carefully... I could have just said the script was bad! :)

We all learn tricks as we go along, and often projects evolve greatly with time. The CoPilot scripts were of course originally written for TIC which only had 8 variables and would limit the use of prefix variables in this way. Spectrum 2.0 and later has no such limitations, other than system memory!

Dave Hecker showed us a neat trick a few days ago for some scripts we are writing using the WindowMgr. The WindowMgr returns resource ID's for control hits. The initial script was:

```
----
Ext WindowMgr 3 $GenPrefs ReportedHit HitDetails
Match String "ReportedHit" $$0000000A $$00000013 $$00000032 $$000000B9
If Failed Then....
On $Matched GotoNext One, Two, Three, Four
----
```

To optimize this he used one of SP's cool tricks:

```
----
Ext WindowMgr 3 $GenPrefs ReportedHit HitDetails
GotoNext HIT$ReportedHit
----
```

Ewen (Speccie)
Delivered by: CoPilot v2.5.5 and Spectrum 2.1
(E.WANNOP, CAT29, TOP17, MSG:65/M645;1)

CONVERT 3200 PIRACY (AND EASTER EGGS) Tonight while fooling around I found 6 Easter eggs in Convert 3200. :) Are there more? :)

[BTW, the first one I found scared me a little. :)]

__!__
| Terrell Smith
| tsmith@ivcf.org
(T.SMITH59, CAT28, TOP6, MSG:186/M645;1)

>>>>> > Tonight while fooling around I found 6 Easter eggs in Convert
""""" > 3200. :) Are there more? :)

> [BTW, the first one I found scared me a little. :)]

As far as I know, there are seven Easter Eggs in Convert 3200. I guess you could say that they are all of the 'hidden message' type of Easter Egg. There are six that can be accessed from the main menu screen.

Hint for Easter Egg hunters: since Terrell is a "man of God," he should be able to locate the seventh Egg fairly easily.

Let me guess what scared you..."Convert 3200 - The new French bomb."

Keep in mind that when Brutal Deluxe was working on Convert 3200, the French were conducting a number of atomic bomb tests in the South Pacific. Although much of the rest of the world was upset about those tests, the French thought of them as necessary, and I believe, even felt some nationalistic pride about them.

So, that message refers to the pride that Brutal Deluxe feels for Convert 3200.

In any case, before the program was released, I wrote to Olivier to try to explain to him that in US slang, when we call something "a bomb," it's not exactly a complimentary term ;-)

Joe Kohn
(JOE.KOHN, CAT28, TOP6, MSG:187/M645;1)

<<<<< > There are six that can be accessed from the main menu screen
"""""
Those are the six I found.

> Hint for Easter Egg hunters: since Terrell is a "man of God," he should
> be able to locate the seventh Egg fairly easily.

Well, I know that "I believe in God" can be checked, but does it do anything beyond that?

> Let me guess what scared you..."Convert 3200 - The new French bomb."

Nope. The one that said something about "If you want to see me again, you'll have to _buy_ Convert 3200." :) But, but, I _did_ buy it...

__!__

```
  |     Terrell Smith
  |       tsmith@ivcf.org
                (T.SMITH59, CAT28, TOP6, MSG:189/M645;1)

>>>>>   >> Well, I know that "I believe in God" can be checked, but does it
"""""   >> do anything beyond that?
```

I've asked Brutal Deluxe several times what the "I believe in God" option does, and have never gotten a serious response. I'll be honest...I have absolutely no idea what clicking on that option does or doesn't do...at least in regards to converting graphics.

Perhaps it's just there to serve as a trigger for the 7th Easter Egg? I guess you'll just have to investigate that option a little further ;-)

>> If you want to see me again, you'll have to _buy_ Convert 3200.

That message was a not-so-oblique reference to "Brutal Deluxe's LemminGS," and I believe that it also served as an anti-piracy message.

Of course _you_ bought Convert 3200, but as I so rudely learned this week, not everyone who uses Convert 3200 did. Unfortunately, as I just discovered, piracy is still alive in the Apple II world...not 2-3 days ago, I downloaded Convert 3200 from the world wide web :-(

(I'm sorry if any of the above sounds weird...I'm very upset at the moment...and have been so for the past couple of days.)

Joe

```
                 (JOE.KOHN, CAT28, TOP6, MSG:191/M645;1)

<<<<<   >  Of course _you_ bought Convert 3200
"""""
```

That's why I got worried. I was afraid that even though I bought it, it was about to self destruct. :)

> not 2-3 days ago, I downloaded Convert 3200 from the world wide web :-(

You have a right to be upset. And I hope you let the site know that they are distributing it illegally. There ought to be some "hidden" key that unlocks the software. People could phone you and ask for it. And it could be tied into the machine somehow, so that if run on another machine, it wouldn't work. Sigh...

```
 __!__
   |     Terrell Smith
   |       tsmith@ivcf.org
                (T.SMITH59, CAT28, TOP6, MSG:194/M645;1)

>>>>>   > And I hope you let the site know that they are distributing it
"""""   > illegally.
```

As it turns out, only one person downloaded one file before the site was shut down by the Internet Service Provider. That one person was me, and the one program was Convert 3200.

> There ought to be some "hidden" key that unlocks the software.

Neither Brutal Deluxe nor I care to have any kind of copy protection on software.

The truth of the matter is that 99.9999% of Apple II users are fine and upstanding and honest folks. It's the very rare "bad apple" that can cause problems. But, we don't want the actions of 1 or 2 "bad apples" to effect anyone else.

For me personally, I've been horribly upset these past 6 days. I know that getting as upset as I've been certainly isn't going to do me any good, so I need to calm down a little bit more and discuss things further with Brutal Deluxe...before deciding what additional action to take.

Joe
(JOE.KOHN, CAT28, TOP6, MSG:197/M645;1)

SPECTRUM V2.1 SCRIPTING BUG
""""""""""""""""""""""""""""
There is indeed a problem that is crept into Spectrum 2.1 and eluded the Beta testers. If there is anything at all on the 'Set OnlineDisplay "VT100"' line after the quote, not just a REM statement, it fails. I will sort this out for the next version, but in the meantime, if you edit out the space at the end of the line, so the line breaks immediately after the quote, I think you will find it will work for you.

Unfortunately, the AutoLearn feature adds in that extra space!

Ewen (Speccie)
Delivered by: CoPilot v2.5.5 and Spectrum 2.1
(E.WANNOP, CAT43, TOP16, MSG:77/M645;1)

BILL SHUFF'S GOLD TWGS/ZIPGS CABLES
"""""""""""""""""""""""""""""""""""
The latest issue of II Alive contains complete instructions for making this cable. The article was written by Bill Shuff himself.

If you can't reach Bill here on Genie, you can try his Inet Email address: bill2060@cris.com.

David W.
(D.WALLIS2, CAT14, TOP20, MSG:247/M645;1)

>>>>> > The latest issue of II Alive contains complete instructions for
""""" > making this cable. The article was written by Bill Shuff himself.

And botched by the editor of II Alive. The instructions as printed in II Alive do not work, and the only saving grace is that it is the instructions themselves that do not work, i.e. you cannot construct a defective cable using the instructions, you can't construct ANY cable using them. :)

Gary R. Utter
(H.MOST, CAT14, TOP20, MSG:250/M645;1)

GENIE PRIME TIME BILLING RULES AND REGS
"""""""""""""""""""""""""""""""""""""""
Last month, Harold wrote

> If you are online -prior to- primetime begining, then your current
> session is not billed as primetime.

then Gary wrote

> Unless there has been a change in recent years (possible but not
> likely), you are charge Prime Time rates based on what time you logged
> on, and pay those rates for the entire session.

I logged on to Genie at 7:58 EST and then off at 8:00. I ended up being charged $.02 for prime time. When I wrote to feedback, I received this explanation:

> Your logoff time was 8:00.15, the .02 charge was for the 15 seconds
> after 8:00 am.

So beware! You will be charged for any portion of primetime.

-Ken Wong-
(K.WONG1, CAT29, TOP39, MSG:57/M645;1)

COMPUTER DESKS Possible Apple II Product Recommendation:
"""""""""""""""

I found a catalog today for adirondack direct, a computer furniture supplier. One thing I found interesting was that along with the generic PeeCees in the catalog for display, they had quite a few macs, a fair amount of GSs and a //e!

They sell some units that accomodate up to 6 "stock" GSs with only a few external devices with overhead tables for a printer.

I assume becuase they show these machines, they could be of some assistance in picking out the right desk for your CPU

They sell the desk systems that APS sells, (at least they look the same) and a wide variety of other items.

They look like they have some nice stuff, and aren't afraid of throwing some II's and Macs in the catalog.

Hope this helps somebody!

adirondack direct
THE ADIRONDACK BUILDING
31-01 Vernon Blvd.
Long Island City, NY 11106

Phone: 800-221-2444

Fax: 800-477-1330

A neat thing on pg 54 of the catalog (education workstations featuring the GSs) you'll notice all the GSs on the top of the page have been .reversed...Apple logo on right of case, This was most likely a simple flip of the negative during the stripping process of making the catalog.

--GSer
(P.KRASS, CAT4, TOP45, MSG:54/M645;1)

MARC COLLINS, R.I.P. >From Marc Wolfgram...
"""""""""""""""""""""

For what it's worth...

I just got back up to the frozen tundra of Wisconsin Rapids from a day trip to Milwaukee. I was down for Mark Collins' funeral. He had a massive stroke in Fox Lake last Thursday night and died Friday morning in Madison.

If you can think of anyone else in the old Apple community that may be interested in knowing of his passing, please forward this.

Thanks,
-- Marc
http://www.wctc.net/~wolfgram

Marc Wolfgram - Sr. Software Engineer - Advantage Learning Systems
INET: wolfgram@wctc.net, mwolfgra@advlearn.com AOL: M Wolfgram
"Never pretend you know what you're doing"

(JOE.KOHN, CAT2, TOP16, MSG:237/M645;1)

>>> HOT TOPICS <<<

ULTRAMACROS PEEK FOR "MOUSE BUTTON PRESSED"? Not exactly what you asked for, but here's what I've used in the past to force the mouse button to do what I wanted:

<ba-R>:<all><poke 2005, 160>! make mouse button "Return"

<ba-A>:<all><poke 2005, 239>! make it "Arrows"

```
   |
 -(+)-
   |
   |
```

...Will (Cat 13, Top 11)
(W.NELKEN1, CAT17, TOP25, MSG:74/M645;1)

>>>>> >poke $b8c1,$98:>! // Mouse button down does a Ctrl-"

Setting the mouse button to ctrl-x means giving up the <onerr> command. If onerr is active, pressing the mouse button will activate the onerr routine.
(S.BEVILLE, CAT17, TOP25, MSG:77/M645;1)

>>>>> >ctrl-"

Or, onerr is used trap the mouse button.

Alternately peek $360.
(S.BEVILLE, CAT17, TOP25, MSG:78/M645;1)

[EDITOR'S NOTE: Steve Belville also added this caution in E-mail to me: "But be aware that remapping the mouse to ctrl-x is NOT a good idea. If you try to use onerr to trap the mouse button, any error will cause that routine to kick in."--DGC]

TWEAKING POSTSCRIPT WITH PUBLISH IT! Lately, I haven't been able to work on the other two patches to PI that

we discussed earlier. (e.g. External font specification from within AppleWorks and Symbol/Dingbat Postscript font substitution.)

I do still plan to work on them, though the latter of the two seems much easier to do than the former.

If anyone _really_ needs info on the first two completed patches (external number space specification and the removal of octal character trapping), please let me know. I'd prefer to upload all four patches with docs at one time, however.

OTHER TRIVIA:

It has been asked here (by Jim, I believe) what PI sends to the PostScript printer _prior_ to sending the Laserprep file. I've located the following:

First, it sends

/md where {/md get / av get cvi 68 eq {(1)}{(2)} ifelse} {(0)} ifelse} = flush

This searches for the existance of Laserprep (md), and returns a '1' if the version is 68, and a '2' if the version is other than 68. It returns a '0' if 'md' has not been found at all.

If '0' then, it sends:

serverdict begin exitserver

which sets up Laserprep to be 'persistently downloaded', or available until the printer is powered down.

If '2', PI tells you that the LW was intialized with a version other than 68, and asks you if you want to reinitialize the printer.

If '1', PI does _not_ need to intialize the printer (i.e. send Laserprep) and begins sending the job.

Along the way, PI apparently sends numerous status requests, which slows things down a bit. I haven't found this code yet.

Hugh...

(H.HOOD, CAT8, TOP18, MSG:119/M645;1)

<<<<< FINALLY
"""""

It appears we have solved the problem with the lack of transportability of PublishIt! PostScript Print-to-Disk generated files.

And, it only takes three lines of code additions to the LASERPREP file supplied with PI, which is AKA version 68 of the Laserwriter Driver.

As you know, even though PI4 provides a print-to-disk option, few of us have had any luck getting those _print-to-disk_ PI files to print on other systems, or even with our Apple II's connected to Laser printers. Jim Goodman came up with one Apple II based workaround by first initializing his printer with a PI4 blank page, and then sending his

print-to-disk files from ProTerm3. His questions of 'What else must PI4 be sending?' got me to looking into the internals of PI.

So...

To make this work, rename your 'LASERPREP' file from the PI disk as 'PRINT.LASERPREP' and name a _copy_ of it 'LASERPREP'.

Then use a text editor (e.g. ProTerm or AppleWorks 5.x {it deals with TXT files much better than 3.0 does, and has capability for _very_ large file sizes}) to add the following two lines to the _start_ of the copied LASERPREP file:

```
systemdict
serverdict begin exitserver
```

Then, to the _end_ of the LASERPREP file, embed a CTRL-D (ascii 13). Do this in the ProTerm editor with the 'CTRL-P' 'D' sequence, or from within AppleWorks with the .storechar dot command from within a macro. {I haven't tried this with a High ASCII CTRL-D, or the CTRL-T change type key sequence might work.} Some of the low-ASCII cntrl characters will cause weird screen effects in AppleWorks, though.

Save the changes to the LASERPREP file. That's it. Now, when you print to disk and use the file elsewhere, it should print. For normal direct printing with PI, though, be sure and use the original LASERPREP file, not the modified copy. (Though I haven't tried it otherwise. It may not hurt to use it, except for memory wasting.)

What I _think_ this does is first place the system dictionary on top of the stack {systemdict} (as opposed to the user dictionary), then set up 'md' (LASERPREP) to be persistently downloaded {serverdict begin exitserver}.

The CTRL-D is the postscript end-of-file character, and signals the end of the persistant download. The actual PI4 file then immediately calls up the 'md' dictionary that was just persistantly downloaded and begins to reference it. Without the CTRL-D, the PI4 file never gets executed on its own. Plus, I _think_ some code in the LASERPREP file may flush to the end of the file if it discovers it is already present. This would flush the PI4 file component too if the CTRL-D end-of-file character weren't present.

If you do use ProTerm to send these files, remember that LASERPREP sets a fairly long end-of-job timeout. So, you may want to send a 'quit' or another CTRL-D at the end of your transmission, if you plan to send another file soon.

I don't have a MAC. If calling the systemdict might mess something up, you can try deleting the first line given above, and replacing the second line with:

```
serverdict begin 0 exitserver
```

This also prints on an Apple II. Notice the addition of the '0'. The first method, however, is how PI4 sends the file.

BTW, if you think this was a rambling explanation, I agree. <g> I'll clean it up when the other patches are ready for uploading.

Hugh...
(H.HOOD, CAT8, TOP18, MSG:132/M645;1)

<<<<< To those who have tried to use PI with AppleTalk
""""""

I've noticed that the dictionary in the 6.0.1 Laserwriter driver is called 'GSd'. PublishIt! expects to see 'md'.

If you have a hacker spirit, you may try changing the Laserwriter driver - (on a _copy_ only) to 'md' and then see what happens.

If it works, I imagine that PI could be changed to reference 'GSd' instead of 'md', but doggoneit, it could be 'fun' to squeeze in that extra byte without the source code.

Hugh...
(H.HOOD, CAT8, TOP18, MSG:137/M645;1)

>>> WHAT'S NEW <<<
""""""""""""""""""""

WOLFENSTEIN 3-D BETA DEMO SHIPS!
""""""""""""""""""""""""""""""""""""

* * * IMPORTANT NOTICE * * *

On Sunday, November 17, you will be inserted deep behind enemy lines. You will infiltrate the darkest of the Nazi prisons and you will probably not return.

You are the one hope the Allied forces have of learning the terrifying secret of Castle Wolfenstein.

And this weekend, you will experience the beginning of one of the greatest adventures of all time. And that will only make you want more.

At long last, it's time to get psyched!

The first publicly available beta version of Wolfenstein 3D for the Apple IIgs will be released on Sunday, November 17, 1996!

This first release will only include the first three levels of the game, and will not include the save game feature. But this will let you finally experience the excitement!

So get your trigger finger ready!

The first release of the game will occur on the Logicware home page at http://www.logicware.com/wolf3d_gs.html (and might happen a day early). Then it will be uploaded here on Genie, as well as Delphi's A2 Forum.

Have fun. :)

Sheppy
(SHEPPY, CAT13, TOP5, MSG:13/M645;1)

<<<<< Wolfenstein 3D Demo Requirements
"""""

(Note that the demo being released this weekend is a BETA version, and may have bugs and missing features.)

Wolf 3D requires a hard disk drive with at least 2 megabytes of free space, as well as 4 megabytes of RAM.

An accelerator card is strongly recommended, but is not required.

Wolf 3D requires System 6.0 or later.

Sheppy
(SHEPPY, CAT13, TOP5, MSG:14/M645;1)

<<<<< I have just finished uploading WolfBeta.BXY to the A2 library here
""""" on Genie. Once released, it will be file #27979.

Please be aware in advance that this demo does not include the sound effects data file; I will try to get that uploaded within the next day or two. The game can be played without the sound effects (although it does lose a bit of entertainment value :).

Unfortunately, there's been an unexpected delay in getting the new sound effects recorded, so they're not yet available. If nothing else, I'll try to get a temporary sound effects file uploaded this weekend.

At any rate, I hope you enjoy this initial demo; I apologize for the delay in getting the sound effects file to you.

Sheppy
(SHEPPY, CAT13, TOP5, MSG:20/M645;1)

<<<<< The final version of Wolf 3D will be FREEWARE
"""""

I intend to release a full version of Wolf 3D by Christmas, but it probably will not be final yet by that time. It will be feature complete, though.

(There is new art being made for the game, both for the gameplay textures and sprites AND for the interface art, and it may not all get into the game in time for Christmas, in which case there will be another release early next year).

Sheppy
(SHEPPY, CAT13, TOP5, MSG:22/M645;1)

<<<<< GSer
"""""

I would ask that the beta demo of Wolfenstein 3D -NOT- be distributed on any user group DOMs. This is primarily because it is only a beta, and I'd prefer that only people who definitely have direct access to email get their hands on it; I want them to be able to report problems. :)

I want this version of Wolf 3D to only be distributed online. In fact, I'd prefer that it remains only on usenet, Logicware's home page,

Genie, and Delphi, but I didn't say that from the outset so I won't say it now. :)

Eric,

To be honest, I both forgot that Wolf 3D requires ADB -and- forgot that there were IIgs systems without ADB. The next version of the docs will mention that an ADB keyboard is required. Thanks. :)

Eric "Sheppy" Shepherd
Logicware, Inc.
http://www.logicware.com
(SHEPPY, CAT13, TOP5, MSG:86/M645;1)

LATEST ISSUE, APPLE BLOSSOM I have a few announcements to make.
""""""""""""""""""""""""""""""

Number One: The latest edition of the Apple Blossom, Volume 2 Number 5
'''''''''''' just got back to me from the printer, and it will be hitting the mail between now and Friday. Look for your copy next week (a bit longer if you are outside the U.S.). This issue features four major articles:

- HyperTalking...May I Repeat Myself?
- Talking][...Lorin Evans, President of Washington Apple Pi
- AppleWorks...Total 'em Up
- Beginners' Corner...Formatting Disks in DOS and ProDOS

as well as news, announcements, etc. The next issue is well under way, and I hope to have it mailed out by the third week of December (so as to be able to take a break then with my family). It should be an "oversized" issue ;)

Number Two: Renewals for the 1997 edition, Volume 3, are being accepted.
'''''''''''' To renew your subscription, send $15.00 in US funds ($20.00 outside the U.S./Canada) made out to "Apple Blossom Publishing" to the following address:

Steve Cavanaugh
Apple Blossom Publishing
P.O. Box 120434
Boston, MA 02112-0434

After December 31, the price of a renewal will be $16.00 ($22.00 outside the U.S./Canada).

New subscribers who wish to get both the 1996 and 1997 edition can send $26.00 to the same address, etc.

Third: I'm sorry to announce the sad news that I'll no longer have an
'''''' account here on Genie after tomorrow. I will miss the friendliness of the A2 RoundTable, as well as the outstanding tech help, but _personal_ financials make this a decision I cannot put off.

I continue to have an account on AOL, and you can reach me there at

SteveC1021@aol.com

I've also got an account on Delphi. My address there is:

AppleBlossom@delphi.com

You can continue to find out about the Apple Blossom through my web site:

http://members.aol.com/newblossom/

Thanks again for a great two years on Genie. I hope to "see" you elsewhere!

Regards

Steve Cavanaugh
(S.CAVANAUGH1, CAT13, TOP17, MSG:49/M645;1)

LATEST ISSUE, JUICED.GS Announcing ...
"""""""""""""""""""""""""

=== Juiced.GS ===
=== Fall, 1996 ... Volume 1, Issue 4 ===

The fall edition of Juiced.GS, the quarterly, printed, IIGS-specific magazine, is ready for the mail. In fact, several dozen issues were mailed on Wednesday and should begin arriving at their destinations in a couple of days. The rest of the mailings will take place Friday and Saturday, so U.S. subscribers should have their copies by the middle of next week.

Juiced.GS, Volume 1, Issue 4, is the final issue of the 1996 subscription year. The magazine, which once again contains 24 pages, is being mailed to 266 paid subscribers in 41 states and 11 foreign countries.

Here's a sampling of what you'll find in this issue:

Cover Story: Day dawns on Delphi ... With Genie's future in doubt, an alternative on-line home is found for the A2 Roundtable. And it can be accessed via Telnet from the Internet for a minimal price. ... By Max Jones

Unix, the Internet, and the Apple II ... A closer look at the path Apple II users must now travel if they want to explore the vast frontiers of Cyberspace. ... By Tim Kellers

Reviews: Spectrum v2.1 upgrade and ANSI v1.3 on-line display for Spectrum.

Desktop Publishing: Good design doesn't just 'happen' ... The first in what will be an ongoing discussion of page design. ... By Dave Bennett

Hardware: Power-boosting the IIGS ... A how-to guide for modifying PC-style power supplies to work on your IIGS and end your low-power hassles. ... By Stephen Buggie

The Hardware Repair Bench: Maintaining your ImageWriter ... Step-by-step instructions for keeping your printer in top form. ... By M.H. "Buzz" Bester

II Be Named Later: A Retrogrouch in a Technoweenie world ... In his column this issue, Ryan M. Suenaga muses about how satisfying it is to get

more and more out of an "obsolete" computer while others can only find satisfation continually buying the "next" latest and greatest technology.

Also in this issue ...

Shareware spotlight: The light shines down on Tonight's Sky GS 4.3, an astronomy program, and Sorry 1.0, a Hangman-style word game. Capsule reports on other current shareware/freeware titles also included.

DumplinGS: News from the Apple II world ... Snippets of the hottest news items to be found in the last quarter of 1996.

If you are a current subscriber and have not yet renewed for 1997, now is the time to do so. This issue marks the end of your subscription. A renewal subscription is $14.

If you have not yet subscribed but would like to do so, you have several options:

1 ... All four 1996 issues, and a subscription for 1997 -- $28 in the U.S., Canada, Mexico ($40 elsewhere in the world)

2 ... The final two issues (summer and fall) of 1996, and a subscription for 1997 -- $21 in the U.S. Canada and Mexico ($30 elsewhere)

3 ... A 1997 subscripition (four issues), to begin with the winter issue to be published in late February -- $14 in the U.S. Canada and Mexico ($20 elsewhere)

4 ... A 1997 subscription, plus the final issue of 1996 (fall) -- $18 in the U.S. Canada and Mexico ($26 elsewhere)

(Single copies are available for $4.)

To subscribe, send a check or money order in U.S. funds to:

Max Jones
Juiced.GS
2217 Lakeview Drive
Sullivan, Indiana 47882

Sorry, no credit cards or purchase orders accepted. Make checks payable to Max Jones.

If you have any questions, please contact me at the above postal address or one of the following e-mail addresses:

Genie: M.JONES145
Delphi: JuicedGS
Internet: m.jones145@genie.com, or juicedgs@delphi.com

You can also find more information on Juiced.GS, and a table of contents of back issues, on my home page. The URL is:

http://users.ids.net/~kerwood/juiced.gs

Happy holidays to all ...

Apple II Forever,

Max Jones
Juiced.GS
(M.JONES145, CAT13, TOP43, MSG:288/M645;1)

>>> THROUGH THE GRAPEVINE <<<

FAST EDDIE EMULATOR--LATEST — Seen at http://www.macintouch.com on Oct. 29, 1996:

Fast Eddie, an Apple IIgs emulator, is nearing the beta stage.

Ryan
http://www.keystroke.net/~rsuenaga
ANSITerm and CoPilot v2.55
(R.SUENAGA1, CAT35, TOP29, MSG:139/M645;1)

LEMMINGS--LATEST — It looks like Brutal Deluxe's LemminGS is getting close to completion.

I just downloaded the latest 20 levels, so 80 of the 90 planned levels now appear to be completed. But, I guess I won't be able to personally confirm that until I finally figure out how to get past Level 49 ;-)

Actually, Olivier says that there will be 92 levels, but I'm just not sure yet if those final 2 levels will be Easter Eggs or what. Apparently, Level 91 will be dedicated to the beta test team, and Level 92 will be designed by Olivier. He says now that Level 92 will only look impossible to complete.

The biggest surprise found in his note to the beta test team was that Brutal Deluxe plans to complete the game by early December. Of 1996, that is.

Will they, or won't they? Stay tuned for details.

Joe
(JOE.KOHN, CAT28, TOP6, MSG:212/M645;1)

WOLFENSTEIN 3-D: THE FULL RELEASE — It looks like the full release of Wolf 3D may be delayed until next year. There's a positive reason for the delay, if the delay occurs. I can't go into more detail right now.

Sheppy
(SHEPPY, CAT13, TOP5, MSG:71/M645;1)

WOLFENSTEIN 3-D: BETA DEMO SOUND EFFECTS — There are no sound effects; any sound you're hearing is an artifact of another program you have installed.

I'm not sure about the timeline on the sound effects right now. I'm trying... :/

Eric "Sheppy" Shepherd

Logicware, Inc.
http://www.logicware.com
(SHEPPY, CAT13, TOP5, MSG:88/M645;1)

SOME OLD APPLE IIE/IIC BACK "IN PRINT"? In regards to those 8 bit games that I purchased from BRCC...I have to admit that I get a real kick out of offering Apple II software for unbelievable pricing. And, it's obvious to me now that when it comes to older software, people will only purchase it for "unbelievable pricing."

After all, I've had boxes and boxes of software taking up room in the SSII warehouses, and it was only after I offered 15+ boxes of software for $50 that it started to sell.

In an attempt to put together yet another low cost "entertainment bundle," it looks like I'll be able to do that again...but on a somewhat limited basis. I located a few more IIe/IIc games that are out of print, so maybe in a week or two, I'll be able to offer the "That's Entertainment" bundle.

Because some of the titles will still be available in only limited quantities, I think I'll make that package available only to Genie subscribers. That way, it'll be easy for folks to check on availability.

Stay tuned for details.

Joe
(JOE.KOHN, CAT28, TOP4, MSG:136/M645;1)

>>> MESSAGE SPOTLIGHT <<<

Category 2, Topic 31
Message 111 Mon Nov 18, 1996
A2.CHARLIE at 13:50 EST

A quote that seems appropriate...

"It's no surprise that talk radio and chat rooms can be such mean places. It's not the radio's fault. It's not the chat room's problem. The radio and the computer are just vehicles for all the ugly voices out there.

"For all our societal worries that technology would bring an Orwellian society -- a place where we could not express ourselves, could not share our opinions without oppression -- the fact is that just the opposite has happened. More and more we find anonymous opportunities to express our meanest thoughts, our ugliest emotions, our pettiest prejudices."

... Beverly Bartlett, _The Courier-Journal_ 11-18-96

[*][*][*]

While on Genie, do you spend most of your time downloading files? If so, you may be missing out some excellent information in the Bulletin Board area. The messages listed above only scratch the surface of what's available and waiting for you in the bulletin board area.

If you are serious about your Apple II, the GenieLamp staff strongly urge you to give the bulletin board area a try. There are literally thousands of messages posted from people like you from all over the world.

[EOA]
[HUM]//////////////////////////////
HUMOR ONLINE /
////////////////////////////////
Phrases That Signal Impending Doom
""""""""""""""""""""""""""""""""""

by Alan Meiss
[ameiss@indiana.edu]

>>> SOME FAMOUS LAST WORDS <<<
""""""""""""""""""""""""""""""""""

- You'll be perfectly safe behind this much lead plate.
- That's not smoke, that's steam.
- Of course it's sterile.
- Well, we're the next best thing to a bank.
- That should be at least enough gas to make it across Nevada.
- It's so tame you can put your head in its mouth.
- It was fresh just last week.
- These are the safe kind of mushrooms.
- It should be ok to swim in.
- He's been a perfectly safe driver ever since his first Model T.
- Clip the red wire first.
- It's ok to format this disk.
- It's supposed to make that noise.
- It's pretty much grounded.
- It doesn't *look* like the bridge is out.
- They only attack when they're hungry.
- I can hold my breath at least that long.
- The boss won't mind.
- It shouldn't take long to reach Anchorage.
- Let's ask those soldiers for directions.
- It'll shrink in the wash.
- Jason won't find us in this closet.
- I'm sure I turned my lights off.
- I bet I can fit in there.

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Visit Alan's archive of his humor files at:
http://www.cs.indiana.edu/hyplan/ameiss/humor.html

[EOA]
[SOF]//////////////////////////////
SOFTVIEW A2 /
////////////////////////////////
Lordlings of Yore
"""""""""""""""""

by Douglas Cuff
[D.CUFF]

Lordlings of Yore (subtitled "The Game of Knights, Knaves and

Necromancers") is a strategy game set sometime around Britain's 12th century, give or take a century. The game is designed for four players, but the computer will stand in for any absentees, so you can play all by your lonesome. You battle the three other lordlings in an attempt to mass the biggest armies and control the most peasants. You can use magic to accomplish what brute force cannot.

The game includes a 24-page manual packed with information. You should at least glance at it before playing--this isn't the sort of game you pick up as go along.

All you need to run this game is an Apple II with 48K, a 5.25" disk drive, and a monitor. A printer is optional, but a good idea if you have a printer compatible with the game. If you have an Apple II with lower case, be sure to keep the Caps Lock key down throughout.

CHOOSING YOUR GAME
""""""""""""""""""
The game opens with a visual pun--a scrolling animation technique used to open a scroll (as "medieval" music plays). You begin by starting a new game or loading an old one.

You start a new game by choosing the number of human players, plus a name, a password, and a level for each. Your name can be anything you want--but be advised that "Lord Tom" looks really incongruous to anyone who knows anything about the nobility. (If your name is Clarence Threepwood, you're probably not Lord Threepwood either. You're Lord Emsworth--your title doesn't necessarily have anything to do with your name.) I mention this only because the computer will be choosing more authentic-looking names, and your "Lord Tom" might look odd alongside them. You can change your name in the middle of the game if you don't like it.

You can have a password that's 1-4 characters long, or you can just press Return, which effectively ignores the password feature. Your password can also be changed in the middle of a game.

The level (1-4) merely refers to the troops and gold that each player starts with. Buried in the middle of the manual is the suggestion that new human players be given the maximum gold and troops and computer players be given the minimum. It's good advice. There will always be four players, and the computer will play any roles not selected by a human. Don't be so soft-hearted as to give the computer players an even break.

The final opportunity to customize your game comes with the terrain modifiers. If you like, you can have more mountains, more forests, and more swamps, or any combination thereof. When you're learning the game, it's better to keep the terrain as uncomplicated as possible.

THE GAME BEGINS
"""""""""""""""
Once your Apple II has sorted out the four players, it randomly assigns each of you to one of the four shires. (Unfortunately, it doesn't give you a list of the players and their respective shires. And player numbers are important.) Each shire has a map of 49 squares (7x7) and has a home castle in one square. The other 48 squares may be a certain type of terrain, which affects battle outcome, or hold groups of 100-400 peasants (for a total of 5000 peasants), all of which you get to tax. As long as the other players don't occupy the squares with those peasants. Squares can also be occupied by fog, maelstroms, and dragons--magic conjured by one of the four necromancers.

Each turn in _Lordlings of Yore_ has six phases. For your first turn, only four of the six phases are available. The first phase concerns the Necromancer. You can have your necromancer cast a spell. Two spells are free--the rest have to be requested and paid for on your previous turn. You'll already appreciate that this game requires planning and forethought! Spells require either a map coordinate (A-1 through N-14) or a unit number (1-A through 4-Z). Frankly, this is every bit as confusing as it sounds, and there's no chance to glance at the map at this stage. Often, there's no graceful way to back out of a spell if you've chosen it before you know the correct coordinate or number. There's little your Necromancer can accomplish on your first turn. Your Necromancer can be killed; if he is, this phase of the game disappears.

The second phase of a game is the Treasury phase. You can spend your gold on knights, men at arms (footsoldiers), appeasement (give the peasants some return on their taxes or they'll get rambunctious), spells from your necromancer, bribery, and intelligence. You'll probably find knights, men at arms, and spells vital, but don't neglect appeasement nor overlook the value of intelligence. Bribery has no guaranteed value--players can accept your bribes and then ignore your requests without penalty.

The third phase of a game is Deployment. You get to move knights and men from your castle in units. You can have 26 units active at a time, though you'll usually have significantly less. You assign each unit a letter to identify it.

The fourth phase is Movement. This phase is not available on your first turn. You cannot move a unit that you've just deployed--and since, on your first turn, the only units that exist are ones that have just been deployed, there's nothing to move! Units can move north, south, east, or west, one square at a time. In the movement phase, for each unit, you can choose to hold where you are, deploy the unit (split into other units), plus get a roster of your units, and a few other options.

The fifth phase is Combat. This phase is also not available on your first turn. When one of your units runs into an enemy unit, battle results, and the outcome turns on how strong each unit is. You can advance or retreat... or have your unit wiped out (that is, all knights and men are killed).

The sixth phase is the Options phase, which lets you perform some housekeeping, like changing your name or password, saving a game, resigning from the game, sending a message to another player, or printing a map or roster. Unfortunately, printing doesn't work on my Apple IIgs. Oddly, when I try to print, the game boots my GS from slot 7 (even when that's not the boot slot). Of course, the programmer couldn't foresee the standard Apple IIgs set-up in 1985, but it would have been nicer if he had allowed players to tell the program what slot the printer was in.

PLAYING THE GAME
""""""""""""""""

Because strategy games have never appealed to me, I wasn't prepared to enjoy this game, but I did. The game involves you--at least, I found myself drawn into it.

Lordlings of Yore is very easy to play, but not at all easy to win. Heck, it's not even easy to finish. This is not a quick game. I hate reviews from reviewers who have barely glanced at a product, so I allowed muself over a month to review _Lordlings of Yore_. (Incidentally, this explains why it is that you're unlikely to see the first review of a

commercial product in GenieLamp A2.)

Normally, over a month would be ample time to review a game, but each game of _Lordlings of Yore_ takes a long time to play out--three or four hours of play at a time, and even then you won't finish in one sitting. With a game taking something like 90 turns, you're going to need that saved game feature. After agreeing to help in the review by providing a second human player, my wife advised that players to "bring a novel". We were two humans playing against two computer opponents, and each time the computer took a turn, it wasn't quick, even though the computer is lots quicker than a human player and even though we weren't shown any of the six phases.

During another player's turn, you're supposed to walk away from the screen if it's a human player. If it's a computer player, all that happens is that the name of the computer player is shown while the dirty work takes place. If there's a combat phase during a computer player's turn, you're informed of that, and each skirmish is accompanied by a few noises from the speaker (which quickly become irritating).

The fact that you don't get to see what's happening during other players' turns means that this isn't a game for woolgatherers. By the time you regain control of the keyboard, you may find that two of your units have disappeared--but you're not notified of this in any way. It's up to you notice it when you look at the map or at the roster. Same thing if you've lost knights or men from a unit during a battle.

There's an awful lot to keep track of, and the game isn't designed to be of as much help as it should be. When you're asked which unit you want to spy on, or which square you want to land a dragon in, there's no chance to refresh your memory with a quick glance at the map. You'd better have a phenomenal memory, a printer that works with _Lordlings of Yore_, or a pad of graph paper.

The most discouraging part of the game is that the computer players are so much darned better. Why shouldn't they be? They understand every possible nuance of play, and they can keep track of more than most humans can.

You don't have to be a practised strategy gamer to enjoy Lordlings of Yore, but on the other hand, I wouldn't try to play it with anyone who had never played any sort of computer game before. You need some understanding of the vagaries of computers to tackle _Lordlings of Yore_, but don't worry too much about it. If you've cut your teeth on Raster Blaster and Milestones 2000, you're ready to become a lordling.

The use of animation on the maps is a nice small touch. When fog or a dragon have been conjured to pester you, instead of a simple little icon on the hi-res screen, there's a short animation.

Not every attempt to make the game attractive works. The game uses two custom hi-res fonts, and both are more irritating than they are legible. (The font in the manual, also meant to lend a period feel, was also a mistake.) This illegibility matters most when trying to read the letters of enemy units. If you don't know whether the "Olde English" font is display an C, E, or F, it's going to be impossible to get information on it. The cursor for both the large and small font is a coat of arms. This cutesy feature doesn't get in the way of the game, but it doesn't add anything either.

STEPPING BACK IN TIME When I received my review copy of _Lordlings of
"""""""""""""""""""""" Yore_, I felt for a moment as though I had been transported back in time. Fresh in its shrink-wrapped package was a game with a 1985 copyright date.

(I asked John Hudson of Hudson's Hobby Games, who supply the game, about this. Had he uncovered a motherlode of old Apple II games? No, Mr Hudson is a friend of Jon Baxley, the designer of the game.)

There are minor irritations due to the game's age. Apart from not being able to print using an Apple IIgs and an ImageWriter II attached to the printer port, there's no support for the delete key. The game sometimes recognizes lower-case key pressed, but other times does not--it's better to keep your Caps Lock key on at all times. There's no reason NOT to keep Caps Lock depressed, because there's no real support for lower case input. If you type your name as "Ickenham", the game will address you throughout as "Lord ICKENHAM". This also gets a bit irritating when receiving messages from other human players. A second 5.25" drive is not supported--when saving games, you must swap your program disk and your saved game disk.

All these are fairly minor irritations. On the whole, the game holds up pretty well considering it's at least 11 years old. The game's age also means that it's available at a bargain price--$10! And that includes shipping inside the United States. (Outside the U.S., add $5.)

SUMMARY _Lordlings of Yore_ is never likely to become a classic nor a
""""""" crowd pleaser, but anyone who has a bit of time to invest in games-playing will enjoy this game, even if she or he is not experienced with strategy games. The complexity level of this game is about medium--too involved to merely dabble in, but not so complicated that you have be Nikola Tesla just to survive three moves. The design of the game is not great--it doesn't use the abilities of a computer to its full advantage--but it is good enough that it hardly shows its age, a decade after it was conceived. The bargain price of $10 should help sales.

Published by
''''''''''''

Softlore Corporation (1983, 1985)

Distributed by
''''''''''''''

Hudson's Hobby Games
P.O. Box 121503
Arlington, TX 76012-1503
E-mail: HudsonGame@aol.com
phone: (817) 461-0126

Price
'''''

$10 (including shipping inside U.S.A.; $5 elsewhere)
(some Spanish copies available)

[EOA]
[BAN]//////////////////////////////
FILE BANDWAGON /
//////////////////////////////

Top 10 Files for October
"""""""""""""""""""""""""

by Douglas Cuff
[D.CUFF]

This feature lists the ten most popular files for the month. To give files a chance to seek their own levels, no files will be added to the list until they've been in place at least a month. This month, we look at the files uploaded 1-31 October 1996.

This isn't the Academy Awards ceremony, folks; it's more like the People's Choice Awards (both of which are trademarked, by the way). The Top 10 doesn't necessarily tell you what's new and interesting--what files _you_ might find interesting--it simply tells you what files have been downloaded a lot--what other people found interesting!

This month, the October and November issues of GenieLamp A2 occupy a total of eight spots on the list (five and three, respectively), but we're just counting each issue as one file each. We hope this explains why there are 17 files on the Top 10 list.

File #	Filename	Bytes	DLs	Short description
27925	JPEGS.1.1.BXY	147072	118	New version of JPeg viewer
27930	A2.DOM.9610.BXY	439680	116	A2 Disk of the Month, October 1996
27909	ALMP9610.BXY	54528	69	GenieLamp A2, Oct. 1996 (text)
27919	SORRY.BXY	45824	63	Hi-res word guessing game. Fun!
27965	ALMP9611.BXY	58624	57	GenieLamp A2, Nov. 1996 (text)
27921	PT3.1INET.BXY	3456	53	PT3.1 Genie Internet Macros
27906	ALMP9610.AW.BXY	60544	44	GenieLamp A2, Oct. 1996 (AppleWorks)
27964	ALMP9611.HS.BXY	94848	40	GenieLamp A2, Nov. 1996 (HyprStudio)
27924	NOV96.DESK.BXY	308420	36	Desktop background INIs for Nov. 96.
27908	ALMP9610.HS.BXY	89088	36	GenieLamp A2, Oct. 1996 (HyprStudio)
27962	ALMP9611.AW.BXY	64896	30	GenieLamp A2, Nov. 1996 (AppleWorks)
27922	DESKBACKAC.BXY	10880	29	3 Backgrounds for BackDrop NDA
27911	HWEEN96DESK.BXY	141824	29	Halloween desktop background INIs.
27910	ALMP9610.ASC	94820	29	GenieLamp A2, Oct. 1996 (ASCII text)
27907	ALMP9610.HC.BXY	79872	26	GenieLamp A2, Oct. 1996 (HyperCard)
27905	A2.SEP.ADB.BXY	9340	25	ADB Update of A2 Library Index - SEP
27961	A2NDX9611TX.BXY	19180	22	A2 BB Index 11/96 ASCII VER. rev.

JPEGS.1.1.BXY
"""""""""""""

jpeGS v1.1 by Mark Marr-Lyon lets you view JPEG graphics (so popular on the World Wide Web). It will take advantage of a SecondSight video card, but will work without one. Its preview, grayscale, and ratio controls help speed up the viewing of each graphic. This new version is faster than the previous one. Freeware.

A2.DOM.9610.BXY
"""""""""""""""

marks the return of the Genie A2 RoundTable disk of the month. (The disk did not appear for three months, July through September.) In addition to the July and October issues of GenieLamp A2, the October disk features Computer Keyboarding by Charlie Hartley (now freeware), PUFF by Craig Peterson--a collection of ampersand enhancements for Applesoft BASIC, Scavenger Hunt USA by Charlie Hartley (also now freeware), and SWAPSCSI by Craig Peterson, an added BASIC command for users of the Apple Rev. C SCSI card. All these can be used on an Apple II. For Apple IIgs users, there's CoolWriter GS v3.0 by Rolf Braun, a stand-alone text editor/word processor.

ALMP9610.BXY All five editions of the October issue of GenieLamp A2 make
"""""""""""" it into the most popular files this month. Features include the second installment of Peter Brickell's REAL WORLD APPLE column, an APPLE ANECDOTE about personal programming highlights from editor Doug Cuff, a song parody from unofficial Apple II historian Steve Weyhrich, and three gems from the library. In order of popularity: the packed text version, the AppleWorks word processor version, the HyperStudio version, the unpacked text version, and the HyperCard version.

SORRY.BXY Sorry by Russ Nielson is a word game with a certain resemblance
"""""""""" to Hangman. The implementation is terrifically attractive. There are plenty of word lists, and a program to help you add your own. For more details, see last month's PD_QUICKVIEW column. Freeware.

ALMP9611.BXY Three editions of the November issue of GenieLamp A2 make it
"""""""""""" into the most popular files this month. Features include the third installment of Peter Brickell's REAL WORLD APPLE column, a look at Russ Nielson's word game Sorry, a chart of GenieLamp A2 back issues, and a brief history of GenieLamp. In order of popularity: the packed text version, the HyperStudio version, and the AppleWorks word processor version. (This makes the first time that the HyperStudio version has been #2!)

PT3.1INET.BXY Three ProTERM A2 v3.1 Genie Internet Macros by Art
""""""""""""" Coughlin. The first macro loads your bookmark file into the ProTERM editor, sets VT100 emulation and full duplex, and takes you through Genie's Internet gateway to Lynx. The second returns from Genie's Internet gateway, emulation and duplex, and logs you off. The third macro pastes a URL from the bookmark file to the modem. There is also a bonus macro--you'll have to download the file to find out what it is. Freeware.

NOV96.DESK.BXY These 42 files from Pat Kern are .INI format, meaning they
"""""""""""""" can be used to create new background for IIgs desktop programs. All freeware.

- APPLE96.INI: a red apple with a green leaf still attached, and a November 1996 calendar.
- BIRTHDAY.INI: a round two-layer cake with white icing and seven purple candles on a light blue background.
- BUBBLES3.INI: 3x5 grid of bubbles; each large bubble is surrounded by five smaller bubbles.
- CIRCLE.INI: 5x6 grid of white circles with red outlines on a dark blue background.
- DISK1A1.INI: 5x6 grid of blue 3.5" disks with labels on a white background.
- DISK1A2.INI: same as DISK1A1.INI (above), but with a light blue background.
- DISK2.INI: the reverse side of one large 3.5" disk--the side with the hub and write protect tab, not the label--on a light blue background.
- DOWNOUT96.INI: a frazzled cartoon figure lies prone on the ground

over the legend: "If at first you don't succeed... / call it version 1.0". There is also a November 19965 calendar.

- FROGG.INI: a nice drawing of a small frog clutching a branch or reed, on a white background. In my opinion, one of the three best in this archive.

- FROGGY.INI: same as FROGG.INI (above), but on a green background.

- HIBISCUS2.INI: a large hibicus on a white background and a large pink border.

- HIBISCUS3.INI: same as HIBISCUS2.INI, but with a white border.

- HIBSCUS1.INI: same as HIBISCUS2.INI, but with a black background.

- HRN.PLNT96.INI: a colorful cornucopia (horn of plenty) on a white background, with a November 1996 calendar.

- HRN.PLNTA.INI: same as HRN.PLNT96.INI (above), but shifted slightly up and to the left, and no calendar.

- HRN.PLNTB.INI: same as HRN.PLNTA.INI (above), but with a black background.

- LOOPSA.INI: ~6x10 grid of color red/yellow/orange loops on a blue background.

- LOOPSBB.INI: ~4x6 grid of loops--similar to those in LOOPSA.INI but larger--on a blue background.

- MOUSEWRTR96.INI: a mouse with a bottle of ink and a piece of paper is writing a letter, using his tail as the quill! Also a November 1996 calendar, on a pink background.

- NORODENT.INI: stylized drawing of a mouse (the kind that eats cheese, not the computer input device) and a red Euroslash on a blue background. In my opinion, one of the three best in this archive.

- NOUVEA1.INI: an ornate drawing which includes a classically dressed young female, on a yellow background.

- PERIODIC.INI: a periodic table of elements on a dark blue background--alas, there's not enough resolution to be able to read all the data in the table.

- PHSNT.INI: a colorful drawing of a pheasant in the woods.

- PHSNT96.INI: same as PHSNT.INI (above), but with a November 1996 calendar.

- POPPY96.INI: colored line drawing of a poppy, with a November 1996 calendar, on a blue background.

- SAFETY.INI: colorful drawing of confetti and streamers on a black background, with the legend "The designated driver is the life of the party." In my opinion, one of the three best in this archive.

Possibly I'm biased here, since I don't drink and am usually the designated driver at family gatherings.

- SNOW.INI: blue and white snow stretches to the horizon.
- SNOW96.INI: same as SNOW.INI (above), but with a November 1996 calendar.
- TGR.LILY1.INI: a tiger lily on a white background.
- TGR.LILY2.INI: same as TGR.LILY1.INI (above), but with a green (yellow?) background.
- TGR.LILY3.INI: similar to TGR.LILY1.INI (above), but with the image inverted laterally (a mirror image) and a black background.
- TGR.LILY96.INI: similar to TGR.LILY1.INI (above), but with a November 1996 calendar.
- THANK.YOU.INI: a cartoon of a boy and a turkey sitting at a time, giving thanks for their bowls of soup. The legend reads: "Thank you, Lord, for everything."
- THANK.YOU96.INI: similar to THANK.YOU.INI, except the graphic has been moved right of center and a November 1996 calendar has been place left.
- THANKSGIVIN.INI: a large, more realistically rendered cornucopia (horn of plenty).
- TILEA.INI: diamond tiles, subtly shaded with gray on gray.
- TILEB.INI: as above, but with green/gray.
- TILEC.INI: as above, but with black/pink.
- VETERANS.INI: an American flag and text on a blue background. The text reads: "In honor of our trues heroes / This Veteran's Day / Take time to remember our heroic veterans / To those who have served / to protect our great nation, / let us salute them in our memories and thoughts / with heartfelt gratitude."
- WTR.LILY.INI: a water lily on a white background.
- WTR.LILYA.INI: a large version of the water lily in WTR.LILY.INI (above).
- WTR.LILYB.INI: same as WTR.LILYA.INI (above), but with a black background.

DESKBACKAC.BXY
""""""""""""""
Three freeware backgrounds from Art Coughlin for use with Softdisk's Backdrop NDA (programmed by Greg Templeman):

- Colorfield: horizontal scattering of wildly disparate colors.
- TheBlues: a mottled, marbled blue and black pattern.
- Wallpaper: a small green geometric pattern.

HWEEN96DESK.BXY These 26 files from Pat Kern are .INI format, meaning
""""""""""""""" they can be used to create new background for IIgs desktop programs. All freeware.

- CATMC.INI: a night scene featuring and a black cat and a bat flying in front of the moon--also in the sky is a "collision" of the words "HAPPY" and "HALLOWEEN".

- DEVILA.INI: silhouettes of eight devils (four large, four small) on a red background.

- FLAMSKUL.INI: a large grinning death's head in the centre of a flame.

- GHOSTA.INI: a simple, scary rendition of a ghost on an orange background--BOO! appears in the lower left corner. In my opinion, one of the five best in this archive.

- HALLOW.INI: a haunted tower and a dead tree--HAPPY HALLOWEEN also appears

- HALLOWEEB.INI: a checkerboard pattern featuring small jack-o-lanterns, bats, and leaves.

- HALLOWIN.INI: a big, distorted, cartoony but scary man-eating jack-o-lantern with bloody fangs. In my opinion, one of the five best in this archive.

- HALLOWN.INI: in the foreground, a large cheerful jack-o-lantern sitting on the pavement; in the background a row of houses... and a couple of ghosts.

- HLWEEN2.INI: a young, attractive with on a broomstick flying in front of the moon, with the legend: HALLOWEEN... WITCHES... BOO

- JACKB.INI: a 5x6 grid of oblong jack-o-lanterns.

- P.PUMPKIN.INI: very nice, colorful drawing of a pumpkin (not carved); with room down the right for the Finder's disk/drive icons. In my opinion, one of the five best in this archive.

- PUMKFACE.INI: just the carved eyes, nose, mouth, and scar of a jack-o-lantern's face; yellow (green?) on white.

- PUMKFACE2.INI: same design as above, except the color scheme has changed to yellow (green?) on pink.

- PUMPKIN.INI: a cheerful jack-o-lantern, orange on a black background.

- PUMPKINA.INI: more colorful version of above, with the pumpkin stem colored green, and the face glowing yellow, giving the impression of a candle inside.

- PUMPKINCAT.INI: color digitized photo of a jack-o-lantern and a cat; resolution not so good.

- PUMPKN2.INI: cheerful, goofy drawing of a one-toothed jack-o-lantern.
- PUMPKN3A.INI: evil-looking jack-o-lantern, orange on black, with legend HAPPY HALLOWEEN.
- PUMPKN4.INI: mid-sized pumpkin (not carved) in the center of the screen; at the bottom of the screen, the legend HAPPY HALLOWEEN in large, green "flame"-style letters.
- PUNKIND.INI: 5x6 grid of jack-o-lanterns on a dark blue background.
- SKULL.INI: 5x6 grid of grinning skulls on a black background--spooky! In my opinion, one of the five best in this archive.
- SKULL2C.INI: a skull with red eyes sits on a plate in a dungeon--a spider web is nearby.
- SKULL3.INI: a large, misshapen gray skull on a black background.
- SKULLS2B.INI: a crazy patchwork of skulls, entirely in black and white. In my opinion, one of the five best in this archive.
- SPOOKCLR.INI: a staggered pattern of black cats on a green background.
- WITCH33.INI: orange profile silhouette of a witch on broomstick flying in front of the moon, on a black background.

A2.SEP.ADB.BXY
""""""""""""""""
The September update to the A2 RoundTable library listing, in AppleWorks data base format. Prepared by Tom Zuchowski. Freeware.

A2NDX9611TX.BXY
"""""""""""""""""
An index of the A2 RoundTable bulletin board for November, in a text file format. Prepared by Chuck Stites. Freeware.

[EOA]
[PDQ]//////////////////////////////
PD_QUICKVIEW /
//////////////////////////////
Yours For The Asking
""""""""""""""""""""""
by Douglas Cuff
[D.CUFF]

Program Name:	Wolfenstein 3-D IIgs (demo)
Filename:	WOLFDEMO.BXY
Program Number:	27979
File Size:	499,200 bytes
Program Type:	arcade game
Authors:	Bill Heineman and Eric Shepherd
Version Reviewed:	1.0b7 (16 Nov 1996)
File Type:	freeware
Requirements:	4 megabytes of memory; hard drive

FROM THE AUTHOR
"""""""""""""""
You are B. J. Blazkowicz, the greatest spy and biggest risk-taker the Allied forces have ever known. The Second World War has been raging for two years, and your mission was to infiltrate the Nazi fortress Castle Hollehammer and retrieve Hitler's twisted plans for building the perfect army. Rumors have it that one of Hitler's most maniacal scientists, Dr. Schabbs, has perfected a technique for building fierce armies from the bodies of the dead. As bizarre and unreal as it sounds, you were sent to investigate.

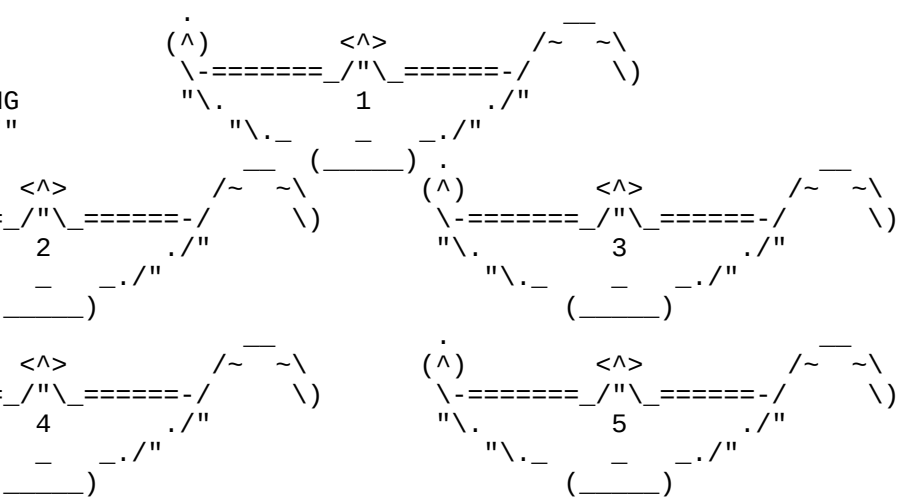
You failed. Captured as you attempted to grab the plans, you were taken to the Nazi prison, Castle Wolfenstein, for questioning and certain execution. You've been held here for twelve long days, deep in the dungeons beneath the castle. Just beyond your cell door sits a single brutish Nazi guard, who helped torture you a few hours ago with a cattle prod.

You can't take it anymore! Quivering pathetically in the corner, you beg for medical care in exchange for information. The guard smugly grins and reaches for his keys. He opens the cell door, the tumblers in the lock grinding noisily, the sound echoing down the dark corridors. The door squeaks open... the guard comes through...

A quick blow to the knee takes him down. You grab his knife and finish him quietly. Standing over him, you quickly take his gun. Trapped in the bowels of the Nazi prison, you must escape. If you fail, you will surely die.

[*][*][*]

PD_Q RATING
"""""""""""



FIVE LAMPS (1-5)

PD_Q COMMENTS
"""""""""""""
It took a long time, but Castle Wolfenstein is once again available for the Apple II, the computer platform that started it all. MUSE Software released Castle Wolfenstein for the Apple II in the early 1980s, and followed it up with Beyond Castle Wolfenstein. In the first game, you had to escape the prison. In the second, you had to plant a bomb to assassinate Nazi leader Adolf Hitler, and then get out, preferably before the bomb detonated.

Those early MUSE game were fun to play. They were two of the few to

use digitized voices--the German guards and S.S. officers calling to me to pay attention or follow them always managed to make me jump. Both games had a few irritating aspects, however. The machinations one had to go through in order to move your character and/or point a weapon were tortuous beyond the telling. The maps of the castle were just a little crude.

Long after MUSE Software had lost the source code to these two games, three-dimensional versions of Castle Wolfenstein began showing up on other computers--Macintosh and IBM compatibles--but not for the Apple II. Wolfenstein 3-D showed you the rooms and hallways you travelled from the player's point of view. DOOM is essentially Wolfenstein 3-D that allows for multiple players. In all incarnations, the point of this game is the same: run around and shoot everything that moves and pick up everything that doesn't.

If you found the history of Castle Wolfenstein tedious and arcane, you'll want to skip the history of Wolfenstein 3-D IIgs at Logicware. In fact, I feel like skipping it. So I will. Suffice it to say that it's incredible that Wolfenstein 3-D IIgs has made it as far as a beta version of a demonstration copy.

The demo, while limited to three short levels, is pretty fairly operational. You get to run around the hallways and rooms, firing at anything that moves. This includes guards, members of the SS, killer dogs, and, in one case, a three-armed mutant. Other nasties, including Hitler, will appear in the full-blown version, but that's it for the demo.

As you tear around Castle Wolfenstein, you also get to pick up bullets, back packs, machine guns, chain guns, first aid kits, food, keys, and treasure. Not to mention power-ups (spheres containing pictures of your character which restore you to full health and give you another life). The fully-enabled game has a few other objects--notably nastier weapons--but, once again, that's it for the demo.

Wolfenstein 3-D has a few features not available in the originals (to the best of my memory). Wolf 3-D has an automap feature--just press Tab and you can see a map of the level you're on--at least, the rooms you've already seen. I don't remember any secret doors in Castle Wolfenstein (possibly in Beyond Castle Wolfenstein, but don't quote me)--in Wolf 3-D, finding hidden sections of the castle not only increases your score, it increases your chances.

I'm not much for any sort of arcade game, much less a shoot-'em-up, but I have to confess that I love Wolfenstein 3-D. Heck, just being able to run around the castle would be a kick.

In the original Castle Wolfenstein and Beyond Castle Wolfenstein, you could chose to control your character via the keyboard or the joystick. Which was worse? Both, but for different reasons. Keyboard control was viciously involved and complicated. Joystick control wasn't accurate enough. With Wolfenstein 3-D IIgs, I'm happy to report that you get to choose between keyboard control and mouse control, and both work just fine.

The graphics in Wolfenstein 3-D IIgs are colorful and three-dimensional, but the resolution isn't anything to write home about. (Finer resolution would make the game run so slowly that watching grass grow would be enthralling by comparison.) This low resolution sometimes make it difficult to tell if that splotch of color in the distance is a

guard or a plant stand. You can reduce or enlarge the game window by pressing Apple-1 (the smallest) through Apple-7 (the largest). The smaller the window, the faster the game runs. If you're going to have the largest window, you're going to want a pretty zippy accelerator--the documentation recommends a clock speed of 10 mHz or faster.

Speaking of accelerators, the documentation recommends some kind of ZipGS or TransWarp GS accelerator just to play the game. It is possible to play on a stock 2.8 mHz Apple IIgs, but the game is a little sluggish. This matters most in the combat phase--you can't seem to pull the trigger quickly enough.

There are currently no sounds effects--the sound effects file was expected to be released the day after the demo was, and it's beginning to look as though it won't be available until the full-blown version is ready. That means that all events trigger the same sound (or no sound). Since a beep usually announces an enemy entering the room and/or firing at you, you feel you have to pay attention to every beep. This can be embarrassing when you whirl around at the sound of a beep, only to find that it's the door closing behind you.

The demo comes with three pieces of music--one for the start of the game, one for between levels, and one for winning. The documentation doesn't speculate--probably wisely--on how much music the finished game will have nor when it will play.

My biggest complaint with the Wolf 3-D demo is that it's only a demo and, as such, is too darned short. (On the other hand, it does mean I haven't gotten frustrated by being unable to get past the high-level baddies.) I'm looking forward to the release of the full game--which will be FREEWARE--sometime in 1997!

RATING SYSTEM
"""""""""""""""

```
          5 LAMPS.........What? You haven't downloaded this program YET?
          4 LAMPS.........Innovative or feature rich, take a look!
          3 LAMPS.........Good execution, stable program.
          2 LAMPS.........Gets the job done.
          1 LAMP..........A marginal download.
          0 ..............GenieLamp Turkey Award!

           ////////////////////////////////////// Genie_QWIK_QUOTE ////
          /  But that has nothing to do with my messing around with    /
         /  designing an 8Mb memory card that is 100% DMA compatable. /
        /  I'm doing that simply because:                            /
       /                                                            /
      /        1) Nobody else has                                  /
     /         2) Apple claims it can't be done                   /
    /              (them thar's fightin' words ;-)               /
   ////////////////////////////////////////////  HAROLD.H  ////
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[EOA]
[LOG]////////////////////////////
LOG OFF /
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GenieLamp Information
"""""""""""""""""""""""""

- COMMENTS: Contacting GenieLamp
  - GenieLamp STAFF: Who Are We?

GenieLamp Information """""""""""""""""""""""" GenieLamp A2 is published on the first of every month in library 55 of Genie's A2 RoundTable (page 645;3). GenieLamp is also distributed on CrossNet and many public and commercial BBS systems worldwide.

- To reach GenieLamp on Internet send mail to genielamp@genie.com or to reach GenieLamp _A2_, send mail to editor.a2@genie.com
- Back issues of GenieLamp A2 are available in the A2 RoundTable Library #55 on page 645 (m645;3).
- We welcome and respond to all E-mail. To leave comments, suggestions or just to say hi, you can contact me in the A2 RoundTable (Category 3, Topic 3) or send GenieMail to Doug Cuff at [EDITOR.A2] on page 200.

>>> GENIELAMP STAFF <<<
"""""""""""""""""""""""""

GenieLamp """"""""""	o John Peters	[GENIELAMP]	Publisher
	o Mike White	[MWHITE]	Managing Editor
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     ||    ||||||  ||||||||  ||||||                      RESOURCE!
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                    ~ WELCOME TO GENIELAMP APPLE II! ~
                      """""""""""""""""""""""""""""""""
                ~ THE TREASURE HUNT:  It's Been Educational ~
                     ~ PROFILES:  Meet Your New Editor ~
                   ~ HOT NEWS, HOT FILES, HOT MESSAGES ~

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 GenieLamp Apple II     ~ A T/TalkNET Publication ~      Vol.5, Issue 57
""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""
Publisher.....................................................John F. Peters
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 GE Mail: GENIELAMP                        Internet: genielamp@genie.com
////////////////////////////////////////////////////////////////////////////////

           >>> WHAT'S HAPPENING IN THE APPLE II ROUNDTABLE? <<<
            """""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""

 FROM MY DESKTOP ......... [FRM]        FROM MY MAILBOX ......... [MAI]
  Notes From The Editor.                  Letters To The Editor.

 HEY MISTER POSTMAN ...... [HEY]        THE TREASURE HUNT ....... [HUN]
  Is That A Letter For Me?                It's Been Educational.

 PROFILES ................ [PRO]        LOG OFF ................. [LOG]
  Your GenieLamp Editor                   GenieLamp Information

[IDX]""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""

READING GENIELAMP   GenieLamp has incorporated a unique indexing system
""""""""""""""""""  to help make reading the magazine easier.  To utilize
this system, load GenieLamp into any ASCII word processor or text editor.
In the index you will find the following example:

                   HUMOR ONLINE ............ [HUM]
                    Genie Fun & Games.
```

To read this article, set your find or search command to [HUM]. If you want to scan all of the articles, search for [EOA]. [EOF] will take you to the last page, whereas [IDX] will bring you back to the index.

MESSAGE INFO
"""""""""""""
To make it easy for you to respond to messages reprinted here in GenieLamp, you will find all the information you need immediately following the message. For example:

```
                  (SMITH, CAT6, TOP1, MSG:58/M475)
 _______________|   _____|__  _|___    |____ |_______________
  |Name of sender   CATegory  TOPic    Msg.#   Page number|
```

In this example, to respond to Smith's message, log on to page 475 enter the bulletin board and set CAT 6. Enter your REPly in TOPic 1.

A message number that is surrounded by brackets indicates that this message is a "target" message and is referring to a "chain" of two or more messages that are following the same topic. For example: {58}.

ABOUT Genie
"""""""""""
Genie has pricing plans to fit almost any budget. Genie's services include email, software downloads, bulletin boards, chat lines, and an Internet gateway included at a non-prime time connect rate of $2.75. Some pricing plans include uncharged online connect time. As always, prices are subject to change without notice. To sign up for Genie, call (with modem) 1-800-638-8369 in the USA or 1-800-387-8330 in Canada. Upon connection wait for the U#= prompt. Type: JOINGENIE and hit RETURN. The system will then prompt you for your information. Need more information? Call Genie's customer service line (voice) at 1-800-638-9636.

GET GENIELAMP ON THE NET!
"""""""""""""""""""""""""
Now you can get your GenieLamp issues from the Internet. If you use a web browser, connect to "gopher://gopher.genie.com/11/magazines". When using a gopher program, connect to "gopher.genie.com" and then choose item 7 (Magazines and Newsletters from Genie's RoundTables).

*** GET INTO THE LAMP! ***
"""

```
          ////////////////////////////////////// Genie_QWIK_QUOTE /////
         / "Maybe when life settles down things'll be different again." /
        /                                                               /
       /   "In my 12-year-old daughter's most sarcastic voice:        /
      /    'Yeah, right!'"                                           /
     ////////////////////////////////  R.SUENAGA1 & D.WALLIS2  /////
```

[EOA]
[FRM]////////////////////////////
FROM MY DESKTOP /
////////////////////////////////

Notes From The Editor
"""""""""""""""""""""
by Ryan M. Suenaga, M.S.W.
[A2LAMP]

>>> GOODBYE AND HELLO <<<
""""""""""""""""""""""

I often wonder what it was like for Royce Clayton to start at

shortstop for the St. Louis Cardinals instead of Ozzie Smith, or how Steve Young felt when he took the reins of the San Francisco 49ers from Joe Montana.

In any case, with this issue, I take the torch from an all-time great as well: Doug Cuff has stepped down as the editor of _GenieLamp A2_. Doug is now the former editor of three Apple II publications, _A2-Central_, _II Alive_, and _GenieLamp A2_. Like other all-time greats, he deserves a standing ovation.

I cannot express just how much Doug's writing means to me. You see, I live in Hawai'i, separated from the rest of the computing world by a body of water in reality, and an ocean of misunderstanding in philosophy, and sometimes it's awfully lonely out here.

The few Apple II publications that are still publishing remain a source of both interest and inspiration. And nothing in the Apple II world has ever been as much like clockwork as Doug Cuff's GenieLamp A2, coming out on the first of each month with only rare exception.

Doug hasn't left GenieLamp; he's still here as a contributing writer. Enjoy your new role, Doug. You've earned my admiration, gratitude, and respect, as well as that of many others. Because of your work, I will always remember, "On a clear day, you can still see forever."

Like Clayton and Young, who went on to quickly help their teams to championships, I intend to continue GenieLamp's winning tradition. This is not to say that my feet are big enough to fill Doug's shoes, just that I will give all I can to maintain his level of excellence. It's a tough job, and it's mine now.

Welcome to a new beginning.

[*][*][*]

In one of the first interviews I did for the _Talking II_ series in Steve Cavanaugh's publication, _The Apple Blossom_, I chided Eric Shepherd (a.k.a. Sheppy, the Logicware guy behind _Wolfenstein 3D_ for the IIgs) about the number of email addresses he had (I believe at the time it was four). Now, in a twist that only a fatalist could fully appreciate, I find myself in a quandary due to an overabundance of email addresses.

For reasons not totally understood (at least, I don't understand it), instead of transferring the EDITOR.A2 account to me, Genie chose to open up a new account for the editor of this periodical. Henceforth, mail meant for the editor of _GenieLamp A2_ ought to be sent to A2LAMP (a2lamp@genie.com for those of you who do mail from other services). Mail sent to the older EDITOR.A2 address still ought to be received, although how long that will be true is unknown at this point.

Those of you who want to contact Doug Cuff, the past editor of _GenieLamp A2_, will want to send email to D.CUFF. Those of you who want to contact me personally ought to really send mail to my rsuenaga@kestrok.com email address; failing that, R.SUENAGA1 or A2LAMP or, I guess, EDITOR.A2 will work as well.

If you're not confused enough yet, you also have the option of reaching me at rsuenaga@delphi.com, but my rsuenaga@uhunix.uhcc.hawaii.edu

account is now officially closed. And if you want to reach me during the work day, you can even try ryan.suenaga@kp.org.

I have just two words for anyone who believes computers simplify our lives: They lied.

[*][*][*]

Preparing for this first issue was tough enough without my considering how I'd introduce myself to all of you. I tried a few times to write a paragraph or two about myself (and my Apple IIs), but I wasn't able to come up with anything that didn't read as corny, flakey, or just plain bizarre. So, instead, I turned to one of the Apple II world's most infamous writers, Tim Kellers, with an unusual request: interview me.

I guess I _could_ have tried to interview myself, ala Guy Kawasaki a few months back, but Guy's attempt at this unusual format was delivered as he was ending his stint as a regular _MacWorld_ columnist. I decided that as an _incoming_ rather than _outgoing_ editor, it might be best to introduce as little controversy as possible, which brings up the question of why Tim Kellers was chosen as the author.

Hey, what can I say? He volunteered.

[*][*][*]

Finally, a columns update:

The File Bandwagon will reappear next month, once I get my feet back under me.

Humor Online is also on a brief hiatus; the holidays late in the year apparently bring much joy, but less humor.

And, Peter Brickell's still out there in the real world, so The Real World Apple continues its hiatus.

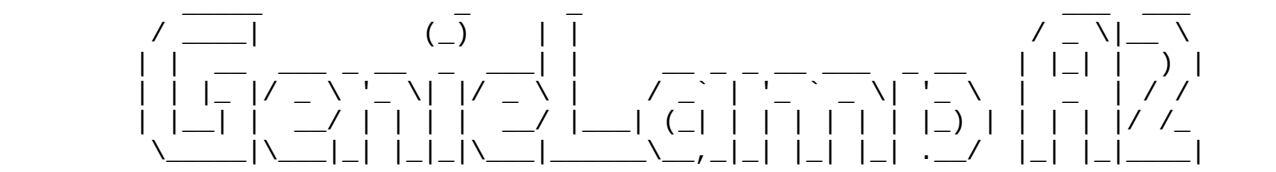
-- Ryan

Genie Mail: A2LAMP Internet: a2lamp@genie.com

REPRINTING GENIELAMP

If you want to reprint any part of GenieLamp, or post it to a bulletin board, please see the very end of this file for instructions and limitations.

ASCII ART BEGINS



```
                                                    | |
                                                    |_|

                                                  ASCII ART ENDS
```

[EOA]
[MAI]//////////////////////////////
FROM MY MAILBOX /
//////////////////////////////////
Letters To The Editor
"""""""""""""""""""""""""

BILL SHUFF AND II ALIVE
"""""""""""""""""""""""""""

I was reading the latest GEnie A2 Lamp and was happy to see the postings that tell about my ill-fated article for "II Alive" magazine. I was both angry and very upset when my magazine arrived and I saw what happened to my instructions. I would be happy to send anyone who is interested in making a TWGS cable, a set of instructions that they can use. I will E-mail the instructions to anyone who requests them. My E-mail address is bill2060@cris.com.

If someone wants a ZIP cable and does not care to make one themselves, I would suggest they contact Doug Pendleton. He has a supply of my cables. I would even be willing to convert a Zip cable obtained from him, into a TWGS cable for a very modest charge.

Bill Shuff
bill2060@cris.com

[EOA]
[HEY]//////////////////////////////
HEY MISTER POSTMAN /
//////////////////////////////////
Is That A Letter For Me?
"""""""""""""""""""""""""""
by Ryan Suenaga
[A2LAMP]

o BULLETIN BOARD HOT SPOTS

o A2 POT-POURRI

o HOT TOPICS

o WHAT'S NEW

o THROUGH THE GRAPEVINE

o MESSAGE SPOTLIGHT

>>> BULLETIN BOARD HOT SPOTS <<<
""""""""""""""""""""""""""""""""""""

[*] CAT 3, TOP 3 ..... Passing the torch
[*] CAT 5, TOP 14 ..... Fast Eddie beats Gus to the starting line
[*] CAT 8, TOP 18 ..... More Postscript and PublishIt!
[*] CAT 35, TOP 18 ..... Juiced's Taubert interview
[*] CAT 35, TOP 30 ..... The future of A2
[*] CAT 42, TOP 15 ..... Spectrum 2.1 growing pains

>>> A2 POT-POURRI <<<
"""""""""""""""""""""""

TALK IS CHEAP FOR A LITTLE WHILE MORE
"""

I got this in a mailing from Don Elton:

>Believe it or not, there are still a limited number of copies of
>Talk is Cheap v 4.02 available complete with an 8.5 x 11 format
>100+ page printed manual. I'm selling off this final stock for
>$15/copy in 3.5" disk format. If you want to order then send a
>check to:

>Don Elton
>1029 Flat Chimney Loop
>Columbia, SC 29209-1989

i.This is a good deal for anyone wanting a simple, easy-to-use Comm program or for someone you know who has an Apple // and would like to get online at low cost. I found the scripting to be a lotta fun and something that even a beginner can handle. Also does X & YMODEM file transfers, but not Zmodem. Allows for many online macros, easing navigation and automated logons for up to 26 services or BBBs; also built-in text editor and utilities.

- Joachim

(J.NELSON56, CAT10, TOP3, MSG:296/M645;1)

GRAPHIC THOUGHTS ABOUT THE WEB
""""""""""""""""""""""""""""""

An idea just occured to me:

Why must we absolutly, cannot live without, a graphical web browser for the Apple IIgs?

Couldn't we use Copilot scripting to treat the internet as (a) seperate roundtable(s)?

A script could be used to:

"find & replace" the message dividers for the Copilot editor.
"find & replace" the URLs for the Copilot scripts.
"find & replace" the HTML tags for Copilot "special actions".
"find & replace" the LYNX links for Copilot "special action scripts".

Spectrum's "filters" could also be brought into use. A Spectrum Xcmd could be used in conjunction with a HMTL translator to make Graphical Web pages viewable (and maybe functionable?) while offline.

I'm not all that sure how Copilot functions, but maybe the whole operation could be processed while offline in a seperate function.

Surf the 'web? Naw, I'd rather cast-net, gig flounder, and beach comb.

```
  ___(2___     "The Un-Dead Apple"
 / , _`' _\     Mike Brouillette / M.BROUILLET1@genie.com
 \)|(@)m(_,     Via: Spectrum v2.0 / CoPilot v2.5.6b
   ~7ooood'     Running Ken Lucke's Scripts (revised)!
```

(M.BROUILLET1, CAT35, TOP18, MSG:155/M645;1)

>>>>> All -
""""""

I've just finished reading Max Jones' interesting interview with Derek Taubert. To say that it was interesting is a great understatement. To learn of the impressive progress made by Taubert is truly astounding! Prior to this I had no idea (aside from rumors) that anyone actually had a workable Web Browser running on a GS. Not only that, but Derek also hosted a Web Page using his software and GNO.

That kind of news ought get our juices going, folks!

One of the great, but rarely spoken-of advantages of the GS, is the current super-low price of the used GS itself and the continued supply of parts from several sources. When compared to the cost of Macs or even lower cost PC-clones, we've got 'em beat by miles. Added to that, is the friendliness of the GS and it's ready ability to adapt to so many possibilities. Taubert's comments are getting to sound mighty interesting. :)

I'm hoping that Max's interview will generate more discussion as well as hope among those who have just about given up on a GS as a smooth web browser. I've used the Lynx interface from Genie, but it doesn't do a whole lot for me; further, my local ISP doesn't "do" Lynx. I'm guessing, but this may be true also in most other areas?

I have been on the fence about ordering a Mac (or clone) so as to put up a Web Page for an enterprise that I've been contemplating for some time. With the outlook being as good as indicated by Taubert, I think I'll just wait and see. I'd certainly rather spend my mullah right here in the A2/GS community.

- Joachim

(J.NELSON56, CAT35, TOP18, MSG:156/M645;1)

<<<<< Joachim,
""""""

You should subscribe to Juiced.GS, that's where the interview was published, way back in the past... WELL worth the subscription price!

Regards,
Richard

(RICHARD.B, CAT35, TOP18, MSG:157:/M645;1)

>>>>> Richard -
""""""

>Joachim, You should subscribe to Juiced.GS,

You are so right about that! There's a real good chance my envelope will be in the mail this week. :)

I really feel that Derek oughtta hear some encouragement from the community and perhaps Max's interview will prompt some additional comments.

Not totally unexpected I guess, is Derek's problem concerning software

piracy. I perceive this is a serious blockage to his progress. What a shame!

If I may daydream outloud.... it surprises me that the computer industry, regardless of manufactur, doesn't have a scheme for embedding a computer's serial number into it's ROM. Perhaps there could then be some tamper-proof way to have published software access the ROM for "signature" comparison. On the flip, it should be expected that when a registered owner of a software requests a duplicate for a new or different machine or whatever, it would be an inexpensive procedure.

- Joachim

(J.NELSON56, CAT35, TOP18, MSG:159:/M645;1)

>>> HOT TOPICS <<<

SHELL GAMES AND THE INTERNET

I was asked whether it's possible to use a IIGS to access the incoming e-mail at an ISP. If yes, how? It oughta be possible with a shell account and Spectrum -- or am I dead wrong about this?

Udo - ... with the IIGS into the next millennium -

(U.HUTH, CAT35, TOP27, MSG:101/M645;1)

>>>>> If the ISP has a shell, then it's definitely possible, and while """" Spectrum will work, it's not absolutely necessary. What is needed is a comm program with VT-100 emulation (ANSI usually will work as well).

Usually the isp will provide the pine program for shell users to access their mail (type "pine" at the UNIX prompt), which is a user friendly menu driven program that is fast and easy to use. If it does not exist, there is a similar program called elm (accessed similarly), which isn't as nice, but is reasonable. As a last resort, you can type "mail" at the prompt.

Ryan
http://www.keystroke.net/~rsuenaga
"There's no shortage of windmills to tilt at."--Logan
ANSITerm and CoPilot v2.55

(A2LAMP, CAT35, TOP27, MSG:102/M645;1)

>>>>> If you have a shell account at the ISP, all you'd need is a VT100 """" terminal and a modem. Spectrum is undoubtedly capable of acting like a VT100 terminal, so you should be covered. If you have the number to dial, the terminal settings, the username, and the password, I'm not sure what else you'd be asking for.

Argus

(ARGUS, CAT35, TOP27, MSG:103/M645;1)

MORE PUBLISH IT! AND POSTSCRIPT

Two more things to experiment with: Take any of your PI screen fonts (e.g. DESPLAINES.xx) and rename it to NORTHBROOK.xx.

Now when you print your PostScript document (either to printer or disk), you'll get the Helvetica-Narrow font. I'm still playing with how the spacing and sizing is handled, and was hoping for some input.

Also, renaming any font to Northbrook will get you Avantgarde.

BTW, can anyone suggest a location for 15-20 bytes of code that most programs or ProDos will never walk on? I've already tried $300 and struck out.

Hugh...

(H.HOOD, CAT8, TOP18, MSG:159/645;1)

>>>>> Thanks for trying it in the "print" (rather than "send") mode.
""""" That encouraged me to try your method, and I _did_ get it to work.

> For your ProTerm printing parameters, set all 4 margins to '0', set the
> page width to '255', set the page length to '66', have _no_ printer init
> string, do _not_ interpret dot commands, do _not_ eject final page, and
> do _not_ strip control characters.

I did a few experiments and discovered that the problem...as you suggested...was that page width needs to be 255. (I had previously had it set to 140.) I admit that I did not pay attention to your statement that extra carriage returns in the middle of a line could cause problems--because I was _sure_ I had read in the PostScript Language Reference Manual (the "red book") that PS ignored CR's unless preceded by "\". Now I checked and found thatwhat I remembered is true, BUT _only within text strings_. My apologies [eating my hat if I had one].

Now I took things a few steps further. I tried printing my file (your commands/Laserprep/Ctrl-D/modified PS file created by PI) with ProTERM set to interpret dot commands and eject final page: it still worked! This is great, because I just changed my default setting to page width of 255 characters--which works fine for my other uses of PT--and kept the other settings as they were...no need to change the set-up to print PI/PS docs.

I then wondered if I could modify your modified Laserprep file so my printer, set to automatic "personality" switching, would recognize it as PS, to save mehaving to change things at the control panel before and after printing a PI/PS file. A comment line beginning with "%" seems to do it. My modification of your modified Laserprep begins:

```
% Laserprep modified to print PublishIt files from ProTERM
systemdict
serverdict begin exitserver
%%Title: "Laser Prep -- The Apple PostScript Dictionary (md)"
%%Creator: Apple Software Engineering
%%CreationDate: Thursday, March 19, 1987
%{appledict version #68 0
```

It worked just fine! This leads me to wonder if you (and I do mean _you_, because this would be way beyond my capabilities) could patch PI so we could use it for "direct" printing (from PI itself) with printers set to automatic switching. I am thinking that if you could insert a line at the beginning of the very first query (or command) the printer sends to the printer that the printer would see as an indication the transmission is in PS language, it might switch. For example, if you could insert "% comment<CR>" or "%<space><CR>", or perhaps just "%<CR>" at the beginning would do it.

Jim Goodman
(J.GOODMAN10, CAT8, TOP18, MSG161/645;1)

<<<<< That is great news about your getting the PI PostScript
""""" print-to-disk files to print sucessfully from ProTerm, without having to fire up PI first.

Your sucess in addition to mine was critical to our efforts, as it shows the repeatability of what we are doing. Thanks for taking the time to work through all the 'junk' I threw at you. Don't worry about the confusion over the mid-line CR problem. I got burned several times by those pesky errors before I figured out that it really made a difference. Your Red Book explanation about them being outside of text strings is in fact the cause.

I like your auto emulation switching mod to the Laserprep file. I'm getting closer to pinning down exactly how, from where (in the code) and when PI sends certain pieces of the PostScript code, and will try to work in the mod you suggested.

FWIW, I've noticed that when PI substitutes Helvetica Narrow for any screen font that you choose to rename to Glenview, it keeps the character _width_ the same as with Helvetica, but increases the character _height_ slightly over the Helvetica height. I'm playing with this since Margot mentioned that many of the fonts she likes to substitute have widths narrower than Helvetica. I'd like to figure out where and how PI gets the font width info when doing its line length and height calculations. I suppose from the Laserwidths file, but...

Hugh...
(H.HOOD, CAT8, TOP18, MSG:162/M645;1)

FAST EDDIE COMMENTS Just a comment: On a 60MHz PowerMac 6100, GUS (the
"""""""""""""""""""" other emulator) runs at speeds roughly equivalent to my accelerated Apple IIGS.

I believe from comments I've seen that GUS uses a hand-coded assembly 65816 emulator. If the Fast Eddie team follows suit, I expect the speed problem will pretty much go away.

Mike Westerfield
(BYTEWORKS, CAT5, TOP14, MSG:247/M645;1)

>>>>> I've download Fast Eddie but can't seem to get it to work right. I
""""" have a rom 1 gs and I've copy the rom file over to my Power Mac 7200/120. However when I start up Fast Eddie all I get is a sceen full of scrolling text and numbers. I must have something set up wrong. I confess to knowing little about typing in basic, so I may have not done something right. Any help would be most helpful.

Thanks Bill Derowski
(B.DEROWSKI, CAT5, TOP14, MSG:249/M645;1)

>>>>> I too have a problem (freeze after the monitors bit depth message
""""" being 256) and it too may be my Basic skills. Questions--

Do I copy the binary file to an HFS disk on the GS and then put it in the Fast Eddie folder?

Do I have to use a ProDOS disk? If so what do I need on the Mac to read ProDOS disks?

Speedy
(R.REEDY, CAT5, TOP14, MSG:250/M645;1)

>>>>> Bill,
""""""

I -suspect- that you haven't snagged your ROM properly. The docs give instructions on how to do it, but it requires your typing be exact.

It wouldn't be that tough a task to build an EXEC file that would grab the ROM for you, but I haven't done it yet.

And, of course, it's illegal to actually distribute the ROM sans Apple's permission.

Ryan
http://www.keystroke.net/~rsuenaga
"There's no shortage of windmills to tilt at."--Logan
ANSITerm and CoPilot v2.55
(A2LAMP, CAT5, TOP14, MSG:251/M645;1)

>>>>> Alright I got Fast Eddie working. You were all right it was my
"""""" typing. But I was sure I typed it in very carefully and corrected all my mistakes (grin). I believe what I have learned about typing in basic is backspacing over errors and retyping doesn't remove the error or something to that effect. Anyway I'm up and running and my shareware fee has been sent.

Bill
(B.DEROWSKI, CAT5, TOP14, MSG:261/M645;1)

>>>>> After checking things out with the rest of the staff, I've uploaded
"""""" an archive of two text files to the A2 library here. Once unpacked, they're named ROM01.EXE and ROM03.EXE and they can simply be EXEC'd from Applesoft BASIC to create the needed APPLE2GS.ROM image file for Fast Eddie. It's already been released, file #28224.

Ryan
http://www.keystroke.net/~rsuenaga
"There's no shortage of windmills to tilt at."--Logan
ANSITerm and CoPilot v2.55
(A2LAMP, CAT5, TOP14, MSG:262/M645;1)

WITHER TAG? Ok, I'll take the blame.
""""""""""""

There's been a couple of things happening to me that really slowed donwn if not halted TAG for a while. First, I became unemployed a few months back, and looking for a new one has been a priority for me. Second, I ran for a county office in the last General Election, and between that, and working on several other candidate's campaigns, I got very little work done.

Couple that with CIS eating the uploads I've been sending to Chris and we're behind schedule. HOWEVER, the next issue should be out within a few

more weeks (depends on copying and mailing time), and we'll do either a back to back month for 2 issues, or send out a double disk issue to catch up.

Mea Culpa!

Later.....Howard
(H.KATZ, CAT17, TOP18, MSG41)

>>> WHAT'S NEW <<<
""""""""""""""""""""

LATEST ISSUE: THE APPLE BLOSSOM
""""""""""""""""""""""""""""""""""

One of my virtual bosses, Steve Cavanaugh, asked me to post this:

==========

I've just dropped off the latest issue of Apple Blossom at the printer. They've promised to have it ready tomorrow, so if I can manage to squeeze into a post office to get the stamps (is something going on--the P.O. has been real busy lately?) I should be able to et the first ones in the mail on Saturday. They should all be mailed by Christmas Day (oooh, that's what's going on!)

This issue has a great interview with Gary Utter, news from Applied Engineering in Australia, a Beginners' Corner article on Bits, Bytes and Blocks, an essay by Buzz Bester and letters on DOS 3.3 and assorted OS stuff.

A reminder to the subscribers out there that this is the final issue of 1996, and if you haven't renewed your subscription yet, now's the time. Info is in the issue headed your way.

Ryan
http://www.keystroke.net/~rsuenaga
"There's no shortage of windmills to tilt at."--Logan
ANSITerm and CoPilot v2.55
(A2LAMP, CAT13, TOP17, MSG:52/M645;1)

OLRIGHT! FOR ANSITERM AND DELPHI
""""""""""""""""""""""""""""""""""

ANNOUNCMENT FOR ANSITERM/DELPHI USERS!

OLRIGHT! Off-line Reader for Delphi has just been uploaded to the A2 Library. If I have everything done properly, it should be file #28205 when the librarian(s) can get to it (Holidays, y'know).

OLRight! is an extensive off-line reader script set for ANSITerm, which is intended for use with Hermes (File #25304) the Freeware text editor NDA by Andre Horstmann, and Instant Replay (File #21711) the Freeware NDA macro evironment by Jason Simmons. The ANSITerm scripts log you onto Delphi, perform on-line functions, and log you off. A CoPilot-like menu is used to handle some setup functions. Hermes is used for reading and writing E-mail and forum messages, while Instant Replay is used to provide some assistance with formatting addresses, etc to suit the scripts' needs.

Feature set:

LOGIN:

- Sprintnet dial/logon
- Telnet dial/logon (sorry, you have to edit the script for your ISP)
- Multiple redials or one alternate number supported
- Any valid serial port rate
- Login port information saved (option)

MAIL/WORKSPACE

- Upload files to workspace using any binary protocol supported by both Delphi and ANSITerm.
- Send E-mail, either regular mail or Delphi Binary files.
- Receive E-mail, either regular mail or Delphi Binary Files.
- Automatic purging of old mail - 2 previous receipts available at all times.
- Download files from Workspace
- Optional performing of mail actions from any SIG

FORUMS

- Get topic list
- CLEAR or SET topics to fine-tune what messages you see.
- Set your forum nickname
- Get a list of threads (messages linked by a common subject)
- One-time free-form command capability (message searches and more)
- Each-time free-form command capability (e.g. ignore specific subjects)
- Can choose to not read or not transmit messages
- Reply to specific messages
- Add new threads

DATABASES

- Get a topic list.
- Search databases (can widen or narrow search).
- Download files based on search criteria.
- Submit files to database from workspace.

OFF-LINE MENU

- Set up uploads
- Set up Clearing/Setting of topics
- Set up Forum Nickname
- Dial Delphi
- Restart Delphi operations
- Terminal mode
- Delayed dial
- Quit options

...and more

Since I am the only one who has had any time at all to play with this, it should be considered a BETA release.

Needless to say, this is a very complex project! I will be available both here on Genie and on Delphi to supply advice, support, and a shoulder to cry on ;^)

Don V. Zahniser
d.zahniser@genie.com dzahniser@delphi.com

(D.ZAHNISER, CAT35, TOP30, MSG:214;M645;1)

FAST EDDIE: PULBIC BETA FOR IMMEDIATE RELEASE
"""""""""""""""""""""""""

Press Contact:

Synergetix Henrik Gudat
Missionsstrasse 38
4055 Basel
Switzerland
gudath@ubaclu.unibas.ch

Andre Horstmann
Hoehenweg 3d
6300 Zug
Switzerland
andre.horstmann@unifr.ch

Santa Claus is drooling:

Apple IIGS Emulation for Power Macintosh Computers!

*****

Fast Eddie Labs releases Fast Eddie Beta 1

Fast Eddie Labs, Switzerland - 12/22/96 - Fast Eddie Labs announced today the immediate availablity of a beta release of its Apple II emulation software code-named "Fast Eddie". This unique software product marks a new achievement in Apple II emulation history - Fast Eddie is the first publicly available emulator for Macintosh computers that emulates the most powerful Apple II computer ever, the Apple IIgs.

Fast Eddie Labs has invested a tremendous amount of development time in order to provide the public with a reliable emulation software in 1996, the year the Apple IIgs celebrated its 10th anniversary. This public beta is the beginning of a series of updates that will bring you the most powerful, most versatile and most enjoyable virtual Apple II.

Fast Eddie was started in 1994 by Andre Horstmann, a long-time Apple IIgs programmer with special interest in CPU design, but put on ice soon after that. During a developers' meeting in early 1996, Andre Horstmann and Henrik Gudat agreed on resurrecting the Fast Eddie project and turning it into a fully functional Apple IIgs emulator. Urs Hochstrasser joined the team and added debugging tools that greatly simplified development.

Fast Eddie emulates a Apple IIgs computer with up to eight 3.5" disk drives, up to 8Mb RAM, keyboard, joystick and mouse. Furthermore, the user can choose between both ROM versions (ROM images not included) for maximum compatibility. It supports all video modes (40/80 text, mixed, hires, double hires, super hires) and a superfast memory management scheme for top performance. Contrary to other emulators, Fast Eddie features no-compromise Ensoniq sound emulation with mono, stereo, stereo enhanced and mind-blowing Dolby Pro Logic surround sound. On the peripherals side, you'll be pleased to know that you can mount up to 8 disks of several gigabytes each. One device is reserved for the built-in disk drive that can deal with ProDOS, HFS and MS-DOS disks without requiring you to make disk images or activate PC Exchange.

This beta has been released due to the incredible demand for such an

emulation software. Fast Eddie protects your past investments in Apple II software and offers you a convincing way for painless migration to the Power Macintosh platform. Fast Eddie Labs is working on several additional components that will be released in due time, including emulation and sound core in PowerPC assembly language, low-level disk access, and much more.

Fast Eddie is sold as a shareware product. To simplify payment, Fast Eddie Labs is cooperating with Kagi Shareware, a company specialized in processing shareware fees (http://www.kagi.com). A single user license is available for US$25. Please contact Fast Eddie Labs for site licenses and special pricing for educational institutions.

Fast Eddie Labs is a spin-off of Bright Software, a renowned provider of productivity, entertainment and scientific software with over a dozen releases including the popular ShadowWrite, Hermes, The Gate (editor's choice), SpaceFox, ShadowDial, Symbolix, MultiView II, among others. Since 1989, Bright Software has been developing unique software products for Apple II computers, and the release of Fast Eddie gives evidence of our commitment to the Apple II platform.

hg,12/22/96

For a limited time, you can surf the EddieWeb at http://www.swix.ch/clan/shadow/eddie.html . We will move these pages to a new ISP very soon.

Power Macintosh, Apple IIgs, Ensoniq, Dolby Pro Logic are trademarks of their respective holders. The Gate and Spacefox are trademarks of Seven Hills Software Corp., Florida.

(A2LAMP, CAT5, TOP14, MSG:244/M645;1)

<<<<< Fast Eddie Downloading Sites
""""""

Fast Eddie has been uploaded to "info-mac" and "umich" archives. Because these archives do have a certain lagtime, we have made this software available on other sites for a limited time. As soon as info-mac offers Fast Eddie for downloading, the software will be removed from the sites below.

Requirements

Fast Eddie requires a Power Macintosh computer. (A 66Mhz Power Mac will translate into roughly 3 Mhz emulation speed.)

Sites

For the next few days, Fast Eddie is available from the following sites:

http://www.unibas.ch/bothebel/xmas/FastEddie1b1.hqx
http://www.amnesty-basel.ch/xmas/FastEddie1b1.hqx (*)

This file is a self-expanding, binhexed Compact Pro archive. It's somewhat below 1 Mb.

(*) I'm partially sponsoring this site (incl. phone bill), so no money of AI will be wasted.

(A2LAMP, CAT5, TOP14, MSG:245/M645;1)

<<<<< Fast Eddie (possibly) Frequently Asked Questions
"""""

1. Registration

We have signed up at Kagi Shareware, a service specialized in processing shareware fees. Kagi is collecting shareware fees for us. However, Kagi is NOT offering any kind of customer support. All comments, suggestions and problems concerning registration codes should directly go to Fast Eddie Labs. In order to get the quickest possible answer, you should _always_ send your e-mails to _both_ authors, namely gudath@ubaclu.unibas.ch and andre.horstmann@unifr.ch .

Q: What's the difference between the unregistered and the registered version?
A: The only difference is the 15 minutes limit. After working with Eddie for 15 minutes, the program displays a message and quits.

Q: How do I register?
A: The Fast Eddie archive includes a Register application. Please fill in the boxes, choose a method of payment and forward this form to Kagi Shareware. How to contact Kagi is explained in the Fast Eddie Read Me.
IMPORTANT: when starting up, Fast Eddie displays a serial code. You should send this code along with a text copy of your order to gudath@ubaclu.unibas.ch _and_ andre.horstmann@unifr.ch . As soon as we receive a confirmation from Kagi, we will forward you your registration code per e-mail. Please keep this code in a safe place.

Q: This is confusing. What exactly do I have to do to register?
A: - start Eddie and write down the serial code in the shareware notice
- quit Eddie
- start the Register application
- fill in the order form
- save the order as a text file or in the clipboard
- forward the order form to Kagi as explained in the Read Me. Keep in mind that some methods of payment can only be sent via snail mail and not e-mail or fax, or vice versa. The Read Me will tell you.
- Upon sending Kagi the order form, send an email to gudath@ubaclu.unibas.ch _and_ andre.horstmann@unifr.ch with
a) a text copy of the order you sent to Kagi
b) your SERIAL CODE
c) your complete snail mail and e-mail address

Q: Funny, I registered Fast Eddie but it reverts to the unregistered version.
A: Please forward your old registration code and the serial number printed in the shareware notice to gudath@ubaclu.unibas.ch _and_ andre.horstmann@unifr.ch . We will check the code and, if necessary, send you a new one for free.
Please do not contact Kagi Shareware if you encounter problems with registration unless you have questions regarding your

payment.

Q: Is this fee valid for all upcoming versions of Fast Eddie?
A: Yes.

Q: Why should I pay a shareware fee for a *beta*?
A: This is a good point. We believe that the current release provides enough functionality in order to use it as a game console or productivity tool.

Q: Do you have special pricing for schools?
A: Yes, e-mail for details

2. Support

Q: Are you actually interested in any kind of feedback?
A: YES!

Q: Could you send me a ROM image?
A: Sorry, no. We are not allowed to distribute ROM images.

Q: I sent you an e-mail, but got no response. You guys suck!
A: I don;t know how much e-mails we will get, but it is probable that we will get more mails than we can handle.

Q: So, I don't own a Apple IIgs and can't make a ROM dump.
A: You are only allowed to use ROM dumps with Fast Eddie if you also own a "physical", non-virtual Apple IIgs.

Q: I have a few suggestions regarding improvements. What are the chances that you put my suggestions on your to-do list?
A: 99%

Q: Do you offer on-line support?
A: Yes and no. We expect you to read the enclosed documentation, but if you still have questions feel free to contact us. We are also monitoring comp.sys.apple2 and comp.emulators.apple2.

Q: comp.sys.apple2? I heard this newsgroup is an alias of alt.flame.
A: Hmm, that's correct. And we make use of FlameStation, although only on Eddie-users with unregistered versions. :-D

3. Other issues

Q: What do I need in order to run Fast Eddie?
A: You need a Power Mac (any), 640x480 display with 256 colors, a ROM image (ROM 1 or 3), and Apple IIgs software.

Q: This thing is dog-slow.
A: Then your Mac is dog-slow. :)
Seriously, Fast Eddie is running at 3Mhz and above with pure C code that is not optimized by the compiler. I don't think this is slow.

Q: I don't understand. Why is it not optimized?
A: Because the compiler goes belly up while optimizing the CPU emulation.

Q: My old 601/66Mhz PowerPC is emulating faster than my supercool
   portable 603e/100 Mhz. What the hell are you doing?
A: Some 603e systems do not have level 2 cache that greatly speeds up
   Fast Eddie. Also, 603e systems are often built on low-performance
   mamaboards. Lastly, Fast Eddie has been compiled specifically for
   601 PowerPC chips.

Q: And when can I expect a faster version?
A: Soon. We will add hand-crafted assembly code soon.

Q: Hey, and what about IWM emulation?
A: IWM emulation *is* actually mostly done (and even part of this
   beta!), but two things are missing so we have disabled it. Coming
   soon.

Q: Iiik, and 1-bit sound, 5.25" disks and serial ports?
A: How embarassing. It's in the pipeline, promised.

Q: Why did you write Fast Eddie?
A: Our GS monitors turned very fuzzy recently, making it hard to read
   Merlin-16 code.
                (A2LAMP, CAT5, TOP14, MSG:246/M645;1)

                    >>> THROUGH THE GRAPEVINE <<<
                    """""""""""""""""""""""""""""""""

A2, PART DEUX   Genie is on its last legs.
"""""""""""""""

The new owners are killing it, deliberately, IMO.

Delphi is not Genie, but it IS a place where we can build the same sort of community and fellowship that we have had here. _IF_ Genie survives, then Delphi will be a compliment to it. If Genie dies (as I expect) then Delphi will replace it.

A2 on Delphi is much like A2 here, except not as busy, because we don't have enough people yet. To make this thing succeed, we need more users.

(That's a strong hint. We NEED you all on Delphi. :)

>> "I always thought the GEnie Lib's are full of great info, let alone the
>> crowd that hangs in A2."

We can move the crowd, or at least we are trying to. And we can recreate the libraries from our own files. (We're in the process of doing that, we've been keeping our own offsite archives for years now. Everything that goes into the Genie library also goes into our own backups. We WILL get that stuff uploaded to the Delphi libraries, although it won't happen over night.)

>> "I know there are probably a few waiting for a GEM/Copilot version for
>> Delphi to be uploaded here on Genie (hint, hint, 'twould be a nice
>> present for the holiday! ;)"

I have high hopes that we will be able to upload some script packages for at least READING Delphi messages before Christmas. With a little luck (and the time to do it) we will have some scripts that will actually take you

through the compose/upload process as well.

CoPilot is coming. It will not be ready before Christmas (barring a miracle:), but it is coming. Meanwhile, we'll make other, usable, options available. Probably several of them, so you can pick and choose which one you like best. :)

To join Delphi:

1. Dial by modem 1-800-695-4002
   (or from the Internet, telnet to delphi.com)
2. At the username prompt enter JOINDELPHI
3. At the password prompt enter 9610SDI

Full details about membership plans are provided during the online registration.

Gary R. Utter
(H.MOST, CAT35, TOP30, MSG:35/M645;1)

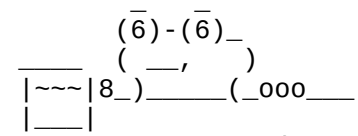
>>>>> Gary (and the rest of the "transition crew"),
"""""

Believe me, As the 35-year-old father of two kids (11 and 5) and a 200-mile/day commute, I can appreciate the RLI factor. And I am compelled to say that considering the saga of CoPilot - Its age, its original author is gone, its source code is in a trash heap, etc. - I'm amazed that CoPilot works as beautifully as it currently does.

That is really a testament to the incredible support by both "official" parties and volunteers. From Spectrum & ANSIterm to the scripters and other code slingers to the emergence of Delphi as an alternative home, this is a vibrant example of how the Apple II is not about chips 'n' solder, but about COMMUNITY in the fundamental sense of the word. (can't ya just hear the music welling in the background ;)

A2 users really are "people" who have it "together"...

Thanks for the ride so far, and here is to the next round!



(FROG.MAN, CAT29, TOP17, MSG:106/M645;1)

>>>>> O' lord high priest of the tree frogs...
"""""

In some ways, I'd use the word CULT to describe what we are and do. Think about it...

We are shunned by the main-stream "computing" community; and our achievments are repressed, lost to history, by that same community.

If any member of that popular "computing" community should be exposed to our -miracles-, they disbelieve what they see.

Sometimes that main-stream "computing" community will persecute our

rights to access and voice.

But who do they call when their "experts" can't do, fix, or decipher their main-stream computers?


```
  ___(2___      Mike Brouillette / "The Un-Dead Apple"
 / , _`' _\     M.BROUILLET1@genie.com   <---- Until Dec 31, 1996
 \)|(@)m(_,     mikebrouillette@haaug.org<---- Interem
   ~7ooood'     mbroui11ette@delphi.com  <---- After Jan.15, 1997
               (M.BROUILLET1, CAT29, TOP17, MSG:107/M645;1)
```


>>> MESSAGE SPOTLIGHT <<<

Category 2, Topic 7
Message 278 Wed Dec 25, 1996
A2.CHARLIE at 10:04 EST

By the time you read this, presents will have been unwrapped, and folks will be settling down to "rest up" after the hustle and bustle of getting ready for Christmas.

It's a good time to remember that the spirit of Christmas calls us to be a caring, sharing people filled with love for one another. It is truly more blessed to give than to receive.

May the spirit of Christmas remain with you and yours throughout this next year, and be renewed each Christmas to come.

God bless us, every one!

Charlie and Betty Hartley

[*][*][*]

While on Genie, do you spend most of your time downloading files? If so, you may be missing out some excellent information in the Bulletin Board area. The messages listed above only scratch the surface of what's available and waiting for you in the bulletin board area.

If you are serious about your Apple II, the GenieLamp staff strongly urge you to give the bulletin board area a try. There are literally thousands of messages posted from people like you from all over the world.

[EOA]
[HUN]////////////////////////////
THE TREASURE HUNT /
////////////////////////////////
Yours for the Downloading
""""""""""""""""""""""""""""

by Douglas Cuff
[D.CUFF]

>>> IT'S BEEN EDUCATIONAL <<<

Welcome back to the Treasure Hunt. This month, we look at some files

from the education library (#51).

[*][*][*]

File #8819: LIFESTYLES.BXY (71820 bytes)

Operation Lifestyle by Dr. Joel S. Retholtz adapts the Canadian Heart Association risk factor analysis scheme to administer a quiz about your lifestyle. It will ask you about your diet, your indulgences (smoking, alcohol, drugs), whether you exercise, your behaviour behind the wheel of a car, and so on. After you finish, it will rate your lifestyle in one of four categories: hazardous, risky, good, or excellent.

This DOS 3.3 disk archive uses graphic routines from the Beagle Bros disk "Apple Mechanic" (later Shape Mechanic). Unfortunately, it doesn't use them to good effect: the font used for the questions is about the same of 40-column mode text, and the font used for the answer is larger and in color. Except for a short animation when reporting the results--lifted straight from the Beagle Bros disk and largely meaningless in this context--the program might just as well be text-based.

This archive is a natural for updating to ProDOS. If you'd like to see the FILE MECHANIC show you how to handle it, write to GenieLamp A2 and say so. If you'd like to try this conversion yourself, you'll find the necessary files are #11547, SHAPE.MECH1.BXY and #11546 SHAPE.MECH2.BXY.

Freeware for any Apple II.

File #16235: PING.PONG1.BXY (82688 bytes)
File #16236: PING.PONG2.BXY (89728 bytes)
File #16237: PING.NOTES.BXY (2560 bytes)

"The Great Ping Pong Ball Experiment" by Phil Shapiro (art by Ron Evry) is a sort of electronic storybook about the idea of dropping a ping pong ball at the source of the Nile to see if it will make it to Cairo. It was created using the Slide Shop toolkit from Scholastic Software, a program that I had never heard of until now (despite its availability in 1991). This kit allows for attractive screen wipes of the hi-res screen, plus music. The software would seem to run on any Apple II, even those with no lower-case nor 80-column screen, and yet is aware of the Apple IIgs and the mouse! (It doesn't quite know how to handle a mouse and a joystick if both are plugged in simultaneously.)

The fanciful story by Phil Shapiro takes two disk sides to tell. While well told--I particularly liked the occasional light touch--it takes a little too long to get going. The art by Ron Evry ranges from adequate to attractive.

Freeware for any Apple II with 64K.

File #17286: PT.SCHEDULE.BXY (50048 bytes)

Scheduler v2.1 by Patrick M. Gormley is designed to help schedule parent-teacher conferences. It allows for a maximum of 64 teachers, 3 conference days, 24 appointments per day per teacher, and 18 conferences

per parent per day. It was designed for school secretaries to use. In this demo, certain features of this program have been turned off until you pay the $25 shareware fee.

You begin by selecting up to three days of the week when teachers are available for consultation and the times they are available. You then enter the names of all the teachers. You can also choose to enter a brief letter to parents--10 lines of about 75 characters.

With this done, it's possible to start slotting parents into the teachers' schedules. You are asked for the parent's name and the student's name. You then get to choose a day of the week and a time. Finally, you choose the teacher to be consulted.

I happen to think there's too little scheduling software for the Apple II, and practically no _good_ scheduling software, so I was thrilled to find Scheduler and prepared to love it. Unfortunately, I couldn't.

Never mind the weird coloring of the desktop interface--that's minor. Never mind the fact that Scheduler is badly programmed--instead of checking to see if data files exist, it hangs when it doesn't find them. Far more serious is how poorly Scheduler handles scheduling conflicts.

If a parent--Colonel Mustard--is scheduled for two conferences at the same time with two different teachers (Mr Blonde and Mr Pink), the program doesn't warn you about the problem. When you print out Colonel Mustard's "parent" schedule, only the appointment with Mr Blonde is mentioned.

If a teacher--Mr Blonde--has two parents (Colonel Mustard and Miss Scarlett) scheduled to see him at the same time, the program is a little better behaved, but not much. What happens is that the second parent, Miss Scarlett, is given the next available time slot for that day. There's no warning about this--it just happens. What happens if there are no more slots for that day? When you print the schedules for Colonel Mustard and Miss Scarlet, _both_ parents are told that Mr Blonde is not available. Notice that this only happens at the printing stage--there's no warning before you get to this stage.

The author concludes his brief documentation with the notation: "This is a good program, it saved our school secretaries about 70 hours of work the first time it was used (November 1988)." I can only assume the secretaries adapted their work habits to the vagaries of this program.

Shareware demo for any Apple IIgs with 512K ($25).

File #11763: RATIONAL.BXY (69300 bytes)
''''''

<ahem> fairly intelligent and self-aware can learn something from this.

This program is text-based, but it makes very good use of the text screen. It also has a good user interface: power users won't get frustrated by hand-holding, and new users won't get frustrated because they don't know what to do. It takes advantage of lower case and 80-column capabilities if it finds them, but doesn't assume they are there.

Freeware for any Apple II.

File #11714: TELL.TIME.BXY (3780 bytes)
''

This simple BASIC program by Chris Deprospero uses a hi-res clock to help youngsters use an old-fashioned round analog clock to learn to learn to tell the time. It has two modes--look at the hands and enter the time it represents, or enter a time and have the hands move to that position. The user interface is pretty simple, but it doesn't get in the way. An amusing anamoly occurs if you forget that you're supposed to press Q to quit and try Control-C: a new time is chosen and the clock hands are drawn for that time--without erasing the old hands.

Shareware for any Apple II ($5).

File #9116: WORLD.DISK.BXY (57960 bytes)
''

World Disk by Michael D. Giltzow is an interactive electronic political world atlas that resembles a HyperStudio stack. The program uses the 320-mode IIgs desktop to present a map of the world with 17 "plates" (only 3 of which are active in this demo version).

After you choose a plate, you are taken to a geographical/political area--in the demo, North America, Central America, or the West Indies. Each plate has a number of political and/or geographical regions. For example, North America has such regions as Canada, Alaska, the continental United States, Mexico, Greenland (?), Pacific Ocean, Atlantic Ocean, Hudson Bay, and the Gulf of Mexico. In "learn" mode, you can either click on the button for an area, or choose from an alphabetical lists of names. In either case, the area is labelled. In "practice" mode, you must match the name to the button. There is also an alphabetical name index that allows you to find a country or area, no matter which plate you happen to be on.

The maps are attractive and colorful, but not perhaps as well-rendered as one might wish, even given the limits of resolution. The island of Newfoundland--my home province--is recognizable only from its position, not its shape.

The programmer's credentials worry me more than a little. First, he manages to misspell "Arctic" as "Artic". I recognize that this a common error, but this was meant to be educational software and should have been caught. Second, the programmer doesn't seem to know the term "political atlas"--instead claims it is a "country atlas". So much for the programmer as educator--what of the programmer are programmer? Unfortunately, there are a few slips there as well. The check boxes next to the lists of name don't work in standard fashion in either mode. In "learn" mode, there is no way to uncheck a box at all. In "practice" mode, the check boxes behave

more like radio buttons--except that, if you try to check a second box, the first click turns off the first box. Another click is necessary to turn on the second box. Somehow I get the impression that the arrival of HyperStudio quickly relegated this program to the ashcan of history.

Shareware demo for Apple IIgs with 756K ($12.50)

[EOA]
[PRO]////////////////////////////
PROFILES /
////////////////////////////////
Who's Who In Apple II
"""""""""""""""""""""""

by Tim Kellers
[KELLERS]

>>> WHO'S WHO? <<<
"""""""""""""""""""

~ GenieLamp Profile: Ryan Suenaga

This month we meet the new editor of GenieLamp A2, Ryan Suenaga. A prolific writer in the Apple II community, Ryan has several staff duties on A2 both on Genie and Delphi.

GenieLamp> Who are you, and what is your involvement with the Apple II
"""""""""" community?

Ryan> I am, let's see, maybe starting with my name would work out: my name
""""" is Ryan Suenaga. I'm the incoming editor of GenieLamp A2.

My major contributions to the Apple II world have been with writing. I have regular columns in Max Jones' _Juiced.GS_ ("II Be Named Later"), and Steve Cavanaugh's _The Apple Blossom_ ("Talking.II"), and I've had some things published by Howard Katz and Chris Serrau in _The Appleworks Gazette_, as well as in _GenieLamp A2_ and _GS+ Magazine_. I've had some things published in my user group's newsletter as well, but I've pretty well given that up over the last few months. I also do some fooling around in _Hyperstudio_, and some sysop work in the A2 and PowerPC areas on Genie and Delphi. I also got involved recently with the IIScribe forum on Delphi, which is a home for people who write about the Apple II.

During the regular workday, I'm a social worker for Kaiser Permanente, which is a large health maintenance organization, as well as a crisis worker for the Crisis Response Team.

GenieLamp> How long have you been involved with computing in general and
"""""""""" the the Apple II in particular?

Ryan> My dad got the family a computer back in 1982; because he told the
""""" salespeople at ComputerLand that it was for the kids (me and my older sister), they steered us to an Apple model. In those days, there weren't really many other Apple models besides the Apple II, so we went home with an Apple][+. I still have that computer in a closet. I've been an Apple II fan ever since.

Like nearly everyone out there, I've since been exposed to Windows, MSDOS, and the MacOS, but I still use an Apple II for virtually all of the real work I need to do. I have two Apple IIgs systems and an Apple //c+

running at home, as well as a few Macintosh systems to help me with things that we can't yet do with an Apple II (I can't take one of my II's under my arm and do some writing over at the coffee shop, and I can't have one of the II's act as a file server, for instance).

GenieLamp> Knowing that you have written many articles about the Apple II """""""""" for various publications, where did your interest in writing begin?

Ryan> I don't really know where any of that started. I had to write--like """" a maniac--while I was in graduate school. In fact, I started doing all of this Apple II writing around that time. I rejoined my local user group (Hawai'i Macintosh and Apple Users Society) around that time, too, and they hadn't had an Apple II column in their newsletter for quite some time, so I started doing that, which was more frustrating than rewarding. A few months later, I went to my first Kansasfest, and discussed doing some writing with my roommate there, Bill Moore, who happened to write for _GS+_ on a semi-regular basis. That led to my getting an article published there, a review of a Deskjet portable printer, which was the first time I actually got paid to write something. I figured it would also look good for my resume to be able to add some "professional articles published" to my work experience. Unfortunately, that was also the _last_ issue of _GS+_. However, that did lead to both Steve Cavanaugh and Max Jones asking me to assist with writing in their publications, so things turned out well after all.

GenieLamp> Now that you have become the editor of GenieLamp, can you tell """""""""" us about what that publication is, has been and will continue to be?

Ryan> GenieLamp is a freeware publication that is published by John """" Peters. Originally, it covered the Atari areas of Genie; eventually, several different computer RoundTables on Genie started getting their own versions of GenieLamp.

GenieLamp is put out on the first of each month. It includes highlights of things going on in the Bulletin Board of the RoundTable, news, reviews, editorials, all the things you'd expect in a publication.

With the recent downsizing of Genie, GenieLamp A2 is the only version of GenieLamp that is still publishing.

GenieLamp> Considering the recent diversification of Apple II presences in """""""""" several forms on Delphi and the Internet, can you describe the role that the GenieLamp publication will play in the expanded market?

Ryan> GenieLamp's always been pretty freely distributable; in fact, it's """" already available on a lot of sites on the World Wide Web, and it's usually posted on newsgroups (like comp.sys.apple2) within a day or two of its release. And several issues (if not all of them) are already available on Delphi in the IIScribe Forum.

The first few months I think I'll have my hands full just trying to keep a production schedule going. However, I do plan to make GenieLamp A2 available in more places (like the A2 and IIScribe areas on Delphi), and I'm thinking about putting up a World Wide Web page specifically for GenieLamp A2. That'll take time, though. I'd guess maybe as much as six months (time, as does not surprise anyone, is on a premium here).

GenieLamp> Do you have plans to carry information on cross-platform issues
"""""""""" in GenieLamp?

Ryan> I think that, as much as possible, I'd like to keep GenieLamp A2 as
""""" Apple II specific as possible; however, part of being Apple II specific means doing cross-platform support. That might sound weird, and in some ways it is weird, but it's true. Some examples of cross-platform issues that are ery Apple II specific include Apple II emulators (like Gus, Fast Eddie, and //e 2.0.1), scavanging hardware and software (hard drives, floppy drives, monitors, CD Roms, fonts, sounds, and more!).

The other possibility for cross-platform issues in GenieLamp is news from the general world of computing. Things like Apple's acquisition of NeXT, for instance, or the development of the BeOS, which are not Apple II specific, might be material worth covering in GenieLamp A2.

Ultimately, what the readers want will dictate what is included.

GenieLamp> Will GenieLamp focus on IIGS issues or is there sufficent
"""""""""" information and interest in catering to the needs of the 8 bit II User?

Ryan> That's a tough question.
"""""

There's not a lot of Apple II development going on right now, and most of it is focused on the IIgs. When we're talking "news", then, what will be new tends to be IIgs products.

This is not to say that the 8-bit Apple II is not still a viable and usable platform. Look at three Prodos 8 programs that come to mind: ProTERM 3.1, Publish It! 4, and Appleworks 5.1.

With those three programs, an online service or Internet Service Provider, a //e, and a little hardware, you can cruise the Internet, compose and receive email, manage your money, do your taxes, write letters, print out newsletters, and use the latest inkjet and laser printers. Moreover, those programs would take a fraction of the memory and disk space that equivalents on a Macintosh would take, for instance.

This is not to belittle what work you can do on another platform; this is to point out that even 8-bit Apple IIs--late 1970's technology, at heart--can still do serious work as we approach the late 1990's.

New products for 8-bit Apple IIs are always welcome, and any news of the 8-bit world will be covered in GenieLamp A2.

GenieLamp> Do you have time, and is there sufficient interest, in
"""""""""" producing GenieLamp in all the versions that is has been produced, recently?

Ryan> Do I have the time? Well, no, but that hasn't stopped me before.
"""""

Recently, Doug Cuff sent me some extremely detailed notes on the historyand production of GenieLamp A2, including how to produce those alternative versions of GenieLamp, including the Hyperstudio and Hypercard versions. I would like to continue to put these out, and that is, in fact, the plan. However, I'm not sure if I can get all of them out as promptly as

Doug did.

I'd expect, realistically, for GenieLamp A2 in its AWP and TXT versions to be uploaded to the Genie A2 library (and possibly elsewhere) sometime on the first of the month. Note that this does not say "released", it just says "uploaded". Also note that it doesn't say "Eastern time."

The other versions will be uploaded by the fifth of the month.

GenieLamp> If the focus of GenieLamp becomes multi on line service
"""""""""" oriented will it carry a new name?

Ryan> I've had a lot of opportunity to think about this.
"""""
I have concerns--I think we all have concerns--about Genie's future. In my eyes, it's very tenuous.

Provided Genie is still here and I still have access to the A2LAMP account--the editor's account for GenieLamp A2--I'll continue to put out GenieLamp just as it's been produced these last few years. We may expand in other areas as well--for instance, I've been considering re-incorporating A2Pro coverage into GenieLamp A2, as it's been quite some time since GenieLamp A2Pro's last issue.

However, if Genie ceases to exist or the A2LAMP account itself ceases to exist, I think we can safely predict that GenieLamp--_in its current forms_--will also cease to exist.

If that happens, I intend to continue to produce a freeware, freely distributable online publication regarding the Apple II, which I'll discuss later.

GenieLamp> GenieLamp was until recently published by the DigiPub forum on
"""""""""" Genie, which is now defunct. Are there plans to create a new, or merge GenieLamp into, Forum on Delphi?

Ryan> GenieLamp A2 will have a home on Delphi--the II Scribe forum, which
""""" is a custom forum set up for people who write about the Apple II. I intend to maintain support there as well as on Genie's A2 Roundtable, and to upload new issues there as well as on Genie.

If, as I mentioned earlier, GenieLamp and/or the A2LAMP account ceases to exist, I intend to continue with a GenieLamp-like publication. This would be a monthly publication that would be based out of the II Scribe forum. It -may- have some restictions on distribution that GenieLamp doesn't, but that hasn't been decided yet.

_If_ Genie does cease to exist suddenly, and you would like to know the status of GenieLamp A2's successor, you can either get on Delphi and check the II Scribe forum (custom 11) or you can check my web page at http://www.kestrok.com/~rsuenaga. Alternatively, you can email me at rsuenaga@kestrok.com, but I'd prefer you check one of the two mentioned places first.

GenieLamp> Will the former editor of GenieLamp, Doug Cuff, play any future
""""""""""role in GenieLamp?

Ryan> Doug's still with GenieLamp; in fact, he submitted an article for
""""" this issue that I haven't gotten a chance to look at yet. In fact,
I don't think I would have taken this job without some assurance he'd still
be involved.

I think Doug's main reason for leaving is that he's needing to spend
more time seeking employment in real life. And I can tell you that doing
GenieLamp definitely takes a lot of time!

GenieLamp> What role can the monthly readers of GenieLamp play in assuring
"""""""""" the continued success of GenieLamp?

Ryan> Write us. Tell us what you like, what you want, what you don't
""""" like, what you don't want. Without hearing from you, we'll never
know how to make GenieLamp better.

Better yet, write for us! I'm always looking for contributors.

GenieLamp> Ryan, I think I can say GenieLamp's in good hands.
""""""""""

Ryan> Thanks. I hope it is myself.
"""""

[EOA]

```
          ////////////////////////////////////// Genie_QWIK_QUOTE ////
         /        I just picked up a DeskJet Plus for a hum           /
        /         (which is equal to 1/5 of a song)                  /
       ////////////////////////////////////////  J.LAWRENCE9 /////
```

[EOA]
[LOG]////////////////////////////
LOG OFF /
////////////////////////////
GenieLamp Information
""""""""""""""""""""""""

- o COMMENTS: Contacting GenieLamp

  - o GenieLamp STAFF: Who Are We?

GenieLamp Information GenieLamp A2 is published on the first of every
"""""""""""""""""""""" month in library 55 of Genie's A2 RoundTable (page
645;3). GenieLamp is also distributed on CrossNet and many public and
commercial BBS systems worldwide.

- o To reach GenieLamp on Internet send mail to genielamp@genie.com or to reach GenieLamp _A2_, send mail to a2lamp@genie.com

- o Back issues of GenieLamp A2 are available in the A2 RoundTable Library #55 on page 645 (m645;3).

- o We welcome and respond to all E-mail. To leave comments, suggestions or just to say hi, you can contact me in the A2 RoundTable (Category 3, Topic 3) or send GenieMail to Ryan Suenaga at [A2LAMP] on page 200.

>>> GENIELAMP STAFF <<<

GenieLamp	o John Peters	[GENIELAMP]	Publisher
	o Mike White	[MWHITE]	Managing Editor
APPLE II	o Ryan M. Suenaga	[A2LAMP]	Editor
	o Doug Cuff	[D.CUFF]	Editor Emeritus
A2Pro	o Tim Buchheim	[A2PRO.GELAMP]	Editor
ATARI	o Sheldon H. Winick	[GELAMP.ST]	Editor
IBM	o Sharon Molnar	[SHARON.LAMP]	Editor
MACINTOSH	o Richard Vega	[GELAMP.MAC]	Editor
POWER PC	o Ben Soulon	[BEN.GELAMP]	Editor

\\\

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                    ~ WELCOME TO GENIELAMP APPLE II! ~
                      """""""""""""""""""""""""""""""""
                   ~A2/PRO_ductivity: A2Pro Bits & Bytes
                      ~ SOFTVIEW A2: Quick Click Morph
      ~ PROFILES: Meet Bret "Slixter" Victor, by Max Jones of Juiced.GS
                   ~ HOT NEWS, HOT FILES, HOT MESSAGES ~

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 GenieLamp Apple II     ~ A T/TalkNET Publication ~     Vol.5, Issue 60
""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""
Publisher.....................................................John F. Peters
Editor........................................................Ryan M. Suenaga
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          ~ GenieLamp IBM ~ GenieLamp ST ~ GenieLamp PowerPC ~
        ~ GenieLamp A2Pro ~ GenieLamp Macintosh ~ GenieLamp TX2 ~
         ~ GenieLamp Windows ~ GenieLamp A2 ~ LiveWire (ASCII) ~
            ~ Member Of The Digital Publishing Association ~
 GE Mail: GENIELAMP                      Internet: genielamp@genie.com
////////////////////////////////////////////////////////////////////////////////

              >>> WHAT'S HAPPENING IN THE APPLE II ROUNDTABLE? <<<
              """""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""
                                ~ February 1, 1997 ~

 FROM MY DESKTOP ......... [FRM]        FROM MY MAILBOX ......... [MAI]
  Notes From The Editor.                 Letters To The Editor.

 HEY MISTER POSTMAN ...... [HEY]        A2/PRO_ductivity ........ [A2P]
  Is That A Letter For Me?               A2Pro Bits & Bytes.

 SOFTVIEW A2 ............. [HUN]        PROFILES ................ [PRO]
  Quick Click Morph by Doug Cuff.        Slixter by _Juiced.GS_

                          LOG OFF ................. [LOG]
                           GenieLamp Information

[IDX]""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""

READING GENIELAMP   GenieLamp has incorporated a unique indexing system
""""""""""""""""""   to help make reading the magazine easier.  To utilize this
system, load GenieLamp into any ASCII word processor or text editor.  In the
```

index you will find the following example:

```
                  HUMOR ONLINE ............ [HUM]
                   Genie Fun & Games.
```

To read this article, set your find or search command to [HUM]. If you want to scan all of the articles, search for [EOA]. [EOF] will take you to the last page, whereas [IDX] will bring you back to the index.

MESSAGE INFO
"""""""""""""

To make it easy for you to respond to messages reprinted here in GenieLamp, you will find all the information you need immediately following the message. For example:

```
                  (SMITH, CAT6, TOP1, MSG:58/M475)
      _____________|   _____|__  _|___    |____ |_____________
     |Name of sender   CATegory  TOPic    Msg.#   Page number|
```

In this example, to respond to Smith's message, log on to page 475 enter the bulletin board and set CAT 6. Enter your REPly in TOPic 1.

A message number that is surrounded by brackets indicates that this message is a "target" message and is referring to a "chain" of two or more messages that are following the same topic. For example: {58}.

ABOUT Genie
"""""""""""""

Genie has pricing plans to fit almost any budget. Genie's services include email, software downloads, bulletin boards, chat lines, and an Internet gateway included at a non-prime time connect rate of $2.75. Some pricing plans include uncharged online connect time. As always, prices are subject to change without notice. To sign up for Genie, call (with modem) 1-800-638-8369 in the USA or 1-800-387-8330 in Canada. Upon connection wait for the U#= prompt. Type: JOINGENIE and hit RETURN. The system will then prompt you for your information. Need more information? Call Genie's customer service line (voice) at 1-800-638-9636.

GET GENIELAMP ON THE NET!
"""""""""""""""""""""""""""

Now you can get your GenieLamp issues from the Internet. If you use a web browser, connect to "gopher://gopher.genie.com/11/magazines". When using a gopher program, connect to "gopher.genie.com" and then choose item 7 (Magazines and Newsletters from Genie's RoundTables).

```
                            *** GET INTO THE LAMP! ***
"""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""
```

```
          ////////////////////////////////////// Genie_QWIK_QUOTE /////
         / "Hmm.  Hmm hmm hmm.  Hmm.                                    /
        /                                                              /
       /   (That's my 'someone else please get more specific' hum,    /
      /    not my 'I'm bound by a non-disclosure agreement' hum."    /
     ////////////////////////////////////////////////  D.CUFF  /////
```

[EOA]
[FRM]//////////////////////////////
FROM MY DESKTOP /
//////////////////////////////

Notes From The Editor
"""""""""""""""""""""""

by Ryan M. Suenaga, M.S.W.
[A2LAMP]

>>> LOOKING FORWARD AND BACKWARD <<<
"""""""""""""""""""""""""""""""

Before I became editor of this publication, I had a number of email conversations with Doug Cuff, my predecessor. One of the things that we discussed was his typing up some "notes" for me on how to put _GenieLamp A2_ together. A few weeks before the first issue of _GenieLamp A2_ that had my name as editor was to be published, Doug sent me his "notes" via email. I used Shrinkit to unpack them, saw that it was an Appleworks Word Pprocessor file, and used a macro I had written some time ago to load it into Appleworks and print it out, while I headed for my morning shower.

I came back to see my printer had run out of paper. Turns out that Doug's "notes" were 128k of an Appleworks Word Processor file that printed out to 55 pages.

All of this merely serves to point out again that Doug did a remarkable job as editor of this publication. I knew it would take a lot of my time to get GenieLamp together on a monthly basis, but I didn't think it would be quite _this_ much time. It was, therefore, a disappointment to me that I wasn't able to match the size of the previous issues of GenieLamp in my debut issue, nor was I able to reprint all of the messages that I really wanted to, largely due to the fact that I was surprised by the time constraints.

However, as I've been known to say, "If it don't kill you, it'll only make you stronger," I enter my second issue as editor a little more prepared, a little wiser, and a lot more experienced. Work on GenieLamp this month is starting earlier than usual: in fact, it's starting on New Year's Day. I guess you could say my resolution is to make sure GenieLamp lives up to its quality standard.

Now to see about getting the day extended to thirty hours. . .

[*][*][*]

Sometimes, you get Christmas presents from unexpected shores. As many of you know, _GenieLamp A2Pro_ is no longer being published. What you may _not_ know is that before there was a _GenieLamp A2Pro_, _GenieLamp A2_ covered happenings in _both_ the A2 and A2Pro RoundTables on GEnie. I had toyed with the idea of incorporating some A2Pro coverage into _GenieLamp A2_ again, but had thought that it might be best to first get my feet wet in trying to continue what we had going already before expanding.

So it came as a very pleasant surprise when, on December 30, 1996, a package arrived in email from my favorite Australian programmer. I unwrapped it to find what turned out to be a special Christmas present for the readers of _GenieLamp A2_.

Richard Bennett, the world famous programmer of _Express_, _GraphicWriter III_, the _Spectrum_ ANSI display, and an assortment of other Apple II products, had taken the time to skim the A2Pro Bulletin Board over the last few months and compile a selection of choice postings for presentation in GenieLamp. I was blown away by the effort he had made with his busy schedule. My thanks, Richard, and I'm sure that the readers of _GenieLamp A2_ will thank you as well.

[*][*][*]

It's been pretty common that _GenieLamp A2_ has had some great guest writers, but in this issue, we welcome a true celebrity to our electronic pages: Max Jones, editor and publisher of _Juiced.GS_, the Apple IIgs specific newsletter, has contributed a special column for this issue.

I've been writing a regular column for Max since the first issue of _Juiced.GS_, and I had the pleasure of meeting Mad Max in person at Kansasfest 1996, along with a bunch of other Apple II luminaries. Max went from being a total newcomer on the Apple IIgs scene to a well-known publisher of a well-respected publication in less than a year. I'm sure he'd agree that life hasn't been the same since.

It's been often said that the Apple II was the computer that changed the world. Publishing _Juiced.GS_ certainly changed Max's world, and writing for _Juiced.GS_ certainly changed mine. Here's hoping that Max's column in this issue changes your world too.

[*][*][*]

Another columns update: I had hoped to have the FILE BANDWAGON column back in this issue; it's not. I'm hoping to have it back again next issue, but whether or not that will happen remains to be seen (I don't like the taste of leather enough to have it every month).

And Peter Brickell's still dealing with The Real World, so REAL WORLD APPLE continues on hiatus.

-- Ryan

Genie Mail: A2LAMP Internet: a2lamp@genie.com

REPRINTING GENIELAMP

If you want to reprint any part of GenieLamp, or post it to a bulletin board, please see the very end of this file for instructions and limitations.

ASCII ART BEGINS

ASCII ART ENDS

[EOA]
[HEY]////////////////////////////
HEY MISTER POSTMAN /
////////////////////////////
Is That A Letter For Me?

"""""""""""""""""""""""""""
by Ryan Suenaga
[A2LAMP]

o BULLETIN BOARD HOT SPOTS

o A2 POT-POURRI

o HOT TOPICS

o WHAT'S NEW

o THROUGH THE GRAPEVINE

o MESSAGE SPOTLIGHT

>>> BULLETIN BOARD HOT SPOTS <<<
"""""""""""""""""""""""""""""""""""

[*] CAT 5, TOP 3 ..... The Prodigal Son returns
[*] CAT 9, TOP 11 ..... The standards of SCSI
[*] CAT 9, TOP 23 ..... Stupid Prodos 8 tricks
[*] CAT 11, TOP 7 ..... Superdrive cards resurface!
[*] CAT 12, TOP 8 ..... Deskjets, Deskjets, and more Deskjets
[*] CAT 17, TOP 27 ..... The IIgs: ReFRESH me!
[*] CAT 28, TOP 4 ..... The LemminGS are coming!
[*] CAT 29, TOP 44 ..... At last. . . Jasmine
[*] CAT 35, TOP 30 ..... More about A2 II
[*] CAT 46, TOP 1 ..... Memory problems? Get Sirius!

>>> A2 POT-POURRI <<<
"""""""""""""""""""""""

DEFENDER ARRIVES ON GENIE Happy New Year to all!
"""""""""""""""""""""""""""

A couple of days ago, someone (it may have been Mark Wade) posted a message in the BB about wanting to see the Defender of the World game demo uploaded here. I've had this game demo on my hard drive since it was released as freeware last fall by author David Ong Tat-Wee of Singapore.

So, I packed it up in the proper format and uploaded to the A2 RT Library this evening (Wednesday). When it clears inspection, it should be available for download as file #28252.

The game itself is far from finished, and it may never be finished. But one level is playable, and portions of the other levels are available for inspection. It =is= fun to tinker with. Too bad the author doesn't have time to complete the project.

Enjoy!

Max
http://users.ids.net/~kerwood/juiced.gs
(M.JONES145, CAT3, TOP25, MSG:146/M645;1)

THE PRINT SHOP: STILL AROUND Does anyone know if Print Shop GS, or any
""""""""""""""""""""""""""""" other Print Shop spinoffs for the Apple II, are

still available for purchase?

I just got an e-mail from a teacher in Tulsa, OK, who had his original Print Shop GS disks stolen from his classroom. Apparently, no backups.

He's wanting to know how/if he can get new copies of the disks.

Max
(M.JONES145, CAT6, TOP8, MSG:153/M645;1)

>>>>> Tuesday, January 21, 1997 - 10:24 pm
""""""
Max,

National School Products (800-289-3960 Fax; 800-627-9393 voice) has The New Print Shop, The Print Shop (original) and several add on Print Shop programs and disks in their current 94 page all Apple II catalog. I see Print Shop IIGS Expansion Library but not Print Shop IIGS itself. Sometimes they have things not shown in the catalog. Worth a call.

MT Steve

It's hard to decide if TV makes morons out of everyone or if it mirrors Americans who really are morons to begin with.

-- Martin Mull
(S.BERNBAUM, CAT6, TOP8, MSG:154/M645;1)

>>>>> Max,
""""""
I know an Apple dealer who had one on the shelf less than 2 weeks ago. I'll be over that way again within a week (or whenever my TranswarpGS is ready) and I can check if it's new or re-wrapped and verify the price. Seems I remember it being $25-$35. Email me if you want me to pursue it for you.

Ed Staib - here till the lights are out...
(E.STAIB, CAT6, TOP8, MSG:156/M645;1)

TULIN TUMBLES Monday, January 20, 1997 - 7:57 pm
"""""""""""""""
I received an email from Wing Cheung today in response to email that I had sent to Tulin. Tulin is no longer in the drive business. Wing is a former employee of Tulin, who has acquired their left over hard drive and floptical stock. He asked me to post his offering here.

He is offering refurbished Insite flopticals for sale:
$50 for a bare floptical drive, suitable for an internal drive or to put in your own case
$80 for a fully set up floptical drive in an external case

He also has some hard drives but requests people contact him specifying what they want and he will quote a price.

He can be reached via email at: 104465.3171@COMPUSERVE.COM@INET#

Be patient if he does not reply right away. We have exchanged two messages so far and it has taken him a couple of weeks to reply each time.

MT Steve

P.S. That's all I know. Contact Wing for further info.
(S.BERNBAUM, CAT4, TOP40, MSG:58/M645;1)

DO-IT-YOURSELF .FL FILES
""""""""""""""""""""""""""
Don, Bob: Sometime when I first acquired the LaserJet (1/95?) I did upload a Harmonie .FL file for it but doubt that is what I am using today. I presently have TT/PCL mappings as follows: Courier/Courier(22), Garamond/Garamond(156), Geneva/Omega(3), Arial/Arial(19867), Monoco/UniversMed(4), Symbol/Symbol(23), Times/CGTimes(20), ZapfChanc/Marigold(18), ZapfDing/Wingdings(13), Aspire/Coronet(2418). The numbers represent IIGS font families in decimal. These typefaces now print instantly via Harmonie EXTERNAL without the long dreadful delays.

Am sure the mix of built-in fonts is different on the InkJets, but the principal is probably the same. Basically each entry in the xxx.FL table looks like this:

(For example, Aspire)

byte 0-1	Family number in HEX	72 09
byte 2	Length of print command	0A
byte 3-n	Print command in CHAR	<esc>(slp4116T

Don't forget the GS's bizarre need for placing the L/O byte of family number in the rightmost position (as in 2418 = 0972 above) ;^{ You will need a block editor of some sort to set this up properly.

Margot (18:30 PST - Sun 1/19/97) Spectrum v2.0/CoPil v2.55
(M.TAYLOR66, CAT40, TOP9, MSG:88/M645;1)

<<<<< > to use Letter Gothic font instead of Geneva to tell the DeskJet
""""" > to use Letter Gothic.

I suppose if you could find a bit mapped or TT font for LetterGothic, you could simply replace the family ID for Geneva (03 00 in bytes 0-1) with whatever is correct for LetterGothic in the xxx.FL table you are using. See previous post.

Margot (18:49 PST - Sun 1/19/97) Spectrum v2.0/CoPil v2.55
(M.TAYLOR66, CAT40, TOP9, MSG:89/M645;1)

>>> HOT TOPICS <<<
""""""""""""""""""""

SUPERDRIVES: HISTORY AND APPLICATION
""""""""""""""""""""""""""""""""""""
Is the SuperDrive controller card, that's been mentioned, the same thing as the Apple II 3.5" disk controller card? Thanks.

Dave Stewart
Delivered by:
Spectrum 2.1, and CoPilot v2.55
(D.STEWART2, CAT11, TOP7, MSG:18/M645;1)

>>>>> Dave,
"""""
The manual calls it [Apple II 3.5 Disk Controller Card], so I'd say yes.

--
Carl Knoblock - Telephone Tech

cknoblo@delphi.com
cknoblo@novia.net
(C.KNOBLOCK, CAT11, TOP7, MSG:20/M645;1)

>>>>> Jim and Dave and Carl,
"""""
>> The SuperDrive Controller Card aand the Apple II 3.5" Disk Controller
>> Card are one and the same...

I don't think that's true:(There is an "Apple II 3.5" Disk Controller
Card" that is used for "non-SuperDrive" 3.5" disk drives.

Godzilla
(S.GOZDZIEWSK, CAT11, TOP7, MSG:21/M645;1)

>>>>> I think that Apple made two versions of the 3.5 Disk Controller;
""""" the first dealt with 800k drives, the later version handled 800 and
1.44 Mb disks. If memory serves, the =name= of the card didn't change, but I
=think= the part no. did.

Ed Lundberg
(EDMUNDL, CAT11, TOP7, MSG:24/M645;1)

>>>>> Steve,
"""""
>I don't think that's true:(There is an "Apple II 3.5" Disk Controller
>Card" that is used for "non-SuperDrive" 3.5" disk drives.

Yes, and it only supports the Unidisk 3.5. The card and manual I described is
the SuperDrive controller card. I hav an AE HD 3.5 on it and can read AOL disks.
;) And erase them, and use them as ProDos 1.44M disks.
--
Carl Knoblock - Telephone Tech
cknoblo@delphi.com
cknoblo@novia.net
(C.KNOBLOCK, CAT11, TOP7, MSG:25/M645;1)

>>>>> I have the Apple II 3.5 Disk Controller Card and it supports the HD
""""" drive.

On Page 2 of the manual it says:

The disk controller card works with these floppy disk drives:

- Apple SuperDrive
- Apple 3.5 Drive
- Apple II UniDisk 3.5

So there you have it. I bought this card from Shreve systems 6 weeks ago
and they have since sold out.

JB
(J.COLE63, CAT11, TOP7, MSG:26/M645;1)

>>>>> There was no name change or model number change when the Apple II
""""" 3.5 Disk Controller Card went from supporting only the 800k GCR format
to supporting both the 1.4 meg MFM and 800k GCR formats. This was documented in
A2 Central.

Ryan
http://www.keystroke.net/~rsuenaga
"There's no shortage of windmills to tilt at."--Logan
ANSITerm and CoPilot v2.55
(A2LAMP, CAT11, TOP7, MSG:27/M645;1)

<<<<< I'm looking for comments on my game plan. I plan to connect an
""""" Apple SuperDrive to my GS. While using Netscape on my PC, I'd like to be able to download something (say a Richard Bennett driver), remove the floppy from the PC, insert in the SuperDrive, and install the driver on the GS. Is this doable? How will the stuff be packed and which machine will I do the unpacking? Any comments will be appreciated from the remaining audience.

Dave Stewart
Delivered by:
Spectrum 2.1, and CoPilot v2.55
(D.STEWART2, CAT11, TOP7, MSG:33/M645;1)

>>>>> > Is this doable?
"""""
Yep.

> How will the stuff be packed and which machine will I do the unpacking?

Usually, Apple II stuff is packed in a NuFX format, with or without a Binary II wrapper.

If you're grabbing stuff off of the 'net, it is sometimes also Binscii'd, Binhex'd, or UUencoded (or otherwise textually encoded). A number of Apple II programs can handle some or all of these formats, including GSCII+, Speckie 2.1, and Binscii.

And you ought to do the unpacking on a IIgs.

Ryan
http://www.keystroke.net/~rsuenaga
"There's no shortage of windmills to tilt at."--Logan
ANSITerm and CoPilot v2.55
(A2LAMP, CAT11, TOP7, MSG:35/M645;1)

PRODOS 8 SLOT SWITCHING AND LASER BACKUPS Is there a way to make slot 7
"" on an IIe be remapped as slot 5? I have an unusual need to be able to switch it back and forth without having to move the board in the slot.

Thanks in advance.

```
 _____
/     \
)=====(
\___+_/
  ..:... Hans
```

(H.HAUMANN, CAT9, TOP23, MSG:2/M645;1)

>>>>> Hans:
"""""
I am not certain, but I _think_ a strategic poke to the ProDOS device driver

table at $BF10+ _might_ serve temporarily to remap a slot 7 device to slot 5.

From what program (or environment) will you be making the change? Will it be from within AppleWorks, or a BASIC program, or perhaps from within a program allowing access to the Visit Monitor CDA on a IIGS?

Hugh...
(H.HOOD, CAT9, TOP23, MSG:3/M645;1)

<<<<< I'd like to be able to make the change either from BASIC or the
""""" "monitor".

This is a IIe (actually, a Laser 128EX), so there are no CDA's.

..:... Hans
(H.HAUMANN, CAT9, TOP23, MSG:4/M645;1)

>>>>> Hans:
"""""
Please do something for me. After booting ProDOS and getting into BASIC.SYSTEM, get into the monitor (type CALL -151) and do a listing of the contents from $BF12 to $BF1F (type BF12L).

Please let me know what the HEX contents of these locations are. This is the device driver address table for the slots that ProDOS uses. I _think_ we can re-map Slot 7 to Slot 5 with one POKE _if_ you are using ProDOS 8 on the program you will be running.

Hugh..
(H.HOOD, CAT9, TOP23, MSG:5/M645;1)

<<<<< Coming up...
"""""
from ProDOS 8 vers. 2.0.2:

$BF12- 08 FD 08 FD 08 FD
$BF16- 08 FD 4E C5 00 D0 0D C7

..:... Hans
(H.HAUMANN, CAT9, TOP23, MSG:6/M645;1)

>>>>> Re: Changing slots in P8
"""""
I feel I need to comment on what's going on here.

Or, at least what I _think_ is going on here :) If the idea is to swap the entries in the P8 device driver list, read on... If it isn't, then forget the whole rest of this msg while I pull my foot out of my mouth :)

P8 stores its device driver table at $BF10 thru $BF2F. If I recall correctly,

the goal is to swap slot 5 with slot 7. The quick and dirty method is to take the contents of $BF1A/1B and swap them with $BF1E/1F assuming drive 1 in both cases. Depending on the device driver(s) in question, this might work. Here's the problem tho: The MLI sets up a command block (device driver parameter list) prior to calling the device driver. One of those parameters in the command block is UNIT NUMBER (found at $43) which is in the format: %DSSS0000, where D is the drive number minus one, and SSS is the slot number. OK? Keep this in mind. Next, let's take a look at the hardware side. Most external cards can be plugged into any slot and work. The easiest way to communicate with a card is to read/write at the slot hardware _base_ address, using the X-Register to specify the actual slot offset. For example, the assembly language instruction LDA $C080,X where X=$10 would access slot 1. If X=$20, then the access would be to slot 2, etc. So, the people who write device drivers, only need a base address ($C080) and where their card is at (loaded in the X-Reg). Now, let's put the two together.

1. The device driver needs the X-Register to be set to the slot number.
2. The MLI issues the slot number as part of the Unit Number.

Hmmm...If you were a device driver, where would you get that slot number??? :) And everythings fine until.... someone _swaps_ the entries in the P8 device driver table and _doesn't_ tell P8 about it :(

Say you have a 3.5 drive on slot 5, and a SCSI card in slot 7, and you swap the device drivers. =Potentially= you have the 3.5 driver accessing the SCSI card, and the SCSI driver accessing the 3.5 drive. +NOT+ what you want!!! AND- I don't even want to think about what would happen if the two swapped entries refered to different devices, i.e. a serial device and a block device. Yikes!

So, I can be wrong on this, because not all device drivers are written the same way. Maybe it'll work for you, but I wanted to at least inform you that the results may prove disasterous. Also, since I'm jumping in here, maybe I drew the wrong conclusion about where this discussion was going to go, and in that case Sorry!

BTW, I'm currently writing a P8 device driver to control an IDE HD with multiple partitions, which the user may map into unused P8 slots. (like the RamFAST). The basic theory is to fill the unused P8 device driver vectors with my device driver entry point and then translate the different Unit Numbers passed by the MLI into the correct partition, there by creating virtual drives. If someone tried to swap the entries, nothing would happen because the entries are the same-- it's the Unit Number that makes the difference.

So, basicly, hot swapping the device driver entries is a BAD idea, in my opinion, of course :)

-Sully
(All miss-spellings are my own :)
(R.SULLIVAN8, CAT9, TOP23, MSG:7/M645;1)

>>>>> Hans:
"""""
Sully knows exactly what I was hacking to do, and makes great points. Don't worry though, I wasn't going to let you walk into the quicksand, at least not without adequate warning and protection. <g>

Currently, what cards are in slots 5 and 7, respectively, and how many devices are attached to each card? If slot 5 is the built-in diskport, how many drives

are attached?

Will the program from which you want to access the 'swapped' slot device address files on it from BASIC with BASIC.SYSTEM commands (e.g. LOAD X, S5,D1), or will it address it from machine code?

BTW, before you even attempt to swap the $C7 0D for the $C5 4E with a few POKES, _everything_ needs to be backed up. Plus, unless Sully bales me out with the answers, I need to re-read Gary Little's explanation about the whole mapping procedure, as another location (Sully's $BF32,X) may also need to be massaged.

Of course, if you're a curious sort, and a bit impulsive, and if you've _got everything backed up_, and your estate planning is in order, you can go ahead with the POKES anyway, and let us know what happens. <g>

Hugh...

(H.HOOD, CAT9, TOP23, MSG:8/M645;1)

>>>>> Hans, Hugh,
"""""

I whipped up a short program that will correctly handle the slot 5/slot 7 swap problem. This program applies a patch to P8 that will intercept calls to slot 5/7, fix the Unit Number, then passes (redirects) control to the opposite slot. When the program is launched, it will relocate itself between the BI and the buffers, so it is protected from other programs. The patch must be applied each time Prodos is launched, but never twice in the same session. I'm emailing you guys a copy of both the program and the Merlin source. I used GSHK with BinaryII, hope that isn't a problem.

-Sully

(R.SULLIVAN8, CAT9, TOP23, MSG:9/M645;1)

<<<<< Hugh and Sully,
"""""

Actually, that's exactly what I want to streamline -- the HD backup process. Here's what I've got:

The machine is a Laser 128EX with an expansion box, so I've got two available expansion slots -- slot 5 and slot 7. Each slot is controlled by a hardware switch. If I switch slot 5 "on", I can only access 128K of ram, and since I use AppleWorks a lot, slot 5 remains dedicated to ram. If I switch slot 7 "on", I lose access to any 3.5" drive connected to the external drive port (a 5 1/4" drive simply responds to s6,d2, but a 3.5" drive is addressed as s7,d1 -- same port). So the problem is that I have three "devices" (1 MB of ram, HD, and 3.5" drive) competing for two resources, but I only ever need any two of them at the same time.

In normal use, I have 1 MB of extended ram tying up slot 5 and an Apple High-Speed SCSI card in slot 7. For the occasions when I need to transfer a file to (or from) a 3.5" drive, I simply set up a ramdisk, temporarily move the file (or disk) to the ramdrive, flip the switch, and reboot. Although this is fine for the occasional transfer, it's not conducive to making even a single backup. Backups to a 3.5" disk are not imposssible, but I have to physically move the SCSI controller temporarily to slot 5 first. I want to avoid having to move the controller back and forth. Up until now, I've done that at the expense of making any backups.

What's frustrating is that when I use a program like Copy-II-Plus, the 3.5"

drive activity light comes on for a moment as all the drives are polled, it just never shows up in the list of drives to be accessed until I switch slot 7 "off" -- but then I can't access the HD.

After reading Sully's explanation of what needs to happen, I fear that remapping the slot won't provide a solution since that will probably remap the external drive port to slot 5 as well. :-(

..:... Hans
(H.HAUMANN, CAT9, TOP23, MSG:11/M645;1)

>>>>> Hans,
"""""
I had a similar situation with a Laser awhile ago. The best solution ended up being backing up to another device on the SCSI chain; I realize that might not be suitable for you, but it was the best I could come up with.

Ryan
http://www.keystroke.net/~rsuenaga
"There's no shortage of windmills to tilt at."--Logan
ANSITerm and CoPilot v2.55
(A2LAMP, CAT9, TOP23, MSG:12/M645;1)

<<<<< Much as I hate to, I may just abandon the expansion box and mount
""""" the SCSI controller in the open from the side of the machine. At least that way I won't need to physically move the controller to change slots -- I'll just need to flip switches.

I tried to see if I could just add a jumper or two to make one of the slots in the expansion module act the same as the slot in the side of the machine, but I didn't see any obvious way to do it.

..:... Hans
(H.HAUMANN, CAT9, TOP23, MSG:14/M645;1)

>>>>> Hans,
"""""
You have an interesting situation there. I'm not sure why CopyII+ doesn't see your drive. I'm with Ryan, tho- The easiest way would be to connect another scsi device for backups. A Zip drive would be my recommendation.

-Sully
(R.SULLIVAN8, CAT9, TOP23, MSG:18/M645;1)

<<<<< Sully, A Zip drive on a IIe (or clone)? You mean I can just unplug
""""" my ZIP from my Performa and move it over to my Laser? Can I just use an AHS utility or ProSel-8 to format a ZIP disk?

```
 )=====(
 \___+_/
   ..:... Hans
```

(H.HAUMANN, CAT9, TOP23, MSG:20/M645;1)

>>>>> Sure, why not? I had a Zip Drive running on one of my //es :)
""""""
> You mean I can just unplug my ZIP from my Performa and move it over to my
> Laser?

Provided you have a properly working existing SCSI chain and follow the usual SCSI rules, sure. One caveat: watch out for the limit of 14 Prodos devices.

> Can I just use an AHS utility or ProSel-8 to format a ZIP disk?

Yeah. . . use Chinook SCSI utils. That'll work fine. If not, use the AHS SCSI utils. That'll work too, but Chinook's better.

Ryan
http://www.keystroke.net/~rsuenaga
"There's no shortage of windmills to tilt at."--Logan
ANSITerm and CoPilot v2.55

(A2LAMP, CAT9, TOP23, MSG:22/M645;1)

RAMFAST, PRODOS 8, AND FLOPTICALS
""""""""""""""""""""""""""""""""""""

Is there any way to set up a RamFAST Rev.D with the latest ROMs so that P8 programs such as AppleWorks will be able to use a Floptical drive?

I have tried to figure out the slot mapping, but my RamFAST manual has taken a walk, and as I recall it wasn't very helpful. If I don't map slots, and try to launch AppleWorks, I get a text error panel that says to insert /HD.PGM/, which is the name of the hard disk partition that has my copy of AW 5.1 on it. If I map slots, AW doesn't recognize the Floptical drive.

Ideas?

Don V. Zahniser
Delivered by CoPilot for ANSITerm

(D.ZAHNISER, CAT20, TOP13, MSG:154/M645;1)

>>>>> I don't have (8-bit) AppleWorks, but I do have a Floptical and the
""""" same RF as you. Here are a few tips that might help:

* Cold Boot with a disk in the Floptical drive. RF acts a lot better when it knows about the Floptical from the start.

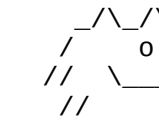
* Once you're booted up, go into the RF Utilities and make sure your Floptical disk is recognized, and that it's marked as ACTIVE. At this time you can also note your SCSI IDs.

I believe the problem is the manual mapping. I wrestled with this problem while trying to get my PCT to work w/the Floptical. ProDOS seems to re-map volumes upon entry to P8. What I noticed is that ProDOS replaced my Floptical with /RAM3. (Using a CDA such as File-a-Trix is handy for listing what volumes are considered on-line when you're in P8)

The only solution is to arrange your SCSI IDs in such a way that the all of the

volumes (Floptical, HD partitions, etc.) that you NEED to appear in P8 do so with auto-mapping and don't exceed P8's 12 volume limit. This eliminates the need for manual mapping. How much changing you have to do depends on your setup. :/

I set my Floptical ID between my boot drive and my 2nd (bigger) drive. Since there are 3 partitions on my boot drive, the Floptical appears as the 4th volume and shows up in P8 just fine.



Wily
(P.CREAGER, CAT20, TOP13, MSG:160/M645;1)

<<<<< Wily (and anyone else with a RamFAST)
"""""
Playing around with Wily's recommendations, I stumbled upon the following procedure for getting RamFAST to automagically recognize any disk in the Floptical drive under P8. It has interesting implications for users of other removable media drives, I am sure.

1) Shut off the GS

2) Insert an unformatted disk (or disk from an inactive FST) into the Floptical drive.

3) Boot the GS into the RamFAST Utilities by holding the zero key down. What you should see on the right-hand side is your usual list of volumes, except that for the Floptical drive, you should see a generic volume name based on the SCSI ID of the Floptical device. On my system, this generic name is CVTECH.ID4.A (The device name is CVTECH.S7.F).

4) Map the generic volume name into an empty slot. What you will find at this point is that any disk that you put into the Floptical drive will be mapped to the same slot to which you mapped the generic volume name.

I stumbled into this when I put a HD disk from GNN into the Floptical drive. Curiously, Finder polled the drive, and did nothing with it. No Icon, no error message. I went into RamFAST Utilities, and there was the generic volume ID. Further analysis with UniverseMaster and UtilityWorksGS seem to indicate that the disk name has 'illegal' characters that aren't recognized by the MS-DOS FST. I have 2 AOL disks with the same syndrome. I have been able to format these with RamFAST Utilities where GSOS programs won't.

I was able to reproduce the sequence above by deactivating the MS-DOS FST prior to shutting off the GS, and using an MS-DOS disk in the Floptical drive when I booted it into RamFAST Utilities.

Don V. Zahniser
Delivered by CoPilot for ANSITerm
(D.ZAHNISER, CAT20, TOP13, MSG:161/M645;1)

<<<<< I just found out there may be an intermediate step missing from my
""""" previous post. It _may_ be necessary to go into SCSI Utilities while in RamFAST.Util and click on the device containing the 'unrecognizable' disk prior to mapping the generic volume name to the slot. Here are some alternate instructions to try:

1) Launch RamFAST Utilities.

2) Insert media that is known to be not recognized by Prodos or installed FSTs.

3) Click on SCSI Utilities, then click on the device containing the media. One or more generic partition IDs should appear on the right side of the screen. Click 'Quit' to return to the main RamFAST Utilities panel. Depending on the contents of the media, one or more new volumes (one or more of which should be generically named with the SCSI ID - e.g. CVTECH.ID0.A, CVTECH.ID0.B, etc) should appear.

4) Click on the _first_ (e.g.- the CVTECH.ID0.A partition) and map that to a slot.

5) Quit the RamFAST Utilities, which should prompt a reboot.

I just used Compton's Encyclopedia (which is an 'unknown' format) to map my CD-ROM drive to a slot. Now, for the first time, I can directly access GO.Prodos on the Golden Orchard CD-ROM from within AppleWorks.

Don V. Zahniser
Delivered by CoPilot for ANSITerm
(D.ZAHNISER, CAT20, TOP13, MSG:162/M645;1)

DELPHI AND INTERNET ODDS & ENDS
"""""""""""""""""""""""""""""""

If you are thinking about venturing onto the Internet, or have general questions about how to do things out there, I have a recommendation for you. Use Lynx (see below for help with this) and visit the following site:

http://people.delphi.com/THE_WAVES/

From there, follow the link to the ROADMAP lessons. These are the original ROADMAP lessons by Patrick Crispen that have been updated for Delphi users.

You can read these lessons online, or have them emailed to you, or print them to the screen and capture them that way.

If you have questions about listserv, email, usenet, telnet, ftp, gopher, or the world wide web, this is a good place to begin getting answers.

To use Lynx from Genie, go to page 5000 and follow the links to Lynx. You will need VT-100 or ANSI emulation and full duplex to use Lynx. Once you are inside Lynx, type G (for GO) and a prompt will be available near the bottom of the screen. Type in the address given above and press return.

Once you are there, follow the links as I've said above to get to the list of lessons. I suggest that, unless you are looking for specific information, that you begin with lesson 1. When you are looking at the lesson, if you want to capture it to read offline, press the P key. That will give you a print menu that will include emailing the lesson to your account or printing the lesson to the screen where you can capture it in your buffer or to an ASCII text file on your disk. Make your choice and follow the prompts.

Happy surfing! :)

Charlie
(A2.CHARLIE, CAT35, TOP29, MSG:138/M645;1)

>>>>> A2 access in Delphi via Netscape Navigator is now operational
""""" (actually, I kind of like it, and I usually despise graphical web browsers, so that says something :) Both the Forum and Conference areas are working right now.

Ryan
http://www.keystroke.net/~rsuenaga
"There's no shortage of windmills to tilt at."--Logan
ANSITerm and CoPilot v2.55
(A2LAMP, CAT35, TOP30, MSG:318/M645;1)

>>> WHAT'S NEW <<<
"""""""""""""""""""

BYTEWORKS GIVES US THE FAX New FAX Number
""""""""""""""""""""""""""" --------------

Growing concern over e-mail security is causing a lot of folks to want to fax orders to us. We've added a fax line for exactly that purpose. The Byte Works fax number is:

(505) 898-4092

Please send bug reports via e-mail or snail-mail (on disk). I don't want my typos getting in the way of your bugs! It's also nice to have a way to get back to you with bug fixes.

Mike Westerfield
(BYTEWORKS, CAT45, TOP1, MSG:31/M645;1)

JASMINE JOINS THE FRAY The long-awaited Jasmine front-end for Genie for
"""""""""""""""""""""" the Apple IIgs has arrived!!

Now available as file 28274 in the A2 Library, is the final beta test version of Jasmine. Due to various Genie problems, it's looking like we'll never be able to actually finish Jasmine, but we thought it would be a good idea to release what we had so far, to give folks an idea of what could have been.

I have opened a set of topics in Category 29 (Topics 44 through 50) for discussion of Jasmine. Although we won't be officially supporting it due to its pre-release status, many of us will still be wandering through from time to time and will be happy to answer questions, and many of you will be able to share your experiences with Jasmine to help each other get the most out of it.

In any case, keep an eye on Category 29, Topics 44 to 50, for discussion of Jasmine, and feel free to post there if you have a question or concern.

Regardless of being a "pre-release" package, Jasmine is still pretty impressive as it stands, so I'm sure you'll want to try it out, if you haven't already!
I'm a little late getting these topics opened... Jasmine was actually uploaded to the library about a week ago. In that week, it's
already had 81 downloads!

Dave Miller - Apple II Programmers RT betatesting coordinator
(JUST.DAVE, CAT3, TOP36, MSG:60/M645;1)

CHARLIE HARTLEY'S HTML HELP FOR APPLEWORKS Just stopped by with an

"" announcement...

I have created a set of AppleWorks' macro task files that display HTML help screens. These are available at my web site located at:

http://www.iglou.com/qwerty/

You can use page 5000 here on Genie to use Lynx to download the file.

Just follow the links to the Apple II software page. The macros are in the first file listed. BTW, it is named htmlhelp.bxy . Be sure to read the READ.ME.FISRT text file included in the download.

These macros do use dot commands which require Ultra 4 or better.

Please direct any correspondence about these macros to my internet address:

hartley@iglou.com

Charlie
(A2.CHARLIE, CAT17, TOP 28, MSG:1/M645;1)

COPILOT 2.5.6 FOR ANSITERM RELEASED
""

############ NEWS FLASH #############

CoPilot for ANSITerm version 2.5.6 has been uploaded to the A2 Library. If all goes well, it should be file # 28292.

This is a maintenance release of the ANSITerm scripts, in a complete package. Those of you who have CoPilot 2.5.5 for ANSITerm and have installed the update scripts already have part of this package, but there are lots of minor tweaks and changes in this release, too. Among the more interesting:

+ The archive is _not_ a disk archive, so you can unpack it to any hard drive partition, floppy disk, or RAM disk that has enough space (642K). It unpacks to a folder named 'ATCOP.Install'.

+ The CoPilot application has been patched to allow you to paste addresses into the mail address field. You must copy the address to the clipboard prior to selecting GE mail from the Message menu.

+ The CoPilot documentation has been edited to include information about the ANSITerm version. Other editing has been done to update this file; it includes the changes added in version 2.5.6. A companion document called 'AT.delta.DOC' is laid out in parallel to the CoPilot documentation, and explains where the ANSITerm version differs from the documentation that applies to the other CoPilot versions. This file also contains a complete list of all the tweaks, bug fixes and changes that have been made since the initial release of CoPilot for ANSITerm v2.5.5 in the summer of 1995.

+ The main action scripts have been modified so that you can edit a few lines near the end of the script, and choose what colors are displayed for the foreground and background. The color settings are listed in a table at the end of each of these scripts.

+ Some of the menus accessed from the CoPilot Main off-line menu have been rearranged to agree with the CoPilot documentation (and to be the same as the

other CoPilot implementations).

+ The scripts have 'hooks' for all of the additional ANSITerm scripts that I have uploaded to the A2 library, _plus_ an additional script hook that was in the other implementations of CoPilot, but not in the ANSITerm version. See the AT.delta.DOC documentation for a description of how these script hooks work.

+ If you have Attached Mail waiting and skip it, you will get a message each time you log on reminding you that it is there. This message will disappear the next time you download Attached Mail.

Enjoy!

Don V. Zahniser - CoPilot for ANSITerm Support
Delivered by CoPilot for ANSITerm v2.5.6
(D.ZAHNISER, CAT29, TOP18, MSG:145/M645;1)

OLRIGHT! UPDATE
"""""""""""""""

OLRight! News...

I have spent a bit of time today working on OLRight! Today's activities, combined with things I have done since the first upload, lead me to believe that the next upload will be for/with WriteAway, probably by next week-end.

First, some reports:

Joachim Nelson has had difficulties in installing OLRight! so that the scripts would run. He got a message that corresponds to a bad pathname error. The 'fix' was to make a fresh installation of ANSITerm and install OLRight! again. Joachim had put OLRight! in the same folder as his CoPilot installation. I have not tested this configuration, so don't know if there is a compatibility problem.

Skip Helbig reports that the scripts broke on a line that reads:
as bk de * Destructive backspace
I have not gotten confirmation from Skip yet, but I suspect that he is running a version of AT earlier than v2.13b, which is what I have. Since this is not a critical setting, I am commenting it out where I find it.

Skip also reports a perceived increase in system instability, especially in using Hermes, since installing Instant Replay. I have offered some thoughts, but don't know Skip's situation yet.

UPDATES IN THE WINGS

I have the following up and running on my system:

-- Instant Replay scripts --

o Converted several scripts for use with Write Away. Conversion consists of substituting Command-\ for Command-S or Command-H for save/save as; and substituting Command-W for Command-K to close windows. Minor tweak to the find/unmark script. Hermes scripts will be included in the next archive in a separate folder.

o Script to 'select all' and set font to CoPilot 8

o Extract (cut) highlighted text to a new archive file with user-defined name. Script is in both :OLR:Archive:Mail and OLR:Archive:Forums folders, so you can select where the text is archived.

o Print highlighted text. The text is copied to a new (unsaved) file and printed; user has to close file at conclusion of print (at least so far).

-- Message Searches --

The Off-Line setup menu now has routines for setting up forum 'searches'. The current options are:

o Reset pointers in a SIG for last fifty messages or to a specific message number. Useful when setting up a new SIG.

o IGNORE all messages having a common subject (actually, a specific word or words in the subject) in a forum. Useful for suppressing messages for threads that you are not interested in. These settings are kept until you change or delete them.

o Read a specific message number

o Read messages resulting from a search. Options include combinations of:

   Search all messages or a range of messages
   Specify author of message
   Specify starting date for search
   Specify text to match in subjects (threads) of messages
   Specify entire message, or # of lines of each message to retrieve

o Read all messages in a thread.

-- Login/Logoff --

o If you telnet in, the scripts can log you off (You need to edit the .EX and .TN scripts for your ISP prompts/commands).

o Message displayed that password was sent (cosmetic).

o Changed timeout for each dial to 2 minutes (was 1 minute).

-- Conferences ---

o Added missing quote which broke script
o Changed references for A2 and A2Pro to non-custom
o Added 3-second pause before asking for which room, since dialog may cover the room number.

-- Globals --

o Added check/finish ASCII receive to global-c. This is for when scripts break. It closes open files and finishes any receives in progress.

o Fixed global-q to properly exit conference

o Deleted global-x, global-p, which were for CoPilot

There may be more... :^)

Don V. Zahniser
Delivered by CoPilot for ANSITerm
(D.ZAHNISER, CAT29, TOP41, MSG:5/M645;1)

>>> THROUGH THE GRAPEVINE <<<
""""""""""""""""""""""""""""""""

THE LEMMINGS ARE HERE! As of the end of 1996, the completed "Brutal Deluxe's LemminGS" game is in the hands of the beta test team. Once they've had a chance to thoroughly put the game through its paces and then give us the go-ahead, we'll start to ship it. We expect to get the 'beta team thumbs up' in the next few days...

Of course, if any last minute problems are discovered, they'll have to be fixed first.

>> When it is released, do you intend to distribute it 'electronically' to
>> those who have purchased "Convert 3200"?

When it is released, "Brutal Deluxe's LemminGS" will weigh in at nearly 2 megabytes in size, and that makes it just much too large to transmit electronically. It will ship on three 3.5" disks.

As stated all along, Brutal Deluxe's LemminGS is a "limited edition game" that will only be available to those who have purchased Convert 3200. There are, however, a few exceptions...

Those Genie members who attended the Brutal Deluxe RTC in March, 1996 will be eligible to acquire the game from SSII for the $5 s/h fee. Olivier Zardini kept a list of those who attended that RTC, and he'll be sending me that list soon.

SSII conducted a Desktop Publishing Contest last year, and winners of that contest were awarded copies of Convert 3200. Those winners are also eligible to get Brutal Deluxe's LemminGS from SSII for the same $5 s/h fee.

Joe
(JOE.KOHN, CAT28, TOP4, MSG:192/M645;1)

<<<<< >> So, what is the price for Convert 3200 and LemminGS?
""""""
Convert 3200 costs $15.

Brutal Deluxe's LemminGS is free, but Brutal Deluxe has authorized SSII to charge $5 to cover the cost of disks, labels, mailers and postage to anywhere in the galaxy.

So...for 20 bucks, you can get the fastest graphics conversion program ever released for the IIGS, and a phenomenal game. Such a deal!!

Joe Kohn
c/o Shareware Solutions II
166 Alpine St
San Rafael, CA 94901-1008
(JOE.KOHN, CAT28, TOP4, MSG:197/M645;1)

<<<<< >> That's all?? I thought it was about $50 or so.
""""""

50 bucks? FIFTY DOLLARS?!??

Well then, I guess you're not that familiar with SSII's way of doing business.

One of my goals is to offer great Apple II products dirt-cheap. Up until a few weeks ago, 50 bucks could have gotten you 17 shrink-wrapped games. Or, it could presently get you about three years worth of newsletters or 1.5 years worth of DOMs, or 10 copies of the Fast Eddie beta, or ProSel-16, or...

Such A Deal ;-)

Joe
http://www.crl.com/~joko [<--- The almost complete SSII catalog]
(JOE.KOHN, CAT28, TOP4, MSG:205/M645;1)

<<<<< The past 48 hours have been a bit nerve-wracking, as the "final"
""""" version of Brutal Deluxe's LemminGS crashed my system within 10 seconds of launching it. A flurry of e-mails to Brutal Deluxe ensued, and I was in contact with a number of the beta-test team, all of whom swore up and down that the "final" version of LemminGS worked just fine.

Since none of the other previous 20 versions misbehaved in the least bit on my system, a bit of detective work was required. I finally spotted 3 files that had been modified since the last beta version, and noticed that one of them was 5 bytes shorter. I insisted that Brutal Deluxe look at that file, and sure enough...those 5 bytes were critical to the program.

I just downloaded the update, and...

Brutal Deluxe's LemminGS will start to ship on Monday, January 13, 1997.

It's completed, it works great, and I think it's the most enjoyable game I've ever played on my IIGS! I think you'll agree...

Joe Kohn
(JOE.KOHN, CAT28, TOP4, MSG:229/M645;1)

>>>>> I spent some time playing the LemminGS demo last night and it's
""""" just great!

Normally when I'm doing my file releasing chores I'll take a quick look at the program to make sure it works, get back to Genie and release the file, then go back and play some more if I liked it. Well, ummm, ::cough::, this time I played all 10 demo levels before I suddenly realized that I'd better go release the file so others could check it out. For those of you who had to wait a few extra hours for the demo (even though you would never have known without me telling you this), I apologize. :)

Being a Second Sight owner, I have very little use for Convert 3200 even though I hear it's a great program. But LemminGS looks so darned good, and is so fun to play, that I'm going to buy Convert 3200 anyway so I can play the remaining 80+ LemminGS levels.

- Tony
(A2.TONY, CAT28, TOP4, MSG:231/M645;1)

>>> MESSAGE SPOTLIGHT <<<
"""""""""""""""""""""""""""""

Category 2, Topic 7
Message 358   Wed Jan 01, 1997
H.MOST [Hindmost]   at 02:04 EST

Well, gang, this is my last night on Genie.

After something more than 8 years, I'm leaving.

I was tempted to post this with my original DISPATCHER account (which has had a name change to SOAPY.SUE and is being used by The Lovely Susan).

(Come to think of it, the ORIGINAL name on that account was G.UTTER.)

I want to talk about all the good times I've had here, I want to reminisce about so many of the friends I've made here (many of whom left a long time ago), I want to say a LOT of things, but there doesn't seem to be much point. I'll just start crying, and won't be able to read the screen anyway.

I'm on Delphi now, committed to Delphi now. I'm over there because I believe very strongly that Genie is doomed, that Genie will die in mere months. I can't bear to watch. It's been hard enough already.

If Apple II support has a future, its on Delphi. Genie only has a past.

That's a hard thing to say, and many of you won't want to hear it, or accept it, but I think it is true.

(I certainly wouldn't leave if I didn't.)

I don't know what I mean to say here, and I know I'm not doing it well, but this is HARD people, REAL hard.

I'm not going to say how much I'll miss you all, because I really hope that you all will join me on Delphi.

GO COM A2   APPLE II FOREVER!!!!

Gary R. Utter.....utter@delphi.com

[*][*][*]

While on Genie, do you spend most of your time downloading files? If so, you may be missing out some excellent information in the Bulletin Board area. The messages listed above only scratch the surface of what's available and waiting for you in the bulletin board area.

If you are serious about your Apple II, the GenieLamp staff strongly urge you to give the bulletin board area a try. There are literally thousands of messages posted from people like you from all over the world.

[EOA]
[A2P]////////////////////////////
A2/PRO_ductivity /
////////////////////////////
By Richard Bennett
[RICHARD.B]

>>> A2PRO BITS & BYTES <<<
"""""""""""""""""""""""""""""

NO BUFFERS AVAILABLE What kinds of things can cause the NO BUFFERS
"""""""""""""""""""" AVAILABLE error under ProDOS? Can anythign besides lack of free memory cause this error?

A guy named Adam Myrow is randomly seeing this message as he is writing an Eamon adventure. He is blind and uses talking software. The Eamon program uses a machine-code extension that resides in protected space at the top of free RAM. I'm guessing that the talking software is conflicting with the Eamon ML extension, but the problem surfaces randomly and Adam has not seen any patterns that would point to anything specific. He says he has seen it when FRE(0) shows 6K of free RAM.

I don't actually expect to work out a solution here, and Adam says he can live with it, but I am posting in case someone has any insights on what might be going on and how to avoid it.

TomZ

(A2.TOMZ, CAT7, TOP7, MSG:84/M530;1)

>>>>> No Buffers Available can occur if one of these commands (append,
"""""" cat, catalog, exec, open, or -[dash]) is used when eight files are already open, or if there is not enough free memory for a 1K buffer to be assigned.

Charlie

(A2.CHARLIE, CAT7, TOP7, MSG:85/M530;1)

>>>>> NO BUFFERS AVAILABLE will happen any time you try to load data into
"""""" memory that's marked as USED in the global page.

F'rinstance, if you try to load a file on top of BASIC.SYSTEM's memory (or ProDOS's memory), you'll get this error.

Eric "Sheppy" Shepherd
Logicware, Inc.
http://www.logicware.com

(SHEPPY, CAT7, TOP7, MSG:86/M530;1)

THOSE WACKY JPEGS About a year (or so) ago, Tony Ward helped me figure out
"""""""""""""""""" how to determine the dimensions of a Jpeg. Shortly after that a crash took away the code and information, anyone have the file format information around?

About all I remember is that it's something wacky where I had to loop around looking for some marker bytes, but that's about all I remember (and I'm not even positive I'm remembering THAT right, could have been another file format <grin>)

T'anks for any help --HangTime [Will Computer for Food] B-)>

(HANGTIME, CAT11, TOP28, MSG:13/M530;1)

>>>>> Well, at least this time the information will be permanantly
"""""" archived in a known location... :)

Basically, you process a JPEG by looking for markers. You should first check that the file actually is a JPEG by looking at the very beginning of the file. It should start with $FFD8 FFE0 aabb 4A46494600 ccdd.

$FFD8 is the beginning marker. All JPEGs should start with these two bytes. $FFE0 should come next (it does in all JPEGs I've seen, but I'm not sure if it's always the case.) aabb are length bytes that I'll explain later. $4A46494600 spells "JFIF" with a $00 terminator (call it a C-String if you like, but it's always the same in a valid JPEG.) ccdd is the version number ($0102 would be v1.2.)

Once you've determined that the file is a valid JPEG, you need to search for the "Start Of Frame" marker. It will be a $FF followed by $Cn (it can be anything from $C0 to $CF =except= $C4 and $CC.) For our purposes, you don't care what n is as long as you find it (it defines the compression process.)

The bytes immediately following $FFCn are as follows:

2 bytes: length
1 byte : precision
2 bytes: height
2 bytes: width
1 byte : number of components

You are interested in height and width. Note that the 2-byte values are in MSB first format. Thus, $013C = 316 decimal.

You may be asking "what if $FFCn occurs naturally somewhere in the data?" Well, that's where those length bytes come in. To properly parse a JPEG, you really should scan from the beginning looking for $FF markers and skip ahead the number of length bytes to find the next marker. An important point here is that the length bytes =always= directly follow the marker bytes and =always= include the 2 length bytes themselves.

I'm terrible at explaining things. I hope you can make sense of all this. Let me try to sum up...

1) All JPEGs should start with $FFD8.

2) Directly after that will be another $FFxx marker. All $FFxx markers =except= the very first $FFD8 identifier will be followed by a 2-byte length in MSB first format.

3) Scan for the $FFxx markers, skipping ahead using the length bytes until you find a $FFCn marker and grab the data explained above.

- Tony

(A2.TONY, CAT11, TOP28, MSG:14/M530;1)

FOCUS NON-ADB KEYBOARDS
""""""""""""""""""""""""

To anyone who can help! Hardware Hacker, Solder Slinger? I was just given a beautiful extended keyboard F1 thru F12. Made by Focus Electronic Co. Ltd. China (of course). All that was wrong was that the 3v Lithium Battery underneath was dead. A $3.00 Radio Shack purchase fixed that. Now the calculator and the liquid crystal display works. It has a 5 pin Din and the cheezy Apple keyboard of course has a smaller 4 pin Din. Can I replace keyboards on my Apple IIGS? If so how do I wire the change? Is it feasable? I guess that the IIGS won't support many of the keys? Looking forward to some info or some place someone has posted this

change before!
R. Randall13
Senior Solder Slinger!
(R.RANDALL13, CAT12, TOP26, MSG:148/M530;1)

>>>>> I'm not sure what you have, but it doesn't sound like an ADB
""""" keyboard, so unless you're willing to develop a WinTell to ADB adapter of some kind, the best use for the keyboard is as a paperweight.

ADB keyboards of the type used by Apple IIGS and most Macintosh computers all use 4 pin DIN connectors. My Compaq uses a 6 pin DIN connector, which I assumed was standard in the WinTell world. Maybe you're keyboard was supposed to split the difference. ;)

Mike Westerfield
(BYTEWORKS, CAT12, TOP26, MSG:149/M530;1)

>>>>> >> I was just given a beautiful extended keyboard F1 thru F12.
""""" >> MadeFocus Electronic Co. Ltd. China (of course).

Mike pointed out that this was probably a Wintel keyboard and did not have ADB support.

ADB is the Apple Desktop Bus, and it means that any device you plug into a IIgs (or Mac for that matter) ADB port, must have smart logic inside to support the Bus. Wintel keyboards support different logic...

What you need to do is swap it with some poor Wintel owner for a Macintosh extended keyboard...

Ewen Wannop
Delivered by: CoPilot v2.55 and Spectrum 2.1
(E.WANNOP, CAT12, TOP26, MSG:151/M530;1)

WINTELCROSOFTATES Who makes a Wintel computer? I've never heard of one!
"""""""""""""""""" Randy

(R.RANDALL13, CAT12, TOP26, MSG:152/M530;1)

>>>>> >Who makes a Wintel computer? I've never heard of one!
"""""
"Wintel" signifies Intel-based computers running Windows software.

It has common usage among Intel- and Microsoft-hating computer users who, for various reasons, refuse to use "PC" to signify this type of computer.

TomZ
(A2.TOMZ, CAT12, TOP26, MSG:153/M530;1)

MIME AT LAST Call to arms! Well, fingers to be precise...
"""""""""""""
Don't know if there's a better topic for this, I may create one depending on the response.

I've had a bit of feedback about how we don't have a MIME decoder for the Apple II. I'm assuming we still don't.

Anyway, over the weekend I knocked up a very basic shell for a MIME decoder

application with plug in decoders. I've also written a decoder for quoted-printable and will be releasing the source as sample code.

So if anyone is interested in writing a decoder for any MIME types (eg. BASE64, BINHEX etc.) then let me know, as the shell is pretty much done except for niceties, and the plug-in module format for decoders is VERY simple, in the fact the shell does all the hard work for you.

One last thing, this is in 65C02, so it'll run on //es and //cs as well as the IIGS.

Now, where are all those programmers who said they had decoders but no application shell to drive them? I don't have the time to write any others, so we need these people to step forward.

Regards,
 Richard

(RICHARD.B, CAT16, TOP7, MSG:61/M530;1)

>>>>> Richard,
""""""

> I knocked up a very basic shell for a MIME decoder application
> with plug in decoders. I've also written a decoder for quoted-
> printable and will be releasing the source as sample code.

Excellent!

> So if anyone is interested in writing a decoder for any MIME types
> (eg. BASE64, BINHEX etc.) then let me know, as the shell is pretty
> much done except for niceties, and the plug-in module format for
> decoders is VERY simple, in the fact the shell does all the hard
> work for you.

I was planning on doing an Base64 decoder for 8-bit machines. I've started to pull together the references but I haven't finished the specifications (features, etc.).

I once investigated doing a BinHex decoder for the IIgs (command for the ORCA shell) but I had trouble with the CRC value in the BinHex headers I was working with. I lifted C source code for 16-bit CRC from two different PC communications books and the CRC values I calculated never matched the ones in the header (I was doing this to ensure the integrity of the BinHex data I was about to process). Both examples, used precalculated values that were stored in tables for direct look-up. All of this C work was being done on the PC (because the development environment is easier and faster to work with) before it would be ported to the IIgs.

> One last thing, this is in 65C02, so it'll run on //es and //cs as
> well as the IIGS.

That's good news. I was assuming that you or someone else was going to do a IIgs-specific Base64 decoder so I was planning on a 6502 version with an Applesoft front-end (because doing user interface from assembler has always been a pain for me).

Erick

(E.WAGNER.10, CAT16, TOP7, MSG:62/M530;1)

<<<<< Well, I've done the base64 stuff... What else needs doing?
"""""

(RICHARD.B, CAT16, TOP7, MSG:63/M530;1)

>>>>> BinHex? MacBinary (would this show up in the MIME stuff?)

Actually, I think it would be rather nice if the base64 decoder could sense that the data was of a particular type (such as GIF, JPEG, TIFF) and automagically save the data with the appropriate file type and aux type. If my information is correct, GIF would get assigned to $C0/$8006, JPEG to $C0/$0081, and TIFF to $C0/$0080.

Erick

(E.WAGNER.10, CAT16, TOP7, MSG:64/M530;1)

<<<<< The facility is there for the plug-in to decide upon the correct
""""" type/aux.

Oh btw, BinHex is almost done...

(RICHARD.B, CAT16, TOP7, MSG:65/M530;1)

HYPERTALKING Over Christmas I will be writing some HyperCard stacks on my
"""""""""""" sister-in- law's Mac. I want to use these stacks on four Macs here at my university, but HyperCard isn't installed on any of the university computers. What will it cost me to have "run-only" capacity on computers that do not have HyperCard installed? Users will be "browsing" or "typing," but not using higher levels.

More on topic... how much trouble should I anticipate learning to use the Mac HyperCard after becoming reasonably proficient with HCGS? I'm talking about straight scripting, not XCMD-stuff.

Eric (o= =o === =ooo oo oo= ==)

(J.SCHONBLOM, CAT18, TOP6, MSG:5/M530;1)

>>>>> There is a HyperCard 2.2 Player over in the Mac RT. I couldn't find
""""" any limitations on its distrubution in the (meager) documentation.

Is that what you're looking for?

John.

(J.LAWRENCE9, CAT18, TOP6, MSG:6/M530;1)

>>>>> That sounds like what I want. I'm pleased it will be so easy.
""""" [It's also nice to get a prompt reply in a category that has been idle so long.] :)

Eric (o= =o === =ooo oo oo= ==)

(J.SCHONBLOM, CAT18, TOP6, MSG:7/M530;1)

FINDER EXTRA QUESTION I am currently writing a FE and have a simple
"""""""""""""""""""""" (perhaps) question:

Does the Finder Say anything when a folder is opened using a double click? If not, is there a way of finding out the paths to the currently open folders??

thanks!!

Chris
(C.VAVRUSKA1, CAT20, TOP4, MSG:199/M530;1)

BRUTAL BACKUPS Just thought I'd share something with you:
"""""""""""""""

I read on csa2 that Brutal Deluxe lost the entire source code for their version of 6.01.1 or 6.02 via a hard drive crash. For some reason, I ain't buying it. With all of the problems with AWGS and Claris "misplacing" their source code, companies and developers have to have more than one copy. I'm sure those of you working on this project have bits and pieces of it while others have the entire thing.

For Brutal Deluxe, a well known and reputable(?) GS software maker to have one copy of source code for a MAJOR project is downright absurd and assinine.

Andy
(L.MIDDLETON3, CAT24, TOP13, MSG:15/M530;1)

>>>>> It's been pretty well known for some time that Brutal has said that
""""" whatever source they had for their proposed system software update is on a now-dead hard drive. In fact, they discussed that in an RTC that was held in the A2 RT quite some time ago.

I'm pretty sure Claris didn't "lose" the source for AWGS; it's just that the source was spaghetti. There's also the matter of whether or not QC felt it was financially viable to have someone work on it. . .

> For Brutal Deluxe, a well known and reputable(?) GS software maker to
> have one copy of source code for a MAJOR project is downright absurd and
> assinine.

For anyone to have only one copy of the source code for a major project is absurd and assinine.

Ryan
Coffee: Good for America
(R.SUENAGA1, CAT24, TOP13, MSG:17/M530;1)

INTEGER BASIC UPGRADED Integer BASIC 1.0.2
"""""""""""""""""""""" ------------------

Integer BASIC has been upgraded. The upgrade fixes both known bugs in this small sample compiler.

Integer BASIC is a small demonstration compiler written in Pascal and assembly language. It comes with source code and a book that gives a brief introduction to compilers.

Just $30.00, it's worth the price for the classics disk, which revives old Integer BASIC programs--some written by Woz himself--running in compiled 65816 native code!

The upgrade is $5 to registered owners of ORCA/Integer BASIC. The upgrade is free if you are ordering anything else.
(BYTEWORKS, CAT36, TOP12, MSG:30/M530;1)

>>>>> > Integer BASIC 1.0.2

""""" > Just $30.00

Somehow, I had formed the impression that the Integer BASIC compiler was more expensive than this. And, Lawsy me, Christmas is a-comin'... hmm.

Doug C.

(EDITOR.A2, CAT36, TOP12, MSG:32/M530;1)

PROGRAMMING IN PASCAL QUESTIONS Hopefully, someone can help me out here.
"""""""""""""""""""""""""""""""""

I'm slowly working my way through Mike Westerfield's "Programming the Toolbox in Pascal", and I've got a few questions.

1. On page 86 in chapter 5, (the Windows chapter), at the bottom of the page, there is an example function to open a new window. In the constants section of the function is the following:

```
const
       rWindParam1 = $800E;   {resource ID}
       wrNum = 1001;          {window resource number}
```

The comments are what bother me, and I'm thinking it's just a semantics problem. It seems to me that rWindParam1 should be the window resource number (or resource _type_), and wrNum should be the resource ID, especially since on page 403, it shows the resource type being the second to last parameter passed. Are the comments on page 83 a typo? (I hope so, or I _really_ don't understand this stuff ;)

2. I'm trying to concurrently use DesignMaster to develop my resources for windows, menus etc, but when I create a window in DesignMaster, it wants to put the window title in a rPstring resource, which doesn't hurt my feelings any, but how do I make the NewWindow2 call from the pascal side then?

3. Can you freely mix and match hex and decimal in the resource definitions and toolbox calls? It seemed that when we were defining the menus in Chapter 3, we were using decimal numbers for the resource IDs, but when we got to the windows chapter, we suddenly switched to using hex numbers in the calls and definitions.

Thanks for any insight you might have.

_____
|homas

(T.COMPTER, CAT36, TOP22, MSG:10/M530;1)

>>>>> I'm not familiar with Mike's manual, however you are correct in
""""" assuming that (rWindParam1 = $800E) is in fact a resource type, and (wrNum = 1001) is a resource ID. Unless of course Mike's trying hard to confuse the hell out of people, which I seriously doubt. :)

As for DesignMaster, again Mike will be able to comment better, but it was designed as a prototyping tool (specifically for the Dialog Manager), and not a resource editor. If you can, try and find where you can buy a copy of Genesys. It's a little buggy, but not as buggy as DesignMaster, and was written with resources in mind.

All toolbox calls accept hexdecimal values. It is at the compiler or assembly level where the base differs. For example, in pascal, the following two statements would be equivalent:

```
   myVariable := 10;

   myVariable := $0A;
```

When the compiler generates code, the 10 is translated to $000A.

So basically, you can use whatever base you're comfortable with, although we're taught to count in base 10, so why not stick to it. What you may have seen is an example where it is handy to use hexadecimal. For example, say you had a window with a control list, and the control list's ID was $00000001, you could group the controls for that list together by merging them with $0001, so you would have a list of control with IDs such as:

```
 $00010001
 $12340001
 $43210001
 $10030001
```

Going back, you can easily see that they're grouped together. In decimal, their values would be

```
 65537
 305397761
 1126236161
 268632065  (OK, I specifically picked a horrid example. :-)
```

You can define them with either base, but hexadecimal just makes for sense.

Regards,
 Richard
(RICHARD.B, CAT36, TOP22, MSG:11/M530;1)

<<<<<   >>> Richard.B
""""""

```
 > I'm not familiar with Mike's manual, however you are correct in assuming
 > that (rWindParam1 = $800E) is in fact a resource type, and (wrNum =
 > 1001) is a resource ID.
```

Whew! so I'm _not_ crazy! :)

```
 > Unless of course Mike's trying hard to confuse the hell out of people,
 > which I seriously doubt. :)
```

I was further confused because it's the same way in the Toolbox in 'C' course as well.

```
 > If you can, try and find where you can buy a copy of Genesys. It's a
 > little buggy, but not as buggy as DesignMaster, and was written with
 > resources in mind.
```

I'll do that, thanks. I take it that it's no longer available new?

Thanks so much for your quick and helpful reply. The bit about the control list went a little over my head, but I haven't gotten to that chapter yet, so perhaps it will be clear when I do.

 ____

|homas
(T.COMPTER, CAT36, TOP22, MSG:12/M530;1)

[EOA]
[SOF]////////////////////////////
SOFTVIEW A2 /
////////////////////////////
Quick Click Morph
"""""""""""""""""""
by Douglas Cuff
[D.CUFF]

Title:	Quick Click Morph v1.0.1
Author:	Mike Westerfield
Price:	$60
Required:	Apple IIgs; System 6.0.1; 1.125 megs
Recommended:	accelerator; hard drive; extra memory
Publisher:	Byte Works, Inc. 8000 Wagon Mound Drive NW Albuquerque, NM 87120 (505) 898-8183

[*][*][*]

If you've watched a transformation scene in a recent movie, commercial, or even a television show, then chances are you've seen morphing. Morph is short for metamorphosis--a complete change of form, structure, or substance. It's visually arresting to see something--animal, mineral, or vegetable--stretch and/or fall in on itself to form something new.

The first time I saw morphing, it was a big-deal special effect in a 1988 film called _Willow_. A spell was cast, and a small object transformed into several animals--ostrich and lion among them--before settling into a human form. These days, you can see morphing on the opening credits for the TV sitcom _Roseanne_... still pictures of the principal actors from various seasons morph to show you how far they--or their cosmetic surgeons--have come.

In 1995, at the same time _Roseanne_ proved that morphing was within the budget of a television program, Mike Westerfield proved that it was possible on the Apple IIgs with Quick Click Morph.

I was pleasantly surprised at how simple it was to create a morph with QCM. I had been thinking of the process as complicated, and it really isn't at all. You load two pictures you want to morph between, then click a few times to establish boundaries for the morphing. QCM steps in and creates all the in-between frames.

MORPHING 101 """""""""""" The thing to keep in mind is that morphing is just an animation technique. QCM allows you to focus on this one technique. It's as if QCM is one feature of an animation package, so naturally it's simple to understand and use.

Practically the only concepts you have to learn are those of key frames, tween frames, and morph control point. Key frames are the pictures you load into QCM (IIgs format or TIFF, which is very popular on Mac and Windows platforms). Tween frames are the pictures between the key frames. Morphing involves two simultaneous techniques--fading and stretching. Morph control points look after the stretching.

If you've seen any ads or demos for Quick Click Morph, you've probably seen the little girl morphed into a cat. To achieve this effect, it's important to have the cat's pointy ears grow out of the girl's head. You want to stretch a gentle curve into a triangular shape, so you create three control points at the angles of the triangle.

All the complicated work is done by the computer. It compares each picture using an algorithm too complicated for my brain, and works out how much to fade and stretch a picture.

Morphs over space have gotten all the noise--a girl transforms into a cat. Much more impressive to my eyes are morphs over time--like the ones at the start of _Roseanne_. The evolution morph included with QCM also demonstrates this well. Let me use a combination space/time morph to explain how Quick Click Morph works and how well it does its job.

BEGIN METAMORPHOSIS
"""""""""""""""""""

Let's start with images of three generations--my father, myself, and my son. (I don't actually have any children, except for the purposes of this review.) The first key frame loaded is my father, the second is me, and the third is my son. We're going to be looking at family resemblance.

The first thing to do is create some control points on the picture of my father. Control points for each of the eyes make a good start, then add more control points for the nose, mouth, and ears. That's enough to begin. As we move the cursor to each of these places and click the mouse button, QCM draws a small cross to indicate the control point. When you click to create a point, the cross is red. When you click to create a second point, the first cross turns green--the active point is always red.

(I really wish Westerfield hadn't chosen red and green. I'm red-green color-blind, and that's a fairly common form of color-blindness. I can tell the difference when the crosses are on light backgrounds, but on dark backgrounds, there's a lot of squinting and even more wild guessing.)

After you've clicked to create the control points on the picture of my father, flip to the next key frame and look at the picture of me. The control points are drawn on this frame too, but not exactly in the right positions. My father's face is a little broader than mine, so the control point for the left eye is fine, but the control point for the right is on my right temple. At this point, you should drag any errant control points so that they correspond to the correct positions.

The morph will work a lot better if all the key frames are about the same size. There's almost no point is using a picture of my father that takes up the entire screen if my picture barely takes up a quarter of the screen. The transition wouldn't be smooth at all. The same objection applies to positioning of pictures, even if they are the same size. If my father's head is near the top of the frame, and my head is the near the bottom, that transition won't be smooth either.

Fortunately, Quick Click Morph allows you to resize and reposition your key frames. The manual advises you that it's better to use a full-featured paint program to do this, but the program gives you the capability anyway.

(One thing that a full-featured paint program does that QCM doesn't is allow you to eliminate background clutter. My picture of my father has a

background of shelves of books, and my picture of me has a medium-gray background. I eliminated both backgrounds with Platinum Paint. It wasn't easy--it made me appreciate just how talented airbrush artists really are. Tip: Once I had turned both backgrounds pure white, I used a round paintbrush and the smooth mode to make my ragged airbrush technique look a lot less distracting.)

Let's get back to our morph: we've created the control points on the picture of my father, and dragged the same points into the correct positions on my picture. The next thing to do is drag the same points into corresponding position on the picture of my son, right? Not quite.

Each transition in a morph sequence must be handled separately. When you view the finished movie, it'll look like father morphing into son and then into grandson--beginning, middle, and ending--but it's really two sequences, father (begin) into son (end) and son (begin) into grandson (end).

That means you have to place all the control points of my picture all over again. Unfortunately, there's no shortcut for this. You can't select all the control points from the end of the first transition, copy them, and paste them onto the start of the second transition. It is very important to think of each morphing sequence as its own transition, but it's a pity points can't be copied from one sequence to another.

The concept of separate sequences is important. Just because father into son used 9 tween frames is no reason that son into grandson has to use the same number. The second transition could take 5 frames, or 13. Also, if my father and I resemble each other a lot, then perhaps 6 control points are all that are needed. If my son and I don't resemble each other as much, then 18 control points might be necessary to create a really smooth transition.

Another aspect of each transition is the speed of each fade. There are three speeds--slow, normal, and fast--and both the outgoing image and the incoming image have a speed assigned. For photographs, the manual recommends "slow in, slow out". For line drawings (like most comic strips and cartoons), "fast in, fast out" is recommended.

MEASURING UP
""""""""""""

How well does Quick Click Morph perform? Here's how to sum it up: it's fun, easy... and slow. To be fair, none of the parts that involve the user are slow. But the part that involves letting the computer work out its algorithm is very slow. Even with a ZipGS or TransWarp GS accelerator installed. We're talking hours.

The main factors that influence how long a morph takes are the size of the frame, the number of control points, and how many colors are used. QCM allows for a creditable number of colors to be displayed--you're not limited to the 16 normally available in 320-mode or the 4 available in 640-mode. If you're using a TIFF graphic, you can have up to 256 colors (although you'd be unwise to go to that extreme).

The number of control points greatly influences the speed of a morph, so it's a pity that there's is no way to tell how many points are used in a transition. Except by counting them on the screen. In a transition that uses many control points, they may be so close together that counting them isn't possible.

When Westerfield wrote QCM, he seemed to be aware of the fact that producing finished morphs takes a long time. He allowed the user to interrupt the morphs and save them for another time. Saved morphs keep track of which

frames have been morphed, so that they don't have to be re-morphed when the file is loaded again. As a morph takes place, each is frame is displayed on the screen to give you an idea of what the metamorphosis looks like so far.

The manual also recommends a technique to help save you time. Suppose you have the key frame of my father, then 3 tween frames, and the key frame of me. If you move to the second tween frame, which is the exact middle of the sequence, and morph just that one frame, you'll get a rough idea of how smooth the transition will be. This is obviously much faster than morphing all the tween frames and then viewing the entire transition.

You have to figure out for yourself which the middle tween frame is, and then you have to count carefully as you advance the frames one by one. The only way to find out which frame you're in is rather clumsy--choose Save Frame As... from the Frame menu, and notice the default filename that QCM has assigned it. Then click the Cancel button, since you probably don't really want to save the frame. As I said, this is clumsy.

Even morphing that single middle frame is not quick--most frames I morphed were from 4 to 6 minutes. If you have a lot of tween frames--and frankly, 9 tween frames is not a lot--then you can quickly see how each sequence can take time to morph. And that's just for the transition from father to son. There's still the son-grandson transition to morph.

SPECIFICS I hope this talk of how slow Quick Click Morph can be isn't
"""""""""" putting you off, because we're about to descend to specifics:

The Apple IIgs graphic screen is 320 pixels by 200 pixels, or 640x200, depending on which mode you're in. Quite a lot of graphics are in 320 mode, so we'll look at that mode. Frankly, you'd have to be crazy to morph the entire 320x200 area. It could take a long time. So for our test, I've chosen an area of 140x145 pixels. All of our images--my father, myself, and my son--are grayscale (B&W) pictures, using a paltry 16 "colors" (grays) each.

Let's create 38 control points for each of the two transitions. (That might sound like a lot, but it's not.) Let's have 9 tween frames for each transition, and create just the midpoint tween frame. In my example, with a 8 mHz ZipGS, it took just under 6 minutes to morph each frame, or 12 minutes for midpoint frames for both transitions.

At this point--with just 3 key frames and 2 tween frames, let's save the morph file to see how big it is: 189K. Slightly less than a quarter of the capacity of a 3.5" disk (800K). We'll come back to this later.

Neither of the transitions looks exactly right, so we'll add 8 more control points to each, making a total of 46 for each sequence. Since we've added control points, we have to morph the midpoint frame all over again. Those 8 control points have added a full minute to the morph--it took just over 7 minutes this time.

But it was worth it! The morphs look much smoother now. We can now tell QCM to morph all the frames in all the sequences, and it will work away happily without any further input from us. We can walk away and leave the IIgs running.

(One slightly quirky note: when creating a morph with 4 key frames, I was obliged to stop the morph during the third and final sequence. When I resumed, the display read "Sequence 1 of 3"--or possibly "Sequence 1 of 1"--instead of "Sequence 3 of 3". That worried me--I was afraid QCM had forgotten that

sequences 1 and 2 were complete, and that 2 hours of work was being done over again. I shouldn't have worried. Despite the display, QCM was working on the third and final sequence. Phew.)

Walking away from the IIgs is really a good idea, because it has 16 frames to morph at over 7 minutes a frame. (Yes, 16 frames. No, not 18. We've already morphed the midpoint frame, and QCM won't make us do it over again.) It's going to take roughly 2 hours to complete the entire morph--and it would have been 2 and 1/4 hours if we hadn't done the midpoint frames first.

When I was writing this review, I was able to cheat on a grand scale: my wife had gone off to class, leaving her similarly-accelerated free for hours. I just set the morph going and continued writing on my own computer. But supposing I hadn't been able to cheat? Two hours is a long time to wait to get your computer back.

With all the morphing done, let's save the 3 key frames and 18 tween frames to disk. The morph file has almost doubled in size--it's 360K now.

Even now, we're not done. We've just created the morph. Now we have to turn the morph into a movie--an animation that anyone can see, even if they don't own Quick Click Morph. It is possible to view this animation without leaving QCM--if it's short and/or if you have a lot of memory. If you run out of memory--as I did when trying to view my 3-key-frame morph--you can save the movie to disk. (The movie is even larger than the morph--486K; over half the capacity of a 3.5" disk.)

I'm delighted to report that turning a morph into a movie takes no appreciable time at all. If you've saved your movie to disk, you do have to quit out of QCM and run an animation player--or use an NDA animation player like ShowMe. There's a player included with QCM. It's a nuisance to have to quit, but animation has always been a memory-intensive process--this is hardly the fault of QCM.

Creating a morph is a process that demands a long time and a fair amount of disk space. I feel I should emphasize that QCM is not slow when accepting input from you, the user. When you're defining your morph, QCM is quick and easy. When it's time to create the morph, it's very slow.

Quick Click Morph makes it easy to create morphs--but that's not the same as saying it's easy to create good morphs. You could create a morph that just uses 6 control points, but it's probably not going to be very smooth. Even if you use a lot of control points, QCM has some limitations. Don't look for Hollywood-quality morphs. Sometimes the stretching effect takes a back seat to the fading effect. For example, in the well-known girl-into-cat morph, the cat's ears are supposed to grow out of the girl's head. That does happen, but not subtly enough for my taste. As early as the first tween frame--the frame immediately following the key frame of the girl in her natural state--the ears have started to fade in at approximately their natural height (though a quarter of their natural size).

GOODIES """""""" One feature that makes Quick Click Morph particularly useful is the ability to save a morphed frame. This feature has three immediately obvious uses.

First, let's say you've been working on a key frame, and have 50 control points placed. You suddenly decide you should have removed all the background detail--but you don't want to have start over and place all those points again.

Just save the frame, import it into a paint program, and manipulate it. As long as you don't change the frame's size or position--very hard to do accidentally!--you load the altered picture back into QCM by using the Update Frame command.

Second, you may find that a morphed frame makes a great key frame for another part of the same morph--or for another morph altogether! With QCM's save frame feature, you can save a tween frame for later use.

Finally, you may want to use a morphed frame as a still picture somewhere. I took three pictures of myself from three different years, 1988, 1990, and 1994. My face changed a little in that time, but not a lot. The odd thing is that none of the three pictures is a particularly good likeness of me... but the midpoint frame from the 1990-1994 transition is! If I want a picture of myself that really looks like me, I can use the "fake" picture from "1992". I probably won't. But I _could_; that's the point. (Incidentally, Genie users can download a copy of the 6-year morph from the A2 libraries.)

A feature that Quick Click Morph shares with its older sister, Quick Click Calc, is file encryption. If you want to keep prying eyes away from your morph in progress, you can enter a password as you save it. When you load the morph, you'll be asked for the password before you are allowed to continue work on it.

MANUAL
"""""""
I like the Byte Works manuals, even though certain typographical errors--such as "loose" for "lose"--drive the editor in me absolutely bonkers. This tiny flaw aside, the manual does a good job of explaining concepts. The tutorial section is a breeze to follow.

Remember how I said that the programmer/program was aware of how long morphing frames takes? The manual seems to be slightly less aware. It encourages experimenting with the number of colors (16, 128, 256) and with the Fade (Slow/Normal/Fast, In/Out). The slowness of the program discourages morphing. A lot. If you are going to experiment, do it early on with small frames, few colors, and few control points.

MOVIE PLAYER
""""""""""""
The Quick Click Movie Player has features I've seen in other animation players--slow down, speed up, stop, advance a frame at a time--but it can also create movie "scripts". This makes a great way to join separate animations into a longer show.

The manual says that if you want an animation to play twice, just add it to the script twice in succession. That sounds like a good idea, but unfortunately the animation has be loaded each time, even though it's the same animation. If you're loading animations from anything but a superfast hard drive or RAM drive, the slowdown will annoy you. If there's ever an update, perhaps Westerfield will allow QCMP to check for replays of a movie already in memory.

SUMMARY
""""""""
Quick Click Morph is fun, simple to use, and slow. The slowness discourages making changes and experimenting, but it's in the nature of the beast. No matter what computer hardware or software is used, animation is memory-hungry, disk-hungry, and time-ravenous.

This isn't an "everyday" program--it's like a single feature of a larger animation program. Even movies that use morphing don't use the technique every five minutes. You'll probably want to use it sparingly too.

Because you'll be using it sparingly, you might find that the slowness isn't too big a price to pay--after all, you won't be using Quick Click Morph

every day. Consider this as well: if you need the morphing technique in your animations, you need this program. Quick Click Morph is the only game in town.

[EOA]
[PRO]////////////////////////////
PROFILES
////////////////////////////////
Who's Who In Apple II
"""""""""""""""""""""""

by Max Jones
[M.JONES145]

An Interview with Bret Victor
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Editor's note: Following is an excerpt from an interview conducted by _Juiced.GS_ with IIgs software author Bret Victor in late December, 1996. Victor will be the subject of a feature article in the upcoming issue of _Juiced.GS_ (Winter '97, Volume 2, Issue 1), which will be mailed to subscribers in late February. The complete transcript of the interview will be available on the _Juiced.GS_ Collection Shareware '97/Winter two-dist set. Details for obtaining the collection will be included in the next _Juiced.GS_, the Apple II world's premier IIgs-specific publication. (See details for obtaining new or renewal subscriptions to _Juiced.GS_ at the end of this interview.)

>>> WHO'S WHO? <<<
"""""""""""""""""""

~ GenieLamp A2 Profile: Bret Victor

A few dedicated software programmers remain in the Apple II world. Their work contributes immensely to the continued enjoyment those in the Apple II community get from using their computers. One of those programmers in Bret Victor, whose recent work for Softdisk Publishing Inc. has revitalized the _Softdisk G-S_ monthly on-disk publication.

Victor has been using Apple II computers since the second grade. His parents bought him the first and only computer he's ever owned, an Apple IIgs, when he was still in elementary school. Through the years he learned to program the computer and is now the principal contributor to _Softdisk G-S_.

Victor took some time during his recent winter break from college to tell _Juiced.GS_ and the Apple II community a little more about himself. ...

Bret> Well, I grew up in a town called Castro Valley, in the East Bay in """" California. I guess I did a lot of stuff in high school: I became an Eagle Scout, I was a member of a computer users group and did volunteer computer tutoring, I played soccer and ran track, I did some programming, I played the piano, I got a four-point something GPA. A lot of that stuff ended up not mattering very much.

Track was important, but a couple of hamstring pulls my senior year left me unable to compete, which was too bad since I was expected to go to the state meet that year. Piano became important once I dumped the classical music and started playing tunes out of fakebooks and improvising.

Now I'm a sophomore at Cal Tech, where I occassionally attend classes and try not to work if I can help it. I think Caltech is a great place, but it

costs way too much. I'm majoring in electrical engineering, which I whimsically decided after taking an EE class and finding it fun. Music is still a very important part of my life, and track probably will be too once I recover enough to seriously compete again.

Juiced.GS> What got you interested programming for the IIGS? What was
"""""""""" some of your early work on the Apple II?

Bret> Well, I'd always been interested in programming. I'd write cool
""""" little things in Applesoft on my IIgs, since I never had the attention span for any kind of major project. Major projects ended up being set aside for other smaller projects, and then abandoned as the smaller projects themselves were set aside for other projects.

I have quite a few unfinished programs. Most of them, looking back at them now, are just as well unfinished, but at the time I was just a kid, and I was doing exciting stuff. The exception to all this was TextFighter, which started out as doodling in a screen editor while I was coming up with screens for some other program I was writing. I drew little text stick figures, and said, hey, I wonder if I can get these guys to move around? Once they were moving, that naturally led to, hey, I wonder if I can get these guys to hit each other? Promising myself that I would return soon to my previous project, I began to write a game that would end up going through several rewrites and taking almost two years to complete. Of course, I was only working during summer and winter breaks, and the occasional weekend.

TextFighter is still one of the programs that I am the most proud of. I sent it Softdisk, they sent me $700, and it ended up co-starring on issue #171 with some card game. Rather anticlimatic. Maybe it was a learning experience, whatever that means.

Up to this time, I had never learned IIgs-specific programming because I figured it would be a waste, since I didn't think I would be staying with the IIgs too much longer. But that changed after I had written a cool patch to ProSel-8 that made it display a random tagline on the screen. I liked it, but most people don't boot into Prosel-8 like I do, so I wondered if I could make a tagline appear on the GS/OS splash screen.

I had never seen a line of 16-bit assembly in my life, but that didn't stop me from dissassembling the START.GSOS file and seeing if I could find a place to patch. (I remember that it took me a little while to figure out that I needed to put the Monitor in 16-bit mode.) In a couple days, I had written my patch. I had mostly used the Monitor and mini-assembler, and really had no idea what I was doing, but it worked. Then, I decided to put the part that would choose a tagline into an INIT file. So I pulled the source code to the "NO IBM" init off of A2Pro, saw how an init worked, and soon I had a preliminary version of Opening Line. Later, I saw that I could have it show a background picture file too (using the low-level loader that was for loading GSOS in the first place).

Of course, all this time I had no reference manuals whatsoever, and everything I knew about IIgs assembly I had learned from hacking system software.

So, I knew IIgs assembly and I knew how to make an INIT file. That was enough to let me do all kinds of cool things that I had always wanted to do but that I didn't because I thought that there would be effort involved in learning 16-bit programming. So near the end of that summer, I wrote lots of little INITs doing lots of cool, useless things. This was my uselessware series. I

wrote them to ward off boredom and depression, and to hopefully make other people laugh or enjoy their computer more.

After I got back to school, I wrote PuyoPuyo and some stuff for _Softdisk G-S_. Then during the summer, I wrote Operation Lambda and more stuff for _Softdisk G-S_. My total program count now is somewhere near twenty-five. And I still feel like I don't really know what I'm doing.

Juiced.GS> You've also done extensive work as a graphic artist for various IIgs multimedia publications. How did all that came about?

Bret> As for artwork, the whole Power-GS art thing came as a surprise, since I never (and still don't) consider myself to have any artistic talent. PongLife (the precursor to Power-GS) had just come out, and fooling around in Platinum Paint for some reason one day, I came up with some cool-looking PongLife logos, and sent them to the editors. They liked them (or more likely, were simply desperate for artwork), and asked me to make more stuff for them. So I fooled around some more in Platinum. After a while, I had gotten pretty good at fooling around, and was able to make cool screens and logos. Which is what I did for Power-GS issues two through six, for the Opening Line picture packs, and for LiveWire IIgs. So I'm not bad at graphic design (whatever that is), but my artistic skills are still along the lines of the TextFighter stick figures.

Juiced.GS> Your musical background is evident in your work. What all have you done musically on the IIGS?

Bret> Well, the first song in Operation Lambda was the first real song I ever wrote on the IIgs. The second Lambda song was my second attempt at computer music, and so on. After the five Lambda songs, I also wrote music for SurfBurgers and CrossHatch, which are two of my _Softdisk G-S_ games. The hardest part was finding instruments. The songs themselves didn't take very long to write -- I just sat down at SoundSmith and started typing stuff in. The object was just to make something for the game player to bounce along to while trying to figure out the game, and I think I achieved that pretty well.

Juiced.GS> How do you go about composing music on your computer and what hardware/software do you use?

Bret> I write the songs in Soundsmith, typing all the notes in by hand because there really isn't any other way to do it. Well, I use the copy and paste options a lot too, which is pretty evident if you listen to the music. I don't have or use MIDI.

Juiced.GS> Operation Lambda's sudden appearance seemed to catch the IIgs community by surprise. Please trace for us the development process, from inception through implementation to the announcement that the program was for sale?

Bret> Well, if that's the case, then I certainly hope the IIgs community recovers from their surprise long enough to send me some money. Anyway, I knew I wanted to write a IIgs game over the summer, and I knew I wanted it to be a logic/thinking game with lots of levels. Other than that, I was clueless. I started experimenting with ideas similar to "Brix" on the PC, changing and adding things until I eventually came up with various game elements -- lasers, mirrors, hostages, a little guy that walks around. The final project happily ended up not resembling Brix whatsoever. Once I had my game idea planned out, I simply sat down and programmed it. And drew the art and designed the levels and

wrote the music and wrote the docs and sent it out to beta testers who liked it for the most part. Then I uploaded the demo, announced it was for sale, sat back, and prepared to be inundated with a veritable landslide of orders and letters from my hordes of adoring fans. I'm still waiting on that last step.

Juiced.GS> You didn't think you were going to get through this without me
"""""""""" asking about your on-line screen name, did you? Tell us how the name "Slixter" came about. And while you're at it, what exactly is "Right Triangle Productions"?

Bret> In seventh grade I think, I got into an insulting match with
""""" someone, and the worst he could call me was "slixter", deriding me for having gone heavy on the hair spray that morning. I thought that was a pretty cool name, and since I was getting into BBS's at the time, I used it as my handle. I always thought it would be awesome if people actually _knew_ me by that handle, and that dream actually came true after uselessware and Power-GS. I forget how Right Triangle Productions came about, but I used it on TextFighter, and every game I've written since then.

Juiced.GS> You have been around in the Genie A2 Roundtable for as long as
"""""""""" I've been associated with the on-line service. When did you first join Genie's A2 areas, and how close contact do you keep with the RT now? Do you plan on migrating to Delphi any time soon?

Bret> I joined Genie a long time ago, starting out with raiding the file
""""" base and eventually using CoPilot to peruse messages. Through my Power-GS connections I got the job as IIgs art editor for multimedia LiveWire IIgs, which provided me with enough Genie credit so that I was effectively using Genie for free, and still am. However, it's about to run out, so I'll probably be "migrating" to Delphi soon. I was pretty active in A2 during the summer, but I just don't have the time for CoPilot during the school year.

Juiced.GS> You call some of your programs uselessware, but your
"""""""""" _Softdisk G-S_ programs are anything but. I installed PickQuick! on my system and use it quite a bit. I have also found myself using World Times Zones, especially when I'm on-line reading messages from folks in other parts of the world. These are cool as well as useful. The "Mighty" series of desk accessories also come to mind. Any more of these types of programs up your sleeve?

Bret> No uselessware ever appeared on Softdisk. Uselessware was the
""""" name for a series of freeware INITs I uploaded to Genie in the late summer of '95. It included ShadyBar, Bender, Boinger, GravityMouse, Horoscope, and SlixLaunch. As for my future SDGS releases, I have no idea what I'll come up with next. I never do. I sure hope I think of something.

Juiced.GS> Has SDGS already published all of your contributions, or are
"""""""""" there still some yet to come? Do you plan to continue developing software for SDGS?

Bret> Oh, there's plenty more that I've written that they have yet to
""""" publish. Two more issues worth of stuff, at least. I plan on continuing developing software for SDGS as long as I'm too lazy to find something else to do that pays more. So that'll probably be quite a while. I'm even working on a new game right now.

Juiced.GS> Does it seem to you that the IIGS market is shrinking to the
"""""""""" point where programmers and developers can no longer afford to

undertake IIGS projects?

Bret> No, programmers can still -afford- to undertake IIgs projects;
"""" they just can't expect them to be significantly profitable. I think it's been that way for quite a while. The IIgs has turned back into a hobbyist's machine, and the only reason to keep programming on it is because you enjoy it, or you like the IIgs community, or you're too stubborn to make the effort to branch out. There's still money to be made off of IIgs programs, but it's pocket change compared to what a good Windows 95 application or Java applet could bring in. I guess some of us just don't mind that.

Juiced.GS> It's obvious you have a wide range of talents and interests,
"""""""""" and you seem to get many of them working together when you program the IIGS. Do you ever see yourself specializing in one of those areas (music, design, programming, etc.), or perhaps using one or more of them to launch a professional career in the computing industry?

Bret> I'd like to become a rock star, but then again, who wouldn't? I
"""" think my college major is somewhere in the hardware design area, but I still have no idea what I'll be doing in the "real world".

>>> HOW TO OBTAIN BRET VICTOR SOFTWARE <<<
""

Bret's two commercial titles, Operation Lambda and Opening Line, are available directly from him. Operation Lambda can be purchased for $25; Opening Line is $12. Shipping and handling is included in the price.

To purchase either (or both) of Bret's commercial titles, send a check or money order to him at the following address:

Bret Victor
19253 Parkview Road
Castro Valley, California 94546

For more information, write to Bret at the above address, or contact him via e-mail at bret@cco.caltech.edu

An Operation Lambda Demo is available from the Genie A2 Roundtable Library and other on-line services, as well as various Apple II archives on the Internet. PuyoPuyo, the freeware game, is also available from the above on-line resources.

Bret's new work can also be obtained through a subscription to _Softdisk G-S_. For subscription information and a back issue catalog, contact Softdisk Publishing Inc. at 1-800-831-2694.

>>> ABOUT JUICED.GS <<<
""""""""""""""""""""""""""

Juiced.GS is a quarterly printed magazine dedicated to the people and products that keep the Apple IIgs going strong. In 1996, the magazine's inaugural year, _Juiced.GS_ went out to 283 paid subscribers in 42 states and 11 foreign countries.

SUBSCRIPTION INFORMATION:

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Max Jones
Juiced.GS
2217 Lakeview drive
Sullivan, Indiana 47882

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Delphi: JuicedGS
Internet: m.jones145@genie.com -or- juicedgs@delphi.com
[EOA]

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          ////////////////////////////////////// Genie_QWIK_QUOTE ////
         /     "Mac's are known for 'unexpected' errors."             /
        /      "As opposed to expected errors???"                    /
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- COMMENTS: Contacting GenieLamp
  - GenieLamp STAFF: Who Are We?

GenieLamp Information """""""""""""""""""""""" GenieLamp A2 is published on the first of every month in library 55 of Genie's A2 RoundTable (page 645;3). GenieLamp is also distributed on CrossNet and many public and commercial BBS systems worldwide.

- To reach GenieLamp on Internet send mail to genielamp@genie.com or to reach GenieLamp _A2_, send mail to a2lamp@genie.com
- Back issues of GenieLamp A2 are available in the A2 RoundTable Library #55

on page 645 (m645;3).

o We welcome and respond to all E-mail. To leave comments, suggestions or just to say hi, you can contact me in the A2 RoundTable (Category 3, Topic 3) or send GenieMail to Ryan Suenaga at [A2LAMP] on page 200.

>>> GENIELAMP STAFF <<<

GenieLamp	o John Peters	[GENIELAMP]	Publisher
	o Mike White	[MWHITE]	Managing Editor
APPLE II	o Ryan M. Suenaga	[A2LAMP]	Editor
	o Doug Cuff	[D.CUFF]	Editor Emeritus
A2Pro	o Tim Buchheim	[A2PRO.GELAMP]	Editor
ATARI	o Sheldon H. Winick	[GELAMP.ST]	Editor
IBM	o Sharon Molnar	[SHARON.LAMP]	Editor
MACINTOSH	o Richard Vega	[GELAMP.MAC]	Editor
POWER PC	o Ben Soulon	[BEN.GELAMP]	Editor

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                  ~ WELCOME TO GENIELAMP APPLE II! ~
                    """""""""""""""""""""""""""""""""
               ~ FILE BANDWAGON: Top 10 Files for January
                 ~ THE HARDWARE STORE: The IDEs of March
                  ~ HOT NEWS, HOT FILES, HOT MESSAGES ~

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 GenieLamp Apple II     ~ A T/TalkNET Publication ~     Vol.6, Issue 61
""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""
Publisher.....................................................John F. Peters
Editor.....................................................Ryan M. Suenaga
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           >>> WHAT'S HAPPENING IN THE APPLE II ROUNDTABLE? <<<
           """""""""""""""""""""""""""""""""""""""""""""""""""""
                              ~ March 1, 1997 ~

 FROM MY DESKTOP ......... [FRM]        HEY MISTER POSTMAN ...... [HEY]
  Notes From The Editor.                 Is That A Letter For Me?

 A2/PRO_ductivity ........ [A2P]        REFRACTIONS ............. [RFR]
  A2Pro Bits & Bytes.                    Credibility on the 'net.

 FILE BANDWAGON .......... [BAN]        THE HARDWARE STORE ...... [HWS]
  Top 10 files for January 1997.         The IDEs of March.

                          LOG OFF ................. [LOG]
                           GenieLamp Information

[IDX]""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""

READING GENIELAMP   GenieLamp has incorporated a unique indexing system
""""""""""""""""""   to help make reading the magazine easier.  To utilize
this system, load GenieLamp into any ASCII word processor or text editor.
In the index you will find the following example:
```

HUMOR ONLINE ..... [HUM]
Genie Fun & Games.

To read this article, set your find or search command to [HUM]. If you want to scan all of the articles, search for [EOA]. [EOF] will take you to the last page, whereas [IDX] will bring you back to the index.

MESSAGE INFO
"""""""""""""
To make it easy for you to respond to messages reprinted here in GenieLamp, you will find all the information you need immediately following the message. For example:

(SMITH, CAT6, TOP1, MSG:58/M475)
_____|_____|__|___|____|_____
|Name of sender CATegory TOPic Msg.# Page number|

In this example, to respond to Smith's message, log on to page 475 enter the bulletin board and set CAT 6. Enter your REPly in TOPic 1.

A message number that is surrounded by brackets indicates that this message is a "target" message and is referring to a "chain" of two or more messages that are following the same topic. For example: {58}.

ABOUT Genie
"""""""""""
Genie has pricing plans to fit almost any budget. Genie's services include email, software downloads, bulletin boards, chat lines, and an Internet gateway included at a non-prime time connect rate of $2.75. Some pricing plans include uncharged online connect time. As always, prices are subject to change without notice. To sign up for Genie, call (with modem) 1-800-638-8369 in the USA or 1-800-387-8330 in Canada. Upon connection wait for the U#= prompt. Type: JOINGENIE and hit RETURN. The system will then prompt you for your information. Need more information? Call Genie's customer service line (voice) at 1-800-638-9636.

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"""""""""""""""""""""""""
Now you can get your GenieLamp issues from the Internet. If you use a web browser, connect to "gopher://gopher.genie.com/11/magazines". When using a gopher program, connect to "gopher.genie.com" and then choose item 7 (Magazines and Newsletters from Genie's RoundTables).

*** GET INTO THE LAMP! ***
"""

////////////////////////////////////// Genie_QWIK_QUOTE /////
/ "Within each PowerMac is kept the soul of a IIgs." /
// A2.DAD //////

[EOA]
[FRM]//////////////////////////////
FROM MY DESKTOP /
////////////////////////////////
Notes From The Editor
"""""""""""""""""""""
by Ryan M. Suenaga, M.S.W.
[A2LAMP]

>>> CHANGE TAKING PLACES <<<
"""""""""""""""""""""""""""""""

I was tempted to call this month's editorial, "The Lost Article", as I had written it to get my thoughts together in December 1996. It's been several months, so even I found it a refreshing look at my state of mind then:

I sit at Gate 40 of the Honolulu International Airport, awaiting a flight to the big island of Hawai'i, the town of Hilo. Waiting for me in a few hours is a job interview for a small social service agency in a rainy small town on an island an hour's plane flight from the neighborhood where I've lived virtually my whole life.

Moving is not something I'd do easily; you spend thirty years of your life in one town, you grow roots. It's quite common for kids who grew up in Hilo to move to O'ahu for opportunities in education and work; moving from O'ahu to Hilo is usually done by people looking to retire. This is not a move that most people fresh out of graduate school would be considering.

My sister lived in Hilo for awhile; her boyfriend (now husband) grew up in that town. She hated it. I visited her often, and couldn't see what she didn't like about a town where it was a bit slower and the people got up a bit earlier, where there was value in the people as well as the pace.

Moving also makes me consider another community I'm a part of--the Apple II community. It's so important to me that I checked out what my options for online access would be in a new town before I even called for the job interview. Just like I was a part-time resident of Hilo, I'm a part-time Macintosh user (this editorial is being written on a PowerBook). And I think that even if I did move, I'd still consider my heart in Kane'ohe, just like I still consider my computer an Apple II.

Where I hang my hat is irrelevant to the community I feel a part of, just as what I type on is irrelevant to the computer I love.

[*][*][*]

It would turn out that I'd fall totally in love with the job that they offered on the Big Island, but it also turned out that they didn't have the opening in Hilo they thought they did. The social worker in the position in Hilo had changed her mind about leaving, and instead, they only had an opening in Kona, where I had no family, no friends, no connections (not to mention poor phone lines). And that was that.

Or so I thought. Early last week they called me to say that they now do have a position in Hilo, so I'm spending a few days trying to decide about that. A move is a big deal, but even if where my body resides changes, where my heart lives stays the same.

[*][*][*]

As Tom Weishaar used to say in the days of _Open-Apple_, "everyone take out your pencils." Editor Emeritus Doug Cuff has been doing his job keeping track of errors for the _GenieLamp_ faithful (as well as continuing to put out the Hypereditions of GenieLamp A2). Change your volume and issue numbers in the last two issues.

The January 1997 issue is Volume 6, Issue 59. The February 1997 issue is Volume 6, Issue 60. Color me pink.

The other change to make isn't nearly as easy. Color me red. For some poorly thought out reason (in fact, it was so poorly thought out only I could have thought it out) I changed the right margin of the master _GenieLamp_ template from 1/2 inch to zero. Of course, this wasn't a problem for me in Appleworks, but it apparently caused some havoc for some of our readers who don't use Appleworks to read _GenieLamp_.

"So what's the big deal, Ryan? Just change the right margin to .5?" Well, unfortunately, it won't be that simple. The formatting for some of "Hey Mister Postman" and possibly "Profiles" will be messed up by this change.

I guess it wouldn't do much good to suggest to everyone they just use Appleworks to view _GenieLamp_, now, would it?

[*][*][*]

Another columns update: I still haven't heard from Peter Brickell, so until further notice, _Real World Apple_'s lost in the real world. And I haven't been able to inject new life into _The File Bandwagon_, so Doug Cuff takes it over for this month.

On the other hand, this month we'll look at a new column which will hopefully be a regular here: _The Hardware Store_, where we'll look at some Apple II compatible hardware. The first installment in this issue will take a close look at the IDE hard drive standard, in particular, the Focus Drive.

-- Ryan

Genie Mail: A2LAMP Internet: a2lamp@genie.com

REPRINTING GENIELAMP

If you want to reprint any part of GenieLamp, or post it to a bulletin board, please see the very end of this file for instructions and limitations.

ASCII ART BEGINS

ASCII ART ENDS

[EOA]
[HEY]////////////////////////////
HEY MISTER POSTMAN /

////////////////////////////////
Is That A Letter For Me?
""""""""""""""""""""""""""""
by Ryan Suenaga
[A2LAMP]

o BULLETIN BOARD HOT SPOTS

o A2 POT-POURRI

o HOT TOPICS

o WHAT'S NEW

o MESSAGE SPOTLIGHT

>>> BULLETIN BOARD HOT SPOTS <<<
""""""""""""""""""""""""""""""""""""

[*] CAT 2, TOP 5 ..... A2 dukes out Windows vs. MacOS
[*] CAT 4, TOP 46 ..... Tragedy at Caloke
[*] CAT 6, TOP 22 ..... Family trees and Apple IIs
[*] CAT 11, TOP 16 ..... HFS and lots of files
[*] CAT 23, TOP 4 ..... Death in the family

>>> A2 POT-POURRI <<<
""""""""""""""""""""""""

SYSTEM SAVER SAVERS
""""""""""""""""""""

My System Saver IIgs fan is "growling" - what do I need to do to lubricate it? Where? With what?

Where are the screws to open the System Saver? Under the foam?

I know this has been shared in the past, but I don't have it archived. So if someone might help, I'd be thankful.

__!__
| Terrell Smith
| tsmith@ivcf.org
(T.SMITH59, CAT8, TOP21, MSG:90/M645;1)

>>>>> If that is a Kensington, the screws are under the felt.
"""""
Before you go any further, take note of, and write down, the orientation of the blades.

Radio Shack makes (at least this was 2 years ago) a fan that will fit in. I seem to remember they had 2 sizes, so take yours with you.

Ray
the Sauer Kraut
(R.SCHUERGER1, CAT8, TOP21, MSG:91/M645;1)

>>>>> The screws for opening a System Saver IIgs are located under the
""""" foam, use a sharp point such as a ice pick to probe for them, three on each side if I recall correctly, but they are so easy to find I've never bothered memorizing the # :)

Once located, use a number 2 phillips to remove them, but before poking the screwdriver thru the whole made by the probe spray it (the screw driver point and 2" of shaft back from the point) with WD40 or similar. By lubing the driver you won't end up with the foam glue sticking to the driver and destroying the foam.

As for lubricating the fan, a mixture of Slick 50 (or similar) with WD40 works quite well. The easiest way to get the lube in is with a hypodremic needle. Suitable needles are available in hobby supply stores, and some electronics stores. Access to the bearing of the fan is usually possible under the edge of the label on the fan motor. OTOH, Radio Shack carries a line of fans that can be used to replace the fan entirely, including one size larger which will greatly increase air flow with just a little dremel work to enlarge the air flow holes of the System Saver top an bottom plates.

While you have the SS apart it would be a good idea to replace the MOV's (ceramic disks, usually about the diameter of a quarter). Suitable replacements are easily available at most 'tronics shops, including Radio Shack.

Doug Pendleton, Zip Technology OnLine Support
Resident Hardware Hacker and Solder Slinger - Have tools, will travel.
ProTerm 3.1 and CoPilot v2.5.5 Offline Genie Message Manager
Doug.P@genie.com or Doug_P@delphi.com
(DOUG.P, CAT8, TOP21, MSG:92/M645;1)

>>>>> Now that you know how to get your SS apart (:) you might be
""""" interested in fixing it more cheaply and making it much quieter all in one motion. (well, almost)

Here's what I did:
1) Went to my local used-electonics surplus wholesaler and sorted thru a bin of "used" fans (50 cents apiece) looking for one with the lowest wattage.
2) Got out my Dremel and "streamlined" each of the louvers in the SS case, because the "noise" is mostly coming from air whistling over the un-smooth edges there. That, plus the lower speed/cfm fan, and the ambient db level around here was greatly reduced - and I didn't have to monkey with the lube job. All that happened about 3 years ago. (I just knew you wanted to know this!:)

- Joachim
(J.NELSON56, CAT8, TOP21, MSG:94/M645;1)

THE MUSICAL II I am looking for a program for the II GS for training
"""""""""""""" Piano students.

There is a member of my user group that wants this program for his wife.

As I understand it the II GS would play a sound and the student would try to pick out what note that is on the Piano by listening to it.

Can someone tell me where to get the program new or used?

Thanks, Ted
(T.BURFORD1, CAT4, TOP30, MSG:91/M645;1)

>>>>> There is also a FANTASTIC series of programs for the Apple II ...
"""""" and sounds utilize the gs ensonic chip. They are copywrited by Temporal Acuity Products (TAP). I just happen to be the Apple II support/tech person for them.

Send me email, if you wish more information.

BTW, there are over 50 programs that deal with all aspects of the learning process. They work especially well with the ALFRED and BASTIAN piano method series. :)

I am currently installing these programs on FOCUS 20meggers for music teachers from all over the country. They come "plug-n-play" for either the IIe or IIgs.

CHunk
(CHUNK.S, CAT4, TOP30, MSG:93/M645;1)

GENIE-OLOGY I'd like to HIGHLY reccommend the Family Roots geneology
"""""""""""" software produced by Stephen C. Vorenberg of Quinsept, Inc. He has software that runs on Apple IIs thru MACs and IBMs that will accomplish almost anything you want to do geneologically, except perhaps maintain a photo database of relatives. He has modules which enable one to share data using a data format which is standard within the geneological community. He is very helpful in assisting customers with large databases to migrate them to a new hardware platform. The Apple programs, which are the ones started by my wife and I on IIe machines, exist very well on the IIGS on a hard drive and contain thousands of relatives in datablocks which come from 5.25in disks. The operation of the programs reminds me of Appleworks 3.0. That is, not a desktop interface but very fast and powerful for a specalized database which is nevertheless quite customizable. I know many Mormons who find his software invaluable. If you contact him you may mention my wife, Beverly, who teaches computers in neighboring Burlington, as we have both visited Quinsept in the past and are quite satisfied with their products:

Quinsept, Inc.
Box 216
Lexington MA 02173
(617) 641-2930

Marshall at: j.m.reber@genie.com
Delivered by: CoPilot v2.55 (Offline GEnie Message Manager)
Using: Spectrum v2.0 (Telecomm Program for the Apple II GS)
(J.M.REBER, CAT2, TOP4, MSG:126/M645;1)

>>>>> I've heard about this program and have wanted to check it for years
"""""" now. Do you happen to know if there is a demo version available anywhere? Does it print charts?

Ed Staib
(E.STAIB, CAT6, TOP22, MSG:39/M645;1)

<<<<< Does Family Roots print charts?!?
""""""
Any kind you want! Any number of generations --- it has the ability to extend charts over numerous 8.5 X 11 inch sheets that you can paste together and cover your walls or ceiling, if you wish! There are many

types of charts, e.g. Descendant's charts, Pedigree charts, Compressed Pedigree charts (also called Ahnentafeln by geneologists), Family Group charts both narrow and wide, etc., etc., etc. And all of them rather customizable in many ways. I seem to remember that their advertizing blurbs are different for the different machines and show examples of many charts. If you are near to a book dealer that specializes in forms and blank charts for those who don't want to computerize you could see the standard chart layouts. On the other hand you might want to purchase only the manual which comes in 3-ring form of about an inch of material for the basic modules.

The most important decision, unfortunately, has to be made when most are least prepared to make it: that is the form and complexity of your individual data record. Almost no one is able to do this right the first time unless they are already heavily into geneological research. Usually it is reccommended to play with a small amount of family data to become familiar with what you want to record and how the various modules interact before redesigning your basic record format for serious use. They do have modules for unusual manipulations that can be purchased later if necessary.

Such as one to add extra fields to already existing record formats.

There are a lot of variations in the amount of detail that people record so that I've never seen any demo programs for the programs complex enough for "professional" use, although I admit to not much familiarity with the non Apple stuff. Some of the multi-hundred dollar Windows programs look quitefancy and allow you to also store graphic data in your database, but as far as geneological functions don't offer anything new --- except one does calculate such relationships as xth cousin y times removed. Some of these expensive programs have the ability to accept data in standard file format and there is a Family Roots module for communicating using such files. I know of nothing for the Apples that is as good as Family Roots. Give them a call; Vorenberg is a technical man and if available can talk details.

Marshall at: j.m.reber@genie.com
Delivered by: CoPilot v2.55 (Offline GEnie Message Manager)
Using: Spectrum v2.0 (Telecomm Program for the Apple II GS)
(J.M.REBER, CAT6, TOP22, MSG:40/M645;1)

>>> HOT TOPICS <<<
""""""""""""""""""""

CALOKE CLOSES
""""""""""""""

I just learned that Carl Kenepaske, owner of Caloke Industries, has died suddenly. Caloke is consequently out of business.

Carl was a really good guy to work with. He set a very high standard for quality service in the mail-order public-domain software trade. He and Caloke will be sorely missed.

To my knowledge this leaves Kula Software as the only mail-order vendor dealing in 8-bit public-doman software in general and Eamon in particular. If anyone knows of any others, I would like to hear of them.

TomZ
(A2.TOMZ, CAT4, TOP46, MSG:46/M645;1)

>>>>> What about Joe Kohn-SSII?, and I think Adrian Vance still sells a
"""""" large line at large prices.

But it IS _very_ sad to hear about Carl and Caloke Industries.

Doug Pendleton, Zip Technology OnLine Support
Resident Hardware Hacker and Solder Slinger - Have tools, will travel.
ProTerm 3.1 and CoPilot v2.5.5 Offline Genie Message Manager
Doug.P@genie.com or Doug_P@delphi.com
(DOUG.P, CAT4, TOP46, MSG:47/M645;1)

<<<<< To my knowledge Joe carries very few public-domain titles that will
"""""" run on all 8-bit Apple II's. If he does, his lack of a paper catalog will keep that fact well obscured from his potential 8-bit customer base (including me), particularly those not on the WWW.

Adrian Vance deals exclusively in educational titles and titles that can be construed as having educational value. And, as you noted, his prices make him unaffordable anyway.

Caloke was the finest resource that the low-end Apple II user had, with thousands of DOS 3.3 titles in his paper catalog. The only dealer that had a similar inventory was the long-departed Aspen Software. Even Kula doesn't carry the range of stuff that Caloke had. This is a severe blow for the Apple II+ user, if nothing else.

TomZ
(A2.TOMZ, CAT4, TOP46, MSG:48/M645;1)

>>>>> Re: Distributors of public domain software
""""""

When I wrote my book about running computer camps in '93-'94, the following people were distributing public domain software: (1) The American Public Domain Club (APDC); (2) Big Red Computer Club (BRCC); (3) Caloke Industries; (4) Christella Enterprise; (5) Creative Solutions; (6) Dan Hadley; (7) Software of the Month Club; and (8) tca Software. I _know_that 1, 2, 3, and 6 are no longer in business. Addresses for the others (3 years ago) were

Christella Enterprise, PO Box 82205, Rochester, MI 48308-2205
Creative Solutions, Box 340850, Beavercreek, OH 45434 513-429-5759
Software of the Month Club, 5816 Dryden Place, Carlsbad, CA 92008
619-931-8111
tca Software, 9936 Gaithersburg, MD 20879-7706

I had Kula and SSII in the book, also, but listed elsewhere. The Caloke and Christella listings had a lot in common. The tca list was much shorter, but selective, and included some accurate reviews. The Software of the Month Club, as the name suggests, sent you stuff monthly. Folks on GEnie said they weren't careful about copyrights. Creative Solutions answered my request for information, but I never ordered from them. They had about 175 titles.

Does anyone know if any of the above still have Apple II titles?

Most of the Adrian Vance titles were his, by the way. He ships orders promptly, but... If you want his address, ask me by email.

Eric (o= =o === =ooo oo oo= ==)
(J.SCHONBLOM, CAT4, TOP46, MSG:49/M645;1)

<<<<< Last time I wrote Christella, about a year ago, the letter was
""""" returned MOVED, FORWARDING EXPIRED.

Unless they have realy cleaned up their act, I would hesitate to recommend Software of the Month Club, if they still do Apple II. Last I heard of them several years ago, they were bundling the ProDOS Eamon master disk with DOS 3.3 Eamon adventures. When users complained, they were told to simply copy the DOS 3.3 files to a ProDOS disk, which decidedly does not work.

I don't have any information on the others. I never got a satisfactory correspondence going with them.

TomZ
(A2.TOMZ, CAT4, TOP46, MSG:50/M645;1)

>>>>> Actually, two good sources of Apple II public
""""" domain/freeware/shareware that come out regularly are The Appleworks Gazette and Juiced.GS's Shareware Collection.

Ryan
http://www.keystroke.net/~rsuenaga
"There's no shortage of windmills to tilt at."--Logan
ANSITerm and CoPilot v2.55
(A2LAMP, CAT4, TOP46, MSG:54/M645;1)

SOFTDISK G-S R.I.P. Well, it seems that the end of another fine product
"""""""""""""""""""" run is approaching. I received Issue #81 of Softdisk GS today, and in the envelope was an announcement that Issue #82 would be the last...

I'd like to thank all of the contributors to Softdisk GS for the fine products that they had published. I, for one, will miss the monthly surprise package.

Don V. Zahniser
Delivered by CoPilot for ANSITerm v2.5.6
(D.ZAHNISER, CAT23, TOP4, MSG:136/M645;1)

>>>>> Just to add my 2 cents worth, I received diskette # 81 and the bad
""""" news in the mail yesterday also. On top of that, I have credit up to issue 96. A while back I opted to extend my subscription when Softdisk had the last special offer. Boy, that special is something special now. But I am certain I'm not alone on this.

I may lose some money/issues in the transfer, but what about the staff of Softdisk GS? Will they be able to move to other departments, or, hopefully not, let go. It's one thing to lose some disks, but to lose one's income ... that's getting to the bone.

I will miss Softdisk GS and saddly the words of a Johnnie Cash song come to mind " ... another man done gone "

Michael Glenn
Delivered by:
CoPilot v2.55
Offline GEnie Message Manager
(M.GLENN8, CAT23, TOP4, MSG:141/M645;1)

>>>>> After Greg Templeman left SDGS, the person running the show was Lee
""""" Golden, and I'm not sure he actually was a Softdisk employee at
that point. He most likely was contracting with them.

Most of the programs were written by outside sources, i.e. Bret Victor, who
weren't actual Softdisk employees either.

It's sad to see what happened to SDGS. When Greg Templeman (and before
him, Dean Esmay, Jay Jennings, and Bryan Zak) was there, it was a fabulous
source of information and high quality programs. It declined badly after
Greg left until Bret Victor's recent work had improved the quality
dramatically. Still, a death in the family is a death in the family. SDGS
will be missed.

Ryan
http://www.keystroke.net/~rsuenaga
"There's no shortage of windmills to tilt at."--Logan
ANSITerm and CoPilot v2.55
(A2LAMP, CAT23, TOP4, MSG:142/M645;1)

>>>>> The last I heard, this is not a problem, because there was no
""""" full-time staff for Softdisk G-S, so no one will get laid off. That
may have contributed to the shut down, as well as the complaints by some
that the content was slipping.

--
Carl Knoblock - Telephone Tech
cknoblo@delphi.com
cknoblo@novia.net
(C.KNOBLOCK, CAT23, TOP4, MSG:144/M645;1)

>>>>> Yup, this is bad news. :(I haven't received #81 yet, so at least
""""" it won't be a shock. (I'm paid through 88) SDGS went downhill
almost immediately after Greg left. I agree that Bret's contributions
provided a refreshing level of quality.

But what about ShiftyList 2.0? I was patiently waiting for the sequel to
one of SDGS's best programs. Sheppy, if you're listening, please keep it
on your list of things to do. It will be really cool when we can pick a
boot script via a keystroke or two at boot time. :)

Wily
(P.CREAGER, CAT23, TOP4, MSG:145/M645;1)

>>> WHAT'S NEW <<<
"""""""""""""""""""

RETURN OF APPLE IIGS REFERENCES
"""""""""""""""""""""""""""""""

Key Apple IIGS Books Back In Print!

Key Apple IIGS Books Back In Print!
Key Apple IIGS Books Back In Print!
Key Apple IIGS Books Back In Print!

Key Apple IIGS Books Back In Print!

APDA-54	Apple IIGS Toolbox Reference Volume 2	730 pages	$45
APDA-55	Apple IIGS Toolbox Reference Volume 3	1063 pages	$55
APDA-56	Apple IIGS GS/OS Reference	526 pages	$30
APDA-57	Apple IIGS Firmware Reference	345 pages	$30
APDA-58	Apple IIGS Hardware Reference	346 pages	$30

All six of these books were written by Apple's staff, and originally shipped as Addison-Wesley books. Addison-Wesley chose to let them go out of print soon after the Apple IIGS stopped shipping. Our APDA reprints are laser printed from the original Addison-Wesley books. Each reprint is a faithful reproduction of the original pages on 8.5 by 11 paper with holes for a standard 3 ring binder.

Our printer has already started preparing print masters from our copies of Addison-Wesley's books. The first, Apple IIGS Toolbox Reference Volume 3, should be available sometime during the week of February 17th, with others to follow at a rate of about 1 per week.

We are currently taking orders for all of the titles listed. We will have our printer prepare the books based on which titles people order. Credit card orders will be billed as the products ship.

Shipping charges are $5 per order (not per book!) in the United States and Canada.

We can't compute overseas shipping charges until the final products arrive back from the printer, so if you are ordering from other countries, we will need to wait until March to quote shipping charges in advance. You can, of course, place your order now and simply specify the shipping method. As always, we will charge the actual shipping amount rounded up to the next even dollar. We would recommend surface shipping for most orders, though--these books are big and heavy!

To order or get more information about these or any of our other products, get in touch:

Byte Works, Inc.
8000 Wagon Mound Dr. NW
Albuquerque, NM 87120

Voice: (505) 898-8183
FAX: (505) 898-8183
FAX: (505) 898-8183
(BYTEWORKS, CAT45, TOP5, MSG:13/M645;1)

>>> MESSAGE SPOTLIGHT <<<
""""""""""""""""""""""""""""

Category 35, Topic 30
Message 369 Wed Feb 05, 1997
A2.TOMZ at 13:36 EST

I think I need to clarify my previous post.

IMHO:

Genie is the PRESENT for Apple II users. It is not the PAST.

Delphi is the FUTURE for Apple II users.

Right now, Genie has many more files and more message traffic than Delphi. But Delphi is gradually coming up to speed, and we don't know how much longer we will have Genie.

Anyone who can afford it should join Delphi and also remain here on Genie. I should add that Delphi is very inexpensive to belong to. Anyone who can't afford to belong to both should carefully weigh how much they value Genie's library, which is unmatched in the world. If you decide you can't afford Delphi right now, make sure you have the data handy for joining, against future emergency.

In the meantime, if you quit Genie because it MIGHT close, then you are doing your part to ensure that it DOES close, by killing A2's usage figures. Self-fulfilling prophecy, indeed.

TomZ

[*][*][*]

While on Genie, do you spend most of your time downloading files? If so, you may be missing out some excellent information in the Bulletin Board area. The messages listed above only scratch the surface of what's available and waiting for you in the bulletin board area.

If you are serious about your Apple II, the GenieLamp staff strongly urge you to give the bulletin board area a try. There are literally thousands of messages posted from people like you from all over the world.

[EOA]
[A2P]////////////////////////////
A2/PRO_ductivity /
////////////////////////////
By Ryan M. Suenaga, M.S.W.
[A2LAMP]

>>> A2PRO BITS & BYTES <<<
""""""""""""""""""""""""""""""

GSOFT: THE GS BASIC! From comp.sys.apple2.programmer with slight
"""""""""""""""""""" modifications (which if causing any confusion is mine):

From: Mike Westerfield
Date: 30 Jan 1997 03:26:14 GMT

GSoft BASIC

Preliminary specification: 29 January 1997

This guide gives an overview of the GSoft programming language. The purpose is to give you a good idea about what will be in the language once it is released, and to give you a chance to suggest changes while there is still time to make them!

All of the information in this document is subject to change. In fact, the

very purpose of this document invites change.

This document should not be construed as a binding statement that we will, in fact, ever release a BASIC interpreter.

General

GSoft is an interpreted BASIC, similar to Applesoft but with more commands and variable types.

Target Machine

Apple IIGS
1M or RAM
3.5 Floppy Disk Drive
System 6.0.1

Environment

GSoft actually consists of a suite of programs:

GSoft (S16)

This is a Finder Launchable application. It starts in an Applesoft-like shell whose command set is listed later. This program will also launch when a GSoft program file is opened from the Finder.

By changing the file type to EXE, this program can be launched from any ORCA compatible shell. When launched from a shell, you can specify a program to execute on the command line.

Whether launched from the Finder or a shell, if you supply a program to execute you are not dumped into GSoft's shell: instead, the program executes and GSoft terminates. In effect, this means you can create GSoft programs that launch from the Finder by double-clicking, just like any other application. The fact that GSoft is executing the program is transparent to the user.

I expect this will be the environment of choice for most GSoft users who don't already use an ORCA language.

GSoft (EXE)

This version is an ORCA language, pretty much like any other language, except that it is interpreted.

While it may not be obvious, the ORCA shell was designed to handle interpreters as easily as compilers. GSoft will install in the ORCA environment as smoothly as any compiled language--including support for PRIZM and ORCA compatible debuggers.

The ORCA environment will not ship with GSoft.

I expect this will be the environment of choice for people who are already accustomed to ORCA, or who are developing tools for GSoft.

MakeS16

This program attaches a special version of GSoft to an existing GSoft program. The finished application appears to the Finder as a standard GS/OS application, complete with bundle bits. (This means you can click on a _document_ from the Finder to launch the application.)

The completed application file includes a copy of the interpreter, and each owner of GSoft receives the royalty-free right to distribute any program he writes with this interpreter attached.

File Types

GSoft can load and save Applesoft, text, and ORCA SRC files.

Quick Introduction to the Syntax

The tables below assume you know BASIC, or knew it once. They are a terse but reasonably accurate description of the language.

A description like

```
    FOR identifier '=' expression TO expression [ STEP expression ]
```

says that a FOR statement must contain the word FOR, followed by the name of a variable, a equal sign, an expression, the word TO, and another expression.

The [and] character indicate that you can optionally add the word STEP and another expression. If the last] character is followed by an * character, it can be repeated as many times as you like.

Words you must type exactly as they appear (other than character case) are shown in uppercase letters, like FOR.

Words that represent some complex thing you can type are in lowercase, like expression.

This description leaves out restrictions, like the fact that you can't use a string as a FOR loop variable.

The GSoft Shell

```
BYE                          (exit the shell)
CATALOG [ directory-name ]   (catalog a directory)
COPY file-name [ file-name ] (copy one or more files)
CREATE directory-name        (create a new directory)
DEL line [ ',' line ]        (delete one or more lines)
DELETE file-name             (delete a file or directory)
ED line                      (edit a line)
EDIT [ file-name ]           (invoke an ORCA compatible editor)
LIST line [ ',' line ]       (list lines)
LOAD file-name               (load as ASCII, Applesoft or SRC file)
LOCK file-name               (lock a file)
```

```
MOVE file-name file-name     (move one or more files)
PREFIX directory-name        (set the default prefix)
RENAME file-name file-name   (rename a file or directory)
RENUMBER line ',' line [ ',' line [ ',' line ] ]
                             (renumber a program)
RUN [ line ]                 (execute a program)
SAVE file-name               (save an Applesoft file)
SSAVE file-name              (save a source file)
TSAVE file-name              (save a TXT file)
UNLOCK file-name             (unlock a file)
```

General Language Information

Maximum size of a program: Largest contiguous available RAM.

Maximum size of variables: Largest remaining contiguous RAM after allocating the program space.

Length of variable names: Currently 2 characters. (This will probably change to 255 or fewer characters.)

Types of variables:
- integer (-32768..32767; integer math is _not_ done using reals)
- long integer (-2147483648..2147483647)
- byte (0..255)
- real (7 digit accuracy; does not use SANE)
- double (19 digit accuracy)
- pointer
- string (up to 255 characters per string)
- records and arrays consisting of any other type

Statements consist of an optional line number followed by a line of tokens up to 64K in length. Most editors (including the one in GSoft) can't actually create lines that long, though.

Multiple statements can appear on one line if separated by : characters.

ORCA compatible source debuggers like PRIZM, ORCA/Debugger and Splat! are supported.

The GSoft Command Set

Operations

=
+
-
*
/
^
<
>
<= =<
>= =>
<> ><

```
 (
 )
 AND
 NOT
 OR

Declarations
------------

DIM identifier '(' expression [ ',' expression ]* ')'

Support will be included for defining records and for setting the type of a
variable (e.g. forcing I to be an integer, rather than a real), but the
exact syntax has not yet been fixed.

Arithmetic Functions
--------------------

ABS '(' expression ')'
ATN '(' expression ')'
COS '(' expression ')'
DEF FN ---
EXP '(' expression ')'
INT '(' expression ')'
LOG '(' expression ')'
RND '(' expression ')'
SGN '(' expression ')'
SIN '(' expression ')'
SQR '(' expression ')'
TAN '(' expression ')'

Control
-------
DO [ UNTIL | WHILE ] expression
LOOP [ UNTIL | WHILE ] expression

FOR identifier '=' expression TO expression [ STEP expression ]
NEXT [ identifier [ ',' [ identifier ] ]* ]

IF expression [ THEN | GOTO | THEN GOTO ] line

IF expression THEN statement [ ':' statement ]*

IF expression THEN
ELSE IF expression THEN
ELSE
END IF

SELECT CASE expression
CASE expression [ TO expression ] [ ',' expression [ TO expression ] ]*
END SELECT

WHILE expression
WEND

END
GOSUB line
GOTO line
```

```
[ LET ] l-value = expression
ON GOSUB line [ ',' line ]*
ON GOTO line [ ',' line ]*
ONERR GOTO line
POP
REM any character sequence
RESUME
RETURN
STOP

Named Subroutines
-----------------
CALL    identifier parameter-list
DECLARE subroutine-declaration
FUNCTION name parameter-list
SUB name parameter-list

Error Handling
--------------
ERL                         (returns error line)
ERROR expression            (flags an error)
ERR                         (returns error number)

Strings
-------
ASC '(' string-expression ')'
CHR$ '(' expression ')'
LEFT$ '(' string-expression ',' expression ')'
LEN '(' string-expression ')'
MID$ '(' expression ')'
RIGHT$ '(' expression ')'
STR$ '(' expression ')'
VAL '(' string-expression ')'

Input/Output
------------
CRSLIN                      (returns the cursor line)
DATA data [ ',' data ]*
GET identifier              (read a key from the keyboard)
HOME
HTAB expression             (set the cursor column)
INPUT [ string expression ] ';' l-value [ ',' l-value ]*
INVERSE
MOUSETEXT
NORMAL
POS                         (returns cursor column)
READ l-value [ ',' l-value ]
RESTORE
PRINT [
       expression
     | SPC '(' expression ')'
     | TAB '(' expression ')'
       [ ',' ';' ] ]*
PRINT USING line [ expression [ ',' expression ] ]
SPEED= expression
TEXT
VTAB expression             (set the cursor line)
```

```
High-Res Graphics
-----------------
All high-res graphics commands use the 320x200, 16 color Apple IIGS
graphics screen.  The will function on the 640x200 screen as well, but
toolbox calls must be used to set up that screen.

QuickDraw II graphics commands may be used without initializing the tools,
setting up desktop programs, and so forth so long as HGR is used at least
once before the first QuickDraw II call.

HCOLOR= '(' expression ')'
HGR
HPLOT expression ',' expression [ TO expression ',' expression ]

Utility Statements
------------------
FRE ( expression )
PEEK expression
POKE expression ',' expression

Some memory allocation and dispose routines, similar to Pascal's
NEW/DISPOSE or C's malloc() free() will be provided.

Disk I/O
--------
CHDIR directory-name         (change directory)
CLOSE file
DIR$                         (return a list of files)
EOF file
KILL file-name               (delete a file)
INPUT #file [ ',' l-value ]+
MKDIR directory-name         (create a directory)
NAME file-name AS file-name  (rename a file)
OPEN file-name FOR [ OUTPUT | INPUT | APPEND ] AS file
PRINT #file [
       expression
     | SPC '(' expression ')'
     | TAB '(' expression ')'
       [ ',' ';' ] ]*
PRINT #file USING line [ expression [ ',' expression ] ]
RMDIR directory-name         (delete a directory)
SEEK #file ',' expression    (set the read or write position)

Some form of binary read and write for quickly reading and writing chunks
of memory will also be provided.

Toolbox Support
---------------

GSoft has a complete set of interfaces for the Apple IIGS toolbox. All tool
calls that can be called from Pascal or C without glue code are available.
Some tools that do require glue code will be supported as well, but the
complete list hasn't been compiled.

GSoft also allows access to user tools. Support includes an equivalent to
the LoadOneTool call, but for user tools, making it as easy to load and use
a user tool as it is currently to load and use system tools.
```

A tool framework will also be included. This tool framework allows you to write user tools in C, Pascal or assembly language. It provides a generic framework that is not sensitive to the tool number, so if you ever get two user tools with the same number, simply renaming one or the other resolves the conflict.

User tools give you the freedom to add routines in any language that can easily be used by GSoft. As an added advantage, the same routines can be used from any other language that supports tools, so you don't need multiple versions of the same subroutines.
(J.GRAY38, CAT36, TOP35, MSG:3-7/M530;1)

>>>>> I'd welcome your comments about the BASIC. I'm looking for
""""" suggestions while there is still time to make fundamental changes. What the post did not mention, though, is some of the rational. I'll stop back later today and mention that.

Mike Westerfield
(BYTEWORKS, CAT36, TOP35, MSG:10/M530;1)

>>>>> For those who are interested in BASIC, I'd really suggest getting
""""" on the A2Pro usegroup. There seemed to be more people wondering through there, so that's where I started the discussion. I have no problem with discussin it here, too (and frankly prefer Genie), but there are more messages there, and thus you'll see more of the comments that are shaping my decisions.

GSoft BASIC is a spinoff project from another long-term effort I've started. That effort is not something I'm talking publicly about, but the fact that this interpreter is a spinoff and not the main thrust helps explain some of the decisions that affect its design.

The GSoft interpreter itself is being designed as an extension of traditional BASICs. Rather than add a new command every time someone wants to do something more complicated than a PRINT, I'm trying to extend the BASIC language to the point that it can handle modern programming issues. In a nutshell, this means that GSoft will have complete, flexible support for pointers, dynamic memory, and records. It will also have a toolbox interface as complete as those in the compiled ORCA languages. As a bonus, GSoft will also support user tools as easily as other languages and the toolbox currently support disk-based system tools. It is, in fact, user tools that will allow you to add functionality to GSoft itself.

The environment will absolutely not be anything like Visual BASIC. Sorry, but while porting the interpreter to the GS makes sense, spening months developing a Visual BASIC style development environment does not. GSoft will runn in three radically different forms, though:

1. A traditional Applesoft like environment, with extensions like RENUMBER.

2. From any ORCA compatible shell. This includes PRIZM.

3. GSoft programs can be executed from the Finder, and you can turn them into double-clickable S16 applications that function just like any compiled application.

The reason for announcing the language as early as I did was to get comments. Within the broad outlines I've mentioned, I very much want to

hear what people want to see in the language. Some comments have already resulted in changes to the language design. So read all of this over, think about it, and let me know if you see any problems or would like to see changes or additions.

Sometime in March or April, you should see the public release of GSoft. Maybe it will implement one of your suggestions!

Mike Westerfield
(BYTEWORKS, CAT36, TOP35, MSG:11/M530;1)

>>>>> """"" You probably already have this covered, but just in case...are you including command level support for the various game paddle signals, both potentiometer and switch inputs, as well as annunciator outputs? Something for all the signals on the 16 pin connector, not just the ones on the DB-9 on the back of the IIgs. Mouse support would of course be nice. Whether these are included inherent in the language design, or merely supported by add-on modules isn't important, I guess, other than it is possible without having to resort to assembly language.

The above would make it easier to use GSoft as a robotics support language, or for machine or process control applications. Also, don't make it dependent on a keyboard as the only ADB device it can support. (ADB joysticks, bar code scanners, etc.)

Joat
(A2.TIM, CAT36, TOP35, MSG:12/M530;1)

As far as the ADB support goes, just use the ADB toolbox. You do have toolbox access after all :)

Add my vote for game port access though :)

Dave
(JUST.DAVE, CAT36, TOP35, MSG:13/M530;1)

I have never used the ADB Tools, but I remember someone saying that they were very poor. I don't know if that is true, but there seem to be several ADB devices on the market that do not work on the IIgs. I assumed a wimpy ADB interface was the reason.

Something I forgot, but would be useful, would be some built-in tone support, especially with the Ensoniq chip. A simple example would be the TONE() command in BASICA, or GW-BASIC.

Joat
(A2.TIM, CAT36, TOP35, MSG:14/M645;1)

>>>>> """"" This sounds like what I was looking for when I bought Micol Advanced Basic oh so many years ago. I look forward to it. The biggest thing that MAB lacked was support for Records. (And the toolbox support wasn't too strong either, at least in the version (4.2) that I had.

I noticed that you mentioned "named" subroutines. Is there any chance of making the line numbers totally optional? (This was one good feature of MAB, IMVHO). For those of us who have dabbled in more advanced languages, it would be tough, I think, to return to using line numbers.

Thanks!

 ____
  |homas
(T.COMPTER, CAT36, TOP35, MSG:15/M530;1)

>>>>> Well, in no particular order:
""""""
Line numbers are definitely optional. They are the only form of label available for branching statements that need one (like GOSUB and GOTO) but it would be easy enough to avoid those with all of the control statements that are available.

One caviot: If you are using the Applesoft-like line editor (which is also optional) you need to use line numbers. That style of editor depends on them.

I don't plan to add specific support for non-keyboard or mouse ADB devices. I don't have any. You do, of course, have access to the ADB tool set. You also have access to assembly language via custom user tools.

I hadn't thought of the game port issues you folks raised. I mapped the mouse into the paddle commands. It's a very good point, though. I'll think on it some and see what I come up with. At the very least, a prewritten user tool would be appropriate. That just might make a good sample tool, too!

Mike Westerfield
(BYTEWORKS, CAT36, TOP35, MSG:16/M530;1)

>>>>> Mike,
""""""
Are you planning support for XCMDs of some description? It'd be nice to be able to add some serial port support or similar.

Regards,
 Richard
(RICHARD.B, CAT36, TOP35, MSG:17/M530;1)

>>>>> Yes. GSoft will gracefully use user tools. This gives a nice
"""""" clean way to add functionality to GSoft, and has the added bonus that the same functionality is instantly available from other languages that support user tools. (All of the ORCA languages do.)

Mike Westerfield
(BYTEWORKS, CAT36, TOP35, MSG:18/M530;1)

[EOA]
[RFR]//////////////////////////////
REFRACTIONS /
//////////////////////////////
Credibility on the 'net
""""""""""""""""""""""""""
by Ryan M. Suenaga, M.S.W.
[A2LAMP]

Just because you read something in print doesn't necessarily mean it's true. Many of the comp.sys.apple2 faithful discovered this in February of 1997.

Rumor ran rampant through the Usenet newsgroups when it was posted that _WordPerfect_ for the Apple II series had been reclassified from commercial software--where it was trapped in the private domain since it was discontinued several years ago--to freeware. However, no official word from Corel, who now own the rights to _WordPerfect_ for both the Macintosh and Intel platforms, accompanied that posting.

Unfortunately, it appears that not everyone who reads comp.sys.apple2 thought about the importance of Corel's permission. While many of the readers and participants of csa2 called Corel's lines, or wrote email to Corel executives asking for verification of the new status of _WordPerfect_, not everyone took such a careful view. In the meantime, _WordPerfect_ for the IIgs showed up on a well-known Apple II pirate ftp site on the World Wide Web, accompanied by a review declaring its new status as freeware.

In my personal effort to gather verification of _WordPerfect_ s new status, I exchanged several emails with Heather Boyer of Corel. After approximately a week, I received the following letter from Ms. Boyer, which she gave me permission to reprint:

[*][*][*]

Dear Mr. Suenaga:

After some rather exhaustive research, we have established that Corel does not own WordPerfect for the Apple II and therefore cannot grant permission for the product to be distributed as freeware.

It appears that WordPerfect Corp. sold WordPerfect for the Apple II in its entirety several years ago. Corel has no records of the sale, and is unable to provide any additional information.

Regretfully,

Heather Boyer
Product Manager, Corel WordPerfect for Macintosh
Corel, Inc.
email: hboyer@corel.com

[*][*][*]

The moral of the story: not everything you read is true; especially in cyberspace.

[EOA]
[BAN]////////////////////////////
FILE BANDWAGON /
////////////////////////////
Top 10 Files for January
"""""""""""""""""""""""""""
by Douglas Cuff
[D.CUFF]

This feature lists the ten most popular files for the month. To give files a chance to seek their own levels, no files will be added to the list until they've been in place at least a month. This month, we look at the

files uploaded 1-31 January 1997.

This isn't the Academy Awards ceremony, folks; it's more like the People's Choice Awards (both of which are trademarked, by the way). The Top 10 doesn't necessarily tell you what's new and interesting--what files _you_ might find interesting--it simply tells you what files have been downloaded a lot--what other people found interesting!

This month, GenieLamp A2 occupies four spots on the list, but we're just counting that one file. We hope this explains why there are 13 files on the Top 10 list.

File #	Filename	Bytes	DLs	Short description
28275	LEMGS.DEMO.BXY	575744	171	Brutal Deluxe's LemminGS Demo
28274	JASMINE.BXY	172544	154	Jasmine - Apple IIgs Genie Front End
28252	DOTW.BXY	324352	103	Defender of the World game demo
28249	ALMP9701AWP.BXY	46592	66	GenieLamp A2, Jan 97 (AppleWorks)
28293	PEDIGREE2.BXY	174592	64	Pedigree - a family tree program
28276	FRESH.PATCH.BXY	4608	60	Patch AW 5.1 to purge memory on exit
28259	MAXICONS.BXY	5376	54	Folder icons for GS in Copland style
28273	MULTI.CAT.BXY	3072	46	Multi-level File Cataloging Utility
28279	PT31TELDEL.BXY	3840	35	PT3.1 macro - Telnet Genie to Delphi
28265	TEST.ANSI.TXT	2456	34	ANSI Test, the Spectrum 2.0 script

LEMGS.DEMO.BXY This demo of the game LemminGS by Brutal Deluxe of France encourages you to guide a bunch of mindless creatures to safety. The lemmings in this game will cheerfully rebound off walls and walk off cliffs just to keep moving. To prevent them from killing themselves and steer them toward the way out, you must give some lemmings a special attribute. A lemming can be changed from a simple walker into a basher, blocker, bomber, builder, climber, digger, floater, or miner. This demo is a lot of fun and does a good job of introducing the concepts necessary to play the game. An accelerator for your Apple IIgs is highly recommended. Freeware.

JASMINE.BXY Jasmine v1.0f3 by Richard Bennett of Australia is a test version of an online navigator for Genie. This "front end" uses the familiar Apple IIgs desktop to allow a user to point and click her/his way around Genie. You can use it to visit bulletin boards, libraries, and RTCs without having to know any of the arcane commands. It seems unlikely that this project will ever now be finished, but this version gives a good idea of what might have been and even offers some functionality. Requires an error correcting modem--either MNP4 or V.42bis (LAP-M). Freeware.

DOTW.BXY Defender of the World by David Ong Tat-Wee of Singapore is an unfinished shoot-'em-up space arcade game that boasts large and colorful ships and aliens. This September 1996 version offers some game play. If you've only seen earlier demos with motion only, check out this upload. The game doesn't seem to get on well with my copy of ProSel-16, but launched beautifully from the Finder. Be sure to take advantage of whatever power-ups you capture (joystick button 1 or the option key), or you'll never get past the asteroid field! Freeware.

ALMP9701AWP.BXY The premiere issue of GenieLamp A2 under its new editor, Ryan Suenaga--this edition is in the AppleWorks word processor format. This brief issue features a Treasure Hunt column by the

editor emeritus Doug Cuff and an interview with your new editor. Freeware.

PEDIGREE2.BXY Pedigree by Volker Hermann of Germany is a genealogy/family
""""""""""""" tree, and this version 2.0 of the demo. This program supports importing and exporting GEDCOM files (disabled in this demo) and allows (small) pictures to be included. The demo has no documentation, disables printing, and only allows 11 families, but it does allow you to enter data and view various tree structures. Freeware.

FRESH.PATCH.BXY FRESH.IT by Hugh Hood gives you instructions to patch
"""""""""""""""" AppleWorks v5.1 for use on an Apple IIgs so that the AppleWorks desktop does not shrink each time you re-run AppleWorks v5.1. Freeware.

MAXICONS.BXY A collection of 10 Copeland-style icons by Max Jones for your
"""""""""""" Apple IIgs--icons for folders for AppleWorks.GS, GraphicWriter, Preferences, Express.Spools, Print.Shop, PuyoPuyo, TempFiles, Encyclopedia and two icons that have no designated folder. Freeware.

MULTI.CAT.BXY Multilevel Catalog v1.06 by John Shaver is a simple BASIC
""""""""""""" utility that will show all files on a ProDOS disk, including those in subdirectories. You can view the result on the screen or direct it to your printer. Freeware.

PT31TELDEL.BXY This ProTERM 3.1 macro by Art Coughlin will log onto Delphi
""""""""""""""" via Genie's Internet gateway, collect your mail and your A2/A2Pro messages from Delphi, and return you to Genie. Freeware.

TEST.ANSI.TXT A short Spectrum script by Richard Bennett of Australia to
""""""""""""" test the ANSI capabilities of that telecommunications software. Shows various styles and colors of text on various backgrounds. Freeware.

[EOA]
[HWS]//////////////////////////////
THE HARDWARE STORE /
//////////////////////////////
The IDEs of March
"""""""""""""""""
by Ryan M. Suenaga, M.S.W.
[A2LAMP]

While the Small Computer Systems Interface, a.k.a. SCSI, remains the standard way to hook up a hard disk drive to an Apple II computer, in recent months a new contender has emerged on the scene. The Focus Drive, originally from Parsons Technology and now available from Alltech Electronics, has made a huge splash on the Apple II scene.

The Focus is a 2.5 inch hard disk on a card that drops into a slot on an Apple //e or IIgs. Unlike conventional SCSI solutions, there's no external hard drive cases, no cables, no clutter, and none of the headaches that can come when setting up a SCSI chain. It's the Apple II equivalent of Plug and Play.

The Focus card is based on a different hard drive standard than

SCSI--the Integrated Drive Electronics standard, a.k.a. IDE. This type of drive was first introduced by the IBM clone maker Compaq in 1986. It was designed to make it easy to link the IBM PC AT bus to a hard drive. In fact, these drives are now also known by a different acronym: ATA, or AT Attachment.

All the essential circuitry of each IDE device's controller is built into any system-level interface device, you don't need to carefully match an AT interface hard disk to a controller to get a working system. The actual device is hidden from the interface signals, allowing the system-level design greater technical innovation without altering compatibility. New technologies for higher capacities, greater security, or even faster throughput can be accommodated without violating the standard.

Like SCSI, you can have more than one drive attached to an IDE interface; however, IDE is more limited in this respect. Apple II implementations of SCSI allow you to have as many as eight drives on a SCSI chain; IDE allows two drives, a "master" and a "slave". IDE controllers also allow for CD Rom drives and other types of removable media drives.

The Focus Drive is available in a variety of sizes, from a tiny 20 megabyte to close to a gigabyte. I purchased a 20 megabyte drive in the hopes I would be able to hack it up for use with larger drives (more on this later).

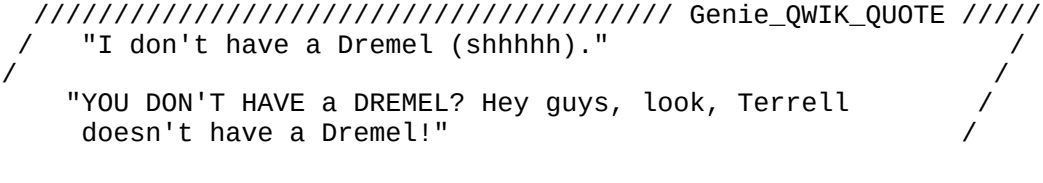
The Focus Drive comes with a typewritten, photocopied manual and a 3.5 disk with IIgs utilities for formatting. The utilities work very similarly to Apple's Advanced Disk Utilities. In use, the Focus is fast and reliable. It also gets you into the hard drive game at a lower price than a RamFAST or Apple High Speed SCSI card--the price of a complete, ready-to-go 20 megabyte Focus Drive is $99; that same $99 might get you a RamFAST or an Apple High Speed SCSI, but no hard drive or case.

This is not to say there aren't any issues with the Focus Drive. For one thing, there are no 8 bit utilities for reformatting the Focus Drive. If you want to use the drive with an Apple //e, you ought to know that in the event you need to reformat your drive, you must have access to a IIgs. Reportedly, 8 bit utilities are in the works.

Secondly, the drive will generate more heat and use more power than a SCSI drive, which commonly gets its power from an external power supply. The addition of a fan or a heavy duty power supply is something to consider.

Finally, the Focus Drive isn't as expandable as a SCSI bus is. It's not possible, or at least not as easy to hook up removable storage devices such as CD Roms, Zip Drives, and SyQuest drives as it is to a SCSI card.

All in all, the Focus Drive is not only a hot commodity as an Apple II peripheral, it just begs for someone to hack on it to see just what it can do. I plan to be doing that in this column over the next few months.



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      ////////////////////////////  T.SMITH59 & C.KNOBLOCK  //////

[EOA]
[LOG]////////////////////////////
                          LOG OFF /
////////////////////////////////
GenieLamp Information
"""""""""""""""""""""""""
```

o COMMENTS: Contacting GenieLamp

o GenieLamp STAFF: Who Are We?

GenieLamp Information GenieLamp A2 is published on the first of every month in library 55 of Genie's A2 RoundTable (page 645;3). GenieLamp is also distributed on CrossNet and many public and commercial BBS systems worldwide.

o To reach GenieLamp on Internet send mail to genielamp@genie.com or to reach GenieLamp _A2_, send mail to a2lamp@genie.com

o Back issues of GenieLamp A2 are available in the A2 RoundTable Library #55 on page 645 (m645;3).

o We welcome and respond to all E-mail. To leave comments, suggestions or just to say hi, you can contact me in the A2 RoundTable (Category 3, Topic 3) or send GenieMail to Ryan Suenaga at [A2LAMP] on page 200.

>>> GENIELAMP STAFF <<<

GenieLamp	o John Peters	[GENIELAMP]	Publisher
	o Mike White	[MWHITE]	Managing Editor
APPLE II	o Ryan M. Suenaga	[A2LAMP]	Editor
	o Doug Cuff	[D.CUFF]	Editor Emeritus
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                  ~ WELCOME TO GENIELAMP APPLE II! ~
                    """""""""""""""""""""""""""""""""
               ~ FILE BANDWAGON: Top 10 Files for February
                     ~ PD_QUICKVIEW: Change-A-File
          ~ BEHIND THE SCENES: With _Juiced.GS_ and the SIS Team
                    ~ HOT NEWS, HOT FILES, HOT MESSAGES ~

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 GenieLamp Apple II     ~ A T/TalkNET Publication ~     Vol.6, Issue 62
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Editor.....................................................Ryan M. Suenaga
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           >>> WHAT'S HAPPENING IN THE APPLE II ROUNDTABLE? <<<
            """""""""""""""""""""""""""""""""""""""""""""""""""
                              ~ April 1, 1997 ~

 FROM MY DESKTOP ......... [FRM]        HEY MISTER POSTMAN ...... [HEY]
  Notes From The Editor.                  Is That A Letter For Me?

 A2/PRO_ductivity ........ [A2P]        FILE BANDWAGON .......... [BAN]
  A2Pro Bits & Bytes.                     Top 10 files for February 1997.

 PD_QUICKVIEW ............ [PDQ]        BEHIND THE SCENES ....... [BTS]
  Change-A-File.                          With the SIS team and _Juiced.GS_

 REAL WORLD APPLE .........[RWA]        LOG OFF ................. [LOG]
  A Temperature Sensor                    GenieLamp Information

[IDX]""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""

READING GENIELAMP   GenieLamp has incorporated a unique indexing system
""""""""""""""""""   to help make reading the magazine easier.  To utilize
this system, load GenieLamp into any ASCII word processor or text editor.
```

In the index you will find the following example:

```
                  HUMOR ONLINE ............ [HUM]
                   Genie Fun & Games.
```

To read this article, set your find or search command to [HUM]. If you want to scan all of the articles, search for [EOA]. [EOF] will take you to the last page, whereas [IDX] will bring you back to the index.

MESSAGE INFO
"""""""""""""
To make it easy for you to respond to messages reprinted here in GenieLamp, you will find all the information you need immediately following the message. For example:

```
                  (SMITH, CAT6, TOP1, MSG:58/M475)
      _____________|   _____|__  _|___    |____ |_____________
     |Name of sender   CATegory  TOPic    Msg.#   Page number|
```

In this example, to respond to Smith's message, log on to page 475 enter the bulletin board and set CAT 6. Enter your REPly in TOPic 1.

A message number that is surrounded by brackets indicates that this message is a "target" message and is referring to a "chain" of two or more messages that are following the same topic. For example: {58}.

ABOUT Genie
"""""""""""""
Genie has pricing plans to fit almost any budget. Genie's services include email, software downloads, bulletin boards, chat lines, and an Internet gateway included at a non-prime time connect rate of $2.75. Some pricing plans include uncharged online connect time. As always, prices are subject to change without notice. To sign up for Genie, call (with modem) 1-800-638-8369 in the USA or 1-800-387-8330 in Canada. Upon connection wait for the U#= prompt. Type: JOINGENIE and hit RETURN. The system will then prompt you for your information. Need more information? Call Genie's customer service line (voice) at 1-800-638-9636.

GET GENIELAMP ON THE NET!
"""""""""""""""""""""""""""
Now you can get your GenieLamp issues from the Internet. If you use a web browser, connect to "gopher://gopher.genie.com/11/magazines". When using a gopher program, connect to "gopher.genie.com" and then choose item 7 (Magazines and Newsletters from Genie's RoundTables).

```
                        *** GET INTO THE LAMP! ***
""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""

       ////////////////////////////////////// Genie_QWIK_QUOTE /////
      /                "I typo, therefore I am."                    /
     ////////////////////////////////////////////////// A2.TONY /////
```

[EOA]
[FRM]////////////////////////////
FROM MY DESKTOP /
////////////////////////////
Notes From The Editor
"""""""""""""""""""""""
by Ryan M. Suenaga, M.S.W., L.S.W.
[A2LAMP]

>>> EVERYBODY GO SURF!!! <<<
"""""""""""""""""""""""""""""""

"Surfing the Internet" was a catchphrase, and now it's a cliche, but I still don't understand it. Not the Internet; that I have a grasp on. It's the surfing part.

Being someone who spent many a weekend (and a good amount of schooldays) jumping on a board and catching waves in the middle of the Pacific Ocean, I just can't make the connection. Real surfing doesn't require a computer, a modem, or a phone line; just some decent weather, a fiberglass board, and some rolling waves. Having spent a lot of hours in front of a computer display, I realize jumping from site to site on the World Wide Web requires a certain amount of knowledge, but I can't imagine practicing web surfing for years and years. On the positive side, I also can't imagine drowning because I got caught by a bigger wave of HyperText Markup Language than I was prepared to deal with.

Right now, it doesn't look like the accuracy of the analogy matters, because the news for Apple IIgs users wishing to browse the World Wide Web is the best it's ever been. The Spectrum Internet Suite, aka SIS, from Seven Hills Software is the first Apple II Web browser available, coming from one of the most reputable developers of Apple II software. The software that people had been waiting years for is finally here (or should be by the time you read this). And it doesn't require a fancy Internet connnection; a simple Unix shell account or your plain old Genie account will do just fine.

Apple II users who have waited for years to check out the Internet finally have their chance. And while we may not have all of the bells and whistles of the hulking Web browsers that frequent other platforms, it's clear that an elegant, simple Apple II solution has again been found. Once more, we find out when someone says, "You can't do that on an Apple II," they really mean, "You can do something better on an Apple II."

In the meantime, I wait for SIS to show up in my mailbox, still trying to figure out how surfing and Web browsing relate.

[*][*][*]

If you've decided to become a SIS-sy and cruise the 'net, or you already have some form of Web access, here's a hot new URL to add to your collection:

http://www.syndicomm.com/a2web

That's where to find The Mother Of All Apple II Web Sites, A2-Web. Hosted by Syndicomm, managers of the A2 and A2Pro areas on Genie and Delphi, and webmeistered by A2's own Dangerous David Kerwood, A2-Web has been months in the making. You can find links to virtually every Apple II-related company on the Web at A2-Web, as well as links to Apple II user home pages, Apple II user groups, Internet resources, and virtually everything you can imagine on the World Wide Web. A2-Web is optimized for use on Apple II-usable Web browsers (SIS and Lynx) as well as looking great with graphical Web browsers on other computer platforms (like Netscape Navigator). If you have your own contribution to make to A2-Web, be sure to let David know by sur. . . uh, browsing A2-Web and dropping a note in his emailbox.

[*][*][*]

My good buddy Tim Kellers told me at the 1996 Kansasfest that, "KFest is better than real life." I've expanded that to, "The Apple II is better than real life," and as such I try not to get too serious about writing about it. Unfortunately, some of my lapses have been too serious to joke about.

Currently, I'm running close to on schedule with the actual content of _GenieLamp A2_ usually showing up right around the first of the month. Unfortunately, there's more to life than just the content. There's also the hype; in this case, the HyperStudio and Hypercard versions of _GenieLamp A2_.

On a monthly basis, I've been trying to get these done so I can learn how to do them and I've simply been running out of time. Editor Emeritus Doug Cuff has come to the rescue each time by putting out both of the HyperLamps, and I owe him a great debt for this.

Now to see if I can find a few hours to figure out how to do these on my own. . .

[*][*][*]

As I've said before, it's common for _GenieLamp A2_ to have uncommonly good writers, and this issue is no exception. We are again joined by the editor and publisher of the world famous Apple II periodical _Juiced.GS_, Max Jones, as well as our own Editor Emeritus, Doug Cuff. And Peter Brickell is back as well, making this not only the largest issue of _GenieLamp A2_ under my tenure, but also the current issue of all Apple II periodicals with the most diverse set of writers. Max brings us up to speed on how three of the SIS-sies got involved in the development of the Spectrum Internet Suite, Peter continues his real world escapades, and Doug has a pair of articles to share with us.

GenieLamp A2's more than five years old now, and like any five year old, there are new plans in place. I'm hoping to get a home for the 'Lamp up on the World Wide Web in the next month or so. In fact, I already have a site picked out; it's just a matter of finding the time. And of course, that's the limiting element.

Still, I'm hoping to have a URL for you in the coming issue, and a preliminary site up, just so when you go and sur. . . uh, cruise the Web, _GenieLamp_ will be right there with you.

-- Ryan

Genie Mail: A2LAMP Internet: a2lamp@genie.com

REPRINTING GENIELAMP

If you want to reprint any part of GenieLamp, or post it to a bulletin board, please see the very end of this file for instructions and limitations.

ASCII ART BEGINS

ASCII ART ENDS

[EOA]
[HEY]//////////////////////////////
HEY MISTER POSTMAN /
//////////////////////////////
Is That A Letter For Me?
"""""""""""""""""""""""""""

by Ryan Suenaga
[A2LAMP]

o BULLETIN BOARD HOT SPOTS

o A2 POT-POURRI

o HOT TOPICS

o WHAT'S NEW

o THROUGH THE GRAPEVINE

o MESSAGE SPOTLIGHT

>>> BULLETIN BOARD HOT SPOTS <<<
""""""""""""""""""""""""""""""""""""""

[*] CAT 5, TOP 14 ..... A Few Words about Gus
[*] CAT 8, TOP 18 ..... Even More Postscript and PublishIt!
[*] CAT 13, TOP 5 ..... Sheppy Speaks, People Listen
[*] CAT 17, TOP 25 ..... Appleworks 5 vs. Appleworks 3
[*] CAT 42, TOP 17 ..... Everyone wants to be a SIS-sy

>>> A2 POT-POURRI <<<
""""""""""""""""""""""""

GUS, MEET EDDI. . . UH, BERNIE Hi Kids -
"""""""""""""""""""""""""""""""""""

The following is a message I've recieved from Andy Nicholas at Apple Computer, one of the creators of Gus, the Apple IIgs emulator for the Power Macintosh. Andy is looking for more people to be involved in the testing and evaluation of Gus, specifically in education, and is soliciting volunteers to help test the emulator. Read on for the details...

Forwarded Message:

To: All users of Apple Computers
From: Andy Nicholas, Apple Computer

"Gus" is the name of an Apple IIGS emulator for Power Macs developed by some engineers at Apple in their spare time. Gus is not and will not be an official Apple product. Gus runs Apple II and IIGS software from "disk images" created from original Apple II and IIGS disks. Creating the disk images is relatively straightforward; however, Gus does not run copy protected software at this time (this may change depending on your responses).

Aside from the obvious benefit of using Apple II and IIgs software on Power Macintosh computers, Gus can also serve a very useful purpose in helping schools transition to using (and buying) Power Macs from their Apple II and IIGS's.

If you know of a school district whose "computer coordinator" or "technology czar" wouldn't mind signing a non-disclosure agreement and would be interested in having their school district evaluate Gus please have them contact us at gus-feedback@apple.com. We appear to already have some interest in this direction.

We need the following information from a school's computer coordinator in order to non-disclose them:

(1) Name

(2) School district & school affiliation

(3) USMail address where we can send a non-disclosure form

(4) Email address where notifications of new versions can be sent

(5) Do you have web access?
    If you don't have web access, do you have FTP access?

Please do not contact Apple's support lines with questions regarding Gus. The only way right now to receive information is to subscribe to gus-news@apple.com and send questions regarding Gus to gus-feedback@apple.com.

Thanks,

Andy Nicholas
Apple Computer
(A2.DAD, CAT5, TOP14, MSG:274/M645;1)

>>>>> Gus, and Fast Ed. . . er, Bernie II the Rescue also made the
""""" Macintouch site on the World Wide Web today. Check out
http://www.macintouch.com.

Ryan
http://www.keystroke.net/~rsuenaga
"There's no shortage of windmills to tilt at."--Logan
ANSITerm and CoPilot v2.55
(A2LAMP, CAT5, TOP14, MSG:275/M645;1)

MORE PUBLISHIT!4 PATCHES PublishIt!4 Patch Update:
""""""""""""""""""""""""""
Two improvements:

First, please disregard the prior method I posted about modifying the Laserprep file so that PI4 PostScript print-to-disk files could be made to print correctly from outside of PI without any prior printer initialization.

Yea, this method worked, but, there is a much better way. The better way involves removing some of the unnecessary lines from the Laserprep file Yea, this method worked, but, there is a much better way. The better way deleted with no apparent problem. One line inside the 'md' area must be modified though. These changes make the whole process work much better.

When this is done, there is no need to add the persistant download lines of Serverdict Begin Exitserver to the beginning of the Laserprep file and no need to imbed the CTRL-D at the end of the file. This is important because it will no longer change the permanent 'state' of whatever printer you may wish to send the file to, whether it is hooked up to a PC, Mac, or other computer. In other words, the PublishIt job will be a completely self contained, encapsulated (and portable) file.

I'll post the mods and would like some of you with PostScript printers to try printing some PI PostScript print-to-disk files from _outside_ of PublishIt (preferably on Mac's or PC's) and let me know if you run across any problems.

Second, I've finally shade tree hacked a way to patch PI4 so that we can install and use the ZapfDingbats font and then have it use the internal PostScript ZapfDingbats font when printing.

The patch is to the DTP.MAIN file in PI4, and works by replacing the built-in Avantgard-for-Northbrook swap with a ZapfDingbats-for-Northbrook swap. Also, the patch disables the Laserprep font re-encoding that keeps the Dingbat character names (eg A4, A5, etc...) from being encoded.

Most of you probably aren't Dingbat fans. I have wanted, though, for a long time, to use the shadowed check box, the scissors, the telephone and the pencil symbols on some of the forms I construct. This will allow that. You will need to download (from A2 is fine) the bit-mapped Dingbats fonts. Note, you won't be printing bit-mapped fonts; you will use the full-formed built- in PostScript fonts. The bit-mapped fonts are necessary only for 'place holding' and for PI's print preview mode. I did find, however, that using (and renaming) the bit-mapped 14 point font as either a 10 or 12 point font gave the best results.

Finally, I think a patch to allow PostScript printing via the parallel card is very doable. This could speed printing up as well as allow use of some PostScript printers that don't have a serial port.

Hugh...

(H.HOOD, CAT8, TOP18, MSG:166/M645;1)

A2-WEB OPENS
""""""""""""

Possibly lost in the aura of the SIS release was the announcement of the opening of The Mother of All Apple II Web Sites, A2 web. The webmeister is our own David Kerwood, and the url is:

http://www.syndicomm.com/a2web

Ryan

http://www.keystroke.net/~rsuenaga
"There's no shortage of windmills to tilt at."--Logan
ANSITerm and CoPilot v2.55
(A2LAMP, CAT13, TOP17, MSG:53/M645;1)

>>>>> I didn't miss it. It was right there on page 18. Not to mention the
""""" screen shot on page 5. ;)

--
Carl Knoblock - Telephone Tech
cknoblo@delphi.com
cknoblo@novia.net
(C.KNOBLOCK, CAT35, TOP8, MSG:31/M645;1)

>>>>> Great! I just saw it for the first time today (in Juiced.GS, I
""""" mean). A2-Web is, in fact, SIS-enhanced - you will see things there on the page that you will ONLY see if you view the pages with SIS. Of course, all the pages of A2-Web are fully functional with the more primitive browsers as well. :)

Use the feedback button and tell me how to make it better!

David K. - A2-Web! Get tangled at http://www.syndicomm.com/a2web/
(A2.DAD, CAT35, TOP8, MSG:32/M645;1)

>>> HOT TOPICS <<<
""""""""""""""""""""

A WOLF UPDATE It's still in the works... but the going is slow. I'm
"""""""""""""" working on putting in all the new art I just got. :)

Sound-wise, things have kinda stalled for the time being. I still am working on getting access to the equipment and people I need to get the voices rerecorded.

Sheppy
(SHEPPY, CAT13, TOP5, MSG:93/M645;1)

>>>>> Sheppy,
"""""
I was wondering if you were losing interest in this project, or just busy with other things. Appreciate the update.

And I should add that the W3D beta is just flat-out awesome!

Ed Staib / Bugman
Delivered via Warped 8 meg GS Rom-01 Tower
Proterm 3.1 till Spectrum/SIS bundle arrives :)
(E.STAIB, CAT13, TOP5, MSG:94/M645;1)

<<<<< I'm just busy with other things, I assure you. Wolf 3D is
""""" basically acharity project for Logicware, and is therefore the absolute lowest priorityon my schedule. As such, I can only spend personal time on it, and I don'thave a lot of that left after working 12-16 hours a day on the money-making stuff at work.

And to be honest, now that I'm married I like to spend as much of my free time with my wife as I can. :)

I've gotten the new art, and am working gradually on getting it all in. :)

Sheppy
(SHEPPY, CAT13, TOP5, MSG:95/M645;1)

SHIFTY LIST 2.0: AN UPDATE
""""""""""""""""""""""""""""
I've been extremely busy lately. But I assure you, I'm still here. I admit I haven't read the BB other than this topic for several months though. :)

At any rate, I'm looking at the best way to get Shifty List 2.0 done in the shortest possible time.

Sheppy
(SHEPPY, CAT13, TOP18, MSG:63/M645;1)

<<<<< BTW... I'm putting reasonable effort into Shifty List 2.0, and
""""" expect to be finished with it this spring (possibly within a month or so). I don't know for sure yet how it will be distributed, but it will be vastly superior to the original. :)

Sheppy
(SHEPPY, CAT13, TOP18, MSG:64/M645;1)

>>>>> Sheppy, is it too late to ask for something on that? Is it
""""" possible to make it so that it could be launched by PROSel? ie. an application, in addition to a Finder Extra? Or I guess you could assure me that PROsel's init manager within the Utilities is fully compatible with ShiftyList. Someone somewhere told me that mixing init managers (ShiftyList, Initmaster, PROSel) was dangerous.

Thanks!

_____
| homas
(T.COMPTER, CAT13, TOP18, MSG:65/M645;1)

<<<<< Shifty List isn't an init manager; it's a totally different tool
""""" for allowing you to shift-boot and still get some items loaded up.

There won't be an application version of the Shifty List Finder Extension for Shifty List 2.0 (the features list for Shifty List 2.0 is final), but I'm already working on a Shifty List 3.0 features list, and I'll consider it for that version.

Sheppy
(SHEPPY, CAT13, TOP18, MSG:66/M645;1)

KEYBOARD KAOS
"""""""""""""
Somebody (I forget who) pleaded for assistance:

>I fell into a Rom 3 //gs, now I need a //gs keyboard. Can anyone help?

The absolute best keyboards for the IIgs are the genuine Apple Extended Keyboard, also known as the Mac SE keyboard, family number M0115, or the Apple Extended Keyboard II, family number M3501. Either one of these in combination with Bill Tudor's free Extended Keyboard Init (in the A2 Library) really makes heavy duty typing on the IIgs a whole lot nicer. Call Sun Remarketing and see if they have any of these. They ain't cheap, but if you spend a lot of time actually _doing_ stuff with your IIgs, they are one

of the best investments you can make. These keyboards will work on all Macs as well, even PowerBooks and Duos, and are still the best keyboards available.

David K. - A2-Web! Get tangled at http://www.syndicomm.com/a2web/
(A2.DAD, CAT12, TOP28, MSG:54/M645;1)

>>>>> David -
""""""
>...the genuine Apple Extended Keyboard,

I've grown so accustomed to the placement of keys on the GS keyboard, I'm wondering how the AEK compares - such as the Esc, Tab, control, Option and Open apple keys?

- Joachim
(J.NELSON56, CAT12, TOP28, MSG:56/M645;1)

>>>>> Extended keyboards usually have all their keys in the same places.
"""""" The GS keyboard is the one that's different because it's so small. Here are the differences between the GS keybaord and the AppleDesign (which I think is layed out the same as the Apple Extended II):

GS Keyboard
```
===========
        [RESET]
[ESC] 1 2 3 4 5 6 7 8 9 0 - = [DEL]
[TAB]  Q W E R T Y U I O P [ ]  [RET]                                  Numeric
[CTL]   A S D F G H J K L ; ' [RETRN] <-- "L" shaped Return key       Keypad
[SHIFT]  Z X C V B N M , . / [SHIFT]
[CAP][OPT][CMD] ` [SPACE] \ [ARROWS]
```

AppleDesign
```
===========
[ESC]   [Function Keys F1-F15]                                      [RESET]
    ` 1 2 3 4 5 6 7 8 9 0 - = [DEL]      [HELP][HOME][PGUP]
[TAB]  Q W E R T Y U I O P [ ] \          [DEL][END][PGDN]          Numeric
[CAP]   A S D F G H J K L ; ' [RETRN]                              Keypad
[SHIFT]  Z X C V B N M , . / [SHIFT]        Inverted-T
[CTL][OPT][CMD] [SPACE] [CMD][OPT][CTL]     Arrow Keys
```

The numeric keypads are the same except the "+" and "-" keys are reversed. I hope my ASCII art is legible.

- Tony
(A2.TONY, CAT12, TOP28, MSG:57/M645;1)

<<<<< Tony - in a terrific display of hard work and expended effort
"""""" (which made everyone sit up and take notice - not something that happens every day) did this for the Genie A2 subscribers:

>Here are the differences between the GS keybaord and the AppleDesign
>(which I think is layed out the same as the Apple Extended II):

It is. Super effort, Tony.

Just a clarification. The AppleDesign keyboards are not at all the same as the Apple Extended keyboards, apart from the fact that they are, uh,

keyboards. The Apple Extended and Extended II keyboards are big, heavy, solid keyboards with great tactile feedback on the keys. No rubbery typing with these. The AppleDesign keyboards are good enough for most people, lightweight but not flimsy, though the keys are more squishy than I personnally prefer.

David K. - A2-Web! Get tangled at http://www.syndicomm.com/a2web/
(A2.DAD, CAT12 ,TOP28, MSG:58/M645;1)

>>> WHAT'S NEW <<<
""""""""""""""""""""

SEVEN HILLS ANNOUNCES SIS
""""""""""""""""""""""""""""

Seven Hills Software is proud to announce Spectrum Internet Suite:

Now you can access the World Wide Web directly from your Apple IIGS!

Using Spectrum 2.1 and its expandable XCMD/XDisplay technology, Seven Hills Software has developed the Spectrum Internet Suite - a combination of XCMDs, XDisplays and scripts designed to put you on the World Wide Web, right from your Apple IIGS - all without the need for GNO/ME, TCP/IP, or other programs.

All you need is Spectrum 2.1, Spectrum Internet Suite, and a UNIX shell account or a Genie account!

Building on the power and strength of Spectrum and its associated plug-in XCMDs and Displays, Spectrum Internet Suite combines an XDisplay with a new XCMD and powerful Spectrum scripting to provide a one-stop solution to the Internet.

Features include:

===== NAVIGATION =====
- Optional Toolbar for quick access for frequently used commands
- Proxy server support
- Progress bar reports download status
- Bookmark facility for visting favorite sites
- Perform Basic Authentication security
- History list maintained to return to a visited page
  in the same session
- Browse files on local/network disks as well as the web
- Type in URLs without the need of http://
- Automatic URL completion (for standard www. and .com addresses):
  type "apple" and it will load "http://www.apple.com/"

===== WEB PAGE GENERATION =====
- Supports the HTML 3.2 standards
- "Netscape Navigator Client Pull" Dynamic Updating
- Frame cells are accessed by links (like Lynx 2.6)
- Exclusive Spectrum specific HTML tags: play Apple IIGS sound
  effects and speech from a web page! (the computer viewing
  the page must be running Spectrum Internet Suite and have
  appropriate sounds/speech software installed for these tags to work)
- Color text
- Multiple fonts and styles
- Emedded IMG tag translation
- Anchors and <base href=..> tags

```
===== OTHER FEATURES =====
- Display HTML source code
- Save HTML source code to disk
- Save formatted web page to disk or system clipboard -
  you can even use it for HTML to Teach conversion!
- Print web page contents or HTML source code
  to any Print Manager supported printer
- Using a UNIX shell account allows sending (only) of Email
  via Spectrum Internet Suite (email does not work from Genie)

System requirements:

- Spectrum v2.1
- An Apple IIGS running System 6.0.1 with 4Mb of RAM
- A hard disk and an accelerator highly recommended
- A modem with correctly wired hardware handshaking cable
- A Genie account or a dial-up Unix shell account from your
  Internet Service Provider (no files are placed on the shell
  system, so no filespace is needed on your shell account).

  Note: Spectrum v2.1, running with its full complement of XCMDs
  and the Spectrum Internet Suite, requires at least 4Mb of memory
  to browse the Web. A great deal of processing also needs to be
  done to build an HTML display, so an accelerator is virtually a
  must. It is also advisable to run Spectrum from a hard disk for
  speed and maximum storage capacity.

Retail price $25.

SIS REQUIRES SPECTRUM VERSION 2.1
If you received v2.1 through the mail, you're ready!
If you received v2.1 *AT* KansasFest and did NOT receive
  an update via email, you need to request a free update
  when you order SIS.
If you own v2.0 you need to order the update to v2.1 for $25.
If you own v1.0 you need to order the update to v2.1 for $30.

If you don't own Spectrum, order SPv2.1 with SIS for the special
 price of $95.

Add 7% tax if in Florida. Add $3.50 s&h (per order, not per item).
Email Visa/MasterCard/Discover orders to sevenhills@genie.com
  or FAX them to 904-575-2015 any time,
  or phone 904-575-0566, M-F, 9am-5pm (leave order on voicemail)
Mail checks/money orders to 1254 Ocala Road, Tallahassee, FL 32304.

For more information, visit the Spectrum Internet Suite Home Page:
     http://www.netally.com/shss/iigs/sis/
                 (SEVENHILLS, CAT43, TOP15, MSG:50/M645;1)

BRAND NEW JUICED   Announcing ...
"""""""""""""""""

===== Juiced.GS, Volume 2, Issue 1 =====

The Winter, 1997 edition of Juiced.GS, the Apple II world's premier
IIGS-specific magazine, is now arriving in subscriber mail boxes in the
```

U.S., Canada, Mexico, and other points around the world.

This issue is being mailed to 230 paid subscribers in 42 states and 12 foreign countries.

Here's what you'll find in this issue:

==========

Cover Story: A "Suite" Arrival ... A team of dedicated programmers, with the support of Seven Hills Software, has produced the first and only Web browser for the Apple IIGS. Spectrum Internet Suite will be available to users of Spectrum v2.1 in March.

Snap Shot: An Interview with Bret Victor ... Juiced.GS got together via e-mail with the creative and versatile IIGS programmer in late December and chatted about all sorts of stuff.

Desktop Publishing: Making a Good First Impression ... A closer look at the art of desktop publishing and its importance in capturing your intended audience. Also included is some of what you need to know about desktop publishing on your IIGS.

Desktop Publishing Bonus: Working with Fonts ... Dave Bennett, an associate professor of journalism, explains how the desktop publisher should approach the use of fonts in documents.

Shareware Spotlight: Defender of the World and Calendar Crafter GS are the featured programs in the spotlight this issue.

DumplinGS: Still crazy ... A sizable helping of newsy bits from around the Apple II world, including the unveiling of the "Mother of all Apple II Web Sites!"

II Be Named Later: A Personal Ad ... Our columnist, Ryan Suenaga, writes about life and love around a personal computer.

==========

Juiced.GS is a quarterly, printed publication available by subscription.

A subscription for 1997 is $14 in the U.S., Canada or Mexico, $20 elsewhere To subscribe, send a check or money order U.S. funds to:

Max Jones
Juiced.GS
2217 Lakeview Drive
Sullivan, IN 47882

Makes checks or money orders payable to Max Jones. Sorry, no credit cards or purchase orders can be accepted.

A complete set of 1996 issues is also available for $14. If you would like to purchase only a specific single copy (or copies) of 1996 issues, they are available for $4 each. An index and brief description of articles published in 1996 are available on the Juiced.GS web site. See URL below.

Apple II Forever!

Max Jones
Juiced.GS
Genie: M.JONES145 -- Delphi: JuicedGS
Internet: m.jones145@genie.com -or- juicedgs@delphi.com
Wolrd Wide Web: http://users.ids.net/~kerwood/juiced.gs
(M.JONES145, CAT13, TOP43, MSG:43/M645;1)

NEW HYPE!
""""""""""

Apple Blossom Publishing
in cooperation with
Hangtime of Script Central and Gareth Jones of Apples B.C. News
presents

H Y P E R Q U A R T E R L Y

Beginning in April we will begin shipping a new disk-based subscription, with new issues appearing every three months. Each issue (two disks) will contain innovative new stacks and scripts, XCMDs and XFCNs, icons, art, news and tutorials.

HyperCard IIGS, which is part of the Apple IIGS System Software, is an invaluable resource for Apple IIGS owners. But many folks don't know how useful and fun it can be. Sign up for Hyper Quarterly and you'll find out.

In addition to the talents of Hangtime and Gareth Jones, we will be joined by Josh Calvin, Brian Gillespie and Ryan Suenaga in presenting stacks and info for your use and pleasure. Other IIGS HyperCard users are welcome to submit stacks for publication (yes, we'll pay!).

The first issue is shaping up now and includes the following stacks:

A.La.Carte by Hangtime, An innovative stack for rapidly creating custom menus for stacks. Type in the menu names, assign command key equivalents and menu item actions and install.

TZ.Rolodex by Hangtime, HyperCard ships with an address book, but Hangtime's effort, aside from having the polished look he is famous for, lets you keep notes, view the correct time for the individual you're currently looking at, and lets you sort the stack by name.

PostScripter by Gareth Jones, Want fantastic looking graphics for your desktop publishing efforts, but stymied by a lack of good conversion tools for 320 color images. No longer! Just print a 320 image to disk as a postscript file with the LaserWriter driver, and use this stack to re-size and re-position the image anywhere on the page, then download to your PostScript laser printer with your favorite app (dlps, LaserBeam, SendPS, ProTERM).

HC.Word by Steve Cavanaugh, & Gareth Jones Need to dash off a quick note while working in HyperCard? This text editor stack lets you do that, but can also read and write text

files, encode with HTML, let you perform fast
Finds for words in any documents you have in
the stack, and can GSify text by automatical-
adding in the ligatures, em dashes and other
"high ASCII" characters.

Other stacks likely to appear include a Lynx bookmark manager, an updated version of Quarknet from Brian Gillespie that works seamlessly with Delphi, a stack with scripts and scripted buttons for copy and paste into your own projects, and more.

If you don't already have HyperCard IIGS, you can of course download it from Apple's ftp site. If you don't have the ability or time to do that, you can purchase the disks from us with your subscription for $12.00 (HyperCard IIGS version 1.1 comes on 6 disks).

To subscribe, send a check or money order for $35.00 ($47.00 if you are also ordering HyperCard IIGS) made out to "Apple Blossom Publishing" to

Steve Cavanaugh
Apple Blossom Publishing
P.O. Box 120434
Boston, MA 02112-0434

Sorry, neither credit cards nor purchase orders can be accepted. Please send any questions you might have to one of the email addresses below.

Regards,

Steve Cavanaugh
Apple Blossom Publishing
http://members.aol.com/newblossom/

Hyper Quarterly
The Apple Blossom
Apple II Modem Starter Disk
(A2LAMP, CAT13, TOP17, MSG:53/M645;1)

>>> THROUGH THE GRAPEVINE <<<
""""""""""""""""""""""""""""""""""

EVEN MORE SPECTRUM TRICKS
""""""""""""""""""""""""""

I also am working on a Master Command Center for Spectrum 2.1 users.

It will access Delphi, Genie, CIS, the Delphi Messenger, Genie Copilot, and a mini CIS BB Reader all from one convenient Hitzone Menu.

It's nowhere ready yet, but give me time. ;-)
(K.GRAHAM16, CAT3, TOP36, MSG:61/M645;2)

THE NEW SSII
""""""""""""

The next issue of Shareware Solutions II is finally nearing completion.

Unlike the last issue, where there were many short (1-2 page) articles, this upcoming issue has two very long feature length articles. My feature length article is all about Spectrum Internet Suite, and Steve Disbrow's feature length article is all about networking.

Of course, there's also the usual Grapevine news column (with some interesting Easter Egg discoveries), some "killer" Such A Deal offerings, the usual mix of freeware/shareware coverage in the Shareware Solutions II columns, and a second look at the the IIGS Emulator from our good friends

in Switzerland.

Soon....real soon now...

Joe
(JOE.KOHN, CAT28, TOP4, MSG:46/M645;1)

SSII'S NEW HARMONIE I have zero details to offer at the moment, but there
"""""""""""""""""""" will soon be an updated version of Harmonie available
from Burger Bill and Shareware Solutions II.

In addition to fixing bugs in the current versions (AWGS colors, full justification), there will be direct support for a number of newer HP ink jet printers, and on those printers that offer 600 x 300 dpi, you'll finally be able to take full advantage of that increased resolution.

Joe Kohn
(JOE.KOHN, CAT28, TOP4, MSG:78/M645;1)

>>>>> If the Burger-meister is taking Harmonie suggestions, I'd like to
""""" make a couple:

1) Make the Deskwriter drivers work via Appletalk.

2) Do a conventional (non-networked) driver for the Laserwriter, that converts TrueType fonts on the fly :)

3) Do some for the newer Canon and Epson printers.

Okay, I know I ask for a lot :)

Ryan
http://www.keystroke.net/~rsuenaga
"There's no shortage of windmills to tilt at."--Logan
ANSITerm and CoPilot v2.55
(A2LAMP, CAT28, TOP4, MSG:90/645;1)

SSII BRINGS BACK A2-CENTRAL Coming Soon...to an Apple II screen near
"""""""""""""""""""""""""""" you...

For the first time ever, every word that appeared in every issue of Open-Apple, A2-Central, and A2-Central-On-Disk will be available in a special 12 disk (3.5" only) collection that will be soon be available from Tom Weishaar and Joe Kohn. That's 8.8 megabytes of Apple II information, hints, tips, and humor from some of the sharpest minds to ever write about the Apple II.

In addition, all 73 back issues of A2-Central-On-Disk will also be available.
(JOE.KOHN, CAT28, TOP4, MSG:79/M645;1)

>>> MESSAGE SPOTLIGHT <<<
""""""""""""""""""""""""""

Category 13, Topic 43
Message 36 Sat Mar 08, 1997
M.JONES145 [MaxJ] at 12:49 EST

Oh, what a night ....

For those of you who missed it, the Apple II Saloon hosted a "New PRODUCT" celebration Friday night in the A2 RTC, and the turnout was fabulous! When Dave Hecker made the announcement about Spectrum Internet Suite, the first and only IIGS Web browser, there were no fewer than 32 poeple in the room.

As the night went on, some folks left, others joined in, and there was still about a dozen people in the Saloon when I finally signed off a little after 2 a.m.

There were even Genie users in the RTC Friday night who said they had NEVER been in an RTC before.

Oh, what a night ...

We'll be working on a transcript of the session in the next day or so. Look for it to be uploaded later this weekend.

I want to express my appreciation to the SIS development team -- Ewen Wannop, Geoff Weiss and Dave Hecker -- for being our guests for the RTC celebration. Ewen had to get out of bed at 4 a.m. to attend, and Geoff came in on a guest account and was still in the RTC when I left. What a trooper!

Thanks also to Cindy for helping get the guest account arranged for Geoff. Thanks also to Dave Miller for setting up the Simulbot so our friends on Delphi could participate.

And, of course, thanks to all those who attended and made this celebration a memorable one.

Apple II forever,

Max

[*][*][*]

While on Genie, do you spend most of your time downloading files? If so, you may be missing out some excellent information in the Bulletin Board area. The messages listed above only scratch the surface of what's available and waiting for you in the bulletin board area.

If you are serious about your Apple II, the GenieLamp staff strongly urge you to give the bulletin board area a try. There are literally thousands of messages posted from people like you from all over the world.

[EOA]
[A2P]////////////////////////////
A2/PRO_ductivity /
////////////////////////////////
By Ryan M. Suenaga, M.S.W.
[A2LAMP]

>>> A2PRO BITS & BYTES <<<
""""""""""""""""""""""""""""""

UUENCODING IN C MINOR
""""""""""""""""""""""""

I need some help deciphering the following C code. It is supposed to be code to decode UUencoded

files. Anyone who feels led to comment this code and/or point out problems with it will receive my undying gratitude (well, at least a big thank you ;).

Charlie

--**--

```
if (msgtype == 'U')
{
     FILE *f;

     char c1, c2, c3;
     int cnt, csum;

     f = fopen (buf2, (i== 1) ? "w" : "a");
     if (f)
     {
          if (i != 1)
          {
          cnt = *buf - ' ';
          csum = 0;
          for (c = buf+1; cnt>0; c += 4)
          {
          c1 = ((c[0] - ' ') & 0x3f) << 2 | ((c[1] - ' ') & 0x3f) >> 4;
          c2 = ((c[1] - ' ') & 0x3f) << 4 | ((c[2] - ' ') & 0x3f) >> 2;
          c3 = ((c[2] - ' ') & 0x3f) << 6 | ((c[3] - ' ') & 0x3f);

          if (cnt-- > 0)
               fputc (c1,f);
          if (cnt-- > 0)
               fputc (c2,f);
          if (cnt-- > 0)
               fputc(c3, f);
          }
          }

     while (prevline = ourbuf,
          sgets (buf, 1024, &ourbuf) &&

(i = check_uue (buf)))
          {
          cnt = *buf - ' ';
          csum = 0;
          for (c = buf+1; i>0 && cnt> 0; c += 4)
          {
          c1 = ((c[0] - ' ') & 0x3f) << 2 | ((c[1] - ' ') & 0x3f) >> 4;
          c2 = ((c[1] - ' ') & 0x3f) << 4 | ((c[2] - ' ') & 0x3f) >> 2;
          c3 = ((c[2] - ' ') & 0x3f) << 6 | ((c[3] - ' ') & 0x3f);

          if (cnt-- > 0)
               fputc (c1,f);
          if (cnt-- > 0)
               fputc (c2,f);
          if (cnt-- > 0)
               fputc(c3, f);
          }
          }
```

```
          fclose (f);
          p += sprintf (p, "  Got %s to %s\n",bu

 f1, download_path);

          }
     }
                (A2.CHARLIE, CAT4, TOP2, MSG:83/M530;1)
```

>>>>> Roughly translating the c code, first a file "f" is opened for
""""" writing. I'm not sure what "i" is used for but assuming it's not 1
you go into a loop to decode a line of uucode.

Evidently, the line of uucode has previously been stored in in a buffer pointed to by "buf".

```
            cnt = *buf - ' ';
```

takes the first character in the buffer (the line count) and subtracts an ascii space (32) from it. Thus cnt now holds the length of the line (in bytes when decoded). Assuming the line starts with "M" that is 45.

```
            csum = 0;
```

"csum", the checksum is set to zero.

```
           for (c = buf+1; cnt>0; c += 4)
```

next comes a loop that decodes the line od uucode. c is probably declared somewhere previously as a pointer of type char (char *c). It is initially set to point to the second character in "buf" (c = buf+1;). The loop is set up so that it will continue to loop while the "cnt" is greater than zero (cnt>0;), and each time thru the loop c is incremented by 4 (c += 4). Each time thru the loop four uucode characters are translated.

Remember that four uucode characters translate to three real bytes. c1, c2 and c3 are variables that hold the three resulting bytes. They are not related to the variable c which is a pointer and c[n] which is the nth character past where c is currently pointing. Remember, at the start of the loop c is pointing to the second character in the buffer, the one past the line length character.

```
           c1 = ((c[0] - ' ') & 0x3f) << 2 | ((c[1] - ' ') & 0x3f) >> 4;
```

This line decodes the first byte. c[0] is the second ascii character in the uucode line, and c[1] is the third. The part ((c[n] - ' ') & 0x3f) takes an uucoded character and subtracts 32 (an ascii space) from it and ANDs it with $3F to mask off the two high bits that aren't used. the << 2 shifts the first result two BITS to the left and the >> 4 shifts the second result four bits to the right. The | operator ORs the results together. Let's say the line starts off M3F.... "M" is the line length, c[0] = '3' and c[1] = 'F' in ascii code '3' = $33 and 'F' = $46. Following the equation above:

```
         Left half                              Right half
 $33 - $20 (a space) = $13               $4F - $20 (a space) = $2F
 ANDing with $3F     = $13               ANDing with $3F     = $2F
 2 bit left shift    = $4C               4 bit right shift   = $02
                     OR the two halfs and c1 = $4E
```

c2 and c3 are derived the same way, except the shifts are different to extract the three bytes.

```
  if (cnt-- > 0)
                fputc (c1,f);
           if (cnt-- > 0)
                fputc (c2,f);
           if (cnt-- > 0)
                fputc(c3, f);
           }                  <== brace that ends loop
```

This code writes c1, c2 and c3 to the output file. as long as there are still bytes to be output (ie. cnt-- > 0) the -- after the "cnt" decrements "cnt" by one AFTER the comparison test is made.

Then the loop is tested, and if cnt>0 is still true, the loop starts again, this time with c pointing to the 6th uucode character in the line. The looping continues until the last byte is decoded and "cnt" becomes zero. This completes one line of the code.

I'm not sure how the remaining code and the "check_uue (buf)" function work as parts of that code are missing. It is safe to bet that it gets the next line into buffer and checks the checksum of the processed line, so I'll stop here. The remaining code is repetitive to what I listed above.

Charlie, I did this in a hurry, I think it is accurate, but typos may have slipped in. I hope this gives you some help.

Where did you get this code? Is in the library or can it be posted in its entirety?

```
   \ ___\ ___\
    \   !\    \
        A        Bob,
        H        AF6C
                 (R.ECKWEILER, CAT4, TOP2, MSG:84/M530;1)
```

<<<<<   The code was posted to me on Delphi. I retyped it here and may have
"""""   made some typos. Here is the original text...

```
 --**--

 if (msgtype == 'U')
 // want UUE file?
 {
     FILE *f;
 // UU decoded output file
     char  c1, c2, c3;
     int   cnt,
           csum;
      f = fopen (buf2, (i == 1) ? "w" : "a");
     if (f)
     {
            if (i != 1)
 // a body line?
            {
                   cnt  = *buf - ' ';
```

```
                        csum = 0;
                        for (c = buf+1; cnt > 0; c += 4)
                        {
                                c1 = ((c[0] - ' ') & 0x3f) << 2
                                   | ((c[1] - ' ') & 0x3f) >> 4;
                                c2 = ((c[1] - ' ') & 0x3f) << 4
                                   | ((c[2] - ' ') & 0x3f) >> 2;
                                c3 = ((c[2] - ' ') & 0x3f) << 6
                                   | ((c[3] - ' ') & 0x3f);
                                if (cnt-- > 0)
                                        fputc (c1, f);
                                if (cnt-- > 0)
                                        fputc (c2, f);
                                if (cnt-- > 0)
                                        fputc (c3, f);
                        }
                }
                while (prevline = ourbuf,
                         sgets (buf, 1024, &ourbuf) && (i = check_uue (buf)))
                {
                        cnt  = *buf - ' ';
                        csum = 0;
                        for (c = buf+1; i > 0 && cnt > 0; c += 4)
                        {
                                c1 = ((c[0] - ' ') & 0x3f) << 2
                                   | ((c[1] - ' ') & 0x3f) >> 4;
                                c2 = ((c[1] - ' ') & 0x3f) << 4
                                   | ((c[2] - ' ') & 0x3f) >> 2;
                                c3 = ((c[2] - ' ') & 0x3f) << 6
                                   | ((c[3] - ' ') & 0x3f);
                                if (cnt-- > 0)
                                        fputc (c1, f);
                                if (cnt-- > 0)
                                        fputc (c2, f);
                                if (cnt-- > 0)
                                        fputc (c3, f);
                        }
                }
                fclose (f);
                p += sprintf (p, "   Got %s to %s\n", buf1, download_path);
        }
 }

 --**--
```

Charlie
(A2.CHARLIE, CAT4, TOP2, MSG:85/M530;1)

>>>>> Thanks Charlie, the added code didn't help much, there's still a
""""" lot missing. I hope the translation I gave you is enough to get
you started. Be sure not to write the decode part in AppleSoft. Bit
shifting can be a challenge in basic unless there is an integer divide. In
either case it is a lot slower than "C" or assembly.

If you ever come across a better example of how the checksum is calculated
please pass it along.

Happy St. Patty's Day to you Mr. O'Charlie,

Bob O'Eckweiler
(R.ECKWEILER, CAT4, TOP2, MSG:86/M530;1)

MORE UUENCODING
""""""""""""""""
I'm interested in learning how encoding and decoding in UU is done.

I've read a bit of stuff on the Internet, but I haven't found any information on exactly how the algorithm works that changes the 3 eight-bit characters into 4 six-bit characters.

Anyone around here able to explain it to me?

Charlie
(A2.CHARLIE, CAT23, TOP19, MSG:1/M530/1)

>>>>> Hmmm... I'm not real familiar with the inner workings of UUencode
""""" or Binscii, but I do know Base64 inside and out. :) Base64 is actually a pretty simple encoding scheme when you look at it.

Dave
(JUST.DAVE, CAT23, TOP19, MSG:2/M530;1)

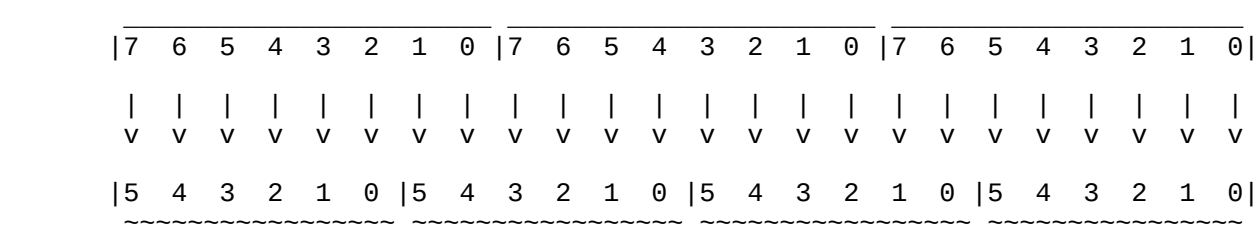
>>>>> I have source code around here somewhere for sciibin, a UNIX
""""" program that handles Binscii decoding. If you're interested, I could upload it here. It's C source code, BTW.

I'm sure I could dig up similar UU source code, if I had some time...

- Tony
(A2.TONY, CAT23, TOP19, MSG:4/M530;1)

>>>>> Base64 is really very simple in concept, but it's a bear to
""""" actually implement. :)

Imagine you have two trays that are 24 bits long. One is divided in 3 pieces, each slot is 8 bits wide. Your second tray is divided into 4 pieces, each 6 bits wide. You just line the bits up in the 8 bit tray, hold it over the six bit tray, and drop the bits straight down. (see the diagram)



The resulting 6 bit values are used as a simple table lookup to the valid characters we can use for base64.

Table 1: The Base64 Alphabet (graciously swiped from RFC 2045)

Value	Encoding	Value	Encoding	Value	Encoding	Value	Encoding
0	A	17	R	34	i	51	z
1	B	18	S	35	j	52	0

2 C	19 T	36 k	53 1
3 D	20 U	37 l	54 2
4 E	21 V	38 m	55 3
5 F	22 W	39 n	56 4
6 G	23 X	40 o	57 5
7 H	24 Y	41 p	58 6
8 I	25 Z	42 q	59 7
9 J	26 a	43 r	60 8
10 K	27 b	44 s	61 9
11 L	28 c	45 t	62 +
12 M	29 d	46 u	63 /
13 N	30 e	47 v	
14 O	31 f	48 w	(pad) =
15 P	32 g	49 x	
16 Q	33 h	50 y	

When you hit the end of the data, if you don't have exactly 3 bytes to convert, then just drop what you have into the six-bit "tray" from the left side, and fill with 0-bits on the right to fill the current six-bit slot. Any empty slots on the right hand side can be filled with '=' characters.

You can use a maximum of 76 characters per line.

The "official" documentation on this encoding scheme begins on page 24 of RFC 2045, which can be found at <http://www.internic.net/rfc/rfc2045.txt>

You can also request a copy of it in email by sending mail to "mailserv@ds.internic.net". The subject can be whatever you want. In the BODY of the message, put "document-by-name rfc2045" (without the quotes obviously :)

I'm not REAL familiar with UUencode, but I think it's pretty similar, except instead of using a table lookup, it just adds 32 to the 6-bit value (and some implementations replace spaces with back-apostrophes (`)). The problem with this (and why base64 was created) is that some mailservers choke on certain characters that are legal in UUencode. The alphabet used in the lookup table for base64 was carefully chosen so that every character in it would safely pass through all known mail server software.

Dave

(JUST.DAVE, CAT23, TOP19, MSG:5/M530;1)

<<<<< Thanks! If I understand the concept then the following is true:
"""""

Hi-Bit A = 193								Hi-Bit B = 194								Hi-Bit C = 195							
7	6	5	4	3	2	1	0	7	6	5	4	3	2	1	0	7	6	5	4	3	2	1	0
1	1	0	0	0	0	0	1	1	1	0	0	0	0	1	0	1	1	0	0	0	0	1	1
5	4	3	2	1	0	5	4	3	2	1	0	5	4	3	2	1	0	5	4	3	2	1	0
48								28								11							
w								c								L							

Is that right?

Charlie

(A2.CHARLIE, CAT23, TOP19, MSG:6/530;1)

<<<<< Tony,
"""""
Thanks. :) It never hurts to have sample code available.

BTW, Alan [STARFALL] gave me the following information in the INTERNET RT BB:

"You can get C source code for UUencode/decode from the GNU project.
Go to ftp://gatekeeper.dec.com/pub/GNU/sharutils-4.2.tar.gz to get it.
You'll need gunzip to uncompress it, and a tar utility to extract the
files."

Any chance that you could grab that and put it here in a form that I can read?

Charlie

(A2.CHARLIE, CAT23, TOP19, MSG:7/M530;1)

>>>>> If I understand Dave's explanation, it means that for every four
""""" character string in BASE64, there is a corresponding 3 character string in REAL (i.e., the original document). Is this a correct interpretation?

A brute force method would be to simply encode the possible combination of 6- bit characters (4 each) and use a translation table to the 3x8-bit sets. It would be horrendous, but it would work. Or, one would have to use a 64-entry table, convert the characters to the bits, concatenate them, and then break into 8-bit groups, and reconvert to ASCII.

Is the above correct?

It also sounds like UUENCODE can't use the control characters. If it adds 32 to the value, it means that values less than 32 to start, when subtracted from, would give an encoded value less than zero.

Joat

(A2.TIM, CAT23, TOP19, MSG:8/M530;1)

>>>>> Charlie:
"""""

> Is that right?

Yes. :)

>>> Joat

> If I understand Dave's explanation, it means that for every four
> character string in BASE64, there is a corresponding 3 character
> string in REAL (i.e., the original document). Is this a correct
> interpretation?

Almost. If the 4-character string in base64 ends in = signs, then there are less than 3 characters in the that spot in the original document. This can only ocurr at the end of the data though.

> A brute force method would be to simply encode the possible
> combination of 6- bit characters (4 each) and use a translation table
> to the 3x8-bit sets. It would be horrendous, but it would work. Or,
> one would have to use a 64-entry table, convert the characters to the
> bits, concatenate them, and then break into 8-bit groups, and
> reconvert to ASCII.

Well, yeah, except that brute force translation table would take approximately 64 megabytes of RAM to store, which makes it a little painful to use. :) So unless you're working on a machine that actually has that much memory available, you're pretty much stuck with splitting apart and reconcatenating the bits and using the 64-entry table.

> It also sounds like UUENCODE can't use the control characters. If it
> adds 32 to the value, it means that values less than 32 to start, when
> subtracted from, would give an encoded value less than zero.

No, you missed part of it. I think you still split the bits apart using that "tray example" method I showed you. The resulting 6-bit values have 32 added to them. Which makes it pretty identical to base64 except that 64 entry table being used is actually a subset of the standard ASCII table starting at ASCII 32. I think the first character of the line is also a count of how many characters are on that line in UUencode.

Hmmm... waitasec... if you mean in the encoded data, then no, neither base64 nor uuencode uses control characters in the encoding. UUencode depends on the end-of-line characters for a crosscheck, since it has a length byte on each line. base64 just ignores any whitespace.

Dave

(JUST.DAVE, CAT23, TOP19, MSG:9/M530;1)

>>>>> A2.CHARLIE

""""""

If you're just looking for theory, it's simple enough. (Note: Some of the details may not be completely accurate.) You process the file to be converted in chunks of three characters (padding with zeroes at EOF?). Say you have the following three values in a particular chunk of data (shown here in binary):

```
 10110101   11010010   01101101
```

To convert them, you take the top two bits off of each number, concatenate them together to make a fourth six-bit byte:

```
 10110101   11010010   01101101
 ||         ||         ||
 ------>----------->------------> 00101101
```

So you end up with:

```
 00110101   00010010   00101101   00101101
```

Then you add 32 ($20) to each resulting value to get a number in the range of 32 to 96 (ASCII value of printable characters). For each line of output, put the line length (normally 77 characters? - an uppercase 'M') followed by the encoded characters. A zero length line terminates (?).

Hope it helps.

...Chris
(K.FLYNN, CAT23, TOP19, MSG:11/M530;1)

<<<<< Chris,
"""""
I've just become interested in this subject, and I'm wondering about creating a utility for the Apple II (8 bit) that will encode/decode UU and/or Base64.

From what I've seen of Base64 (Dave's explanation), this shouldn't be a major problem. However, I've gotten at least two different takes on how UU does it's coding, so I'm not sure how to proceed there.

Andy, over in the Internet RT, said that UU is done this way (which is similar to Dave's description of Base64):

```
 | 7  6  5  4  3  2  1  0| 7  6  5  4  3  2  1  0| 7  6  5  4  3  2  1  0|
   |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
   v  v  v  v  v  v  v  v  v  v  v  v  v  v  v  v  v  v  v  v  v  v  v  v

 | 5  4  3  2  1  0| 5  4  3  2  1  0| 5  4  3  2  1  0| 5  4  3  2  1  0|
```

While you say...

```
 1 1 0 0 1 0 0 1    0 1 0 0 0 1 1 0    0 0 1 1 1 1 0 1
 ---                ---                ---

 0 0 0 0 1 0 0 1    0 0 0 0 0 1 1 0    0 0 1 1 1 1 0 1    0 0 1 1 0 1 0 0
                                                          --- --- ---
```

Is there more than one way to do UU?

Charlie
(A2.CHARLIE, CAT23, TOP19, MSG:12/M530;1)

>>>>> Charlie,
"""""
For some years now, I have been receiving earthquake reports off of packet radio that are uuencoded. I use a standard decoder that I think I got off of AOL back when Apple //s were legal there.

Being an inquisitive fellow, I also remember downloading a file or two that included the format for uuencoding and some source code (in C). If you like, and if I can find it - which I think I can, I'd be glad to upload it for all to see.

Bob, AF6C
(R.ECKWEILER, CAT23, TOP19, MSG:16/M530;1)

>>>>> UUENCODE was developed to allow sending binary files over digital
""""" communication links. Many of these links allowed only the transmission of the standard printable ascii characters. Control codes were used for other functions. Also, many of these links truncated spaces and blank lines.

UUENCODE expands the file to be transmitted by 33% (plus overhead) by converting the binary file into one of 64 printable ascii characters

<space> thru <underscore>. Also, since the space can be truncated on some systems, later versions of UUENCODE further translate the space into the back apostrophe (`) ascii 96.

Three 8 bit bytes are encoded at a time. The 24 bits are separated into four six-bit 'bytes' and 32 is added to each of these 'bytes' to make it a printable ascii character.

Let's convert $AB CD EF:

```
   10101011 11001101 11101111             <= $AB CD EF in binary (3 bytes)

   101010 111100 110111 101111            <= group into 6-bit "bytes"

   00101010 00111100 00110111 00101111    <= put it in 8 bit byte form
                                             by adding two leading 0
                                             bits. ($2A 3C 37 2F)

   01001010 01011100 01010111 01001111    <= add 32 ($20) to each byte
                                                    ($4A 5C 57 4F)

       J        \        W        O        <= equivalent ascii
```

Before going any farther, here is a two line text file and how it appears after UUENCODING. Of course UUENCODING a text file is kind of a waste, but it makes a good example.

Here's the test file (each line ends with a <carriage return>):

```
Now is the time for all good men to come to the aid of their party!
The quick brown fox jumps over the lazy dog.
```

And here's that file UUENCODEd:

```
 begin 644 testfile.txt
 M3F]W(&ES('1H92!T:6UE(&9O<B!A;&P@9V]O9"!M96X@=&\@8V]M92!T;R!TG
 M:&4@86ED(&]F('1H96ER('!A<G1Y(0U4:&4@<75I8VL@8G)O=VX@9F]X(&IU<
 7;7!S(&]V97(@=&AE(&QA>GD@9&]G+@U46
 ``
 end
 size 113
```

The "begin 664" tells the decoder that uuencoded data follows and the "testfile.txt" is the filename that the file will be given.

The encoded data then follows. Each line starts with a line length character and optionally ends with a checksum character.

Notice that each of the first two lines start with a capital "M". This is a line-length character. "M" = ascii 77 minus the 32 offset = 45. But if you count the characters on one of those lines there are 62 characters. (61 characters if there is no checksum.) The 45 refers to the number of 8-bit bytes in that line prior to encoding. Forty-five bytes corresponds with 60 characters + one length and one checksum character adds to 62.

Likewise the 7 line length character on the third encoded line refers to 23 bytes. If the number of bytes on the list line is not divisable by three the last group of four characters may only partially used. Some programs

seem to pad zeros and others leave garbage. Since the number of bytes on the line is known this is not a problem. In the example above the last four ascii characters (+@U4) decode to $2E 0D 54 which is the ending period for byte 112 and a carriage return for byte 113 (the last byte) followed by "T" which is ignored garbage.

The next line just contains two back apostrophe characters, which marks the end of file (Line length of zero). The "end" is a marker to tell the decoder that it is finished. Sometimes more than one file is encoded and another "begin" is encountered instead of the "end". UUENCODE allows for more than one file to be transmitted.

The "size 113" is generated by the program I use and is not used by the decoder. It is just ascii information and in usually not present when sent.

The checksum presents a problem across different versions of UUENCODE. Most programs have a feature to allow ignoring the line checksum. Richard Marks in his program uses the sum of all the encoded characters, before adding the mapping, modulo 64 as the checksum. This appears to be the correct method (according to information I've read - but I'm no expert). The version written by Mark Horton and ported to the IIgs by Jeff Noxon uses a different scheme; he uses the sum of the original, not the encoded characters. The version I used to encode the short text message above is the Horton/Noxon version.

The Norton/Moxon version of UUENCODE and UUDECODE is available in the A2PRO library as file 4926.

Hope this helps some,

```
   \ ___\ ___\
    \   !\    \
        A        Bob,
        H        AF6C
                (R.ECKWEILER, CAT23, TOP19, MSG:17/M530;1)
```

```
>>>>>   A2.CHARLIE
""""""
||  Andy, over in the Internet RT, said that UU is done this way...:
||
||  While you say...
```

Don't listen to me. :) I just pulled that off the top of my head from some point in time from the ancient past. That means more than a couple of weeks ago. :)

I double-checked and you're correct. Three eight-bit bytes at a time are packed into a bit stream and chopped back up into four six-bit bytes. The order of the bits does not change.

The actual format appears to be:

begin <filename> <filemode> <encoded line> <encoded line> end

Each encoded line consists of a length byte followed by up to 60 encoded (45 unencoded) characters. The length byte is the ASCII value represented by 32 plus the number of unencoded characters in the line. Any encoded value that would be a space character (including the length byte) is

replaced by the back tick character (`).

...Chris
(K.FLYNN, CAT23, TOP19, MSG:19/M530;1)

<<<<< Hmmm...
""""""
Somewhere in the last few days I've seen that mentioned as the backslash (\). I did see that you put two back ticks (``) on the line following the last encoded line, and then on the next line you put the word "end".

Am I confused (probably)?

Charlie
(A2.CHARLIE, CAT23, TOP19, MSG:20/M530;1)

>>>>> A2.CHARLIE
""""""
|| Somewhere in the last few days I've seen [`] mentioned as the backslash
|| (\).

Nope, it's definitely a backtick according to the source code I saw.

|| I did see that you put two back ticks (``) on the line following the
|| last encoded line, and then on the next line you put the word "end".
||
|| Am I confused (probably)?

Yep, but only about me showing two backticks. I didn't say that, though it looks fine to me.

...Chris
(K.FLYNN, CAT23, TOP19, MSG:21/M530;1)

>>>>> Yes, the last line (before the END, which is optional - it could be
"""""" another BEGIN for another file) has one or two back ticks (could I have said backslash by mistake?). The back tick is SPACE which is 32 which decodes to zero. Thus the line length of the last line is zero. The second back tick is the checksum, also zero.

```
   \ ___\ ___\
    \   !\    \
        A        Bob,
        H        AF6C
               (R.ECKWEILER, CAT23, TOP19, MSG:24/M530;1)
```

[EOA]
[BAN]//////////////////////////////
FILE BANDWAGON /
//////////////////////////////
Top 10 Files for February
""""""""""""""""""""""""""""
by Douglas Cuff
[D.CUFF]

This feature lists the ten most popular files for the month. To give files a chance to seek their own levels, no files will be added to the list until they've been in place at least a month. This month, we look at the

files uploaded 1-28 February 1997.

This isn't the Academy Awards ceremony, folks; it's more like the People's Choice Awards (both of which are trademarked, by the way). The Top 10 doesn't necessarily tell you what's new and interesting--what files _you_ might find interesting--it simply tells you what files have been downloaded a lot--what other people found interesting!

This month, GenieLamp A2 occupies four spots on the list, but we're just counting that one file. We hope this explains why there are 13 files on the Top 10 list.

File #	Filename	Bytes	DLs	Short description
28342	A2.DOM.9702.BXY	416640	82	A2 Disk of the Month, Jan/Feb 1997
28307	MEGABOX201.BXY	19840	61	MegaBox 2.0.1 - NDA Music Player
28302	ALMP9702TXT.BXY	64896	53	GenieLamp A2 February 1997 Text
28301	ALMP9702AWP.BXY	72192	51	GenieLamp A2 February 1997 AWP
28313	PATCH.INFO.BXY	10368	36	AppleWorks 5.1 Patcher Information
28336	ALMP9702.HS.BXY	95360	25	GenieLamp A2, Feb. 1997 (HyprStudio)
28309	BESTMODS.01.BXY	1272704	25	Best MODs Collection Number 1
28304	A2.JAN.ADB.BXY	3228	24	ADB Update of A2 Library Index - JAN
28334	BESTMODS.06.BXY	1064448	21	Best MODs Collection Number 6
28305	FEB97DESK.BXY	467484	21	Desktop background INIs for Feb. 97.
28300	ALMP9702.ASC	119992	20	GenieLamp A2 February 1997 ASCII
28321	BESTMODS.04.BXY	1086592	18	Best MODs Collection Number 4
28339	BESTMODS.08.BXY	908544	16	Best MODs Collection Number 8

A2.DOM.9702.BXY
"""""""""""""""
Genie's A2 Disk of the Month has moved to a bi-monthly schedule. This edition begins with the Dean's List and two issues of GenieLamp A2 (January and February 1997). In the directory for all Apple II's, there's AutoMenu, a BASIC program selector to run only the executable files on your drive, and Fresh.It.Patch, instructions to patch AppleWorks v5.1 so that the desktop does not shrink each time you re-run it. In the Apple IIgs folder, there's FontViewer, v2.0 of the genealogy program Pedigree, and two picture-viewing utilities, Eye (a Finder extra that needs to be placed in System:FinderExtras) and GIFview, a quick 'n' dirty program for GIF graphics. Freeware and shareware.

MEGABOX201.BXY
""""""""""""""
MegaBox v2.0.1 by Rolf Braun is a music-player in an NDA that can handle SoundSmith, Midi Synth, and NoiseTracker GS music files. The program hasn't changed since v2.0; only the documentation and some supplementary files, which are now included. Either public domain or freeware; the documentation isn't clear.

ALMP9702TXT.BXY
"""""""""""""""
Four editions of the February issue of GenieLamp A2 grace our Top 10 list this month--in order of popularity, the standard text file edition, the AppleWorks word processor edition, the HyperStudio edition, and the "linefeeds added" unshrunk text file edition. All four editions feature the same great articles--the reinstatement of A2Pro RoundTable coverage, a review of Quick Click Morph, and a profile of software author Bret "Slixter" Victor. Freeware.

PATCH.INFO.BXY
""""""""""""""
Here are two files detailing the AppleWorks patches made available in Bev's Free Patcher v6.5, available from Beverly Cadieux of Kingwood Micro Software / TEXAS II. The lion's share of the approximately 130 patches are for the most recent version of AppleWorks, v5.1. These two files are freeware.

BESTMODS.01.BXY Part 1 of a series of "Best MODs" (music modules)
""""""""""""""" uploaded by Russell Nielson. These 9 Amiga music modules may be played using favorite MODule player--Nielson suggests Deskplay: Captive 2, Dirty Mary 2, FunkySong, Kingdom of Pleasure, Leave Me Alone, Living Proof, LK (Lizard King), Pelforth Blues, Spacedweeb, Taproot, The Code of Pulse, and Walking in the Space. Freeware.

A2.JAN.ADB.BXY An AppleWorks data base file of all the uploads to Genie's
"""""""""""""" A2 library during the month of January 1997--42 files in all. Freeware.

BESTMODS.06.BXY These 9 Amiga music modules may be played using favorite
""""""""""""""" MODule player: Acid Jazz, Clairvoyance, Decibel Overload, Fury Forest, Glutturale, Love Anarchy, Nitabrowski, Odyssey Part 1, and Street Jungle. Freeware.

FEB97DESK.BXY A collection of 61 pictures in .INI format, to allow the
""""""""""""" graphics to be used as the background for desktop programs (replacing the standard periwinkle blue). Almost all of these pictures focus on Valentine's Day--cupids, hearts, flowers, and the like--and as usual, there are many variations on some of the graphics (larger and smaller versions, mirror images, different backgrounds). Of the Valentine graphics, the best in my opinion are HEART3.INI (showing candy hearts with messages on them, or "conversation candies") and HEARTS2.INI, a nice pattern of large and small red hearts on a white background. There are a few graphics not on the Valentine theme: GRHOGDAY.INI, concerning Groundhog Day (February 2); PRESDAY.INI, concerning the American holiday President's Day (February 17); and RED.DRAGONa.INI, concerning a holiday I confess I am in ignorance of. (Readers?) Two graphics which may appear to be exceptions are the series CHRSTY3A.INI, CHRSTY3b.INI, CHRSTY3c.INI, which are very abstract representations of a heart pattern (and therefore not limited to use at Valentime) and the series VAL1.INI, VAL2.INI, VAL3.INI, which are sirds, or hidden three-dimensional pictures. (Avoid the last one, VAL3.INI, which has been imperfectly translated.) Freeware.

BESTMODS.04.BXY These 9 Amiga music modules may be played using favorite
""""""""""""""" MODule player: CPLX TaiPan Preview, Hmmmmma, Let there be Funk 2, M0rk Sone 2, Rubicon, So What, Tan, Technomania, and Tranzeseven. Freeware.

BESTMODS.08.BXY These 9 Amiga music modules may be played using favorite
""""""""""""""" MODule player: Enigma, Entity, Gratitude, Herald, It's Phenomenal, Klisje Paa Klisje, Macnormalia, Mandelforce, and Marek Bilinski. Freeware.

[EOA]
[PDQ]//////////////////////////////
PD_QUICKVIEW /
//////////////////////////////
Yours For The Asking
"""""""""""""""""""""
by Douglas Cuff
[D.CUFF]

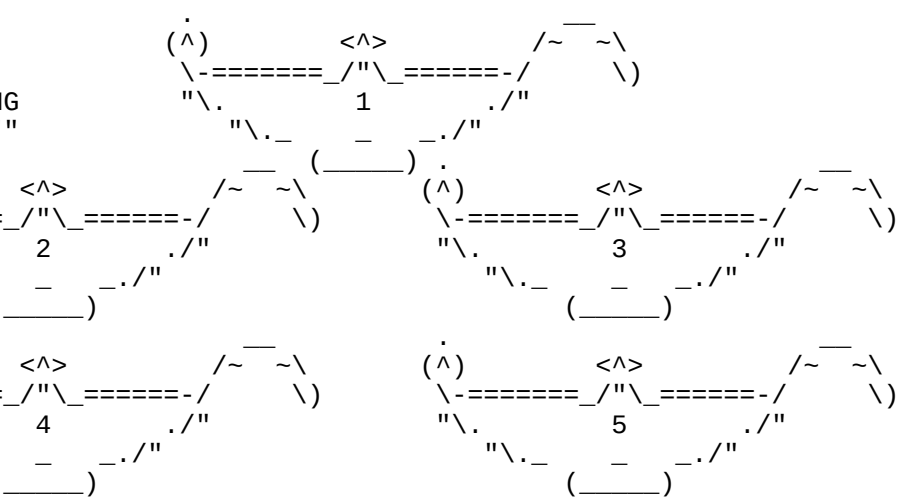
Program Name: Change-A-File
Filename: CF.4.22.BXY
Program Number: 24287

File Size:	27392
Program Type:	utility
Author:	Harold D. Portnoy
Version Reviewed:	v4.22
File Type:	freeware & shareware
Requirements:	Apple IIe, IIc, IIgs

FROM THE AUTHOR CHANGE-A-FILE is a batch file utility that reads AppleWorks Word Processor (AWP) and text (TXT) files; converts AWP files to TXT files, TXT files to AWP files, and AWP 3.0 (AWP 4) files to AWP 2.x files; restores damaged AWP and ADB (data base) files (including AW4); change file or auxiliary type codes, and strip or insert line feeds. Up to 88 files in a directory or subdirectory can be altered. This program uses the ProSel format. CHANGE-A-FILE is particularly useful to the AppleWorks (AWKS) user and to prepare files for uploading or alter files after downloading.

[*][*][*]

PD_Q RATING



FIVE LAMPS (1-5)

PD_Q COMMENTS Change-A-File is a utility that comes in two parts. The first part is free--three commands for manipulating text files, one command for typing text and AppleWorks word processor files (to the screen or printer), and one command for altering file types--five commands in all.

The three commands for manipulating text files--

- L- Strip Linefeed
- C- Strip Control Character
- I- Insert Linefeed

--are not unique to this utility, but I like the batch implementation here. You can choose to strip or insert linefeeds, which is value to those who know that Apple, IBM, and UNIX all use different "newline" (or "end of line") sequences. Apple uses the carriage return online. IBM uses the carriage return plus linefeed. UNIX uses the linefeed only. You begin to see why inserting and removing linefeeds are important. If you the World Wide Web a lot, you'll probably find yourself with a lot of UNIX text

files. Change-A-File not only lets you strip the linefeeds, but optionally lets you change the linefeeds to carriage returns--very useful indeed.

To be sure, there are other utilities to handle the insertion and stripping of linefeeds--AppleWorks can now handle this internally with a simple macro, for instance--but I've found none so handy as Change-A-File. The ability to strip _any_ control character is also handy, even if the interface is slightly counter-intuitive--it sends me diving for the documentation file every time. To strip Control-Z, for example, press Z (not Control-Z) and then Return.

The utility to view TXT and AWP files is nice, too, but it can only scroll forward, not back, as File-A-Trix does. On the bright side, it handles AppleWorks centering and indenting commands properly, which is more can do. To be honest, I keep forgetting about the ability to change the file type, auxiliary type, and the eight bits of the access code--so many other utilities offer similar capacity with a similar interface.

All five commands I've described so far are absolutely free, and make the program well worth having because of its handy interface. If you pay author Harold Portnoy a mingy $10, you'll get a password to unlock Change-A-File and will get six more commands. When unlocked, Change-A-File really comes into its own.

W- AWP File to TXT File
T- TXT File to AWP File
X- AWP 3-5 to 2.x File
E- Exhume AWP File
D- AWP File Doctor (AW 2-5)
R- Repair ADB File (AW 2-5)

The ability to change AppleWorks files into text files is nothing new--AppleWorks now handles the matter perfectly adequately--but again, this program makes it even easier. It's actually worth the hassle of quitting AppleWorks and launching the Change-A-File program--praise doesn't get any richer than that. For starters, you can be sure that your centered and indented text will be treated properly. You can translate a slew of files at one time, and you can easily choose to have each line end with or without a hard return.

The routine to change TXT files into AWP files isn't quite as good--it doesn't always update the screen display properly when you first load the file--but it's still an appreciable time-saver. You can start working with a large pre-converted file more quickly than you can a text file. The latter has to be loaded onto the desktop and then converted for the word processor module once you enter the file. The second stage takes time.

The file recovery and repair utilities are life-savers. I don't suppose I've had to use them more than half a dozen times in the last three years, but each time they've come through for me. "Exhume AWP" is the first command to try on word processor files that won't load, and if that doesn't work, you move onto the "AWP File Doctor". (You can sometimes benefit from trying both commands.) "Repair ADB File" does much the same thing, except--obviously--for data base files, and for that reason is even more valuable. With a word processor file, there are always alternatives, but a data base file is much trickier to resurrect, making the final of the six commands useful indeed.

SUMMING UP If I had to list the two utilities I use most on a daily basis, Change-A-File would come third, after the File-A-Trix Classic Desk Accessory (Apple IIgs only) and Cat Doctor (part of the commercial ProSel package, available in separate Apple IIe/IIc and IIgs versions). It keeps growing with me as I want to send out text or collect it, and I wouldn't want to be without it.

RATING SYSTEM

5 LAMPS.....What? You haven't downloaded this program YET?
4 LAMPS.....Innovative or feature rich, take a look!
3 LAMPS.....Good execution, stable program.
2 LAMPS.....Gets the job done.
1 LAMP.....A marginal download.
0 .....GenieLamp Turkey Award!

[EOA]
[BTS]//////////////////////////////
BEHIND THE SCENES /
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With _Juiced.GS_ and the Spectrum Internet Suite development team

by Max Jones
[M.JONES145]

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The Apple II world has been buzzing since early March when it was greeted with the news that Spectrum Internet Suite, a full-featured World Wide Web browser, had been developed for the IIgs.

Final production details are being worked out by SIS publisher Seven Hills Software. If all goes well, SIS could begin shipping during the first week of April.

The product announcement, first made in the Winter '97 issue of Juiced.GS and a day later in a Genie Apple II Roundtable Real-Time Conference, may go down as one of the most stunning project developments in Apple II history. While common wisdom dictated that TCP/IP, the complex set of protocols that drive telecommunications on the Internet, would be needed for the IIGS before a Web browser could be developed, Spectrum Internet Suite was designed so that it did not need it.

In fact, the basic requirements for running SIS include only Spectrum v2.1, either a Unix shell or Genie account, and a fairly robust hardware configuration with extra RAM, hard drive and high-speed modem. An accelerator is highly recommended.

The development of SIS represents an intensive, seven-month project begun last July during Kfest '96 in Kansas City, Missouri. It was then that Spectrum author Ewen Wannop, Seven Hills partner Dave Hecker, and Apple II programmers Richard Bennett and Tim Buchheim, met up with Geoff Weiss, a systems administrator for an East Coast Internet service provider.

Discussions among this small group planted the seeds that have now blossomed into a product many thought would never be possible on an Apple

IIgs. Wannop wrote the Spectrum add-ons, Weiss wrote the powerful scripts, Hecker guided the development team, and Bennett and Buchheim served as consultants. Also joining the team within weeks of its formation was Ken Lucke, a master Spectrum scripter in his own right who has been involved with Spectrum development since its early days.

I had the pleasure of being asked in mid-January by the SIS team and Seven Hills to become a beta tester for the final phase of development. I used what I learned to prepare my article for the Winter issue of Juiced.GS. As it turned out, that article was the first to be published about the project.

While doing exhaustive testing on SIS, I also had the opportunity to interview Wannop, Weiss and Hecker about the project. I have compiled major portions of those interviews and am pleased to share them with _GenieLamp A2_ readers this month.

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Following are portions of an interview conducted in early February with Spectrum author Ewen Wannop.

Juiced.GS> How did Spectrum Internet Suite come to be?
""""""""""

Ewen> When I got to Kfest last year, the one thing I was hoping to see was
"""" Derek Taubert's Internet Tools and TCP/IP in action. Accessing the Internet in my opinion was the last big frontier for the IIgs to break through. If it was not able to join the Net revolution soon, then I felt the IIgs was unlikely to survive into the next millenium.

Unfortunately, Derek was unable to get to Kfest, and nobody had been authorized to show his work in progress.

This left me very frustrated. I had not even started to do anything along Net lines, as I had made assumptions that it would be necessary to have TCP/IP in order to do anything with the Net. Also, I had been very busy right up to the day before I flew to Kfest, getting Spectrum v2.1 ready.

During Kfest I met face to face with those who had only been names up to that time. I had been introduced to Geoff Weiss quite early on, as I had borrowed his IIgs and enormous screen for my Spectrum demonstration. It was not until the last night of the fest, after we had got back from Jess and Jim's steak extravaganza, that a small group of us got together in Geoff's dorm room and SIS was born.

Juiced.GS> Could you share with us some of what happened that night?
""""""""""

Ewen> Geoff had his Mac connected to the Net, and many of us had been
"""" browsing with it over the three days of the fest. That fateful night, Richard Bennett, Tim Buchheim, Dave Hecker, Geoff and myself started talking. We all lamented the fact that Derek Taubert had not finished his TCP/IP, and that this was really holding us all up in getting connected to the Net with the IIgs.

Geoff then dropped a bombshell. He said that you did not TCP/IP to access the Net, and that there was another route that anybody with an ISP provider could use. Geoff asked us to give him a Web URL, and then he then

proceeded to type a few commands into his Mac. Lo and behold, HTML poured onto his screen!

I think all our mouths just dropped in unison as the implications of this struck home. Richard and myself were aghast. If we had known about this sooner, I am sure we would have been showing working browsers and other Internet goodies at Kfest last year!

We quickly realized we now had some very important information, and so a working group was instantly set up with those who were grouped in that dorm room. Seven Hills was to mastermind the project, and they agreed to publish it. The moment I got back home to England, I started working on the browser. Within a month or so, I had the first Beta version available for testing.

Juiced.GS> But wasn't SIS a combined effort?
"""""""""""
Ewen> Until I had a working browser, or at least one that could interpret
""""" HTML and display it meaningfully, nothing much else could happen with the project. I had decided quite early on that the quickest way to get anything working was to use the existing power of Spectrum. There was no point in reinventing wheels.

For this reason the browser was built as a drop-in Spectrum Online Display. In order to control the special display, I made it also conform to XCMD structure. This meant it was a new kind of hybrid display and XCMD, so I simply called it an XDisplay.

With the first test version, I had prepared a very simple script that could at least tell me that it was working, and could load in HTML text files to test the display. I uploaded this to the testers, and concentrated from there on on the actual display itself. Geoff Weiss and Dave Hecker started working on the scripts straightaway, but very soon Geoff, with his amazing knowledge of how the Net works, took the scripts on, and has worked on them ever since.

The scripts are really the core of SIS. The browser actually interprets the HTML and displays it, but apart from a few functions that were better done in assembler, the main part of SIS is achieved by the controlling scripts. It only goes to show that we really do have a very powerful scripting language in Spectrum!

The beta testing team grew over time, and their contributions were invaluable, not only in reporting bugs, but in helping us decide what should and should not be included in the browser. The title 'Spectrum Internet Suite' or SIS, was coined quite early on.

Juiced.GS> What has your life been like over the last seven months since
"""""""""" SIS was born?

Ewen> Well, that is an easy one. It has really been no different from the
""""" previous five years or so during Spectrum develop. Oh, and I suppose my e-mail count has risen somewhat. One day, I think I counted over a hundred messages whizzing around the testers.

Apart from the unfortunate need to go to work every so often, my days are filled from morning till late at night, debugging, testing and developing. The one thing that has changed though, is that work on the

browser, and its various parts, has taken precedent over Spectrum itself. I have an increasing list of things that need to be done for any future versions of Spectrum, but have just not had the time to tackle them.

Juiced.GS> Where do you see SIS going from here?
"""""""""""
Ewen> We are very pleased and excited to have made the IIgs access the Web
""""" through SIS. There are some limitations with the access method we currently use, and if Derek Taubert ever gets his TCP/IP finished, then I would hope that we could link into that, and give SIS more flexible access to the Net.

The scripts can be further developed to provide even more of the features that are normally expected from Net access. Geoff had not done much Spectrum scripting till he tackled this project, and I think he was suprised how powerful and flexible Spectrum scripting was. If we can keep him at it, I am sure we might see even more SIS features in the future.

We were not able to provide onscreen graphics as part of the display. Fast as the IIgs may be, it was just not up to the speed required, or the screen resolution needed, to show pictures. Perhaps we could do something with showing graphics on demand, but this will depend on some other key features being resolved first.

Juiced.GS> What are your plans for the future?
"""""""""""
Ewen> I shall have much more time on my hands after the beginning of
""""" April. I plan to spend a great deal of it in front of the keyboard. There are still many projects that I would like to tackle, which I have just not had time to even start until now. The IIgs is definitely not dead as we have just proved. It has a great deal of life left in it yet!

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Following is an edited transcript of an interview conducted in early February by Juiced.GS with SIS scripter Geoff Weiss.

Juiced.GS> How did you come to be involved with the birth of Spectrum
""""""""""" Internet Suite at Kfest '96?

Geoff> Dave Hecker and Ewen Wannop tended to hang out in the area near my
"""""" room. I stumbled into a conversation with two other people and learned that Seven Hills was given a suggestion of how to possibly design a Web browser for the IIgs without using TCP/IP. I was in disbelief how easy the network connection worked and wanted to test it out immediately. We used my roommate's local (Kansas City based) ISP to connect to my work. The commands we initially tried did not work. All of a sudden, I recognized the commands as something I had seen in operating our Web server.

After a few minutes in getting to the right file, I figured out what we were doing wrong. We went through the set of commands and lo and behold, the entire contents of my company's home page was displayed in its pure HTML form. I remember being stunned thinking that was incredibly simple and couldn't believe a Web browser couldn't have been developed for any Apple II in four years. After a little more work, I figured out how to access pages besides the home page of a site.

I remember this being an incredible day and saw that my IIgs could last a few more years as my sole computer. It was decided that since Spectrum is a WYSIWYG IIgs telecommunication program, a Web Browser could be easily developed using much of the built-in macro functions. The display that generates the Web page would be written in assembly langauge by Ewen. Just about every other Web Browser in existance is based on a set of C library routines, but this GS Web browser would use assembly for the quickest page generation possible.

Juiced.GS> At what point did you become part of the development team?
""""""""""
Geoff> Roughly six weeks after KansasFest, Dave (Hecker) gave me the
"""""" option to be a beta tester for the browser. Of course I accepted since I wanted to be one of the first people to browse the Web on a IIgs. The script I received was written to work only on Genie. I rewrote the network connection so it worked with my ISP. In less than an hour, I could load my Web page on my IIgs. This was very exciting.

But, the user interface was very, very simplistic. After the browser started, one had to select a menu item to bring up a window to enter a Web server on one line and the Web page on another line. I found this interface to be very, very clunky since I use Lynx and Netscape Navigator all the time. I spent a bit of time modifying the interface to make it "feel" more like the Netscape Navigator. The winow to select a Web server and page was changed to follow the normal URL syntax. More modifications included support for relative URLs and a complete redesign of the menus so it was more intuitive. It wasn't until Thanksgiving when the browser actually started to look like Netscape Navigator with buttons and an URL entry line on a toolbar. A common Netscape Navigator feature like going forward and backward in the History List wasn't added until mid-December.

Juiced.GS> What has your life been like the past seven as SIS development
"""""""""" intensified?

Geoff> Since I have a full time job as a system administrator for a small
"""""" ISP in Washington, D.C., IIgs development is done on a part time basis. I mostly considred writing the browser as "fun." I have to consider this as fun since I'm not going to make any money on the browser (well, I will get some financial compensation based on sales, but any money I make will not cover the time I actually spent on development I put in).

There was a time at the first two weeks of November when our system had a major server crash and I couldn't do any work on the browser. It was understood by Dave and Ewen that my priorities were at work and browser development had to wait.

At the beginning of January, I was getting frustrated since our network connection started having problems accessing certain Web sites. I was at a point where I thought we had to give up the entire project. There were only a few of us who knew about the browser. I was thinking we could keep it a secret and be the only ones who had Web access on a IIgs. I don't remember when my pessimism wore off, but a few development specs were changed to get around the problems I was facing.

Juiced.GS> Now that SIS has been completed and is such an excellent piece
"""""""""" of software, you must be happy you stuck with it in tough times.

Geoff> Over the course of seven months, there were some weekend mornings
""""" that I didn't get to sleep until 6 a.m. working on the browser.
There were weeks when I got nothing done just trying to resolve a stupid
bug. But looking back at it all, it is incredible that a fully functional
Web browser could be developed for the IIgs in the spare time of a few
dedicated individuals in only seven months.

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Following is an edited transcript of an interview conducted with Seven Hills Software partner Dave Hecker in early February.

Juiced.GS> Please trace for us the steps leading up to the discovery of
"""""""""" the Web access method used by SIS and the decision to develop a
browser.

Dave> Shortly before Kfest I had some exposure to servers, ports, and
""""" other networking issues that got me wondering if there wasn't a way
to retrieve web pages without requiring TCP/IP.

At the Kfest roast I sat between Richard [Bennett] and Ewen, and by a stroke of luck Tim Buchheim was sitting across from me. I was asking Richard and Ewen, "How does this work" and "How does that work", and eventually I put it all together. "So if I did X and Y (without a TCP/IP connection), could I retrieve the HTML code for a web page?"

Here's where the luck comes in: While Richard was pondering, Tim pipes in, "Sure! You just do X and Y, then A and B, and you'll get the HTML code."

Back in the dorm that night, we were talking again and really wanting to do a little testing of our newly-assembled knowledge. Luck visits again, and Richard asked Geoff Weiss if we could borrow his Unix account. "Sure!"

Geoff pounds out some commands. Close. A few more. Closer. A few more. Bingo! There's the full text of a Web page! Disbelieving what he just saw, Geoff tries another site. Bam! Then another.

I asked Richard a few more questions, and Geoff offered some answers. Turns out he administers a Web server and knows a LOT about a missing piece of the puzzle!

From there the idea just took off. Within a few short weeks after Kfest we were actually cruising the web! On a IIGS! Without the "required" TCP/IP! AMAZING!

Juiced.GS> Amazing, indeed. But the method of getting to that point turned
"""""""""" out to really be quite simple?

Dave> For what it's worth, the solution to not needing TCP/IP had existed
""""" all along ... it just took some luck to ask the right questions of
the right people at the right time! In hindsight, the solution was so
obvious we could not believe no one had thought of it before.

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>>> ABOUT JUICED.GS <<<
"""""""""""""""""""""""""

Juiced.GS is a quarterly printed magazine dedicated to the people and products that keep the Apple IIgs going strong. In 1996, the magazine's inaugural year, _Juiced.GS_ went out to 295 paid subscribers in 42 states and 11 foreign countries.

SUBSCRIPTION INFORMATION:

A 1997 subscription is available for $14 in the U.S., Canada and Mexico; $20 elsewhere in the world.

A set of the four 1996 issues is also available for $14 in the U.S., Canada and Mexico; $20 elsewhere.

Renewals: If you were a 1996 subscriber, your subscription expired with Volume 1, Issue 4, Fall '96. If you have not yet renewed your subscription, or did not also subscribe for 1997 when you purchased your 1996 subscription, now is the time to renew. The Winter '97 issue (Volume 2, Issue 1) was published the first week of March.

New subscriptions and renewals should be addressed to:

Max Jones
Juiced.GS
2217 Lakeview drive
Sullivan, Indiana 47882

Send checks or money orders in U.S. funds payable to Max Jones. Sorry, no credit cards or purchase orders can be accepted.

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Internet: m.jones145@genie.com -or- juicedgs@delphi.com

[EOA]
[RWA]//////////////////////////////
THE REAL WORLD APPLE /
//////////////////////////////////
Connecting to the World Outside
"""""""""""""""""""""""""""""""""""

by Peter C. Brickell
[P.BRICKELL]

>>> PART 3B: BUILDING AN APPLE II TEMPERATURE SENSOR<<<
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In this installment I will be carrying on from my previous discussion of the theory of using thermistors as temperature sensors for the Apple II. I'll give some specific information on building a practical thermistor

circuit for the Apple game port.

First though, I'll review the last two installments. In Part 2 I talked about how timing delays can be programmed into the Apple to do elapsed time measurements. I gave some simple examples in Applesoft. Machine language can also be used for greater accuracy of timing.

In Part 3a I described how the Apple's paddle input lines are used to indirectly measure resistance using a built in timing routine. The usual type of resistance which is measured by these lines is the variable resistors in a set of paddles or a joystick. In these cases, the value of the resistance is directly related to the position of the paddle or joystick.

I discussed how a temperature sensitive resistor (thermistor) can be substituted for the paddle or joystick resistor to allow the Apple to crudely measure temperature with the PDL() command from Applesoft. I also stated that for better accuracy of measurements with a thermistor that a machine language routine, a larger capacitor in the circuit, and some form of calibration program are needed. Now, on with the show!

>>>SOFTWARE<<<
"""""""""""""""

To measure temperatures accurately you will need a machine language program which can accurately time the charging of the larger external capacitor used in this design. The project is taken from the book "Chaos in the Laboratory" by Vernier Software, and a program disk is included with the book. The book (which contains many other Apple II interfacing projects) is priced at $25.95 according to their 1997 catalogue. It has a suitable temperature measuring routine on the disk and an Applesoft output program which can be easily modified to suit the user.

You will also require a calibrating program. This is also included on the disk that I mentioned above. Enterprising programmers who feel up to writing their own routines will not need these. The general idea is that three variable values must be established to accurately describe the thermistor temperature response. This means setting up and solving three simultaneous equations (which is more programming than I was prepared to take on) Using the Vernier software I have been able to read temperatures accurately to about 0.2 degrees Fahrenheit.

I will describe some project modifications at the end of this article to allow crude use of a thermistor probe without the software I mentioned above, but for accurate temperature measurements, you will need these programs and the following design.

>>>HARDWARE<<<
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You will need only three parts to build the thermistor sensor for the Apple, other than some wire and your soldering equipment and skills.

You will need:

1) A thermistor with a negative temperature coefficient (i.e. resistance goes down as temperature goes up). The room temperature resistance should be about 10 k ohms. These are available at Radio Shack and

electronics shops. They should cost less than a dollar a piece.

To start with, a plain bead type is satisfactory. I will get into some of the variations later.

2) A 4.7 microfarad capacitor rated at 10 volts or more. Some are much better than others at keeping their capacitance constant over a range of temperatures. The best are the metalized plastic caps (polyester, polypropylene, polycarbonate). The least stable (but cheapest) are electrolytic and tantalum types. Note: these last two types are polarized. You must install them with the correct polarity.

3) A 16 pin DIP (Dual Inline Package) plug to fit into your Apple's game I/O port. If you are using a //c for this, you will need a DB-9 "D" style male connector to plug into your game port. Again, Radio Shack or an electronics supplier should have these.

The only other materials are some thin, insulated wire and some insulating tape. For those who may not wish to hunt around for components, Vernier Software at one time sold a parts kit for this project. I don't know if it is still available, but it may be worth asking.

>>>ASSEMBLY<<<
"""""""""""""""

Once again I am assuming that you know how to use a soldering iron and have some familiarity with electronics assembly. Even though you are not working directly on your computer, a mistake in assembly could damage your Apple once you connect the sensor to the computer. If you aren't sure about how any of this is done, have a friend who is familiar with electrical work give you a hand or check your work over before plugging it into your computer.

1) Decide how long a lead you want for your temperature sensor and cut two wires this length. Solder one to each lead of your thermistor. At this point you should insulate the bare leads of the thermistor. If you don't, they may touch and short out during use. This won't cause any damage, but will give erroneous temperature readings.

2) Connect one thermistor wire to the +5 volt line on your game port plug. On the 16 pin DIP plug, this is pin #1. If the pins are not numbered, the end of the plug with the #1 pin will be indicated with a notch or some other marking (see the following ASCII schematic). Looking at the top of the plug, the #1 pin will be at the top left. On the DB-9 plug for //c users, the +5 volt line is pin #2. These pins will usually be marked.

3) Connect the other wire from the thermistor to the PDL 0 line. On the 16 pin connector it is pin #6. On the DB-9 connector, PDL 0 is pin #5.

4) Solder a shorter wire to each lead of your capacitor. Mark the positive wire if you are using a tantalum or electrolytic capacitor. Otherwise the two leads are interchangeable. You may want to mount the capacitor on a small circuit board or in a plastic box to protect it and keep it out of the way.

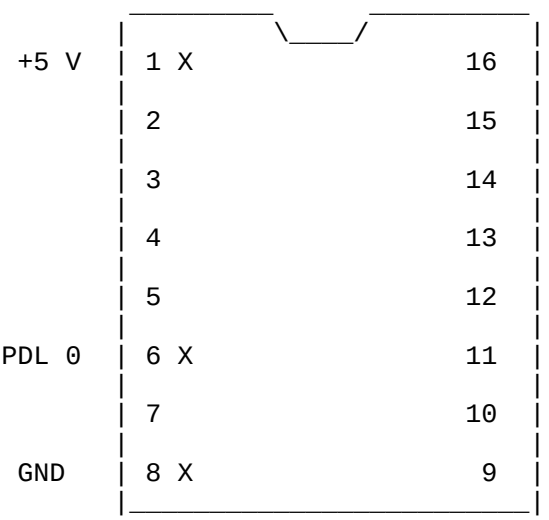
5) Solder one capacitor wire to the PDL 0 line as you did in (3) above with the thermistor wire. If you are using a polarized capacitor, this MUST

be the positive (+) wire from the capacitor.

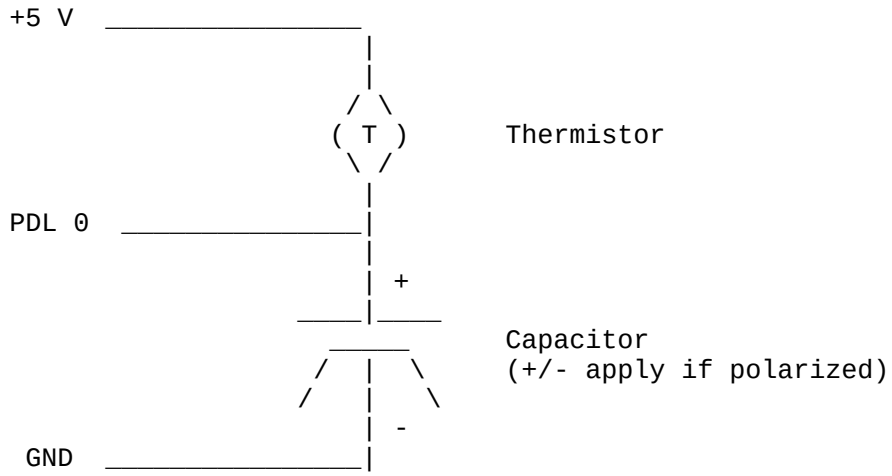
6) Solder the remaining capacitor wire to the ground (GND) pin of the game port plug. On the 16 pin connector this is pin #8. On the DB-9 connector, the GND line is pin #3.

ASCII ART BEGINS

16 PIN I/O CONNECTOR (from above):



THERMISTOR CIRCUIT SCHEMATIC:



ASCII ART ENDS

That's it! You now have a thermistor temperature sensor for your Apple. Before you plug it in, check your work carefully to be sure that nothing is incorrectly wired, shorted, or incompletely soldered.

This project can even be built without soldering if you use a small breadboard for assembly and a crimp-type 16 pin plug. I don't recommend this approach for any type of permanent installation, and the accuracy may be slightly affected by the built in capacitance of the breadboard itself. However, for experimentation it is a very easy and quick way to work.

To test out your work, check the resistance between pin #1 and pin #6 (pins 2 and 5 on the DB-9). It should read approximately 10 k ohms (the same as your thermistor). The resistance should also decrease as you warm up the thermistor with your fingers. Pins #1 and #8 (2 and 3 on the DB-9) should have an infinite resistance, as should pins #6 and #8 (3 and 5 on DB-9), although you may get a momentary low resistance reading as the capacitor charges up. If all this checks out, you are ready to proceed.

To use the sensor is very simple. Turn off your computer and plug in the Game Port plug into the appropriate socket (16 pin socket inside a][Plus, //e, or //GS, or the external DB-9 socket for a joystick on the //c). With the 16 pin connector, make absolutely sure that you plug the pin 1 end of the plug into the pin 1 end of the socket. Very bad things can happen if you do this backwards! Both the plug and the socket will have some type of marking or notch to indicate which is the pin 1 end. Also, be careful not to mis-align any pins when putting in the plug.

Start up the computer and run the temperature measuring software. It will allow you to continuously display timing counts to start with. These should vary as you touch the thermistor and warm it up. Once everything appears to be working properly, you can calibrate the thermistor using the calibration routine that is part of the program for making temperature measurements.

The calibration routine requires you to put the thermistor in three different regions of known temperature and input the actual temperature. I put my thermistors inside a plastic bag and immerse them in 3 beakers of water at different temperatures. From then on the program can calculate an unknown temperature by itself and you're in business!

>>>MODIFICATIONS FOR SIMPLE APPLESOFT USE<<<
"""

If you don't want to bother with getting special software to try out the thermistor sensor, you can use it in a simplified form with only the PDL command to read a crude temperature. As I described in an earlier installment, you are limited to one of 256 values (0-255) with this command, so it is not really suitable for much more than experimenting.

To use a thermistor in this mode, you do not use the 4.7 microfarad capacitor or the connection to the GND line. You also must use a thermistor which has a resistance of approximately 150 k ohms at the minimum temperature that you will want to use it at. This may take a little hunting to find, but most large electronics houses have a fair selection of thermistors.

To use such a thermistor, connect the leads to the PDL 0 and + 5 volt lines of your computer directly (see above discussion for pin numbers). In this way it will mimic the action of a game paddle resistor, and you should be able to make readings using the Applesoft PDL(0) command. A simple routine is:

```
10 HOME
20 VTAB 10: HTAB 15
30 X = PDL(0)
40 PRINT X
50 GOTO 10
```

This will give you a continuous display of the PDL value on your screen. You will have to make up your own calibration table for the thermistor, and as I mentioned before, it won't be a straight line. Nevertheless an enterprising Apple user can probably make good use of this simple temperature measurement system.

>>>MODIFICATIONS<<<

Some substitution of components can be done in the thermistor sensor circuit and still achieve the same results. I found a very cheap supply of thermistors with a room temperature resistance of about 30 k ohms (about three times the recommended resistance). So I substituted a smaller capacitor (1.5 microfarads - 1/3 of the recommended value) and the system works perfectly. What is important is that the value of capacitance times resistance remains roughly the same as that given by the components listed above.

You can also substitute different physical types of thermistors, depending on where you plan to use them. There are some which come encased in glass or resin for submerged use, or use in corrosive chemicals. Remember that if the leads get wet, you will short out the thermistor and it will not read properly.

I use one of mine to measure the temperature of aquarium water. To avoid having to hunt around for the right resistance of thermistor in a coated design, I just slipped mine inside a small glass tube and sealed one end. This is partially submerged in the water and thus the probe is protected from moisture. The response time of the probe is slower than with a naked thermistor, but aquarium water temperature changes gradually, so it is not important.

Thermistor size will affect how quickly it correctly reads the temperature surrounding it (its equilibration time). The smaller the thermistor bead, the faster it will come to equilibrium and read the correct temperature. I use a small bead thermistor (about 2-3 mm in diameter) for measuring room temperature. It responds so fast that I have enclosed it in a sandwich bag to avoid having draughts adversely affect the reading.

It should be apparent that you can connect more than one temperature sensor to an Apple, as there are four PDL lines. With modification of the temperature reading program, machine language counting routine, and calibration program this is possible. I have built a system which can read temperatures from thermistors connected to all four PDL lines. It wasn't a trivial programming exercise, but it can be done.

So this concludes the section on temperature measurement. The ability to measure resistance via the PDL lines is a great tool for interfacing the Apple. You can get resistors which vary their resistance in response to light, moisture, and other parameters. With suitable design and programming it is possible to use that old][Plus to do all these things!

Next installment: Reading buttons and switches.

>>>APOLOGIES AND EXCUSES<<<

I must offer my sincere apologies to any readers who have been patiently waiting for this installment of the Real World Apple to appear. Such a long gap will not happen again.

As the gracious editors of _GenieLamp_ pointed out I was indeed exploring the real world. Although, after returning to the snows of March at home in Toronto, I'm not sure just how "real" the South Pacific actually was!

I would have written this article during the four months that I was away, but I was informed by my new bride (who apparently has known me for far too long) that if she spotted a computer in my possession on the islands of Rarotonga (Cook Islands) or New Zealand, that I would be single again so fast it would make my head spin. Ahhh, the joys of marital bliss! (I think the only reason that I am allowed to keep a computer around is so that I can send her email while she is teaching overseas!)

See you next month (promise!).

```
      ////////////////////////////////////// Genie_QWIK_QUOTE ////
     /           Indiana's a good place to be FROM.              /
    ////////////////////////////////////////////  J.DWYER8  /////
```

```
[EOA]
[LOG]//////////////////////////////
                        LOG OFF /
//////////////////////////////
```

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"""""""""""""""""""""""

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GenieLamp Information
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GenieLamp A2 is published on the first of every month in library 55 of Genie's A2 RoundTable (page 645;3). GenieLamp is also distributed on CrossNet and many public and commercial BBS systems worldwide.

o To reach GenieLamp on Internet send mail to genielamp@genie.com or to reach GenieLamp _A2_, send mail to a2lamp@genie.com

o Back issues of GenieLamp A2 are available in the A2 RoundTable Library #55 on page 645 (m645;3).

o We welcome and respond to all E-mail. To leave comments, suggestions or just to say hi, you can contact me in the A2 RoundTable (Category 3, Topic 3) or send GenieMail to Ryan Suenaga at [A2LAMP] on page 200.

>>> GENIELAMP STAFF <<<
""""""""""""""""""""""""""

GenieLamp """"""""""	o John Peters o Mike White	[GENIELAMP] [MWHITE]	Publisher Managing Editor
APPLE II """""""""	o Ryan M. Suenaga o Doug Cuff	[A2LAMP] [D.CUFF]	Editor Editor Emeritus

```
      A2Pro  o Tim Buchheim        [A2PRO.GELAMP] Editor
      """""
      ATARI  o Sheldon H. Winick   [GELAMP.ST]    Editor
      """""
        IBM  o Sharon Molnar       [SHARON.LAMP]  Editor
        """
  MACINTOSH  o Richard Vega        [GELAMP.MAC]   Editor
  """""""""
   POWER PC  o Ben Soulon          [BEN.GELAMP]   Editor
   """""""""
```

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     ||    |||||| ||    || ||||||                  RoundTable
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     ||    |||||| |||||||| ||||||                  RESOURCE!
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                  ~ WELCOME TO GENIELAMP APPLE II! ~
                    """""""""""""""""""""""""""""""""
            ~ A2/PRO_DUCTIVITY: BASIC Basics and Advancements
               ~ FILE BANDWAGON: Top 10 Files for February
                ~ REAL WORLD APPLE: Pushing Your Buttons
                  ~ HOT NEWS, HOT FILES, HOT MESSAGES ~

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 GenieLamp Apple II     ~ A T/TalkNET Publication ~     Vol.6, Issue 63
""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""
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Editor.....................................................Ryan M. Suenaga
Editor Emeritus.....................................................Doug Cuff
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          ~ GenieLamp IBM ~ GenieLamp ST ~ GenieLamp PowerPC ~
        ~ GenieLamp A2Pro ~ GenieLamp Macintosh ~ GenieLamp TX2 ~
         ~ GenieLamp Windows ~ GenieLamp A2 ~ LiveWire (ASCII) ~
            ~ Member Of The Digital Publishing Association ~
 GE Mail: GENIELAMP                      Internet: genielamp@genie.com
////////////////////////////////////\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\

           >>> WHAT'S HAPPENING IN THE APPLE II ROUNDTABLE? <<<
           """""""""""""""""""""""""""""""""""""""""""""""""""""
                              ~ May 15, 1997 ~

 FROM MY DESKTOP ......... [FRM]        HEY MISTER POSTMAN ...... [HEY]
  Notes From The Editor.                  Is That A Letter For Me?

 A2/PRO_ductivity ........ [A2P]        FILE BANDWAGON .......... [BAN]
  A2Pro Bits & Bytes.                     Top 10 files for March 1997.

 REAL WORLD APPLE .........[RWA]        LOG OFF ................. [LOG]
  Pushing Your Buttons                    GenieLamp Information

[IDX]"""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""

READING GENIELAMP   GenieLamp has incorporated a unique indexing system
""""""""""""""""""  to help make reading the magazine easier.  To utilize
this system, load GenieLamp into any ASCII word processor or text editor.
In the index you will find the following example:
```

HUMOR ONLINE ..... [HUM]
Genie Fun & Games.

To read this article, set your find or search command to [HUM]. If you want to scan all of the articles, search for [EOA]. [EOF] will take you to the last page, whereas [IDX] will bring you back to the index.

MESSAGE INFO
"""""""""""""
To make it easy for you to respond to messages reprinted here in GenieLamp, you will find all the information you need immediately following the message. For example:

```
                  (SMITH, CAT6, TOP1, MSG:58/M475)
          ________________|   _____|__  _|___    |____ |_______________
            |Name of sender   CATegory  TOPic    Msg.#   Page number|
```

In this example, to respond to Smith's message, log on to page 475 enter the bulletin board and set CAT 6. Enter your REPly in TOPic 1.

A message number that is surrounded by brackets indicates that this message is a "target" message and is referring to a "chain" of two or more messages that are following the same topic. For example: {58}.

ABOUT Genie
"""""""""""
Genie has pricing plans to fit almost any budget. Genie's services include email, software downloads, bulletin boards, chat lines, and an Internet gateway included at a non-prime time connect rate of $2.75. Some pricing plans include uncharged online connect time. As always, prices are subject to change without notice. To sign up for Genie, call (with modem) 1-800-638-8369 in the USA or 1-800-387-8330 in Canada. Upon connection wait for the U#= prompt. Type: JOINGENIE and hit RETURN. The system will then prompt you for your information. Need more information? Call Genie's customer service line (voice) at 1-800-638-9636.

GET GENIELAMP ON THE NET!
"""""""""""""""""""""""""
Now you can get your GenieLamp issues from the Internet. If you use a web browser, connect to "gopher://gopher.genie.com/11/magazines". When using a gopher program, connect to "gopher.genie.com" and then choose item 7 (Magazines and Newsletters from Genie's RoundTables).

*** GET INTO THE LAMP! ***
"""

```
       ////////////////////////////////////// Genie_QWIK_QUOTE /////
      / "When I bought my Sportster, I didn't spend the extra bucks  /
     /   for a Sportster Vi (voicemail and Caller ID) because I     /
    /    knew the GS couldn't use either feature."                /
   /                                                             /
  /     "Pessimist :)"                                         /
 ////////////////////////////////////////  A2.TONY & A2LAMP ///
```

[EOA]
[FRM]////////////////////////////
FROM MY DESKTOP /
////////////////////////////
Notes From The Editor
"""""""""""""""""""""
by Ryan M. Suenaga, M.S.W., L.S.W.
[A2LAMP]

>>> PACK MY THINGS AND RUN AWAY <<<

Those of you who've read my work (not just in _GenieLamp A2_, but in other Apple II publications) know that I'm not just a computer geek, I'm a bicycling fiend (even though, especially since I started graduate school, I haven't even been close to being in decent shape).

That said, recently two of our local bicycle shops closed their doors. These weren't exactly Mom & Pop operations, nor were they sports superstores. They were just stores that specialized in one thing with people who worked there who were about as interested in what they did as the clientele they attracted. A lot of the people who worked there could've taken a different job where they'd make more money, but they were vested in cycling, and decided it wouldn't just be what they did for fun, it would be what they'd do to live.

So while I was happy to have an opportunity to pick up parts and equipment at a discount price, it was sad to see two businesses that serviced the enthusiast rather than the casual rider close, and I was left to ponder the fact that we had lost yet another great resource for cyclists on the island, and how few were left.

It was the first Sunday in May when I ran into a buddy of mine in an electronic conference room on a national online service who greeted me with a private message:

"Did you hear about EGO?"

So, a day before the world at large heard the news, I learned that EGO Systems, the former publisher of _GS+_ magazine and the distributor of one of the most varied assortments of Apple II and IIgs software still available, was planning to close its Apple II mail order operations on June 27, 1997.

I didn't know Tom Weishaar when _A2-Central_ ceased publication, or Joe Kohn when _inCider/A+_ published its last. I didn't know the gang at _Ingenuity_ or _CheckMate_ or _Applied Engineering_ when the plug was pulled there. Those were sad times as well. But this time, it's even sadder: you see, our world has become so small that like so many other of these times over the last few years, I know the people involved.

Steve Disbrow gave everything he had into _GS+_ magazine, then when he found he couldn't do it profitably anymore, he kept going strong with EGO's mail order business. Unfortunately, the harsh realities of the ever-shrinking Apple II marketplace made it tougher and tougher to keep operating, and finally, it just no longer made sense to keep the mail order business alive.

To Steve and Noreen, I wish only the best.

EGO Systems Apple II Mail Order: R.I.P.

And I am left to ponder the fact that we had lost yet another great resource for Apple II enthusiasts in the community, and how few are left.

[*] [*] [*]

One of my best friends at the hospital I work with is our Child Life Specialist, a delightful young woman named Elma (and if you don't know what a Child Life Specialist is, don't worry--I didn't until I started working at a hospital). She's young, bright, absolutely great with kids, and already has her master's degree (she's _only_ seven years younger than I was when I got _my_ master's degree). In the last year, she's also gotten married _and_ gotten pregnant. She's already done more things at age 23 than most of us do in a lifetime.

Unfortunately, this has been a really rough pregnancy for Elma. She's called in sick--or at least it's seemed like she has--every week throughout her pregnancy. It's gotten to the point that I've begun to kid her that she ought to save herself a few phone calls--instead of calling us to let us know she's feeling sick and staying home, she ought to call us to let us know she's feeling well and coming in.

Now, why do I bring up the story of Elma here in an Apple II publication, you ask? To set the stage for this: this edition of _GenieLamp A2_ is late, as it's been regularly since I became editor. In fact, I've been late more times in the first six months of publication than my predecessor, Doug Cuff, was in his entire (prodigious) 40 issue run as editor. I've posted so many notes in the A2 RoundTable about _GenieLamp A2_ being late that I think I would post a lot less notes if I just did it to tell everyone when it'll be on time.

I find this entire matter totally unacceptable, and since it's my responsibility to do something about it, I've come up with a plan.

Henceforth, _GenieLamp A2_ 's new publication date will be the fifteenth of the month. There's two reasons for this.

First, I get totally bombed at both of my jobs at the end of the month, so I think the middle of the month is just a better time for me.

Second, since we cover everything happening in Genie's A2 and A2Pro RoundTables right to the end of the month, it gives me a few more days to catch up with any hot potatoes thrown out on the 30th or 31st.

[*] [*] [*]

If this month sounds like a bummer so far, at least there's The Mother Of All Silver Linings to this dark cloud of an editorial: KansasFest 1997, _THE_ premier Apple II event of the year, is just around the corner. For the third year (and my first as editor of this publication), I plan to be in attendance, and we'll again have full coverage in the August issue of _GenieLamp A2_. . . which will be out around the fifteenth of the month.

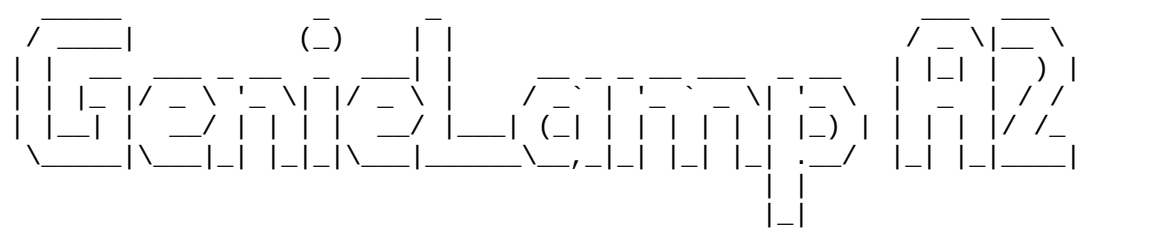
-- Ryan

Genie Mail: A2LAMP Internet: a2lamp@genie.com

REPRINTING GENIELAMP
If you want to reprint any part of GenieLamp, or post it to a bulletin board, please see the very end of this file for instructions and limitations.

|_____|

ASCII ART BEGINS



ASCII ART ENDS

[EOA]
[HEY]//////////////////////////////
HEY MISTER POSTMAN /
//////////////////////////////
Is That A Letter For Me?
"""""""""""""""""""""""""""
by Ryan Suenaga
[A2LAMP]

o BULLETIN BOARD HOT SPOTS

o A2 POT-POURRI

o HOT TOPICS

o WHAT'S NEW

o THROUGH THE GRAPEVINE

o MESSAGE SPOTLIGHT

>>> BULLETIN BOARD HOT SPOTS <<<
""

[*] CAT 10, TOP 2 ..... David Kerwood's Modem Impressions
[*] CAT 10, TOP 3 ..... Telecomm Program Roll Call
[*] CAT 13, TOP 18 ..... Shifty List 2.0 Ships!
[*] CAT 17, TOP 25 ..... Do Not Feed The Energy Creature
[*] CAT 28, TOP 8 ..... LemminGS Hints
[*] CAT 35, TOP 33 ..... A Mime Stealing Home
[*] CAT 44, TOP 7 ..... KFest! KFest! KFest! KFest! KFest!

>>> A2 POT-POURRI <<<
""""""""""""""""""""""""

THE NEWER PRINT SHOP
""""""""""""""""""""""

I have uploaded 2 new New Print Shop files to the A2 library. They are file #28514, version 2.2 of the PIX.WHIZ program, and #28515, a design aid for people wanting to make NPS graphics with "NO" signs in them.

The latest upgrade of PIX.WHIZ features sigmnificantly faster file operations than before. It can now load Print Shop GS graphics and convert them to New Print Shop format. I fixed the hardware conflict that prevented

PIX.WHIZ from running while some clocks were installed, as well as the conflict with some RAM drives. I remedied the hardware conflict with the IIgs that caused the drawing screen to be scrambled. There are some other bug fixes, mostly related to the error recovery routine. There is even a prettier splash screen!

File #28515, NO.SIGN.KIT, contains graphics grids with red slashed circles superimposed on them to help you design "NO" signs. There are 5 grids: 1 to design the lo-res picture of an NPS graphic, and 1 for each quarter of the hi-res picture in an NPS graphic. These grids are NPS full panels, so you can print them out using NPS. There is also a hi-res color graphic with the red slashed circle, so all you have to do is add the item inside the circle.

(G.WRIGHT12, CAT6, TOP34, MSG:4/M645;1)

MORE WITH HUGH ON PI!4 To all my PublishIt! friends:
""""""""""""""""""""""""
Sorry I haven't written lately, and it has been intentional. <g>

By now, I had planned to make public much of the PI patch work I had been hacking on.

Several weeks ago I was made aware of a pending important announcement concerning the PublishIt! program for the Apple II.

As a result, I have temporarily refrained from uploading any of the patches or 'work arounds' that I've been working on.

If things go well, perhaps PublishIt! will be improved even more than I had imagined.

So, please don't give up on PublishIt! At least, not yet. <g>

Hugh...

(H.HOOD, CAT8, TOP18, MSG:168/M645;1)

>>> HOT TOPICS <<<
"""""""""""""""""""""

NIBBLING ON HISTORY What was that last issue date of Nibble magazine? I
"""""""""""""""""""" was just going through my collection and my last issue is June 1990, but the address label says my subscription ran through May 1991. I figure I either misplaced some forgot issues, to pay my renewal, or June 1990 was the last one.

It was fun to go back and read some of them. My collection goes back to 1983 (its fourth year, I think.)

- Tony

(A2.TONY, CAT2, TOP4, MSG:24/M645;1)

>>>>> July 1992 (Vol 13 No 7), I'm afraid, Tony. Looks as though you've
""""" misplaced a lot.

Doug C.

(D.CUFF, CAT2, TOP4, MSG:29/M645;1)

THIS MIME DOESN'T TALK EITHER I hope this counts as a "hard to place"

""""""""""""""""""""""""""""" question. Lately I've been receiving Email through the internet in which attached files, even text files, have been converted to something called "64-bit encoding". The sender did not specifically choose it, so I assume it's a default somewhere. It's not binhex, uuencode, apack, BINSCII, or anything else I've checked.

Does anyone know of an Apple II or IIgs program that can decode these things?

- Phil Albro
(P.ALBRO, CAT2, TOP4, MSG:53/M645;1)

>>>>> Those are Base64 encoded files, also known as MIME files.
"""""
|| Does anyone know of an Apple II or IIgs program that can decode these
|| things?

Yep. A program called StolenBASE was recently released by Aaron Pulver. Unfortunately, it's available on-line only on Delphi. The author stipulated it could not be distributed anywhere else on-line.

If you have an account on Delphi, you're all set. Just check out the Databases (Libraries) on Delphi A2 or A2pro.

Otherwise, StolenBASE will also be available as a featured program on the Juiced.GS Collection Shareware '97/Spring two-disk set, to be released on or around June 1. Cost of the two-disk set is $7. Of course, there will be tons of other stuff on the disk as well as StolenBASE.

Max Jones
Juiced.GS
http://users.ids.net/~kerwood/juiced.gs
(M.JONES145, CAT2, TOP4, MSG:54/M645;1)

SEE A DIFFERENT SHRINK Why do various versions of ShrinkIt save .BXY
"""""""""""""""""""""""" files under different filetypes?

I have them as TXT files and as LBR or $E0 files.

Charlie
(A2.CHARLIE, CAT3, TOP29, MSG:78/M645;1)

>>>>> ShrinkIt 3.4 and GSHK 1.1 both use the proper filetype of $E0/$8000
""""" when creating a Binary II file. They also use the proper filetype of $E0/$8002 on the actual archive inside the Binary II. ($E0 and LBR are hexadecimal and textual versions of the identical filetype, by the way.)

The problem may come when you download Binary II files. If your telecom program strips the Binary II during the download, the internal archive will arrive on your disk with the proper filetype and filename (at least for files on Genie and Delphi, where they are carefully checked.) However, if you download without stripping the Binary II, then the file will arrive on your disk with whatever filetype your telecom program defaults to (usually BIN or TXT.)

The whole point of Binary II (and MacBinary on the Mac) is to avoid the mess of downloading files with unknown filetypes and having to manually change the8m. If you choose to download files with the Binary II intact,

you'll run into TXT and/or BIN files instead of $E0 (LBR) files.

Does that answer your question?

- Tony

(A2.TONY, CAT3, TOP29, MSG:79/M645;1)

>>> WHAT'S NEW <<<

END OF AN ERA EGO Systems Mail Order Operation Closes Down on Friday, June 27th 1997

Well folks, it s been fun, but I m afraid that it s time for me to pull the plug on EGO Systems Mail Order operation.

There are two reasons for this:

1) Money. Specifically, a lack of it. The Apple II mail order business is about as dead as it can get.

2) Time. Given that there was little or no money coming in from the mail order operation, I had to take part-time employment as a consultant. I ve been far more successful at this than I had anticipated, and it s left me very little time for anything else. I ve also been doing some freelance writing (which has resulted in even more consulting), so I just don t have the time to continue to run the mail order business.

So, here s the plan:

o - Friday, June 27th 1997 will be the last day that EGO Systems takes orders for any of the products listed in our last catalog. (Assuming that we have anything left.)

o - The EGO Systems web site (http://www.hypermall.com/ego/index.html) will be updated as often as possible to reflect which items are still in stock and which items are sold out.

o - EGO Systems will no longer accept purchase orders or invoices.

o - I am almost never in my office any more (due to my consulting work). Because of this I strongly encourage everyone to mail, Fax or e-mail any orders. You can also call and leave a message. I WILL call you back (assuming you leave a daytime phone number), but it will be either on Saturday or after 6 PM Eastern Time.

o - From this point on, items will be sold on a first-come, first-served basis--when I sell out of an item, that s it, it s gone for good. I m down to my last 10 or so copies of most items, so if you want something, be sure to place your order now to make sure you get your copy. (If you want to pay by check and want to make sure we don t sell out of something, CALL AND LEAVE ME A MESSAGE and I ll hold a you a copy for ONE WEEK.) If you order by mail, be sure to include an e-mail address so that I can notify you if an item is sold out. (If we are out of stock on an item, I ll fill as much of your order as I can and issue you a refund check.)

Of course, there are a few items that I m overstocked on. So, I m lowering the prices on the following items in order to move them out as quickly as

possible (all other prices remain the same due to the low quantities I have in stock):

HardPressed - $25
Pointless - $25
TypeSet - $15
TypeWest - $15

The following items are already out of stock and will NOT be reordered (as items sell out, I ll post announcements on the EGO Systems web site):

Animasia 3D
TimeOut AboutTime Module
ZipGS accelerator

Any backorders for these items are hereby CANCELED. If you want to get any of these, you ll need to contact the publisher directly.

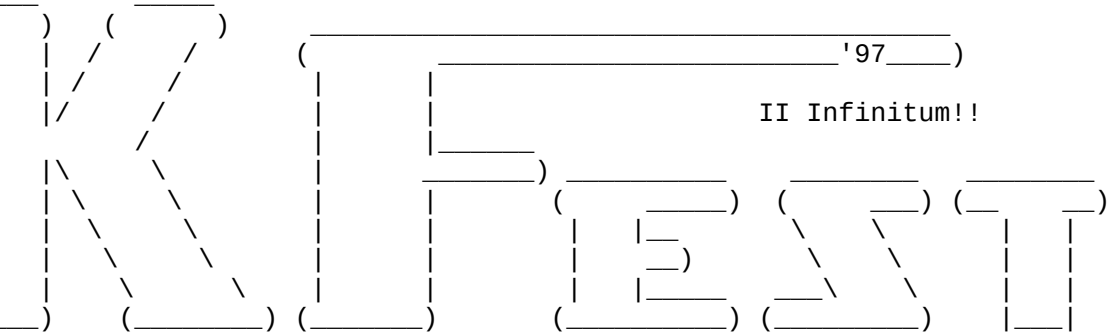
And, while I hate to do this, I m also pulling the plug on the KansasFest 96 video. (We actually got about halfway finished with it when my consulting business took off.) Unfortunately, we never got more than 10 orders for the video, so there was very little impetus to actually finish the video.

So, what will become of the EGO Systems product line (Balloon, AutoArk, etc.)? Well, I hope to sell the rights to most or all of these titles to new publishers. If you are interested in acquiring the rights to one or more of these products, contact me as soon as possible. I am also looking for someone to take over the distribution of all of the GS+ Magazine back issues I have left. However, I am NOT releasing ANYTHING into the public domain (or as shareware)! So if anyone tells you otherwise, they are either lying or misinformed..

Well, that about all I ve got to say, except Thanks! Because so many of you were willing to actually put your money where your mouth was, I was able to stay in the Apple II business for over 7 years! Not too bad, not too bad at all...

(DIZ, CAT33, TOP2, MSG:25/M645;1)

KFEST! KFEST! KFEST! KFEST! KFEST



KFest '97 will again be held on the campus of Avila College in Kansas City, Missouri. It will take place from July 30 - August 3, 1997. The cost will be only $300 until May 20, which _includes_ use of a double room in the Avila College dorms _and_ meals! There are also a limited number of single

rooms available for $375. (If you wish to stay at one of the many hotels or motels near the college then the cost is $225, but you would, of course, have to find and pay for your own room and meals.) These prices will go up by $75 on May 21, so sign up early. The last date pre-registrations will be accepted is July 20th.

Check-in will be on Wedensday from 1-4 pm, and check-out from 11 am - 1 pm on Sunday. Computer sessions will be conducted on Thursday and Friday. A vendor fair is scheduled for Saturday morning, with software and hardware demos slated for Saturday afternoon.

Meals included in the registration price are Thursday breakfast through Sunday breakfast, with the exception of Saturday dinner. All children under 18 years must be accompanied by a parent or legal guardian.

++ Please Note++ Dinner on Wednesday and Saturday are NOT included this year. Attendees can dine on their own at one of the many fine restaurants near the Avila campus, or join the Kfest '97 group for their annual treks to KC Masterpiece and Jess & Jim's Steak House.

***

KFest this year is being sponsored by InTrec Software, Inc.. You can send your completed registration forms to:

KFest '97
c/o Intrec Software
3035 E. Topaz Circle
Phoenix, AZ 85028-4423

* Please make checks payable to: InTrec Software

***

Credit Card registration is also available. Just call InTrec Software, Inc. with your VISA, MasterCard, Discovery, or American Express number at (602) 992-1345, Mon-Fri 8:00AM-5:00PM Mountain Standard Time. If you prefer, you can FAX your registration with credit card account number and expiration date to: (602) 992-0232 Mon-Fri 8:00AM-5:00PM Mountain Standard Time.

If you prefer registering by Email, and are using a VISA, MasterCard, Discovery, or American Express for payment, you can send the completed registration form via InterNet Email to: proterm@intrec.com

***

If you have questions about KFest, or wish to make suggestions, you can find answers via the InterNet. Just send an email message to Cindyadams@delphi.com, or visit the World Wide Web page at http://www.primenet.com/~adams/kfest.html

****** (cut here)******
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KFest '97 Registration Form

Name:

Address:

City, State, Zip:

Phone (w): (h):

Email address:

Roommate preference (if any):

Do you prefer a smoker or non-smoker?

Howbout a collectible, soft and thrilling KFest '97 T-Shirt?
Yes I want One (Many)!!! [ ]

T-shirts are $15.00 each and are available in Small, Medium, Large, X-Large.

Please circle size(s) Small Medium Large X-Large

Check here [] for additional X's on your X-Large T-shirt and indicate size needed: _____

Send this completed registration form and fee to:

KFest '97
c/o Intrec Software
3035 E. Topaz Circle
Phoenix, AZ 85028-4423

* Please make checks payable to: InTrec Software

Credit Card registration is also available. Just call InTrec Software, Inc. with your VISA, MasterCard, Discovery, or American Express number at (602) 992-1345, Mon-Fri 8:00AM-5:00PM Mountain Standard Time. If you prefer, you can FAX your registration with credit card account number and expiration date to: (602) 992-0232 Mon-Fri 8:00AM-5:00PM Mountain Standard Time.

If you prefer registering by Email, and are using a VISA, MasterCard, Discovery, or American Express for payment, you can send the completed registration form via InterNet Email to: proterm@intrec.com

For Credit Card registration please check:

[] Visa [] MasterCard [] Discovery [] American Express

Please charge my account number: _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _
Expiration: _ _ / _ _
(CINDY.A, CAT44, TOP7, MSG:98/M645;1)

SHIFTY LIST 2.0: SHAREWARE
""""""""""""""""""""""""""""
The Shifty List 2.0 Demo has been uploaded! Once it's been released by our friendly neighborhood librarians, it will be file #28522 here in A2!

The Shifty List 2.0 demo supports all the features of the full Shifty List 2.0, except --

1. You can't print out your scripts in the demo.

2. The boot-time script menu is limited to five scripts.

3. Although your scripts can have as many items in them as you like, when you boot, only the first five items in the script will actually be loaded.

Also, the demo pauses while booting your system and reminds you to pay your $20.00 shareware fee.

Once you pay the shareware fee you will receive an unrestricted copy of Shifty List 2.0. If you include your email address with your registration, you will be emailed a copy, and will receive a copy on disk a few days later. If you don't include your email address, you'll just get the disk copy.

Note that the unregistered demo version of Shifty List 2.0 can be distributedonline, on disks of the month, etc. The registered version CANNOT BE DISTRIBUTED without written permission from myself.

I hope you enjoy Shifty List 2.0! :)

Sheppy

(SHEPPY, CAT13, TOP18, MSG:74/M645;1)

CHRIS VAVRUSKA'S NEW STUFF
""""""""""""""""""""""""""""

I have uploaded some finder extension that some of you may find useful.

Let me know what you think

Current available 'vav-ware' programs:

Number: 28531 Name: FF1.0.BXY FinderFlipper V1.0 Number: 28534 Name: FR10.BXY FinderRefresher V1.0 Number: 28532 Name: WORKSETS1.0.BXY WorkSets V1.0 Number: 28533 Name: CDR1.0.BXY CD Remember V1.0

FinderFlipper V1.0:

FinderFlipper is a finder extension that aids in the task of bringing windows up front. No longer will you have to move windows around in order to find one that you have buried. No longer will you have to move your mouse all the way to the Windows menu to select the window you want. <<<<Freeware>>>>

FinderRefresher V1.0:

FinderRefresher is a finder extension that will force the front most window to refresh itself. <<<<Shareware $5>>>>

WorkSets V1.0:

If you work with different files in multiple folders often and dont like to clutter up the desktop of the Finder with aliases then WorkSets is for you. WorkSets is a finder extension that allows the user to record the open folders on the desktop in a list for later retrieval. <<<<Shareware $10>>>>

CD Remember V1.0:

Have you ever been surfing through a CD checking out what is there weaving your way through all of the directory structures....wait, something strikes your fancy, it's an application...Double-click....hey, this stinks or worse yet, a system crash. After you return to the Finder you have to start all over surfing your way back down the directory tree to get back to the point at which you left. Well, no longer will you have to spend your time retracing your steps, let CD Remember remember where you were. CD Remember will remember folders you have open when you leave the finder until you return. <<<<ShareWare $15>>>>

(C.VAVRUSKA1, CAT13, TOP10, MSG:1/M645;1)

>>> THROUGH THE GRAPEVINE <<<

BYTEWORKS REPRINTS APDA

While I have not sent out a mailing announcing the books we put back in print, I did announce it a few places. This topic wasn't one of them. Shame on me.

These books are now back in print as APDA reprints. They are laserprinted on 8.5x11 paper, drilled for standard notebooks.

APDA-53	Apple IIGS Toolbox Reference Volume 1	769 pages	$45
APDA-54	Apple IIGS Toolbox Reference Volume 2	730 pages	$45
APDA-55	Apple IIGS Toolbox Reference Volume 3	1063 pages	$55
APDA-56	Apple IIGS GS/OS Reference	526 pages	$30
APDA-57	Apple IIGS Firmware Reference	345 pages	$30
APDA-58	Apple IIGS Hardware Reference	346 pages	$30

Mike Westerfield

(BYTEWORKS, CAT4, TOP32, MSG:23/M645;1)

>>> MESSAGE SPOTLIGHT <<<

Category 44, Topic 7
Message 69 Tue Apr 15, 1997
CINDY.A [Cindy] at 19:08 EDT

For the past nine years, Apple II enthusiasts from around the globe have made an annual pilgrimage to Kansas City, Missouri, to learn more about their computers, share their knowledge with others, and rekindle the spirit that has made their virtual community unique and powerful.

Kfest has become a rich tradition. We are pleased to announce that in 1997, the tradition continues ...

From July 30 through August 3, Kfest '97 will once again be in session on the campus of Avila College in Kansas City. Sessions on a wide variety of Apple II topics will be conducted July 31 and August 1. A vendor fair and product demos will occur on August 2. The dorms, however, will be available for attendees between Wednesday, July 30, through Sunday, August 3.

As always, the Kfest committee is working to make this year's event the best ever.

Kfest '97 will provide the perfect opportunity for attendees to make new

friends, renew acquaintances, see the faces of on-line neighbors they've chatted with through the years, meet some of the programmers, developers, writers and publishers who help keep their computer platform viable is today's world, and hear lectures on computer issues and witness demonstrations of new and old hardware and software.

Most of all, they'll have fun!

So, you may ask, does this mean Kfest has everything an Apple II user would want? Well, no. There are some things Kfest '97 won't provide. We can almost guarantee you won't get much sleep. We can also guarantee that you won't mind a bit. In fact, you won't want to sleep much for fear that you'll miss something!

Last year's Kfest was special for a number of reasons. It provided the first demonstration of Gus, the IIGS emulator for the Power Macintosh; marked the release of Spectrum v2.1; roasted Apple II luminary Joe Kohn; and gave birth to the first Apple IIGS web browser, Spectrum Internet Suite.

It's too early to know what magic Kfest '97 will conjure up. Be assured it will once again produce special magic.

Now is the time to make plans and get registered for Kfest '97. As always, staying in the Avila dorms is the recommended method of attendance. Much of the special magic occurs after hours, and being on hand for informal, spontaneous events will make your Kfest experience even more enjoyable.

Avila College will be providing up to 80 rooms for Kfest '97 attendees. So there should be plenty of room for everybody on campus.

If you would prefer to stay off-campus, there are a number of hotels and motels close by. Off-campus registrations are also available.

Ready to sign up? We thought so! You won't regret it.

Stay tuned for registration information as soon as it is available.

Cindy
(KFest Big Cheese)

[*][*][*]

While on Genie, do you spend most of your time downloading files? If so, you may be missing out some excellent information in the Bulletin Board area. The messages listed above only scratch the surface of what's available and waiting for you in the bulletin board area.

If you are serious about your Apple II, the GenieLamp staff strongly urge you to give the bulletin board area a try. There are literally thousands of messages posted from people like you from all over the world.

[EOA]
[A2P]////////////////////////////
A2/PRO_ductivity /
////////////////////////////
By Ryan M. Suenaga, M.S.W.

[A2LAMP]

>>> A2PRO BITS & BYTES <<<

LEARNING THE BASICS

Complete Applesoft Course Now Available!

Now is a perfect time to learn Applesoft programming!

Former A2 University Dean, Charles Hartley, has written a beginner's course on programming in Applesoft BASIC. Applesoft is built into every Apple II computer, so no compiler or special software is needed. Charlie has written quite a few outstanding programs including Computer Keyboarding 5, Scavenger Hunt World, and Scavenger Hunt USA. Learn from one of the masters, download the complete five lesson course from the A2Pro Software Libraries.

Files:	5186	APPLESOFT01.BXY	5204	APPLESOFT04.BXY
	5193	APPLESOFT02.BXY	5205	APPLESOFT05.BXY
	5203	APPLESOFT03.BXY		

Discussion of all lessons will be held in the A2Pro Bulletin Board in Category 22, Topic 20. Type 'm530;1' to get there, without the quotes.

(RUSSELL.N, CAT1, TOP17, MSG:194/M530;1)

DO IT YOURSELF HTML I took the HTML course last year. Now I'm doing some casual page writing and decided to invest in a good book. I looked at Lemay's "Teach Yourself HTML" as recommended by Charlie in the lessons. It was $30, though, and seemed to cover much Netscape and the like.

I picked up instead the "10 Minute Guide to HTML", only $15. It says right in the introduction: "We don't make any assumptions about the kind of computer system you're using because HTML is completely system-independent." That was good to see.

The book covers some things A2U's lessons don't, but also vice-versa. I recommend both.

Now a quick question. When do I have to use reserved characters - such as & for ampersand, % for percentages, etc? Lesson 7 in A2U gives a full list that includes substitutes for everything, even commas. Can't I use any punctuation in my web pages?

-Ken

(KEN.GAGNE, CAT22, TOP22, MSG:163/M530;1)

>>>>> Sure you can. Just because a character has an code equivelent like &char doesn't mean that you can't just use the character straight, as long as it isn't reserved for something. Like, you have to use the

equivelents for "<" and "&" itself, and be careful about quotation marks
when you are already within quotes like in a link name, <A HREF="...">.
The &chars also give you access to a much larger set of characters than you
could type, such as accented letters and stuff. But yeah, feel free to go
ahead and use all the commas you want. :)

-Bret
(B.VICTOR1, CAT22, TOP22, MSG:164/M530;1)

>>>>> The only escape codes that you must use are
"""""
      <   <
      >   >
      &   &

For example,

<code>if x < 0 thended as

<code>if x < 0 then print i</code>

Otherwise the browser will think that the less than symbol is the beginning
of a tag and get confused.

There is also an escape code for the quotation mark, but most browsers
don't need it.

Charlie
(A2.CHARLIE, CAT22, TOP22, MSG:165/M645;1)

>>>>> Here is a bit of new information about the " entity for those
""""" of you who are writing HTML code. This comes from the official
source of information for the latest version of HTML (3.2).

From: http://www.w3.org/pub/WWW/MarkUp/Wilbur/

What happened to "?

Several people have commented on the absence of the " entity in
the HTML 3.2 Recommendation. This disappeared in a rationalization of
the entities, and with hindsight should not have been removed. In
general, you don't need it, and here are two work arounds:

When you want to include a double quote mark in a CDATA attribute
value, you can go ahead and do so provided you use single quote marks
around the attribute value itself, e.g.
  ALT='and then he said "Let it be done" and it was so'

Another approach is to use the numeric entity " as in:
  ALT="and then he said "Let it be done" and it was so"

This latter method is perhaps better suited to authoring tools as it
doesn't depend on any contextual clues and can be used in normal text
as well as in CDATA attribute values.
(A2.CHARLIE, CAT22, TOP22, MSG:170/M530;1)

<<<<< I've been using the <P ALIGN=CENTER> and </P> tags to center text
""""" ON the page. I was looking at the source for another A2er's page

and he used <CENTER> and </CENTER>. Are there any other easier justification commands I don't know about? :)

-Ken
(KEN.GAGNE, CAT22, TOP22, MSG:172/M530;1)

>>>>> The and tags were originally NetScape specific,
""""" but are now generally recognized by most up-to-date browsers. I believe (without looking) that the <p align=center> tag that you are using is recommended in the HTML 3.2 specs.

Charlie
(A2.CHARLIE, CAT22, TOP22, MSG:173/M530;1)

WHITHER GSOFT? ...is there any word yet on when GSoft will be
"""""""""""""" available...

I'd guess late May to mid June. Alpha test should start in mid May. A lot of things could change the schedule, though, so don't make firm plans based on this estimate.

Mike Westerfield
(BYTEWORKS, CAT36, TOP35, MSG:23/M530;1)

>>>>> To what extent do us old Applesoft types have to retrain our
""""" brains? For instance, Applesoft likes this just fine:

```
 Q$ = LEFT$ (AZ$, 40)
```

That is, Applesoft isn't bothered by the fact that AZ$ is only 26 characters long, despite the fact that we're trying to take the leftmost 40 characters of it.

(No wisecracks about D coming before E, okay?)

Doug C.
(D.CUFF, CAT36, TOP35, M26:19/M530;1)

<<<<< Quite a bit, but not for reasons like the one you gave.
"""""
Applesoft was designed for a very specific operating environment: The 48K tape based 8 bit Apple][computer. Disk commands were hacked in later, and it shows. The limited space available forced you to do things with PEEK, POKE and CALL that just won't port to any other platform--including GS/OS. THESE are the areas where you will need to retrain a bit.

On the other hand, the benefit is enormous. You have a full set of disk I/O commands built right in. You get long integer, byte and double precision variables in addition to Applesofts integer, real and string. You get records and pointers so you can manipulate the toolbox the way it was designed to be used--and a complete Apple IIGS toolbox interface, too. GSoft supports ORCA compatible editors and debuggers (and can run from the ORCA environment, although it ships with it's own Applesoft-like environment). You get structured statements, like IF-THEN-ELSE-ENDIF, WHILE-WEND, SELECT-CASE and DO-WHILE. You get PRINT USING (formatted output) and LINE INPUT (input that works with commas). Line numbers are optional. DEF FN takes multiple parameters, or you can create _true_ subroutines and functions with passed parameters and local variables.

Of course, the 48K barier is shattered: you can use all of available RAM for program and variable space. And since floating point is not done inSANE, it's fast. (Some compiled floating-point programs actually run slower on the GS that the same program in Applesoft. GSoft is faster still.)

In short, GSoft is not (and cannot be) 100% Applesoft compatible. Old programs will have to be ported, and although tools included with GSoft will help, they won't make it 100% automatic. But the added features, added memory, and extra speed will defintely make GSoft the choice for new programs--and will make it worth while to port many old ones.

Mike Westerfield
(BYTEWORKS, CAT36, TOP35, MSG:20/M530;1)

[EOA]
[BAN]//////////////////////////////
FILE BANDWAGON /
//////////////////////////////
Top 10 Files for March
"""""""""""""""""""""""""
by Douglas Cuff
[D.CUFF]

This feature lists the ten most popular files for the month. To give files a chance to seek their own levels, no files will be added to the list until they've been in place at least a month. This month, we look at the files uploaded 1-31 March 1997.

This isn't the Academy Awards ceremony, folks; it's more like the People's Choice Awards (both of which are trademarked, by the way). The Top 10 doesn't necessarily tell you what's new and interesting--what files _you_ might find interesting--it simply tells you what files have been downloaded a lot--what other people found interesting!

This month, GenieLamp A2 occupies two spots on the list, but we're just counting that one file. We hope this explains why there are 11 files on the Top 10 list.

File #	Filename	Bytes	DLs	Short description
28404	SIS.SCREENS.BXY	48512	76	Screen shots of SIS in action
28395	RTC.SIS.BXY	43648	62	Transcript of SIS RTC celebration
28394	FOGHORN.BXY	29356	58	rSound of old SF Bay foghorn.
28403	PAUG.SIS.BXY	19328	57	Transcript of PAUG-SIS
28368	DESKPLAY202.BXY	42240	51	Deskplay 2.02 plays Amiga MOD songs
28357	ALMP9703TXT.BXY	37248	42	GenieLamp A2, Mar. 97 (text)
28356	ALMP9703AWP.BXY	41472	42	GenieLamp A2, Mar. 97 (AppleWorks)
28422	MIME64.BXY	18816	40	base64 en/decoder for IIGS!
28424	SARA.GIF	51044	34	Color GIF of Sara Hussong
28438	ENVEL.PRINT.BXY	5376	28	Envelope Printer
28402	A2QWK23.BXY	95744	27	Freeware QWK mailer version 2.03

SIS.SCREENS.BXY Nine sample screens from Spectrum Internet Suite, as
""""""""""""""""" provided by beta tester Max Jones. You get a look at Syndicomm's A2 Web page, Ewen Wannop's page, Geoff Weiss's page, the official SIS site, and the Alta Vista web search engine site (with and

without SIS's text input-window interface). You'll also see SIS's bookmarks and options screens. Freeware.

RTC.SIS.BXY Transcript of the late-night conference at which Spectrum """""""""""" Internet Suite was announced to the world--Friday, 7 March 1997. Special guests present are Dave Hecker, partner in Seven Hills Software; Ewen Wannop, author of Spectrum telecommunications program for the Apple IIgs; and Geoff Weiss, a system administrator for an east coast internet service provider, who worked on the scripts for SIS. Freeware.

FOGHORN.BXY An rSound of a foghorn--the one of the old foghorn heard on """""""""""" San Francisco Bay, to be exact. Suitable for use with the IIgs sound control panel. Freeware.

PAUG.SIS.BXY Transcript of the Planetary Apple Users Group conference for """""""""""" those who missed the Spectrum Internet Suite roll-out conference. SIS beta testers Cindy Adams and Max Jones field questions about the capacities without Seven Hills looking over their shoulders. :-) Freeware.

DESKPLAY202.BXY Deskplay v2.0.2 by Jesse Blue and Clue of Ninjaforce is a """""""""""""""" new desk accessory that allows you to play MOD (Amiga music module) files from your desktop. Deskplay depends on Shellplay by Brian C. Bening to play the songs, but provides an attractive CD-style playing interface. This new version fixes two minor bugs, adds keyboard equivalents for some commands, and allows viewing of pathnames in the song list. Freeware?

ALMP9703---.BXY Two editions of the February issue of GenieLamp A2 grace """""""""""""""" our Top 10 list this month--and, for a wonder, both the AppleWorks and the standard text file edition had exactly the same number of downloads. All editions feature the same great articles--a behind-the-scenes interview with the Spectrum Internet Suite development team from Max Jones, the return of Peter Brickell's "Real World Apple" column, and a "PD_Quickview" column on Change-A-File. Freeware.

MIME64.BXY Mime64 by Aaron Pulver is a base 64 decoder for the Apple IIgs """""""""""" ported from a decoder by Karl Hahn. It allows you to handle the mime attachments that people on other platforms keep e-mailing you and posting on usenet newsgroups. It requires a shell like ORCA or GNO. (A desktop version is now available, but only on Delphi.) Freeware.

SARA.GIF A color GIF graphic portrait of A2 regular Sara Hussong. """""""""" Freeware.

ENVEL.PRINT.BXY Enveloper by John "Honeybee" Shaver is a BASIC program """""""""""""""" intended for those times when you want to address several envelopes. It will work with envelopes as small as 4" x 2.5" or as big as 8" x 11". Freeware?

A2QWK23.BXY The 2qwk! by Tom Larson is an offline mail reader for qwk """""""""""" mail systems. Offline mail readers allow you to download new messages and mail in a compact format and read and reply to them offline, and qwk is pretty popular on other platforms. Requires at least an 128k enhanced Apple IIe. Freeware?

[EOA]
[RWA]//////////////////////////////

THE REAL WORLD APPLE /
////////////////////////////////
Connecting to the World Outside
""""""""""""""""""""""""""""""""

by Peter C. Brickell
[P.BRICKELL]

>>> PART 4: PUSHING YOUR APPLE'S BUTTONS <<<
""

So far in this series I have talked about timing sequences and the paddle inputs. This time I will be describing the push button inputs or PB lines as they are known.

Before I start, I should warn you that the push button inputs work slightly differently on all the various Apple II models. The //c actually lacks one of the PB lines that the other models have. So some caution must be used with selecting an appropriate project for your particular machine. I will give some details on the differences at the end of this article.

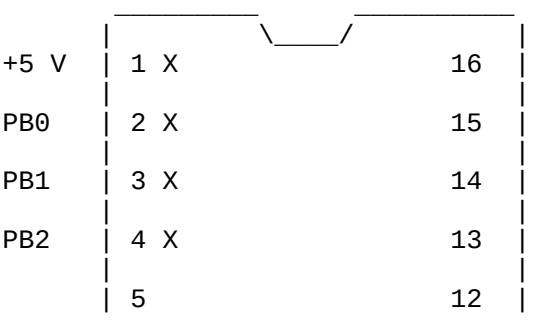
With that said, the PB input lines are useful for a wide range of projects that you might not think of right away. Everyone has used these PB lines at one time or another with a joystick or paddles (the "firing" buttons) or when using the Open Apple (OA) or Solid Apple (SA) keys on the newer Apples.

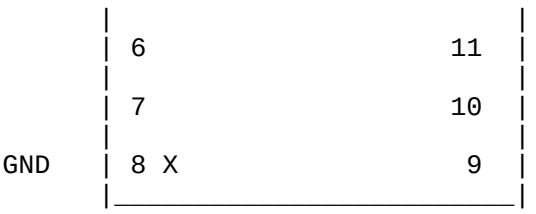
The PB lines are simply a way of inputting an "on" or "off" signal to the Apple. They are actually the essence of digital logic as they can only have on of two values - high/on or low/off. They are in fact, TTL (transistor-transistor logic) inputs for those who are familiar with such things. With that information out of the way I will leave digital theory behind for the rest of this article!

The three lines are found on both the internal 16 pin DIP connector and on the external DB-9 connector (on models where it exists). Their operation is very simple. If a high voltage (in digital terms) is applied to a PB line, its corresponding memory location will hold a value greater than 127. If a low voltage is applied to the line, then the same memory location will hold a value of less than 128. The actual value stored in each case is not important (actually it is random). One can easily determine whether the PB line voltage is high or low by checking to see if its memory location is greater than or less than 127.

Here is where the PB lines are found on the Apple 16 pin DIP connector.

16 PIN I/O CONNECTOR (from above):





On the DB-9 pin connector on the newer Apple IIs, here is the relevant pin number assignment:

+5 V = Pin 2

GND = Pin 3

PB0 = Pin 7

PB1 = Pin 1

PB2 = Pin 6 (not available on //c or //c+)

To be specific, a TTL high voltage is greater than 2 volts DC and a low voltage is less than 0.8 volts DC. The range between 0.8 and 2 volts is a digital waste land where the results will be unpredictable, so good project design avoids producing this in-between condition.

From Applesoft it is a simple matter to check the condition of a given PB line. The addresses to check for each line are as follows:

PB0 = 49249 decimal, $C061 hexadecimal (same number for those who don't have 16 fingers)

PB1 = 49250 decimal, $C062 hex

PB2 = 49251 decimal, $C063 hex

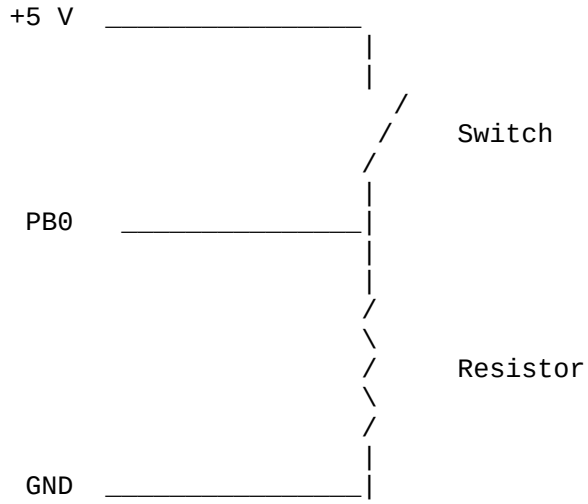
To continuously check and display the status of PB0 one can write something like this:

```
10  X = PEEK(49249)
20  IF X > 127 THEN PRINT "PB0 IS HIGH"
30  IF X <= 127 THEN PRINT "PB0 IS LOW"
40  GOTO 10
```

Obviously by substituting the other addresses listed above the other PB lines can be checked. Try this with a joystick or paddle. If you have a model other than a II or II Plus, you can use the Open Apple key to activate PB0.

Those of you who were paying attention in class will remember that in my installment on timing loops I used the WAIT command to check the status of a PB line and used the joystick button to change its condition to start a timing sequence. This is an example of a very straightforward use of the PB lines. On a joystick or set of paddles connected to your Apple, you have access to PB0 and PB1. The same lines can be operated on later model Apple IIs by pushing the OA and SA keys respectively as well as by using the joystick/paddles.

So what is the big deal about telling when the joystick buttons or a key is presses you may ask (and probably will!). The real usefulness of the PB lines for interfacing become apparent when you build your own "switch" or "button" to push. This need not be a physical button or switch as we will see later. But first, let's look at the wiring of a simple PB circuit using a mechanical switch. It looks like this:



As the circuit is pictured above, any voltage present at the PB0 line is drained to ground through the resistor. Thus the voltage at the PB0 line is essential 0 volts and the PB line is low (or "off" in this case). When the switch is closed, voltage will be applied to the PB0 line from the +5 volt source. If the resistor is of a sufficiently high value then the voltage will not be drained to ground quickly enough and the voltage at PB0 will rise. If the resistance is high enough to allow the voltage at PB0 to rise above 2 volts, then the PB0 line will be high (or "on" in this case).

This is how the push buttons on a joystick are wired. Typical resistor values would be 200 to 500 ohms. The resistor is essential in this circuit not only to raise the voltage at the PB line, but also to prevent shorting the Apple's power supply +5V line to ground and possibly resulting in damage to the power supply, the computer, or both.

If you think about the schematic of the switch circuit for a moment, you will realize that any device which can change its resistance from a very high value to a very low value could be substituted in place of the mechanical switch in this circuit.

You may think that a thermistor (temperature sensitive resistor) such as was discussed in the last installment might work here. Unfortunately, the lowest resistance of most thermistors is still too high for this circuit.

However, a simple replacement for the switch is a phototransistor. Under normal conditions its resistance is high (tens of thousands of ohms or more) thus producing an "off" when testing PB0. When a beam of bright light hits these phototransistors, their resistance drops to a few hundred ohms or less. In this case, the circuit above would produce an "on" signal when tested with an Applesoft program.

Here we have the makings of a simple intrusion alarm or automatic door

bell. Simply place a permanently lit light source (or even an invisible infrared radiation source) such that it illuminates a phototransistor across some pathway that you wish to monitor.

A fairly simple Applesoft program could be written to repeatedly check the condition of the PB line. When the beam of light is broken by a person's body, the phototransistor will cease to conduct and the PB line will go low or off. The program could then beep the Apple's speaker to notify the owner of the presence of another person. Other possible security related "switches" are magnetic proximity switches for doors and windows and conductive tape for monitoring window glass.

An enhancement to this type of device is a program which uses timing loops to measure how long the light beam is broken or intact. I am well acquainted with this idea as I have been using such a device and program over the last couple of weeks to test my camera shutters for accuracy and consistency of timing.

A beam of light is broken when the camera's shutter is placed between the light source and the phototransistor. When the shutter opens, the Apple senses the high PB line and starts "counting" (i.e. the switch is "on"). When the shutter closes, the computer senses the return to a low condition at the PB line and stops counting (the switch is "off"). The counts are converted to milliseconds (by using a previous known time interval) and the shutter speed is reported on the screen as a fraction of a second. As you might suspect from my previous articles, this is a project from the Vernier Software book "How to Build a Better Mousetrap". See any of these articles for references.

There are a myriad of other uses for sensing the PB lines. Some are quite complex in design. For example another Vernier project uses an integrated circuit chip which converts a voltage applied to its input pins to a certain and precise frequency of on/off pulses at its output pins. As the applied voltage changes, so does the frequency of pulses. By directing these output pulses to one of the PB lines, and using a machine language program to do the very fast counting required, the original applied voltage can be determined by the Apple. This device then becomes a way of turning your Apple into an accurate digital voltmeter. The ability to precisely measure voltage with your computer opens the door to many other uses for the venerable Apple II.

I use this particular device for measuring nickel-cadmium battery voltages during controlled discharging and charging operations. With a simple amplifier circuit added on, an accurate temperature probe can be built using a thermocouple sensor.

I will conclude by giving some details on the various circuits built into the different Apple II models. I do not know the exact circuit layouts for all the computers, but here are the major differences that you need to be aware of in order to use them for PB interfacing.

First, let me say that the best machine for these projects is the Apple II or II Plus. Apart from being almost (or entirely) free if you know where to look these days, they have no interfering circuitry built in to them. They also have the full complement of PB lines available (i.e. three).

Apple //e and GS:

The OA and SA keys are wired to the PB0 and PB1 lines.

Problems arise using these lines since there are internal resistors between the PB lines and ground. This could make some external circuits not behave as expected if they are very sensitive to resistance changes.

Also, if the PB1 line is held high by an external circuit during boot up, this will have the same effect as depressing the SA key. The result is that the computer will execute a self test, rather than boot normally.

The solution to these problems is to use the PB2 line wherever possible. It is not wired to any key and so has no extra resistors, nor will it affect the Apple's behaviour during boot up.

Apple //c:

Unfortunately this model has both OA and SA keys wired to PB0 and PB1 but has no PB2 line available. Use with caution.

Platinum //e (with numeric keyboard):

This model, in addition to the normal problems with the OA and SA keys, has capacitors wired to its PB lines. This slows down the rate at which they can change from high to low and vice versa. For simple on/off devices this will not matter. However it will affect circuits which depend on very high speed changes in these lines. The voltage monitor and the high speed phototransistor timer described above are candidates for trouble with this model of Apple II.

With these caveats in mind, the lowly push buttons are some of the most useful "ports" on the Apple II computer. Have fun experimenting with them. As always, if you do not feel confident of your electronics skills, have someone who is experienced in this area give you a hand with project building and inspection.

Happy button pushing!

Next time - Introduction to the Annunciator Outputs

```
      ////////////////////////////////////// Genie_QWIK_QUOTE ////
     /   "This seems like a perfect time for a Pentium joke."     /
    /                                                            /
   /     "Using 'perfect' and 'Pentium' in the same sentence    /
  /       is the joke."                                        /
 ////////////////////////////////// CINDY.A & R.SCHUERGER1 ////
```

[EOA]
[LOG]////////////////////////////
LOG OFF /
////////////////////////////////
GenieLamp Information
"""""""""""""""""""""""

o COMMENTS: Contacting GenieLamp

o GenieLamp STAFF: Who Are We?

GenieLamp Information
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GenieLamp A2 is published on the first of every month in library 55 of Genie's A2 RoundTable (page 645;3). GenieLamp is also distributed on CrossNet and many public and commercial BBS systems worldwide.

- To reach GenieLamp on Internet send mail to genielamp@genie.com or to reach GenieLamp _A2_, send mail to a2lamp@genie.com

- Back issues of GenieLamp A2 are available in the A2 RoundTable Library #55 on page 645 (m645;3).

- We welcome and respond to all E-mail. To leave comments, suggestions or just to say hi, you can contact me in the A2 RoundTable (Category 3, Topic 3) or send GenieMail to Ryan Suenaga at [A2LAMP] on page 200.

>>> GENIELAMP STAFF <<<
"""""""""""""""""""""""""""

GenieLamp	o John Peters	[GENIELAMP]	Publisher
""""""""""	o Mike White	[MWHITE]	Managing Editor
APPLE II	o Ryan M. Suenaga	[A2LAMP]	Editor
""""""""""	o Doug Cuff	[D.CUFF]	Editor Emeritus
	o Peter C. Brickell	[P.BRICKELL]	A2 Staff Writer
	o Max Jones	[M.JONES145]	A2 Staff Writer
A2Pro	o Tim Buchheim	[A2PRO.GELAMP]	Editor
""""""			
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""""""			
IBM	o Sharon Molnar	[SHARON.LAMP]	Editor
"""			
MACINTOSH	o Richard Vega	[GELAMP.MAC]	Editor
""""""""""			
POWER PC	o Ben Soulon	[BEN.GELAMP]	Editor
""""""""""			

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////////////////////////////////////\\

[EOF]

˘

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                  ~ WELCOME TO GENIELAMP APPLE II! ~
                    """""""""""""""""""""""""""""""""
                   ~ A2/PRO_DUCTIVITY: More Decoding
               ~ FILE BANDWAGON: Top 10 Files for April
               ~ REFRACTIONS: Copyright and Permissions
                 ~ HOT NEWS, HOT FILES, HOT MESSAGES ~

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 GenieLamp Apple II     ~ A T/TalkNET Publication ~     Vol.6, Issue 64
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Editor.....................................................Ryan M. Suenaga
Editor Emeritus.....................................................Doug Cuff
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           >>> WHAT'S HAPPENING IN THE APPLE II ROUNDTABLE? <<<
           """""""""""""""""""""""""""""""""""""""""""""""""""""
                              ~ June 15, 1997 ~

 FROM MY DESKTOP ......... [FRM]        HEY MISTER POSTMAN ...... [HEY]
  Notes From The Editor.                  Is That A Letter For Me?

 A2/PRO_ductivity ........ [A2P]        REFRACTIONS ............. [RFR]
  A2Pro Bits & Bytes.                     Pretty Please?

 FILE BANDWAGON ...........[BAN]        LOG OFF ................. [LOG]
  Top 10 files for April 1997             GenieLamp Information

[IDX]""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""

READING GENIELAMP   GenieLamp has incorporated a unique indexing system
""""""""""""""""""   to help make reading the magazine easier.  To utilize
this system, load GenieLamp into any ASCII word processor or text editor.
In the index you will find the following example:
```

HUMOR ONLINE ..... [HUM]
Genie Fun & Games.

To read this article, set your find or search command to [HUM]. If you want to scan all of the articles, search for [EOA]. [EOF] will take you to the last page, whereas [IDX] will bring you back to the index.

MESSAGE INFO
"""""""""""""
To make it easy for you to respond to messages reprinted here in GenieLamp, you will find all the information you need immediately following the message. For example:

```
                (SMITH, CAT6, TOP1, MSG:58/M475)
 _______________|   _____|__  _|___    |____ |_______________
  |Name of sender   CATegory  TOPic    Msg.#   Page number|
```

In this example, to respond to Smith's message, log on to page 475 enter the bulletin board and set CAT 6. Enter your REPly in TOPic 1.

A message number that is surrounded by brackets indicates that this message is a "target" message and is referring to a "chain" of two or more messages that are following the same topic. For example: {58}.

ABOUT Genie
"""""""""""
Genie has pricing plans to fit almost any budget. Genie's services include email, software downloads, bulletin boards, chat lines, and an Internet gateway included at a non-prime time connect rate of $2.75. Some pricing plans include uncharged online connect time. As always, prices are subject to change without notice. To sign up for Genie, call (with modem) 1-800-638-8369 in the USA or 1-800-387-8330 in Canada. Upon connection wait for the U#= prompt. Type: JOINGENIE and hit RETURN. The system will then prompt you for your information. Need more information? Call Genie's customer service line (voice) at 1-800-638-9636.

GET GENIELAMP ON THE NET!
"""""""""""""""""""""""""
Now you can get your GenieLamp issues from the Internet. If you use a web browser, connect to "gopher://gopher.genie.com/11/magazines". When using a gopher program, connect to "gopher.genie.com" and then choose item 7 (Magazines and Newsletters from Genie's RoundTables).

*** GET INTO THE LAMP! ***
"""

```
  ////////////////////////////////////// Genie_QWIK_QUOTE /////
 /        "I'm still organizing right now."                    /
/                                                             /
/          "'still' implies there's an end."                 /
////////////////////////////////////  C.KNOBLOCK & A2LAMP ///
```

[EOA]
[FRM]////////////////////////////
FROM MY DESKTOP /
////////////////////////////
Notes From The Editor
"""""""""""""""""""""
by Ryan M. Suenaga, M.S.W., L.S.W.
[A2LAMP]

>>> I CAN BEGIN AGAIN <<<
""""""""""""""""""""""""""

I recently celebrated the first anniversary of my graduate school commencement with the realization that I had stopped doing a lot of things that were important to me due to the time crunch school created. . . and never resumed them. I concluded that I simply replaced one thing I was obsessed with another; once I was done with graduate school, I became obsessed with getting _GenieLamp A2_ done.

I made a conscious decision to start those things up again, the first of which was to invite an old friend of mine over for dinner.

Lianne and I have known each other since 1989, when we both started doing part time work for a social service agency here in town. I was still and undergrad, and she, a few years older than me, was just starting her graduate program in social work. We've followed similar paths, though she's always been a few steps ahead of me: she finished her graduate program before I started, she got her social work license before I became eligible, and she now has her national certification, a year before I can even apply. And while we've never lost track of each other, we've gone as long as a year between phone calls.

So, instead of being involved in an electronic conference on a national online service talking about my favorite computer and my labors editing an electronic newsletter, I took a night off in late spring so Lianne, her husband, and her one year old daughter could come over to have some home cooked vegetarian spaghetti and to restart some old traditions.

I found that since the last time Lianne had been over for dinner, we both had finished graduate school and gotten our careers in order; she had gotten married and had her baby; and I had gone through major relationships which hadn't panned out. But although we're clearly different people than we were eight years ago, we still have importance to each other.

And there's a need to break from the habits of what you're obsessed with to return to the things that're really important.

[*] [*] [*]

I must start business this month with an apology to Tony Ward, the A2 librarian. In quoting him in the "HEY MISTER POSTMAN" column last month, I totally butchered what he had originally written. I don't have much of an explanation, except that I composed most of last month's issue on a Macintosh and it crashed several times before I was done, which makes me wonder if it's bad karma to compose an Apple II periodical on a Mac.

Onto new business: with this issue of _GenieLamp A2_, we also welcome our readers to the Official Unofficial home of _GenieLamp A2_ on the World Wide Web. Point your web broswer to:

http://people.delphi.com/rsuenaga

The page is not yet complete, but when it is done, you will find links to home pages of our staff, a history of the publication, email links, and archives of the complete _GenieLamp A2_ collection. It is 100% lynx friendly, compliant with Nathan Mates' _Viewable on A Real Apple II_ guidelines, and will eventually be enhanced for viewing by the _Spectrum Internet Suite_.

[*] [*] [*]

Finally, in case you've been living under a virtual rock the last few months, I thought I'd remind you about the annual Apple II event of the year: KansasFest 1997 is approaching rapidly. Mark your calendars for July 30 through August 3, and plan on joining us over at Avila College in Kansas City, Missouri

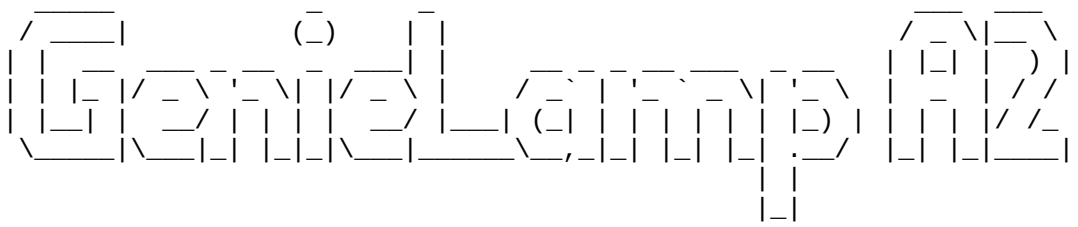
-- Ryan

Genie Mail: A2LAMP Internet: a2lamp@genie.com

REPRINTING GENIELAMP

If you want to reprint any part of GenieLamp, or post it to a bulletin board, please see the very end of this file for instructions and limitations.

ASCII ART BEGINS



ASCII ART ENDS

[EOA]
[HEY]//////////////////////////////
HEY MISTER POSTMAN /
//////////////////////////////
Is That A Letter For Me?
""""""""""""""""""""""""""""""

by Ryan Suenaga
[A2LAMP]

o BULLETIN BOARD HOT SPOTS

o A2 POT-POURRI

o HOT TOPICS

o WHAT'S NEW

o THROUGH THE GRAPEVINE

o MESSAGE SPOTLIGHT

>>> BULLETIN BOARD HOT SPOTS <<<
""""""""""""""""""""""""""""""""""""""

```
     [*] CAT  3, TOP 32 ....... Disk of the What?
     [*] CAT  4, TOP 46 ....... A Close Call for Appleworks?
     [*] CAT  5, TOP  3 ....... Tiger Learning Computer
     [*] CAT 35, TOP 26 ....... Spam, Spam, Spam, Spam, Spam, Spam. . . .
     [*] CAT 35, TOP 28 ....... Which Road to 56k?
     [*] CAT 43, TOP 16 ....... Pages or Pagers?
     [*] CAT 44, TOP  7 ....... The Excitement Builds

                          >>> A2 POT-POURRI <<<
                          """""""""""""""""""""""
```

EUNICHS WHO LOVE UNIX CONTINUED
"""""""""""""""""""""""""""""""""

I have a question regarding the Internet and Lynx:

[I can't recall where I read about this, SSII or in an answer you gave here on Genie][I've got it saved _somewhere_ -- for all the good that knowledge does me.]

You mentioned a method for downloading [IMAGE]s via Lynx. What was it? I tried (D)ownloading (a JPEG image); but, how do I go about saving the picture to disk? I have a IIgs and use Proterm 3.1.

Mike Sakarias, Juneau Alaska
(M.SAKARIAS, CAT28, TOP4, MSG:276/M645;1)

>>>>> Depends on how you have Lynx configured.
"""""
Default, Lynx can usually save to your workspace, and when you quit Lynx, you can download it from your isp by your usual method (ZModem in my case).

You can also configure Lynx to send the file to you via XModem, YModem, or ZModem. Someone else will have to help you with that, though. Took me a long time to get mine right :)

Ryan
http://www.keystroke.net/~rsuenaga
"There's no shortage of windmills to tilt at."--Logan
ANSITerm and CoPilot v2.55
(A2LAMP, CAT28, TOP4, MSG:277/M645;1)

>>>>> Lynx can be configured to do darned near anything, provided you can create your own lynx.cfg file. I've never tried it on Genie, but I'm asuming it won't work because we don't have permanant private storage. If you use Lynx on an ISP and want to customize it, here's what you do.

Find your ISP's default lynx.cfg file and copy it to your home directory. If you don't know where it's located, try 'whereis lynx' to find it. Once you have a copy of your own, you can customize it anyway you want, but you have to tell Lynx at startup time where your personal lynx.cfg is located. Like this: 'lynx -cfg=/mydir/lynx.cfg'. You can make that an alias and put it in your .login (or .profile or whatever) file so you don't have to type it all out everytime.

In the lynx.cfg file there is a section called "Downloader definitions". This lets you customize the options presented when you <D>ownload a file. Here's what mine looks like for adding a zmodem option:

DOWNLOADER:Zmodem download: /home2/tward/lynx.sz %s %s:TRUE

That's pretty cryptic, let me try to explain. 'DOWNLOADER' is required. The colons are separators. 'Zmodem download' is what will be displayed on the screen as an option when I <D>ownload a file. '/home2/tward/lynx.sz %s %s' is the command that will be run when I choose 'Zmodem download'. 'TRUE' (or 'FALSE') determines if this downloader definition will be availble for anonymous users.

You're asking, "Why can't I just use 'sz' as the command name instead of that '/home2/tward/lynx.sz %s %s' mess? Good question. You see, when lynx downloads a file from a remote site, it saves it somewhere on your ISP's system (a /tmp directory somewhere) with what is probably an unrecognizable filename like temp06783541. But Lynx is a little smarter than that, it provides a "suggested" filename that matches the real filename. The first '%s' is the ugly temporary name, the second '%s' is the nicer "suggested" filename. However, we can only pass the first one to sz, which would result in the incorrect filename when you download.

Sooo...we need a little "stub" command in our home directory to grab that second "suggested" filename and pass =that= to sz. I call that stub program 'lynx.sz' but you can call it anything you want. Here's what it looks like:

```
cp $1 ~/lynx.temp/$2
sz ~/lynx.temp/$2
rm ~/lynx.temp/$2
```

Ouch, that's ugly! Not really. All it does is copy the temporary file $1 (which was the first %s, the one with the ugly name) to a file with the correct name $2 (the second %s, "suggested" filename) in a directory called 'lynx.tmp' in my home directory. Then it uses sz to send it zmodem, then it deletes the file.

Sorry for the long post. The UNIX junkie in me got carried away. :)

 - Tony
(A2.TONY, CAT28, TOP4, MSG:278/M645;1)

>>>>> When using lynx, there are two different graphic types that you're
""""" likely to encounter:

[IMAGE] - All versions of lynx can download these easily. Just place your lynx cursor on the [IMAGE] link and press D. The file will be transfered from the remote computer to your ISP's system, and then lynx will display a message asking if you want to save the file to your home directory on your ISP's computer, or whether you want to use zmodem to download it directly to your machine.

If the above process is not happening, then lynx was probably not installed properly, and you should contact your ISP.

[INLINE] - If you are using any version of lynx prior to v2.6, it's somewhat of a pain to download these, but it is possible (I'll get to that below).

Graphics of the [INLINE] type can easily be downloaded with lynx v2.6 or 2.7. When you hit a page with an [INLINE] that you want to download, just press the * key. When you do that, lynx will re-retrieve the page, and the [INLINE] will become an active link and the graphic will then be able to be

downloaded just as if it were an [IMAGE] graphic.

If you are using an older version of lynx that doesn't directly support downloading of [INLINE] graphics, the only way I know how to download those is by hitting the \ key (to display the html source code), noting the complete URL for the graphic (by capturing it in my scrollback) and then hitting lynx's G (Go To) command and when prompted for the URL, to send the captured URL as the destination.

I hope that answers the question...

Joe
(JOE.KOHN, CAT28, TOP4, MSG:279/M645;1)

>>> HOT TOPICS <<<
"""""""""""""""""""""

KANSASFEST FOREVER
""""""""""""""""""""
> Are we waiting for a minimum no. of attendees before
> declaring that the KFest is on?

Yes, but we are almost there. I'm not even worried about it this year.

However, if you haven't signed up yet, and you'd like me to be able to sleep at night now so that we can all stay awake in July, get your registration info in to InTrec SOON. As soon as we hit the "magic number" the whole world will know. :)

Cindy
(aka The Big Cheese)
(CINDY.A, CAT44, TOP7, MSG:109/M645;1)

>>>>> Once again, we hope to have so many excellent KFest Sessions that
""""" you'll have a hard time deciding which ones to attend:) The best way to do that is for you to let us know what sessions you would like at KFest this year.

So.....Let's hear it!!!

I'd like to hear from any potential presenters also! If you have an idea for a dynamite session, we need to get you on the schedule. Once again I'll need your proposals and any special requirements you may have. It takes some time and juggling to handle this, so the sooner you get your proposals in the better we can accommodate you.

Looking forward to seeing everyone at KFest '97!! Just remember that KFest is what YOU make it, so crank out those ideas and let's make this year even better than last year!

Steve
("Godzilla/ScheduleMeister/and a few others I'd rather not mention")

P.S. In an effort to retain any sanity I may still have, it would be appreciated if you answer in the A2 RT (Category 44 Topic 7) or send email to "Mac.BB". Except for "special situations", I would rather see the discussions in public (C44T7) so everyone can respond and help make this a very special year at KFest. Thanks all!
(MAC.BB, CAT44, TOP7, MSG:113/M645;1)

>>>>> I would dearly love to see a session on how to write a Hyperstudio
"""""" NBA / Hypercard XCMD in either Orca Pascal or Orca C. Of course,
it would have to be pretty step-by-step. :)

 ____
   | homas

(T.COMPTER, CAT44, TOP7, MSG:114/M645;1)

>>>>> I don't know about dynamite, but I'm sure I can arrange a "bomb".
"""""" :)

Actually, I would very much like to do a hands-on, GraphicWriter/AWGS specific desktop publishing session. Last year, I talked mostly about DTP concepts and theory and how to apply those to the IIGS. This year, I would like to get down and dirty doing some real-world stuff, answering real-world questions and talking about real-world issues that concern those of us who do DTP on the IIGS.

I may be bringing my GS to Kfest, but if I don't I would need to arrange the use of a IIGS for this session.

So, would anyone be interested in this sort of thing? If so, any suggestions on carrying out such a session from you all would be most appreciated.

Max

(M.JONES145, CAT44, TOP7, MSG:115/M645;1)

>>>>> Another thought ...
""""""
With everything going on concerning Spectrum and SIS, I would suggest a session devoted exclusively to those products. I understand Ewen won't be attending this year, but surely we can arrange someone to do this sort of demo. In fact, Geoff Weiss may be planning to attend, and he would be a natural for a SIS demo.

Max

(M.JONES145, CAT44, TOP7, MSG:116/M645;1)

>>>>> We should lock Geoff into this as soon as possible. :-)
""""""
I also intend to do at least one if not two sessions on some stuff I've been working on recently.

Regards,
 Richard

(RICHARD.B, CAT44, TOP7, MSG:117/M645;1)

>>>>> To do at least one thing totally off the wall and weird this year,
"""""" I'd like to do a session on doing Apple II friendly HTML pages.

Ewen's email to me specifically hinted very strongly that Geoff Weiss would demo SIS at KansasFest 1997. Of course, I've received no message from _Geoff_ that would indicate that, but you never know what turns up in your mailbox. . .

. . . including the revelation that this year at the Apple II Publisher's Forum, -five- different Apple II publications shall be represented. :)

Ryan
http://www.keystroke.net/~rsuenaga
"There's no shortage of windmills to tilt at."--Logan
ANSITerm and CoPilot v2.55
(A2LAMP, CAT44, TOP7, MSG:118/M645;1)

<<<<< > I also intend to do at least one if not two sessions on some
""""" > stuff I've been working on recently.

YEAH!!!!

Cindy
(CINDY.A, CAT44, TOP7, MSG:119/M645;1)

>>>>> I think Geoff is really looking forward to K'Fest, and I am sure he
""""" will do the demo. Whoever is organising the sessions, will need to
contact him at geoff@the-hermes.net.

Unfortunately I can't be there this year, but I will be there in spirit, if
not code! :)

Ewen (Speccie)
Delivered by: CoPilot v2.5.5 and Spectrum 2.1
(E.WANNOP, CAT44, TOP7, MSG:120/M645;1)

>>>>> Thomas,
"""""
>> I would dearly love to see a session on how to write a Hyperstudio NBA /
>> Hypercard XCMD in either Orca Pascal or Orca C...

Can't promise anything right now, but your request in "on the list" so
there's a good chance someone will be willing and able to present this type
of session. Thanks for the input!

Max,

>> I would very much like to do a hands-on, GraphicWriter/AWGS specific
>> desktop publishing session...

Judging from your session last year, I'd say we can/should give this the
"green light" and take into account any comments that are mentioned here.
The GS should be no problem but thanks for mentioning it. We don't want any
presenter scheduled for 2 places at the same time - ditto for the
equipment:)

>> With everything going on concerning Spectrum and SIS, I would suggest
>> a session devoted exclusively to those products...

Hmmm. Geoff was one of the 1st presenters to offer help with KFest '97 -
received his email on August 13th (1996)! He offered to do a UNIX session
this year but maybe we can talk him into a SIS session also:) No doubt
this is an important session to include this year.

Richard,

>> We should lock Geoff into this as soon as possible. :-)
>> I also intend to do at least one if not two sessions on some stuff I've

>> been working on recently...

I'll email Geoff about a SIS session in addition (or in place of) his UNIX session. (We could always "convince" Tony to handle UNIX) <G>

Will pencil YOU in for 2 sessions! If you have any special requirements, please let me know. The reason you get 2 "automatic" sessions is that I've never heard you talk without something worthwhile to say:)

Thank you Thomas,Max,and Richard!! Let's here from the rest of you!
Steve
(MAC.BB, CAT44, TOP7, MSG:121/M645;1)

I received email a few days ago that indicaated that Steve Cavanaugh, editor of The Apple Blossom and HyperQuarterly, has decided to make this year's KFest his first! This'll be a great opportunity to see what we can get with a great paper publication and the new HyperCard disk subscription!

Ryan
http://www.keystroke.net/~rsuenaga
"There's no shortage of windmills to tilt at."--Logan
ANSITerm and CoPilot v2.55
(A2LAMP, CAT44, TOP7, MSG:130/M645;1)

>>>>> I'm looking forward to meeting Steve C. I hope he'll be willing to
""""" do a HyperQuarterly demo, and perhaps even join in on a HyperCard session for us beginning HCGS scripters. :)

BTW, spread the word near and far that the May 20 date for getting the super-duper early bird special Kfest '97 registration price of $300 is growing near. After that day, the price goes up. So be sure to take advantage of the savings by registering early.

If you can't lay your hands on a registration form, check out the A2 Library. You'll find it there.

As Ryan's announcement about Steve Cavanaugh's planned attendance shows, things are shaping up quite nicely for another rousingly successful Kfest.

Max
(M.JONES145, CAT44, TOP7, MSG:131/M645;1)

SHEPPY AND SHIFTY LIST 2.0 Sheppy,
""""""""""""""""""""""""""""
Shifty List 2.0 is a great program.

I created a script for use before running Spectrum. I added Spectrum to the list, but I can't seem to get it to run automatically as the startup application. I tried two ways: with Spectrum at the end of the list and with SetStart Control Panel followed by Spectrum at the end of the list. The documentation is not clear (at least to me) if SetStart is required on the list or not.

My SetStart is set to run Autopilot (a program launcher from GS+) as my startup application. When I do a Shifty-Boot, everything works as expected except I end up in Autopilot (not Spectrum).

What am I doing wrong?

- Ken Watanabe
(K.WATANABE5, CAT13, TOP18, MSG:86/M645;1)

>>>>> I'm pretty sure you have to put the application =before= SetStart
""""" in your script. That way by the time SetStart loads, Shifty List can tell it which application to launch.

- Tony
(A2.TONY, CAT13, TOP18, MSG:87/M645;1)

>>>>> Yeah, the application needs to be before SetStart in your script.
""""" When the application is seen, Shifty List alters SetStart's preferences temporarily, so that when SetStart is loaded, it will select the correct application.

I apologize if the documentation is unclear on this.

Sheppy
(SHEPPY, CAT13, TOP18, MSG:88/M645;1)

THE SIS SPECTACLE Arggggggh!!!!
""""""""""""""""""
I installed SIS, set preferences, and when I start it (START.SIS), it hangs. When I click on Quit SIS, I have to click it 3 times and then I get a message saying that Browser needs Spectrum 2.1 or later. The next message I get tells me to install SIS.

I've re-install several times. I've shift-booted. Same thing...nothing.

Also, I could not intall SIS using Finder. I get an application not found error. I had to install using Spectrum's Run Script method.

Help!!!!

```
+------+
| Norm |
+------+
```
(N.LEE, CAT43, TOP17, MSG:153/M645;1)

>>>>> Monday, May 12, 1997 - 23:40
"""""
I received SIS today. I have wasted the last two hours trying to get it to work.

I installed it as instructed and restarted Spectrum. When I run the Start.SIS script, I see the SIS splash screen with "Loading...." at the bottom. The first time I then get the prefs screen. After the prefs are saved nothing else happens. The splash screen remains with a large white square in the center where the prefs screen was and "Loading...." at the bottom.

Subsequent attempts to run the script result in the splash screen and the loading message being displayed. Eventually the cursor square appears on the splash screen upper left in white. Nothing else happens.

In both cases, I then tried all the menu choices, none of which did anything. Eventually, a message appears stating that version 2.1 of

Spectrum is required. I am running version 2.1. This is followed by a message that I have to use the installer to install the Browser. I did that already. I have reinsstalled three times with the same results.

How do I get this thing to work?

MT Steve
(S.BERNBAUM, CAT43, TOP17, MSG:154/M645;1)

>>>>> A little patience is required...

You should start off with a fully installed Spectrum v2.1. Now run the Install script on the SIS disk. This should start Spectrum and run that script. When it has finished installing all the files to the right places, it will say the process is finished and Quit Spectrum. Now run Spectrum again, and run the Start.SIS script to configure SIS.

If you are currently offline, or have no modem connected, or your modem is turned off, you will need to have a little patience as SIS loads. Just sit and wait for the appropriate prompts. Trying to click things will not help, as SIS is running under Spectrum scripts, you just have to wait till you get the appropriate response dialog, screen, or menu becoming active.

The first time you will be taken to the Configuration dialog. If you intend to use SIS offline, it is a good idea not to put in a Home page until you are used to the way SIS and the World Wide Wait works. That way SIS will not try to look for one when it starts up. If you are always going to run SIS after you have connected to your Host, then you can put in the page you like most.

In general, you do need a lot of patience with SIS. This is because SIS connects to the great World Wide Wait. The World Wide Wait is notorious for very long waits, with nothing happening. SIS has to allow for that, so sometimes it may seem a long time before something happens on screen or to the menus if there is no response from a particular action. Nothing we can do about that...

If you are online at either a Genie prompt, or a Unix prompt of your host system, it will speed things up. Once configured, you should be sailing away on the surf...

>> Received my copy of SIS today. Install..no problem...Had it up and
>> running within 10 min. :)
>> Great job guys !! Well worth the wait.

It can be done as you can see, and Max's surfboard shows the signs of being well used...

 Ewen (Speccie)
 Delivered by: CoPilot v2.5.5 and Spectrum 2.1
(E.WANNOP, CAT43, TOP17, MSG:155/M645;1)

>>>>> I received SIS today too. I had the same problems that Norm
""""" mentioned. Basically, after installation and running the script START.SIS, I got two message boxes with OK button.

First one said - The Browser will only work with Spectrum v.2.1 or later.

Strange, since that's what I have.

Second one said - Please run the Installer from the Spectrum Internet Suite to install the Browser X Display.

Obviously, I did this already.

The solution that worked for me - I removed the Spectrum preference file from my System/Preferences directory (on my boot volume). I believe it's called spectrum2.pref. The next time I started Spectrum, it created a new "default" preference file. After that (and setting up my configuration again), SIS worked!

WARNING - You will have to set up Spectrum's configurations again if you remove or delete the preference file. This includes phone numbers and port/display settings.

Hopefully, someone will provide a more elegant solution, but this one worked for me. I haven't played with SIS very much yet, but it does work...

BTW - Joe Kohn's "unofficial instructions" in March 1997 Shareware Solutions II were very helpful.

- Ken Watanabe
(K.WATANABE5, CAT43, TOP17, MSG:156/M645;1)

>>>>> I had one small problem with SIS install that was 100% my fault: I
""""" ran out of hard drive space.

Quick observations: remarkably fast, simple to set up, and so much what I expected it seemed like I designed it :)

One quirk: when viewing my own page (http://www.kestrok.com/~rsuenaga), there is a piece of ASCII art designed by David Kerwood which appears to be screwy, though it looks fine in Lynx. I -suspect- this is a linefeed problem, but if someone could take a look. . . :)

Ryan
Who won't claim that GenieLamp will be later because of SIS
(But could :)
(A2LAMP, CAT43, TOP17, MSG:157/M645;1)

>>>>> Ryan burbled (the result of too much late night cold poi):
"""""
>One quirk: when viewing my own page (http://www.kestrok.com/~rsuenaga),
>there is a piece of ASCII art designed by David Kerwood which appears to
>be screwy, though it looks fine in Lynx. I -suspect- this is a linefeed
>problem, but if someone could take a look. . . :)

Well, it is and it isn't. :)

You ran into a problem that we discovered in the very last day of testing, that being that there is a character limit on the amount of preformatted text in an ALT tag that can be displayed by SIS. If you want your wonderful artwork (!) to be displayed correctly in SIS as well as Lynx, change it from this:

```
<PRE>
<IMG ALIGN=Left SRC="http://www.primenet.com/~adams/kfest97.gif"
WIDTH="347" HEIGHT="333" ALT="
    __ __ _______           __     _ ____  _____
   / //_// ____/__  _____/ /_   ( ) __ \/__  /
  / ,<  / /_  / _ \/ ___/ __/   |/ /_/ /  / /
 / /| |/ __/ /  __(__  ) /_      \__, /  / /
/_/ |_/_/    \___/____/\__/     /____/  /_/
 ">
</PRE>
```

To this:

```
<PRE>
<IMG ALIGN=Left SRC="http://www.primenet.com/~adams/kfest97.gif"
WIDTH="347" HEIGHT="333" ALT="
     __ __ _______           __     _ ____  _____
    / //_// ____/__  _____/ /_   ( ) __ \/__  /
   / ,<  / /_  / _ \/ ___/ __/   |/ /_/ /  / /
  / /| |/ __/ /  __(__  ) /_      \__, /  / /
 /_/ |_/_/    \___/____/\__/     /____/  /_/
">
</PRE>
```

Really. That'll work. There's a few extra space characters in the first version that causes SIS to not wrap the lines correctly. Look at the KFest page on A2-Web for an example of how this figlet should actually display.

For those of you who run into the problem of SIS telling you that it requires v2.1 of Spectrum to run, that's true enough. That includes the preferences file that Spectrum v2.1 creates. If you try to use the same preferences file from a previous version of Spectrum, it won't work. Deleting that preferences file, and letting Spectrum v2.1 build it's own, will fix that problem. Be aware that deleting your old preferences file will cause you to lose all your settings, so be sure and make some notes on how you have Spectrum set up before you do this (phone numbers, etc.)

David K. - A2-Web! Get tangled at http://www.syndicomm.com/a2web/
(A2.DAD, CAT43, TOP17, MSG:158/M645;1)

>>>>> > BTW - Joe Kohn's "unofficial instructions" in March 1997
""""" > Shareware Solutions II were very helpful.

Thank you.

When I wrote about SIS in the latest issue of Shareware Solutions II, I tried to do as complete a job as possible.

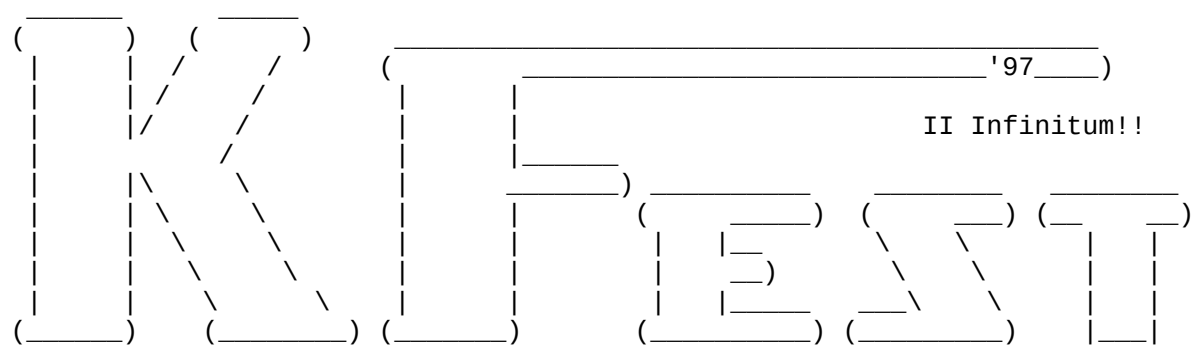
I also figured that a lot of folks would be purchasing the Spectrum/SIS bundle, and that's the main reason why I included installation instructions for both Spectrum and SIS.

I welcome you all to the wonderful world of Spectrum Internet Suite. I know you're all going to love it ;-)

Joe
(JOE.KOHN, CAT43, TOP17, MSG:161/M645;1)

>>> WHAT'S NEW <<<

BLATANT KFEST PLUG



We still have some space available for KansasFest 1997! KFest '97 will again be held on the campus of Avila College in Kansas City, Missouri. It will take place from July 30 - August 3, 1997. The cost will be only $375, which _includes_ use of a double room in the Avila College dorms _and_ meals!

There are also a limited number of single rooms available. (If you wish to stay at one of the many hotels or motels near the college then the cost is $300, but you would, of course, have to find and pay for your own room and meals.) The last date pre-registrations will be accepted is July 20th.

Featured presenters this year include Max Jones, editor and publisher of _Juiced.GS_; Geoff Weiss, co-author of the first Apple II web browser, the _Spectrum Internet Suite_; and Ryan Suenaga, editor of _GenieLampA2_. The annual Apple II writer's and publisher's forum will feature the editors of five Apple II publications, our keynote speaker will be the webmeister of the hot new Mother Of All Apple II Web Sites, David Kerwood, and this year's roastee will be Richard Bennett, the world famous Australian programmer!

Check-in will be on Wedensday from 1-4 pm, and check-out from 11 am - 1 pm on Sunday. Computer sessions will be conducted on Thursday and Friday. A vendor fair is scheduled for Saturday morning, with software and hardware demos slated for Saturday afternoon.

Meals included in the registration price are Thursday breakfast through Sunday breakfast, with the exception of Saturday dinner. All children under 18 years must be accompanied by a parent or legal guardian.

++ Please Note++ Dinner on Wednesday and Saturday are NOT included this year. Attendees can dine on their own at one of the many fine restaurants near the Avila campus, or join the Kfest '97 group for their annual treks to KC Masterpiece and Jess & Jim's Steak House.

KFest this year is being sponsored by InTrec Software, Inc..

If you have questions about KFest, or wish to make suggestions, you can find answers via the InterNet. Just send an email message to Cindyadams@delphi.com, or visit the World Wide Web page at http://www.primenet.com/~adams/kfest.html

Why wait? Register now! Join us today! KFest 1997 approaches!
(CINDY.A, CAT44, TOP7, MSG:162/M645;1)

VAV-WARE, TAKE TWO """""""""""""""""""" I have uploaded a new version of all of my finder extensions....Seems that since they were all written in the same manner, they all contained the same bug....damn those bugs. Anyhow, I have fixed the pesky little bug (previous versions wouldn't close out completly when the finder exited).

Let me know what you think

When they are release the will be the following:

Number: 28543 Name: FF101.BXY FinderFlipper V1.0.1
Number: 28544 Name: FR101.BXY FinderRefresher V1.0.1
Number: 28545 Name: WORKSETS101.BXY WorkSets V1.0.1
Number: 28542 Name: CDR101.BXY CD Remember V1.0.1

FinderFlipper V1.0.1:

FinderFlipper is a finder extension that aids in the task of bringing windows up front. No longer will you have to move windows around in order to find one that you have buried. No longer will you have to move your mouse all the way to the Windows menu to select the window you want. <<<<Freeware>>>>

FinderRefresher V1.0.1:

FinderRefresher is a finder extension that will force the front most window to refresh itself. <<<<Shareware $5>>>>

WorkSets V1.0.1:

If you work with different files in multiple folders often and dont like to clutter up the desktop of the Finder with aliases then WorkSets is for you. WorkSets is a finder extension that allows the user to record the open folders on the desktop in a list for later retrieval. <<<<Shareware $10>>>>

CD Remember V1.0.1:

Have you ever been surfing through a CD checking out what is there weaving your way through all of the directory structures....wait, something strikes your fancy, it's an application...Double-click....hey, this stinks or worse yet, a system crash. After you return to the Finder you have to start all over surfing your way back down the directory tree to get back to the point at which you left. Well, no longer will you have to spend your time retracing your steps, let CD Remember remember where you were. CD Remember will remember folders you have open when you leave the finder until you return. <<<<ShareWare $15>>>>
(C.VAVRUSKA1, CAT13, TOP10, MSG:3/M645;1)

FRESH BLOSSOMS """""""""""""""" We're pleased to announce that the latest issue of Apple Blossom, Volume 3 Number 2 is completed and will be mailed out to subscribers on Tuesday, May 27.

This issue has several press releases and news bits, a HyperTalking article

on sound in HyperCard IIGS stacks, a very interesting interview with David Kerwood by Ryan Suenaga, a review of the Tiger Learning Computer, and a brief history of ProDOS 8's last few version upgrades by Jerry Cline of Intrec.

Hyper Quarterly, our HyperCard IIGS disk-subscription is also nearing readiness, and the first issue should ship in the next two weeks. More information on that when it is ready for publication.

Regards,

Steve Cavanaugh
Apple Blossom Publishing
http://members.aol.com/newblossom/
email: stevec1021@aol.com

The Apple Blossom
Hyper Quarterly
The Apple II Modem Starter Disk
abpub@ziplink.net
appleblossom@delphi.com

(A2LAMP, CAT13, TOP17, MSG:60/M645;1)

>>> THROUGH THE GRAPEVINE <<<
"""""""""""""""""""""""""""""""

JOKO AND EGO
"""""""""""""

A few years ago, right after EGO Systems became the publisher for Addressed For Success, I contacted Steve Disbrow to suggest that we offer an AFS/Contacts GS bundle.

The reason for an AFS/Contacts GS bundle seemed obvious to me at the time. After all, the two programs complement each other and go hand-in-hand. What AFS can't do, Contacts can and what Contacts can't do, AFS can.

Well, to make a long story short, Steve and I never did reach an agreement on offering that bundle.

But...that should be changing soon, as Shareware Solutions II is (if all goes according to plan) going to become the new publisher of Addressed For Success after EGO closes the doors at the end of June, 1997.

I just thought you'd all want to know that. Of course, details will be provided once they are worked out.

Joe

(JOE.KOHN, CAT28, TOP4, MSG:294/M645;1)

<<<<<
"""""

Steve Disbrow posted a message in the EGO Systems category a few weeks back that said he was closing down his mail order operations on June 27th.

Some of the products that EGO sells are already sold out. So, if there is _anything_ that you want to purchase from EGO, you better do it now.

At this point, some of the products are "up for grabs" to the highest bidder. It looks like I submitted the high bid for Addressed For Success, so SSII will be publishing that.

Additionally, since Diz was a distributor of WestCode Software products, I've been in contact with WestCode, and SSII plans to be the new distributor of their product line...once Diz sends me whatever he has left over.

At this point, I do not know who else, if anyone, has bid on EGO products.

So, get what you need by June 27, 1997.

Joe Kohn
(JOE.KOHN, CAT28, TOP4, MSG:297/M645;1)

>>> MESSAGE SPOTLIGHT <<<
"""""""""""""""""""""""""""

Category 35, Topic 26
Message 210   Sat May 10, 1997
A2.TONY [Librarian]   at 17:31 EDT

With all the recent talk about spam email, I thought I'd let you all know how I handle it. First, my signature:

```
  _____________________________   ____________________________________
 /-----------------------------\__/------------------------------------\
 \    tward@interaccess.com   /__\   Unsolicited email ads are not    /
 /    a2.tony@genie.com       \__/ welcome and will not be tolerated. \
 \___ tonyw1@delphi.com _______/  \________ Just say NO to SPAM! ________/
```

Depending on where I'm sending the email, I'll add a pointer to a great website for information about spam. Check it out:

 http://spam.abuse.net/spam/

I won't go into procmail filtering unless someone asks because it's really complex and it doesn't work on Genie anyway. If you want to take some time to respond to the spammers, here are some tips.

1) Look at the header. The =whole= header. Genie provides the whole header but many mail programs (such as pine) don't unless you tell them to. The "From:" and "Reply To:" addresses are rarely the person who sent the spam. You have to do some detective work with the header and possibly some other tools like traceroute, whois and nslookup. Play with those commands on your ISP to see how they work.

2) Send your response to as many recipients as possible. Once you've nailed down the originating site, send email to sysadmin, abuse, root, postmaster, and anything else you can think of.

3) Be polite. Crude rants and raves won't get you anywhere.

4) Include the entire piece of spam you received, with the =whole= header. Sometimes the site will use this information to give a spammer the boot.

Some people use a slightly different method. After receiving the first spam they will send a reply like this:

"Thank you for the unsolicited email advertisement. I will be more than happy to look at any future advertisements for the standard consultant's fee of $100/page. Any further email advertisements I receive from you will result in a bill for the above amount. If you believe you have received this note in error, please let me know."

If you do receive another email ad from them, send them a bill. I'm quite serious about this. Most people who use this method will never hear from spammers a second time, for obvious reasons. But it does involve some work unless you're very adept with procmail or some other email filter.

- Tony

[*][*][*]

While on Genie, do you spend most of your time downloading files? If so, you may be missing out some excellent information in the Bulletin Board area. The messages listed above only scratch the surface of what's available and waiting for you in the bulletin board area.

If you are serious about your Apple II, the GenieLamp staff strongly urge you to give the bulletin board area a try. There are literally thousands of messages posted from people like you from all over the world.

[EOA]
[A2P]////////////////////////////
A2/PRO_ductivity /
////////////////////////////
By Ryan M. Suenaga, M.S.W.
[A2LAMP]

>>> A2PRO BITS & BYTES <<<
""""""""""""""""""""""""""""

BASE ON BALLS """""""""""""" In his DEBASED program just released, Robert Hardman [R.HARDMAN] sharedhis assembly source code for shifting 4 6-bit bytes into 3 8-bit bytes.

While Robert has done a fine job with this code, I'm wondering if there isa shorter, quicker way to do it. First take a look at Robert's code:

```
 ****************************
 *
 * Turn 4x6-bits into 3x8-bits
 *
 *                       inbyte1 inbyte2 inbyte3
 * inbyte1            xx|654321  |        |
 * inbyte2              |    xx65|4321    |
 * inbyte3              |        |  xx6543|21
 * inbyte4              |        |        |xx654321
 *
 ****************************
 *
 * rotate bits 5/4 of inbyte2
 * into inbyte1 to make outbyte1
 *

M6I8 LDA  inbyte2
     ASL
     ASL       ;discard unused bits
     ASL
     ROL  outbyte1  ;shove lower 6 to upper 6
     ASL       ;and insert upper 2 as
     ROL  outbyte1  ;lower 2

 *
 * The upper 4 bits of Acc are now the upper 4 bits of
```

```
 * OB2, and the lower 4 are clear.
 *

     STA  outbyte2  ;save that half...
     LDA  inbyte3   ;turn middle 4 bits of IB3
     LSR       ;into lower 4 bits of OB2
     LSR
     ORA  outbyte2  ;combine with upper 4
     STA  outbyte2  ;and save

 *
 * finally, overwrite hi 2 of IB4 with lo 2 of
 * IB3 to make OB3
 *

     LDA  inbyte3
     ASL       ;move lo 2 to hi 2
     ASL
     ASL
     ASL
     ASL
     ASL
     ORA  inbyte4   ;combine with lo 6
     STA  outbyte3  ;and save

 *
 * That's it
 *
 ************

     RTS

outcount  dfb  1
strlen    dfb  1
inbyte1   dfb  1
outbyte1  =    inbyte1
inbyte2   dfb  1
outbyte2  =    inbyte2
inbyte3   dfb  1
outbyte3  =    inbyte3
inbyte4   dfb  1
```

Now, here's my challenge. Can anyone tighten this code?

Assume that the 4 6-bit bytes are already in inbyte1, inbyte2, inbyte3, and inbyte4. The job is to get rid of the leading two bits of each byte and then put the remaining 6 bits of each one together in a line with the other ones to create 3 8-bit bytes.
For example, the binary code for the word "God" is

G = 71 or 01000111
o = 111 or 01101111
d = 100 or 01100100

Put those three in a line and then divide them into 4 6-bit parts and you get...

0 1 0 0 0 1-1 1 0 1 1 0-1 1 1 1 0 1-1 0 0 1 0 0

Tack on two leading zeros and you have the four bytes

00010001
00110110
00111101
00100100

Now the challenge is to turn those 4 bytes back into the original 3
bytesthat spell "God". Can you do it better than the code given here?

Show us! :)

Charlie
(A2.CHARLIE, CAT2, TOP6, MSG:158/M530;1)

>>>>> How do you want it, optimised for cycles, code length or number of
""""" instructions?

You said "tighten", but just wanted to be sure.

Regards,
Richard
(RICHARD.B, CAT2, TOP6, MSG:159/M530;1)

<<<<< Optimised for cycles is what I had in mind. I'm looking for code
""""" taht performs the task as quickly as possible without introducing
potential errors.

I can imagine that there would be a _significant_ increase in either code
length or number of instructions anyway.

Have at it. :)

Charlie
(A2.CHARLIE, CAT2, TOP6, MSG:160/M530;1)

>>>>> Give me a 16meg lookup table and I can have that thing running so
""""" fast it'd make your eyes spin in their sockets :) But 16meg is a
little impractical
:)

Dave
(JUST.DAVE, CAT2, TOP6, MSG:161/M530;1)

[EOA]
[RFR]////////////////////////////
REFRACTIONS /
////////////////////////////////
Pretty Please?
"""""""""""""""
by Douglas Cuff
[D.CUFF]

>>> PERMISSION GRANTED <<<
""""""""""""""""""""""""""""""

Home pages are everywhere. It's not just TV commercials and newspaper

advertisements--either you have a web page yourself, or you know someone who does. The world wide web has brought publishing within the reach of anyone with enough money to afford a computer.

Unfortunately, the web page has shown us the horror of technology--or, rather, the horror of humans let loose upon it--even more clearly than desktop publishing did. Now hundreds of thousands of people have been granted the power of publishing without being taught about the responsibilities. A frequently ignored responsibility is taking good care not to steal.

If you want to include a logo on your web page to show how much you enjoy a singer or television show, you must ask the permission of the person who owns that logo. (You will of course have heard and dismissed the lame cry that the owner should be grateful for the "free advertising".) If you are denied permission, you don't include the logo. (You will have run into self-centred folk who still have not realized that the Stewart's Law of Retraction--"It is easier to get forgiveness than permission."--is meant to be a joke.) You can't always get what you want.

People sometimes avoid asking for permission because it's a hassle. Well, in the first place, because a rule or a law something inconveniences you doesn't mean it doesn't apply to you. And in the second place, it's not a hassle; in fact, most of the time, it's a snap. Let me tell you about three times I've asked for permission to reproduce material belonging to someone else.

In my still-incomplete HyperStudio stack about Canada, I wanted to include sound samples of two voices familiar to many Canadians--Peter Gzowski, host of CBC Radio's nationally-broadcast programme _Morningside_ (6 September 1982-30 May 1997) and Shelagh Rogers, deputy host. Through CBC Enterprises, I legitimately acquired a tape of Peter and Shelagh saying my name. (I wrote _Morningside_ a letter, and they read the letter over the air.) Although I bought a legitimate copy of that part of the programme, that was just so I could listen to it whenever I liked--I had not purchased the right to distribute it. So I wrote Morningside again and asked permission to distribute sound samples of Peter and Shelagh saying my name. One of the production staff, Shelley Ambrose, phoned to tell me it was fine, corrected my spelling, and wished me luck. No demands for credit, no stickiness nor stuffiness. Plain sailing.

My next request was equally uncomplicated. I wrote Purity Factories, a small biscuit- and confectionery-manufacturer, to ask for permission to reproduce their logo on a sub-section of my home page. Their sales manager thought it was a great idea, and promised to hand my letter to their general manager. I waited several weeks before telephoning the general manager to prompt him for a decision. He said no. He went on to explain: They guard their trademarks pretty closely. They liked my Purity page and were grateful for it, but it wasn't worth the legal hassle to give me permission to use their logo. I thanked him for his time, and that was it. Simple. (Accepting a refusal isn't always easy, but you get plenty of chances to get good at it.)

My third request was the only one that lived up to the scenario that alarmists dream up. I wrote to Paramount Pictures. Paramount is one of the companies that employs zealots to protect their meal-ticket. Those of us who respect intellectual property wince whenever Paramount's name is brought up. Either their executives or their lawyers--or both--have no

idea when to stop. When you try to send Paramount a comment from their web site, they ask that your letter not contain any *ideas*. Not story ideas--they've already covered that legitimate worry separately. They don't want your letter to express any ideas. It must be a "suit" thing.

What I wanted to do was attach part of the _Mission: Impossible_ theme to the Task Impossible event in my Sound Control Panel. Normally, that's the kind of action I avoid. Use a copyrighted sound, particularly one from the popular media? No thanks. However, I knew that Paramount had sound clips from last summer's movie starring Tom Cruise on their web site. What's more, their legal text said that it was okay for me to have one copy of any material downloaded from the site. So, no problem, right?

Well, there wouldn't have been, if I had been willing to attach the entire 2- or 3-minute song to the Task Impossible event. I just wanted eight or possibly four notes--that's enough for most people to get the reference and the joke. Paramount's standard legal text informed me: "You also agree that you will not alter, disassemble, decompile, reverse engineer or otherwise modify the Downloaded Material." Well, to clip out a short section counts as altering and modifying, so I wrote to them to ask permission for that. Several weeks ago I wrote them. Have I heard back them? Of course not. They're probably still wondering if it will weaken their position if they acknowledge having received it. Meanwhile, of course, I do nothing about the sound event. I can't. It's their material. Until I have their permission, I can't go ahead. It's not enough just to ask permission--I must wait until I get it.

Fortunately, Paramount and their ilk are still the exception. When you ask for permission to reproduce people's work in a way that doesn't hurt the person who owns it, you'll most often get a prompt and cheerful yes, or a reasonably prompt and polite no.

My favourite permissions story predates the world wide web by several years. A master's student wanted permission to reproduce a comic strip in her thesis, so she asked the cartoonist who created and owned the strip. The cartoonist wrote back that no one had ever asked him for that before. He had had little education, and was honoured to think of something he had created being a small part of a thesis.

Only occasionally will your request to reproduce be swallowed by a faceless bureaucracy. Most of the time, you'll get to talk to another person, someone who will listen to what it is that you want, and let you know quickly whether that's possible. Even if your request is denied, you'll end up feeling good that you made a real contact with another human being. You'll end up feeling good that someone listened to you. You'll end up feeling good that you're respecting the rights of others, and that your web page and computer are free from copyright violations. You'll be doing the right thing, and you'll end up feeling good.

[EOA]
[BAN]////////////////////////////
FILE BANDWAGON /
////////////////////////////
Top 10 Files for April
""""""""""""""""""""""""

by Douglas Cuff
[D.CUFF]

This feature lists the ten most popular files for the month. To give files a chance to seek their own levels, no files will be added to the list until they've been in place at least a month. This month, we look at the files uploaded 1-30 April 1997.

This isn't the Academy Awards ceremony, folks; it's more like the People's Choice Awards (both of which are trademarked, by the way). The Top 10 doesn't necessarily tell you what's new and interesting--what files _you_ might find interesting--it simply tells you what files have been downloaded a lot--what other people found interesting!

This month, GenieLamp A2 occupies four spots on the list, but we're just counting that one file. We hope this explains why there are 13 files on the Top 10 list.

File #	Filename	Bytes	DLs	Short description
28522	SLDEMO2.0.BXY	94464	108	Shifty List 2.0 DEMO
28454	SPAMMASTER.BXY	9844	57	NDA to take care of e-mail spam!!
28457	ALMP9704TXT.BXY	64896	46	GenieLamp A2, Apr 97 (text)
28459	ALMP9704.HS.BXY	95872	40	GenieLamp A2, Apr. 1997 (HyprStudio)
28456	ALMP9704AWP.BXY	72704	38	GenieLamp A2, Apr 97 (AppleWorks)
28497	JUPITER.BXY	1443968	37	Cartoon animation on Jupiter
28492	FISH2.BXY	630144	36	Animation of aquarium
28460	PLAYBALL.BXY	917592	33	Baseball INIs & Slide Show.
28530	PLAYCD.BXY	16896	32	Play CDs with RamFAST card and CDA
28496	INVOKE.BXY	491904	29	Animation of metallic woman
28458	ALMP9704.HC.BXY	83456	27	GenieLamp A2, Apr. 1997 (HyperCard)
28483	COUNT2.BXY	1114752	25	Animation of a neat countdown
28472	BURGER.BXY	1136384	25	Animation of building a burger

SLDEMO2.0.BXY The Shifty List v2.0 demo by Eric "Sheppy" Shepherd is a utility that allows you to select which extensions and desk accessories are loaded when you shift-boot your Apple IIgs. (The first release of Shifty List, version 1.0, appeared on issue #57 of _Softdisk G-S_ in 1995.) Shareware ($20)

SPAMMASTER.BXY SpamMaster by Bret "Slixter" Victor is a New Desk Accessory (NDA) that works with CoPilot to let you reply to those who send unsolicited internet E-mail ("spam") to your Genie account. Shareware.

ALMP9704---.BXY Four editions of the February issue of GenieLamp A2 (edited by Ryan Suenaga) grace our Top 10 list this month--text file, HyperStudio stack, AppleWorks word processor, and HyperCard stack. All editions feature the same great articles--a behind-the-scenes interview with the Spectrum Internet Suite development team from Max Jones, the return of Peter Brickell's "Real World Apple" column, and a "PD_Quickview" column on Change-A-File. (If that seems familiar, that's because I goofed and gave that description last month. What I meant to say about ALMP9703 was that it includes a look at the Focus Hard Card and a caution about believing Internet rumors, particularly those from unverified sources.) Freeware.

JUPITER.BXY In April, Russell Nielson converted a bunch of animations to Apple IIgs format, and they make up half of our top 10 list this month. This animation is a monochrome look at Lost in Space that features a robot, a spaceship, and a surface vehicle. It's 1439K and lasts

about 1 minute and 12 seconds.

FISH2.BXY This colourful underwater animation features a entertaining
"""""""""" fish that blows some amusing bubbles. It's 645K (it will fit on a 3.5" disk) and lasts about 10 seconds.

PLAYBALL.BXY A collection of baseball pictures, sounds, and even a little
"""""""""""" music from Pat Kern--91 desktop backgrounds, 9 conventional IIgs pictures, 8 rSounds, and 1 synthLAB song--"Take Me Out to the Ball Game". Lots of baseball team logos in this batch, plus a few pictures to make you wonder if Ms Kern isn't something of a Cubs fan.

PLAYCD.BXY Play CD by Aaron Pulver is a beta ("unfinished") version of a
"""""""""" Classic Desk Accessory (CDA) for RamFAST SCSI card and CD-ROM owners that will play your audio CDs from any non-desktop application--including ProDOS 8! It only plays CDs--it can't stop or skip tracks or rewind. It works with CD drives with ID strings of APPLE, SONY, TEXEL, ShinaKen, NEC, and has been found to work with the second-hand Toshiba drives Vitesse was selling. Freeware.

INVOKE.BXY This animation features a metallic female form genuflecting in
"""""""""" from of a cube... no, it's a sphere... no, wait.... Anyway, it's 503K (it will fit on a 3.5" disk) and lasts about 4 seconds.

COUNT2.BXY This animation may be useful for video producers out
"""""""""" there--it's an updated film leader that counts from 10 down to 2. Unfortunately, the timing isn't quite right, so each count takes longer than a second, but with some animation viewers you can adjust the speed to fix this. This animation is 1340K and lasts about 17 seconds.

BURGER.BXY This animation shows you the necessary layers in order to
"""""""""" create a perfect hamburger. The animation file is 1247K and lasts about 28 seconds.

[EOA]

```
          ////////////////////////////////////// Genie_QWIK_QUOTE ////
         /  "Today I read that the new 'Pentium II' chip has a bug.'  /
        /                                                            /
       /    "It's not a bug, it's a feature!"                       /
      ////////////////////////////////// T.SMITH59 & MAC.LIB.RON ///
```

[EOA]
[LOG]////////////////////////////
LOG OFF /
////////////////////////////
GenieLamp Information
"""""""""""""""""""""""

o COMMENTS: Contacting GenieLamp

o GenieLamp STAFF: Who Are We?

GenieLamp Information GenieLamp A2 is published on the first of every
""""""""""""""""""""" month in library 55 of Genie's A2 RoundTable (page 645;3). GenieLamp is also distributed on CrossNet and many public and commercial BBS systems worldwide.

- To reach GenieLamp on Internet send mail to genielamp@genie.com or to reach GenieLamp _A2_, send mail to a2lamp@genie.com

- Back issues of GenieLamp A2 are available in the A2 RoundTable Library #55 on page 645 (m645;3).

- We welcome and respond to all E-mail. To leave comments, suggestions or just to say hi, you can contact me in the A2 RoundTable (Category 3, Topic 3) or send GenieMail to Ryan Suenaga at [A2LAMP] on page 200.

>>> GENIELAMP STAFF <<<

GenieLamp	o John Peters	[GENIELAMP]	Publisher
	o Mike White	[MWHITE]	Managing Editor
APPLE II	o Ryan M. Suenaga	[A2LAMP]	Editor
	o Doug Cuff	[D.CUFF]	Editor Emeritus
	o Peter C. Brickell	[P.BRICKELL]	A2 Staff Writer
	o Max Jones	[M.JONES145]	A2 Staff Writer
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IBM	o Sharon Molnar	[SHARON.LAMP]	Editor
MACINTOSH	o Richard Vega	[GELAMP.MAC]	Editor
POWER PC	o Ben Soulon	[BEN.GELAMP]	Editor

\\\

```
 then  prompt  you for  your signup information.  If the signup server
 is  unavailable,  call (voice)  1-800-638-9636  for more information.
////////////////////////////////////\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\
[EOF]
```

```
================================================================================
DOCUMENT almp9707.app
================================================================================

     |||||| |||||| ||  || |||||| ||||||
     ||     ||     ||| ||   ||   ||
     || ||| ||||   ||||||   ||   ||||              Your
     ||  || ||     || |||   ||   ||
     |||||| |||||| ||  || |||||| ||||||            GenieLamp Computing

     ||    |||||| ||    || ||||||                  RoundTable
     ||    ||  || |||  ||| ||  ||
     ||    |||||| |||||||| ||||||                  RESOURCE!
     ||    ||  || || || || ||
     ||||| ||  || ||    || ||

                  ~ WELCOME TO GENIELAMP APPLE II! ~
                    """""""""""""""""""""""""""""""""
                      ~ FOCUS ON: KansasFest '97
                    ~ SOFTVIEW A2: Hyper Quarterly
                ~ HOT NEWS, HOT FILES, HOT MESSAGES ~

\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\
 GenieLamp Apple II     ~ A T/TalkNET Publication ~     Vol.6, Issue 65
""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""
""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""
Editor.....................................................Ryan M. Suenaga
Editor Emeritus.....................................................Doug Cuff
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          ~ GenieLamp IBM ~ GenieLamp ST ~ GenieLamp PowerPC ~
        ~ GenieLamp A2Pro ~ GenieLamp Macintosh ~ GenieLamp TX2 ~
         ~ GenieLamp Windows ~ GenieLamp A2 ~ LiveWire (ASCII) ~
            ~ Member Of The Digital Publishing Association ~
 GE Mail: GENIELAMP                      Internet: genielamp@genie.com
////////////////////////////////////\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\

           >>> WHAT'S HAPPENING IN THE APPLE II ROUNDTABLE? <<<
               """""""""""""""""""""""""""""""""""""""""""""""""""""""""""
                                ~ July 15, 1997 ~

 FROM MY DESKTOP ......... [FRM]        HEY MISTER POSTMAN ...... [HEY]
  Notes From The Editor.                 Is That A Letter For Me?

 SOFTVIEW A2 ............. [SOF]        FOCUS ON ................ [FOC]
  Review:  Hyper Quarterly.              Accidental Tourist at KFest.

                      LOG OFF ................. [LOG]
                      GenieLamp Information

[IDX]""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""

READING GENIELAMP   GenieLamp has incorporated a unique indexing system
""""""""""""""""""   to help make reading the magazine easier.  To utilize
this system, load GenieLamp into any ASCII word processor or text editor.
In the index you will find the following example:

                   HUMOR ONLINE ............ [HUM]
```

Genie Fun & Games.

To read this article, set your find or search command to [HUM]. If you want to scan all of the articles, search for [EOA]. [EOF] will take you to the last page, whereas [IDX] will bring you back to the index.

MESSAGE INFO
"""""""""""""
To make it easy for you to respond to messages reprinted here in GenieLamp, you will find all the information you need immediately following the message. For example:

```
                  (SMITH, CAT6, TOP1, MSG:58/M475)
          ________________|   _____|__  _|___    |____ |_______________
            |Name of sender   CATegory  TOPic    Msg.#   Page number|
```

In this example, to respond to Smith's message, log on to page 475 enter the bulletin board and set CAT 6. Enter your REPly in TOPic 1.

A message number that is surrounded by brackets indicates that this message is a "target" message and is referring to a "chain" of two or more messages that are following the same topic. For example: {58}.

ABOUT Genie
"""""""""""
Genie has pricing plans to fit almost any budget. Genie's services include email, software downloads, bulletin boards, chat lines, and an Internet gateway included at a non-prime time connect rate of $2.75. Some pricing plans include uncharged online connect time. As always, prices are subject to change without notice. To sign up for Genie, call (with modem) 1-800-638-8369 in the USA or 1-800-387-8330 in Canada. Upon connection wait for the U#= prompt. Type: JOINGENIE and hit RETURN. The system will then prompt you for your information. Need more information? Call Genie's customer service line (voice) at 1-800-638-9636.

GET GENIELAMP ON THE NET!
"""""""""""""""""""""""""
Now you can get your GenieLamp issues from the Internet. If you use a web browser, connect to "gopher://gopher.genie.com/11/magazines". When using a gopher program, connect to "gopher.genie.com" and then choose item 7 (Magazines and Newsletters from Genie's RoundTables).

*** GET INTO THE LAMP! ***
"""""""""""""""""""""""""

I'm tired. This happens every summer. It's been a million years since the last time I talked--really talked, not electronically chatted in a virtual room--about computers to someone who wasn't a world away in terms of philosophy. Yet I end every summer invigorated and full of enthusiasm to continue doing what I can to keep the Apple II alive.

The reason is simple: KansasFest.

KansasFest is the absolute most fun an Apple II fanatic can have. I'll guarantee that if you show up at Avila College in Kansas City, Missouri on the 30th of July, and stay a few days and (sleepless) nights, your computing life will be changed forever.

In continuing our theme of monthly KansasFest Blatant Plugs, this month we feature an update of Doug Cuff's highly acclaimed "Accidental Tourist's Guide to KansasFest," which is absolutely required reading for the first time KFester, and recommending reading for everyone else.

I'll see you all at Avila College in a couple of weeks.

[*] [*] [*]

The big news this month as far as the Genie A2 and A2Pro RoundTables go is that they're now merged! Both Apple II users and programmers alike can now do all of their Apple II Genie work from a single Genie page number (645). Many more details about the merger are included in this issue.

Unfortunately, the merger was not without its growing pains. Several people were hit with many old messages moved to new locations that they may have read years ago. But the worst is behind us, and I think we can look forward to both A2 and A2Pro working hard together to make the Apple II Community even stronger.

[*] [*] [*]

This month's edition of _GenieLamp A2_ is created in memory of Israel Kamakawiwo'ole, the voice of modern Hawai'ian music, who died on June 26, 1997 of complications from morbid obesity. You are missed, Bruddah Iz.

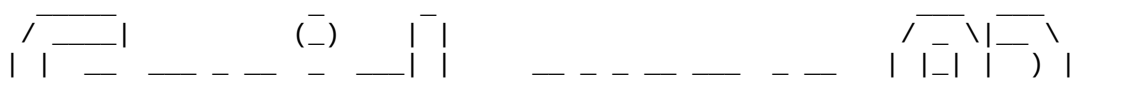
-- Ryan

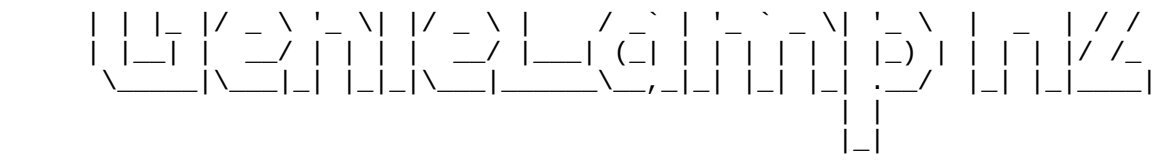
Genie Mail: A2LAMP Internet: a2lamp@genie.com

REPRINTING GENIELAMP

If you want to reprint any part of GenieLamp, or post it to a bulletin board, please see the very end of this file for instructions and limitations.

ASCII ART BEGINS





ASCII ART ENDS

[EOA]
[HEY]//////////////////////////////
HEY MISTER POSTMAN /
//////////////////////////////
Is That A Letter For Me?
"""""""""""""""""""""""""""

by Ryan Suenaga
[A2LAMP]

o BULLETIN BOARD HOT SPOTS

o A2 POT-POURRI

o HOT TOPICS

o WHAT'S NEW

o THROUGH THE GRAPEVINE

o MESSAGE SPOTLIGHT

>>> BULLETIN BOARD HOT SPOTS <<<
"""""""""""""""""""""""""""""""""""

[*] CAT 2, TOP 40 ..... A2 + A2Pro = Reorganiation Galore
[*] CAT 2, TOP 43 ..... Meet Your KFesters!
[*] CAT 15, TOP 8 ..... TAPping To The Music
[*] CAT 19, TOP 10 ..... SSII Keeps The Harmonie Flowing

>>> A2 POT-POURRI <<<
"""""""""""""""""""""""""

IIS ON THE TUBE Apple II Sighting:
"""""""""""""""""

This may be old hat to some, but I'm watching THE DEAD ZONE at the moment, and in one scene in a young boy's room, he's shown sitting at an Apple II with a Monitor ///. I assume it's a II Plus, given the Monitor ///.

Gee, that brings back memories. My first II was a 48K II Plus with a black & white Monitor ///, two Disk II drives, a Videx(?) lowercase chip, Videx keyboard enhancer, Videx 80-column card, and a genyoowine _Microsoft_ 16K card in Slot 0, giving me a massive 64K of RAM. How I wish I wish I still had that rig. ;-)

(WMD, CAT2, TOP3, MSG:78/M645;1)

GUS MAKES THE BIG TIME Ziff-Davis' no-nonsense copyright message...
"""""""""""""""""""""""""

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prevents me from posting verbatim the fascinating little blurb that ended last week's Mac the Knife column in MacWeek, that gave a wacky description of Gus being demonstrated running under Rhapsody at the recent Apple Worldwide Developers Conference in San Jose. The Gus development team came out of the closet, in other words...

If you want to see what I mean, you can find it on the web at this url:

http://www8.zdnet.com/macweek/mw_1121/op_knife.html

Curiously enough, the column is both SIS and Lynx-friendly. :)

David K. - A2-Web! Get tangled at http://www.syndicomm.com/a2web/
(A2.DAD, CAT5, TOP14, MSG:282/M645;1)

<<<<< Well, I recieved confirmation from Andy Nicholas, and Gus was
""""" indeed featured during the Rhapsody Blue Box session at the recent Apple World Wide Developers Conference a few weeks ago in San Jose. The webcast of the event is still available, and you can point your browser at this url to see it:

http://wwdc.smgtv.net/session204.html

For those of you who don't have the hardware to see a webcast, what was happening was that the Rhapsody team at WWDC was demonstrating various parts of the Mac OS running under the "blue box." They were showing Quicktime movie clips and demonstrating how this, that, and the other s yearthing still works, and then decided to drop into something completely different. The hall (good crowd) broke into cheers and applause when the GS OS boot screen then appeared on the Rhapsody/Mac desktop, and then played a few minutes of Choplifter for all assembled. It was, even to my jaded eye, pretty cool. :)

If you are able to tune into the webcast, then the Gus portion of it occurs about halfway through the webcast. Move the slider to the half tick mark, and if you've gotten to the Q&A portion of the session, you've gone too far. The Gus appearance was what they used to wind up the demo before going into the question and answer period. But don't put it off, it won't be available for much longer.

David K. - A2-Web! Get tangled at http://www.syndicomm.com/a2web/
(A2.DAD, CAT5, TOP14, MSG:283/M645;1)

AND BERNIE CHECKS IN TOO Are you sitting down? Good...
""""""""""""""""""""""""""
While the rest of the world was enjoying the beautiful weather this past weekend, the F.E. Systems team was hard at work on Bernie][The Rescue.

And, for the first time ever, the F.E. Systems team reports that Bernie][The Rescue was able to successfully output words onto the printed page!!!!

Joe
(JOE.KOHN, CAT19, TOP4, MSG:311/M645;1)

GODZILLA SLOWS DOWN THE APPLE IIC+, FILM AT 11 If I did things right (and
"" this is the right Cat/Top), file #28588 will be the IIC+ speedup/slowdown routines (Merlin)

from days gone by:)

After a long delay (looking for things), I've uploaded the IIc+ Slowdown/
Speedup routines (in Merlin source code). Hope it helps someone.

Steve
(MAC.BB, CAT23, TOP3, MSG:272/M645;1)

PAT ON DELPHI DOWNLOADS Here's how I upload and download to Delphi (and I
"""""""""""""""""""""""" do that A LOT!) using Proterm 3.1 and telnet from
Genie. The following is a scrollback capture with my notes in parenthesis:

First go to Page 5000 (m5000). Here's how it will look:

```
Genie                        INTERNET            Page  5000
Genie Internet Services

1.   Fingertip Guide to Genie's Internet Services
2.   Internet Education Center
3.   ENTER THE INTERNET (HIGH SPEED TEST)
4.   Enter the Internet
5.   Internet RoundTable
6.   Internet Help Desk ( 8pm to 1am )
7.   Internet Mail
8.   Send a Comment about Genie's Internet Services

Enter #, <P>revious, or <H>elp?4
Starting up GEnie Internet Services... .
! CAUTION
!
! You are about to enter the Internet which is a vast network of academic,
! government and privately-owned computers.  Although GEnie Services is
! providing this Internet access, GEnie Services does not have any control
! over the content or type of information or data which is available on
! the Internet.  While on the Internet you may be exposed to offensive or
! inappropriate information or data including obscenity, vulgarity,
! unauthorized copies of copyrighted items, and software which may contain
! a virus or other destructive element.  By continuing this access to the
! Internet, you are assuming the risks associated with or resulting from
! such information or data.
!
! While on the Internet you must comply with the acceptable use policies
! of the various networks comprising the Internet.

Press Return to continue?
```

(Gently tap the return key here).

```
! If you are using GEnie for Windows 2.0 and have "blue" color problems,
! or if you want to view the web in color text in other terminal programs
! that support ANSI color, type "color" at the first menu prompt.
!
! At long last, the SPRINTNET "Download from workspace" bug is fixed.  Try
! zmodem downloads again in confidence.

Press Return to continue?
```

(Gently tap the return key here).

Journey over all the universe in a map, without the expense and
fatigue of traveling, without suffering the inconveniences of heat,
cold, hunger, and thirst.
--- Miguel de Cervantes

Color mode now engaged. To disable, type in 'color'.

GEnie Internet BETA-TEST INET-1000
GEnie Internet Beta Test

1. About the Internet Beta Test
2. What Works
3. Known Bugs and Work Arounds
4. How to Report a Bug
5. Enter the Internet
6. Return to GEnie

Enter number of your choice,
or HELP ?5

(This time you select option #5, and then the screen will look like this:

GEnie Internet ENTRANCE INET-1001
Entrance to the Internet

1. Burrow Through the Internet using GOPHER
2. Surf the World Wide Web using LYNX
3. Connect to Other Places using TELNET
4. File Downloading and Searching Using FTP
5. UNDER CONSTRUCTION: USENET Newsgroups
6. Manage Your Workspace of Saved Files
7. Return to the previous menu
8. Return to GEnie

(At this screen, RESIST THE URGE TO ENTER OPTION 3 if you plan on uploading
or downloading.

Instead, enter the following commands after the HELP prompt at the bottom
of
the screen:

Enter number of your choice, 'P' for the
previous menu, or HELP ?telnet -8 -E

(The E must be in upper case).

Please set your terminal program for
- VT100 or VT102 mode
- FULL duplex, Echo off, or Remote Echo. (these all mean the same)

(In Proterm, you set the full duplex with open Apple-L. If you plan to
enter the Delphi RTC, keep the emulation at Split Screen - it won't matter
to Delphi).

(The next screen will look like this, with the telnet prompt:
Type in "toggle binary" (without the quotes).

```
telnet> toggle binary

(Genie will now respond with the following:)

Negotiating binary mode with remote host.
telnet> open delphi.com
Trying 199.93.4.65...
Connected to delphi.com.
Escape character is 'off'.

(Then you will be connected to Delphi and you will see that system's loging
screen, asking first for username, then password.  Type them in as you
normally login to Delphi).

Username: PATZ_PIX

Password:

Hello PATZ_PIX

Welcome to DELPHI
Copyright (c) 1995,1996,1997
Delphi Internet Services

(From that point on, just proceed as you normally do on Delphi.  When you
are ready to leave, type "bye" (without the quotes) and you will be back at
Genie's Internet gateway.  You can then go to another Genie area or log off
from Genie.  You will need to return to half duplex to see your typing on
the monitor).

I hope the above will help those of you who are having trouble with
downloading to obtain the neat files on Delphi.

Pat Kern
<You can never be too rich or have too many graphics>.
                  (PATZ.PIX, CAT28, TOP26, MSG:15/M645;1)

WORDPERFECT REVISITED   I'm enjoying the "Hyper Quarterly" which I recently
""""""""""""""""""""""   received. Great job everyone!!  As a relative
newbie to the IIGS I have to ask about WordPerfect for the IIGS: when,
where, what, and still?  That is, is it still available from somebody?

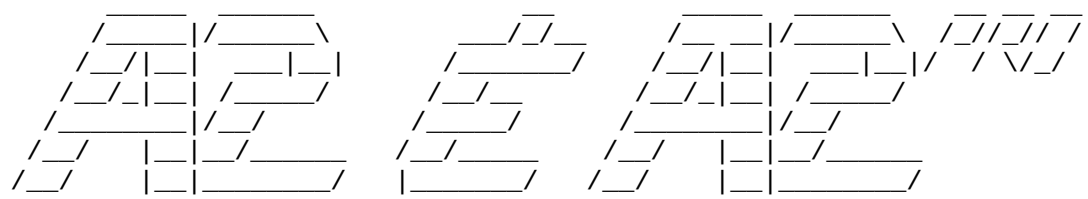
Marshall at:  j.m.reber@genie.com
Delivered by: CoPilot v2.5.5 (Offline GEnie Message Manager)
Using:        Spectrum v2.1  (Telecomm Program for the Apple II GS)
                  (J.M.REBER, CAT13, TOP15, MSG:5/M645;1)

>>>>>   Last I heard, no. There was an attempt to get it realeased as
"""""   freeware, but there was some confusion about who held the rights.

--
Carl Knoblock - Telephone Tech
cknoblo@delphi.com
cknoblo@novia.net
                (C.KNOBLOCK, CAT13, TOP15, MSG:6/M645;1)

                           >>> HOT TOPICS <<<
                           """""""""""""""""""""
```

A2/A2PRO--MERGE LEFT
""""""""""""""""""""""""



SISTERS FROM THE START, SOON TO BE TOGETHER AGAIN!

For some time now we've been thinking about merging the A2 and A2Pro RTs, and now seems to be a good time to take that step.

By merging them into one Apple II RoundTable we make it easier for you to get your hardware, software, and programming questions answered all in one place. In the process, we get to streamline the A2 area, and make it a better place for all of us.

To accomplish this, some major changes in the organization of the A2 bulletin board and libraries will be necessary. Just as soon as we have the details worked out, we will share them with you right here.

With any task as complex as this, there are bound to be a few problems, and it will take some time to get everything worked out. In the meantime, please bear with us. We're excited about the improvements that we'll be making, and by the time we're done, we're convinced that you will be too!
(JUST.DAVE, CAT2, TOP40, MSG:2/M645;1)

SEVEN HILLS, SPECTRUM, AND SIS
""""""""""""""""""""""""""""""""

Today I tried to call an order in for Spectrum v2.1 and SIS but when I started to leave the information on the system, I never got to complete it. I was going to EMail them but I don't have a "warm fuzzy" feeling when it comes to giving my credit card no.. Any suggestions (other than snail mail)? Or did I hit the wrong button on the phone when I connected?

Thanks for your response.

Tuddy
(R.ABEL2, CAT16, TOP15, MSG:148/M645;1)

>>>>> Tuddy,
"""""
I would suggest that you try again tomorrow on the phone and see if you get better results. Or ... you might try e-mailing Seven Hills and telling them of your experience with the voice mail. Maybe there's a problem with the phone system they don't know about yet.

If you do e-mail them for assistance, use one of these two new addresses:

shss@ix.netcom.com
sales@sevenhills.com

You could also try faxing them your order. The fax number: 904-575-2015

Tell you the truth, I've gone to using snail mail for orders. I don't like

giving credit card numbers to voice mail any more than I do e-mail.

Seven Hills snail address is:

     Seven Hills Solution Specialists
     1254 Ocala Road
     Tallahassee, FL 32304

Good luck ... you're gonna love Spectrum and SIS!

Max
(M.JONES145, CAT16, TOP15, MSG:149/M645;1)

SSII: PRINTING IN PERFECT HARMONIE Effective immediately, Harmonie has become a Shareware Solutions II product that can be purchased for $20; that price includes postage to anywhere in the world.

At the moment, Shareware Solutions II will be selling Harmonie v2.11. That includes the IW II drivers that had originally been part of Harmonie, but that had then been sold as a separate product (Perfect Image).

Joe Kohn
Shareware Solutions II
166 Alpine St
San Rafael, CA 94901
(JOE.KOHN, CAT19, TOP10, MSG:1/M645;1)

<<<<< I had a long talk the other day with Kevin Johnson (the owner of
""""" Vitesse) about that very subject, and he tried to discourage me from getting hopeful that 600 dpi would ever be possible on a IIGS. His line of reasoning is that it would take more RAM than most of us have in order for the IIGS to render a 600 dpi image in memory. He also added that _if_ it were possible for Harmonie to support 600 dpi printing, it would take forever and a day for the IIGS to render a page. Perhaps as long, he quesstimated, as 20 minutes for each page.

And, that pretty much confirms what Bill Heineman told me.

On the other hand, Bill, Kevin and I all believe that 600 x 300 dpi printing would be do-able. Whether it will be done is another story. I just don't know at this point. But, I talked with Bill just yesterday about this very subject, and suggested that we seriously discuss the possibilities further at KansasFest.

So, at this point, I don't really want to get anyone's hopes up.

Joe
(JOE.KOHN, CAT19, TOP10, MSG:6/M645;1)

<<<<< Yikes.
"""""
There's still a lot I have to learn about Harmonie. I thought I had the most recent update installed on my system, but...

I just compared the modification dates of the Harmonie drivers I have installed on my system to those found on the disk I just got from Vitesse, and see that the one I use is 2 years older than the most current version.

So, I have a feeling that it is going to take me some time to "get up to speed." Please be patient...

That said, I'm not all that concerned about not being able to personally supply answers to DeskJet (and other Harmonie related) questions, as I'm sure there are dozens and dozens of A2 regulars who've used Harmonie and DeskJets who'd be happy to supply answers.

So, here's a question you've never heard a publisher of a software package ask before...does anyone know the difference between the Harmonie LaserJet IIp driver v2.01p and v2.11?

Joe

(JOE.KOHN, CAT19, TOP10, MSG:10/M645;1)

<<<<< Ohmigosh ;-)
"""""
I just had an interesting talk with the BurgerMeister, and he told me some things about Harmonie that I just didn't know; namely, all along, he's been supplying Vitesse with Harmonie updates.

And, apparently, Vitesse has been updating Harmonie all along.

Among the things that Bill told me...

1) The problem with buffered parallel cards was fixed two years ago, so Harmonie v2.11 should work with Grapplers and Parallel Pro cards that have add-on buffer boards.

2) The 560c driver currently supports 600 x 300 dpi.

3) The StyleWriter driver works only with the StyleWriter I.

4) There used to be a problem getting full justification when using an odd-sized (as opposed to an even sized) font, but that was fixed two years ago.

Well, I'm off to install the Harmonie v2.11 LaserJet driver...

Joe Kohn

(JOE.KOHN, CAT19, TOP10, MSG:16/M645;1)

>>>>> I use a Buffered Grappler+ to connect the DeskJet 400 to my GS and """""" it works fine. I use the DeskJet500C.HAR and GrapplerPlus drivers. I have had the exact color problem you mentioned, but I can't figure out why. Sometimes when I insert the color cartridge it just won't work, other times it will. But I can tell you that the color printing =does= work with the Buffered Grappler+.

My problem comes when I try to print with AppleWorks, but that has nothing to do with Harmonie...

BTW, the DJ 400 is a nice little printer, isn't it?

- Tony

(A2.TONY, CAT19, TOP10, MSG:22/M645;1)

THE MAKINGS OF SSII
"""""""""""""""""""

It's taken much much longer than any previous issue, but Shareware Solutions II, Volume 3, Issue 5 is finally nearing completion and should start going out in the mail real soon now.

When you get this next issue, I think you'll understand why it took so long.

In my mind, this is the "Such A Deal" issue. There are more bargains available to subscribers in this one issue than probably the last 3 or 4 or 5 issues combined. As pleased as I am to present all those great money saving offers to the readers of SSII, setting up all those deals took forever and a day.

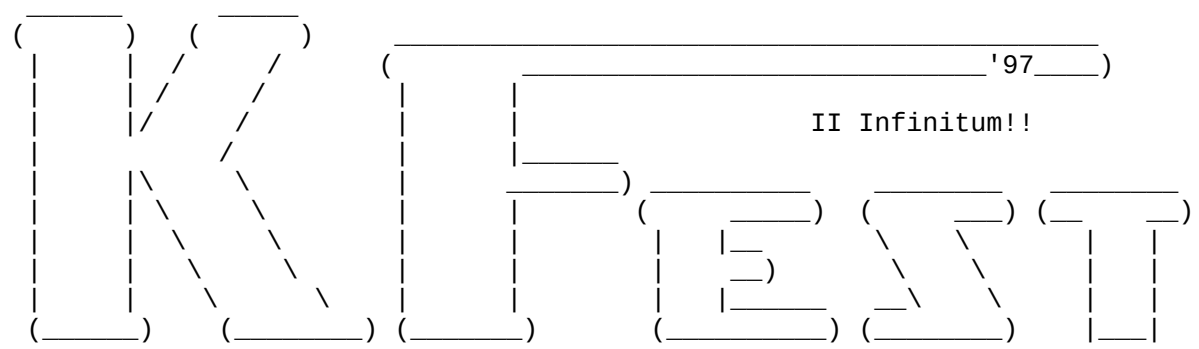
In any case, it's a real relief for the end to finally be in sight. Just a couple more days now...

Joe

(JOE.KOHN, CAT19, TOP4, MSG:321/M645;1)

>>> WHAT'S NEW <<<
"""""""""""""""""""

ONCE MORE, WITH FEELING
"""""""""""""""""""""""



KansasFest 1997 is a go, but we need YOU too! If you've ever wanted to be able to say you were part of a KFest, this is the chance of a lifetime--who knows what will happen in 1998? Why take a chance on next year--be a part of computing history now!

KFest '97 will be held on the campus of Avila College in Kansas City, Missouri. It will take place from July 30 - August 3, 1997. The cost will be only $375, which _includes_ use of a double room in the Avila College dorms _and_ meals! There are also a limited number of single rooms available. (If you wish to stay at one of the many hotels or motels near the college then the cost is $300, but you would, of course, have to find and pay for your own room and meals.) The last date pre-registrations will be accepted is July 20th.

Featured presenters this year include Joe Kohn, publisher of _Shareware Solutions II_, the Apple II world's largest circulation newsletter; Max Jones, editor and publisher of _Juiced.GS_; Geoff Weiss, co-author of the first Apple II web browser, the _Spectrum Internet Suite_; Tony Ward, long-time librarian of the Apple II areas on Genie and Delphi; Steve Cavanaugh, editor and publisher of _The Apple Blossom_ and _Hyper

Quarterly_; and Ryan Suenaga, editor of _GenieLampA2_. We have demos from _Apple Computer, Inc._, _Apple Blossom Publishing_, _Sheppyware_, and _Shareware Solutions II_, as well as a showing of _Bernie][the Rescue_, the Apple IIgs emulator for the PowerMacintosh. The annual Apple II writer's and publisher's forum will feature the editors of five Apple II publications, our keynote speaker will be the webmeister of the hot new Mother Of All Apple II Web Sites, David Kerwood, and this year's roastee will be Richard Bennett, the world famous Australian programmer!

Check-in will be on Wedensday from 1-4 pm, and check-out from 11 am - 1 pm on Sunday. Computer sessions will be conducted on Thursday and Friday. A vendor fair is scheduled for Saturday morning, with software and hardware demos slated for Saturday afternoon.

Meals included in the registration price are Thursday breakfast through Sunday breakfast, with the exception of Saturday dinner. All children under 18 years must be accompanied by a parent or legal guardian.

++ Please Note++ Dinner on Wednesday and Saturday are NOT included this year. Attendees can dine on their own at one of the many fine restaurants near the Avila campus, or join the Kfest '97 group for their annual treks to KC Masterpiece and Jess & Jim's Steak House.

KFest this year is being sponsored by InTrec Software, Inc..

If you have questions about KFest, or wish to make suggestions, you can find answers via the InterNet. Just send an email message to Cindyadams@delphi.com, or visit the World Wide Web page at http://www.primenet.com/~adams/kfest.html

Last year, KansasFest 1996 saw the birth of the first Web Broswer for the Apple IIgs as well as the first public demo of Gus, the Apple IIgs emulator for the PowerMacintosh. What wonders will KFest 1997 spring on the world?

Why wait? Register now, before it's too late! Join us today! KFest 1997 approaches!

(A2LAMP, CAT2, TOP45, MSG:189/M645;1)

HQ DEBUTS
""""""""""
After 9 months of planning and scripting, the first issue of Hyper Quarterly was mailed out to subscribers on Monday, June 2, 1997.

Our premier issue contains 11 stacks including the Front End designed by HangTime.

Contents of Issue 1
==========

TZ Rolodex - Keep track of your contacts while this stack tracks their time and keeps them sorted for you.

Good Eats! - Dozens of recipes for you to sample, and plenty of room for your own culinary creations

Quarknet - Offline message processor for Delphi--tons of great features that will make browsing Delphi forums easier and more productive.

PostScripter - Resize and reposition PostScript files you create in IIGS graphics programs, and print them in stunning detail!

HC.Word - A text editor for HyperCard with advanced features like automatic "fancy text" (ligatures, etc.) and HTML export

A la Carte - Automatically create menus for your own HyperCard stacks with no fuss or bother.

ScriptMenu - put a Scripts menu in every stack as you work on it -- lists every object in your stack and lets you instantly open scripts associated with those objects.

TableMaker - Need to create a quick HTML table for your Web page? With this stack, no knowledge of HTML is needed, just fire up this stack and create away.

BookMark Manager - Is your Lynx Bookmark file getting unruly? Wish for a better editing option than VI or emacs? Here it is!

HTML.to.WP - Need to download and print some web pages -- with formatting? This stack converts HTML to WordPerfect format so you can do it.

Hyper Quarterly is a quarterly (of course) disk-based subscription from the publisher of The Apple Blossom. Our first issue features the work of Josh Calvin, Brian Gillespie, Gareth Jones, HangTime and Steve Cavanaugh. Stacks are created with HyperCard IIGS, and are delivered on two disks via first class mail. To effectively use Hyper Quarterly you'll need a IIGS with 2 MB of RAM, a hard drive and, of course, HyperCard IIGS.

Subscriptions to Hyper Quarterly cost $35.00 for a one year subscription in the United States or Canada, $40.00 in other countries. Single issues are available for $11.95 in the US/Canada, $15.00 outside those countries. If you don't have HyperCard IIGS, we can sell you that (all 6 disks) too for $12.00 ($15.00 outside the US/Canada).

Send subscriptions (with checks or money orders made out to "Apple Blossom Publishing"--sorry, no credit cards) to:

Steve Cavanaugh
Apple Blossom Publishing
P.O. Box 120434
Boston, MA 02112-0434

(A2LAMP, CAT13, TOP15, MSG:4/M645;1)

ANOTHER HELPING OF JUICED Announcing ...
"""""""""""""""""""""""""""

===== Juiced.GS, Volume 2, Issue 2 =====

The Spring 1997 edition of Juiced.GS, the Apple II world's premier IIGS-specific magazine, is now arriving in subscriber mail boxes in the U.S., Canada, Mexico, and other points around the world.

This issue is being mailed to 271 paid subscribers in 43 states and 10 foreign countries.

Here's what you'll find in this issue:

==========

FEATURES

Cover Story: The Animated Apple ... Longtime Compuserve sysop Joe T. Walters takes users through the lively process of converting animation files of various formats into Paintworks animation files that can be viewed on the Apple IIGS. Walters discusses how FLI files can be converted with a useful IIGS utility, and gets a little help from his friendly Macintosh in doing conversions for Quicktime, AVI and MPEG.

Graphics: Using Platinum Paint to do cool things to type ... Apple II programmer and graphic artist Bret Victor reveals one of his painting tricks and discusses a few techniques for using Platinum Paint. Not only is this article entertaining, it invites the user to follow along in Platinum Paint in a step-by-step tutorial.

Hardware: Hacksaw hacking the Stealth GS ... Apple II hardware guru Stephen Buggie explains how IIGS sophistication can be added to the IIe by exchanging its motherboard for one specially designed for IIe casing.

COLUMNS

Desktop Publishing: Working with white space ... Dave Bennett, an associate professor of journalism, explains how the desktop publisher should use white space to add emphasis and contrast to documents.

My Home Page: A productive season ... Juiced.GS editor and publisher Max Jones recounts a busy first six months of 1997 in which software publishers -- commercial, shareware and freeware -- have brought a number of new and amazing products to the IIGS marketplace.

II Be Named Later: "Real" geeks ... Our columnist, Ryan Suenaga, muses about the many and varied qualifications for becoming a "real" geek.

DEPARTMENTS

Shareware Spotlight: Shifty List 2.0, SIS Bookmark Editor, and StolenBASE are the featured programs in the spotlight this issue.

DumplinGS: All roads lead to Kfest ... From the latest on the planning phase for Kfest '97 to news about that long-awaited SuperConvert update, if it's being talked about in the Apple II world, you'll read about it in this compilation of newsy notes.

Letters from the Land of Rom ... Juiced.GS readers ask questions, get answers, and tell us what's on their minds.

==========

Juiced.GS is a quarterly, printed publication available by subscription only.

A subscription for 1997 is $14 in the U.S., Canada or Mexico, $20
elsewhere. To subscribe, send a check or money order U.S. funds to:

Max Jones
Juiced.GS
2217 Lakeview Drive
Sullivan, IN 47882

Makes checks or money orders payable to Max Jones. Sorry, no credit cards
or purchase orders can be accepted.

A complete set of 1996 issues is also available for $14. If you would like
to purchase only a specific single copy (or copies) of 1996 issues, they
are available for $4 each. An index and brief description of articles
published in 1996 are available on the Juiced.GS web site. See URL below.

Apple II Forever!

Max Jones
Juiced.GS
Genie: M.JONES145 -- Delphi: JuicedGS
Internet: m.jones145@genie.com -or- juicedgs@delphi.com
WorLd Wide Web: http://users.ids.net/~kerwood/juiced.gs
                 (M.JONES145, CAT13, TOP43, MSG:65/M645;1)

CROCK, NOT POT   Announcing the arrival of Crock O' Gold!
"""""""""""""""

Spectrum v2.1 Offline Reader for Delphi.

We are proud to announce the release of Crock O' Gold, a suite of scripts
for Spectrum v2.1 to automate your Delphi sessions. Crock O' Gold will
retrieve any waiting messages from marked Forums, and by using a
sophisticated message reader, let you browse them comfortably while
offline. You can then compose your replies and post any new messages with
ease. These messages will be posted automagically the next time you go
online. Any marked files will also be downloaded automagically.

Requires:

Spectrum v2.1 and free space on your hard disk.

Features:

Automatic 'point and click' installer.
Installer.Log reports what was installed where.
Point and click 'Crock.O.Gold' S16 starter application.
Auto-logon through Sprintnet.
User files for Genie and Compuserve Telnet access.
User configurable for Telnet access through any route.
Offline and Online Menus.
Terminal mode with quick start back to the menus.
Built in File Manager.
Configurable 'online action' settings.
Easy selection of Forums from a list of over 500.
Selectable Download protocol.
Uses either the Spectrum SHR or Text display.
Optionally auto-formats the viewed messages.

Signatures added automatically to messages.
Auto-Quoting available in message replies.
Choose to keep the Forum banners.
Choose to keep your scrollback buffer.
Easy preparation of download file list.
Archive a single message or the full session.
Print single messages.
Find a 'string' in viewed message file.
Read backwards and forwards in message file.
Full !Help! NDA help guide.

Status:

The Crock O' Gold scripts are loosely based on the 'Delphi Messenger' scripts by Kit Graham and Gary Utter. They are FreeWare, provided the complete package is distributed intact. This is v1.0 of the script suite, and I plan to work further on the scripts and to introduce many new features lacking from this first version. For further information, suggestions, or bug reports, contact 'ewannop@tcns.co.uk'.

Where to get it:

Delphi A2 library.
 http://ourworld.compuserve.com/homepages/ewannop/

Copyright Notice:

Crock O' Gold (c) 1997 Ewen Wannop

Ewen (Speccie)
Delivered by: CoPilot v2.5.5 and Spectrum 2.1
(E.WANNOP, CAT16, TOP16, MSG:170/M645;1)

<<<<< For all Crock O' Gold users....
""""""
There is a very minor problem with the 'Poster' script that stops replies to messages from uploading.

So for those who have downloaded the COG.BXY file, please enter Speccie's Editor and open the 'Poster' script from the 'COG' folder. Search for the string 'To: [' and remove the space between the '[' and the bullet. Save the file and all will be well...

Ewen (Speccie)
Delivered by: CoPilot v2.5.5 and Spectrum 2.1
(E.WANNOP, CAT16, TOP16, MSG:179/M645;1)

DELPHI'S OLRIGHT! V2.2 Announcing...
""""""""""""""""""""""""""
OLRight! v2.2

OLRight! is a full-featured off-line reader (and more!) for Delphi, that works entirely within ANSITerm. Using ANSITerm's powerful scripting language, most routine functions that you may wish to use with Delphi have been automated. OLRight! REQUIRES ANSITerm v2.13. A hard drive and accelerator are strongly recommended, if not necessities.

Feature List:

+ Interface

  - o Drop-down, one-touch menu system
  - o Menu bar clock
  - o Automatic detection/prompts at new installations
  - o All setup requirements scripted via menus/prompts
  - o Menu access to ANSITerm's Editor, View file, Utilities, Scrollback
  - o File transfer by Xmodem, Ymodem, Ymodem Batch, Zmodem or Kermit
  - o Activities panel shows status of next session
  - o Access to main menu while online
  - o Restart scripts at any forum
  - o Reconfigure activities while on-line.

+ Automated Access

  - o SprintNet dial-up
  - o Telnet from your ISP (generic script supplied)
  - o Telnet from Genie using CoPilot (Page 5000 or A2 Launchpad)
  - o Automatic saving of logon/logoff banners for later viewing

+ Mail Functions

  - o Received mail: Read, reply, print, archive to file.
  - o Send mail to Delphi/Internet addresses, Carbon Copy
  - o Address book for up to 32 E-mail addresses
  - o Automatic purging of old mail (Previous 2 sessions retained)
  - o Edit outgoing mail in ANSITerm's powerful editor
  - o Delphi Binary Mail supported

+ Workspace Functions

  - o Upload files
  - o Download files

+ Conference/Chat

  - o Selectable from Main Menu
  - o Visit pre-set conference areas, or user specified
  - o Automatic configuration for chat mode

+ Forums

  - o Set nickname
  - o Set or Clear topics to be read
  - o Start new message threads
  - o Reply to messages, either from reader or by message number
  - o Get a topic list
  - o Read messages, with option to reply, print, archive to file
  - o Message searches by match criteria (date, author, subject, msg #)
  - o Freeform searches
  - o Ability to suppress reading or transmitting of messages by forum.
  - o Messages edited in ANSITerm's powerful editor
  - o Mark multiple messages for later reference.

+ Databases

  - o Upload (via workspace) using setup script

- o Download files using setup script
- o Database searches
- o Search and upload log file viewer

+ Logoff

- o Automatic logoff for all access methods
- o Manual logoff from main menu

Don V. Zahniser
Delivered by:
CoPilot 2.5.6 and ANSITerm v2.13b
(D.ZAHNISER, CAT21, TOP41, MSG:21/M645;1)

>>> THROUGH THE GRAPEVINE <<<

THIS MONTH'S BLATANT TEASER
I think the following message qualifies as an official teaser ;-)

I'm in shock!

It's not an unpleasant kind of shock; more like a being caught completely off guard type of shock.

I just received a letter today from an old Apple II friend who owns an Apple II software company. In his letter, he says that business has fallen off in recent times, but since he still loves the Apple II and wants to continue supporting current Apple II efforts, and at the same time wants to "encourage the Apple II young developers," he has some plans cooked up that will benefit the Apple II community, and Shareware Solutions II.

It looks like Shareware Solutions II will be making a slew of commercial software products available through the newsletter. Included will be programming utilities, an amazing teachers' gradebook program, and a computer aided design program. And, source code for some of the software will also be available.

I have absolutely no details at this time, except to predict that, at some point in the near future, Shareware Solutions II subscribers are going to be able to get some software that used to cost $100 or $200...for next to nothing, through SSII. And, who knows, maybe we'll even throw in the kitchen sink?

Joe Kohn
(JOE.KOHN, CAT19, TOP4, MSG:305/M645;1)

>>> MESSAGE SPOTLIGHT <<<

Category 16, Topic 16
Message 191 Thu Jun 26, 1997
MAC.BB [Godzilla] (Forwarded)

For some odd reason, I've been thinking about "support" lately. IMHO, InTrec is THE company to duplicate as far as product support. What I've also realized is that we receive excellent support from other sources and don't often acknowledge that!

Ewen's support also qualifies as "excellent" as does Joe Kohn's (Shareware Solutions II), Max Jones (Juiced.GS), Steve Cavanaugh (Apple Blossom and Hyper Quarterly), Eric Shepherd (SheppyWare).

I've missed a few (sorry), but I'd appreciate it if you would take the time to comment on those I've missed and let them know how much we appreciate their outstanding support! I don't do it often enough so any help you can offer would help lower my "guilt":)

Steve (Godzilla)

[*][*][*]

While on Genie, do you spend most of your time downloading files? If so, you may be missing out some excellent information in the Bulletin Board area. The messages listed above only scratch the surface of what's available and waiting for you in the bulletin board area.

If you are serious about your Apple II, the GenieLamp staff strongly urge you to give the bulletin board area a try. There are literally thousands of messages posted from people like you from all over the world.

[EOA]
[SOF]////////////////////////////
SOFTVIEW A2 /
////////////////////////////
Review: Hyper Quarterly
"""""""""""""""""""""""""""

by Ryan M. Suenaga, M.S.W.
[A2LAMP]

>>> HYPERCARD RIDES AGAIN <<<
"""""""""""""""""""""""""""""""""

PRODUCT:	Hyper Quarterly
ISSUE:	Volume 1, Number 1
AUTHORS:	Steve Cavanaugh, Gareth Jones, Hangtime, Brian Gillespie, Josh Calvin
PUBLISHER:	Apple Blossom Publishing, P.O. Box 120434, Boston, MA 02112-0434 appleblossom@delphi.com, ABPub@ziplink.net, SteveC1021@aol.com, http://members.aol.com/newblossom
PRICE:	$35 for a one year subscription in the U.S. and Canada, $40 elsewhere; $11.95 for a single issue in the U.S. and Canada; $15 elsewhere.
REQUIREMENTS:	Apple IIgs, System 6.0 or later, 2 megabytes of RAM, hard drive.

Before you delve wholeheartedly into this review, a necessary disclaimer: I've done some work for Apple Blossom Publishing in the past, and anticipate continuing to work for them in the future. That said, I've made every effort to keep this review as impartial as possible.

In the glory days of the Apple II, when all of the wonders of the Apple IIgs were fresh and new, Apple Computer, Inc. delivered an Apple IIgs program that even they didn't think could be done: _HyperCard IIgs_, a GS/OS version of the program that was revolutionizing the way people used

the Mac. Shortly thereafter, Resource Central, the company behind the legendary newsletter _A2 Central_ (aka _Open-Apple_) entrusted a vagabond named, oddly enough, HangTime to produce a bimonthly disk publication dedicated to _HyperCard IIgs_. That publication was called _Script Central_, and it showed the world how a little scripting could push the Apple IIgs to its limits. Every two months, a new set of stacks would arrive and welcome the user to another Bo (Monroe), Mo (Mohawk Man, aka Jay Jennings), and Me (HangTime) production.

Years passed, and Apple Computer, Inc. reclassified _HyperCard_ for the Apple IIgs as system software, meaning it would be available almost free from such places as Apple's own ftp sites and the Genie A2 libraries. But time wasn't kind on all fronts--eventually Resource Central folded, and took _Script Central_ along with it. Undaunted, HangTime teamed up with Joe Kohn of _Shareware Solutions II_ to keep back issues of _Script Central_ available, and left the door open for possible new issues of the HyperCard publication--unfortunately, for unknown reasons, these new issues never materialized.

Now, several years later, HangTime is back, this time with a new pair of sidekicks in Gareth Jones of the _Apple B.C. News_ (a user group newsletter) and Steve Cavanaugh, publisher of _The Apple Blossom_, with a new, exciting Apple IIgs disk publication based on _HyperCard IIgs_ in the tradition of _Script Central_: _Hyper Quarterly_. The new, quarterly, subscription-only publication made its debut in May 1997 with its first two-disk issue.

Brought to you by Apple Blossom Publishing, the premier issue features _HyperCard_ stacks by our old friend HangTime (including a Star Trek-like front end that lets you navigate a galaxy of stacks and declares the new publication a "Steve, Gareth, and Me" production) and newer, less-known (though not less gifted) scripters Jones, Cavanaugh, Josh Calvin, and Brian Gillespie.

Aside from several columns and tidbits of interest to _HyperCard IIgs_ fanatics, included in this first issue is a varied collection of stacks that show you the many uses of _HyperCard_--from the practical (Good Eats, a recipe stack with loads of great meals, and TZ Rolodex, a stack-based version of its namesake) to the Geekish (A la Carte, a _HyperCard_ programming assistant), from the utilitarian (Quarknet, an off-line processor for the Delphi online service for use with _Spectrum) to the eccentric (TableMaker, a tool to assist with the creation of HTML "tables")-- _Hyper Quarterly_ will make even the most jaded IIgs user smile.

Hyper Quarterly, like _HyperCard IIgs_ itself, is an attempt to truly give you the power to be your best. It strives to give you all of the power and versatility of the Apple IIgs in a form that's easily learned and used. I recommend it wholeheartedly to anyone with even a passing interest in _HyperCard IIgs_.

[EOA]
[FOC]////////////////////////////
FOCUS ON... /
////////////////////////////////
KansasFest 1997
""""""""""""""""""

by Douglas Cuff

[D.CUFF]

>>> THE ACCIDENTAL TOURIST AT KANSASFEST <<<
"""

Copyright 1996, 1997 by Douglas Cuff. All rights reserved.

The Accidental Tourist travel guides were described by Anne Tyler in her 1985 novel of the same name (later a movie starring William Hurt, Kathleen Turner, and Geena Davis). The Accidental Tourist guides were designed for the business traveller whose reactions to travel were feelings of anxiety and defenseless. The guides were meant to soothe and comfort the non-adventurous traveller.

If you've never been to KansasFest before, you should find that this guide will do the same for you. If you're an old hand at KansasFest, this guide will provide you with some helpful reminders. (If you've read this far with a growing sense of _deja vu_, that's because this article originally appeared last year in GenieLamp A2 Vol. 5, Issue 52 [July 1996]. It's been updated for KansasFest 1997.)

One word of warning: If there's a conflict between the advice you receive from the Accidental Tourist and the instructions you're given from the information packet when you arrive at KansasFest--pay attention to the official info packet. These folks know the score.

KansasFest began in 1989 as the A2-Central Developer Conference, and didn't begin calling itself KansasFest until its third year, 1991. KansasFest takes place in Kansas City, Missouri. (Not Kansas City, Kansas. The Kansas border is less than a mile away, if that comforts you any.)

This will be the ninth annual KansasFest, and it's not just for programmers and developers any more. If you've never been to KansasFest before, you don't know what you're missing! It's a great chance to learn about your Apple II, mingle with other users, and see what software other people are working on. This is the Apple II event of the year. I can't say exactly how many people will there, but a safe estimate is 60-100 attendees (counting those who stay off-campus).

What campus? KansasFest takes place entirely at Avila College, in the southmost part of Kansas City. Here's the address:

Avila College
11901 Wornall Road
Kansas City, Missouri 64145 U.S.A.
phone (816) 942-8400

Avila College is small--approximately 1500 students--which means you can walk anywhere on campus in five minutes. Use of a car is therefore as optional as it's ever going to get, assuming you fly to Kansas. The one time you are going to be hollering for a vehicle is when you try to get to and from Kansas City International airport. More on that shortly.

This year, KansasFest is scheduled for July 31-August 3, but dorm rooms are available for the nights of July 30-August 2.

PM	Wed July 30	arrival
	Thu July 31	scheduled sessions
	Fri August 1	scheduled sessions

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             Sat August 2   demos (morning); vendors' fair (afternoon)
          AM   Sun August 3   farewell
```

Check-in time is 1-4 PM Wednesday. Check-out time is 11 AM-1 AM Sunday.

How much the conference costs depends on when you pay for it and what kind of accommodation you require. You can save a few bucks if you're willing to share a room--private rooms cost more. (The prices went up by $75 on May 21.)

private room	$450
shared room	$375
conference only	$300

Even if you can find a room in Kansas City for $18.75 a night ($37.50 a night private), staying on campus is still a better idea, since after-hours activities are a big part of KansasFest.

There have been some important changes in the meals this year. To begin with, free lunch at Avila's cafeteria used to be included for _all_ KFesters, even those not staying on campus. This year, those not staying on campus must provide their own lunches. Fortunately, being banished from the Avila cafeteria won't make anyone weep.

Also, those staying on campus should note that no evening meal is provided on Wednesday night nor on Saturday night. The lack of a Wednesday meal isn't significant--that's still before the kick-off, so to speak. But keep in mind that you're on your own your last night there. (You can get a breakfast on Sunday, though, if you're staying on campus.)

You will be staying in either Carondelet or Ridgway dormitory, both of which were built in 1963. For those of you who have never experienced residence life or have forgotten what it was like, expect spartan surroundings. Forget the idea of a private bathroom, but you'll be glad to know that the rooms are air-conditioned.

(You'll probably find yourself in Ridgway--that's where KansasFest 1996 made itself at home. There and the Whitfield Conference Center.)

BEFORE YOU GO As with any trip, you need to arrange for several things:
"""""""""""""

- o conference attendance (fee $300/$375/$450);
- o accommodation (included in package);
- o meals (included in package);
- o transport to/from conference.

Those attending from outside the United States will also need:

- o passport/visa;
- o medical insurance;
- o US currency/traveller's checks.

Conference Attendance There are 80 spaces for on-campus attendees, and
'''''''''''''''''''''' the last day pre-registration is available is July 20. Even if you register late, there may be room for off-campus conference attendees, so you may be able to register at Avila on July 30/31.

For fast information, E-mail cindyadams@delphi.com.

If you'd like to register, write:

KFest '97
c/o InTrec Software
3035 E. Topaz Circle
Phoenix, AZ 85028-4423
USA

Please make checks payable to "InTrec Software".

Credit card registration is also available. Just call InTrec Software, Inc. with your VISA, MasterCard, Discovery, or American Express number at (602) 992-1345, Monday-Friday 8:00 AM-5:00 PM Mountain Standard Time. You can also fax your registration with credit card account number and expiration date to (602) 992-0232 (also Monday-Friday; 8:00 AM-5:00 PM Mountain Standard Time). Or E-mail your credit card account number and expiration date to proterm@intrec.com.

In summary, to register by credit card:

- write to the address above (cheques also okay here);
- phone (602) 992-1345;
- fax (602) 992-0232; or
- e-mail proterm@intrec.com

But remember, that's only when you know you want to register. If you have questions first, send e-mail to cindyadams@delphi.com.

Accommodation
''''''''''''

If you're staying at Avila College campus, chances are good that you're going to be sharing a room with one other person. Space is limited to 80 beds this year, so you're unlikely to end up in a room by yourself unless you specifically request a private room (which costs more). The rooms are _not_ co-ed, but the dorms are.

There aren't any hotels within walking distance of Avila College, so plan on having transportation if you're staying off-campus.

Here are some hotels said to be near Avila College. Please be warned that I haven't stayed at any of them, so I can't make recommendations. Most have approximate room rates shown; some do not. None of the room rate quotations I found have changed since the 1996 edition of this guide. In three cases, I was not able to find updated figures--these are marked *(1996 rate)*. Since none of the other hotels have changed their rates in the past year, you're fairly safe in assuming that these three haven't made substantial changes either.

Fairfield Inn - Overland Park
4401 W. 107th, Overland Park, KS 66207
913-381-5700
$58 *(1996 rate)*
(closest hotel to KansasFest)

DoubleTree Hotel Kansas City Corporate Woods
10100 College Boulevard, Overland Park, KS 66210
800-222-TREE / 913-451-6100
$119-$149

Drury Inn - Overland Park
10951 Metcalf, Overland Park, KS 66210
913-345-1500
$69 *(1996 rate)*

Overland Park Marriott
10800 Metcalf, Overland Park, KS 66210
800-228-9290 / 913-451-8000
$119

AmeriSuites
6801 W. 112th, Overland Park, KS 66211
800-833-1516 / 913-451-2553
$69-$99

Best Western Hallmark Inn Executive Center
7000 W. 108th St., Overland Park, KS 66211
800-444-4191 / 913-383-2550
$54-67

Red Roof Inn - Overland Park
6800 W. 108th St., Overland Park, KS 66211
913-341-0100
$43-50 *(1996 rate)*

Residence Inn by Marriott - Overland Park
6300 W. 110th Street, Overland Park, KS 66211
800-331-3131 / 913-491-3333
$109-$139

Clubhouse Inn Overland Park
10610 Marty, Overland Park, KS 66212
800-CLUBINN / 913-648-5555
$78-$88

Courtyard by Marriott
11301 Metcalf, Overland Park, KS 66212
913-339-9900
room rate not available

Embassy Suites Overland Park
10601 Metcalf, Overland Park, KS 66212
800-362-2779 / 913-649-7060
$99-$129
(charges for local calls)

Hampton Inn - Overland Park
10591 Metcalf Frontage Road, Overland Park, KS 66212
800-HAMPTON / 913-341-1551
$69-79

Holiday Inn Express - Overland Park
7200 W. 107th St, Overland Park, KS 66212
800-HOLIDAY / 913-648-7858
$69-$76

Courtyard by Marriott

500 E. 105th St., Kansas City, MO 64131
816-941-3333
room rate not available

Days Inn - South
11801 Blue Ridge Blvd., Kansas City, MO 64131
800-DAYS-INN / 816-765-1888
$45-$55

Meals
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If you're staying on Avila campus, meals are included in the package price. If you aren't staying at Avila, you're completely on your own.

If you find the cafeteria food not to your liking--and many don't--you'll be relieved to know that there's a supermarket about 25 minutes' walk away. Here's how to get there:

Start at Carondelet dorm. Stand with your back to the dorm entrance, so that you can see the Marian Center if you look left. Turn right from Carondelet and walk down to the parking lot. Turn left and walk out of the parking lot, down Sister Oliver Louise Drive. This private road takes you to 118th Street. Turn left and walk on 118th until you reach Wornall Road. Turn right on Wornall until you reach the intersection of Wornall and Minor. Turn right onto Minor Drive.

Once on Minor, ten minutes' walk will bring you close to the end of Minor, to the point where you can see a large parking lot. Veer left and you'll be at a small shopping mall that boasts a bank, a supermarket, and a restaurant. (Note: This trip can be made a few minutes shorter, but these directions are simpler, and can be easily adapted for use by motorists as well as pedestrians.)

If you're not staying on Avila campus, you're probably sufficiently adventurous to know how to find decent food in a strange city. Be aware that small groups tend to sneak off-campus to a restaurant (often either KC Masterpiece or Jess & Jim's) for at least one evening meal during the conference. Let them know you want to be part of the excursion!

Transportation 101/A--Getting to Kansas
''
Many of you intend to fly to Kansas City. The airport you will be arriving at is Kansas City International (MCI). The airport has three arc-shaped terminals. If you're meeting someone there, be sure that everyone intends to go to the same terminal, or that everyone is catching the (free) shuttle to the same car rental agency.

You can pick up a city map at one of the airport magazine stands. The Gousha map has Avila College marked (grid location I-19). If you don't have a map, better pay close attention:

If you drew a map of Kansas City on a 8x11 sheet of paper, the airport would be in the upper left corner, to the northwest. Avila College would be near the bottom of the piece of paper, near the center. Point taken?

The distance between Avila College and the international airport is not small. It's perhaps 45 miles by the recommended route (below), so allow an hour's travel time at a bare minimum. What with collecting your luggage and arranging/co-ordinating transport, it's probably safer to assume it will take you two hours to get from the airport to Avila,

starting from the time the plane's landing gear touches the tarmac and stopping when you sling your suitcase onto the dorm bed.

Transportation 101/B--Getting to Avila
''''''''''''''''''''''''''''''''''''''

Since the distance from the airport to Avila College is 28 miles as the crow flies, and about 45 miles by car, you don't even want to think about taking a taxi. You'd pay $40 minimum, possibly as much as $60. For a one-way trip.

If you book ahead, you can get Quicksilver to take you to Avila College at a more reasonable rate:

$24 for 1 person
$32 for 2 people
$40 for 3 people
$43 for 4 people
$55 for 5 or 6 people

You _must_ book Quicksilver in advance. They need at least one day's notice, so call them at 1-800-888-8294 or 816-262-0906. IF YOU DON'T MAKE A RESERVATION, THEY CAN'T TAKE YOU.

If you don't want to rent a car, you could also take the Airport Express van to the Overland Park Marriott hotel and take a cab from there.

(Those of you renting cars at the airport: we'll discuss the route shortly, in the ARRIVAL section.)

PREPARING FOR THE TRIP
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Get plenty of sleep before you go, because you're not likely to get much sleep at KansasFest. KansasFest days are 18 hours long, unless they're 20 or 24 hours long. There's too much going on to waste time in sleep!

On the same note, make sure you don't schedule anything important (like operating heavy machinery) for the day after KansasFest--Monday, August 4. You'll have had so little sleep that you won't feel your best.

Packing--Computer Stuff
'''''''''''''''''''''''

Lots of people brings computers. If you're doing this, make a backup of your hard drive and leave the backup at home. If you won't feel safe unless you take a backup with you, make two backups.

If you're bringing a hard drive and you're travelling by plane, you may want to consider packing the hard drive in your carry-on luggage. That way, you can extract the hard drive from the luggage before it gets X-rayed (!). Tell the attendant that what you are carrying in your hand is a hard drive for a computer, and that it might be damaged by the X-ray machine. Chances are they'll handle it differently. If they tell you that no damage could possibly be caused, don't believe them. (You may have to obey them, but don't believe them.) Try insisting--politely!--on special handling anyway. Incidentally, X-rays are not good for diskettes either.

Bring plenty of extension cords, power bars, and surge suppressors, plus phone cord if you bring your modem. Bring plenty of blank disks. Bring anything you'd like to show off, either software or hardware.

Packing--Other Stuff
'''''''''''''''''''

A word about clothing: KansasFest is "dress casual", and Kansas City in July is hot and humid,

so light clothing would be a good idea. If you're bringing anything that you want to hang in the closet, bring your own hangers.

You should pack a bathrobe or something you don't mind walking the halls in when you rise in the morning. The dorms will be housing both sexes, and there are no private bathrooms.

Towels are supplied, but you can pack an extra one if you feel so inclined. Be sure to bring all the usual toiletries: soap, shampoo, toothbrush, and all the etceteras.

There are modular phone jacks in all the dorm rooms, but phones are not provided, so pack a phone, if only for local calls (which are free). If you know who your roommate is, you can assure her or him that you're bringing the phone and save her or him the trouble.

If you're serious about making the morning sessions, an alarm clock is a good idea. If you're _really_ serious about attending morning sessions, ear plugs--for the night before--couldn't hurt either. <grin>

Unless you're a private soul, some sort of sign for your door is a good idea, so that people can find you. Many people take the trouble to make these before they leave.

Don't forget your airline tickets and other travel documents, if any, but don't pack them in your checked luggage. Also don't forget a quarter for a phone call.

ARRIVING
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Getting from the Airport to Avila
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If you've arranged with Quicksilver to pick you up at the airport, as you leave the "gate", look for someone holding up a sign with your name on it. (The sign will probably also have "Quicksilver" written on it.)

Of course, Quicksilver have been known to get busy at KansasFest time. If no one is there looking for you, start by looking for them. The Quicksilver people are usually easy to spot. If there's no one from Quicksilver in the terminal, don't panic. Just call them at 262-0905. This is a local call from the airport. (You did remember a quarter for a phone call, didn't you?)

Remember that you _cannot_ ride with Quicksilver unless you have made a reservation at least one day in advance.

Driving from the Airport to Avila
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If you're renting a car, start looking for the desk of the rental agency you're dealing with. (Remember that there are shuttle buses among the three terminals, if necessary.)

Once you've got your car, exit through the airport's main gate (Cookingham Drive) onto Interstate 29 heading south. At highway 152, exit west. Follow 152 west to I-435. Take I-435 south and follow it around until it reaches Wornall Road from the west. Take the Wornall Road exit. Then turn in at Avila College (which is a left turn off Wornall if you approach it from I-435). Check our handy Avila map below for where to park. The best place is probably the lot near the dormitories.

After Hours Arrival It's Wednesday night, and it's dark already.
''''''''''''''''''' Quicksilver has just dropped you off... or you've just parked the rental car. You're tired after the long drive from the airport. You've never been to Avila College before. Now what do you do?

Well, if you know beforehand that you're going to arrive after hours, you should contact Cindy Adams so that she can let the Avila staff know about late arrivals. Suppose, however, that you've arrived late by accident--your flights was delayed, or your car had a flat? What do you do now?

It's easy. The campus at Avila is small, and there are only three building that KFesters need to explore:

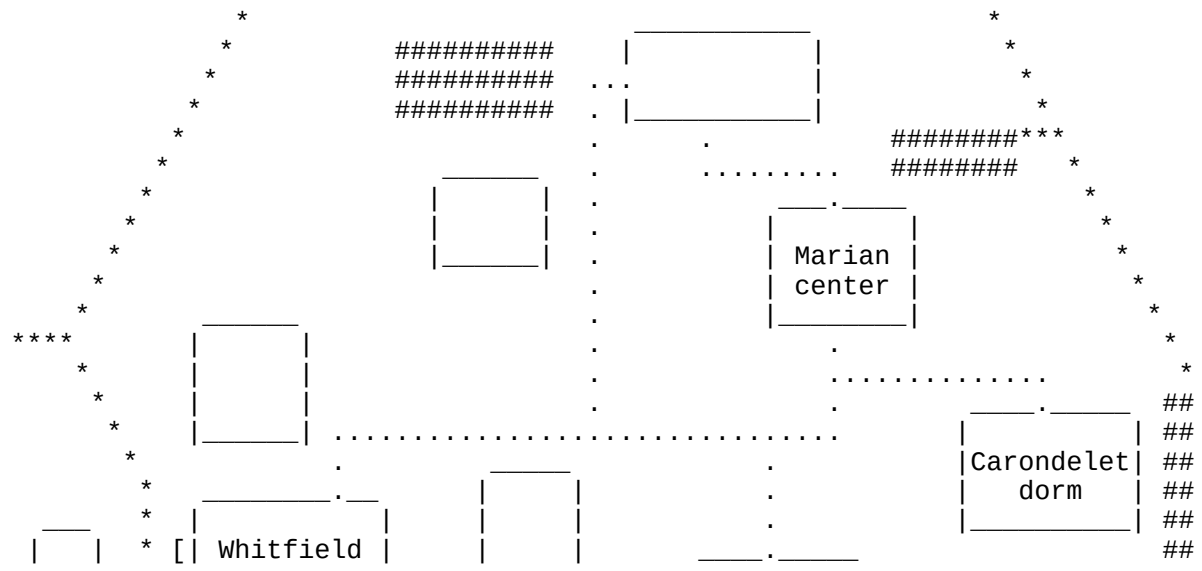
I. Whitfield Conference Center: This is where most of the actual conference sessions take place. It's sufficiently small that you'd have to try really hard to get lost here. If you walk the path to Whitfield from one of the other buildings listed below, go down the stairs as soon as you get inside the door. If you enter Whitfield from the roadway, you're at the main conference entrance, so don't worry.

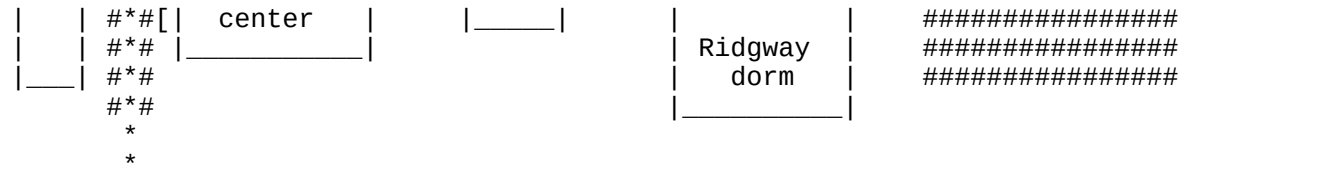
II. Marian Center: This is where the cafeteria is. Unless you're booked into a nearby hotel, this is where you come to eat. This is also where the celebrity roast is traditionally held. Yes, you're allowed to attend the roast even if you're staying at a hotel, and you get to eat lunch here too.

III. either Ridgway or Carondelet dormitory: This is where you sleep, at least in theory. Even hotel-dwellers need to know about the dorms, since you'll spend a lot of your evenings hanging out here. At past KFests, both dorms have been used, but this year, only one of them is available. You'll find out which is the KFest dorm for 1997 when you arrive.

Look at the map of the campus below and get your bearings:

AVILA COLLEGE CAMPUS





... = pathway
*** = roadway

ialing Genie later in this article.)

The only real luxury that the rooms boast is air-conditioning. No private baths here, but you'll find bathrooms just down the corridor a piece. The one I frequented had one bathtub, two showers, three toilets, four sinks (one with an attachment for washing hair), and assorted mirrors. Every floor also seems to have a TV lounge and a small kitchen.

Business Hours Arrival
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If you arrive at Avila between 9 AM and 5 PM (preferably between 1 PM and 4 PM Wednesday!), you can register for the conference and your room (if applicable) at the same time. Check your pre-conference packet for information on where to register. It will be somewhere in one of the four buildings mentioned above, of course.

One note of warning: if you've been told to register somewhere--say, the cafeteria at Marian center--and no one has shown up fifteen minutes after the listed start time, then by all means check the dorms and Whitfield center to see if registration has been moved there. It's unlikely you'll have to worry about something like this, but it doesn't hurt to be prepared.

ONCE YOU'RE THERE
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Curricular Ed floor" to most Europeans). Similar deal for the second and third floors. If your room number doesn't begin with 4, 5, or 6, it means you aren't staying at Ridgway.

If wandering around the dorms doesn't produce any results, try Marian Center. If you still can't find anyone, wander down toward Whitfield.

Arriving after hours means you get to check in to your room. You still must register for the conference in the morning. We'll cover that in the "Business Hours Arrival" section. For now, what about your room?

Your Room
'''''''''

Rooms at the Avila College dorms each have two beds. If your roommate is there, smile and introduce yourself. If your roommate isn't there, don't be alarmed. Your roommate may not have arrived yet, in which case you get to grab the best bed. (I'm joking. Neither bed will be any less loathsome than the other.) Probably your roommate has already arrived, grabbed the best bed, and is out visiting others.

Near the beds is a long institutional-looking unit with two closets, two sets of drawers, and assorted storage space. The opposite side of this unit is a desk long enough for two people to work at. There's plenty of room for two computers on this desk, but there's just one outlet per computer. If you don't have a power bar or a Kensington System Saver or an AE Conserver, you're going to be limited to plugging in the computer and the monitor--no hard drive, no modem, nothing else. (Those of you with

internal hard drives can stop being smug right now.)

Near the desk are two outlets that seem to be phone jacks. They _aren't_ phone jacks. The phone jack is on the other side of the room, by the beds. If you didn't bring plenty of phone extension cord, you'll have to set up your computer at the foot of your bed. (Don't laugh. It's happened.) Don't waste time looking for the phone; they aren't supplied, which is why you had to bring one in your suitcase. To find out the phone number of your room (so that people can call you), ask one of the Avila staff. If you didn't bring a phone, you can still use one of the pay phones in the hallways.

When dialing out from your dorm room, either with a phone or a modem, you'll need to prefix the number with a 9 to get an outside line. If you're using a modem, you may be able to use its "wait for dialtone" feature before you dial the number. So the proper sequence would be:

```
ATDT9w4741778
```

If your modem doesn't support "wait for dialtone", try using a few commas (,) to create a pause:

```
ATDT9,,4725178
```

You may also need to set your software up so it waits about 45 seconds for a connect instead of the standard 30 seconds, because it takes a bit longer to get through to the number you're dialing.

(There's information about dialing Genie later in this article.)

The only real luxury that the rooms boast is air-conditioning. No private baths here, but you'll find bathrooms just down the corridor a piece. The one I frequented had one bathtub, two showers, three toilets, four sinks (one with an attachment for washing hair), and assorted mirrors. Every floor also seems to have a TV lounge and a small kitchen.

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ONCE YOU'RE THERE

Curricular Events
'''''''''''''''''

Originally, KansasFest was a conference for Apple II developers--people who wanted to create software and hardware for others to use. Nowadays it's for users, too. Don't worry that you don't belong there--you do and you're welcome, whether you've come to party or come to learn.

The sessions--no one dignifies them with the name "seminars"--are mostly held at the Whitfield conference center. The main conference room is right inside the main doors (the doors closest to Wornall Road). If you don't know how to get to the session you want to attend, come here. It will either be in this room or someone in this room will know where the right room is.

There's a social aspect to this part of the occasion as well. You'll see plenty of schmoozing in Whitfield lobby, right outside the main conference room. Expect cameras, both still and video, and demented people operating them. Cameras are used to record the presentations, or people meeting, or the general craziness that's going on!

"Formal" sessions have been known to take place in the dorms as well. _Informal_ sessions have definitely been known to take place in the dorms!

On the last day of KansasFest, there's a demonstration of new and upcoming software and a vendors' fair. The demos are currently scheduled for the morning and the fair for the afternoon, but that may change. The fair is a chance to pick up hardware and software at special KFest prices, and to see and buy software never before released.

Semi-curricular Events

While not officially part of the proceedings, some products _may_ be released at KansasFest. (I sometimes think Apple II programmers would never ever ship if it weren't for KansasFest and Christmas.) This year, there still haven't been any announcements, so you'll have to attend to find out what's up-and-coming.

Even if nothing gets released, you're practically guaranteed some product previews. Here are my wild guesses at what _might_ be shown this year:

- Tony Diaz has threatened to have an LCD-based Apple IIGS working, "but not," he adds, "in the portable case that I attacked last summer. I found a Dynamac and it fits much better in that case instead."
- Mike Westerfield has been working on a programming language for the Apple IIGS tentatively called GSoft BASIC.
- Mike Westerfield has also been working on a spelling-checker, though it's been a long time since anyone bugged him about it;
- Ewen Wannop is working on an offline message reader (one like CoPilot) called Crock O' Gold and is developing Spectrum XCMDs to make this task easier. It's in release now, so ask around--someone has a copy of it.
- Burger Bill Heineman is going to be updating the Harmonie printer drivers for the more modern Hewlett-Packard DeskJet printers, according to Joe Kohn.
- Perhaps someone will have obtained permission from Derek Taubert to demonstrate his "in progress" web browser.
- SevenHills are continuing to work on an update to SuperConvert that supports JPEG graphics and many other new formats--perhaps there'll be a peek at what's done so far.

Who knows what else? _I_ sure don't!

Extra-curricular Events

It is perfectly possible to attend KansasFest,

'''''''''''''''''''''''' attend the sessions 9-5, and go back home. But why would you want to?

One reason you might want to is that you're shy. You're shy at any gathering, but you can't imagine conversing with Richard Bennett, Joe Kohn, Max Jones, Tony Diaz, Geoff Weiss, or Ryan Suenaga! There's no reason to be shy. Do what Dean Esmay did at his first KansasFest: walk around introducing yourself. To everyone. You'll meet lots of people just as awestruck as you are, and you can swap tips, stories, recommendations, and lies. Don't be intimidated by meeting well-known Apple II figures. Heck, we're all "just folks".

Don't let yourself leave KansasFest without having mingled. Wander around the dorms. If there's one person sitting at a computer, just say "hi". You're intelligent enough to know how to figure out if the person is hard at work or at home to callers. If there are a bunch of people--which is far more likely, particularly during the evening--you might be shy about joining the group. Don't be. Just announce your presence ("Hi, everybody! Room for one more?"). You'll be surprised how welcome the group will make you feel. Whatever the group is doing, it's probably in "kibitz mode", so join in!

What will the group be doing? Hard to say. They might be:

- trying out software that hasn't been released yet;
- trying to get a piece of software to crash;
- trying to get it to stop crashing (i.e. debugging it);
- sending a group message to Genie;
- playing a game;
- fixing hardware;
- reminiscing about previous KansasFests; or
- telling stories about the heyday of the Apple II.

There's a chance that the group will be "multi-tasking"--that is, doing more than one of these things at the same time.

There are other extra-curricular events that have almost become KFest traditions: the Roger Wagner tie report, Nerf(TM) warfare, and a game called Bite the Bag, which involves a paper bag and a sense of balance. But what about the "real" traditions?

Tradition I: Celebrity Roast '''''''''''''''''''''''''''' If the term "celebrity roast" is new to you, rest assured that it's not dangerous, not even to the celebrity. Open flame is not involved, except metaphorically. A roast is simply an event where members of a panel give short speeches which "honor" the celebrity guest by dishing out good-natured insults and back-handed compliments: "A lot of people don't know that Richard Bennett has a poor sense of direction. Every time he tries to come to KansasFest, he finds himself in England." (Except that most of the jokes will be funnier than that.) Ideally, the person being "roasted" is the keynote speaker from the previous KFest, but this isn't always possible. This year, the celebrity being roasted is indeed Richard Bennett, the Australian programmer who recently updated Seven Hill's GraphicWriter III and author of MiniTalk, the freeware Classic Desk Accessory telecommunications program.

This event is catered and held in the Avila cafeteria in the Marian center. It's open to all KansasFest attendees, not just those staying on

campus.

Tradition II: Calling Genie The link between KansasFest and Genie is too complicated to go into here--suffice it to say that people always manage to find time to post early reports on Genie. I expect that this year, Delphi will also be a port of first call for many attendees. CompuServe and comp.sys.apple2 often get the news early, too. But Genie is the service with the longest connection to KansasFest.

Here are the Genie numbers local to Kansas City:

Genie node	300/1200/2400	816-474-1778
Genie node	9600	816-472-5178

There are also SprintNet numbers, through which you can access both Genie and Delphi:

300/ 1200	816-221-9900
2400	816-472-1430
9600/14400	816-421-5783

To sign on to Genie using SprintNet:

1. Dial the local SprintNet number.
2. Wait to be connected.
   - If your modem is 300 baud, press H, then press Return 3 times.
   - If your modem is 1200 baud, press H, then press Return 2 times.
   - If your modem is 2400 baud or faster, type @H, then press Return.
3. When TERMINAL= appears, press D, then press 1, then press RETURN.
4. Wait for @ to appear, then type C GENIE and press Return.

To sign on to Delphi using SprintNet:

1. Dial the local SprintNet number.
2. Wait to be connected.
   - If your modem is 300 or 1200 baud, press Return, then press D, then Return again.
   - If your modem is 2400 baud or faster, type @D, then press Return.
3. When TERMINAL= appears, press Return.
4. Wait for @ to appear, then type C DELPHI and press Return.

Don't worry about long-distance charges within the city. The greater metropolitan area of Kansas City is in two states with two area codes (816 for Missouri and 913 for Kansas). However, nearly all calls within the Kansas City metropolitan area are local.

Remember that you need to prefix the number with a 9 (to get an outside line) and either a "wait for dialtone" command (w) or "pause" command (,) before you dial the number.

ATDT9w472-5178 or ATDT9,,472-5178

Tradition III: Dining Out I confess I've never been part of this

'''''''''''''''''''''''''' tradition, but I hear that it's traditional to take at least one meal at one of two restaurants (or both!)--KC Masterpiece and Jess & Jim's. The attraction is Kansas City steak, or so they tell me.

If you hang out in the dorm rooms, you're bound to hear of groups heading off to "dine posh". Ask to be counted in... and tell me what happens, all the gory details. The thought of breaking bread with some of these people intrigues me.

A TYPICAL DAY A KansasFest day doesn't begin when you might it expect it
""""""""""""" to. It begins right after supper. The pressing question of something to eat over with, you take the aperitif of your choice--Jolt! cola, Dr Pepper, or Mountain Dew--and wander around the dorms to see who's doing what. Some people will be staying up until _very_ late. The reason for this is that program bugs stay hidden until at least 2 AM, and the really obscure ones wait until 5 AM.

When morning comes, you may or may not have gotten any sleep. If you have, chances are that you didn't get much of it. The cafeteria staff stop serving breakfast at 8:30, but you may decide that sleep is more important than food. In fact, you may decide that sleep is more important than being at the first session. Or the first two sessions. Or world peace.

Eventually you get out of bed and dither over which of the simultaneous sessions you want to attend. You can bring paper or a computer to take notes, if you wish--no one will laugh or point. No one will frown if you don't take notes, either.

All sessions will run over their allotted time. This is an immutable rule. The domino theory rapidly comes into play here, which wreaks merry havoc with the schedule.

After the morning sessions, there's an hour to get some lunch at the cafeteria at Marian center. (Lunch is available to all attendees, whether staying on campus or not.) No one takes attendance here, either.

During lunch, the stragglers begin to arrive, and afternoon sessions may be more generously attended and received, since pretty much everyone is now awake and reasonably certain that life is worth living. The afternoon sessions will officially end at 5:00 or 5:30, but they may last a while longer, since no one else is waiting to use the room. It's possible to get so involved in the final session for the day that you miss the evening meal at the cafeteria.

Or perhaps you've decided to give the cafeteria a miss. Someone might be headed to a restaurant for a meal--ask around. After you've eaten, well... the cycle begins all over.

LEAVING Avila College hosts events other than KansasFest--in fact,
""""""" Avila's summers are tightly booked. In previous years, both Ridgway and Carondelet dorms have been available to KFesters, but last year (and this year?), the organizing committee could only get one. That should give you some idea of how hectic things are.

Because Avila is playing host to others after KansasFest is over, be sure to check out on time. This year, you have the option of staying over on Saturday night and checking out on Sunday, but don't push it. Check-out time is 11 AM-1 PM Sunday. Avila wants you out of there by 1 PM on Sunday

at the _latest_!

Incidentally, if you're travelling with Quicksilver, don't forget that you must have booked your return trip to the airport at least 24 hours in advance. Since most people leave at much the same time, it may be possible to cadge a lift to the airport if you've made friends with someone heading that way.

This is far from the end. In fact, it's not even the beginning. If you've been reading this, it's undoubtedly to prepare for KansasFest, which means it's all still to come! So have a great time at KansasFest--and if you spot the man who began it all, Tom Weishaar (a/k/a "Uncle DOS"), give him my warmest regards.

[EOA]

```
          ////////////////////////////////////// Genie_QWIK_QUOTE ////
         /     "Buy a Pentium 586/90 so you can reboot faster."       /
        ////////////////////////////////////////// J.SHAVER ////////
```

[EOA]
[LOG]////////////////////////////
LOG OFF /
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GenieLamp Information
"""""""""""""""""""""""

o COMMENTS: Contacting GenieLamp

o GenieLamp STAFF: Who Are We?

GenieLamp Information """""""""""""""""""""""

GenieLamp A2 is published on the first of every month in library 55 of Genie's A2 RoundTable (page 45;3). GenieLamp is also distributed on CrossNet and commercial BBS systems worldwide.

o To reach GenieLamp on Internet send mail to genielamp@genie.com or to reach GenieLamp _A2_, send mail to a2lamp@genie.com

o Back issues of GenieLamp A2 are available in the A2 RoundTable Library #55 on page 645 (m645;3).

o We welcome and respond to all E-mail. To leave comments, suggestions or just to say hi, you can contact me in the A2 RoundTable (Category 3, Topic 3) or send GenieMail to Ryan Suenaga at [A2LAMP] on page 200.

>>> GENIELAMP STAFF <<<
"""""""""""""""""""""""""

GenieLamp """"""""""	o John Peters	[GENIELAMP]	Publisher
	o Mike White	[MWHITE]	Managing Editor
APPLE II """"""""""	o Ryan M. Suenaga	[A2LAMP]	Editor
	o Doug Cuff	[D.CUFF]	Editor Emeritus
	o Peter C. Brickell	[P.BRICKELL]	A2 Staff Writer
	o Max Jones	[M.JONES145]	A2 Staff Writer

```
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       """""
      ATARI  o Sheldon H. Winick   [GELAMP.ST]    Editor
       """""
        IBM  o Sharon Molnar       [SHARON.LAMP]  Editor
         """
  MACINTOSH  o Richard Vega        [GELAMP.MAC]   Editor
   """""""""
    POWER PC  o Ben Soulon          [BEN.GELAMP]   Editor
     """""""""
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//////////////////////////////////\\

[EOF]

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                  ~ WELCOME TO GENIELAMP APPLE II! ~
                    """""""""""""""""""""""""""""""""
                       ~ FOCUS ON: KansasFest '97
      ~ REAL WORLD APPLE: Reach Out and Touch Someone (or Something)
             ~ FILE BANDWAGON: Top Ten Files for May and June
                   ~ HOT NEWS, HOT FILES, HOT MESSAGES ~

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 GenieLamp Apple II     ~ A T/TalkNET Publication ~     Vol.6, Issue 66
""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""
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Editor.....................................................Ryan M. Suenaga
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          ~ GenieLamp IBM ~ GenieLamp ST ~ GenieLamp PowerPC ~
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           >>> WHAT'S HAPPENING IN THE APPLE II ROUNDTABLE? <<<
               """""""""""""""""""""""""""""""""""""""""""""""""""""""""""
                              ~ August 15, 1997 ~

 FROM MY DESKTOP ......... [FRM]        HEY MISTER POSTMAN ...... [HEY]
  Notes From The Editor.                  Is That A Letter For Me?

 FILE BANDWAGON .......... [BAN]        REAL WORLD APPLE ........ [RWA]
  Top Ten Files For May and June.         Reach Out And Touch.

 FOCUS ON ................ [FOC]        LOG OFF ................. [LOG]
  The Very Best Of KFest 1997.            GenieLamp Information

[IDX]""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""

READING GENIELAMP   GenieLamp has incorporated a unique indexing system
""""""""""""""""""   to help make reading the magazine easier.  To utilize
this system, load GenieLamp into any ASCII word processor or text editor.
In the index you will find the following example:
```

HUMOR ONLINE ..... [HUM]
Genie Fun & Games.

To read this article, set your find or search command to [HUM]. If you want to scan all of the articles, search for [EOA]. [EOF] will take you to the last page, whereas [IDX] will bring you back to the index.

MESSAGE INFO """""""""""" To make it easy for you to respond to messages reprinted here in GenieLamp, you will find all the information you need immediately following the message. For example:

(SMITH, CAT6, TOP1, MSG:58/M475)
_____|_____|__|___|____|_____
|Name of sender CATegory TOPic Msg.# Page number|

In this example, to respond to Smith's message, log on to page 475 enter the bulletin board and set CAT 6. Enter your REPly in TOPic 1.

A message number that is surrounded by brackets indicates that this message is a "target" message and is referring to a "chain" of two or more messages that are following the same topic. For example: {58}.

ABOUT Genie """""""""""" Genie has pricing plans to fit almost any budget. Genie's services include email, software downloads, bulletin boards, chat lines, and an Internet gateway included at a non-prime time connect rate of $2.75. Some pricing plans include uncharged online connect time. As always, prices are subject to change without notice. To sign up for Genie, call (with modem) 1-800-638-8369 in the USA or 1-800-387-8330 in Canada. Upon connection wait for the U#= prompt. Type: JOINGENIE and hit RETURN. The system will then prompt you for your information. Need more information? Call Genie's customer service line (voice) at 1-800-638-9636.

GET GENIELAMP ON THE NET! """""""""""""""""""""""""" Now you can get your GenieLamp A2 issues from the Internet. If you use a web browser, connect to "http://people.delphi.com/rsuenaga".

*** GET INTO THE LAMP! ***
""

////////////////////////////////////// Genie_QWIK_QUOTE /////
/ "Just curious...How is Ethernet pronounced? /
/ Long or short first E?" /
/ /
/ "Ethernet is what you use to catch the Ether Bunny, /
/ of course!" /
////////////////////////////////// R.REEDY AND CINDY.A ///

[EOA]
[FRM]//////////////////////////////
FROM MY DESKTOP /
//////////////////////////////
Notes From The Editor
""""""""""""""""""""""""
by Ryan M. Suenaga, M.S.W., L.S.W.
[A2LAMP]

>>> GOOD NEWS, BAD NEWS <<<
""""""""""""""""""""""""""""""""

I believe it was in the original "Oh God" movie where George Burns is asked, if he is indeed God, why he allows people to suffer. His response is along the lines of, "I could never figure out how to make things with only one side." If there's a top, there's a bottom. If there's an inside, there's an outside.

If there's Good News, there's Bad News.

KansasFest 1997 has come and gone, and while there was some Bad News (the attendance was the lowest it's ever been, and the Avila food was nothing to write home about), there was some spectacularly Good News as well. Prolific Australian programmer Richard Bennett shocked the entire world by unveiling _Marinetti_ at KFest '97. _Marinetti_ is the code name for an Apple IIgs Control Panel that brings TCP/IP to the Apple IIgs, a totally separate effort from Derek Taubert's long awaited _GS/TCP_ project. It will be distributed as freeware. Good News indeed!

KFesters also got to see hardware that never existed, software that no one ever thought would, and got to meet Apple II fanatics from all over the world. And while Bad News always exists, Good News is always better.

In any case, while we usually restrict our "Hey Mister Postman" feature to posts on the Genie A2 BB during the previous month, this issue we have included quite a few early August posts due to KFest 1997 straddling both months.

KansasFest forever.

[*][*][*]

Sometimes we don't know if something is Good News or Bad News. Take the current status of Genie, for instance.

Genie management has made clear that there are changes coming to Genie. What they have not made clear is just what those changes are. What _is_ known is that all of the Genie offline processors (_Aladdin_, _Online Servant_, _CoPilot_, _GEM_, and any others) will break. How badly they will break (and, consequently, how quickly they can be fixed, if, indeed, they can be) is unknown at this time. It also appears the way Genie users access Genie will change, but, again, what this will change to is unknown as well.

This _could_ be a change for the better, after all. If Genie dropped their prices and allowed a low cost offering such as Delphi does with their Content Plan, Genie could continue to be the center of the Apple II universe for many years to come. That's an optimistic view, but it's a possibility. Again, we just don't know.

What I _do_ know, however, is that the very production of _GenieLamp A2_ is dependent on Genie offline processors, and if they cannot be quickly repaired, _GenieLamp A2_, at least in the form it is currently known, is dead in the water, kaput, finishd.

That would be very Bad News indeed. Stay tuned.

[*][*][*]

What is definitely Good News is that while KansasFest 1997 is over, the momentum of Apple II enthusiasm KFest generated has not been slowed one iota. The Delphi A2 Forum has been picking up tremendous amounts of steam as Apple II user after Apple II user seeks refuge from the storm that is Usenet, and the proliferation of offline processors (_Crock O' Gold_, _OLRight!_, and _QuarkNet_) has made life easier for everyone. We are anxiously awaiting the arrival of _Marinetti_, _GSoft_, and _MUG_, and hoping that NinjaForce can find the time to finish _Kaboom!_ The Big Cheese of KFest herself, Cindy Adams, is trying to convince some Apple IIgs programmer out there to port _Snood_ from the Mac. Those of us involved in writing about the Apple II have more than our usual share of work cut out for us with covering KFest, _Marinetti_, Genie, Delphi, and trying to get the whole Apple II world up to speed on TCP/IP.

Finally, after a brief breather, your hard-working KansasFest committee has set set the dates for KansasFest 1998 as July 22-26 1998 at Avila College in Kansas City, Missouri. Mark those calendars now, and we'll keep our monthly series of KansasFest Blatant Plugs going as long as possible.

Good News, indeed.

-- Ryan

Genie Mail: A2LAMP Internet: a2lamp@genie.com


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 _____________________________________________________________
|                                                             |
|                    REPRINTING GENIELAMP                     |
|                                                             |
|   If you want to reprint any part of GenieLamp, or          |
|   post it to a bulletin board, please see the very end      |
|   of this file for instructions and limitations.            |
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ASCII ART BEGINS

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ASCII ART ENDS

[EOA]
[HEY]////////////////////////////
HEY MISTER POSTMAN /
////////////////////////////
Is That A Letter For Me?
""""""""""""""""""""""""""

by Ryan Suenaga
[A2LAMP]

o BULLETIN BOARD HOT SPOTS

o A2 POT-POURRI

o HOT TOPICS

o WHAT'S NEW

o THROUGH THE GRAPEVINE

o MESSAGE SPOTLIGHT

>>> BULLETIN BOARD HOT SPOTS <<<

[*] CAT 1, TOP 29 ..... Picking Up the Pieces of the Merger
[*] CAT 2, TOP 1 ..... Ch-ch-ch-ch-changes
[*] CAT 2, TOP 45 ..... KFest '97: Live from Avila!
[*] CAT 28, TOP 23 ..... Marinetti--TCP/IP Artistry

>>> A2 POT-POURRI <<<

A2/2PRO MERGER AFTERMATH

Open Message to all who experienced problems in the merger of A2 and A2Pro:

We understand your frustration and disappointment. However, given the tools and the time frame work that we had, we did the best we could to merge the two RoundTables with the fewest number of problems for you.

Here are the facts as I know them.

For some time we had discussed the possibility of merging A2Pro back into A2 in order to increase discussions in the programming topics. However, the necessity of this merger was forced upon us when IDT, the owners of Genie, decided that the A2Pro Roundtable did not have sufficient traffic to warrant its continued existence. We were essentially given until the end of June to decide what to do with it.

With less than a month to decide, we feverishly discussed our options and how we could save A2Pro for you. As soon as we had a plan we began putting banners and messages in the bulletin boards letting folks know what was happening. I understand that some of you did not see those messages until it was too late, but we did the best we could.

It was decided to merge the two bulletin boards all on one day, June 26, rather than stretch it out over several days. This would mean that some of you who were unaware of what was happening would experience one day of horror, but then it would be over and we could all get on with our lives here in A2.

The next step was to merge the two libraries. That was essentially done this past weekend, although some changes may still need to be made.

Now you have a new bulletin board with lots of new topics, and a library that has lots of new files that many of you were unaware even existed. I hope that you will see this as an opportunity rather than as a problem.

Others have tried to explain the limitations of Genie's bulletin board and

library management utilities and I won't add to it, except to say that we did the very best that we could to ease the difficulties that you had to experience. Please accept our apologies for your inconvenience.

Charlie Hartley
(A2.CHARLIE, CAT1, TOP29, MSG:323/M645;1) C

A MESSAGE FROM SEVEN HILLS
"""""""""""""""""""""""""""

I just got off the phone with Seven Hills. I have been asked to post a request from them, both here and on Delphi.

They would like to update information they have on those of us who use their products. They would like a preferred email address from us, an address other than a Genie one (if there is one). That way they can be sure that they can get update information, etc. out to us.

You can email them at:

SHSS@IX.NETCOM.COM

CHunk -- Apples on my Desk -- Songs in my Heart -- :)
(CHUNK.S, CAT16, TOP2, MSG;166/M645;1)

LAST CALL FOR BULLETIN BOARD ARCHIVES
"""""""""""""""""""""""""""""""""""""""

General Announcement
~~~~~~~~~~~~~~~~~~~~

If there are A2 Bulletin Board topics that you would like to have archived and put in the library please let me know here within the next week. I will make an attempt to meet all requests within the two weeks that follow.

After that, I'll probably not be doing any more archives.

Charlie
(A2.CHARLIE, CAT1, TOP29, MSG:355/M645;1)

THE NEW A2/A2PRO SOFTWARE LIBRARY LINEUP
""

Apple II RoundTable Software Library

1. A2 RoundTable General Files
2. ...Bulletin Board Archives
3. ...Conference Transcripts
4. ...Library Indexes and Tools
5. A2 University
6. Reviews, Press Releases, Ads
7. Apple II Publications
8. FAQs, Digests, Info Files
9. GS/OS System Files & System Disks
10. ...Icons
11. ...Tools, FSTs, Drivers
12. ...System.Setup, Finder.Extras
13. ...Desk.Accs (NDA, CDA)
14. ...CDevs (Control Panels)
15. ...Sounds (System rSounds)
16. ...Fonts - Bitmap
17. ...Fonts - TrueType & PostScript
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18. GS/OS General Files
19. ...Games
20. ......Mean 18 Courses
21. ...Graphics (SHR, 3200, Anim, etc.)
22. ......Print Shop GS
23. ...Music (MIDI, MOD, SynthLAB, etc.)
24. ...Sound (BIN, HyperStudio, etc.)
25. ...Telecommunications
26. ...Utilities
27. ...HyperStudio
28. ...HyperCard IIgs
29. ProDOS 8 General & System Files
30. ...Games
31. ......Eamon
32. ...Graphics Programs, Sound, Music
33. ......Pictures
34. ......New Print Shop
35. ...Telecommunications
36. ...Utilities
37. DOS 3.3 General & System Files
38. ...Games
39. ...Print Shop
40. AppleWorks
41. ...AppleWorks GS
42. ...NAUG
43. Misc. Graphics (GIF, ASCII, etc.)
44. Education
45. Business
46. Desktop Publishing
47. None of the Above - Misc. Files
48. Adult Oriented (Forbidden Fruits)
49. === A2Pro Libraries ===
50. Tech & Filetype notes, Sample Code
51. Help me! ... Problem source uploads
52. Categorize me! & General Uploads
53. 8-bit development, Applesoft, HyperC
54. Theory and general techniques
55. The Reference Shelf: Specs and Info
56. Resources: REZ, Tools, and Utilities
57. Miscellaneous Programming Utilities
58. Interface files, Macros, & Libraries
59. Debugging Tools (GSBug, Nifty List)
60. Other IIgs Languages (BASIC, FORTH)
61. Shells and Shell Utilities (EXE's)
62. Desk Accessories and Inits
63. Desktop Programs and GUI Code
64. Apple Assembly Lines (EXCLUSIVE!)
65. 8/16 - Central (EXCLUSIVE!)
66. Practice: Putting it all together
67. Seven Hills Beta (Private)
68. Shepherd beta (Private)
69. ...reserved
70. ...reserved
71. ...reserved

72. ALL Libraries
(A2.TOMZ, CAT1, TOP39, MSG:88/M645;1)

THE BIG CHEESE MAKES THE BIG TIME
"""""""""""""""""""""""""""""""""""

I don't know where to put this, but I picked this topic since maybe we might be seeing some new people.

I subscribe to a bi-monthly publication (disk) called Teacher's Mac that's published by Schoolhouse Mac. (It's a great publication if you are a teacher, BTW.) In their last issue, there was an article on Apple II Resources, but it really didn't have too much in it. So being the Apple II fanatic that I am, I wrote a letter to let them know about this RT, the Delphi Forum, and the A2 Web site. Much to my surprise when I looked at the lastest issue at the Apple II Resource section, it was MY letter. Kinda cool, I thought to myself.

So if any of you reading this have found your way here because of Teacher's Mac, WELCOME!!!

Cindy

(CINDY.A, CAT2, TOP2, MSG:93/M645;1)

CHANGE IS GOOD. . . YOU GO FIRST
"""""""""""""""""""""""""""""""""""

I just spotted this announcement elsewhere. I have no further details at this time, but will post here as soon as I find out more.

===snip===

Genie will be making some exciting new changes this summer and want to share them with the world. We are asking you to recommend a free one month trial of Genie to a friend, co-worker, baby-sitter, the person sitting next to you on your transcontinental flight, anyone at all!

Your "Buddy" will receive a free one month trial of Genie, and full internet access tailored for their home or office system. Not to mention access to the best online community in the world.

Now for the best part : You will receive a free month of basic service, if your "Buddy" stays with Genie for more than a month. Even if they decide not to stay with Genie, you will receive a complementary gift as a token of our appreciation, and be among the first Genie members to get Genie's Internet Access Program with higher speed modem connections.

To sign up for this program - please have your "Buddy" call Genie Customer Service. Genie Client Services phone number is 1-800-638-9636. The hours of operation for Genie Client Services are 9:00am to 5:00pm EST Monday thru Friday.

===snip===

CHunk

(CHUNK.S, CAT2, TOP1, MSG:21/M645;1)

>>>>> I found this survey from Genie mgmt in my email and I'm surprised
""""" it only got a brief mention here in A2. I was wondering if ya'all thought it was spam and just deleted it. Anyway, I think it is worthy of re-posting here for all to see and discuss, because if A2 is to survive here on Genie we need to make it known that most of us who use the][exclusively are accessing Genie via an operating system which Genie has

never even heard of. So what's the best way to answer the "what type operating system do you use to access Genie" question? Apple II? ProDOS? GS/OS? Other?

------------------------------ snip ----------------------------------

Item 3462747 97/07/04 20:49
From: SURVEY Genie Management
To: LASZLO Laszlo Girhiny
Sub: GENIE CUSTOMER SURVEY (E)
Dear Valued Genie Subscriber,

Genie Online Services is pleased to announce our plan to make Genie even easier for you to access and use.

In order to effectively accomplish this, we need to know a little about you and how you use Genie. Your information and opinions are very important to us.

In addition, we would like to update your records in our database so we can be sure that you'll receive any update materials and notifications that we will be sending via regular mail. Please let us know your new address and/or phone number if you have moved since we contacted you last.

We are also interested in knowing what type of equipment you are using to access Genie. This information will be used to restructure Genie in ways that are best suited to your personal needs. In addition, we would like to update your records in our database so we can be sure that you'll receive any update materials and notifications that we will be sending via regular mail. Please let us know your new address and/or phone number if you have moved since we contacted you last.

We are also interested in knowing what type of equipment you are using to access Genie. This information will be used to restructure Genie in ways that are best suited to your personal needs.

With this in mind, please take a moment to fill out the brief survey below. We appreciate your input as we work hard to make Genie all that you want it to be.

Thank you,
The Genie Management Team

CONTACT INFORMATION
==========

Last Name :
Address (Line 1) :
Address (Line 2) :
City :
State :
Zip-Code :
Country :
Home Phone :
Work Phone :
Genie E-mail :
Internet E-mail :

COMPUTER SYSTEM INFORMATION
=== ==========

Type of Computer :

Operating System :
Modem Type :

YOUR COMMENTS
==========
---------- snip ----------

Ed Staib
Delivered by CoPilot 2.5.5 running Ken Lucke's scripts
via Spectrum 2.1
(E.STAIB, CAT1, TOP29, MSG:324/M645;1)

>>>>> As much as it may look like spam to some people, that survey is
""""" indeed legitimate. How best to answer the Operating System
question? How's this:

Type of Computer : Apple II (IIgs, IIe, IIc) - NOT a Macintosh
Operating System : ProDOS (or GS/OS)

- Tony
(A2.TONY, CAT1, TOP29, MSG:325/M645;1)

>>>>> There Are Rumors that this survey is the first step in increasing
""""" Genie's access from the Internet. If you value your capability to
access Genie through direct lines rather than via the WWW, be sure to let
them know that when you fill out the survey.

Don't forget to include Tony's suggestion as to what kind of computer you
have (Apple II - NOT A MACINTOSH) so those people won't be confused. <g>

TomZ
(A2.TOMZ, CAT1, TOP29, MSG:327/M645;1)

>>>>> The GEIS phone lines are probably not going to be available under
""""" the new setup. I don't have any specific information about
SprintNet lines.

Now would probably be a good time to investigate Delphi. Most SprintNet
numbers can be used there. For more information, call 1-800-245-8000.

I sincerely hope that the Apple II RoundTable continues on Genie for a long
time to come; but I would not want any of you to find yourself without
access should there no longer be local phone access to Genie for you.

Following the scout motto: "Be Prepared!"

Charlie
(A2.CHARLIE, CAT2, TOP7, MSG:182/M645;1)

>>>>> I received a survey form from Genie Management the other day, which
""""" I filled out and e-returned. In the comments at the bottom, I
enumerated my zmodem download woes, namely the problems I've been having
with Sprintnet not passing control back to Genie thereby hanging, and/or
giving me high ASCII screen garbage, and/or totally crashing my system
where I have to re-boot and then go back in to ProTERM in order to log-off.
Below is today's reply:

|| Nancy, One of the changes planned is to move to a more reliable

```
 || dialup network I hope that this will resolve your modem upload
 || problems. Look for new access numbers in the next month or so.
 ||
 || Laszlo Genie Development Team
```

Hmmmmm. Sounds interesting. Just so they let me know what the new number(s) are BEFORE they change them!

-- nancy

(N.CRAWFORD, CAT2, TOP9, MSG:215/M645;1)

>>>>> """"" The upcoming Genie change is on a vastly greater scale than previous changes to the Genie interface. I am not optimistic that the Genie offline readers will be fixable after the changevoer. Hopefully I am wrong, but it would be prudent for everyone to start hedging their bets right now in case the OLR's prove to be difficult or impossible to fix.

With regard to joining Delphi:

The Apple II community there is growing slowly but visibly. With this change in Genie, it may see a major growth spurt in the near future. My gut feeling is that, because of the library and OLR situations, six months from now the current roles and relative ranking of Delphi and Genie will be reversed.

Right now the Delphi library only has a few hundred files in it, but plans are afoot to automate a large-scale upload to make it into something to be proud of like we have here on Genie. Failing that, if A2-Delphi did something as simple as organize a hundred users into uploading a few of their favorite files, things could start hopping overnight.

At this time file transfers on Delphi are reliable only if using Delphi's direct-access membership option. Their "content" membership option gives you access via your own internet dial-up through a telnet connection. To say that file transfers via telnet are unreliable vastly understates the case. Having said that, There Are Rumors that Delphi has something in the works to greatly improve file transfer capabilities, but I have no word on what that might be or when it will surface.

In no way am I suggesting that people quit Genie and join Delphi. I myself will be here on Genie until the bitter end, whenever that might be. But Genie is becoming a terribly frayed basket to be keeping all of your eggs in.

TomZ

(A2.TOMZ, CAT2, TOP7, MSG;191/M645;1)

>>>>> """"" When you first logon to Delphi, at the logon name prompt type "Join Delphi" (without the quotes, of course); and at the password prompt type "9610SDI". This will give credit to the A2 Forum for signing you up. Of course, if you prefer, you can type "NEW" as the password. Then follow the directions to sign up.

They will ask you for personal information (address, phone #, etc.) and a credit card # to bill. They will also help you find a suitable phone number to call from your area. If you telnet in, at the unix prompt type "telnet delphi.com" and then follow the directions above. Of course your shell access account may have a menu item for telnet, and may even have a menu

item to access Delphi.

If you have other questions, ask 'em here. :)

Charlie
(A2.CHARLIE, CAT2, TOP7, MSG:190/M645;1)

>>>>> We do indeed have the entire library backed up, but as Tom said it
""""" might take quite a while to get it all uploaded elsewhere (ie. Delphi.)

I think what Tim and Tom were referring to is during Genie's changeover the files might be lost, here, at least temporarily.

- Tony (wiped out, but home from KFest!)
(A2.TONY, CAT2, TOP7, MSG:194/M645;1)

LOOKING GOOD IN NEWSPRINT I'm amazed and stunned beyond all belief ;-)
""""""""""""""""""""""""""""
Thanks, Ken Gagne, you made my day, my week, and my month!

Ken, who lives in Worcester, MA, sent me the front section of the July 6, 1997 edition of the Worcester "Sunday Telegram" newspaper. The note Ken included said:

"Check the 'Trivia' on the back page. I thought this a strange find for a local paper; figured you'd like to see it."

Of course, Ken figured right.

The Trivia column is a Q & A column, written by Rogers Cadenhead, and it looks to me as if it's a syndicated column that originally appeared in the Fort Worth Star-Telegram.

Here's the item that Ken wanted me to see:

Q: Where can I find programs for an Apple IIc computer, other than AppleWorks? - J.P.C.

A: A good place to start would be a newsletter devoted to Apple II users, hardware and software. Yearly subscriptions to Shareware Solutions II are $25 from Joe Kohn, Shareware Solutions II, 166 Alpine St, San Rafael, Calif. 94901-1008.

My gosh. I made the news!

Thanks, Ken, for thinking about me; I really appreciate it!!

Joe
(JOE.KOHN, CAT19, TOP4, MSG:116/M645;1)

GOOD DEALS ON REMOVABLE STORAGE Comp USA (1-800-266-7872) is selling
"""""""""""""""""""""""""""""""""" 6-packs of Sony Zip disks with storage rack for $69.94. Then there's a $10.00 rebate bringing the cost to $59.94. That's only $9.99 each, plus a free storage rack (which I can't seem to find =anywhere=.) Grab 'em while you can.

I don't work for Comp USA, I just read the newspaper. :)

- Tony

(A2.TONY, CAT11, TOP43, MSG:237/M645;1)

ANSITERM OLR BUG FIX This is to anyone who has had dialing problems with
"""""""""""""""""""" Genie CoPilot for ANSITerm (and OLRight! for Delphi):

I think I have found a potential problem in the portion of the dial scripts that detects whether your modem is connected. I have used the same routine for all of my dialing scripts, and may have been this way when I took over from PMP in supporting the CoPilot scripts.

I have had a very few users of both CoPilot and OLRight! who have had problems making connections. Some of these problems have defied all attempts to fix. What I am about to describe _may_ be part of the problem.

The following is the stock detection script from both applications. The label names may change, but the same conditionals are used:

```
 #rget
    loc 0 0
    as s1 "*&*&"
    rget s1 40 120 up s1
    if s1 "*&*&" #noconn
    fi "CONNECT" s1 if su #logon
    fi "BUSY" s1 if su #busy
    fi "VOICE" s1 if su #noconn
    fi "NO CARRIER" s1 if su #noconn
    fi "NO DIAL" s1 if su #nodial2
 go #rget

 #logon
```

The script assigns a default value to the string variable s1, and then waits for up to 2 minutes for a line from the modem. If it receives a line from the modem, it tests against the contents of the line to determine whether a connection has been made.

The Problem: If the modem returns an empty line (i.e. a carriage return only) before another string, the script may exit thinking there is no connection. I have run into situations in some of the commands in which attempts to put a null value into a variable that already has a value results in the variable not being changed. I seem to recall that the rget command is one of these, but it is tough to test that command.

So...

If you are having problems connecting, try changing the script to the following:

```
 #rget
    loc 0 0
    as s1 "*&*&"
    rget s1 40 120 if fa #noconn
    up s1
    fi "CONNECT" s1 if su #logon
    fi "BUSY" s1 if su #busy
```

```
    fi "VOICE" s1 if su #noconn
    fi "NO CARRIER" s1 if su #noconn
    fi "NO DIAL" s1 if su #nodial2
 go #rget

 #logon
```

If you compare the script fragments, you can see that I have deleted the parts relating to detecting the default value of s1, and added a conditional to the rget command line.

If you are having connect problems and this fixes them, _PLEASE_ let me know!

If you want to test a small script that demonstrates this 'feature' of the ANSITerm scripting language, try the following (copy to a new file and run it with Command-Z):

```
 as s9 "Gotcha!"
 get "Press Enter or type a string" s9
 note s9 exit
```

If you simply press Enter when you see the 'get' dialog, you should see "Gotcha!" in the following 'note' window.

Don V.Zahniser - CoPilot for ANSITerm Support
Delivered by:
CoPilot 2.5.6 and ANSITerm v2.13b
(D.ZAHNISER, CAT21, TOP18, MSG:148/M645;1)

>>> HOT TOPICS <<<
""""""""""""""""""""

KFEST BEFORE """""""""""" Help!!! I have too many roommates at KFest.[970723] Some time ago, I was on line, asking about a roommate for KFest/

Someone saw my message and volunteered.
Since then I inadvertently cleared all my files on downloads off A2/RT. I have forgotten who it was that responded to my inquiry. I failed to inform Cindy that we had made this arrangement.

In the last few days, Russ Alman, knowing that I have had computer troubles, Contacted Cindy and suggested that he and I room together so that he can give me help. I think it would be of value to me if I could room with Russ. Cindy has put us together.

I am concerned that someone else is expecting to room with me. I wish I could contact him- but I do not know how, since I have lost my information. I hope he can see this and respond.

I do not want to inconvenience anyone.

Ephraim Wall <c.wall4>
Delivered by:
CoPilot v2.55
Offline GEnie Message Manager
(C.WALL4, CAT2, TOP45, MSG:240/M645;1)

>>>>> This is to hereby award 3rd place of the "Most Requested KFest

""""" Roommate" to Ephraim Wall. He is running a distant 3rd behind Cindy Crawford and Michelle Pfeiffer. Unfortunately, the 2 others are not on Genie and won't know about receiving this coveted award. Congratulations Ephraim!!

Unless I receive strenuous objections from someone else, Russ Alman will be your lucky roommate this year. I'm sure all of the runner-ups will do their best to spend as much time with you as possible.

Cindy (KFest Big Cheese)

cindyadams@delphi.com - - - - GO COM POW or GO COM A2
Posted by ProTERM Mac Messenger
(CINDY.A, CAT2, TOP45, MSG:241/M645;1)

>>>>> No sleep last night (pre KFest training) but the ridiculously early
""""" flight got me to KC before 9AM and I've had some time to check things out, etc.

For a start, K C Masterpiece and Jess & Jim's are still here:) What really amazed me is the preparations Kansas City and Avila have made for us! They've put up "Avila College" exit signs on I-435 and have repaved the road to Jess & Jim's just for KFest!!

When I stopped at Avila they were trimming the bushes - again, most likely JUST FOR US!! And your KFest Committee is still hard at work. I think I passed Cindy on Wornall Road - I was running up north and she was going south. There's nothing we won't do to make this another fabulous year:)

The weather may be a further indication of how great this year's KFest will be. It's a beautiful day here - better than what I left! If you haven't noticed, I'm just too excited to get the sleep I should:) EVERYTHING has been just perfect today and I can't wait for all you lucky people to get here!!

I even feel good about those that just couldn't arrange to be here. I think we're gonna have enough impromptu RTCs on Delphi and Genie for you to almost experience the thrills of being here this year. Enough to keep you going until you CAN be here next year!

Oh, almost forgot. For those who haven't departed yet, the "emergency" number at Avila is 816-943-5320. They'll be someone there during normal hours and you'll get an answering machine (with instructions on how to contact a real person afterhours). Hope no one will need to use this number but it IS comforting to know the Avila personnel are there to respond 24 hours a day. PLEASE be just as considerate and only use that number for actual emergencies.

Hmmm. I've also been too excited to eat. I think I'll take care of that now:) Later good people!
Godzilla
(MAC.BB, CAT2, TOP45, MSG:266/M645;1)

>>>>> Nope, it wasn't me, but I'm in Kansas City now too!! And Steve is
""""" right, the entire city is getting ready for Kfest! They have finished the road construction on I-435 too!!

I haven't made it by Avila yet (late flight, long delay getting luggage

with the KFest t-shirts, and long wait to get rental car), but I did stop at a really cool knitting store. (if any one cares) :)

I'm excited and looking forward to seeing everyone tomorrow. Have on your BBQ colored shirt, and come with a BIG appetite.

Momma Cheese
(in beautiful Overland Park, KS)
(CINDY.A, CAT2, TOP45, MSG:267/M645;1)

KFEST DURING I'm here!
"""""""""""""
Steve was right, the gorgeous weather that he found yesterday continues through today. Not too hot, not too humid.

Keven Thornton is here, as well as Richard Bennett, Jim Blair, Erick Wagner, Hamish Donaldson (from Winnepeg!), and a few others that are arriving as I type this on Wednesday afternoon.

I'm hungry!

David K.
(A2.DAD, CAT2, TOP45, MSG:272/M645;1)

>>>>> Registration is over. I sat at the table from 1-4 so that I
""""" wouldn't miss Geoff Weiss this year, and of course he was late. :)

The weather is still beautiful. It's nice to be able to go outside and not be in a sauna. :) I'm sure the weather will change and provide me a thunder storm before the week is over.

One thing I forgot to mention is that we have a 25% newbie rate this year. Not too shabby for an "old" computer.

Momma Cheese
(CINDY.A, CAT2, TOP45, MSG:273/M645;1)

>>>>> Well, I can't believe it, but I'm actually here at KFest! It was a
""""" pretty long drive, especially if one is not used to driving for long stretches of time, but the weather was beautiful and the driving was very pleasant. (...well, until I hit the traffic coming into St. Louis! ;)

I know I said that I planned to be online for my RTC tonight, but I've been so busy finding my way around and meeting people...and I'm just getting started! <G>

Stan
s.marks3@genie.com stanmarks@delphi.com
Delivered by: CoPilot v2.55 & Spectrum v2.1
(S.MARKS3, CAT2, TOP45, MSG:275/M645;1)

>>>>> > News is suspiciously slim from Kansas this morning. But this?
"""""
Seriously, here's the real news:

On Thursday night of KFest, in a session on the Apple II and the Internet, our own Richard Bennett shocked the entire Apple II world by announcing a TCP/IP stack for the Apple IIgs. This is an entirely separate effort from

Derek Taubert's ongoing GS/TCP project that has kept Apple II faithful in suspense for several years.

There is no official name for the product as of yet. It is a Control Panel and currently supports SLIP connections, although PPP is also in the works. There also are no currently available programs that will work with this. However, Richard showed a quick and dirty hack of a telnet application that took him about half a day to get together and allowed as many as =20= concurrent telnet sessions!

It is meant to be distributed as freeware and has no requirement for GNO/Me or any other environment.

The TCP/IP Control Panel, code named "Marinetti", should be available in less than a month. Programming and user documentation should also be available at that point. Already, our A2Pro Geek Gang present here at KFest (Todd Whitsel and Just Dave Miller) have spent several hours late last night/early this morning working on applications for it. A whole new world is awakening. . .

Ryan
Editor, GenieLamp A2
Reporting Live from KFest!
(EDITOR.A2, CAT2, TOP45, MSG:282/M645;1)

>>>>> Hmmm. Well, how about this for news .... :)
"""""
Richard Bennett, Australian programmer and loyal member of Genie A2-A2Pro, shook the Apple II world Thursday evening when he announced -- and demoed -- a TCP/IP stack for the Apple IIGS!!!!!!!

The ramifications will be, in a word, "dramatic".

Richard also demoed a Telnet client application that runs on his TCP/IP stack, and connected to several ISPs in the area.

Needless to say, Kfest '97 is buzzing with excitement. And I suspect the rest of our world will be as well -- once the word spreads near and far.

If you want to read more about the TCP/IP demo and other Kfest happenings, visit A2-Web (http://www.syndicomm.com/a2web). Webmaster David Kerwood was up late last night updating the page and posting the latest news.

More later ....

Max
(M.JONES145, CAT2, TOP45, MSG:284/M645;1)

>>>>> >TCP/IP stack for the Apple IIGS!!!!!!
"""""
!!!!! :)
(WMD, CAT2, TOP45, MSG:285/M645;1)

>>>>> At the moment, the only thing that uses TCP/IP is MiniTalk and some
""""" tester apps.

Of course it's possible for apps such as SIS or Spectrum to be modified to use it, but that's really up to Geoff, Ewen and Seven Hills. We'll see. :-)

Regards,
 Richard
(RICHARD.B, CAT2, TOP45, MSG:290/M645;1)

>>>>> Geoff Weiss seems truly enthusiastic about the possibility of
""""" making SIS work with a TCP/IP connection, but no official commitment has been made. Nor has any timetable been discussed. First priority for Richard and those programmers jumping on the bandwagon (and there seem to be several at this point) is to get the TCP/IP stack in final form so developers can begin writing new applications (Telnet client, e-mail program) for it.

Max
(M.JONES145, CAT2, TOP45, MSG:291/M645;1)

KFEST AFTER KFest '97 was GREAT!!! I'd like for everyone to get there at
"""""""""""" least once but have to admit that everyone you attend just gets better. This was THE best Fest I've attended - and will be until KFest '98, the 10th Anniversary! I have NO doubt '98 will be the one you just can't miss so start planning NOW!

There is one important thing I have to mention. The KFest '97 Committee received a lot of compliments (and they deserved it - what a pleasure to work with such outstanding people). But the real reason for the success of KFest goes WAY beyond the committee.

I don't need to mention them by name, they know who they are and take pride in their extraordinary contributions. They do it because they love the Apple II community, a VERY special community.

There is one thing that many of you may not be aware of though. Everyone that attends KFest adds something special! You just have to be there to be a very special contributor and I'd like to thank everyone that made it to KFest this year for adding to the glory that IS KFest!

I was especially impressed with our "rookies":) Virgin KFesters but very experienced Apple II users that "made the pilgrimage" and added so much to KFest!

No matter what level user, everyone attending shared the "family" tradition that we have - contributing and receiving as needed. Is there any wonder WHY I want everyone to experience KFest at least once?

If you haven't attended it's difficult to explain the magic of KFest. Please make plans to attend in '98 so I don't have to keep struggling to explain the magic:)

Thanks to all attendees that again made KFest so very special!
 "Godzilla"
(MAC.BB, CAT2, TOP45, MSG:292/M645;1)

>>>>> RE: KFest (Everyone)
"""""
I guess I'm probably the last Kfester to leave Kansas City, so I thought I'd work on a KFest report while I'm waiting on my plane. Just to let everyone know, the temperature and humidty are much higher today (Monday) than they were during Kfest.

I just want to say that I hope everyone learned lots, made new friends, got re-aquainted with old friends, didn't sleep enough, ate too much, and generally had a good time. I know that I certainly did!!

Wednesday was check-in. I had fun sitting at the table waiting for familiar faces to show up, trying to guess who the new people were, and making sure I was sitting there when Geoff showed up. :) Then it was on to an already packed K C Masterpiece, but we all eventually made it in. Good food, good fun, and a great way to start off KFest '97.

Thursday morning stared bright and early with breakfast at 7:00 and that was followed by the Keynote Address by David Kerwood. The text of his speech can be found on the A2web page. Then the wonderful sessions were started. After a busy day of sessions, grabbing a 10 minute nap, and Avila cafeteria food, we were all treated to the unveiling of Richard Bennett's TCP/IP for the GS!! What a wonderful thing to see! Following the world premier of TCP/IP for the IIgs, the annual Bite the Bag competition began. After a very exciting competition, the crown was awarded to Paul Zaleski and Scott Johnson. Both men were previous winners so they graciously agreed to share this year's title.

On Friday everyone got to sleep in an extra few minutes because the Apple representative canceled. I have to say that having breakfast an hour later brought out more programmers than I've ever seen at that meal before. :) Once again, it was a day full of sessions that Steve "Godzilla" had to change around. And for dinner, we roasted Richard Bennett. Oh wait, we had a banquet and then Joe Kohn MC'd the roast after dinner. Max Jones, Goeff Weiss, and Ryan Suenaga did their best to help Joe. Andrew Roughan, another Australian at Kfest (actually we had 3 there), provided the visuals for the roast. (Richard was such a cute little boy!!) After Richard had his say, we all moved out to the patio to teach Richard about s'mores.

After a short night, and the obligatory run to Denny's, Saturday was filled up with demos and the vendor fair. I know I spent plenty of money, and I'm now the proud owner of a very stylish Juiced.GS T-shirt. DINNER!! We all piled in the cars and headed down Wornall to Jess & Jim's for a wonderful steak dinner. They were expecting us, so we got in fairly quickly and were able to sit near each other. Joe Kohn received an extra glass of water, just in case. The weather was clear, so I didn't need to go outside to see rain. (as I did last year)

As we came back into the dorm, we saw Godzilla's final schedule change for this year. He was apologizing for being unable to find anything to change on Sunday. (Thanks to Steve for being such a fantastic and flexible schedule-meister!!)

Sunday morning was a sad time as we all left Avila, and went back to the real world. I think the first load left at 5:00 am, and there were about 6 of us that finally drove out of the parking lot about noon. I have to tell everyone that the staff of Avila said we were the first group all summer that turned in all of the keys. (Heck, thanks to a certain A2Pro librarian, they got an extra key left from four years ago - thanks Todd.) They were even impressed with the cleanliness of the rooms.

Over the years, it seems like each Kfest is the "year of" something. I would vote that 1997 was a tie, just like Bite the Bag. 1997 was the year of the Australian (thanks to Richard Bennett), and the year of Snood. (Now

if some wonderful GS programmer will port Snood to the GS!)

Well, it's about time for my flight, so I will soon be returning to my real life too. KFest '97 is just about over. ::sob:: (This is being written in KC, but will be posted after I'm back in Phoenix.)

But one bright spot on the horizon is that plans for KFest 1998 have already started. As soon as I get the date finalized with Avila, I will tell the world! BTW, KFest 1998 will be the 10th anniversary of KFest, so start making plans to attend and it will be the biggest and best ever!!

Cindy

(aka Momma Cheese)

cindyadams@delphi.com - - - - GO COM POW or GO COM A2
Posted by ProTERM Mac Messenger
(CINDY.A, CAT2, TOP45, MSG:296/M645;1)

WAITING FOR GUS
""""""""""""""""
Is GUS available now? If so what Mac would you buy to be able to retire my tired IIGS and still use all the programs that I have accumulated over the last 10 years on HD, CD, 3.5 and 5.25?
R.Randall13
(R.RANDALL13, CAT5, TOP14, MSG:291/M645;1)

>>>>> """""
Nope, not yet. . . . otoh, Bernie II the Rescue is getting closer and closer to prime time.

> If so what Mac would you buy to be able to retire my tired IIGS and still
> use all the programs that I have accumulated over the last 10 years on
> HD, CD, 3.5 and 5.25?

Unless/until one of the Apple IIgs emulators supports serial ports as well as a real IIgs does, I wouldn't buy any Mac to replace a IIgs (and this is said by a guy who has four Macs between home, the road, and the office).

Ryan
http://www.keystroke.net/~rsuenaga
"There's no shortage of windmills to tilt at."--Logan
ANSITerm and CoPilot v2.55
(A2LAMP, CAT5, TOP14, MSG:292/M645;1)

HIERARCHIC STEPS UP
""""""""""""""""""""
I downloaded Hierarchic v1.6.3 last night, and am using it with SuperMenuPack. I found that I had to sort the directory order so that Hierarchic loaded before SMP. Works great.

OTOH, When I installed Kangaroo from the original disk (copied, not using Installer so I would not install the old Hierarchic), my system blew up rather spectacularly :^(This should be taken with a grain of salt, because I have a long history of difficulty keeping Kangaroo stable on my system.

When I tried Kangaroo, I was unable to set preferences (Unknown Error $1101), several .prefs files for other inits/CDevs got changed, and it appears that the Phantasm init also got changed. At least those were the ones that showed date/time changes about the time I tried Kangaroo, and

that I hadn't accessed yesterday. I removed Kangaroo, and found this morning that something (Phantasm?) got changed in my system that interfered with ANSITerm - zillions of dropped characters even on a 9600 baud Genie node. Booting into p8 and also from a shift-boot cured the problem. Fortunately, I had a 3-day old backup of my boot partition :^)

After scraping the carbon off the toast that was my bootable partition, I am now ready to try Kangy again. Wish me luck.

BTW - the hierarchic menus in Kangy worked, I just had a few other minor problems to deal with.

- Don
(D.ZAHNISER, CAT16, TOP2, MSG;140/M645;1)

>>>>> Richard,
"""""
I saw the v1.7 on CompuServe without your name anywhere in the docs, and meant to ask you if it's legit. What makes it so great that it has to be unofficial?

Will Spectrum know when it's run how to load the CDev instead of the init, if it's not already?

Time to go update my Shifty List, ah, list.

-Ken
(KEN.GAGNE, CAT16, TOP2, MSG:143/M645;1)

>>>>> Regarding Hierarchic and Spectrum:
"""""
>> Will Spectrum know when it's run how to load the CDev instead of the init, if it's not already?

If you do a normal system boot, the new Hierarchic CDev will be loaded in memory and seen by Spectrum just like the original Hierarchic. Spectrum will be happy...

If you shift-boot to run Spectrum, then you need to move your old Hierarchic into the Spectrum folder so when Spectrum asks, it can find it there and use it instead of the CDev.

Any future versions of Spectrum will know how to load the new Hierarchic CDev...

Or alternatively you can use Sheppy's Shifty-List if you like shift-booting Spectrum...

Ewen (Speccie)
Delivered by: CoPilot v2.5.5 and Spectrum 2.1
(E.WANNOP, CAT16, TOP2, MSG;144/M645;1)

<<<<< An update on my experience with the new Hierarchic:
"""""
Since my initial problem with Kangaroo blowing up my system, solved by putting Kangaroo first in the System.Setup folder, my system has been rock-solid. I was the first one besides the librarian to download Hierarchic 1.6.3, and installed it right away. This is the longest that I

have been able to keep Kangaroo active on my system without it blowing up on me (and I don't mean Kangy fixer :^). I am attributing this to the new Hierarchic.

Thanks, Richard!

Now, if there was only a way to get Kangy to show the nice icons in the Sys.Icons init, I would _really_ be happy ;^)
(D.ZAHNISER, CAT16, TOP2, MSG:148/M645;1)

>>>>> My experience with the new Hierarchic:
"""""
Unpacked it, hid the old one, dropped the new one on my System Folder, rebooted.
Kangy worked fine, Spectrum had no trouble finding it.
I'm happy.

Uncle Duck .....
(VACC.DAVE, CAT16, TOP2, MSG:149/M645;1)

EARLY MARINETTI QUERIES
""""""""""""""""""""""""
What knowledge is required to program for Marinetti? C, Pascal, assembly...? GSoft? :)

-Ken
(KEN.GAGNE, CAT28, TOP27, MSG:6/M645;1)

>>>>> Marinetti is called via IPC, so any language which uses the
""""" toolbox, and supports records, pointers and handles (ie. all the ones you mentioned, C, Pascal, assembly, GSoft) will work with it.

Regards,
Richard
(RICHARD.B, CAT28, TOP27, MSG:7/M645;1)

>>>>> Mike Westerfield came up with a fifteen line GSoft BASIC program at
""""" KFest that almost was successful in being a telnet client for Marinetti. This is the kind of thing that could only have happened at KFest: one programmer from New Mexico, one from Australia, up late hacking one night and trying to get the Apple IIgs directly connected to the Internet. It's called, to borrow the phrase of David Kerwood, "Critical mass." Think about it: No KFest '96, no SIS, no Marinetti. No KFest '97, no hook from Marinetti to GSoft, which could make all kinds of things possible. . .

Ryan
Support KFest '98!
(A2LAMP, CAT28, TOP27, MSG:8/M645;1)

>>>>> Technical information will be available in the libs (once I've
""""" uploaded it :-) on Genie and Delphi, and on the Marinetti home page:

http://www.zip.com.au/~kashum/marinetti

There's going to be a listserv for programmers as well.

At this stage I don't really have any more details. Stay tuned.

Regards,
 Richard
(RICHARD.B, CAT28, TOP46, MSG:3/M645;1)

>>> WHAT'S NEW <<<

SPECIAL OFFER FROM TOM Z'S EAG

********** SPECIAL OFFER SPECIAL OFFER SPECIAL OFFER **********

I will send a FREE sample of the Eamon Adventurer's Guild" newsletter to anyone who might wish to see what the Eamon club and newsletter is all about. There are no restrictions on who is eligible for this offer.

To get your FREE newsletter sample, just drop me an email with your surface mail address!

TomZ

********** SPECIAL OFFER SPECIAL OFFER SPECIAL OFFER **********
(A2.TOMZ, CAT3, TOP2, MSG:62/M645;1)

FREE DELPHI ON THE WEB

THE COVERS ARE OFF! DELPHI INTERNET FORUMS GO FREE ON THE WEB

Cambridge, MA (July 15, 1997) -- For the first time in its 14 years of service, Delphi Internet's acclaimed communities are now available for free on the Web (http://www.delphi.com). Delphi, one of the early pioneers in building communities, features more than 100 rich and welcoming special-interest forums where members discuss everything from Apple computers to the Zodiac.

With all the fanfare about "communities" on the Web, Delphi expects to set a new benchmark for quality. Its message boards and chat areas are hosted by energetic experts in their fields, so Delphi forums generally hone to stated topics and avoid the ambient "clutter" of most Web offerings. "It's all about the user experience--people sharing their intelligence, information and emotions with each other--that we think the rest of the Web will come around to," says Dan Bruns, Delphi Chief Executive Officer.

Delphi forums integrate bulletin board-style message boards and chat rooms featuring live guests, as well as articles, tutorials, contests and other content selected by forum hosts specially for their members. The combination creates a meaningful and bonding experience for community members across nine "channels" of forums, including Arts & Entertainment, Business & Finance, Computing & the Net, Current Affairs, Games, Hobbies & Crafts, Home & Family, Relationships & Support, and Travel & Cultures.

Formerly dependent only on subscriptions from loyal users, Delphi will now accelerate advertising and transactional sales on the website. It has recently struck syndication alliances with a number of other websites such as SupportHelp.com, Planet Direct, Citibank and Nynex Big Yellow, and is available in customized formats to other websites. Delphi also offers a Premium package of services, such as a full-service email account, 10 megabytes of personal Web space and four hours of multiplayer game play, for as little as $2.90 per month.

Delphi Internet, formerly owned by Rupert Murdoch's News Corp., was repurchased by Bruns and other Delphi managers in April 1996, and made its Web debut in October 1996. In February 1997, Delphi launched Custom Forums, a related service that allows families, businesses and other web sites to use Delphi software to run their own communities (http://www.customforum.com). Delphi can be found on the Web at http://www.delphi.com.

Contacts at Delphi Internet:

Bill Louden or Jon Levine Senior Vice President Vice President/Editorial Director (617) 441-4545 (617) 441-4547 Email: blouden@delphi.com Email: jonlevine@delphi.com

---
Dean Esmay -- http://www.syndicomm.com/esmay
(SYNDICOMM, CAT28, TOP23, MSG:2/M645;1)

BUT YOU CAN'T SIGN UP FOR FREE DELPHI WITH LYNX """""""""

decide. Here it is. :)

After mentioning last week that Lynx does not ship with the ability to handle https (secure) URLs, I decided to find out what was involved in getting the extra "stuff" Lynx needs to do it. Well, after a 4 hour jam session on my ISP's UNIX shell I have finally compiled a version of Lynx that =can= do https URLs. As a bonus, I compiled in the color ANSI (slang) stuff (which my ISP already did for tin) and it looks great.

What this means is that it =is= possible to get a secure connection with Lynx so you can safely transmit personal information across the web. One specific example is that you can now signup for Delphi from their secure server. Pretty cool.

I was going to post some simple (sic) instructions on how you can do it yourself, but after what I went through I'm not sure that's such a good idea. I would probably end up confusing more people than I help. If you are handy with your ISP's compiler, here's basically what you need:

Read this! http://www.flora.org/lynx-dev/html/month0497/msg00263.html

Then grab all this source code:

Lynx 2.7.1: http://www.slcc.edu/lynx/fote/ [NO OTHER VERSION]
Fote's patches: http://www.slcc.edu/lynx/fote/patches/
SSL hook replacements: email to tzeruch@ceddec.com [*See below]
SSLeay: ftp://ftp.psy.uq.oz.au/pub/Crypto/SSL

(That's a LOT of code. This is not for the feint of heart.)

The reason Lynx does not ship with SSL built-in is because of the lame munitions laws governing encryption. In order to get the SSL hooks you have to write to the above address and say something like, "I am a US citizen, I can legally use it, I won't illegally export it." There's more about this in the first "Read me" URL above.

Stir it all together, pray, and voila! If anyone really wants some more specific instructions, I'll see what I can do.

- Tony
(A2.TONY, CAT28, TOP14, MSG:138/M645;1)

NEW STUFF FROM THE SLIX ONE
"""""""""""""""""""""""""""""
-*-*-*-*-*-> S l i x t e r p r o u d l y p r e s e n t s <-*-*-*-*-*-

___ ___
//__ //__ The latest in our fine line of quality,

___// LIX ___// ECURITY... high-performance Apple IIgs software.

-*-*-*-*-*

with some cheesy "At Ease"-ish security software to prevent the unwanted intrusions by your progeny. But you held on, in the hope that Slixter, after already ripping off every other software idea in the known universe and porting it to the IIgs, would eventually get around to this one. Well, he did. And here it is -- SlixSecurity.

HOW'S IT WORK?
~~~~~~~~~~~~~~

SlixSecurity is a desk accessory/Finder extension that password protects your computer. If the correct password is not entered, the user gets only limited access to your files. That means, little Johnny can only touch files that are in his own special folder, and he can't trash, format, open, or otherwise manipulate anything you don't want him to. You can decide whether he gets access to desk accessories or Finder extras. And the best part is that SlixSecurity works directly from within the Finder, so you don't have to learn how to set things up. If you know how to use the Finder, then you can use SlixSecurity already!

HOW DO I GET IT?
~~~~~~~~~~~~~~~~

SlixSecurity is already in the Genie A2 file library as file #30596:

```
30596 SLXSECURITY.BXY          X B.VICTOR1    970725   16572         13
      Desc: SlixSecurity child-protection NDA
```

SlixSecurity is shareware, and this is a fully functional version of the program. Download it today! When you install it, a message pops up every minute or so reminding you to send in your shareware fee. The shareware fee is $10, and when I receive it from you, I will send you a password to disable the message.

--> SlixSecurity is (c) 1997 Bret Victor. Apple IIgs forever! <--
(B.VICTOR1, CAT13, TOP3, MSG:141/M645;1)

NEW HIERARCHIC FROM DOWN UNDER
""""""""""""""""""""""""""""""

SEVEN HILLS SOLUTION SPECIALISTS ANNOUNCES:

HIERARCHIC v1.6.3 - HIERARCHICAL MENUS FOR THE APPLE IIGS

Just a quick note to announce Hierarchic 1.6.3, which many folks may have missed in the earthquake that was 2000 odd A2Pro files being added to the A2 library.

I recently found some time to consolidate some of our pending projects, and complete Hierarchic 1.6.3, which includes a number of bug fixes, some menu drawing/handling speed improvements, Gus support and some new developer functions. Oh, and it's now a CDev instead of an INIT.

It has just been cleared by the A2 library goblins, and is file # 28883.

Owners of Spectrum, Transprog III, Kangaroo and other miscellaneous Seven Hills products which use Hierarchical menus, may like to take a look at this new version. While not mandatory, it is a newer, less buggy version of Hierarchic.

Please note that there is an UNOFFICIAL French version 1.7 floating around, which includes only some of the features in this OFFICIAL U.S. version

1.6.3.

Regards,
 Richard Bennett
(RICHARD.B, CAT16, TOP2, MSG:139/M645;1)

FINALLY. . . TCP/IP FOR THE IIGS
"""""""""""""""""""""""""""""""
MARINETTI ANNOUNCED AT KFEST '97

Marinetti is a freeware standalone TCP/IP stack for the Apple IIGS.

Currently, there are no big time applications which support Marinetti,however, a very simple desktop GUI Telnet application will be included, closely followed by the release of MiniTalk 1.8, which also supports Telnet.

AVAILABILITY

The first release of Marinetti will be what the 'net clique refer to as beta software. It will be available online, for a short period of time, but in a "not yet complete" form. Technical support will not be directly available, except that provided via the various Apple II online communities.

The software will only be available from the following locations:

Delphi A2	- go com a2
Delphi A2Pro	- go com a2pro
Genie A2	- m645
Marinetti Home Page	- http://www.zip.com.au/~kashum/marinetti/

The public release will contain a very annoying dialog which pops up all the time, reminding you to register your copy. Registering is free, and gives us a way to find out how many people are using their Apple IIs to access the Internet. Details will be included with the package. Only KFest '97 attendees will be able to register before 1st September 1997.

TECHNICAL

Marinetti supports TCP, ICMP, UDP, IP, custom datagrams, plug-in link layers, SLIP (includes scripting and up to 57600 serial speed) and an easy to use IPC interface.

A developers' kit will be available shortly after the initial version, and will include sample source code, a bloated Marinetti which includes debugging utilities, and various articles on TCP and code porting for the Marinetti environment.

Interested developers should send email to kashum@ozemail.com.au

MISCELLANEOUS

Marinetti is a single CDev, requiring System 6.0.1, 50K of boot volume disk space, and at least 30K of free RAM.

Because of the expected message traffic, email will not be responded to. All official Marinetti discussion may be found on Delphi A2 or Genie A2.

All official announcements and the latest release can be found on Delphi A2, Genie A2, and the Marinetti Home Page.

** Early and recent beta testers are now released from their relevant NDAs.

Marinetti is copyright (c) 1996-1997 by Richard Bennett
This announcement may only be reproduced in its entirety.
(RICHARD.B, CAT28, TOP27, MSG:3/M645;1)

>>> THROUGH THE GRAPEVINE <<<
"""""""""""""""""""""""""""""""""

SSII: THE APPLE II BIBLE
""""""""""""""""""""""""""

>> But, returning to the subject of The Bible...if anyone does know of
>> other electronic forms of The Bible that can be read/used/studied on an

>> Apple II, please let me know.

Ohmigosh. Based on the e-mail I've received in the past 24 to 48 hours, it most definitely looks like there will be a follow up item in the next issue of the newsletter about The Bible.

Several people have written in with info on sources for other electronic versions of The Bible (unfortunately, with no real details provided about price or availability) and one person wrote to me and even described a TimeOut application that he'd developed to help him find certain passages.

So, in addition to collecting information about The Bible on disk, I'd be pleased to collect together any custom Biblical related programs that anyone has developed.

In addition, I have a number of public domain disks here that would be of great interest to those who have an interest in The Bible. Had I realized that there would be such a great interest, I would have made those disks available years ago.

Oh well; better late than never.

Joe
(JOE.KOHN, CAT19, TOP4, MSG:80/M645;1)

<<<<< I imagine that most people know that Will Nelken and I are
""""" neighbors and good friends, but I don't know if you're also aware that Will, when he's not sitting in front of his Apple II, is the Pastor of the Trinity Community Church here in San Rafael, CA.

As I said before, that short item in the latest issue of the newsletter about The Bible generated more mail than any previous 5 articles combined, and so it was quite clear to me that a follow up article would be appreciated by many, many SSII subscribers.

I may know a lot about the Apple II computer, but Will knows a lot about the Apple II computer AND The Bible. So, we plan to get together to discuss an article about Biblical resources available to those who use Apple II computers.

And, in the best "kill two birds with one stone" traditions, Will also just happens to have a number of different CD-ROMs that contain various versions of the Bible. So, those can used as part of my research about accessing and using info on Mac and/or PC CD-ROMs.

Will also said that he has The Bible on 3.5" disk in AppleWorks format that he'd be happy to donate to the SSII Library.

I just thought you'd want to know that...

Joe

(JOE.KOHN, CAT19, TOP4, MSG:164/M645;1)

>>> MESSAGE SPOTLIGHT <<<
"""""""""""""""""""""""""""

Category 19, Topic 4
Message 166 Mon Aug 04, 1997
JOE.KOHN [SSII] at 18:30 EDT

I averaged 3-4 hours of sleep each night during KansasFest, and I'm completely exhausted at the moment, but I honestly think I can say that this past weekend was the best weekend I've _ever_ had. Kfest '97 was nothing short of phenomenal. Thank you Cindy and Godzilla and all the others on the Kfest organizing committee. You sure know how to throw a great party!

And, a very special thank you goes out to the true hero of Kfest 97: Richard Bennett! Thanks, Richard, for your friendship, your sense of humor, and for your vision of the future of the Apple II.

My voice is hoarse from carrying on until 3AM every night, but let me tell you....I just loved Kfest 97. It was truly magical. I love the Apple II and the people who comprise our community. Although completely exhausted, I'm almost shaking with excitement.

For those who are curious about my "bomb-shell," I demo'ed how to format an MS-DOS disk from the IIGS Finder. And, I really enjoyed showing people how to do something that's impossible ;-)

Of course, I couldn't have done it without Peter Watson's MUG!

That soon-to-be released shareware NDA is the promised update to Peter's MS-DOS Utilities. It works, and it works well, but an update (which I'm too exhausted to download today) to the Kfest version I demo'ed is waiting in my e-mailbox for some additional testing.

I'd like to go on and on, but I just can't; I need some more sleep...much more sleep.

But, it was just a wonderful, wonderful Kfest, and I really, really enjoyed myself. It was a joy to meet so many new friends, and it was splendid to be able to spend time with so many old friends.

On the plane going home, I got really stoked up thinking about how I can't wait for GSoft to be released, as I want to learn how to use it, and then use it create a two player version of Pong that can be played over the Internet in real time ;-)

I've never been this excited before about the Apple II. I'm just ecstatic.

Thanks everyone for such a good time. And, it goes without saying, but I'll say it anyway...thanks for the incredible outpouring of support for Shareware Solutions II.

And, to think...people thought I was kidding when I talked about all the guys named Joe at SSII. But, as Kfest attendees can tell you...the SSII PR-Joe doesn't even look like me ;-)

Joe

[*][*][*]

While on Genie, do you spend most of your time downloading files? If so, you may be missing out some excellent information in the Bulletin Board area. The messages listed above only scratch the surface of what's available and waiting for you in the bulletin board area.

If you are serious about your Apple II, the GenieLamp staff strongly urge you to give the bulletin board area a try. There are literally thousands of messages posted from people like you from all over the world.

[EOA]
[BAN]////////////////////////////
FILE BANDWAGON /
////////////////////////////////
Top 10 Files for May and June
""""""""""""""""""""""""""""""""
by Douglas Cuff
[D.CUFF]

Normally, this feature lists the ten most popular files for the month. This month, it looks at the ten most popular files over two months--because this column didn't appear last month. This month, we look at the files uploaded 1 May-30 June 1997.

Even though it's now August, we're still looking at files from May and June. We're not looking at the July files yet because we like to give files at least a month to seek their own levels. (Just think what would happen if I started writing about the July files on August 1! Files uploaded on July 31 would only have been downloaded a few times.)

This isn't the Academy Awards ceremony, folks; it's more like the People's Choice Awards (both of which are trademarked, by the way). The Top 10 doesn't necessarily tell you what's new and interesting--what files _you_ might find interesting--it simply tells you what files have been downloaded a lot--what other people found interesting!

This month, the two issues of GenieLamp A2 occupies four spots on the list, but we're counting that as two--it really doesn't make sense to count the AppleWorks and text file editions separately. We hope this explains why there are 12 files on the Top 10 list.

File #	Filename	Bytes	DLs	Short description

```
28541   DESKSETS2.BXY     38156   64  Update to Desktop2. Change desktops.
28554   SISBK1B1.BXY      22144   63  SIS Bookmarks Editor
28586   COG.BXY          189824   55  Crock O' Gold - Delphi Messenger
28585   ALMP9706AWP.BXY   41216   47  GenieLamp A2, June 1997 (AppleWorks)
28550   ALMP9705AWP.BXY   40320   40  GenieLamp A2, May 1997 (AppleWorks)
28536   DEBASED.BXY       10752   37  textfiles of base64 data => binary
28546   FF101.BXY         11456   36  Finder Flipper V1.0.1
28551   ALMP9705TXT.BXY   36352   35  GenieLamp A2, May 1997 (text)
28584   ALMP9706TXT.BXY   37120   34  GenieLamp A2, June 1997 (text)
28545   WS101.BXY         10840   32  WorkSets V1.0.1
28596   A2NDX9707TX.BXY   27620   31  A2 BB Index 07/97 ASCII ver rev
28558   DICT.V1.BXY        7680   29  HONEYBEE'S GOOFY DICTIONARY
```

DESKSETS2.BXY DeskSets v2.0 by Larry Badten is a utility that lets you
""""""""""""" change the background of your IIgs desktop environment from a standard periwinkle blue to any pattern or picture you can imagine. DeskSets goes beyond that to automatically change the pattern every time you boot (or every second time, or third time, et cetera) or change the pattern every day. JesusAware (similar to freeware).

SISBK1B1.BXY Bookmark Editor 1.0b1 by Geoff Weiss allows you to edit the
"""""""""""" bookmark file maintained by Spectrum Internet Suite. (Note that this is a beta version, which means that it hasn't been fully tested.) Bookmark Editor allows to create new bookmarks, edit existing ones, sort your bookmarks, and even import Lynx or Netscape bookmarks! It also allows you to cut, copy, and paste, so you can order your list of bookmarks however you like. Freeware.

COG.BXY Crock O' Gold by Ewen Wannop (based on scripts by Kit Graham) is

"""""""" an offline reader for Spectrum v2.1 for Delphi. Using only Spectrum scripts and external commands (XCMDs), COG log you on to Delphi and quickly collect messages from however many forums you like. COG then hangs up and lets you read the messages without your connect time clock racking up the expenses. You can write replies as you read the messages, and COG will post them next time you log on. You can mark files for download, and COG will grab them too, next time you tell it to connect to Delphi. (Note: This file contains v1.0; v1.3 was the most recent version at press time.) Freeware.

ALMP9706AWP.BXY Two editions of the June issue of GenieLamp A2 (edited by
""""""""""""""" Ryan Suenaga) grace our Top 10 list this month--AppleWorks word processor and text file. Both editions feature the same articles--an article about getting permission for web page material, my own File Bandwagon column, and all the regular goodies. Freeware.

ALMP9705AWP.BXY Two editions of the May issue of GenieLamp A2 (edited by
""""""""""""""" Ryan Suenaga) grace our Top 10 list this month--AppleWorks word processor and text file. Both editions feature the same great articles--Peter Brickell's "Real World Apple" column, my own File Bandwagon column, and all the regular goodies. Freeware.

DEBASED.BXY DEBASED by R. Hardman is a base64 decoder for 8-bit Apple
""""""""""" II's like the IIe and IIc. It runs under ProBASIC (available separately in the Genie A2 library). Freeware.

FF101.BXY Finder Flipper v1.0.1 by Chris Vavruska is a Finder extension
""""""""" that lets you use the keyboard to select the active window,

useful for those times when your desktop is cluttered with windows. (These metaphors don't mix very well, do they? I've never had framed panes of glass cluttering the top of my desk!) With Finder Flipper, you don't have to move windows aside to uncover the one you want, nor move the mouse to the "Windows" menu. Freeware.

WS101.BXY WorkSets v1.0.1, also by Chris Vavruska, is a Finder extension """""""""" that lets you record a list of the folders open on the desktop. Needless to say, it also lets you retrieve the list of open folders. Shareware ($10).

A2NDX9707TX.BXY This file is an index of topics and categories in the """""""""""""""" bulletin board of the Genie A2 RoundTable. It's always a good idea to get the most recent index, but this index was particularly popular because of the recent merging of A2Pro with A2. Freeware.

DICT.V1.BXY This file from J. "Honeybee" Shaver has over 200 humorous """""""""""" one-line definitions ("All new: the software is not compatible with previous versions.") and explanations of acronyms ("IBM: I'll buy Macintosh."), compiled from various sources.

[EOA]
[RWA]//////////////////////////////
THE REAL WORLD APPLE /
//////////////////////////////
Reach Out and Touch Someone (or Something)
""

by Peter C. Brickell
[P.BRICKELL]

>>> PART 5: THE ANNUNCIATORS - ACT 1 <<<
""

Up until now I have shown you how to make your Apple listen to the real world and tell you what is going on. We have looked at measuring time, temperatures, whether a button has been pressed, and how quickly. Other than beeping its speaker, your Apple has been doing a lot of listening but no talking. In this installment we will take a look at the basic feature of most Apple II models that allows them to actually do things in the outside world.

This feature consists of the annunciator output lines from the 16 pin game I/O port. Unfortunately for //c and //c+ users, these models have only the 9-pin game port which does not have these lines. As I have mentioned before, if you have one of these models and are serious about interfacing, it is worth looking around for an old II+ which can be had for a song these days and has a complete set of game port I/O lines.

Today's lesson is a simple introduction to the annunciators with a description of what they are and how they are controlled. In a subsequent installment we will look at how to wire them up to do useful work.

There are 4 annunciator lines on the Apple II named AN0, AN1, AN2, AN3. These lines are TTL (Transistor-Transistor Logic) output signal lines, for those who are familiar with such things. Since they are digital signals, they can have only one of two states - high or low (on or off). In strict electronics terms this means that when they are high (on) an annunciator line has a voltage of 3 volts DC or higher present on it.

When the line is low (off) the voltage is less than 1 volt DC. In actual use, you will typically see a voltage of +5 volts when it is turned on and almost zero volts when turned off.

The annunciators can be turned on and off by means of Applesoft or machine language. Each annunciator has two memory locations associated with it. To turn the annunciator on, store a number (any number from 0 to 255) in the "on" memory location. To turn that annunciator off, you store a number of your choice in that annunciator's "off" memory location. For those of you familiar with machine language and the inner workings of the Apple II, these are soft switches which are set by either a read or write operation to the appropriate memory location.

Here are the memory locations associated with the annunciators on the Apple II:

		ON	OFF
AN0	decimal	-16295	-16296
	hex	$C059	$C058
AN1	decimal	-16293	-16294
	hex	$C05B	$C05A
AN2	decimal	-16291	-16292
	hex	$C05D	$C05C
AN3	decimal	-16289	-16290
	hex	$C05F	$C05E

I have used the negative decimal numbering system for the addresses. You can, of course, use the positive notation in Applesoft if you wish. The negative addresses are however, compatible with both Applesoft and Integer Basic. The hexadecimal version of these addresses will be useful for machine language programmers.

Let's look at how to use these addresses. As an example, to turn on annunciator 0 and then turn it off again you could use the following basic program:

```
10  HOME
20 PRINT "PRESS '1' TO TURN ON ANNUNCIATOR 0"
30 PRINT "PRESS '0' TO TURN OFF ANNUNCIATOR 0"
40 PRINT: GET A$
50 IF A$ = "0" THEN GOTO 100
60 IF A$ = "1" THEN GOTO 200
70 GOTO 10
100  POKE -16296,0: REM   TURNS AN0 OFF
110 GOTO 10
200  POKE -16295,0: REM   TURNS AN0 ON
210 GOTO 10
```

Lines 20-40 ask you for an operation to perform, lines 50 and 60 direct the program flow depending on the operation selected, and lines 100-210 do the actual switching of the annunciator. To switch the other annunciators only the addresses in lines 100 and 200 need to be changed.

One peculiarity to be aware of when using the annunciators is how the

annunciators are set when the Apple II is turned or reset by a CTRL-RESET key press. During the reset cycle on an Apple II Plus annunciators 0 and 1 are turned ON and annunciators 2 and 3 are turned OFF. This is important to know if you are using AN0 and AN1 to operate equipment when the computer is unattended. If a power failure occurs, you don't want to create a hazardous condition by turning on certain equipment (such as heaters) indefinitely. For such safety-sensitive applications it is wise to select the annunciators which default to the off state on a power up. Users of other Apple II models should consult their technical reference manuals to find out which annunciators, if any, are set on at power up.

So what can you do with all this new found information? Perhaps I should tell you what you can _not_ do with it first! You can not use the +5 volts from the annunciator lines to operate any real-world device directly. The TTL logic chips which turn these lines on and off are very low power devices. They are not designed to operate electrical or electronic equipment. Trying to use the current from the annunciator lines to run something directly will certainly result in damage to your Apple. The only truly safe use for the annunciator lines is as a signal to trigger a circuit which can provide a higher power level which can do useful work. Depending upon the voltage and power requirements of the device that you wish to run, several successive stages of power step-up (amplification) and electrical isolation may be required.

The issue of electrical isolation is a very important one for your personal safety and the for the reliability of your Apple. Many electronic components that are used in amplifying circuits (such as transistors) can allow current from the high power circuit to feed back into the low power circuit (i.e. your Apple) if they fail for some reason. This can be dangerous and fatal (at least to your computer). For this reason circuits which provide total electrical separation (isolation), between your computer and the high power device are essential in the design of systems for using the annunciators for real-world operations. These circuits will be discussed in the next installment of this series. In the meantime don't plug your blender into your Apple's game port ;-)

To summarize this installment, we have seen that many models of Apple II have electrical signal lines called annunciators with can be made to change from +5 to 0 volts and back again under software control. These lines are very weak signals which can not be used to operate anything directly, but must be amplified by an external circuit first. In addition to this, it is crucial to isolate them electrically from the final device which is controlled by the amplifying circuit. This protects both the computer and more importantly, its human operator. We will look at these external amplifying and isolating circuits next time.

I hope that for now you can begin to appreciate how your Apple may be useful in controlling things in the outside world using the four on/off signals which can be generated in the computer with Applesoft or machine language commands. Your assignment for next time: think about what devices in your environment you might wish to have your computer control. You will have to figure out how they might be operated by a few on/off switches and what kind of information your Apple might need to know for operating its switches (time, temperature, etc.)

NOTE:

In the next article of this series I will be referring to a specific

Vernier Software project on operating real world devices with the annunciator signals. I recommend that you get your Vernier books out, or beg, borrow or buy a copy if you want to actually build such a project. Either "How to Build a Better Mousetrap" or "Chaos in the Laboratory" will do as both have a version of this project (Optically Isolated Switches). See one of my early installments for Vernier's address and phone number.

In the meantime, happy dreaming!

[EOA]
[FOC]////////////////////////////
FOCUS ON... /
////////////////////////////
KansasFest 1997
""""""""""""""""
by Ryan M. Suenaga, M.S.W., L.S.W.
[A2LAMP]

>>> THE BEST OF KANSASFEST 1997 <<<
""

This is not your ordinary KansasFest review. As you've seen in this month's _HEY MISTER POSTMAN_ column just a few lines above, there's news galore emanating from Avila College, and much of it has already been covered by the faithful in the A2 RoundTable Bulletin Board. So instead of your typical rundown of the happenings of KansasFest, we here at _GenieLamp A2_ would instead like to recognize the best that the Apple II Community has to offer: the best of KansasFest 1997.

BEST DEBUT
""""""""""
Steve Cavanaugh, publisher of _The Apple Blossom_ and _Hyper Quarterly_, had for years said he wanted to come to KansasFest, yet nothing came of it until this year, when some of his fellow Apple II newsletter editors, in combination with his lovely wife Laurie, bugged him incessantly until he submitted. He ended up doing a session on HyperCard IIgs, a demonstration of _Hyper Quarterly_, and making friends everywhere he went with his disarming smile and New England accent.

BEST COMEBACK
"""""""""""""
Not only did A2Pro's Todd Whitsel make it back to Kfest after four years of absence, so did a lost room key from his last trip to Avila.

BEST DOOR SIGN
""""""""""""""
While there were many entrants, David Kerwood's Rhode Island Apple Group banner, the size of a Ridgway dorm room door, was certainly an impressive site. More impressive was the fact that the club made it up special for his keynote address at Kfest '97!
Runner-up: Cindy Adams, The Big Cheese of Kfest, who wasn't able to bring her Cheesehead hat but did manage to post a new Momma Cheese sign on her door.

BEST DEALS AT KANSASFEST 1997
""""""""""""""""""""""""""""""
Mike Westerfield of The Byteworks had some wildly exciting pricing on most of his products--so good I bought backups to some books I thought irreplaceable.
Honorable mention: Max Jones of _Juiced.GS_ had arranged with well-known Apple IIgs programmer Eric Shepherd, a.k.a. Sheppy, to sell ten copies of the ultimate Apple IIgs power users tool; within an hour, he had sold out of all the copies of Shifty List 2.0 he had.

BEST ROOMMATE IF YOU WANTED TO SLEEP
The hero of Kfest '97, Richard

"""""""""""""""""""""""""""""""""""" Bennett, was definitely the best guy to share a room with if you wanted to sleep--he might've spent a total of an hour in his room all Kfest. Despite all of this, his roomie, Tony Ward, a.k.a. Conan the Librarian, was as wiped out as anyone at the end of Kfest.

BEST ROOMMATE IF YOU DIDN'T WANT TO SLEEP The schedulemeister himself,
"" Steve "Godzilla" Gozdziewski, who didn't want to, either.

BEST USE OF EMAIL Non-KFest attendee Loreen Miller, wife of A2Pro's Just
"""""""""""""""""" Dave Miller, who mailed some of the Kfest attendees to let them know that Dave was coming in on an earlier flight than expected. The KFesters managed to get Carl Knobloch dispatched to the airport in time to get Dave before his baggage got through.

BEST COLLABORATION Mike Westerfield of The Byteworks and Richard Bennett,
"""""""""""""""""" author of Marinetti. A late night hack session on Friday came within a few lines of source code back in Sydney of resulting in a fifteen line telnet program written in _Gsoft_ BASIC.

BEST BIT OF TELECOMM HACKING FROM AN AIRPORT Your _GenieLamp A2_ editor,
"" Ryan Suenaga, managing to get onto the Internet from a public phone in the Kansas City International Airport with his Powerbook but without a quarter. This allowed the prompt pickup of Michael Hackett, Tony Ward, and Jerry Cline, who had sent email with their arrival information.

BEST IMITATION OF A DENTIST The Mad Hacker, Tony Diaz of Alltech
"""""""""""""""""""""""""""" Electronics, and his able assistant, Dremel, creating both a mess and another production run of one portable Apple IIgs, this time in a DynaMac case, using a Mark Twain motherboard.

BEST DAY OF SCHEDULING Every day, thanks to the tireless effort of Steve
"""""""""""""""""""""""" Gozdziewski, who posted notes everywhere every night to keep the entire congregation updated. Steve either dazzled or disappointed everyone with his apology note on Saturday night due to his not being able to find a single thing to change on the Sunday schedule.

BEST SHOW OF SPORTSMANSHIP Scott Johnson and Paul Zaleski, both past
"""""""""""""""""""""""""" winners of Bite The Bag, who agreed to a tie after they found themselves facing each other in the ultimate test of KansasFest fitness.

BEST JOB OF NAVIGATION The team of Steve Cavanaugh, Steve Gozdziewski,
"""""""""""""""""""""""" Richard Bennett, Joe Kohn, Tony Ward, David Kerwood, Michael Hackett, and Jerry Cline, who kept your editor from getting lost all of KansasFest, through trips to the UPS terminal, Kansas City International Airport, CompUSA, K.C. Masterpiece, and Jess & Jim's Steakhouse.

BEST BLATANT PLUG Max Jones, publisher of _Juiced.GS_, who was revealed
"""""""""""""""""" to actually be Joe the Promotions Manager at _Shareware Solutions II_.

BEST SHOWING BY A COUNTRY NOT NAMED THE UNITED STATES Australia, with
"" three KFesters (Brian Pinch, Andrew Roughan, and Richard Bennett), just beat out Canada (Hamish Davidson and Michael Hackett).

BEST LICENSE PLATE Russ Alman of Missouri, who drove his car to KFest
"""""""""""""""""" with the vanity plate reading: APL-2GS.

BEST REAL-TIME COVERAGE The tireless David Kerwood went from making
"""""""""""""""""""""""" history with his keynote address to making pages with his constant updates of the A2-Web World Wide Web page at http://www.syndicomm.com/a2web. Regular updates of KFest events kept the online world up-to-date with the big bash. For an encore, David went up to MacWorld days later and continued his real-time reports from there.

BEST REASONS TO MISS KFEST, BUT DIDN'T USE THEM Stan Marks, who had a
"" wedding anniversary just after KFest, had his first grandchild born just before KFest, but he still drove over from Mississippi to make the 1997 celebration. Runner up: Carl Knobloch, who had a grandchild born around the same time Stan did. Congratulations, guys.

BEST FOOD The Avila Cafeteria. NOT! Jess & Jim's Steakhouse had some of
""""""""" the world's largest baked potatoes and such great steak you'd think you went to cattle heaven.

BEST SESSION THAT DIDN'T HAPPEN Apple Computer, Inc., canceled their
""""""""""""""""""""""""""""""" yearly KFest presentation for early Friday morning, which allowed everyone to get a little more sleep and let breakfast start a little later. This lent to a record turnout for a KFest breakfast.

And finally. . .

BEST APPLE II SHOW OF THE YEAR KansasFest 1997, of course. Thanks to
"""""""""""""""""""""""""""""" Cindy Adams, Jerry Cline, and Steve Gozdziewski for heading up the planning of the best Apple II event ever. Apple II Forever!

```
          ////////////////////////////////////// Genie_QWIK_QUOTE ////
         /     " Few women admit their age. Few men act theirs."      /
        ////////////////////////////////////////// J.SHAVER ////////
```

[EOA]
[LOG]////////////////////////////
LOG OFF /
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GenieLamp Information
"""""""""""""""""""""""

- COMMENTS: Contacting GenieLamp
  - GenieLamp STAFF: Who Are We?

GenieLamp Information GenieLamp A2 is published on the first of every
""""""""""""""""""""" month in library 55 of Genie's A2 RoundTable (page 45;3). GenieLamp is also distributed on CrossNet and commercial BBS systems worldwide.

- To reach GenieLamp on Internet send mail to genielamp@genie.com or to reach GenieLamp _A2_, send mail to a2lamp@genie.com

o Back issues of GenieLamp A2 are available in the A2 RoundTable Library #55 on page 645 (m645;3).

o We welcome and respond to all E-mail. To leave comments, suggestions or just to say hi, you can contact me in the A2 RoundTable (Category 3, Topic 3) or send GenieMail to Ryan Suenaga at [A2LAMP] on page 200.

>>> GENIELAMP STAFF <<<

GenieLamp	o John Peters	[GENIELAMP]	Publisher
	o Mike White	[MWHITE]	Managing Editor
APPLE II	o Ryan M. Suenaga	[A2LAMP]	Editor
	o Doug Cuff	[D.CUFF]	Editor Emeritus
	o Peter C. Brickell	[P.BRICKELL]	A2 Staff Writer
	o Max Jones	[M.JONES145]	A2 Staff Writer
A2Pro	o Tim Buchheim	[A2PRO.GELAMP]	Editor
ATARI	o Sheldon H. Winick	[GELAMP.ST]	Editor
IBM	o Sharon Molnar	[SHARON.LAMP]	Editor
MACINTOSH	o Richard Vega	[GELAMP.MAC]	Editor
POWER PC	o Ben Soulon	[BEN.GELAMP]	Editor

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                    ~ WELCOME TO GENIELAMP APPLE II! ~
                      """""""""""""""""""""""""""""""""
                       ~ ONE FOR THE ROAD: Last Call
            ~ REFRACTIONS: The Future Of Online Apple II Support
                    ~ HOT NEWS, HOT FILES, HOT MESSAGES ~

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 GenieLamp Apple II     ~ A T/TalkNET Publication ~     Vol.6, Issue 68
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Editor.....................................................Ryan M. Suenaga
Editor Emeritus.....................................................Doug Cuff
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        ~ GenieLamp A2Pro ~ GenieLamp Macintosh ~ GenieLamp TX2 ~
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           >>> WHAT'S HAPPENING IN THE APPLE II ROUNDTABLE? <<<
           """""""""""""""""""""""""""""""""""""""""""""""""""""
                           ~ October 15, 1997 ~

 FROM MY DESKTOP ......... [FRM]        HEY MISTER POSTMAN ...... [HEY]
  Notes From The Editor.                 Is That A Letter For Me?

 REFRACTIONS ............. [RFR]        ONE FOR THE ROAD ........ [OFR]
  Facing Future.                         Last Call, by Doug Cuff.

                         LOG OFF ................. [LOG]
                          GenieLamp Information

[IDX]""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""

READING GENIELAMP   GenieLamp has incorporated a unique indexing system
""""""""""""""""""  to help make reading the magazine easier.  To utilize
this system, load GenieLamp into any ASCII word processor or text editor.
In the index you will find the following example:

                  HUMOR ONLINE ............ [HUM]
```

Genie Fun & Games.

To read this article, set your find or search command to [HUM]. If you want to scan all of the articles, search for [EOA]. [EOF] will take you to the last page, whereas [IDX] will bring you back to the index.

MESSAGE INFO
"""""""""""""
To make it easy for you to respond to messages reprinted here in GenieLamp, you will find all the information you need immediately following the message. For example:

```
                (SMITH, CAT6, TOP1, MSG:58/M475)
 _______________|   _____|__  _|___    |____ |_______________
  |Name of sender   CATegory  TOPic    Msg.#   Page number|
```

In this example, to respond to Smith's message, log on to page 475 enter the bulletin board and set CAT 6. Enter your REPly in TOPic 1.

A message number that is surrounded by brackets indicates that this message is a "target" message and is referring to a "chain" of two or more messages that are following the same topic. For example: {58}.

ABOUT Genie
"""""""""""""
Genie has pricing plans to fit almost any budget. Genie's services include email, software downloads, bulletin boards, chat lines, and an Internet gateway included at a non-prime time connect rate of $2.75. Some pricing plans include uncharged online connect time. As always, prices are subject to change without notice. To sign up for Genie, call (with modem) 1-800-638-8369 in the USA or 1-800-387-8330 in Canada. Upon connection wait for the U#= prompt. Type: JOINGENIE and hit RETURN. The system will then prompt you for your information. Need more information? Call Genie's customer service line (voice) at 1-800-638-9636.

GET GENIELAMP ON THE NET!
"""""""""""""""""""""""""""
Now you can get your GenieLamp A2 issues from the Internet. If you use a web browser, connect to "http://people.delphi.com/rsuenaga".

*** GET INTO THE LAMP! ***
"""

```
        ////////////////////////////////////// Genie_QWIK_QUOTE /////
       /    " Some college students in the U.S. might consider        /
      /       'hurling' a sport. I know I did when I celebrated my   /
     /        21st birthday. My favorite name for it was the        /
    /         'Technicolor yawn.' "                                /
   ////////////////////////////////////////////// A2.TONY //////
```

[EOA]
[FRM]////////////////////////////
FROM MY DESKTOP /
////////////////////////////
Notes From The Editor
"""""""""""""""""""""""
by Ryan M. Suenaga, M.S.W., L.S.W.
[A2LAMP]

>>> THE HARDEST THING I HAVE TO SAY <<<
""

I remember turning in my last paper the first semester I was in

graduate school. I was so exhausted and drained that if the professor had returned it asking me to change one word, I couldn't have done it.

I remember my last presentation in graduate school before graduation. I had stayed up all night the night before, and I could barely stand, but I delivered.

Now I face another last in my life: the last edition of _GenieLamp A2_, the last of the _GenieLamp_ family of computing publications. If the Apple II is indeed the Energizer Bunny of computers--it keeps going and going and going and going--then _GenieLamp A2_ is like the battery that powers it.

But, after more than five years of monthly production, the time has come to close the door on another chapter of Apple II history. While I definitely maintain the enthusiasm to continue this publication, Genie itself, for reasons I've gone into in previous issues, is unable to support a publication like this.

For months now, I've talked of Delphi and how the future of Apple II support lies there. For all intents and purposes, the future is now. A new, _GenieLamp A2_ like publication will rise from the ashes of this ending.

[*][*][*]

As usual, I must say that I greatly appreciate the assist given by Editor Emeritus Doug Cuff. While I offered him the opportunity to write this editorial, as he is who I consider Mr. _GenieLamp A2_, he graciously declined, and wrote a different article. I hope that Doug will help to grace the electronic pages of our new Delphi publication, and wish him the best whatever he does.

[*][*][*]

And speaking of the Apple II future, please remember: KansasFest 1998 is scheduled for July 22-26 1998 at Avila College in Kansas City, Missouri.

The last_GenieLamp A2_ editorial wouldn't be right without a KFest Blatant Plug.

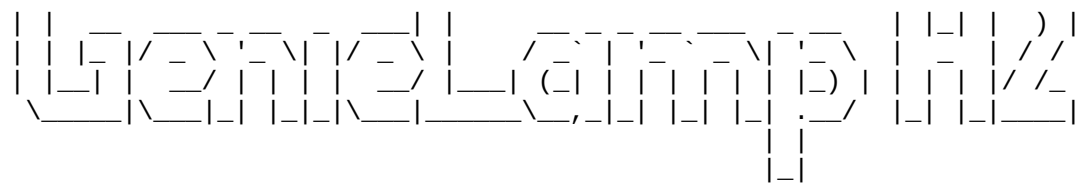
-- Ryan

Genie Mail: A2LAMP Internet: a2lamp@genie.com

REPRINTING GENIELAMP

If you want to reprint any part of GenieLamp, or post it to a bulletin board, please see the very end of this file for instructions and limitations.

ASCII ART BEGINS



ASCII ART ENDS

[EOA]
[HEY]//////////////////////////////
HEY MISTER POSTMAN /
//////////////////////////////
Is That A Letter For Me?
""""""""""""""""""""""""""""""
by Ryan Suenaga
[A2LAMP]

o BULLETIN BOARD HOT SPOTS

o A2 POT-POURRI

o HOT TOPICS

o WHAT'S NEW

o THROUGH THE GRAPEVINE

o MESSAGE SPOTLIGHT

>>> BULLETIN BOARD HOT SPOTS <<<
""""""""""""""""""""""""""""""""""""

[*] CAT 13, TOP 43 ..... The Drive For Fifty
[*] CAT 16, TOP 9 ..... Even More Hewlett Packard and IIgs
[*] CAT 19, TOP 4 ..... Doing The Impossible--MSDOS and IIgs
[*] CAT 28, TOP 27 ..... No SLIP Ups Setting Up Marinetti

>>> A2 POT-POURRI <<<
""""""""""""""""""""""""

MORE HP AND IIGS INTERFACING
""""""""""""""""""""""""""""""

I bought & installed Independence, along with a Q-Print II card and an HP 340 printer. I can print from AppleWorks, but anything GS/OS seems to hang indefinitely until I press OA-. There are no error messages... simply that nothing happens, so I can't be very specific. Any help?

-Ken

(KEN.GAGNE, CAT16, TOP9, MSG:8/M645;1)

>>>>> """""

If you are using Independence with a parallel card, you need a parallel card port driver that is compatible with your Q-Print II. I am not familiar with that particular card, but you might try the Parallel.Card driver that comes with System 6.01. If that doesn't work, look here in the A2 library. There were some parallel card drivers uploaded awhile back.

- Don

(D.ZAHNISER, CAT16, TOP9, MSG:10/M645;1)

>>>>> Since it wasn't explicitly stated:
"""""
Independence does not ship with any parallel card drivers. It comes with a high-speed serial driver that could be used with DeskWriters, and it will work with serial DeskJets that accept a 9600 or 19200 baud rate. As Ken found out, the parallel card drivers that ship with Harmonie will work fine with Independence. Some of these parallel card drivers are here in the A2 library (see my previous post).

FWIW - I have Harmonie, and purchased Independence also. I find that I switch back and forth depending on the program I am using. In general, I use Independence for my more critical work, because I have found that in _some_ circumstances, it delivers a more accurate image of what is on screen. In particular, this applies to landscape printing with page layout programs (AWGS PL or GraphicWriter). I do a quarterly report for our church bulletin in AWGS PL, in landscape half-page format (a la GS-Booklet from SoftDisk G-S). I find that often Harmonie will misplace the text in the frame and cut off the last character or so of words, while Independence prints it accurately. This is using 'DeskJet Best' in Harmonie, and 100%/100% Horizontal/Vertical Scaling in Independence, so I think I am comparing apples to apples. OTOH, I use Harmonie for all of my general purpose printing for its speed (external rendering) and flexibility. I use UtilityLaunch, which allows me to specify which driver to use with which program. A great convenience.

Don V. Zahniser
Delivered by:
CoPilot 2.5.6 and ANSITerm v2.13b

(D.ZAHNISER, CAT16, TOP9, MSG:15/M645;1)

>>>>> I haven't owned Independence, but I have several Seven Hills
""""" products and love 'em dearly. I do have Harmonie, and it's great.
One major difference: Harmonie does color, Independence does not. Both are great, and are coming from vendors we know and love.

Ryan

(A2LAMP, CAT16, TOP9, MSG:16/M645;1)

HOW MUCH GS DOES SPECTRUM NEED? I know this must already have been asked
"""""""""""""""""""""""""""""""" and answered, but what are the
recommended software & hardware requirements for Spectrum? Does one need 4 or 8 MB RAM and a hard disk? If a hard disk, how large? Is an accelerator recommended? Under which version of GS/OS will it run?

In so far as Spectrum Internet Suite is concerned, everrything I've read indicates that one should have an accelerator, but these seem impossible to come by these days.

   Thanks,
   Jim O'Reilly

(J.OREILLY3, CAT16, TOP15, MSG:172/M645;1)

>>>>> I believe Spectrum's requirements are an Apple IIgs running System
""""" 6.0.1--minimally, two megabytes of memory ought to do it.

OTOH, I can't even imagine trying to run it without four megs of memory and

a hard drive, and running without an accelerator sounds like an exercise in pain. . .

Ryan

(A2LAMP, CAT16, TOP15, MSG:174/M645;1)

>>>>> For all intents and purposes, a hard drive is required for System
""""" 6.0.1. You can run a very minimal system without one, but only if you don't mind doing some serious floppy shuffling and you can live with the associated speed penalty. Since Spectrum 2.1 requires System 6.0.1, a hard drive is pretty much required. How big? Well, even a small one (20-40 MB) will help.

Theoretically, I think you can run System 6.0.1 with as little as 1.25 MB RAM. Realistically, you want at least 2 MB. With 4 MB you will be happy. Anything more than that is icing on the cake.

If you are used to the speed of your IIGS without an accelerator (yikes!) then you can probably live without one for Spectrum/SIS. It will be slow.

- Tony

(A2.TONY, CAT16, TOP15, MSG:175/M645;1)

GODZILLA REVIEWS KFEST
""""""""""""""""""""""""
Even if you attended KFest you can't be everywhere all the time. Ergo, I also enjoyed the summary:)

There is another "plus" when subscribing to our periodicals - at least for me. I just don't have time to explore everything I'd like to as deeply as I'd like to. Our outstanding publications help to keep me aware of what is happening and sometimes reminds me to "follow up" on things that have somehow been put on the "back burner".

Time is a universal problem nowadays and I'm elated when I see quality replacing quantity! I think we are quite fortunate that our publications are worthy of the USDA 100% "Fat-Free" label:)

A special thanks to all our superb publishers/editors!

"Godzilla"

(MAC.BB, CAT13, TOP43, MSG:111/M645;1)

MORE PI!4 WITH HUGH
""""""""""""""""""""
I'll check again on the status of what I had thought was the pending PublishIt!4 important announcement. Several months have passed without any announcement.

If the 'deal' has fallen through, I'll go ahead and 'package' my patches and work-arounds to the library here.

I've even made a few more mods to the Laserprep file that really help. I also think we can come up with a patch so that we can print PI postscript documents from PI through the parallel card, which will help with all those new PostScript laser printers that lack a serial port.

AppleWorks 5.1 also helps in processing the PI postscript files. More later.

Hugh...

(H.HOOD, CAT8, TOP18, MSG:171/M645;1)

<<<<< Apparently the possibility still exists (vague enough?<g>) that
""""" there will be an important PI!4 announcement. I'll hold off a while longer with my hacks, I suppose.

Margot, if you are still around, please accept my thanks for all your PostScript font uploads.

I never really looked into them before because, since they were from the Mac's forked file format, they required the IIGS-specific Laserbeam in order to be sent to the printer from the Apple II. Merely separating the parts with the 8-bit A2FX or HFSLink did not yield an ASCII text file with a usable hex image font description.

But, I recently bought a fairly complete set of GS+ mags and disks from a guy leaving the GS world [poor soul], and found Laserbeam plus the docs.

I noticed that by turning on Laserbeam's 'Debug' mode, you could save the results of a Mac format PostScript font download in ASCII text format. A font file in this format can be sent even by a IIe (or IIGS) via AppleWorks, ProTerm, or directly by PublishIt! by adding it to the Laserprep file.

If you decide to upload any more fonts, you might consider adding the ASCII text file version of the font so that folks without Laserbeam can also use the fonts, as-is.

Thanks again. I've hacked together an internal PostScript font substitution scheme for PI, but it needs a little more polishing before I release it.

Also, as you have posted, it seems that Pointless does a good job of turning an equivalent TrueType font into a bitfont font for PI!4's screen display. If my substitution scheme works out, this will be an important part of how we can use just about any PostScript font we want (with certain size limitations) within PI!4.

Hugh...

(H.HOOD, CAT8, TOP18, MSG:173/M645;1)

WHITHER TIMEOUT STATISTICS I'm currently taking a Statistics course at a
"""""""""""""""""""""""""" local college, and am wondering:
Is there available a shareware or freeware statistics package for AW5.1? Or is there a commercial one? If so, where should I look for it? I seem to remember reading somewhere about one, but it's been a while, and I don't remember where or what :)

Thanks.

_____
| homas

(T.COMPTER, CAT2, TOP4, MSG:197/645;1)

>>>>> There is a commercial package called Timeout Statistics which is
""""" (was) produced by Office Productivity Software (Doug Gum). Diz was selling it; not sure how you'd get it now.

Ryan

(A2LAMP, CAT2, TOP4, MSG:198/M645;1)

>>> HOT TOPICS <<<
"""""""""""""""""""""

THE OFFICIAL ANNOUNCEMENT
"""""""""""""""""""""""""""

The September issue of GenieLamp A2 is ready to go, pending a really stupid error on my part and a couple of permissions. Ought to be uploaded by Monday morning.

A pre-announcement announcement: this info will be included in the September 'Lamp, but is released here first for Genie subscribers:

It is no secret that I have discussed ending the run of GenieLamp A2 here and moving the show to Delphi. The time has come to make such a move.

The October 1997 GenieLamp A2 will be the last. How much longer I will remain on Genie following that is unknown.ame can be said about the management here.

I certainly hope to see you all on Delphi.

Ryan

(A2LAMP, CAT1, TOP31, MSG:319/M645;1)

READING MSDOS FLOPPIES ON A IIGS--HARDWARE AND SOFTWARE
""

There are four ways in hardware to do MFM style floppies on a II:

1) PC Transporter floppy drives.
2) Bluedisk.
3) SuperDrive (or equivalent) with SuperDrive controller.
4) Floptical.

Ryan

(A2LAMP, CAT19, TOP4, MSG:271/M645;1)

>>>>> """""

Just before Kfest, Peter Watson sent me MUG! in order to demo the program during my session. But, the very first time I ran it, I discovered a horrible bug that brought my IIGS to a crashing halt.

Peter fixed that bug in a matter of minutes, but I suggested to him that we have an extended beta test so that any other bugs could be squashed before release.

Since I participated in both the LemminGS and SIS beta tests earlier this year, I recommended to Peter a couple of hot-shot beta testers that had been on one or both of those other beta teams, and after they beat up on MUG! for more than a month and found no more problems, it was finally declared "final".

I do have that final version, but I don't yet have Peter's updated documentation. As soon as I do, I'll upload MUG!

MUG! has the exact same hardware requirements as the MS-DOS FST. If you can read the PC disk from the IIGS Finder with the MS-DOS FST, then you can write to the PC disk using MUG!

Not to beat a dead horse or anything like that, but "They said it couldn't be done on a IIGS..." ;-)

Joe
(JOE.KOHN, CAT19, TOP4, MSG:274/M645;1)

MARINETTI SLIP-PROOF SET UP I have a question on getting my connect
""""""""""""""""""""""""""" script working for my ISP.

>pm-1.24 login> gjb.slip
>Password:

These two were no problem (and neither was getting rid of the service question for SLIP...it's taken care of in my login.)

>SL/IP session from (206.146.145.253) to 206.146.145.17 beginning....

Now, for the part that waits for 'Your address is' what should I have in my script...the 206.146.145.253 is usually the IP I'm connected to, and the other IP number is actually my IP address.

I guess I'm a little unclear as to whether Marinetti is waiting to get the number from the address that comes up, or if it's just a convenient wait to get the IP address.

It seems like Marinetti connects, but when I try to Telnet, I don't get any response in the Telnet program. I have tried using the IP address to both my ISP's shell and to my local freenet (IP numbers retrieved courtesy of Mac TCP Watcher).

Greg B.
(G.BUCHNER1, CAT28, TOP27, MSG:54/M645;1)

>>>>> Assuming that the '206.146.145.17' is the address allocated for
""""" your computer, the script should look like this:

```
     wait 600 ') to '
     getip 300
```

The Idea is that the 'wait' should take you to the point where the next thing to arrive is a dotted IP address. 'getip' gets an IP address and expects the address that has been allocated to your computer, not the address of the ISP you are using. The '300' is just a wait time...

Ewen (Speccie)
Delivered by: CoPilot v2.5.5 and Spectrum 2.1
(E.WANNOP, CAT28, TOP27, MSG:55/M645;1)

>>>>> Greg,
"""""
> SL/IP session from (206.146.145.253) to 206.146.145.17 beginning....

That's exactly what my logon message looks like. My script looks just like what Ewen suggested:

```
> wait 600 ') to '
> getip 300
> end
```

- Tony

(A2.TONY, CAT28, TOP27, MSG:56/M645;1)

>>> WHAT'S NEW <<<

ANOTHER SERVING OF JUICED Announcing ...

===== Juiced.GS, Volume 2, Issue 3 =====

The Summer 1997 edition of Juiced.GS, the Apple II world's premier IIGS-specific magazine, is now arriving in subscriber mail boxes in the U.S., Canada, Mexico, and other points around the world.

This issue is being mailed to 295 paid subscribers in 43 states and 10 foreign countries.

Here's what you'll find in this issue:

==========

FEATURES

Cover Story: Complete coverage of Kfest '97, the event that produced the unveiling of Marinetti, the TCP/IP stack for the IIGS. Juiced.GS was on hand for the festival and presents all the day-by-day coverage, plus photographs of many of the famous Apple II personalities who attended.

Review: An in-depth look at Hyper Quarterly, the new HyperCard GS on-disk publication produced by Apple Blossom Publishing.

Snap Shot: The Life and Times of AppleWorks GS, a thorough and compelling history of perhaps the most famous IIGS-specific program ever made. Reported and written by Gareth Jones.

COLUMNS

My Home Page: Home from Kfest ... Juiced.GS editor and publisher Max Jones shares memories of his trek to Kansas City, Missouri, and gives a status report on how his traveling companion handled the trip.

II Be Named Later: Our columnist, Ryan Suenaga, beckons Apple II users everywhere to answer the call and come online

DEPARTMENTS

Shareware Spotlight: SlixSecurity, shareware from Bret Victor, is the featured program in the spotlight this issue.

DumplinGS: Delphi opens its forums, including the Apple II forums, to free Web access. But if the Web's not your bag, Crock O' Gold makes life on Delphi a whole lot easier for Spectrum users.

Letters from the Land of Rom ... Juiced.GS readers ask questions, get answers, and tell us what's on their minds.

==========

Juiced.GS is a quarterly, printed publication available by subscription only.

A subscription for 1997 is $14 in the U.S., Canada or Mexico, $20 elsewhere. To subscribe, send a check or money order U.S. funds to:

Max Jones
Juiced.GS
2217 Lakeview Drive
Sullivan, IN 47882

Makes checks or money orders payable to Max Jones. Sorry, no credit cards or purchase orders can be accepted.

A complete set of 1996 issues is also available for $14. If you would like to purchase only a specific single copy (or copies) of 1996 issues, they are available for $4 each. An index and brief description of articles published in 1996 are available on the Juiced.GS web site. See URL below.

Apple II Forever!

Max Jones
Juiced.GS
Genie: M.JONES145 -- Delphi: JuicedGS
Internet: m.jones145@genie.com -or- juicedgs@delphi.com
World Wide Web: http://users.ids.net/~kerwood/juiced.gs
(M.JONES145, CAT13, TOP43, MSG:92/M645;1)

>>> THROUGH THE GRAPEVINE <<<
""""""""""""""""""""""""""""""""""

ZIP CHIP STILL AVAILABLE
""""""""""""""""""""""""""
Does anyone know if the "Zip Chip" for the //e is still being sold? And by who? And for how much?

I'm not a complete idiot, some parts are missing!
Honeybee
(J.SHAVER, CAT4, TOP31, MSG:269/M645;1)

>>>>> """""
Alltech should still have these, but I don't know how much they're selling for.

Ryan
(A2LAMP, CAT4, TOP31, MSG:270/M645;1)

BUT NOT ZIP GSX?
""""""""""""""""""
As per Tony Diaz, Alltech has either one or no ZipGSX accelerators left. EGO Systems is no longer in the Apple II business, and I know of no one else who's been selling Zips as of late. MCTA, ne'e Zip Technology, has apparently run out of a custom part needed for continued manufacturing of the Zip GSX, and the investment to get the part made again is substantial.

So, it appears there will be no more new accelerators for the Apple IIgs available. Hold onto those you have tight.

Ryan
(A2LAMP, CAT16, TOP15, MSG:178/M645;1)

THIS MONTH'S BLATANT TEASER Talk about teasers... ;-)
""""""""""""""""""""""""""""""

Watch this space for an impending announcement about how _you_ can qualify to win a brand new, fully populated 8 Megabyte Sirius II RAM card for the IIGS!

Joe

(JOE.KOHN, CAT19, TOP4, MSG:287/M645;1)

>>> MESSAGE SPOTLIGHT <<<
""""""""""""""""""""""""""""""

Category 2, Topic 3
Message 121 Fri Sep 26, 1997
MAC.LIB.RON [Cap'n Ron] at 22:06 EDT

To everything there is a season.....

A time to go Online, and a time to leave. Well, not quite, but close enough. I shall be leaving Genie effective Oct 1st. I am basically moving myself over to Delphi, and will be working and playing in the POWER forum over there.

But I started my online experience here, in A2. And here is where I say goodbye. It's been a trip, I've learned so much and met and talked with so many wonderful people. I've downloaded what must be thousands of files, some of which were actually useful to me, and many that were not, but hey, it's fun to download, y'know?

And I got asked one day to become a Staff member, and boy was I proud. I did the best I could in the RTC's, and had a really good time. I wish more of you had dropped by, but it makes no difference, really. That fact that you were _here_ was, and is, important.

The Apple II was the first real computer I ever owned, and I wouldn't ever have another, unless it was an Apple computer. I own two Apple II's, and a Mac, and probably soon will be getting another Mac. I've been to Kfest, at least twice, and I remember most of both times. I've met Apple II Lovers from all over the world, and of all ages. These last few years have been an absolute gas!

But, now it's time to move on, to weigh the anchor of the Good Ship Apple II, and head for a different port, one which is getting busier and busier every day. I want to wish all of you the very best. With people like you, the Apple II WILL live forever! The Dream never dies, folks.

Bless you all.

Cap'n Ron

[*][*][*]

While on Genie, do you spend most of your time downloading files? If so, you may be missing out some excellent information in the Bulletin Board area. The messages listed above only scratch the surface of what's available and waiting for you in the bulletin board area.

If you are serious about your Apple II, the GenieLamp staff strongly

urge you to give the bulletin board area a try. There are literally thousands of messages posted from people like you from all over the world.

[EOA]
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REFRACTIONS /
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The Future of Online Support for the Apple II
""
by Ryan M. Suenaga, M.S.W., L.S.W.
[A2LAMP]

>>> FACING FUTURE <<<
""""""""""""""""""""""""

In this final issue of _GenieLamp A2_, my responsibility as editor is to point to the future as well as celebrate the past. While Genie (and GEnie before it) has traditionally been the center of the online Apple II universe, both the change and, intriguingly, the lack of change that has been seen on the online service make it questionable at best to continue there into the future. So where do we go from here?

Many of the Genie faithful cling steadfastly to the venerable online service, just as the Apple II faithful cling to our Apple IIs. Genieites do this despite the rapid loss of members, the slowdown of activity in the Genie A2 Bulletin Board, Library, and Real Time Conference, and the harsh reality that it is the most expensive online service in the world. Aside from a brief fling with the aptly named Genie Lite, Genie management has not shown any interest in offering varied pricing for their users, and access by telnet or the World Wide Web has been promised, but not delivered. To their credit, Genie members are comfortable where they are, with what they have, and they mean to keep it. The general setup of Genie has remained unchanged for years, and while the new owners have indicated a facelift is coming, it is not here yet. Genie's general appearance may inspire several different thoughts, from utilitarian to retro to timeless to classic to aged to dated, but it allows the classic computist--for instance, the Apple II user--access without compromise.

Conversely, Delphi, where the same people who brought you the A2 and A2Pro RoundTables on Genie are now also bringing you the A2 and A2Pro Forums, is the new kid on the block. Delphi has a wide variety of pricing plans, and more means of access than Genie did. Those who already have World Wide Web or telnet access can access Delphi for less than $40 a year. Even for free, if they have the proper browsers that support certain features. The owners of the venerable, although relatively tiny online service have shown they are progressive and looking to the future of online telecommunications in implementing such varied pricing and access plans, while keeping an eye to the future by ensuring that all of the text context remains in place. This is where Delphi differs considerably from America Online or Compuserve, for instance, who have progressed with the times with new features and a graphical interface, but have left their classic computing customers in the virtual dust.

Apple II users are survivors, particularly in the late 1990s, when the siren call of cloned computers is strong and prices are the lowest they have ever been. I have no doubt that as long as Genie itself exists, there will be Apple II users who will steadfastly remain there, feeling no need

to go elsewhere. But in the hands of new ownership, I also believe that Genie will step forward without keeping an eye to its past, just as America Online and Compuserve have done. Delphi has gone out of its way to offer a variety of pricing plans, access methods, and to make the same material available to the newest and oldest of computers. Many of the Apple II faithful have found a new home there, and I fully believe that it is the online service of choice for those who still use the Apple II. The future is now.

Keep the faith. The candle burns on Delphi.

[EOA]
[OFR]////////////////////////////
ONE FOR THE ROAD /
////////////////////////////
by Douglas Cuff
[D.CUFF]

>>> LAST CALL <<<
""""""""""""""""""

This is the last issue of GenieLamp. You'll have to forgive me if I remain dry-eyed. The fact is, GenieLamp has been dead--to the same extent that the Apple II has been "dead"--for over a year now.

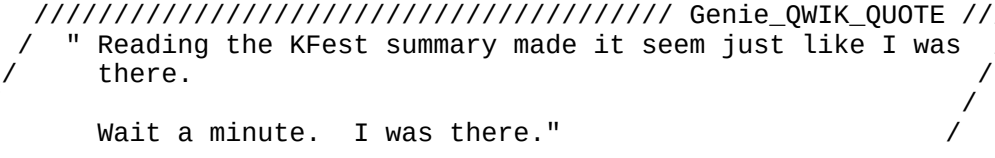
Genie's new management formally abandoned GenieLamp in July 1996 when its home, the DigiPub RoundTable, was closed forever. The man who began it all, GenieLamp publisher John Peters, closed his Genie account in April 1997.

You may not have noticed either of these milesstones. That's because we--first me and then the final editor, Ryan--kept GenieLamp A2 arriving, month after month. We've been "all alone" out there for awhile now. We didn't much care that we didn't have a home. We didn't let the fact that we didn't have a staff stop us. We kept bringing out the magazine every month.

All the other editions stopped in June 1996, but not GenieLamp A2. It kept going, to the last man standing. We Apple II folk have had a lot of experience at this sort of thing. We know how to keep going while the fickle majority withdraw--editor Ryan Suenaga particularly so.

The fact is, for almost a year, Ryan has been producing GenieLamp A2 all by himself, and Ryan isn't finished, not by a long way. He's simply moving to Delphi, and taking his one-man online magazine with him to Delphi. It'll have a different name there, and perhaps Ryan can scare up some semi-regular staff there. I'm hopeful that he will--people like to be in on a fresh start.

That's why I'm not shedding any tears. This final issue of GenieLamp A2 may turn out to be one of the best things that ever happened to it. It's getting a rebirth over on Delphi. We all hope to see you over there.



// A2LAMP ////////

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GenieLamp Information
""""""""""""""""""""""""

o COMMENTS: Contacting GenieLamp

o GenieLamp STAFF: Who Are We?

GenieLamp Information """""""""""""""""""""""" GenieLamp A2 is published on the first of every month in library 55 of Genie's A2 RoundTable (page 45;3). GenieLamp is also distributed on CrossNet and commercial BBS systems worldwide.

o To reach GenieLamp on Internet send mail to genielamp@genie.com or to reach GenieLamp _A2_, send mail to a2lamp@genie.com

o Back issues of GenieLamp A2 are available in the A2 RoundTable Library #55 on page 645 (m645;3).

o We welcome and respond to all E-mail. To leave comments, suggestions or just to say hi, you can contact me in the A2 RoundTable (Category 3, Topic 3) or send GenieMail to Ryan Suenaga at [A2LAMP] on page 200.

>>> GENIELAMP STAFF <<<
""""""""""""""""""""""""""

GenieLamp """"""""""	o John Peters	[GENIELAMP]	Publisher
	o Mike White	[MWHITE]	Managing Editor
APPLE II """"""""	o Ryan M. Suenaga	[A2LAMP]	Editor
	o Doug Cuff	[D.CUFF]	Editor Emeritus
	o Peter C. Brickell	[P.BRICKELL]	A2 Staff Writer
	o Max Jones	[M.JONES145]	A2 Staff Writer
A2Pro """"""	o Tim Buchheim	[A2PRO.GELAMP]	Editor
ATARI """"""	o Sheldon H. Winick	[GELAMP.ST]	Editor
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<H1>Apple II Textfiles : Genie Lamp Archives</H1>
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Since April 1, 1992, a group of Apple II Enthusiasts on the GEnie Online
Network have produced a newsletter covering all aspects of the Apple II
series of computers. Well-written, thoughtful articles cover hardware,
software, anecdotes, company news, and the occasional off-topic rant.
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The current listed run covers all the issues of GEnie Lamp A2 from April 1992
to October, 1997. The newsletter supposedly moved onto the Delphi information
service, although none of those newsletters are archived here.
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Note: It appears I am missing two files from the archive I got,
one of which is probably named <B>almp9709.asc</B> and the other
is Volume 6, Issue 60. If you find them before me, let me know.
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F I N I S