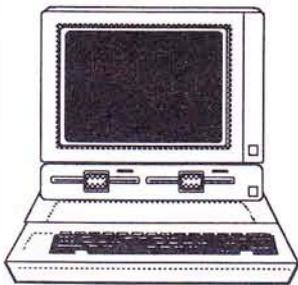
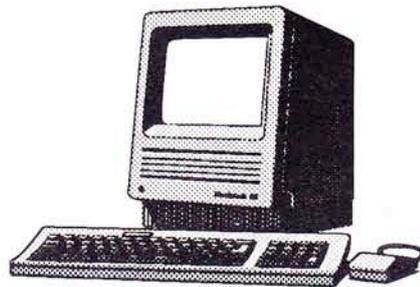


Apple Users' Society of Melbourne Inc.



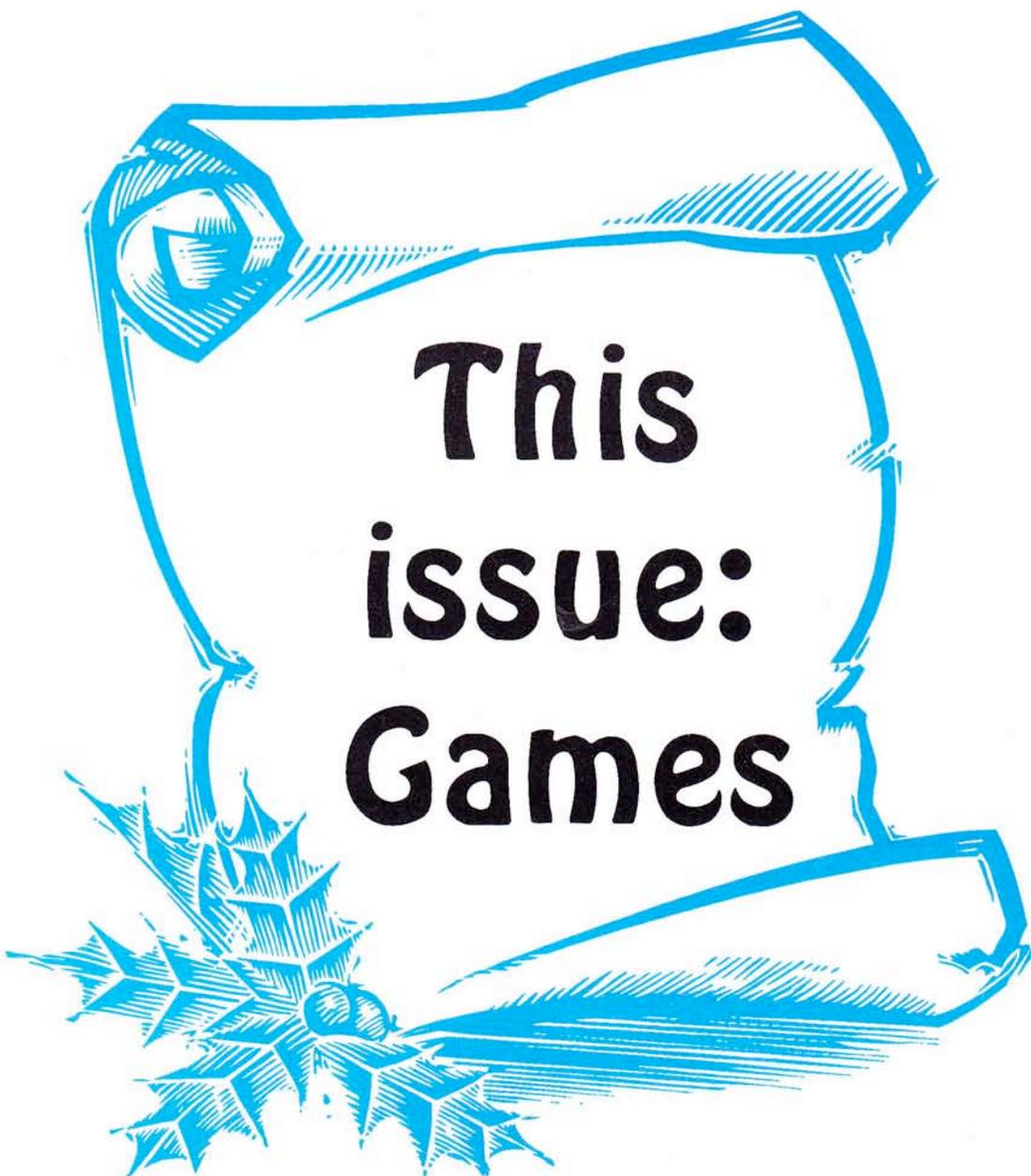
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Apple //GS
Macintosh



A U S O M • N E W S

Volume 13, No. 11
Recommended retail price: \$3.00

December 1992
Registered by Australia Post, Category B, No. VBH4325



**This
issue:
Games**

AUSOM—General Information

— Apple Users Society Of Melbourne Incorporated
(Affiliated with Apple Computer Australia Pty Ltd.)

Phone: 796 7553
Fax: 796 7571

Contributions:

Editorial contributions and letters to the Editor are welcome and can be sent to: (send advertising to Ivan Nagy—see below)

Pam Doughty, 5 Raynes Street, Balwyn 3103

Articles may be uploaded at any time of day to the Editor's Bulletin Board—telephone (03) 857 8293 (baud rates supported—300/1200/2400 baud).

Articles submitted on disk (**3.5 inch Mac, 3.5 inch/5.25 inch Apple II, or 3.5 inch MSDOS**), preferably in **text** format, with hard copy print-out, or by telephone to the Editor's Bulletin board, will be given preference over typed or hand-written copy. Articles, or advertisements, submitted in hard copy only, or by voice over the telephone cannot be guaranteed inclusion in the next issue.

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(subscription renewals, software orders, AUSOM business) to:

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Narre Warren 3805

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are held in the VICTRACC Centre and Lecture Theatres at Victoria College, Burwood Highway, Burwood (Melway, Map 61, B6) on the first Saturday of each month, except January, at 1:15 pm.

Membership Enquiries: 796 7553

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Secretary:	Alex McKenna	796 7553
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Ordinary Member:	Peter Garwood	544 0740
Ordinary Member:	Robert Pascale	478 9644

Meeting Rooms and equipment

Meeting Rooms:	Robert Pascale	478 9644
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Editor

Editor:	Pam Doughty	857 7939
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Apple II/GS Software:	Michael Levine	857 5727
Mac Software:	Pam Doughty	857 7939
	Gary Jameison	458 4951

Beagle Buddy

Apple II:	Nicholas Pyers	593 2115
	nkp%ausom.oz@sol.cc.deakin.oz.au	

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AUSOM Premium Access: .. (3 lines) ..	587 4194
AUSOM BBS .. (up to 2400 baud) ..	587 4360
(Sysop): .. Ross Sheehy ..	n/a
AUSOM Editor: .. (24 hours, up to 2400 baud) ..	857 8293

SIGs

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Apple IIGS SIG:	Stephen Davidson	408 7206
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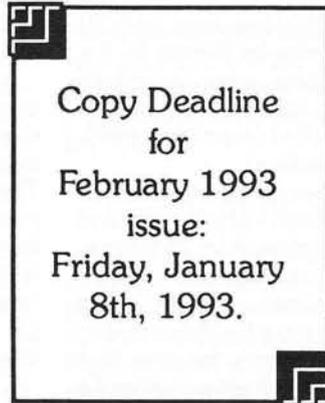
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Zelda Martin
James Mitchell
Nicholas Pyers
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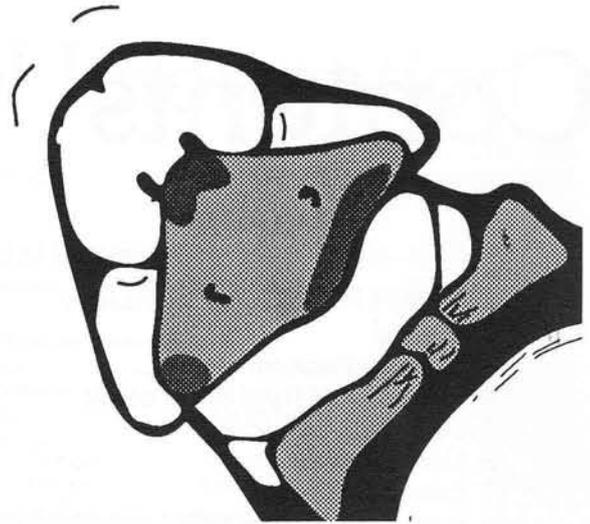


Contributors—

To ensure that your article or advertisement has a good chance of appearing in the next issue, please submit it well in advance of the deadline date. Articles or advertisements not supplied on disk (or on the bulletin board) are unlikely to be published in the next issue. The newsletter is produced to a tight deadline—page allocation for each article is done directly after the deadline date. Please do not submit advertisements or articles in ALL CAPITALS as these are time-consuming to fix, and may not appear in the next issue.

Unsigned (anonymous) letters or articles will not be published.

Editorial



Welcome, Pam!

As I indicated in last month's Editorial, this is my last issue as editor of AUSOM News—at least for a while! Pam Doughty has been appointed Editor by the Committee of Management, starting with the next issue (February 1993).

As part of the "phase-over" to Pam, she has been assisting me this month by laying out about half of this current issue, in order to get a feel for what is in store for her.

There is a prominent "ad" on page 6, giving Pam's address, phone number, and bulletin board number. Future contributors, please take note.

This would be an appropriate time to thank everyone who has helped me as Editor over the last four and a half years. There are too many to name individually (you know who you are)—for example, last month alone there were 20 contributors. Particular thanks to the regular contributors, who—month in and month out—send their contributions by the deadline (mainly the hard-working disk librarians).

The Committee Of Management of AUSOM have been very helpful and courteous, particularly Alex McKenna, our dedicated Secretary.

Last but certainly not least, a big "Thank You" to my wife Helen for her patience—every month for over four years she has seen half of her husband's spare time taken up by sitting in front of the computer.

CD-ROMs—the direction of the future?

I'll wrap up my final Editorial by making some predictions about the future directions of personal computing...

Now that Apple is including built-in CD-ROM drives in some of their new models of Macintosh, we must surely be

seeing the "real" start of the CD-ROM revolution.

CD-ROMs offer many advantages to both manufacturers and consumers, such as:

- Being cheap and easy to manufacture, especially for programs that might have taken 10 floppy disks to distribute
- Cannot be infected by viruses or otherwise altered before use
- Can hold vast amounts of data (600 Mb), making feasible, for example, the distribution of dictionaries in many languages, and thesauruses, along with word processing and desktop publishing programs
- A "new breed" of games with extensive graphics and sound effects are now possible (for example, Cosmic Osmo, Spaceship Warlock, Sherlock Holmes CDs)
- Solves the problem of "copy protection"—who would copy a \$100 CD-ROM onto a \$1,000 hard disk in order to pirate it?

Once the user community passes over the "critical threshold" of ownership of CD-ROM drives, we can expect many more titles distributed this way. The threshold I refer to is to have sufficient owners to warrant manufacturers taking the medium seriously. Once that is reached, the number of owners will "snowball" (more titles mean more people buying drives, which means more titles being made, and so on).

Hard disks made out of RAM chips?

With the price of memory chips dropping all the time, and their capacity increasing, we can expect to see the end of "hard disks" as we know them. Already 1 Mb SIMMs are being advertised for \$US39. If you took 20 of those, or 160 x 1 Mbit chips, and mounted them on a printed circuit board, with a modest power supply, and a battery backup, and put the whole lot in a small box with a SCSI connector, you would have a 20

Mb "hard disk drive" which could never "crash", and would be very shock resistant.

At current RAM prices, and in volume production, such a drive might cost between \$500 and \$1000, which is not particularly cheap for a 20 Mb drive, but consider that the access time for RAM is 100 ns, compared to (say) 20 ms for a hard disk. That's 20,000 times as fast!

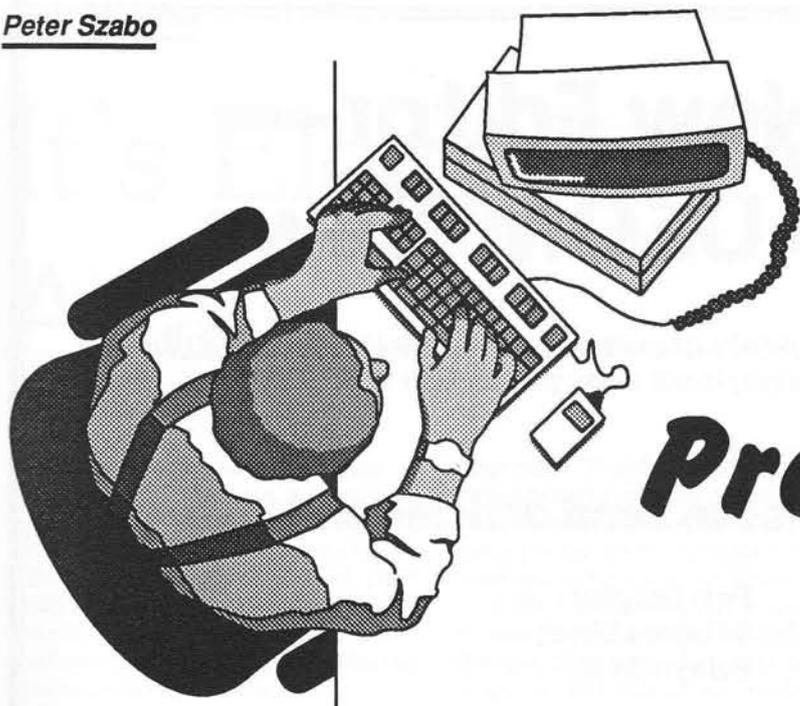
I would suggest that in 20 years' time, memory chips will be so cheap and compact that they will revolutionise many of the consumer products that we are used to. For example, phone books distributed on a chip (or a the very least, a CD-ROM), and when you go to your local video store, rather than hiring the rather bulky video tapes that we are used to, we would hire a little plug-in card which would hold a few Gigabytes of data (i.e. a whole movie).

Object-Oriented programming

Finally, Object-Oriented Programming (OOP) is starting the revolutionise the way that software is developed. Because objects in OOP have fundamental attributes that can be overridden by programmers for a particular application, it saves the "re-invention of the wheel".

Various manufacturers, such as Apple, Symantec, Borland and Microsoft are developing "Class Libraries" which are libraries of object types (such as windows, menus, tear-off menus, sorted lists, and so on) which are pre-written and can be incorporated by the developer. The saving in development time (once you are used to the system), and the ability to produce programs with a similar "look and feel" are major benefits.

Any serious developer who is planning for the future should be considering OOP very closely.



From the President's Pen

1992—A Brief Overview

Only a few weeks till Christmas! Where does the year go? What better Christmas present than some (or a lot, given the low prices) public domain software for a friend. Or why not shout yourself some disks? Even a disk library catalogue wouldn't go astray. The theme for this month is "games", so come along and find out just what is available for your particular computer.

It's been another good year for AUSOM. Membership continues to grow. Most new members are Mac users, which is a sign of the times. The number of new Macs this year speaks for itself. New software and third party software abounds. If users have a harder time finding new software and hardware, but they are still being produced. In particular, the mainstay of II computing, AppleWorks, had a major software upgrade in October this year.

The Bulletin Board (BBS) is attracting new premium access users every week. Financially speaking, it has returned almost \$10,000.00 to AUSOM, and we expect it to be not only self funding, but to provide a healthy income for AUSOM. Given the criticism the committee has received from some quarters, this situation has more than vindicated that move. Even if the financial return had not been so good, I would still very much stand by the decision to spend what we did on the Bulletin Board. The fact is that many members using the board do so to obtain information for the benefit of other members, not just themselves. The BBS

was seen as a five year mission by SYSOP Ross Sheehy, and he has done extremely well to date. More upgrades will be in place over the next few months. A larger capacity hard drive, direct out mail access to InterNet, and Unix 3 (giving the graphics interface capabilities sought after by Mac users) are coming.

The Home Computer Show was a great opportunity for AUSOM to promote itself. Many membership forms were given out, and by the close of the show on 15 November, over 100 members had been signed up. Many volunteers from AUSOM put in a lot of their spare time to make our presence felt. Particular thanks to those volunteers who attended. It was pleasing to see fellow Committee of Management members Robert Pascale, Alex McKenna, Peter Garwood and Bill Gunther there for most of the time, sometimes exclusively so. These men devote much of their spare time already to the management of AUSOM for your benefit, all unpaid, and to then have them give up almost 3 days plus lead time is remarkable. Thanks to all of you from AUSOM.

Some Farewells to Good Workers

As announced at the last main meeting, Nick Gammon is retiring as editor of this magazine. Nick has done a magnificent job, and members will have noticed its quality improve over the last few years. The next editor has a hard act to follow! I remind members that some

positions in AUSOM need filling, being mentioned in the November newsletter. Most importantly, if no librarian is forthcoming, the library will not reopen in 1993.

There will also be some vacancies for the Committee of Management. Robert Pascale has, for personal reasons, decided not to nominate next year. His energy and enthusiasm will be sorely missed. Robert, I hope you stay an active member, and I personally wish to thank you for your efforts, particularly with the SIGs and the Bulletin Board. AUSOM is the loser. So, anyone out there who wants to put in instead of just sitting back...

Freedom of Speech

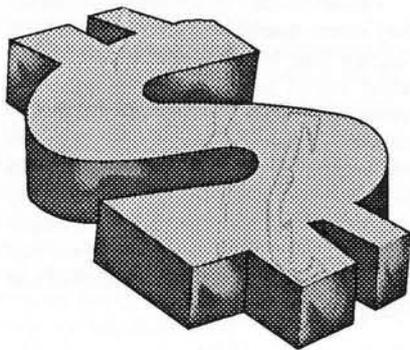
A point of order is that it may not be clear that this column is my personal say. I do not necessarily represent in this column the views of the Committee of Management. In accepting the Presidency almost two years ago, I undertook to write a monthly page principally to keep the members informed on what is going on, from my perspective. The heading to my column has recently changed to make that clear. That being the case, I am entitled to state my views. Anyone who wants to put a contrary view is most welcome. I have constantly urged members to come to the Members forum each second month to do just that.

Continued over the page

I have heard some mutterings to the effect that my "picking on the Macs" is deliberately done to try to divide AUSOM into factions. For those who really think that is the case I apologise. If however, my pages over the last two years are read, you will readily appreciate that nothing could be further from the truth. I have constantly stressed the importance and strength of a unified club. I like praising my dinosaur IIc. It does me just fine. My "digs" are "tongue in cheek" and done in the spirit of friendly rivalry, and I am certain most members appreciate that, particularly when hearing me at the main meetings. Perhaps the written word is not so obvious. What is that saying?—"I may not agree with what you say, but I will defend to the death your right to say it". Voltaire, I think. Go to your keyboards and pen some letters—make our magazine even bigger and more lively!

Anyway, come to the Members forum and contribute your views. The next meeting is on 13th December at 7.30 pm. The venue is the Civic Centre, Millers Road, Mount Waverley, next to the station.

Enough of my ravings! Have a great festive season and stock up your computer wares for a fantastic new year.



Commercial Classifieds

Mac+ (casing yellow) 2 Mb RAM; 20 Mb HDD
A4 RADIUS Mono Screen. All connecting cables.

Powerboard and RADIUS Screen Card needs to be replaced.

Asking price \$700 ono.
Ring Leonie King B.H. 805 3626; A.H. 899 1936

Macintosh—Generic CADD Level 1
(upgradable)

Original Software and Manual (unopened)
Excellent 2D design & drafting package.

Suitable from MAC+ onward.

Minimum requirement 1Mb RAM

Price \$100

Ring George Angelakis on 543 6584

New Editor— AUSOM News

AUSOM's Committee of Management has appointed Pam Doughty to edit subsequent editions of AUSOM News.

Please send articles and letters to:

Pam Doughty
5 Raynes Street
Balwyn 3103

Phone: 857 7939

Contributions should be submitted on disk or to the Editor's bulletin board (see below)—written contributions which involve retyping are likely to be subjected to lengthy delays. Please save files to disk as **text only** where possible.

Deadlines for each issue are published at the back of the magazine (page 77 of this issue).

.....

Editor's Bulletin Board

Articles may be uploaded to the Editor's Bulletin Board (operating 24 hours):

Bulletin Board: **857 8293**

300, 1200, 2400 baud supported.

.....

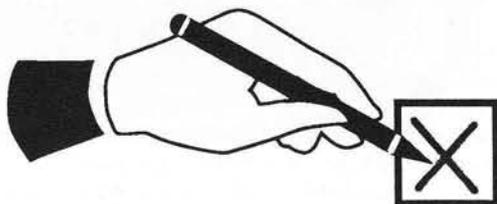
Advertising

Please send advertising to:

Ivan Nagy
2 Bataba Street
Moorabbin 3189

Phone: 555 4074 (9 am to 6 pm)

It's Election Time... Again



We've recently seen a change of government in Victoria, a change of government in the US. I wonder if in 1993 we are likely also to see a change in the governing body of AUSOM. I find it difficult to understand why a club with around 1800 members finds that it only has 6 persons prepared to stand for the 6 management positions.

Do I take it to mean that the membership is happy and satisfied with the current management? Or do I read a general level of apathy among the membership?

I for one will be offering my service to AUSOM again in 1993. Hopefully I will be re-elected, but I would also hope that other members will decide to stand for positions on the Committee of Management.

When there is no competition there is no reason for those in management positions to justify their role.

We hear from time to time that members are not satisfied with the current

committee. That they believe the committee acts in a vacuum, yet when elections come around, again we have the same people nominating for the same positions. Where are the dissatisfied?

AUSOM is a strong club, it has much to offer its members, its strength lies in that the club caters for users of both Apple II and Macintosh computers. Many of our Macintosh members started their computing with an Apple II computer. Their link with both machines is strong. One of AUSOM's strength is the amount of software, hardware and general computing expertise among its members. This expertise is shared among the members during question time in the main meeting, in the special interest groups and via AUSOM's contact list.

I become disappointed when I detect a "them and us" attitude from some members between the Apple II and Mac groups. I am an Apple computer user. I happen to use both machines. I love my

IIGS but there are things I want to do that I can do more easily on the Mac.

I can assure you that at the Committee of Management meetings the discussion revolves around the club. The question of Mac or Apple II seldom arises. The Management Committee consists of people using both machines. If members believe their machine, or their special interest group, is not being sufficiently supported at management level now is the time to do something about it. As I said before, hopefully at our next Annual General Meeting we will have to set some time aside for elections. Hopefully there will be more than 6 nominations for the 6 positions. If people believe it is time for change then this will happen.

[Nomination forms for the Committee of Management, and the General Committee are on pages 44 and 45 of this issue.]

Kenneth Gomez

Apple Events and HyperCard

The next meeting of the HyperCard SIG will be at the usual time and place at 4.00 in Room E108 on 5 December 1992. This month's meeting will focus on AppleEvents. Very loosely, AppleEvents are system messages that may be passed from one AppleEvent-aware application to another AppleEvent-aware application under System 7. This can allow one application to control another application.

We have invited Glenn Trestrail to make a presentation on using Apple Events from within HyperCard 2.1. Glenn is an engineer at Apple. Amongst other things, I saw him demonstrate the ability of HyperCard 2.1 to pass data to Microsoft Excel 4.0 and create a column graph of the data at the PC92 Show held at the Exhibition Buildings this year. He has kindly agreed to make a similar demonstration at our SIG

meeting and to answer questions afterwards. Please come along at 4.00 and support his efforts.

If time permits David Turk will also make a presentation on FileMaker Pro Version 2 and its ability to send AppleEvents to other applications.

Letters to the Editor

Dear Sir,

I wish to reflect on Bruce Craven 'Mac sceptic' article (Nov '92 issue—page 54).

I can follow the train of thought of the article—the writer is happy with the family of Apple Computers developed to the Macintosh standard, whatever that may imply. Yet according to his opinion it has reached the saturation point of its usefulness. Meaning that with good housekeeping, the less memory demanding programs can accomplish practically everything.

I recently received an IEEE publication of the proceedings conducted by John Hopkins from the "National Search for Computing Applications to Assist Persons with Disabilities". I have found two articles in the publication to be relevant examples as to why the memory size has to increase and Systems have to develop further.

One article is titled 'LEVELLING THE PLAYING FIELD'. The System hardware and software used are: Macintosh IIsx (5Mb RAM, 80Mb Hard Disk), Apple Portrait Display, Apple System 6.07, Claris HyperCard 2.0, Microsoft Excel 2.2a, Intuit Quicken 1.5, and Berkley Systems Outspoken 1.0

In abstract, HyperCard applications for the Macintosh provide a powerful tool for assisting disabled persons. This system maximizes the use of HyperCard and the intuitive nature of the Macintosh interface to provide a business information management system for an individual who is learning disabled, severely dyslexic and functionally illiterate. The system uses icons, voice overlays, and disabled persons involvement in development, to create a comprehensive, functional business information management system. This system—according to the developers—compares favourably to commercial business management packages currently available to non disabled persons. Thus this

technology can be used to create a level playing field where the disabled need not be disadvantaged.

The other relevant article is SPEECH WARE. System Hardware and Software required: Macintosh (capacity not specified), Apple System 7, HyperCard 2.1, and Speech Ware v2.0 (obtainable for US\$49.95).

In abstract, Speech Ware v2.0 is a customizable speech prosthesis for people with communications as well as motor disabilities. Provides user empowerment over synthesized and digitized speech, telephone and print communications, and household environmental control. It permits customisation for each person's cognitive and physical capabilities. Good examples are persons suffering from stroke or head injury.

Besides all of this I have just made the acquaintance of a quadriplegic person. He is satisfied with the way the Macintosh has developed. With the latest System and HyperCard he is able to voice-control the mouse on his machine. He demonstrated it at the Austin Hospital. He was very pleased that the complete 'gismo' prepared for the demo fitted into his pocket. He promised to come to one of our meetings in the new year.

'Craven Laws' can be applied by those who intend to spend the rest of their life in an 'IVORY TOWER'.

I for one have only a //c and even though I would like to handle more elaborate systems—'for my money' what I have got now is suitable.

I have to agree with Zelda Martin that probably the computer fraternity is the only one wishing to hang on to the obsolete.

We will not bat an eyelid buying the latest model of car or any other gadget.

As the computer is getting into the mainstream, program developers are creating programs to cater for the complexities of the public demand. They have to pay attention to the fact that to

be able to amortise the development costs, hardware and software must have a wider appeal.

I remember when I was a student we were taught shorthand and typewriting because that was required as being part of practical knowledge. By the same token nowadays, schools should incorporate into the curriculum this kind of higher level of computing.

Non schola sed vitae discimus.

—Ivan Nagy

Dear Nick,

I am writing to register my objection to the fact that the AUSOM presence at the recent Home Computer Show was compromised by the willing inclusion of MacNews Magazine into the equation.

At the previous meetings, the members were advised that we would be displaying the \$90,000 prize from the Mac News subscription drive as a means of attracting visitors to our stand and that the magazine would have a small corner at which to hand out free copies of the magazine.

As it turned out, both our main stand and the supposed free information booth were plastered with MacNews covers and flyers. Those helping at the Show were advised: "The main duties... will be to promote AUSOM and to help fill in the various forms for membership and subscribing to MacNews and Desktop magazines..."

Those passing both stands could be forgiven for believing that AUSOM was in some way directly affiliated or even a direct arm of the Niche Publishing Organisation. At times there seemed to be more people from MacNews than AUSOM members. I frankly felt used.

I must declare that I contribute to Australian Macworld magazine, but subscribe to MacNews and buy Mac User, as well. First and foremost, however, I

am an AUSOM member and firmly believe we must maintain our integrity and independence from any commercial interests.

Most people like myself enjoy the benefits of AUSOM membership and impartial advice over that of a commercial reseller for the very reason that we aren't trying to sell them something. Unfortunately, that image is now somewhat tarnished.

I hope in future the Committee will declare their independence and not compromise AUSOM's. I don't care if AUSOM got \$5 or \$50 for every subscription we flogged at the show. AUSOM's integrity shouldn't have a price on it.

I'm sure this letter will cause a flurry of replies putting me in deep proverbial and adding to my already considerable reputation as a ratbag, but I couldn't let this go unchallenged.

Yours faithfully,

Randall Berger

PS. Thank you for your years of great service. I think you've made AUSOM News every bit as good a magazine as the commercials. Enjoy your status as a regular member. Good Luck, Pam!

Dear Sir,

Colour Front page of magazine

The first thing that I noticed about November's magazine, apart from being amazed that it still arrived on the Monday before the meeting—i.e. during the Melbourne Cup long weekend, was the fact it was in colour.

It gave the magazine a very distinguished look. The use of only a couple of colours was effectively used. Particularly in the header—The club's and magazine names were highlighted and the fact that our strongest strength, being a "cross platform" group, was made very prominent.

I hope that the Committee of Management allow the new editor to continue with the current format as it only enhances the club's image to the outside world.

Well deserved thank you's

I wish to take this opportunity to say thank you to the people who for different reasons are standing down from their various positions.

Thank you to Nick and Helen Gammon for the excellent and VOLUNTARY work they have put into the club over the last 4 and a half years in producing a "professional" looking magazine.

I can only echo Heather Hendrickson's (Author of AUSOM News hits the USA in November's magazine) comments of "... it belonged on a magazine rack because it looked so professional", "Graphics are slick and well placed" (Nick, Can we see the Penguin one last time?) [*with pleasure, see below—Nick*] and... of all the newsletters that our club exchanges with and AUSOM takes first place for presentation, readability, organization and graphics".

Thank you to Peter and Steven Garwood for the excellent work they have put into developing the Apple // Disk Library over the last four or so years. Since inheriting the Disk Library, they expanded the contents of the library at least tenfold with the latest quality Public Domain and ShareWare software available and have produced easy to read reviews of each disk, and used these reviews to produce a catalogue for use at each meeting. As with the editor's position, considerable time and effort is expended each month to provide a professional and quality service to the members and to quote from a letter written by one of our own members to Peter "... thank you for your most prompt and efficient service. You are much quicker and a lot more helpful than any software company I have dealt with".

Grahame Spendlove has put in many hours in a job that quite often receives abuse rather than praise. Despite this and heavy work commitments he has still worked tirelessly at maintaining and expanding one of AUSOM's greatest benefits and asset to members—The Book Library. Again the time and effort put in has been considerable—Thank you.

Since assuming the role of Membership officer (in addition to his numerous other positions and commitments both within and outside of AUSOM), whose duties include the packaging and mailing of the newsletter each month, the Garwood family including Peter, his wife Joan and their sons (and any-one stupid enough to en-

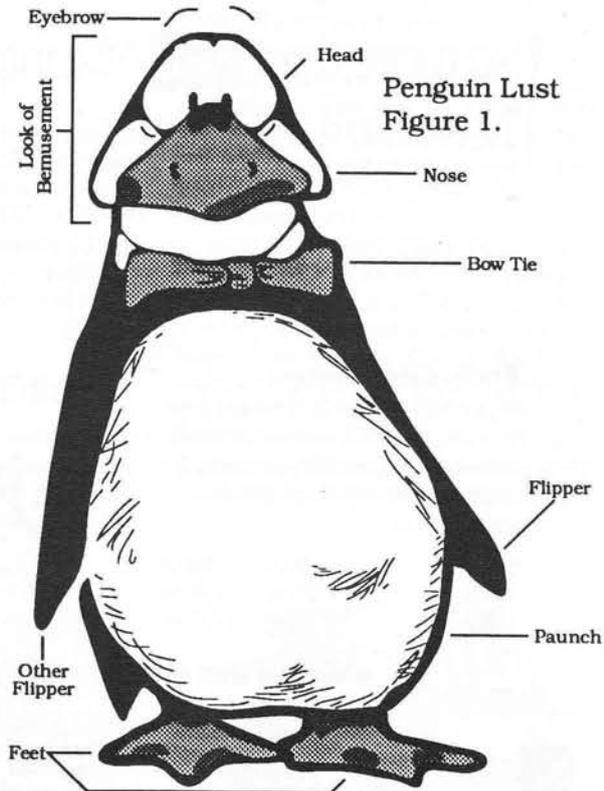
ter their house during the weekend when packing is in progress) have always had the magazine sitting in my post office box first thing on Monday morning PRIOR TO the meeting. Imagine the amount of time required to pack approx. ONE THOUSAND, EIGHT HUNDRED magazines, plus any additional flyers, renewal notices etc.

As you may have noticed, I have included the wives and family of various people holding positions as they regularly assist the "Officer Bearer" in performing their duties, yet they are not often recognized or thanked.

To every other person actively involved in day to day running the club and it's various SIG's and services—Thank you! I for one do appreciate the considerable time and effort you spend to provide ME and ALL other members with services I have come to expect and often just take for granted.

Good luck to all applicants wishing to assume some of the vacant positions. Although, this letter may seem to infer that being actively involved requires vast amounts of time and effort to be spent—it does not. It is just that we have had very dedicated members previously holding the positions and as they will probably tell you they often get just as much out of the club as they put into it.

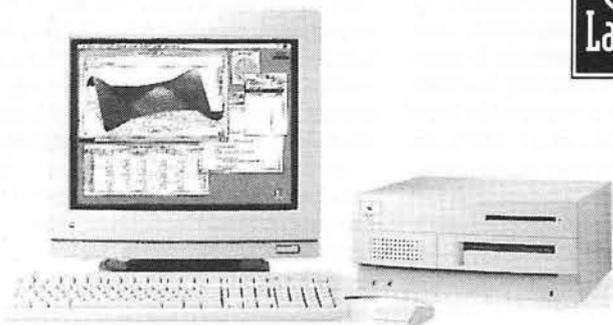
—Nicholas Pyers



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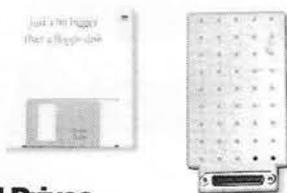
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Education SIG



Please Come Back... All Is Forgiven.

I'd like to make an open apology to those who have been attending the ED SIG meetings only to sit for several minutes witnessing the frustration and embarrassment of trying to get the presentation up and running on the AUSOM-supplied Mac LCII computer. Not a pretty sight, I'm sure.

In the last instance, when the presentation was finally ready to run, the computer was so chockablock with the software of other SIGs, planned or past, that the poor machine was literally at a loss for memory! My business is in presenting, and when I can't apply the same standards in my leisure interests, I'm not a happy chappy.

We finally barged into the Apple //e operating system at the finish of the last SIG, so we may at last be able to use the machine for what it was designated, a combined Mac/Apple for running those two systems.

I'm not making any promises as to what we'll be doing this month, but I promise that, as always, it will never be dull!

For those of you who have given up on the Education SIG, please come back.

ED SIG Discount Software Offer

After an initial burst of activity, those taking advantage of the offer of a 20% discount off the RRP on commercial software seem to have slacked off.

The deal is if the ED SIG can get together a \$500 combined one hit order, delivered at the next meeting, we get 20% off. In the first month, we got together \$1500, the next month just \$500 and the final bids aren't yet in on November, but my guess is we may just scrape by.

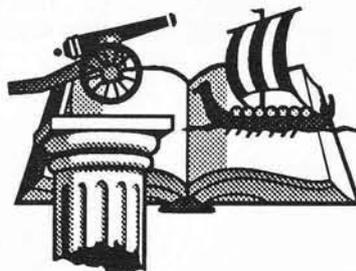
That's it for 1992. If Andrew and Helen Arch can see their way clear to extend their offer into the New Year, we will start up the ED SIG Discount Software Service (For which no commission in cash or kind is received) in February 1993.

Free Disks!

I'd like to hear back from anyone who has taken advantage of my suggestion on how to get free diskettes from your local newsagent (EDSIG, AUSOM News, October '92). I gleaned 32 last month, which my Prep-age daughter's school reformats and saves that much in costs.

New AUSOM Editor

I hope I'm not being premature in congratulating Pam Doughty on her assumption of the throne of Editor for AUSOM News. An excellent choice.



Now all I have to do is get a modem, 'cause I'm not driving all the way to Balwyn on a Friday night when I'm pushing the deadline!

ShareWare News

Pam also wears the twin hat of Mac Disk Librarian. In this capacity, she often sends me interesting new tidbits of educational ShareWare for my comments. Here they are:

On a New BCS disk called Education I (that's "eye," as between H and J), you will find a clever little application called "Sail Away." Heave Ho, it's a sailboat simulator! Anyone with an interest in sailing will have fun with this. It's a slow boat, but skill can be adjusted. Only 108k and the colours are good.

On the same disk is an application called MacMolecule which can display all kinds of elements, from DNA to crystals. These are beautifully coloured 3-D images that can be rotated and animated. You can make a cup of tea while some of the more complex molecules unload. You need an FPU to run it. Software FPU works OK.

BCS Education Stack H contains some interesting programs for creating flashcard exercises, a USA Geography/Travel program and a clever stack for learning to work an abacus, the bead calculator that's been around since the year dot. This would be a worthwhile disk for upper primary and early secondary, or a HyperCard Hack that wants to take apart some interesting scripts.

Next Meeting: 12.10 pm (Before The Main Meeting) Saturday, December 5, 1992, " in Theatre 2, just off the Main Foyer. Theme: Games, which is sort of what we've been playing all along, but now we're serious!

Buy Your Kids A Job... Give Them A Computer!

I had a fellow prep parent recently tell me they were tossing up getting a computer for their two young children or having the back yard paved. They said the computer could wait, but if they wanted to have any parties this summer, they had to buy a truckload of clinkers.

I couldn't believe my ears. These children are going to spend their entire professional careers in the 21st century. Interacting with intelligent machines will be as common as turning on a light switch.

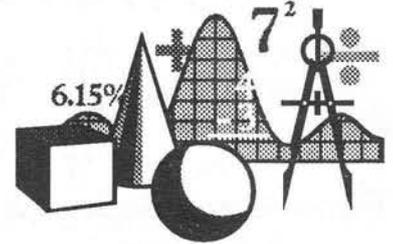
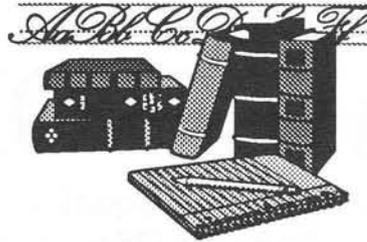
There is a period between four and eight when children can learn lifelong skills and become familiar with almost anything. This is like the time when the

fawns have their spots. When they lose their spots, they can become very set in their ways and find it hard to adapt.

I believe that children during these years should have a computer that they can use as a normal part of their everyday exploratory play. Not every hour or even every day, but whenever they want. It doesn't have to be one of their

own that they can trash, but it should be one that the parents don't hover over because it is so precious.

Buy your kids a job. Get them an old Mac or Apple II of their own, or grit your teeth and let them on yours when ever they want. It will pay dividends in the future.



Robert Dorning

Macintosh Programmers' SIG

December Meeting

The December meeting of the Mac Programmers' Special Interest Group (SIG) will consist of two sessions—the main session and the Mac Programming Beginners Tutorial.

The main session (3.05 to 4.30 pm) will feature a programming presentation by Nathan Hurst on graphics and animation. Nathan will cover general principles, but will focus on techniques relevant to computer games. Nathan is particularly interested in developing methods for achieving very fast graphics. This involves using QuickDraw, but also development of his own drawing routines.

Mac Programming Beginners' Tutorial

The programming example at the December Beginners' Tutorial will be Flying Line from our text 'The Macintosh Programming Primer'. This will be the third of the tutorials and Flying Line is the third and final of the preliminary programs in 'The Primer'.

The Beginners' Tutorials are attracting good attendances. The aim of the tutorials is to provide documented programming examples at the monthly meeting and to set exercises for working through at home in the intervening month.

Source code is available (in both C and Pascal) at the monthly meeting so that everyone doesn't have to type in the code to do the home exercises. To obtain a copy of the example code it is of course necessary to bring a floppy disc.

Any difficulties experienced with the programming exercises during the month are discussed first at the next monthly meeting.

To be able to participate in the long term it is necessary for a member to obtain a compiler (THINK C or Pascal recommended) and 'The Primer' (C and Pascal versions are available). Otherwise it will not be possible to do the home exercises set from month to month. This will be the only way to get benefit from the Beginners' Tutorials. Computer programming is a subject which requires doing, if you're to make progress.

Apple IIGS SIG report

Last meeting we had a look at UtilityWorks GS which is an excellent GS program, on a par with Prosel 16. It does most of what Prosel 16 does, and a few things it doesn't, except optimize drives. Being a desktop program makes it easier to use than Prosel 16. We had a look at how to use a unique feature of it that enables you to assign an rBundle to any pre-system 6 GSOS program.

We also had a look at UtilityWorks companion program, UtilityLaunch, an alternative program launcher to the Finder. Being able to use icons from any icons file as a button to launch a program is a neat idea. Being able to assign other features such as TranswarpGS, or ZipGS, speeds is a handy feature for the gamers amongst us, as well as border colours, printer options, modem options, etc. We also discussed what programs would be best to show at the November's Home Computer Show. More on that below.

If anyone has Universe Master and is willing to demonstrate it, or even bring it along so we can have a look at it, please do so. Give me a call (on the BBS, I'm scd, or phone me on the number inside the newsletters front cover).

Comments, requests or suggestions on what GS members would like to see at the IIGS meeting are most welcome, as are any volunteers (c'mon stand up and let yourself be known, don't be shy) to demonstrate programs/techniques/ etc.

Apparently Applied Engineering are no longer producing the SonicBlaster sound cards any more. Could member suggest other sound cards that are available for the IIGS as we want to add a card to the AUSOM GS (making it truly awesome—sic) as well as some speakers to connect to the card.

Training suggestions

Suggestions for training sessions are also still sought eagerly. What programs, etc. do IIGS members want training

for?? Suggestions so far are training sessions for HyperStudio and HyperCard GS. It only takes five or more people to be interested for it to go ahead. Please contact myself or Zelda Martin, the AUSOM training director, for suggestions or requests.

Change of Apple IIGS SIGs meeting times and places

The time changes of GS Beginners SIGs and the GS SIG seemed to go alright. We didn't hear otherwise anyhow. Both Phil Richardson and I will hopefully be keeping the time arrangements as they are now. Beginners 2—2.55 pm with the GS SIG 3—approx. 3.55 pm with both SIGs being in the same room. Moves/plans are afoot to try and get a more suitable permanent room that can be darkened better, rather than being shuffled between Lecture theatre 1 and Room 205. I'll keep you informed.

Home Computer Show and November's meeting

With the Home Computer Show coming up in November, some suggestions were made as to what programs would be best to demonstrate to highlight the IIGS, GS SIG and AUSOM. Some suggestions were—

Games—Boggled, Pick'n'Pile and ColumnsGS. Graphics games.

Music—SoniqTracker with the best MODS available and SoundSmith with the best SoundSmith songs. A sound card and speakers are going to be available.

Demos—The Paula Abdul demo, possibly some of the better FTA demos and Dungeon Master demo.

Graphics—3200 picture slide shows. I'll be investigating if HyperStudio could be used for this. Mickey Mouse slide show.

HyperStuff—demos of HyperStudio games and HyperBola. HyperCardGS with the ScriptCentral Halloween edition (great graphics, animation and sound).

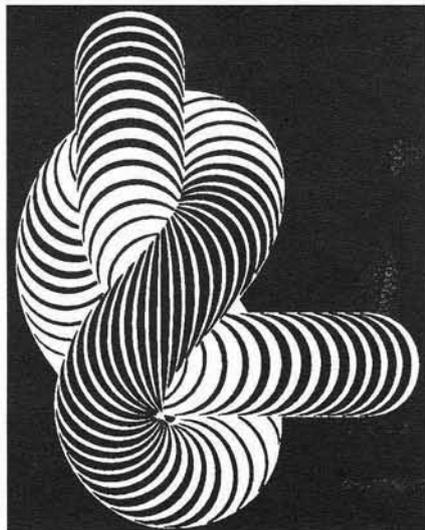
I'm also writing a HS stack for the Show highlighting AUSOM giving details about the services available by being a member. You know, the BBS, SIGs, Newsletter, etc! Gee, its amazing how easy it is to use HS and with SimpleScript, the extra power and control comes in handy.

We'll have a look at the possible format for the demonstration for the show.

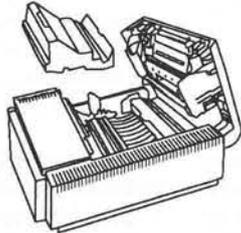
If anyone wants to do something along those lines, do it and bring it along to the meeting, as well as any suggestions.

See you in November.

Viva la IIGS, The power][be the best!

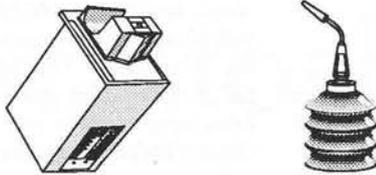


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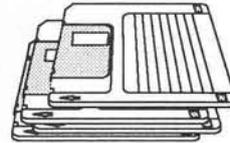
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Retirees & Others SIG

Important Notice about SIG Survival

It remains to be seen, as to whether the R&O SIG continues next year. I hope to be attending lectures on Relativity at Monash University. That will be all I can cope with (ending a sentence like that!!). If anyone can take over—please let Robert Pascale or me know (our phone numbers are on page 2 of this magazine).

Now to general business.

First the good news: - There should be Christmas cake for December. The bad news was that William of AllMac did not know until fairly late whether the upgrades he had ordered would be available for demonstration at the November R&O SIG. The latest news suggests the company in the U S A is no more. If they do not come I will be giving

a survey of what the magazines say is available, with Australian prices, at the November SIG.

No Vogon Poetry Generator—Sorry!

My efforts to create a Vogon poetry generator were extinguished when my home audience voted my Vogon type-poem as very HO-HUM. Who wants to slave away at a program whose product no-one wants? The type poem will be discussed, at the November SIG, as will several successful poems. I will point out that a poetry generator for interesting poetry is beyond my ken.

Topic for December.

I hope all and sundry will bring along favourite programs for demos of one to ten minute demos. If we get a commer-

cial demonstration, the news will be on the poster at the December AUSOM main meeting.

Where & When the Meeting is:

The Retirees & Others SIG meets at Balwyn Library Meeting Room on Whitehorse Road (Melway map 46, position E8.) The meeting is on the second Wednesday of this month. The meeting is open to members from 10.30 am to 12 noon. Entry before 10.30 am is not possible to anyone except the convenor and those needing to set up demonstrations.

The convenor and those needing to set up demonstrations can enter between 9.30 and 9.40 am or after 10.30 am.



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"The Cuckoo's Egg"

by Clifford Stoll

I think there is a time machine concealed in the pages of this book. I picked it up one afternoon intending to kill a few spare minutes and put it down when it was getting too dark to read. A whole afternoon had passed without me noticing.

"The Cuckoo's Egg" is a true spy story set amongst the hippie culture of the University of California. The background is filled with open-air rock-and-roll concerts, and anarchistic graduates who are paranoid about what the US Government is up to.

The author, Clifford Stoll, is an astronomer working at the computer centre for Lawrence Livermore Labs, Berkeley, California. One of the easier jobs he's given is to find out why there is an accounting error of 75 cents in billing users for their computer time.

He finds the error is in an unused account belonging to a scientist who has been abroad for some months: a hacker is using this account (and others) to copy files from various peoples' research projects.

Who is the hacker and what is he doing with the information he steals? Cliff monitors the hacker as he reads data from dozens of civilian and military computers in research centres and universities, all of which are linked together by data and telephone networks.

At first, Dr Stoll has a lot of difficulty getting the FBI, the CIA or any even his boss to take any notice. The CIA says that they are forbidden to become involved in domestic espionage. The FBI's response is "So what? You're out 75 cents on computer time? Call us when it's half a million." His boss thinks the hackers are more trouble to catch than it's worth.

In spite of the indifference shown by everyone involved, the hacker is traced to a computer in Germany. That's when the CIA, FBI and others all start to take notice. Cliff gets taken to secret meetings with the National Security Agency and the CIA, and Cliff and his girlfriend mount an espionage operation of their

own which catches a Soviet spy in the USA. The CIA, the FBI and the German police all become involved in a case culminating in three youths being found guilty of espionage in Germany in February 1990.

I can remember reading some of the details in the newspaper at the time of the trial, and the story was shown as a documentary on the ABC last year. I bought my copy of the Cuckoo's Egg when it came out in paperback and a couple of computer enthusiasts I've lent it to have found it as gripping as I did.

The book contains a wealth of detail about the hippy/student culture in Berkeley, California. A lot of the people still have the extreme student radicalism of the late 1960's. For example, Cliff is strongly criticised by several of his friends for trying to involve the police and FBI in the investigation. His friends argue that: "If the hackers are hurting the government, they must be on our side."

Also the book reveals a widespread use of computers by the American scientific community undreamed of by anyone here, even AUSOM members. Scientists in the book are constantly sending electronic mail to each other, and leave their programs and data files available for public access so that other researchers may use them. The details of the hacking attacks and computer networks are clearly explained so that non-technical readers will think they are computer experts by the end of the book.

The Cuckoo's Egg raises a lot of questions about computer security, the right to privacy, the ethics (or lack of them) displayed by computer hackers, and a host of related

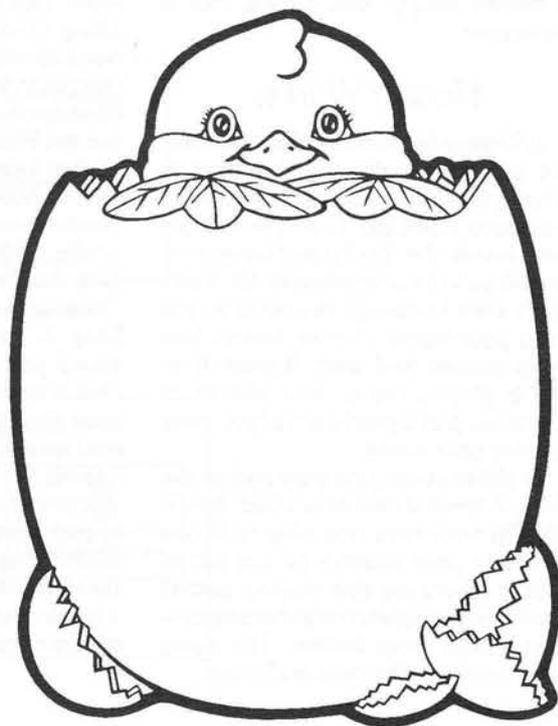
issues. Even some Australian hackers turn up near the end of the book.

Cliff's account makes the story really tense: there are agonising cliff-hangers as the telephone traces fail, a time when the operation to catch the hacker may be wound down because of a lack of funding, the incredible fight Stoll has to make his boss, the FBI, and the CIA to take notice. This is all told against a background of life at the university and Cliff's love affair with a law student who he marries at the end of the book.

This book has got everything: heaps of technical information on computer networks, a mystery story, a spy story, a love story, several happy endings AND Cliff Stoll's recipe for chocolate chip cookies.

What more could you want from a book?

The Cuckoo's Egg by Clifford Stoll. Pan books: \$16.95 recommended retail price.



Swamp Gas — review

Introduction:

Here Inline Design offer a straight out educational program. Well, almost. It's knowledge exploration with three arcade style games to choose from as a reward at the end. Its full name is "Swamp Gas Visits The United States of America". If this doesn't ring any bells, hark back to "Where in Time is Carmen Santiago?" Also an educational game and the start of a series of similar ones. So don't be surprised if a whole lot of gas swamps the schools near you real soon.

What You Need:

Any Mac after the Plus with 1Mb of RAM will do. System 6.05 or later. Of course if you have it, 16 or 256 colours can be displayed or plain old B&W.

Swamp Gas comes on one 800Kb floppy in compressed form. When installed it takes up 1.2Mb, so it should be possible to run it on a high density (1.44Mb) floppy, but a hard disk is preferable.

How It Works:

A 22 page booklet describes the rules, but you may well get by without it. When you launch the game, you have the option (see Diag. 1) to choose from three levels of difficulty and between 5 and 50 tasks for your mission. Or, if you don't want to change the options, just enter your name, choose one of four flying saucers and start. If more than one is playing (up to four players or teams can participate) each of you need to enter your name.

In either event, you play against the clock. A timer shows how much time is left. On your own you play until you complete your mission or run out of time. If others are also playing, getting an answer wrong lets in another player—time is also more limited. The game keeps track of all scores and times.

At the start, the mothership disgorges you over the USA. You then have to fly around to the states on your mission list (this can be seen in the pop up menu—see Diag. 2). States are chosen randomly. Don't know where the state on your mission is? Use the help button and a large map of the states will be displayed and flash your state for you. While flying around, the smaller map of the USA helps you keep oriented as you move along the routes on the main map.

You can only go to an adjacent state on the route. If it's far away, to save time you can "warp" your saucer to it (careful, only 2 warps per 5 missions are available). Landing in the state on your mission list will present you with a question. These are always in four (multiple) choice style. You get two chances to get it right.

If you get it wrong, going back to the location will give you the same question. The answers will have different options, but the right one has to be there. This way you can learn as you go along. Of course to be a top scorer you need to answer as many questions as you can in the least time. Hence competition guarantees that you not only learn, but get better at it.

Just keep playing till you're out of time or finish your mission with time up your sleeve—this gives you bonus points. If selected, at random times you'll face disasters called close encounters. These are activated in the options menu, Diag. 1. To get out of these sticky situations you need to answer a multiple choice question. Getting it right the first time gives you 100 bonus points, second time 50, third time it gives you the answer, i.e., once again you learn. When the game is over your mother ship flies in and picks you up. At this stage commiserations are offered with your score (Diag. 3). If you reckon you've earned a break or a reward you can choose one of three arcade games; Diag. 4.

Summary:

Swamp Gas is clearly designed for the young student. Six year olds and up should find the graphics and sound effects both interesting and appealing. There is no doubt that they'll love it. They should find it easy to master the rules. Even if you do not want to teach them about the USA yourself, don't despair. They can learn it all from the game as they go along.

Overall, the game succeeds well in its objective. As I'm not a native American, I also took the opportunity to "refresh my memory", perhaps even learn. As far as its general usage is concerned, unless the USA is on your schools syllabus you may prefer to wait for the next game in the series. Of course there is nothing to stop you from getting your syllabus amended, or using it as an extra resource. Similarly, parents should find it both entertaining and educational for their children at home.

NB:

If you need to get in touch with Inline Design about any of their games you have the following choices:

Inline Design
PO Box 1989
Lakeville CT 06039-1989 USA
Ph#: +203 435-4995
Fax: +203 435-1091
America Online: INLINE
AppleLink: INLINE.TECH
CompuServe; 75300,2014
GENie: INLINE
MCI Mail: INLINE
Quick Mail: (203) 435-1089

Options

Game Level: <input type="radio"/> Beginner <input type="radio"/> Intermediate <input checked="" type="radio"/> Advanced <input type="checkbox"/> Close encounters	Mission length: <input type="radio"/> 5 locations <input checked="" type="radio"/> 10 locations <input type="radio"/> 15 locations <input type="radio"/> 25 locations <input type="radio"/> 50 locations
--	--

Risk questions about the following:

<input checked="" type="checkbox"/> States
<input type="checkbox"/> Capitals
<input checked="" type="checkbox"/> Cities
<input checked="" type="checkbox"/> Landmarks

Diagram 1



Diagram 2



Diagram 3

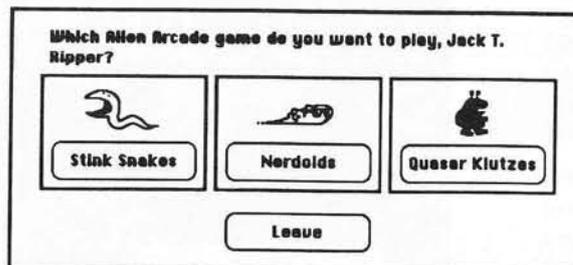


Diagram 4

Tesserae — review

This game is written by Nicholas Schlott and published by Inline Design. The program comes on one 800Kb disk on which it takes up 704K. The RAM is set at 800K. Any Mac after the Plus should be O.K., with System 6.02 or later; although they recommend that you have at least System 6.05. All the written instructions are on a two page flyer. The game looks great in colour, but then again it looks pretty good in B&W too.

No, I didn't overlook the manual—all the instructions are contained within the game. When you start the program (you can launch it from the floppy) you get the introductory screen (Diag. 1). Just sit back and enjoy the snazzy sound effects while the computer plays the tiles on the screen. This display is both fascinating and informative. You may well get the hang of the moves from this endless display. If you prefer written instructions just click the "Instructions" button, or get started in the game itself. A great advantage of getting your instructions this way is that it's interactive. For example, the screens explaining the moves have a "Show Me!" button. Clicking here actually plays the moves for you.

How It Works:

There are actually eight different types of moves. The object of the game is to jump one piece over another so that eventually there is only one piece left on the board. What happens when you jump, indeed whether you're allowed to jump, depends on whether the piece you are jumping is primary, secondary or tertiary. While the program makes it easier to play the game by showing all legal moves for a piece, there is plenty of challenge to keep you thinking.

When you start a game, you get the choice of 9 board shapes and 3 levels of difficulty (Diag. 2) for each board. If you choose a tournament the computer sets everything. All you have to do is finish each game with the least number of

moves. Save the score under your name and compare it with any one else's score at the same level of difficulty. Altogether this gives 30 categories to compete in. This is made up of (9 boards) x (3 levels of difficulty) + 3 levels of difficulty for each tournament. So you're not likely to run out of competition in a hurry.

A tournament consists of a set of 9 boards. Alternatively, you can play just a single board at any level of difficulty. You can also replay the current board from scratch to see if you can reduce the score. If at any stage you run out of moves, the program tells you so and offers to undo the last move for you. Even better, any number of moves can be undone (just keep pressing Com-

mand-Z) to help you get out of tight corners or try different strategies. When you want to move a tile, place the cursor (a hand with pointing finger icon) on it and click. The places you can legally move to will be highlighted for you—see Diag. 3. Click one of these to make the move.

Each new game's tiles are placed randomly so that no two games are identical. Hence any level can be played as many times as you like without repetition. Then again, with all the different boards and levels of difficulty, it's unlikely that you'll get to the top level in a hurry. This way you've got plenty to learn as you go. Even if you reckon that you know it all, you can still have endless hours of challenge and entertain-

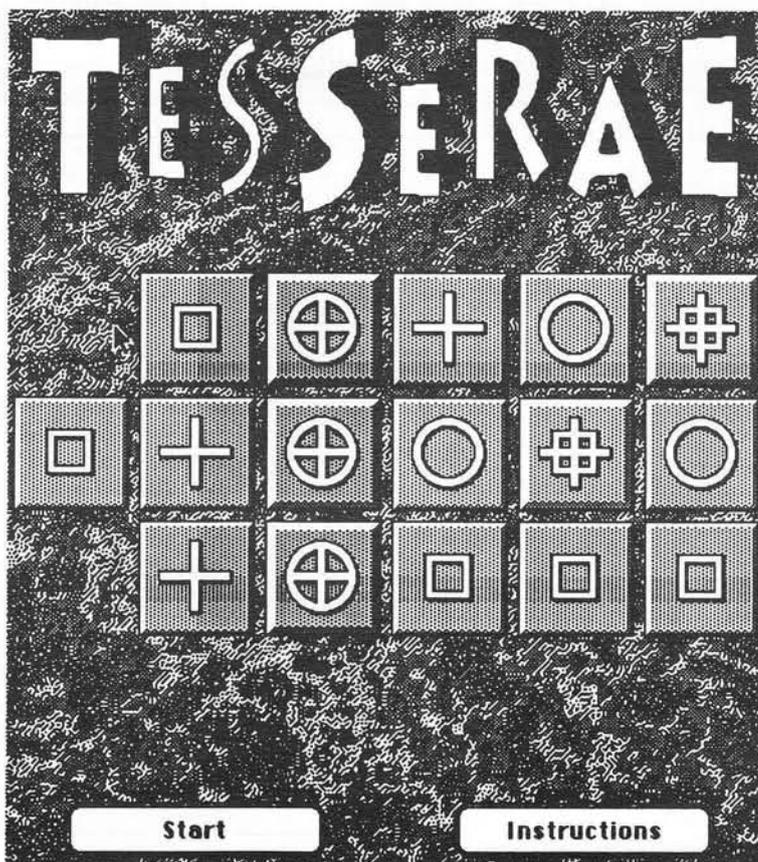


Diagram 1

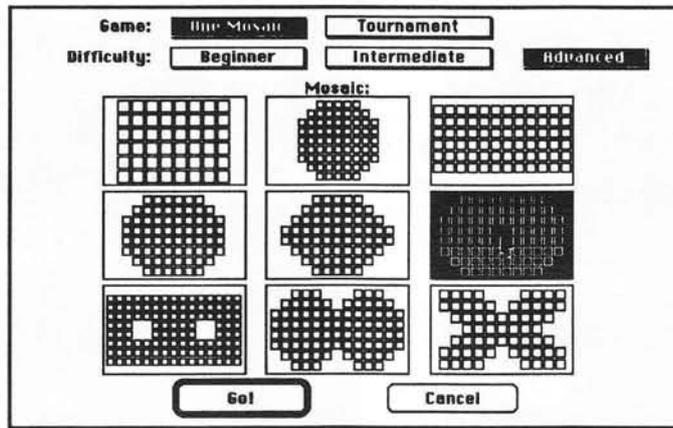


Diagram 2

ment; but be careful, people have been known to get hypnotised by this game of endless tile flipping.

Summary:

Tesserae is fun. It's easy to get started, so that even youngsters can play it. Yet it has enough challenge for the beginner as well as an old hand because of the 30 levels of games you can play. It is definitely a game of logic and strategy as well as enjoyment. Be careful not to let it loose on children of tender age—they may not have the maturity to resist it. Besides, many youngsters have hidden talents, and/or, are quick learners; could be embarrassing if they start beating you.

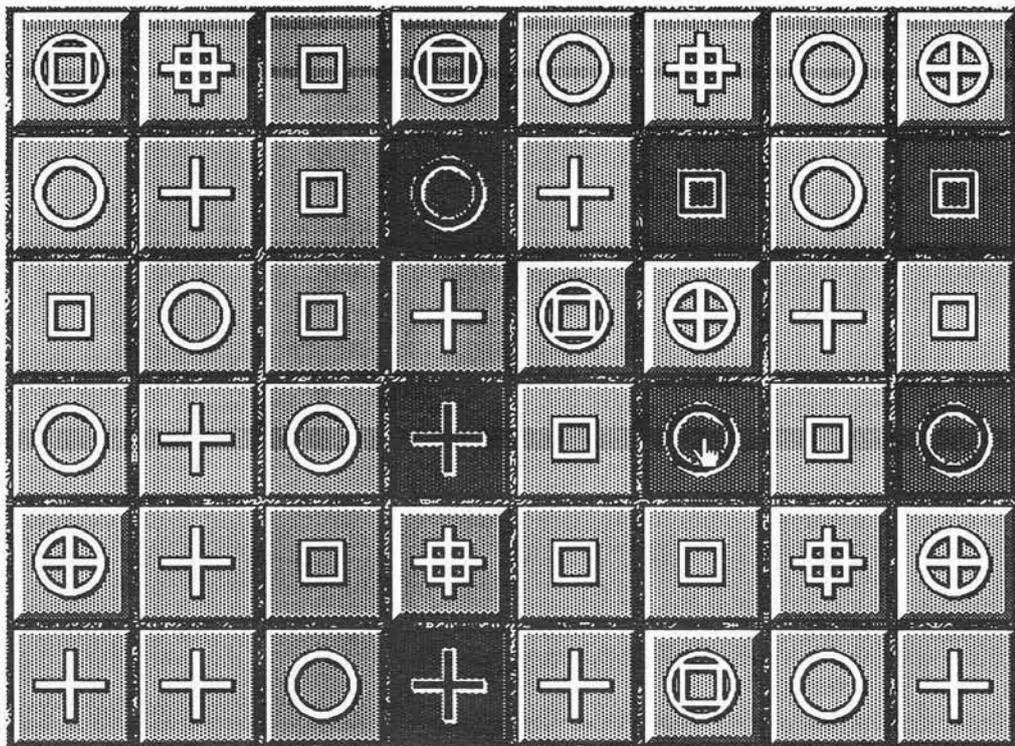


Diagram 3

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3 In Three — review

Introduction:

This is another game from INLINE DESIGN. Written by Cliff Johnson, the author of the classic "The Fools Errand" and "The Puzzle Gallery". I guess playing games is in his blood; he started early by convincing his high school by making Super 8 movies instead of grades. According to Inline, Cliff is still trying to figure out what to do when he grows up. Maybe the answer's somewhere in the puzzles?

What you get:

One compressed 800Kb disk contains the program. Also included is a 22 page booklet. Do not read it beyond page 8. Even I can cope with that much (little) reading. Better still, if you know how to install a compressed program on your hard disk, all you really need to read is page 5 and 7. Even I can cope with that.

BUT, you may want (actually NEED) to refer to page 9 onwards. Because if you get stuck, that's where the hints are—some hints are really answers masquerading as clues. So don't spoil it for yourself. Lock away this booklet, give the key to someone you can trust. Instruct them not to give in to your pleas unless there is the sound of gnashing teeth and clumps of hair missing from your scalp.

What you need:

A Mac Plus or later will need 700Kb of RAM for the black and white version, 1200K for 16 colours and 1500K for the full 256 colours. You'll also need System 6.05 or later.

The program disk has one file, "3 in Three™.sea". On decompression it gives you the program, "3 in Three™" (281K) and "3 puzzles" (606K). In all, this can easily be installed on a high density floppy if you're still valiantly struggling on without a hard disk.

Let The Puzzles Begin:

Just start the program and you're into some pretty nifty movie graphics and sound effects. These show you how a 3 got clobbered in a spread sheet during a power surge. Experienced one? No? Well, some of those annoying crashes you've had may have been caused by a power spike. In any case this is just the start of an endless quest.

The object is to keep solving the puzzling situations the number 3 finds itself in as its trying to figure its way through the computer and find itself the spot it belongs to. Well the quest is not really endless. It just seems that way. In all there are only 80 odd puzzles to solve. It seems endless, because having spent many, many hours, the quest (for me in any case) continues.

For openers, you get a simple puzzle. Get the 3, on the left of Diag. 1 across the elevators to the right side. How? Just click on an elevator and it will move up or down. When an elevator draws level with the 3, it jumps onto it. Seems easy enough. Except that as you press the elevator it goes up or down depending on the number at the bottom of it. These keep changing. Of course, if you haven't been planning ahead and an elevator on the left draws level, the 3 goes left. It is quite possible to go one step forward, just to find yourself going several steps backwards. By the way, there are a few of this type of puzzle there. Each one is more difficult because of the numerical interconnections etc..

Some puzzles are relatively easy. Proverbs with missing vowels are in this category, but don't be hasty. There are oodles of them. On the other hand there are plenty of abstract ones (Diag. 3) and ones with a twist. For example, unjumble the letters in Diag. 2 to get the three colours. Looks easy, because you can work out the three colours from the jumble of letters easily enough. But how do you get the letters in the right place? As you click on a letter it seems to have a mind of its own. Are the letters really moving randomly, or is there a secret

path for them you are yet to discover? Is it really a two dimensional maze (or have you opened a can of worms)?

Stuck? Well just choose another puzzle. Perhaps a game will relieve the frustration. If you pick the one in Diag. 4 you have a game alright. All you have to do is outscore the \$ and ¢; easy once you figure out what the rules are. Then again, if you want a game with given rules, have a go at the one in Diag. 5. Help! Want something different? How about some simple pattern formation? These start off simple enough 'till you get to a level where you feel you're doing a two dimensional Rubik's Cube.

Summary:

With 3 In Three™ Inline Design have an excellent game. Anyone interested in exercising the grey cells will find this set of puzzles a challenging and at times seemingly endless lot of problems in both variety and number. Don't want to take my word for it? After all who am I? I'm not a regular game player. Then again this program won the best game of the year category Eddy award from MacUser.

If you're between eight and eighty, and enjoy a challenge, then this game's for you

Try it yourself. You'll have endless hours of fun and tantalising frustration. Make sure you don't show it to others, or you want be able to get to it yourself—if you're a parent, hide it from your kids. On the other hand it can't hurt to let your kids loose on it—it will certainly improve their thinking processes. Finally, if you're between eight and eighty, and enjoy a challenge, then this game's for you.

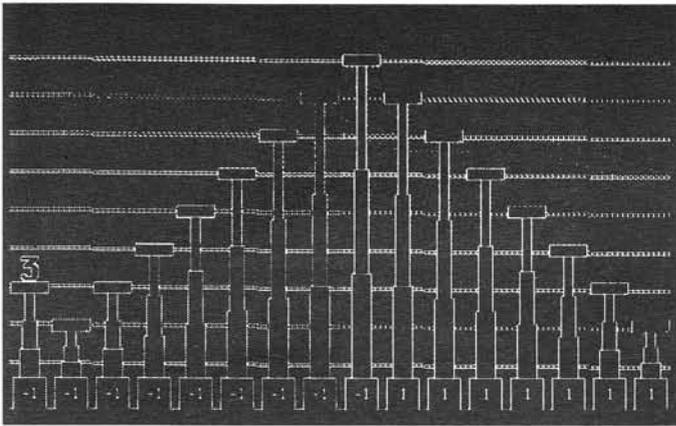


Diagram 1

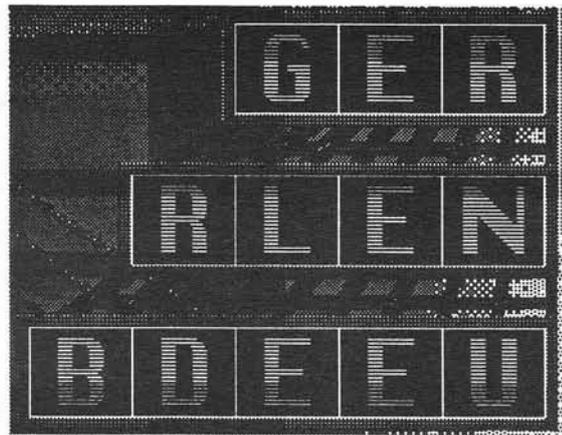


Diagram 2

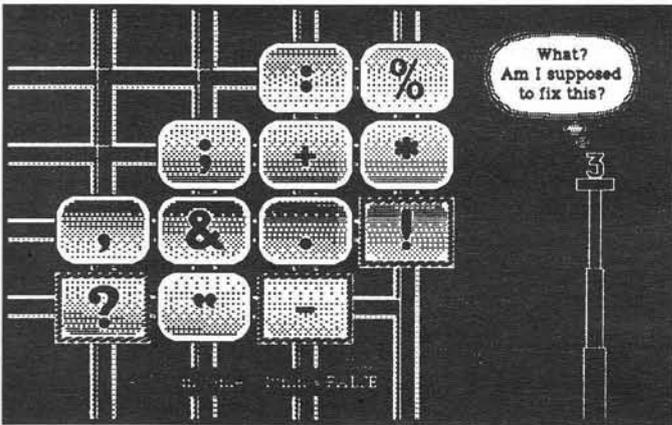


Diagram 3

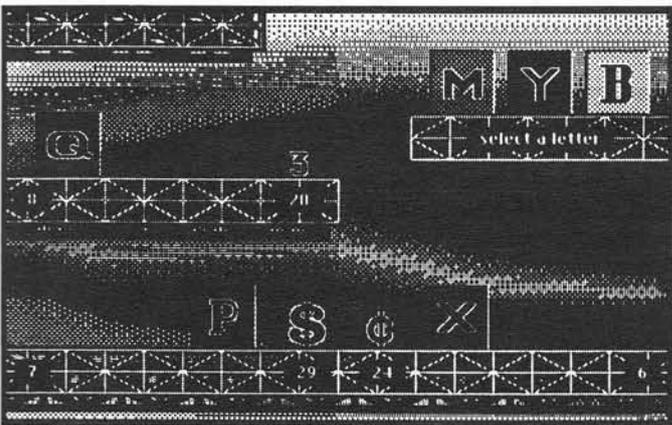


Diagram 4

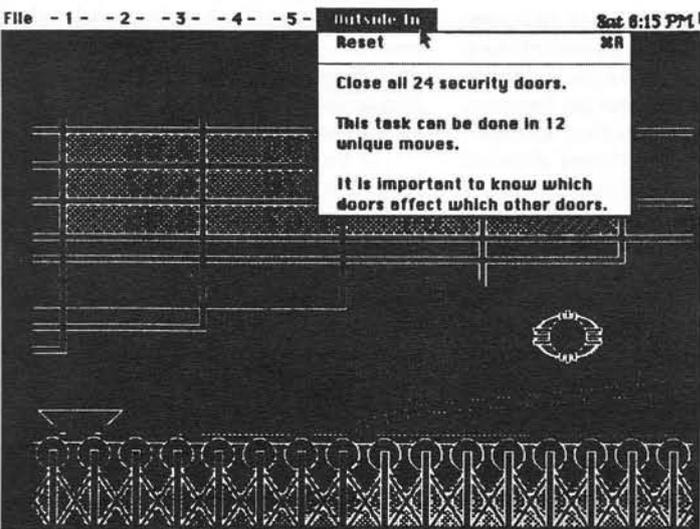


Diagram 5

Darwin's Dilemma

—review

Introduction:

Me, play games? Never! Well almost never. So how did I get into this? You see the kids were nagging about having some real fun on the computer—you know, games. I kept resisting. But then I thought, "aren't some games supposed to be good for you? You know, like educational?" That's it (I thought), beat them at their own game (with games). If that's a poor excuse, it's the end of the year and everyone can let their guard down a bit, have some fun, you know.

Now, about educational games. I'd heard of Darwin's Dilemma. Theory of evolution. Great. This led me to its publisher—Inline Design. I struck paydirt. Not only did they have Darwin's Dilemma, but also some other promising games. Even better, they had seen the light and stopped distributing some profitable war games. This was getting to be better and better. A distributor who not only had good games, but also put morals and ethics ahead of profits. So seeing it's the end of the year, I thought you'd be interested in their games. I know it's plural; I did get more than one! In fact all the reviews for this month are on Inline Design games.

What you get:

Darwin's Dilemma version 2.0 comes on one 800Kb floppy. There you'll find the program (507Kb), a "Standard World" (90Kb) and a "Sample World" (15Kb).

The 30 page manual is called "A Field Guide to Evolution". Also included is an eight page booklet, "Version 2.0 Addendum".

What you need:

Any Mac that can handle an 800Kb floppy will do—400K discs are available on request if you have an old 512K Mac. To hear the sounds you'll need System 6.01 or later, but you can stick

to your older system if that's your pleasure. Of course you don't have to have colour, but then again it doesn't hurt does it? Let's just say it looks a teensy bit better in colour.

Getting Started:

Well, you know me. Forget the manual. Just have a fiddle. Besides, the game looked so easy and obvious any kid could do it, right? Wrong!!!

I, who DO NOT PLAY GAMES, was caught hook, line and sinker on this one!

It was easy enough to get started, but I quickly hit a brick wall. A miserably low score (under 200) and gridlock; I was out of "teleports" and could go no further. It only took a few minutes. Well, I wasn't going to let the stupid game beat me! That's right, you guessed it. I, who DO NOT PLAY GAMES, was caught hook, line and sinker on this one!

How It Works:

The apparent simplicity of this game is breathtaking. Just have a look at Diag. 1. This is a typical start to a game. Notice the hand. That's the mouse location. Move the hand to another location, click and Darwin will go there ("directed by the hand of God"). If you now place the mouse on the adjacent icon and click, Darwin will kick (with sound effects) that icon in a straight line away from himself. This icon will continue until it hits another. If it's the same type of icon the two will fuse. This will keep happening 'till you fuse enough similar icons to "evolve" it into the next organism.

Diag. 2 shows the two amoeba fused. Also, since the option key was held down, each icon indicates its value for its next stage of evolution. So, if you fuse four single amoeba or one single and a triple you'll get the next life on the "evolutionary scale". This reminds me. Before you start each level, have a look at Help menu's Evolution. This will give you the window in Diag. 3. From this you can see that if you keep knocking things together you'll finish up with a jelly fish. This will lead you to the next level.

Scoring:

That's easy. Just keep going until you reach man. Of course each time you kick an icon you loose two points. If the icons merge you gain twenty points.

Sometimes you get stuck. You can't kick any icon into another; i.e. you can't get two similar icons on the same horizontal or vertical line no matter what. Your only way out then is to teleport. Put Darwin where you'd like an icon to be. Put the hand (mouse) on the icon, press command and click. Hey presto, Darwin will swap places with the icon. A word of warning here. Avoid teleswapping like the plague. Not only does it cost you 40 points, but you start with only eight. Each time a new level is reached, you gain 2 teleports. But, if you're not careful, you run out of moves and teleports and it's goodbye Charlie to your ambitions of playing god.

On the other hand, if you plan your moves, you can minimise teleswapping, maximise points and become the new champion high scorer. According to Inline News the highest current score belongs to Mary Roland (19,372—with 48 teleswaps remaining!). You can see how easy it is. Well it seems that way. Many's the time I thought I'd spend 10 minutes and get to the next level only to find the hours melt away. You really get sucked in deep.

If you get stuck, here's a trick. Use Command-z. This will undo your last move. Keep doing this until you get back to where you made your strategic error. Now you can replay this level a different way. This can only be done within the level you're in. So watch those teleswaps and avoid premature extinction by reaching a dead end and a low score.

Other Functions:

This is where we are lucky to have version two rather than its predecessor. If you use the File/Go to Editor (Command-G) command, the Editor becomes available. If you're not too hot on art, don't worry. Diag. 5 shows you the dialogue box for importing icons.

Darwin's world includes some 65 icons. Sample World has 10—ranging from Washington, Lincoln through Nixon, Hitchcock, Groucho (Marx) to Einstein. Once imported, the icons can be used directly or edited—see Diag. 5—to suit your taste. Of course if you are really keen, draw your own icons from scratch.

If you're really ambitious, design an entire world or universe to challenge the whole school or all your friends at home

Next, organise your icons into levels and tell the program how many icons are needed to merge into the next one and how many are to be available at the start. It's entirely up to you. The computer does the rest. So you can have one or two simple levels to be used to reinforce your lesson or as a reward at the end of it. Or, if you're really ambitious,

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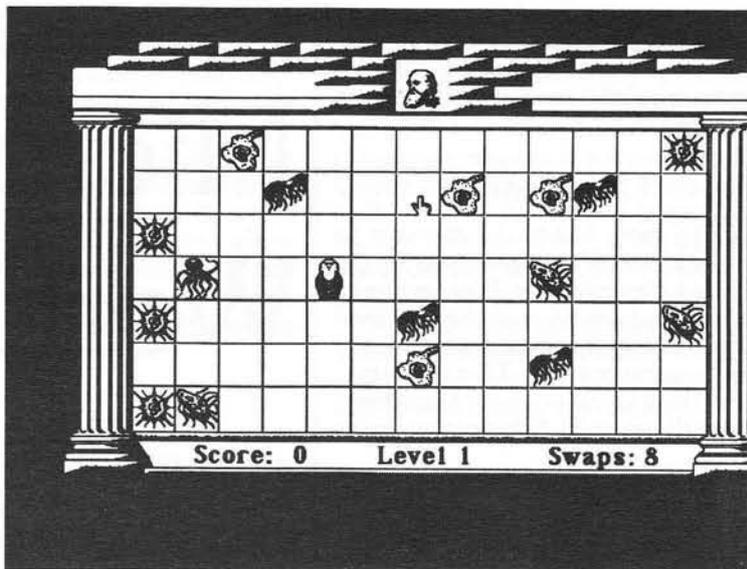


Diagram 1

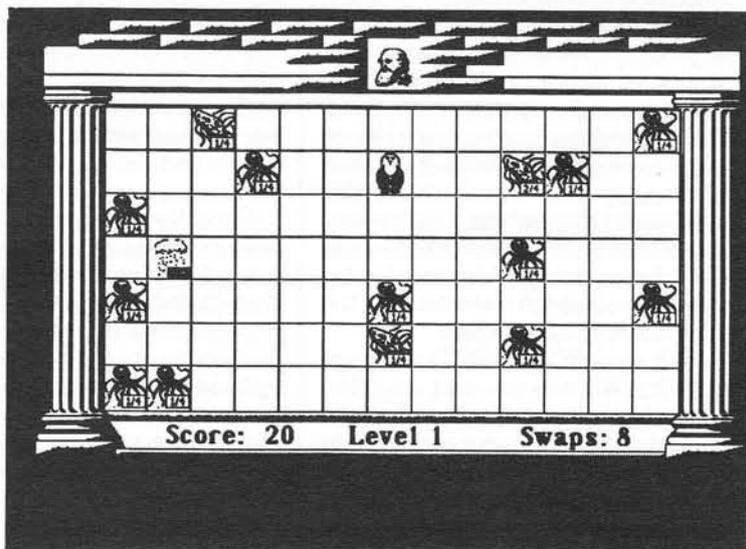


Diagram 2

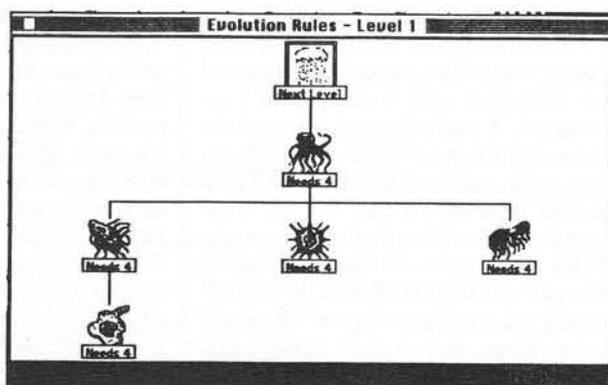


Diagram 3



Diagram 5

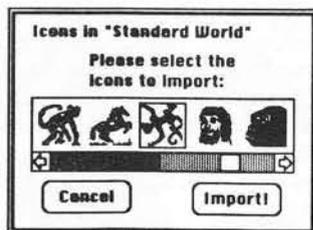


Diagram 4

design an entire world or universe to challenge the whole school or all your friends at home. See who's best; the game keeps all the scores with the names for you.

Summary:

This game has all the attributes to make it great. It's extremely easy to get started; deceptively so. Minutes turn to hours as you try to reach the next level with minimum moves, no teleswaps and maximum points. Take it from me, don't try it unless you have lots of time. After all, generally, "I do not play games at all".

What has you hooked is its deceptively easy concept. You then realise that the strategy and geometry are not as simple as checkers, which you first equate it with. The strategy and levels of difficulty are closer to chess.

So who can play it? Basically if you're old enough to wield a mouse you should be able to play it. Youngsters would benefit from the geometric thinking, planning and strategy required. Hence parents can safely unleash it on their budding geniuses. Teachers will also find it useful for teaching concepts and as a reward in the classroom situation. While the species transitions are too big to teach evolution in a serious way, the game itself can be adapted.

With version two, you have great flexibility. Want to use it as a supplement in teaching your section on evolution? Easy; just draw your own icons to suit you. The evolutionary steps can be as close and realistic as you want. Then again you may need to spiff up your geometry classes. Just change the amoeba to a triangle, evolve it into a quadrilateral... Well, I'm sure you can come up with a better scheme.

Finally, in Darwin's Dilemma we have a game that will give you many hours of fun. Although only loosely based on evolution, it has plenty of educational value and potential. With version 2 you have sufficient flexibility to adapt it as a serious educational aid. Or use it as pure fun by evolving that someone you dislike into that lower life form you've always regarded him/her as. Whatever reason you get the game for, if thinking and strategy, rather than straight out shoot 'em out, knock 'em down is your cup of tea then this game is for you. Then again, it has enough sound, graphics and action to attract even finicky kids. Before you start, beware, this game is addictive! You've been warned.

James Mitchell (jam)

Microsoft Works 3

When Microsoft Works was first released, it was the only "integrated" package available for the Macintosh. Even though all Mac applications work similarly and can transfer information using the Scrapbook and Clipboard, Works was very popular because it offered such a variety of functions in the one package, providing basic word-processing, spreadsheet, database, communications and drawing for one reasonable price.

Recently there has been fierce competition in this part of the software market as Apple targets students and families with its lower hardware prices, and there have been a lot more Mac owners on tighter budgets. Microsoft Works has suffered with the release of ClarisWorks, Symantec GreatWorks, BeagleWorks and Ragtime as well as more expensive products such as Microsoft Office.

An upgrade to Works has been overdue for some time, providing an opportunity to leap-frog the competition by improving as already popular product. Unfortunately, Works 3 is catching up rather than moving ahead.

I have been using Works 2.0e for some time and now know its faults very well. I tried out Works 3 on a Classic II running System 7. The application occupied 1.1Mb on the hard disk and the ancillary files such as help and the dictionary brought the total space required to about 2Mb. Works asks for 1Mb of RAM to run under System 7. These are modest requirements compared to those of applications such as Word, and are a small increase over Works 2. I hope it is now 32-bit clean, but I did not test this.

First Impressions

Works still opens with the "Open" dialog box. The format is unchanged from Works 2 except for the addition of a new file type for "Draw" documents and a larger number of import/export filters. Happily, this box no longer pops up every time the last open document is closed.

Importing files from other applications was one of the worst aspects of Works 2. The new filters are an improvement, providing importing of documents from the obvious major word-processors and spreadsheets as well as AppleWorks 2, 3 and GS and a few MS-DOS formats. The filters also provide exporting in the same formats. Annoyingly absent are filters for the direct competitors ClarisWorks, GreatWorks and others. Works uses a set of filters kept in the System folder, providing the opportunity to add or discard filters. The filters are not the same as the Xtnd filters used by Claris.

One of the most important aspects of an application which is likely to be used by complete novices is good on-line help. Sadly this is not much improved over Works 2. Balloon help is definitely "token": it is available for all the things which are obvious and few of the things for which it would be really useful such as the rather cryptic buttons which appear in the rulers and palettes.

The help window is somewhat improved with a facility for searching for a particular topic within the help file and more detailed instructions than the old help window. Belatedly, the help window now documents a number of command key short-cuts which have been present since the first version of Works but were not mentioned in the manual in the past: for example command-, to cycle through the open documents.

Word Processor

Works's word processor is largely unchanged in appearance and thus is still much better than ClarisWorks for use on a 9" screen. The major additions are a few MacWrite-style buttons in the ruler for date and time, justification and line-spacing, and a floating palette with tools for changing font, size, style and for performing all the draw functions when in the Draw layer.

The most irritating of the faults of Works 2 have been corrected: there are more command keys including command-A for select all which must have been left out of the previous version just to encourage people to buy another Microsoft product. Global search and replace no longer crashes the computer or mangles the document, but it is still slow.

Headers and footnotes are now fully supported with their own windows, rather than being an appalling kludge in the Page Setup dialog box. Word count does not require spell-checking the entire document any more. Print preview is a separate menu option rather than appearing in the Print dialog box.

The spelling checker is much improved, being rather similar to ClarisWorks. It is still modal (it can't be put into the background). An added feature is the Thesaurus which will find synonyms and definitions. This is also modal. Both the spelling checker and thesaurus use files which are kept in the System folder, suggesting that they might also be used by other Microsoft applications.

There are still some irksome limitations to encourage the user to buy Word. Columns are not supported except as Draw objects. Text cannot be larger than 72 point, even as a Draw object. There is no table function, though the help describes how to use tabs to make what looks like a table. Microsoft mail is supported, but publish and subscribe are not.

Spreadsheet

Works's spreadsheet was already quite functional, and has the interesting Draw layer which provides considerable flexibility in presentation. The spreadsheet has had a face-lift, making it look more like Excel. More functions have been added.

The worst part of the Works 2 spreadsheet was the charting. It is now possible to chart data which are in columns as well as in rows, and a few more chart types are provided such as error bars. The chart can be placed on the spreadsheet more readily.

It is no longer necessary to have the entire spreadsheet in one font and size.

Data Base

Like the spreadsheet, Works's database has always been a simple, functional module, well-suited to keeping flat-file data such

as a mailing list. Its integration with the word-processor to provide very easy generation of form letters ("mail merging"), has been one of the best aspects of Works.

The database has had few changes other than in the quality of presentation which can be produced by its report generator. A Draw layer has been added to reports, and the use of column totals and calculated fields has been made simpler. I find it much easier to use than the ClarisWorks database.

Draw

The Draw layer was one of the innovations of Works, providing a layer on top of the word-processor and spreadsheet documents and drawing tools to add boxes, arrows and more complex diagrams as well as imported PICTs.

In Works 3 this layer has been added to the database reports as well, and a new file type has been added for documents containing only draw objects. In Works 2 it was necessary to use a word processor document composed of "returns".

The new document type is also intended for use as the "desktop publishing" document type. Though the word-processor provides no columns, the draw layer can contain text boxes of any size and arrangement, linked in any order (like PageMaker or Quark Xpress). This is a more powerful and flexible way of laying out pages than the "columns and sections" approach seen in Word.

The problem with using Works for page layout is that the Draw layer has only the most basic tools for handling text, so all spell-checking and find & replace must be completed before putting the text into the Draw layer.

A number of floating tear-off palettes are provided in the Draw layer, including patterns, colours and tools. The improvements over Works 2 are few.

Text boxes are more easily linked and are handled better. Rotate and scale tools are now provided, and grey shades can be set by percentage. Colour is no better than in Works 2: the 8 Quickdraw colours are supported but there is no Colour Quickdraw support. This is not really a worry for printed output as anyone who can afford a full colour printer can also afford a better graphics program than Works.

The handling of text as a draw object is disappointing. Works cannot stretch or rotate text, failing to take full advantage of TrueType in this respect.

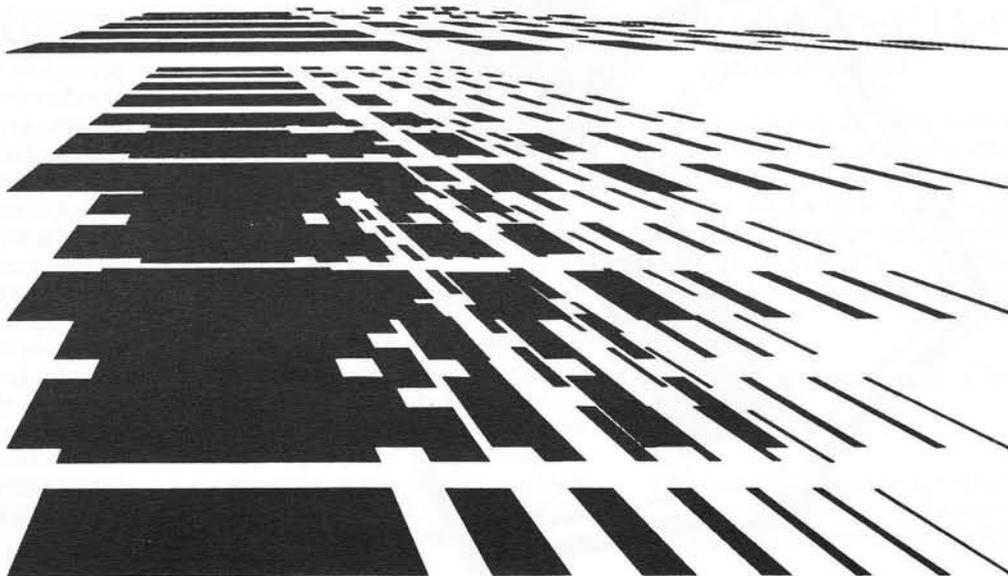
Communications

The communications module of any of the integrated packages seems to be the part which receives the least attention in producing a quality application. Works is no exception, and there is no sense using it for communications when there are better ShareWare products such as Zterm 0.9.

The only area in which Works's communications module might be chosen over Zterm is in the provision of better macros. The macro menu is essentially unchanged in Works 3, still providing basic automation of functions in return for losing option-key characters.

Conclusion

Works 3 corrects most of the cretinous faults of Works 2 without providing any startling advances. For new Mac owners it is certainly good value at the special price of \$150 being offered at some Apple resellers, however the upgrade price will have to be very enticing to make it worthwhile for current users of Works 2.



Using more Apple Writer features

Last month we released Apple Writer and told you that the program has a host of powerful built-in features that deserve taking the time to learn. Let's now take a look at more of Apple Writer's features so that we may get more use of this powerful word processing package.

The built-in commands that are included in Apple Writer can be divided into a few groups:

- # the cursor movement commands, which we touched on in last month's article;

- # the control character commands, which are used to access the ProDOS command menu,
- # the Additional Functions menu,
- # and a vast array of printer and page formatting commands.

Last month, we mentioned that

- Control-b and Control-e will move the cursor to the beginning and end of your document. And we mentioned that * Control-w and Control-x will delete or retrieve a word or paragraph respectively, depending upon the direction of the arrow in the top bar (set by the toggle command Control-d).

- Control-r was mentioned as the command for toggling Replace mode on and off. We also barely touched upon the command

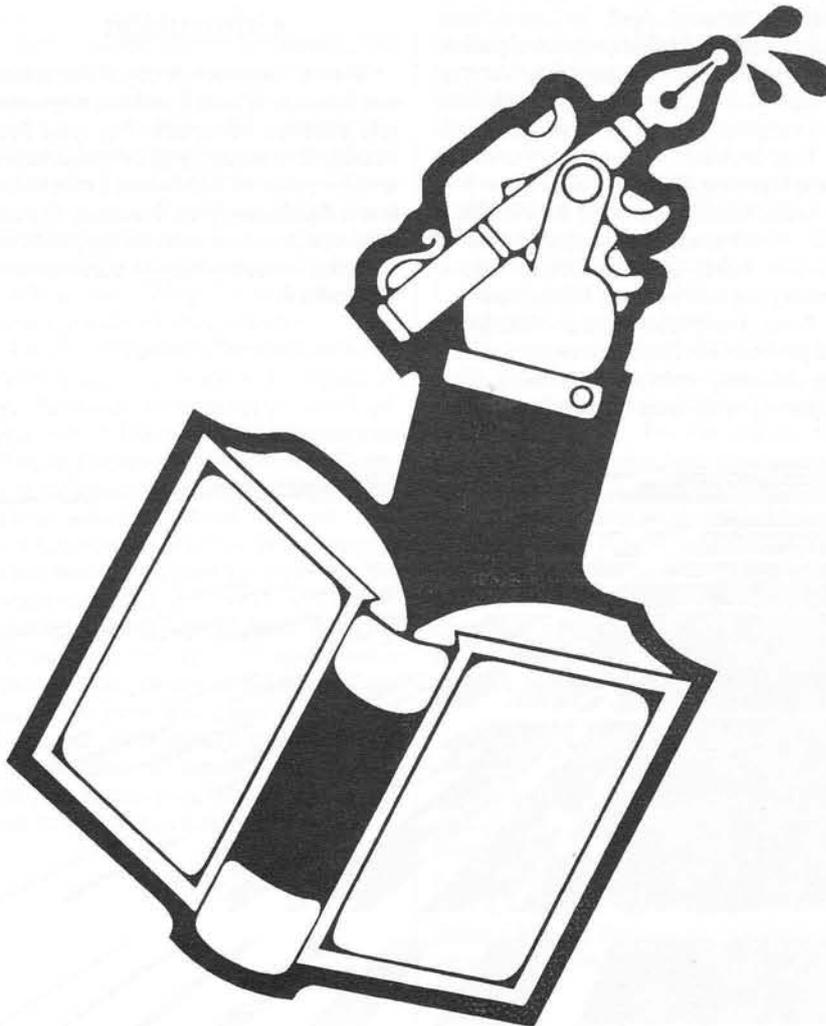
- Control-p, which actually opens up an entire array of instructions to your printer.

Save and load tricks

One feature we learned last month was the Control-l and Control-s commands, for loading and saving files from a disk. But suppose you wanted to only save just part of a document as a file on disk? It's simple. First of all, go to the end of the part you want to save and take note of the last few words. Then place your cursor at the beginning of the section you want saved and press Control-s. When prompted for the name of the file to save, use the standard filename procedure you have been using, but at the end of the filename put an exclamation mark (!), then go to the ending words of the section, and another exclamation mark (!). This grouping of words is called a marker since it marks the boundary of the file segment you wish to save. Be careful to read and know the phrase where your file ends so as not to end your file at another place where the same words can be found.

The exclamation points used in this procedure are called delimiters. The standard delimiter used is the exclamation mark, but most of the characters that can't be used in a standard ProDOS filename will work, including @, #, \$, %, &, *, (,), <, and >. The slash (/), on the other hand, won't work, since it is used in filenames.

As an example, if you were saving part of a letter you wrote so that you could use that part in another letter to somebody else, you might put your cursor at the point from which you wanted to save and press Control-s. Then at the prompt, you might enter: / DATADISK/LETTER.1!Yours Truly,! then press return.



If you wanted to mark the end of your document at an exclamation point, then you would need a different delimiter (ex: /DATADISK/LETTER.1&big savings!&). Notice that the marker is case sensitive, unlike the rest of a standard ProDOS filename.

Append a document to another

Another trick you can do is append either all or part of a document onto another document already on disk without going to the bother of loading the first file. To save the entire document you have in memory on to the end of an existing file, press Control-s, enter the filename from the disk, and add a plus sign (+) to the end of it (ex: /DATADISK/MINUTES+). You can use the same procedure as before to add part of a document in memory to the end of an existing file by putting the plus sign after the last delimiter (ex: /DATADISK/LETTER.1!Yours Truly,!+).

Conversely, any file on disk can be inserted at any point within a document in memory

Simply put the cursor exactly where you wish to insert the file and load it in. Apple Writer always adds what you load to what's already there. If you do load a file with a document already in memory, the filename on the top bar will not change, since you are simply adding to your present document. This feature can be useful for cutting and pasting very large segments of documents together.

The standard memory available for an Apple Writer document on a 128k or larger machine is limited to about 46k

Load a large file a part at a time

If you wish to work with a larger sized file, it is possible to load it in parts and save each segment as a separate file.

To load a large file from the beginning, simply follow the normal procedure. When the machine's memory fills up, an error message will appear on the screen, but the file loaded up to that point will remain. Before working with this part of the file, you may wish to delete some of it from the end of the document. This will give you room to work and set off a logical starting place to load the next part in later. Remember to save the file with a different name

than the original document you loaded, or you could wind up erasing the original large file from your disk!

Once you've saved the first segment of the large file, you will need to use delimiters to load the second part. After clearing the computer's memory, press Control-l and type in the filename followed by delimiters and marker words for the point you want to start loading from, for example, /DATADISK/LARGE.FILE!Chapter Two! You can also use a second marker to define the end of the section you want to load, for example: /DATADISK/LARGE.FILE!Chapter Two!Chapter Three! If you don't specify an ending marker, then Apple Writer will load to the end of the file or the end of available memory. And if you wish to load a file from its beginning to a specific marker, then put nothing in the first set of delimiters: /DATADISK/LARGE.FILE!!Chapter Two!

Duplicating part of a file in memory is simple

Press Control-l, then type the 'hash' symbol ("#"), followed by your starting and ending delimiters and return (ex: #!Crops!Kentucky!). This works with any size block of text and, coupled with the Control-x data deletion option, enables you to move large blocks of text easily, without resorting to using the disk as a clipboard. If you press the pound sign without any delimiters following it, you will duplicate your entire document. With short letters and a small mailing list, you can copy your letter a few times and insert the salutations at the beginning of each, followed by a form feed command (".FF" at the beginning of a line) after each copy of the letter.

Don't load a part of a file

There is another loading trick that enables you to put special markers in a document that you can choose not to load in with the rest of the file. This works great in setting up mailing lists, a topic that will have to be covered in its entirety in a future article.

Peek at a file not loaded but on disk

One more fascinating loading command enables you to peek at any size text file on disk without disturbing the contents of a file you already have in memory! To do this, press Control-l, type the name of the file followed by a backwards slash ("\"), then press return (ex: /DATADISK/LARGE.FILE\).

To halt the file while it is scrolling by press Control-s. Do the same to start the scroll up again. When the file reaches the end, press return to get back your original document in memory. This technique works especially well with the split screen option for comparing two documents, and it is useful for picking out beginning and ending loading markers. **WARNING:** this will not work if you eliminate the backslash as an underline token. If you have changed the underline token to something else, then use that particular character at the end of your filename.

Other control character options ...

Split screens

A unique and useful feature of Apple Writer is the split-screen option. This command enables you to look at two different parts of a document at once and jump back and forth between them. To use this feature, press Control-y. You will be given a prompt that asks: [Y] SplitScreen (Yes/No/return=Switch)

If you wish to use the split screen option, select "Y" and press return. Your display will divide into two parts. You can move the cursor from one window to the other by pressing Control-y again and pressing return. Any changes you make in one window will be changed in the other as well—you're not working on two documents here but you have two windows onto the same document. If you answer "N" at the prompt, you will return to the single screen. As mentioned above, you can compare a document in memory with one on disk by "peek-loading" a document in this mode. You can also use Control-x and Control-w to delete text in one section, jump over to the other section, and retrieve your text over there.

How many lines? How many pages?

Would you like to know how far along you are at any point in a document? Just press Control- or control_ (either the minus or bottom line will work). You will be given a page and line count wherever you are and this feature will remain active until you toggle that control key again.

Word wrap around. On or off

Another toggle feature is the word wrap around. That "Z" in the top bar does not mean that Zorro was there, but

that the word wrap around feature is in effect. If for some reason you don't want this feature active, press Control-z. This will affect anything you already have in memory and it will break up words strangely. If you toggle it back on, your words will go back together, so you can toggle back and forth without fear.

Change upper and lower case

Control-c puts you in what is called the Case Change mode. Say you've just typed out a sentence, you look up at the screen and see that you left your caps lock on! You do not need to erase the whole sentence and type it over. Just press Control-c, and check the far left of the top bar. If it says "L", then you are about to convert anything you pass over with the left or right arrow key to lower case. If it says "U", then you are about to capitalize everything you pass over. Toggle back and forth between the "U" and the "L" by pressing Control-c. To speed things up you can hold down the Solid Apple/Option key as you go. Press any other key besides the left or right arrow to leave Case Change mode.

[F]inding your way around

The Find command is among the most versatile of all Apple Writer tools. On the simplest level, you may need it to actually look for the occurrence of a word or name. Before using the Find command, check the direction arrow on the top bar and make sure it is pointing in the direction you wish to search. Of course pressing Control-b or Control-e and searching through the entire document from the beginning or the end is often easier than pointing the arrow from the middle and hoping you are going the right way.

The next step is to press Control-f and enter the exact word or phrase you are looking for between two delimiters (ex: [F]ind:/Apple II/), then press return. The Find command is case-sensitive, so if you're looking for "Apple Writer" don't enter "Apple writer". Once your word has been found, the cursor will settle on the first letter of it and Apple Writer will ask you if you wish to proceed looking for the next occurrence of the word. If you do, just press return, as you are prompted to do. If not, then press the space bar (or any other key except return).

If you want to pick up the search for the same word again later, press Control-f and the prompt will show the last string you entered.

Run your arrow key through it and press return, or enter a new string if you want.

The FIND command's search and replace option is an important tool. To use it, press Control-f, write the word or words you want to replace between delimiters, followed by the text you wish to substitute, also delimited, followed by either an upper or lower case "a" (ex: [F]ind:/whethur/weather/a). This will eliminate all instances of the first word and replace them with the second. If you wish to do this one word at a time, just leave out the "a" at the end ("a" for "all"), and you will be prompted if you wish to change or leave alone each occurrence of the word. Once again, remember that

the search is case-sensitive. Also watch out for places where all of the characters in a word show up as part of another word. If you change all occurrences of "in" to "out", you may wind up changing words like "grin" to "grout". To avoid this, put a space before both words in your command.

If you want to replace a word with nothing, then put nothing between the last two delimiters (ex: [F]ind:/nifty//a). A nifty trick you can do with this feature is to get rid of empty spaces in a document by entering "/ //a".

There may be occasions when you will need to Find a string that includes a carriage return. Yet if you press return, all you will do is enter in what you have typed up till then. In this particular case you will need to use different delimiters. The usual method is to use a "less than" sign ("<") as your delimiter and a "more than" sign (">") as the symbol for a carriage return (ex: [F]ind:<>Apple II< would find the phrase "Apple II" only when it was preceded by a carriage return.). The ability to Find carriage returns becomes especially important when using mail merge or setting up special WPL programs.

Sometimes you may wish to put "wildcard" characters in your search string. These are characters that can stand for any other character. When your delimiter is the "less than" sign, you can do this by entering a question mark for each wildcard character. For example, [F]<car????< will highlight

"cartoon," "carport," "carrier," "carpets," and "car mat." Yes, wildcards can even be blank spaces! One other useful character to include in strings is the "any length" character. With the "less than" delimiter, this character is the "equals" sign ("="). A use for it would be to fill in the blanks between two words (ex: [F]ind:<sales=month< would highlight "sales for the month," "sales below last month" and "sales goals for the upcoming month.")

If you think you may need to use any of these characters as an actual part of your search screen, Apple Writer gives you other options. Here are some delimiters and the optional characters that will work with each of them:

Delimiter	Carriage Return	Wildcard	Any Length
/	none	none	none
!	none	none	none
<	>	?	=
#	%	&	\$
&	()	\
*	,	-	+

The optional characters will not work in SAVE or LOAD commands as any function but delimiters. Next time around we will explore the wealth of options available with the Control-v, Control-o, Control-q and Control-p commands. In the meantime play around with these and see if they don't make word processing a little bit more fun.

This article is taken from A2 Central 9211. The article Apple Writer: Built-in functions, by Ron Evry.



Bolo

The most addictive game I have played on the Macintosh is a FreeWare application called "Bolo" by Stuart Cheshire. It is a game of the "map" variety in which the display is of a landscape viewed from above on which the player has a tank to move around. The playing area consists of an "island" which includes buildings, roads, bridges, forests, swamps, and rivers.

The aim of the game is to stay alive. This requires a refuelling base for the tank and defences for the refuelling base. The defences may include minefields, automatic shooting devices called "pillboxes", buildings, roads, moats, rubble and any other clever tricks the player thinks up.

To assemble such a fortress, the tank is equipped with a canon and shells, mines, and a little guy who can run out of the tank and cut down the forest, lay mines or build roads, bridges, buildings, boats and pillboxes.

To this extent the game is similar to many others, however the real excitement of Bolo lies in the nature of the opposition. The Mac acts only as a referee because Bolo is played by an many as 16 players each at a separate

Mac. Thus it requires at least a Mac Plus and an AppleTalk network (or AppleTalk Remote Access). It is best when played by fast Macs on a relatively uncongested network.

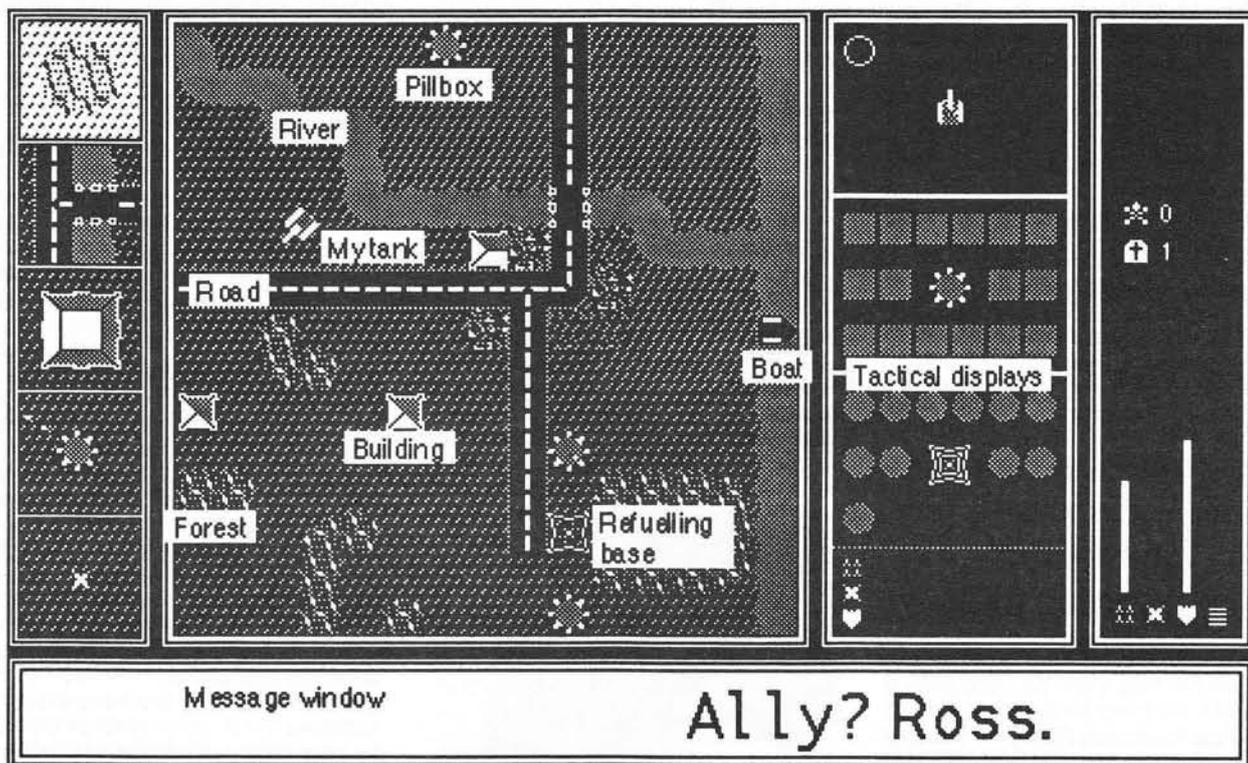
The game uses a distributed processing arrangement: each Mac acts the same; there are no "hosts" or "slaves". Each player has a display of what he or she is doing and each Mac passes this information around to the other Macs so that everyone's map is kept up-to-date.

Every player must have his or her own screen because traps such as mines are only visible to the player who laid them and sometimes their allies. However, everyone gets some clues as to what the other players are doing because of the range of sound effects used. Most activities such as shooting or cutting down forest make noises which are heard loudly at the player's computer and more softly on the Macs of players whose tanks are nearby. If everyone playing is in the same room then it is possible to tell who you've just blown up because their computer makes an exploding noise.

The game also allows players to form alliances all sharing the same refuelling stations and pillboxes so that players can gang up on each other. A private message system for typing messages to other players allows secret messages to be sent without yelling out to the whole room. Thus, unlike most computer games, Bolo encourages interaction and team-work.

Bolo is not yet bug-free, and many improvements are planned. Its current version is 0.95d which is compatible with: Systems 6 and 7, 32-bit addressing, and almost all monitors, colour or black & white. It will run in as little as 450k but is happier in 950k and is best run under System 6 without Multifinder if on a slow Mac such as a Classic or Mac Plus, otherwise it is happy under System 7. It can be played by one player alone (for practice) if AppleTalk is switched on. There is no ShareWare fee yet.

Bolo is available on Premium Access on the AUSOM Bulletin Board.



This is the black & white display in Bolo. It looks much better in colour.

Apple II New Releases

What an ideal theme for the month—"Games"

I have saved some of the games disks that have come my way into the disk library over the last few months so that I would have new games to offer for the Christmas stockings.

With Christmas so close and the need to select presents, what could be more appropriate (and not so expensive) for a computer user than some good games disks. Something to test reflexes and joystick skills, something to provide satisfaction when the players name gets included on the high scores list.

Within AUSOM's Apple II disk library, there are plenty of games for Apple II users to choose from. Included elsewhere in this newsletter is a list of all of our more than 100 games disks. I have also submitted an article listing the best and most popular games from the Apple II "Games" library this should help selection for many.

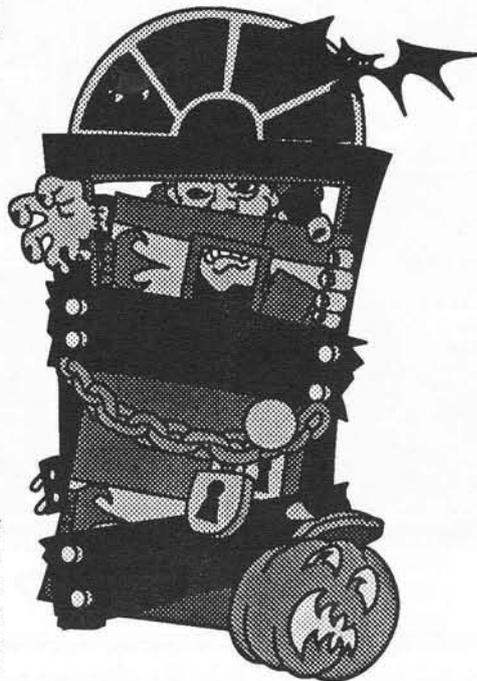
As well as games disks we have a number of other disks on offer this month. Who said the Apple II was not being supported. The Apple II disk library continues to support users with a wide range of software to keep your machines operating for many years to come.

We have another 5 of the Beagle Bros. great disks, Flex Type, ProntoDOS, Silicon Salad, Utility City and Beagle Bag. Beagle Bag contains 12 Beagle games, all listable so that you can learn programming tricks.

To add to the December release of disks we are also offering, Bible Drill, a Big Red Computer Club disk sent to us by a West Australian AUSOM member Vernon Parker. I'm not sure, but this may be an appropriate disk for the

Christmas period. Finally for members who have a need to transfer files from an IBM to their Apple II we have, MS Dos Copier. This is the first disk I have seen that allows IBM/Apple transfers. It has a limitation that some members will not be able to work around, it requires an Apple Super Drive and Super Drive Card, but if you can work around that, this may be a handy program to have in your disk box. Another disk that could prove handy to some is Drive / Hard Drive Tester. This disk contains two programs to test your drives and hard drives.

The first games disk on offer this month was passed on to the library by AUSOM member John Mosley. The Legends of the Three Kingdoms is a terrific new adventure game. The game is a full 4 sides of gaming fun. The game does not have a Shareware fee but a fee of \$9.95 is asked for the next edition of the game. Those who buy are sure to enjoy it, and sure to pay for the next game in the "Legend" series.



A Christmas Special

**2 disks, four
adventure filled sides,
for the Special Price of
\$7.**

**This one is a great
stocking filler.**

AUSOM GAMES 95

LEGENDS OF THE THREE KINGDOMS

A fantasy adventure game. The graphics are simple but good and the text extensive.

Ohdalf and Thordil have been at war for hundreds of years. An unsteady peace has settled over the kingdoms since the Orb of Truth has been used that requires the kingdom's diplomats to speak exactly what is on their mind. But now the Orb has gone and warriors are sent throughout the land to find it. This is also your task. But you wear an amulet that will not let you die.

You have the option at the start of the game create a character of your own or to use one given to you. At the start you have to 'negotiate' the purchase of weapons, armour and rations, for the adventure ahead. (This might sound familiar to Eamon Game players). Then you need to shop for magic, advice and potions. Don't spend all you gold here you will need more for the adventures to come. Along the way are treasures. You will need to be on the lookout for these. When confronted by unfriendly situations you will need to know when to flee or attack. The skill is having the right weapons to fight your attacker. Be sure to take plenty of rations and healing potions. There will be grizzly bears, boa constrictors, bees, ravens and hags, to



confront along the way. You can call upon a dart storm, a wolf pack, lightning strike, and most destructive of all, a dragon's breath. Even though you don't control the attack, you do control the circumstances. With the amulet around your neck you don't die if you lose, but the victor ransack your possessions. You will be left a little poorer and weaker, but not helpless

The menu driven screens give you excellent control over the game. You travel in compass directions of north, south east and west and up and down. You call upon your inventory, the magic scrolls, and call for healing.

Legends of the Three Kingdoms is a lot of fun. The fantasy is well developed and easily involves you into the story. The play requires strategy for the serious adventure game player, but can be played for the fun of it by anyone. If you enjoy adventure games, Legends is a must. If you have never played an adventure game and are wondering if you would like it, then Legends is the game for you to try.

The game comes on 2 disks and works on all Apple computers that will run ProDOS. The game provides the option of saving the game where you are to return another time.

There is no ShareWare payment for this game, but if you want the next edition of the game and the builder program to create your own game the very reasonable fee of \$9.95 (US) is asked.

Disk format. ProDOS Source BRCC G49/50 Released Dec '92

AUSOM GAMES 96

ARCADE / SOLITAIRE

This is a double-sided games disk. Side A: contains 3 arcade games, Ball Blaster, Big Mac Attack and King Tut's Revenge. Side B contains a good version of the card game Solitaire.

Disk format. ProDOS Source A2 Released Dec '92

AUSOM GAMES 97

BATTLE ZONE

Battle Zone, by Russell Nielson, is, roughly speaking, a "clone" of the old Moon Patrol game that was popular in video arcades a few years back. Driving across the surface of a planet, you jump over rocks to avoid collision and battle airborne enemies with your missiles. Good mindless entertainment.

Battle Zone includes documentation, but most of the instructions for actual game play are available within the program itself. It works with either keyboard or joystick.

Battle Zone is Shareware. Mr. Nielson asks that if you enjoy his game you send him \$5 (US) or \$10 (US), what you think it's worth. Mr. Nielson also offers to send the complete Merlin source code for Battle Zone to any interested programmers for only \$15.

Disk format. ProDOS Source A2 Central 9208 Released Dec '92

AUSOM GAMES 98

CREATURE GAME/SCRAMBLER GAME

Two Shareware games on this disk. CREATURE GAME is another Apple II game by Russell Nielson. (He also wrote Battle Zone). You move a little ship around and destroy incoming invaders. Protect the hapless innocents below. Simple to play, the documentation is just a few paragraphs of information that you invoke from the program's main menu. Good, standard, mindless arcade fun.

Like almost all of Mr. Nielson's games, Creature Feature is only \$5.00 shareware.

SCRAMBLER GAME is by Rudy A. Guy (whose name you former Nibble subscribers might recognize!).

Scrambler is a word-scramble game. You simply start with a four-letter word. Playing against the computer, you're allowed to change one letter at a time to form a different word. If you can no longer form a word by changing a letter (and you're not allowed to make a word that's already been made) you lose. If you box the computer in so it can't form a word, you win. It's simple to play. It runs on most Apple II systems and is shareware, for the ludicrously low price of \$5. If you enjoy this game, please be good enough to support Mr. Guy with your shareware dollars!

Disk format. ProDOS Source A2 Central 9208 Released Dec '92

AUSOM MISCEL. 32

FLEXTYPE

Another Beagle Bros disk. Variable Hi-Res Text Utility by Mark Simonsen. With Flex Type you can add variable width text on both Hi-Res screens.

COMBINE HI-RES AND TEXT WITHOUT SPECIAL COMMANDS

Our favourite Flex Type feature is that you can H PLOT and PRINT on the same screen with normal BASIC commands.

CHARACTER WIDTH CONTROL

Just as your dot matrix printer produces compressed and expanded type, Flex Type displays text in normal 40 columns, 20 column expanded, or 56 and 70 column condensed characters.

Disk format. Dos 3.3 Source Beagle Bros Released Dec '92

AUSOM MISCEL. 33

PRONTODOS

A high-speed Dos 3.3 utility program by Tom Weishaar.

ProntoDOS triples the speed of Dos 3.3. New high-speed disks are created with the standard INIT command, or your existing Dos 3.3 disks may be updated with all your data intact.

Disk format. Dos 3.3 Source Beagle Bros Released Dec '92

AUSOM MISCEL. 34

SILICON SALAD

Programs by Bert Kersey and Mark Simonsen.

A number of mini utilities in this package. TEXT IMPRINTER, transfers the text screen onto the Hi-Res screen. WORD SORTER, fast BASIC sorter. BEAGLE BLACKJACK. Written in Applesoft, and easily as much fun as the real thing. Can be customized. DISK SCANNER, scans a disk looking for and sealing off flawed sectors. DOS-KILLER, removes Dos to create data disk. Gain 32 free sectors. TWO-TRACK CAT, stores twice as many file names on a disk. PROGRAM SPLITTER, makes programs "jump over" Hi-Res. UNDELETE, unerases deleted files. And more....KEY CLICKER, plus programs from Beagle Bros tips books 5, 6 & 7.

Disk format. Dos 3.3 Source Beagle Bros Released Dec '92

AUSOM MISCEL. 35

BEAGLE BAG

12 Applesoft games by Bert Kersey. All of the games are "LIST"able so that you can learn programming tricks by seeing how they work. Games include, Text Train, Wowzo, Magic Pack, Buzzword, Slippery Digits and more.

Disk format. Dos 3.3 Source Beagle Bros Released Dec '92

AUSOM MISCEL. 36

UTILITY CITY

21 useful and entertaining Dos 3.3 utilities by Bert Kersey.

Each program can be listed so you can see what makes it tick. You can easily customize each program. What better way to learn programming.

XLISTER, lists each statement on a new line. Make Applesoft listings easier to read, follow and de-bug. FILENAME ZAP. Create trick filenames to protect files or dress up your catalogs. SCREENWRITER, allows you to compose 40 column text screen layouts for title screens, etc. Store finished screens on disk. MULTI-CAT. Print long disk catalogs in multiple columns. Sector numbers and file types may be included or omitted. CONNECT, allows you to 'append' programs or attach subroutines without retyping. SORTFILE, sort, store and update simple one-field lists on disk. Easy to customize to fit your application. KEY-CAT. Select and run programs from catalog with one key. No typing filenames. LIST FORMATTER, and more....

Disk format. Dos 3.3 Source Beagle Bros Released Dec '92

AUSOM MISCEL. 39

DRIVE/HARD DRIVER TESTER

This disk contains two programs designed to test disk drives, disks, and disk drive interface cards.

TESTER writes files into a complex directory structure it creates on the disk. The program then checks the integrity of those files. Complete documentation appear in the documentation file on the disk. Tester does not damage data already on the disk but assumes you have significant amounts of empty space on the drive. John Link, developed the program for NAUG.

TESTER tests the performance and reliability of your whole system, as it runs under ProDOS-8, and as it relates to reliable handling of data on your hard disk. Memory problems, TransWarp problems, SCSI card problems, and hard drive problems should all eventually show up when Tester runs. Specifically excepted would be problems that occur only when your system is operating under GS/OS. But most problems with data storage occur under both operating systems.

I.O. TEST, a second program on this disk, takes a different approach to testing disks and interface cards. I.O. Test ignores the file structure of a disk and reads and writes repeatedly to every block on the disk. Use caution with I.O. Test; the program destroys everything on the disk you test. Our thanks to Walker Archer of Quality Computers who developed this program for NAUG.

Disk format. ProDOS Source A2 Central Released Dec '92

AUSOM MISCEL. 56

MS.DOS.COPIER

MS-DOS copy, by Hugh McKay. MS-DOS Copy will copy files from the root directory of MS-DOS 3.5 disks to any ProDOS device. It requires a High Density 3.5 drive (such as Apple's Superdrive) and the new Apple II 3.5 Disk Controller Card from Apple that controls these high density 3.5 drives. But if you have, or are planning to get, such a setup, you'll be able to move files from MS-DOS disks with ease using this program, which by all reports works quite well, though we (A2 Central) haven't been able to test it ourselves (read that as a warning, but everything we've heard about it says it works great).

The program isn't without it's limitations, but Mr. McKay does hope to update it to add new features in the future.

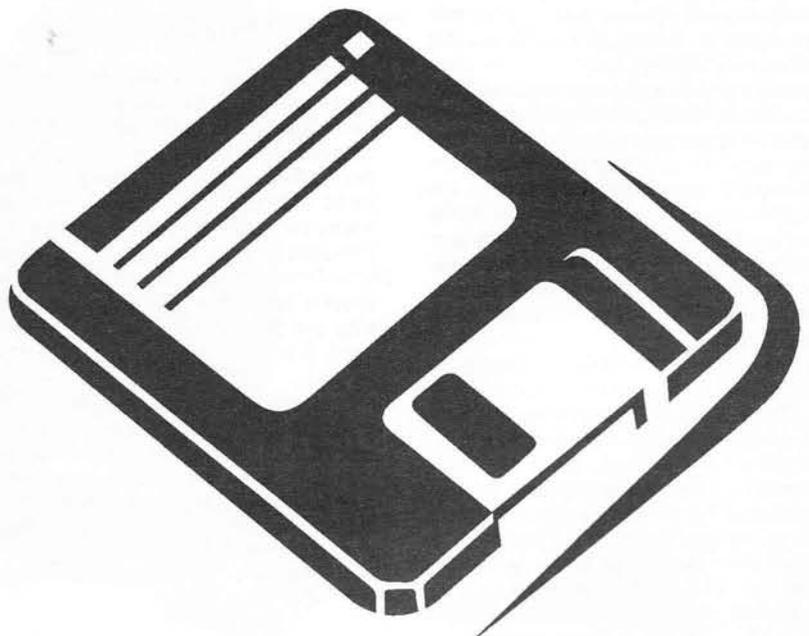
Disk format. ProDOS Source A2 Central 9208 Released Dec '92

AUSOM MISCEL. 57

BIBLE DRILL

This disk contains the files; Bible Drill, Cryptograms, Grape, Maze, NT Book Quiz, Scrambled Bible Verses, Musical Keys and other bible related programs.

Disk format. ProDOS Source BRCC N09 Released Dec '91



Apple II games disks

In the Apple II disk library there are now nearly 100 games disks. To print the entire catalogue in the newsletter would take in excess of 12 pages without Nick (The Editor) being able to put one of his super graphics. Instead I hope the following list of games at least provides some information for AUSOM "gaming" enthusiasts.

- AUSOM GAMES 01 ASSORTED GAMES #1 11 games on this disk
AUSOM GAMES 02 ASSORTED GAMES #2 11 games on this disk
AUSOM GAMES 03 DESERT ISLAND DISK 14 games on this disk.
AUSOM GAMES 04 ASSORTED GAMES #4 18 games on this disk
AUSOM GAMES 05 ASSORTED GAMES #5 27 games on this disk
AUSOM GAMES 06 ASSORTED GAMES #6 12 games on this disk.
AUSOM GAMES 07 GAMES AND DOS UTILS. Games and utilities.
AUSOM GAMES 08 ASSORTED GAMES #7 18 games on this disk.
AUSOM GAMES 09 ASSORTED GAMES #8 13 games on this disk.
AUSOM GAMES 10 TEXT ADVENTURE GAMES 6 text adventure games.
AUSOM GAMES 11 ASSORTED GAMES #9A Integer and A/soft games.
AUSOM GAMES 12 ASSORTED GAMES #10 16 Integer Basic games.
AUSOM GAMES 13 ASSORTED GAMES #11 13 games on this disk.
AUSOM GAMES 14 ASSORTED GAMES #12 Hi— Res games on this disk.
AUSOM GAMES 15 ASSORTED GAMES #13 Some educational games.
AUSOM GAMES 16 ASSORTED GAMES #14 Some educational games.
AUSOM GAMES 17 ASSORTED GAMES #15 21 games on this disk.
AUSOM GAMES 18 ASSORTED GAMES #16 16 games on this disk.
AUSOM GAMES 19 ASSORTED GAMES #17 26 games on this disk.
AUSOM GAMES 20 ASSORTED GAMES #18 15 games on this disk.
AUSOM GAMES 21 ASSORTED GAMES #19 10 games on this disk.
AUSOM GAMES 22 ASSORTED GAMES #20 16 games on this disk.
AUSOM GAMES 23 ASSORTED GAMES #21 20 games on this disk.
AUSOM GAMES 24 ASSORTED GAMES #22 15 games on this disk.
AUSOM GAMES 25 ASSORTED GAMES #23 20 games on this disk.
AUSOM GAMES 26 ASSORTED GAMES #24 15 games on this disk.
AUSOM GAMES 27 BARD'S TALE CHARACTER GENERATOR
AUSOM GAMES 28 INTEGER GAMES 1 21 Integer Basic games.
AUSOM GAMES 29 INTEGER GAMES #2 16 games on this disk.
AUSOM GAMES 30 INTEGER GAMES #3 25 games on this disk.
AUSOM GAMES 31 INTEGER GAMES #4 10 games on this disk.
AUSOM GAMES 32 TRIVIA GAME A question and answer game.
AUSOM GAMES 33 ASTRONOMY GAMES 3 games related to astronomy.
AUSOM GAMES 38 LOGIC GAMES 20 games on this disk.
AUSOM GAMES 39 LOGIC GAMES 12 games on this disk.
AUSOM GAMES 40 ARCADE GAMES 11 games on this disk.
AUSOM GAMES 41 BCS GAMES 1 19 games on this disk.
AUSOM GAMES 42 BCS GAMES 2 24 games on this disk.
AUSOM GAMES 43 BCS GAMES 3 10 arcade type games.
AUSOM GAMES 44 BCS GAMES 4 15 classic games on this disk.
AUSOM GAMES 45 BCS GAMES 5 Games and some graphics.
AUSOM GAMES 46 BCS GAMES 6 Some arcade type games.
AUSOM GAMES 47 CARD GAMES 3 gin rummy card games.
AUSOM GAMES 48 DEFENDER Excellent arcade game.
AUSOM GAMES 49 BCS GAMES 9 Joystick games with graphics & sound.
AUSOM GAMES 50 BCS GAMES 10 2 only Applesoft games.
AUSOM GAMES 51 BCS GAMES 11 Assorted Integer Basic games.
AUSOM GAMES 52 BCS GAMES 12 9 games including a chess game.
AUSOM GAMES 53 BCS GAMES 13 9 Applesoft games on this disk.
AUSOM GAMES 54 BCS GAMES 13 3 good pinball games.
AUSOM GAMES 55 BCS GAMES 15 Pinball and Joystick games.
AUSOM GAMES 56 BCS GAMES 16 Some of games are word games.
AUSOM GAMES 57 MISCEL.GAMES 10 games, mostly keyboard.
AUSOM GAMES 58 LODERUNNER SCREENS 1 150 created screens for "Lode Runner"
AUSOM GAMES 59 LODERUNNER SCREENS 2 Another 50 "Lode Runner" screens.
AUSOM GAMES 60 MYSTERY HOUSE Hi— Res entertaining and testing game.
AUSOM GAMES 61 FIREGROUND Double— sided arcade type game.
AUSOM GAMES 62 MULTI GAMES DISK 3 games. A great version of MINI GOLF.
AUSOM GAMES 63 KING TUT'S REVENGE Double— sided adventure game.
AUSOM GAMES 64 ANDROMIDA TRILOGY Three Hi— Res arcade games.
AUSOM GAMES 65 MULTI GAMES DISK Card, Arcade games plus text game.
AUSOM GAMES 66 SOUTH PACIFIC QUEST Lode Runner type game lots of action.
AUSOM GAMES 67 TERMINAL BOREDOM Hi— Res adventure game.
AUSOM GAMES 68 CONCIERGE Similar to Monopoly.
AUSOM GAMES 69 ELIZA, BRAT & FRIENDS "Meaningful" computer conversation.
AUSOM GAMES 70 PINBALL GAMES Four Pinball games.
AUSOM GAMES 71 OTHELLO/BACKGAMMON Two games, OTHELLO and BACKGAMMON.
AUSOM GAMES 72 MONOPOLY Hi— Res representation of Monopoly.
AUSOM GAMES 73 W-SEARCH/MASTERMIND 3 mind games.
AUSOM GAMES 74 RESCUE FIDO Action shoot 'em up arcade game.
AUSOM GAMES 75 MAN— ENG MASTER OF EVIL Hi— Res adventure game.
AUSOM GAMES 76 ADVENTURE GAMES Six adventure games by member.
AUSOM GAMES 77 VINE VERMIN Keyboard, Pac-Man type game.
AUSOM GAMES 78 WHEEL OF FORTUNE Version of the popular TV show.
AUSOM GAMES 79 HI— RES ADVENTURE GAMES Two very amusing Hi— Res games.
AUSOM GAMES 80 ARCADE GAME DISK 9 colourful arcade games.
AUSOM GAMES 81 TETRIS 2 Tetris has been completely rewritten.
AUSOM GAMES 82 FLOBBYNOID Highly addictive, great graphics.
AUSOM GAMES 83/84 QUEST OF CIMMARON Adventure game, three disk sides.
AUSOM GAMES 85 P8 GAMES 2 arcade type games.
AUSOM GAMES 86 PRODOS GAMES DISK 12 games written in Applesoft Basic.
AUSOM GAMES 87 ICEWAR 1— 4 player Hi— Res strategy game.
AUSOM GAMES 88 ADVENTURE WRITER 2 disks. To create adventure games.
AUSOM GAMES 89 CO— OP PINBALL Four pinball games by Roger Wick.
AUSOM GAMES 90 TRIVIA WIZARDS Similar to Trivial Pursuit.
AUSOM GAMES 91 COLUMNS IIE An arcade style action game.
AUSOM GAMES 92 DROP IT Action/Strategy game, based on Tetris.
AUSOM GAMES 93 LANDMINE GAME Simple, maddeningly addictive.
AUSOM GAMES 94 SOKOBAN Intellectually challenging puzzle game
EAMON ADVENTURE SERIES An excellent series of text games.
22 adventure game disks,
plus 5 Eamon utility disks in this series.

An Oreo??

—don't believe everything you read ...

I am an Apple II owner who tends to look at the past occasionally, not because I refuse to accept the advances in technology, but mainly to peruse the many books that once catered for the Apple II computer.

Countless magazines, always filled with Apple II articles, featuring simple programs that would permit a father or mother to produce charming little text adventures for their children, 'powerful' programs that would not only print your name in glorious shades of green and black on the screen, but could also make the words flash magically before your eyes when you typed 'FLASH' into the program.

One such magazine that provided good reading, was a periodical called the Apple User. It was a British issue that was chock full of the things we old Applesoft fans could get our teeth (or gums) into. Now before you rush to your computers and type letters advising me to get my head out of the sand, allow me to explain.

Nowadays, I read them mainly for nostalgic reasons, and occasionally, I may even find a piece of info that would have escaped me in years gone by. But, the prime reason I wrote this article, was

to share with you, an extract from an article on page 5 of the December 1985 issue. To me it points out dramatically, don't believe everything you read.

"New developments strengthen Apple range"

—but is Mac in jeopardy?

Developments currently under way in America promise to guarantee the future of the Apple II range of computers for many years to come.

But, at the same time, the projects in the pipeline are casting a shadow of uncertainty over the Macintosh.

Reports reaching 'Apple User' from the US reveal that the company plans a dramatic unveiling of several impressive new products at its annual shareholders meeting next month.

Among them is said to be a new Apple IIe capable of running Macintosh software and based on either the 68000 processor or the new 68020 chip.

More bad news for Macintosh comes from Arizona, where Checkmate Technology is reported to have achieved a

major breakthrough, producing an add-on board enabling Apple II, IIe and IIc to run 16 bit Macintosh programs.

The article continues... It is no secret that the present management at Apple is not as enamoured with the Macintosh as was Steve Jobs. And they are not afraid to make sacrifices in their fight to get the company back on the rails after all the upsets of the past twelve months.

It isn't that the Macintosh is a flop... It's just that cash-conscious Apple executives can see the IIe and IIc achieving faster turnover and therefore more instant gratification in the balance sheets...

At this point the article talks of the "ill-fated LISA", Apple's tough new boss John Sculley, and that a new Macintosh to be introduced... will not be named Macintosh, but Oreo."

I got a few chuckles out of reading it, I hope you did too.

By the way, did an 'Oreo' ever happen? I think I prefer 'Macintosh' any day, would sound rather silly asking someone if they had an IBM or an Or.



Games for the Apple II

A pick of the most popular and the best

Many times at the disk library table I am asked to pick the best of the games disks for the kids to try. With 100 disks to choose from it takes some time. Listed below are the most popular, and the best of the games disks in the AUSOM Apple II library.

A SPECIAL BONUS FOR CHRISTMAS

On the back of each single-sided disk is a 'Bonus' game

2 great games disks for the price of one.

Twice the value, twice the fun.

Have a fun-filled and Merry Christmas.

AUSOM GAMES 32

TRIVIA GAME

A question and answer game from Rudy Guy.
Disk format. ProDOS Source BRCC X50 Release Dec '91

AUSOM GAMES 48

DEFENDER

This is an excellent Public Domain version of the popular arcade game Defender. The object of the game is to fly your craft and shoot down a wide variety of aliens. The aliens in turn will try to destroy you

and kidnap humans from the ground. The games requires 64K and a joystick.
Disk format. Dos 3.3. Source BRCC G22 Release Pre '87
Updated Dec '90

AUSOM GAMES 60

MYSTERY HOUSE

This Hi—Res adventure game was originally sold by Sierra On—Line as a commercial product. It is released as Public

Domain. In this very entertaining and testing game. You enter an old mansion and try to solve the murder mysteries.
Disk format. Dos 3.3. Source BRCC G19 Release Jul '89

AUSOM GAMES 62

MULTI GAMES DISK

This disk contains 3 games. A fantastic Public Domain version of MINI GOLF. The game comes complete with water



traps, windmills and other lurking dangers. You can play against yourself, or against other players. The program keeps track of your score/s as you navigate the pits and crevices of the ten holes.

Playing the game is really quite simple. You point your golf stick by using the left and right arrow keys. As you depress the arrow keys an arrow spins around the screen. When the arrow is pointing in the direction you want to go, you give the ball a hit by hitting one of the number keys. To give the ball a slight nudge hit 1, to give it a giant whack, press number 9. Golf balls move on the screen as you would expect a real life golf ball to move. The ball speeds up when it goes down ramps and goes splat when it falls into a water trap. Some of the holes have multiple sections to them. You first shoot for one hole, and then get thrown into another part of the screen to aim for another hole. Hint: Hole 3 is a killer. See the revolving windmill. Take a couple of small shots to steer around it. Otherwise you will be chasing golf balls into the next century.

At the end of the game, the scores are shown for each player. A good score for a beginner is 65. If you score under 45 you're ready for the real thing.

Also on the disk are, ANTI—GRAVITY, an interesting derivative of the arcade game Pac—Man. PLANET OF THE ROBOTS is an all text adventure game.
Disk format. Dos 3.3. Source BRCC G24 Release Jul '89

AUSOM GAMES 63 KING TUT'S REVENGE

This is a double—sided disk. On side one you explore King Tut's Tomb while avoiding the traps. On side two you face King Tut's anger for violating his tomb. He will throw various nasties at you which you must shoot down. Side two requires a joystick.

Disk format. DOS 3.3. Source BRCC G26 Release Jul '89

AUSOM GAMES 66 SOUTH PACIFIC QUEST

This is a "Lode Runner" type game with many screens and lots of action. It is possibly the most popular in our games library. If you like arcade games then this disk is a must. Short instructions are displayed. This disk must be booted from slot 6.

Disk format. Dos 3.3. Source BRCC G30 Release Jul '89

AUSOM GAMES 72 MONOPOLY

This disk presents the popular board game MONOPOLY. It uses a Hi—Res representation of the Monopoly board on the screen. Those who enjoy the board game will enjoy this computer version of the game.

Disk format. ProDOS Source BRCC G32 Release Dec '89

AUSOM GAMES 74 RESCUE FIDO

Fido is an action filled shoot 'em up arcade game. Your faithful dog Fido has been mistaken by Police Guard Robots as a deadly K—9 killer. It's your job to rescue Fido. In order to do so you will find yourself battling tanks, flying saucers, warriors, guards and even flying shoes. This is either a 1 or 2 player game that can be played with either the keyboard or a joystick. There are 3 levels to clear but each level has 8 stages to it. As soon as you've successfully cleared a stage you progress to the next.

Disk format. Dos 3.3 Source BRCC G35 Release May '90

AUSOM GAMES 77 VINE VERMIN

This program was written and donated to the library by AUSOM member, Bernard Liedtke.

During an African expedition you find yourself lost in the jungle. The only way you can travel is by climbing a tangled maze of vines that wind through the jungle. There are poisonous snakes, hungry bats and other vine monsters waiting to knock you of the vine. You must defeat all creatures to find your way to the end.

A Pac—Man like game with great fun graphics. (The crocodile is a delight). The game is keyboard driven and full instructions are included on the disk. If you enjoyed Pac—Man or Ghost Gobblers you are sure to enjoy this.

Disk format. Dos 3.3 Source AUSOM Release Oct '90

AUSOM GAMES 78 WHEEL OF FORTUNE

This is a graphics base version of the popular TV show, Wheel of Fortune. Up to 3 players can compete, trying to solve word puzzles to gain monetary fortunes. A way to make the children think and solve whilst playing a game. Would be of value in a classroom situation.

Wheel of fortune was rated as one of the best freeware games for the Apple II in both A+ and In Cider magazines. This game requires a 128K Enhanced Apple IIe, IIC or IIGS.

Disk format. ProDOS. Source BRCC G40 Release Jul '90

AUSOM GAMES 81 TETRIS 2

The widely acclaimed Soviet game Tetris has been completely rewritten, this time by French programming whizzes. This stunning game contains 10 more levels than the commercially available Tetris. A joystick is supported but not required. Computerized music enhances the game. Tetris 2 is a fast action strategy game where odd shaped blocks drop from the top of the screen. The players goal is to

rotate or flip the descending blocks so that all the pieces fit precisely with all other blocks to form a complete row. The game is fast action and quite addicting.

The animation is superb and the animated VU meters displayed during the musical portions of the program are stunning.

This great game requires an Apple II with 128K. The disk must be booted from slot 6 drive 1. GS owners will need to reset their System Speed to normal (1Mhz) prior to playing the game.

Disk Format. DOS Source BRCC G42 Release Dec '90

AUSOM GAMES 82 FLOPPYNOID

Floppynoid is among the best Freeware games released. This game is based on Arkanoid. It is highly addictive and has outstanding graphics.

The object of the game is to deflect falling spheres so that they bounce off highly intricate penetrable barriers. Power spheres are included as bonus points. As you clear each level a new, more difficult is presented.

Floppynoid's fast action, its wonderful music and special effect sounds along with its appealing screens are sure to make this a most popular Apple II games disk for computer buffs of all ages.

An editor is included that allows anyone to create their own levels. Unfortunately all the editor screens are in French, so a knowledge of French is required to use this nifty feature.

Floppynoid works with either a joystick or a mouse and require a 128K IIE, IIC or IIGS

Disk format. Source BRCC G43 Release Dec '90

AUSOM GAMES 90 TRIVIA WIZARDS

This game is similar to Trivial Pursuit. You move around an on—line game board and attempt to correctly answer trivia questions. If you land on some squares you will lose a turn or, get a daily double for twice the number of points. When you have enough points and land in the right space on the board you can enter the Trivia Winners Circle. Three correct answers in the Winner's Circle and you'll win the game. Two or three players, or teams, can play. All questions are multiple choice.

Side two of the disk contains a bonus program. A sampler program of I—Ching.

Disk format. ProDOS Source BRCC G45 Release Jul '91

AUSOM GAMES 91 COLUMNS IIE

Columns is an arcade style action game in which gems fall down a vertical shaft and build up at the bottom. Each falling object consists of three gems which can be moved left or right within the column,

or have their order rotated. The easiest way to see this is to actually play the game. As the gems build up at the bottom, matches can be made by getting three of the same gems in a row, horizontally, vertically or diagonally. The matching gems are removed and the gems above them fall down to take their place, possibly forming new matches. There is also a matching gem which will appear randomly when you get to the higher levels. When the magic gem lands on another gem in the column, it removes all of that kind of gem from the stack, allowing the remaining gems to fall down in their place. You use the KEYBOARD to control the pieces as they fall.

Columns IIE is a Shareware program by Michael Foegelle. It is easy to play but hard to master. If you liked Tetris 2, you'll love Columns IIE.

Disk format. ProDOS Source BRCC G46 Release Dec '91

AUSOM GAMES 92

DROP IT

Drop It 1.6 by Christopher J. Madsen
Drop It is a game of action and strategy. Various pieces fall from the top of the game area. You can move the pieces left and right as well as rotate them clockwise or counter-clockwise. The object is to stack the pieces so that you form a complete row across the game area. When a row is completed, it disappears. You can score more points

by completing two or more rows with a single piece. When the pieces stack up to the top of the screen, the game is over. Every time you complete a row, the pieces will fall just a little faster. They keep falling faster and faster until they reach the top.

Drop It runs on the 64K II+, IIe, IIc, and IIGs. If you have a IIGs, Drop It will automatically set the system speed to "Normal" while playing the game. It will restore the original speed when you quit.

Comprehensive documentation is contained in an Appleworks file on the disk. Also on this disk is Dayton Dinger's Pinball game. Joystick or keyboard controlled. (The Open Apple & Closed Apple keys control the flippers) Ping away and get great scores.

Disk format. ProDOS Source A2 Central Release Feb '92

AUSOM GAMES 93

LANDMINE.GAME

Landmine by Danny Jones is a great public domain game. Landmine is one of those games that is simple but mad-deningly addictive. It's one of those insidious "just one more game"ers that can keep you up until the wee hours. Congratulations, O Lightfooted One. How many mines would you like? At LEAST 7 mines, please. No more than 40, oh, brave soul. Strewing mines...Checking them twice...A mine is a terrible thing to

waste. KA-BOOM!! You are next to mines.

Disk format. ProDOS Source A2 Central Release Jul '92

AUSOM GAMES 94

SOKOBAN

An intellectually stimulating, fiendishly challenging sliding puzzle game. The object of the game is to push "packets" around a maze into a storage area. Sounds simple, but the catch is that you are required to push the packets, not pull them, and you may only push one packet at a time. You cannot end up in a corner, or boxed between another packet. There are 50 skill levels, each progressively more difficult. SOKOBAN will appeal to children and adults that enjoy a mental challenge.

This game is keyboard driven. You move the pointer around the screen using the IJKL keys. If you press a wrong key the game will beep. If you reach a dead-end, Control-U can be used to restart the puzzle. If you make a wrong move, lowercase "u" will undo your last move. The requested Shareware fee is a very reasonable \$5 (US).

Enjoy the game and don't forget to pay the Shareware fee.

Disk format. ProDOS Source BRCC G47 Release Jul '92

Bill Currie

Is BASIC Dead?

To communicate with the early computers you needed to throw switches to enter zero's or one's as the computers were only capable of dealing with Binary code. This was a tedious process and probably accounts for the number of enthusiasts who took up stamp collecting as an alternate hobby. In 1963 Professors Kemeny and Kurtz at Dartmouth College in USA developed BASIC, the first computer language that allowed you to talk to your computer in English.

BASIC uses commands like RUN, PRINT, LIST, GOTO, COLOR, STOP and END. Most of these commands do just what they say and are easy to remember. Almost anything that can be done on a computer can be done with BASIC. There are other faster languages including machine language but none of these are as easy as BASIC to write or understand. If you speak English or

even 'Strine' you will have no trouble with BASIC.

There have been many versions of BASIC and APPLESOFT is the dialect used on most Apple// computers. In the early 80's BASIC was used quite a lot and most magazines had listings of programs that could be typed in to your computer. When you became familiar with BASIC you could 'muck about' with programs and even sometimes improve them. Eventually you got to the stage where you could write your own programs and really be in charge of your 'heap of chips.'

Over the years BASIC has fallen into disuse. 'Ready made' programs are now available and we have Mouses, Desktops, Windows, Icons, Buttons and a lot of 3 letter labels which confuse the hell out of me. Now most of these programs and operating systems work just fine but demand that you stick to a

rigid and unforgiving procedure. I always get the feeling that the computer is in charge and that I am just going along for the ride.

I am surprised at the number of blank looks I get when I ask around at meetings "Do you use BASIC?". I'm sure lots of members have never even heard of BASIC, let alone use it. For those members who would like to experience the thrill of 'being in charge' of their computers try entering the following program...

```
10 PRINT "YOU ARE THE BOSS"  
20 GOTO 10
```

Now type RUN and sit back. To stop it, hit CONTROL/RESET. If all this gives you a buzz, then buy a book on APPLESOFT BASIC and take charge of YOUR computer.

Members' ads

Members' Ads Submission Conditions

The following conditions will apply to advertisements submitted for the Members' Ads page—

- All goods advertised must be used (not new)
- All software advertised must be original copies
- Advertisements of up to 10 lines (as printed on this page) will be published for no charge to AUSOM members
- Advertisements of more than 10 lines will be charged at the rate of \$1 per printed line (including the first 10 lines).
- Payment should be enclosed with the advertisement
- Please submit advertisements to:
Ivan Nagy
2 Bataba Street
Moorabbin VIC 3189
- Preference will be given to advertisements supplied on disk
- AUSOM makes no warranty about goods advertised on this page

For Sale

ClarisWorks: Mac Integrated Software. Used once- all disks and manuals in as-new condition.\$135
Apple IIe Mouse with card and Mousepaint. Excellent condition.\$120
Apple IIe Game Paddles Excellent condition. ...\$30

Phone George BH: 784 4332
AH: (059)74 3305

Apple IIgs Software: The Hunt for Red October, Where in USA is Carmem Sandiego, Arkanoid II, Qix, Final Assault, Laser Force, Cartooners.\$30.00 each
Mean18 Golf, Destroyer, Graphics Studio.\$10.00 each
Apple II Software: Quark Catalyst Program Selector, Copy II plus v8, PlusWorks (Allows AppleWorks to run on a II+).\$20.00 each
Contact Nicholas (03) 593-2115.

Apple IIgs, 1.25 meg RAM with mouse. Colour monitor 3 1/2 inch drive. Imagewriter II colour printer excellent condition, all manuals and operating discs. Software- Multiscribe 3.01, Writers Choice Elite 1.1, Print Shop, Paint Works and several games.\$1850.
Phone Eddie on (051) 744667

II GS RGB colour monitor, 1.25Mb RAM, 5.25" & 3.5" drives and \$1,2000 worth of software with manuals including Music Studio 2.0, Paint Write Draw, Desk Jet driver, AppleWorks GS, Print Shop GS and games\$1,600
3.5" 800K drive for Mac/GS\$280
Ring 807 5175

11GS, ROM 01, (1.25 MB), RGB monitor, 3.5" & 5.25" drives, 40Mb HDD, Imagewriter 11, original manuals and systems disks \$2,700 ONO

Software GS/OS, Deluxewrite/Paint, A/Works, 816 Paint, Topdraw, Mathblaster, Xenocide, BardsTail, Wonders of Animal Kingdom, Dungeon Master\$500
Software 11E, Ancient Art of War at Sea, Sciencekit Master Module, Fantasy 11, Omega, Bagasaurus, Picture Place, Rings of Zilfin, Reach for the Stars, Mouse paint\$300.
Ring Michael, Mornington (059) 75 9504

APPLE 11+ (Clone) "Redstone" twin drives; Apple DOS & CPM processors; large printer card; sep. keyboard.
Monitor - 12" green. Printer - Panasonic KX-P1091 (Clone) dot matrix printer 120 draft CPS. all with manuals.
Software Spellbinder; Wordstar; Printshop; Database 11, some games\$500.00
Ring Lionel Swift AH/BH 306 7919

Mac SE 2Mb RAM, 45Mb HD, Twin Floppy Keyboard and MS Works V 2.0\$1,750
Ring James/Fiona 802 8905

Imagewriter II dot-matrix printer with ThunderScan scanner attachment suit Mac. \$500
Ring Michael Stringer 888 1760

SUPERWORKS v1.0 licensed software. AppleWorks clone operates on MS-Dos System. Import AW files. Cost \$600 will sell for \$250
Write to Tony Phillips:
82 Morton Road Ashwood 3147

HP Deskwriter: with Appletalk Supplied with two connectors, cables, extra 'refilled' cartridges (dif. colours), manuals and updated driver.\$400
Ring Daniel on 699 8249

UNMOUSE: Combined Mouse, key pad and graphics tablet all in one. Neat alternative to

regular mouse. For use with all ADB Mac's. Original packaging and in perfect condition. Hardly used.
Ring Martin B.H. 867 1466

Mac SE/30 5Mb RAM 40Mb HDD Extended Keyboard + System v7.0 with Personal Upgrade Kit. 20 mnths old ; excellent cond.\$3400 ono
Ring Con B.H. 496 5489 A.H. 876 4788

Imagewriter II as new + manual\$400
Nibble Mags 84-87\$40
Ring Murray B.H. 8693452 A.H. 704 8951

Imagewriter II w/single sheet feeder and manuals\$500
NetComm 1234 SmartModem w/manuals \$400
Ring Kevin Hurley 885 5349

SCSI HD--EXTERNAL 21Mb\$295
32Mb\$385
44Mb\$475
For Mac incl. Plug'n'Play installed For Apple II formatted and partitioned
Ring Peter Malony B.H. 818 0718 and leave a message.

SCANNER 'Microtec' 300dpi + Software. Suit Text & Graphic Scanning\$1000
Ring Francis B.H. 816 9799; A.H. 890 0170

INTERLINK FASTBIT [v32 Modem All speeds up to 12Kb upgradable to 14.4Kb. Fully Hayes comp. incl. powerpack & manual 7 mnths warranty\$500
Mac IIsi 5Mb RAM, 80Mb HDD (68030,20MHz) Apple 13S RGB Trinitron, keyboard, mouse HP Deskwriter.
Manuals ext. warranty\$4950 ono
Ring William before Dec.13 on 803 0603

APPLEWORKS GS v1.1 w/manuals . \$150.00
'Using Appleworks GS' by Douglas L. Brown. In as new condition.\$25.00
PUBLISH-IT3 + Font Pack 1 original pack includes 3.5 and 5.25 disks.\$100.00
Personal Newsletter complete w/manuals on 5.25 disks + Clip Art2.\$25.00
Ring John Knight (052) 561-568
or Fax (052) 561-342

Wanted

MacPlan software and manual (so called Skinny Mac) suitable for Apple II with 128 Kb RAM. Desperate.
Ring Bruce Thompson B.H. 596 8384
A.H. 563 2887

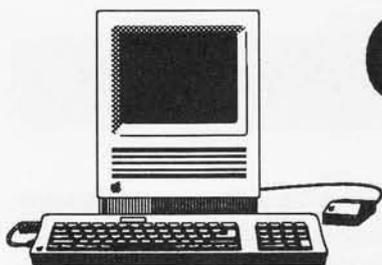
Software suit IGS educational, Desktop Publishing Entertainment.
Ring Geoff Brown B.H. 417 6711 A.H. 889 6803

Apple II or Mac+ Mouse
Ring Orville B.H. 311 8433

UNIDISK 3.5" DD for IIc
Ring Andrew 729 6982

400K External Floppy Drive
Ring James 802 8905 (AH)

Inexpensive sheet feeder for ImageWriter II printer.
Contact Nicholas (03) 593-2115.



Computational Chronicles

ITEMS FROM THE MAKING MACS WORK GROUP

At the December Meeting ...

- 2:00 pm - 3:00 pm** Help Desk in room M207.
- 3:05 pm - 4:00 pm** **Making Macs Work Around the House** – members of the SIG will present examples of how they use Macs within the home. Included in the applications demonstrated will be personal finances and budgeting, address books, recipes, and scheduling and organisation.
- 4:10 pm onwards** **Planning discussion for 1993** – this is your opportunity to say what you want to happen next year. The committee organising the Making Macs Work SIG wants to do what interests as many participants as possible.

At the November meeting, Peter Stokes of Stokes Electronic Enterprises demonstrated Omnis 5 and 7. He demonstrated many applications of this popular and powerful database system for the Macintosh, including some storing pictures. In his talk, he showed how the relational nature of Omnis makes it extremely efficient for storing information and handling a wide range of business systems. Peter also emphasised how easy it is to get started with Omnis for end-users, as well as showing its strengths as a database development tool.

Macintosh Christmas

Elizabeth Hill

There is no need to put your Mac on the shelf at Christmas! You can use your computer to organise and personalise your Christmas efforts.

Christmas Card Mailing list

If you are running a business you would already have a mailing list of your clients. You could use it to mail out cards to all of your valued customers. It is nice to be able to systemise the approach so you don't leave anyone out.

Wrapping paper

Last year I made wrapping paper by using coloured inks (red and green) in the ink jet printer. You can get the two colour effect by passing the page through the printer twice and by swapping over the ink cartridge. The same can be done with an Imagewriter.

Christmas Cards

You don't have to have PrintShop or a specialised program to produce attractive Christmas cards with a difference. You can print sideways on A4 paper using a paint or draw program to produce the front of your card. You can then pass the paper through again to put a greeting message in the centre of the card. This can have a novelty value and can be personalised by the images you choose to use.



I think a handwritten message of greeting in the centre of the card compensates for the "impersonal" nature of even the most carefully designed computer generated Christmas card.

Seasonal Letterhead

Letterhead can be printed in a colour and used to send seasonal messages to your friends. Drawing a frame to the page and writing a Christmas greeting at the bottom of it is simple but effective.

Other Christmas Ideas Include ...

- Personalised Calendars - with a relevant graphic in the corner. They can be created in a draw or spreadsheet program.
- Christmas Recipe Booklet - with recipes suited to the season, suitably decorated.
- Personalised address card with contact numbers tailored to the requirements of the individual.



Note: if you are using decorative fonts such as Chancery or London, remember that they are much more readable if you use a combination of upper and lower case letters than uppercase letters alone.

Remember the " Good Old Days "

Jim Connor

It is only a flicker, but I can just vaguely remember the " good old days" – you know what I mean, that time in the dim dark past when a mouse was a little furry pest, when you looked for an ELF among the damp ferny corners of your garden and when RAM meant " an uncastrated male sheep or thing used for ramming". Those good old days when all you needed to know about technology was how to switch on the light, the radio and the washing machine – you know the era I am trying to remember – those days when an apple meant that forbidden fruit discovered by the said named Adam and Eve. Bingo! now you have it, that's what I am talking about, that time before I started my downward slide into the dark unfathomed depths of computer knowledge. Oh what bliss it was – how I long for that lost innocence.



Gradually the tentacles of the technological octopus with the one glowing eye snared me. I fought hard, I did, I did not want to know about it but slowly my curiosity got the better of me. I think I can remember the turning point, it was the beginning of the end the day I realised that the Green Guide not only contained television programs. But what did it all mean – XT, SE, dot matrix, VGA, 286, 386, laserprinters – a totally foreign language was being thrust upon me and I seemed unable to fight anymore. Believe me I tried, I even stopped watching television so that I did not have to open the Green Guide. Alas it was all too late, the rot had set in, I could not resist. I meekly

started to make enquiries as to what it all meant, but the more questions I asked the more I came to realise that it is impossible for any being of the human kind to know what's it all about, Alfie. Man has created a computer monster, it is totally out of control.

I began to cling onto the slippery edges of the vicious vortex and thought I could see through the clouds of confusion that the logical, cost effective (read cheaper!) way to go seemed to be the IBM clone PC. I can hear you all snicker – OK, we can all make mistakes!. Luckily a friend sat me down in front of his Macintosh SE and lured me with tales of it's wondrous abilities. I was intrigued by it, he made everything look so easy, so straightforward, so accessible. My first nibble at the apple only made me hungry for more. Then another acquaintance sat me in front of his "glory to behold" set-up consisting

of two colour Macs, scanner, modem, laserprinters and then hit me with the cruncher – he pointed to his first computer purchase, you guessed it, a PC sitting lonely in the corner because nobody in his business could/would use it. The die was cast, I was gone for all money (my money of course!). I was definitely on the dark slippery slide to technoblivion, one way only, no turning back.

Come to I think about it, perhaps if I had a couple more megs of memory I might be able to *really* remember those " good old days".

' PUTER TALK

Conversation heard between two three year old friends some days after two "seemingly" unrelated events: the catching of a mouse by one's family cat and the arrival of their first Apple computer.

Hanna: Why have you get a television on your table?

Scarlett: It is not a television it is a 'puter.

Hanna: Well - where is the mouse?

Scarlett: The cat got it!

(Reported by Jim Connor)



Best wishes
for the
festive season.

We look forward to
seeing you in the
New Year !



Before I continue with Part 2 of Fred's First Spreadsheet, I would like to challenge those members who have integrated packages such as GreatWorks, MS Works, ClarisWorks (or indeed dedicated spreadsheet software), but who have not yet attempted a spreadsheet to find last month's AUSOM News and have a go at Part 1 before starting Part 2, which builds on the earlier article. I would also like some feedback on the usefulness of these articles, and whether the content is too hard, too easy or just right. If you find it useful, I will continue to write this type of "getting started" article next year. Please let me know via the editors of Computational Chronicles.

Anyway back to Fred and the Nerks Pizza Parlour. At the end of October, Fred extracted the budgeted amounts for October, and in the next column typed in his actual results. (His bank manager had pointed out to him that Depreciation would not increase by 10% so he amended this amount in his October budget.) Next he added a column entitled variance (or difference) and set up the following formula in Cell D8. =SUM(D7-D6). This merely asked the spreadsheet to subtract the amount of Sales in his budget for October from the actual October Sales. (See Below) He then copied this formula down the column. (Note that I am using Excel and your spreadsheet might use a slightly different formula, but you should be able to work it out from the manual.)

Nerks Pizza Parlour

Profit Performance Month of October

	Budget Oct	Actual Oct	Variance
Takeaway Sales	\$1,540	\$1,941	\$401
Restaurant Sales	\$1,870	\$1,132	(\$738)
Total Income	\$3,410	\$3,073	(\$337)
Wages	\$748	\$742	(\$6)
Food	\$1,045	\$1,045	\$0
Rent	\$220	\$220	\$0
Electricity	\$165	\$171	\$6
Other Expenses	\$55	\$155	\$100
Depreciation Fittings	\$110	\$100	(\$10)
Total Expenses	\$2,343	\$2,433	\$90
Net Profit	\$1,067	\$640	(\$427)

Fred was rather surprised to find that his results were not nearly as good as he had anticipated (his business showed a loss for the month), particularly as the wages and food expenses were fairly close to his budget. He soon realised that his takeaway sales were in excess of budget and his restaurant sales below budget. This not only decreased his income (restaurant prices were higher), it also increased other expenses as he had to purchase more disposable pizza boxes. This knowledge enabled Fred to quickly change his advertising to highlight his restaurant with a view to increasing this side of his business. I have not included any new spreadsheet concepts in this part; choosing instead to show how the use of a spreadsheet makes it easy to get to the essential information.

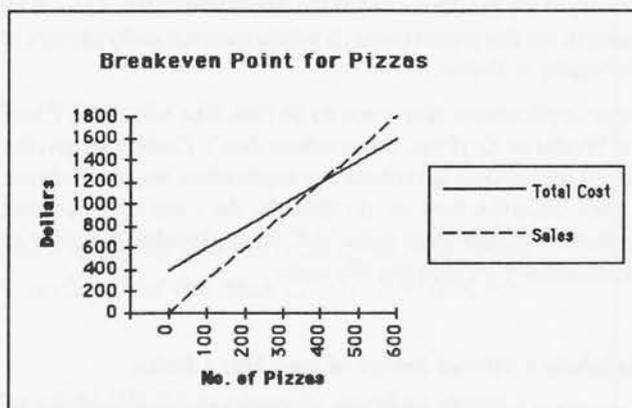
The next simple spreadsheet shows how Fred could work out the break even point for pizzas by looking at his fixed and variable costs.

Breakeven Point for Pizzas

No. of Pizzas	Fixed Cost	Variable Cost	Total Cost	Sales
0	\$400.00	\$0.00	\$400.00	\$0.00
100	\$400.00	\$200.00	\$600.00	\$300.00
200	\$400.00	\$400.00	\$800.00	\$600.00
300	\$400.00	\$600.00	\$1,000.00	\$900.00
400	\$400.00	\$800.00	\$1,200.00	\$1,200.00
500	\$400.00	\$1,000.00	\$1,400.00	\$1,500.00
600	\$400.00	\$1,200.00	\$1,600.00	\$1,800.00

No. of Pizzas	Total Cost	Sales
0	\$400.00	\$0.00
100	\$600.00	\$300.00
200	\$800.00	\$600.00
300	\$1,000.00	\$900.00
400	\$1,200.00	\$1,200.00
500	\$1,400.00	\$1,500.00
600	\$1,600.00	\$1,800.00

In simple terms fixed cost are those costs that do not change no matter how many pizzas are produced, while variable costs are those that increase as sales increase, for example food. In the first column Fred set out various numbers of pizzas from 0 to 600, in the second column his fixed costs and in the third column he estimated the variable costs associated with each level of pizzas produced. The fourth column Total Cost added together fixed and variable costs, while the last column shows his Income for each level of pizzas produced. In this simple example it is easy to see that, at 400 pizzas, the total cost of \$1200 equals total income of \$1200, which is the break-even point. Note that takeaway and restaurant sales would probably produce different break-even points. If your spreadsheet provides graphs (or charts according to Excel), the break-even point is easier to see. (See illustration below).



The break-even concept is useful for Fred as it enables him to see that if he does not produce and sell at least 400 pizzas for the period he is running at a loss. He does have some alternatives such as increasing advertising expenditure and hoping this will lift sales, or cutting expenses by using cheaper pizza boxes or using less hired staff. He can build these alternatives in and run the break-even analysis again.

The Making Macs Work Help Desk session ran in room M207 and there was an enjoyable discussion on a range of problems people were having with Macs. We even provided some solutions.

Games from America That Won't Run on a Mac LC

A member had two games (I forgot to note the names, though one was from the King's Quest series) sent to her from the USA as a gift. They wouldn't run on her Mac LC.

There are two possible causes. (1) The Macintosh has two versions of System software, an American version and an International version. Consequently, some software sold in the USA will run only with the American system software.

(2) Not all software could run on the Mac LC when it first came out, particularly games. This was mostly because the programmers took short cuts from the Apple software development guidelines. Games programmers often took short cuts to reduce development time and speed performance.

Two possible solutions: (1) Contact the Australian distributors for the games, explain the situation and ask for an upgrade of the games. This would solve the problem no matter what the cause. (2) Obtain a copy of the American system software and install that on her LC. This though, is likely to cause more problems that it is worth.

Automatically Put the Document Name In the Header or Footer

A member wanted to include the document name of a Mac document in the document's header or footer and link it directly to the Finder record of the document name. Thus, if he changed the document name, it would automatically change in the header or footer.

Some applications allow you to do this, like Microsoft Excel and Works or KeyPlan, many others don't. Consequently, the easiest way to do it is to check the application's manuals to see if they describe how to do this. In the case of Microsoft applications, you must type '&f' in the header or footer to automatically include the file name.

Maintain a Mirror Image of Two Hard Disks

A member has a PowerBook containing documents that he also stores on his Macintosh desktop. He needs software he can use to ensure that both hard disks contain the latest version of each document.

There are two possible solutions, one commercial and one shareware based. Microseeds in the USA have announced a utility called InSync which is designed to synchronise the contents of hard disks.

Australian pricing hasn't been announced. There is also a shareware utility called VolumeImage, available from Brian Topping, 243 West Lincoln Ave, Delaware, Ohio, 43015. It may be in the AUSOM PD library. This is designed to keep one hard disk in sync with another, master hard disk. This may not completely meet the member's needs.

Use an HP PaintJet with a Mac

A member who is about to buy a Macintosh wanted to know if he could connect his HP PaintJet printer to the Mac.

Yes he can! There are several possible solutions. If the HP has a serial port, he can use JetLink Express (\$195) or PowerPrint (\$235), both of which provide a suitable cable. Both these utilities allow him to print to a wide range of printers. If the HP only has a parallel port, he can use Grappler from OrangeMicro.

Out of Memory Messages with BlackOut Screen Saver

A member was trying to use the BlackOut screen saver utility and finding that he was getting 'Out of Memory' messages whenever he tried to access the utilities control panel. This was despite there being plenty of memory available. He is using System 7.

These system memory problems are always tricky. He could either get another screen saver utility, like DarkSide or he could reinstall his system software. Before he reinstalls his system software, he should check his hard disk for stray system files, using a utility such as FileList+ (AUSOM92.08).

Out of Memory Messages with Norton Utilities

A member found that after installing Norton Utilities for the Mac, he got lots of 'Out of Memory' messages when no such thing was the case. He is using System 6.07. The problem here is probably an INIT incompatibility.

A utility for managing INITs, like INIT Cdev (disk INIT A) or INIT Tracker (disk INIT D) can be used to turn off all the INITs that have been installed using Norton Utilities. The INITs should be switched back on, one by one, testing the Mac in between. This should identify the problem INIT, which should then be removed.

He could also contact the distributors for Norton Utilities and see if there has been an upgrade since he bought his copy.

Importing from AppleWorks to ClarisWorks

A member found that the import utilities in ClarisWorks didn't accept his AppleWorks spreadsheet files properly. He should try another spreadsheet file format. The best interchange file format for spreadsheets is SYLK. If this doesn't work, he could try WKS or ASCII file formats.

Training Pages

This is my last Training Newsletter as I have regrettably resigned as AUSOM Training Director. It was not a decision I took lightly as I have enjoyed the task immensely, but I felt that I had to devote more time to my business. I know I shall miss the contact with members, particularly the "regular" attenders at training, but I felt I could not continue to do justice to my business and to the role of the Training Director.

I would like to take this opportunity to thank those AUSOM members who have willingly taken on the role of trainers. In particular I would like to thank the following members who have not only conducted many training courses, but have also arranged for us to use their computer centres for our training. This has enabled us to offer courses at a very reasonable rate.

Sam Snipe
Nina Netherway
Lyn Hosking

I would also like to offer my sincere thanks to the professional trainers among our AUSOM membership for conducting courses for us at very nominal rates. Not only did they willingly accept the rates we paid them, but they made no effort to advertise their own training. This courtesy was greatly appreciated, so a special thank you to the following:

John Tompkin
Pam Doughty
Max Fenton
Alex McKenna.

Finally a thank you to all who attended the trainings and the computer clinics. Your appreciation of the courses was very evident, and made the task of the trainers so much easier.

I am sure that the Committee of Management of AUSOM is already hard at work choosing a new Training Director who will no doubt have many new ideas to develop. I will be happy to offer any support that this new person may require.

Zelda Martin

**Apple Users' Society of Melbourne
(AUSOM) Incorporated**

P.O. Box 1071, Narre Warren M.D.A., Narre Warren, Victoria, 3805

**Annual General Meeting
on Saturday, February 6, 1993**

at 1:15 p.m.

**at Deakin University, Burwood Campus
221 Burwood Highway, Burwood, Victoria 3125**

In accordance with the Associations Incorporation Regulations 1983, notice is hereby given, that the Annual General Meeting of the Apple Users' Society of Melbourne (AUSOM) Incorporated, will be held at the Deakin University, Burwood Campus, 221 Burwood Highway, Burwood, Victoria 3125, in Lecture Theatre No. 1, at 1:15 p.m. on Saturday, February 6, 1993.

Agenda

1. To confirm the minutes of the previous Annual General Meeting.
2. To receive Committee of Management reports for the previous financial year.
3. To elect four Officers and two Ordinary Members to the Committee of Management.
4. To receive and consider Special Business which is received in accordance with the Rules of the Association.

Any financial member entitled to be present and vote at the above meeting is entitled to appoint a proxy. Such appointment is to be in writing, on the prescribed form, available from the Secretary, and is to be in his hand before the commencement of the Annual General Meeting.

A nomination form for positions on the Committee of Management is printed elsewhere in this newsletter, or copies are available from the Secretary, and should be duly completed and lodged, with the Secretary, no later than Friday, January 8, 1993.

Alex McKenna, *Secretary and Public Officer.*

Minutes of the Annual General Meeting

held at Deakin University, Lecture Theatre No. 1, 221 Burwood Highway, Burwood, 3125
on Saturday, February 1, 1992

1. Opening:

The meeting was opened at 1-17 p.m. by the President Peter Szabo.

2. Welcome:

The President welcomed members and visitors to the Annual General Meeting.

3. Confirmation of Minutes:

The minutes of the 1991 Annual General Meeting, as printed in the December 1991 and March 1992 AUSOM News, were moved for adoption by Michael Levine, seconded by Robert Pascale. **Carried.**

4. Business Arising:

Nil.

5. Correspondence:

Nil.

6. President's Report:

The President noted the excellent work carried out by the Committee of Management and General Committee members, and thanked them for their support during the past year. The President drew attention to the achievements through the year. The upgrading of the BBS, Hardware items purchased for the SIG groups, the appointment of a Training Director, improvement of the magazine, software for use in the club, and the volume of PD software. The President moved that his report be accepted, seconded Steve Buttery. **Carried.**

7. Treasurer's Report:

Financial statement for period 1/1/91 to 31/12/91, which had been signed by an Accountant, was tabled and moved for adoption by Bill Gunther, seconded Fred Vonarx. **Carried.** The statement will be printed in the March 1992 edition of AUSOM News.

8. Special Presentation:

In acknowledgement of their special work for AUSOM the following were awarded certificates by the President on behalf of the Committee of Management to:
John Tompkins, John Bey, Eva Eden and Robyn Roberts.

9. Elections:

There was only one nomination for each position, with the exception of two nominations for Vice-President, an election was necessary for this position. The Returning Officer, Michael Levine, allowed the two candidates, Robert Pascale and Hayden May four minutes each to address the members with their claims for the position. An election on show of hands was

Position	Nominated	Nominated	Elected
President:	Peter Szabo	-----	Peter Szabo
Vice President:	Hayden May	Robert Pascale	Hayden May
Treasurer:	Bill Gunther	-----	Bill Gunther
Secretary:	Alex McKenna	-----	Alex McKenna
Ordinary Member:	Peter Garwood	Hayden May	Peter Garwood
Ordinary Member:	Robert Pascale	Hayden May	Robert Pascale

10. Special Business in Accordance with the Rules of Association:

Alteration to the Rules of the Association—

Clause 23.(1)(b) to be altered to read:

“shall be delivered to the Secretary of the Association not less than twenty-eight days before the date fixed for the holding of the Annual General Meeting.”

moved Robert Pascale, seconded Peter Garwood. **Carried unanimously.**

11. Meeting Close:

The President, Peter Szabo, closed the meeting at 1-50 p.m.

Alex McKenna, Secretary

Apple Users' Society of Melbourne (AUSOM) Inc.
P.O. Box 1071, Narre Warren MDA, Narre Warren Victoria, 3805

Nomination for the Committee of Management

We,

(a)of
Name (please print) Address (please print)

Signature Date

(b)of
Name (please print) Address (please print)

Signature Date

Being members of the Apple Users' Society of Melbourne (AUSOM) Inc., hereby nominate

(c)of
Name (please print) Address (please print)

Being a member of that incorporated Association, to the position of:

- President
- Vice-President
- Treasurer
- Secretary
- Ordinary Member (two positions)

(Strike out positions not to be nominated for.)

Iof
Name (please print) Address (please print)

Signature Date

Accept nomination for the above position.

This form (or a photocopy) is to lodged with:

The Secretary
AUSOM Inc.

P.O. Box 1071, Narre Warren MDA, Narre Warren Victoria, 3805

no later than Friday, January 8, 1993

Alex McKenna, Secretary and Public Officer

Apple Users' Society of Melbourne (AUSOM) Incorporated

P.O. Box 1071, Narre Warren M.D.A., Narre Warren Victoria, 3805

General Committee Members

Those members of AUSOM who would like to be a member of the General Committee, during 1993, have the opportunity of doing so by submitting their name as a Service or Special Interest Co-ordinator. If you would like to co-ordinate one of the Special Interest Groups, would you fill in the form below and post it to the Secretary at the address above.

SERVICES

- | | |
|--|---|
| <input type="checkbox"/> Annual Auction Co-ordinator | <input type="checkbox"/> Meeting and Room Co-ordinator |
| <input type="checkbox"/> Apple II Disk Librarian | <input type="checkbox"/> Membership Officer |
| <input type="checkbox"/> Apple IIGS Disk Librarian | <input type="checkbox"/> Publicity and Advertising Officer |
| <input type="checkbox"/> BBS SYSOP | <input type="checkbox"/> Public Relations Officer |
| <input type="checkbox"/> Editor | <input type="checkbox"/> Purchasing Officer |
| <input type="checkbox"/> Home Computer Show Co-ordinator | <input type="checkbox"/> Services Coordinator |
| <input type="checkbox"/> Macintosh Disk Librarian | <input type="checkbox"/> Special Interest Group Coordinator |

SPECIAL INTEREST GROUPS

- | | |
|--|---|
| <input type="checkbox"/> Adventure and Youth Co-ordinator | <input type="checkbox"/> Macintosh Beginners SIG Co-ordinator |
| <input type="checkbox"/> Apple II Beginners SIG Co-ordinator | <input type="checkbox"/> Macintosh Forum Co-ordinator |
| <input type="checkbox"/> Apple II SIG Co-ordinator | <input type="checkbox"/> Making your Mac Work SIG |
| <input type="checkbox"/> Apple IIGS SIG Co-ordinator | <input type="checkbox"/> Mac Programming SIG Co-ordinator |
| <input type="checkbox"/> Apple IIGS Beginners SIG Co-ordinator | <input type="checkbox"/> Macintosh SIG Co-ordinator |
| <input type="checkbox"/> AppleWorks SIG Co-ordinator | <input type="checkbox"/> Maths SIG Co-ordinator |
| <input type="checkbox"/> BUGM/CP/M SIG Co-ordinator | <input type="checkbox"/> Retirees SIG Co-ordinator |
| <input type="checkbox"/> Education SIG Co-ordinator | <input type="checkbox"/> Services & Special Interest Co-ordinator |
| <input type="checkbox"/> Hardware SIG Coordinator | <input type="checkbox"/> Women Using Macs Co-ordinator |
| <input type="checkbox"/> HyperCard SIG Coordinator | |

Please place a cross in the box of the area in which you would like to co-ordinate.

Name

Membership Number

Address

Suburb Postcode

Phone Number

Signature

Please submit your name to the Secretary no later than Friday, January 8, 1993.

Making Do

A workmate of mine used to think a phone book was a standard accessory with the early model Macintosh computers. Why?

When the Macintosh computer was introduced, the designers got it wrong. If they had made it the right size, (ten centimetres taller,) the screen would be roughly at eye-level. They didn't, so what did everybody do when they brought their Mac home? They put a phone book underneath it.

You can extend this principle of making do with whatever is handy, to substitute for other computer accessories.

I've listed a few examples below, along with their virtues (other than being cheap).

Disk Box

I've got one of those plastic disk storage boxes with a flip-top lid made of smoked perspex, and the whole thing is shaped to give the minimum wind resistance. I never use it. I keep my backup disks in it, and store it on the top of my bookshelf, where it's out of reach. The disks I use everyday are in a box made for storing 8-inch by 5-inch file cards. It holds over fifty disks, takes up less room on my desk top than the purpose-made disk box, I don't mind if it gets scratched and it is cheaper. (Well, it would be if

they still made them. They are now made the same as the disk storage boxes and cost \$16.00. Sigh.)

And I keep my 89mm (3.5inch) disks in an old plastic case I originally bought to hold tape cassettes. It holds twenty disks easily, ten deep and two across.

Mouse Mat

You don't really need to shell out \$10 for a little square of foam rubber. The secretary bird at my previous job uses a sheet of A4-size paper taped to the desk. She can scribble notes on it, it stays in one place, and has the right amount of friction. Also no-one steals it. It is easy to replace. What could you do to improve on that?

Monitor Stand

My thirteen-inch monitor is sitting on a rack I bought at a camping store. It was originally intended to stand your billy and cooking pots on over your camp fire and is made of 4mm steel rod, folded, bended and welded together. It brings the monitor up to eye-level, is sturdy, cheap and has room underneath it for my external disk drive and some books. If it can withstand the heat of the campfire and the weight of the cooking pots, it can probably withstand my monitor for a few years.

On-Board Real-Time Clock

Do you really need a clock card to date-stamp your files? Me neither.

A long time before I got my extended memory card with a built-in clock, I got an on-board real-time clock from Tandy stores for \$5.99 and stuck it onto my monitor with double-sided tape. In those days I wasn't worried about date-stamping my files

when I saved them and didn't think I needed an on-screen clock, either. It keeps reasonably accurate time and can even tell me the time when the computer is off.

File Box

You need something to hold all those manuals, quick-reference cards and notebooks. This one is a pleasure to make as well as being useful.

First, get a cardboard wine cask. Empty it. Get a few friends to help. The fewer the better.

When the effects of the first step have worn off, get a sharp knife or a pair of scissors, and cut off the top of the cask and the side where the tap is. If you are really clever, leave a little lip across the bottom. This will stop things falling out.

Next, remove the empty plastic bag. Save it for use as an inflatable cushion when you are camping.

Place the file box on your bookshelf and use it to hold all those manuals you never read. At your option you may decorate it by gluing wrapping paper, wallpaper or Contact plastic sheet to the sides.

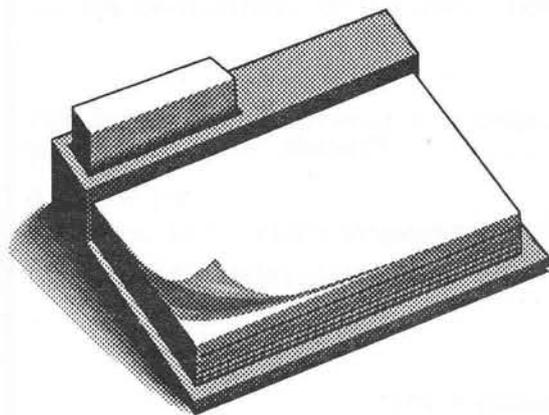
I'd like to hear of some other low-tech computer accessories. How about a string-and-tin-can modem? I will donate a mouse mat as a prize for the most original adaptation of a domestic item as a computer accessory.

Good luck!

(I've got a private bet with myself that the Editor won't print this article because it may offend some of the traders who advertise in these pages.)

Stop Press!

Some enterprising Australian manufacturer is making Assemble-it-Yourself disk boxes made of corrugated cardboard. Cost three or four dollars. Someone has obviously read this article before I wrote it!



Apple IIgs Public Domain disks for December 1992

Christmas Presents

Last year I told you about all the great IIgs stuff to be had from overseas—still available this year. However I thought it would be good to suggest a purchase or sixteen from AUSOM, so this year, until the February 1993 newsletter comes out you can buy any of the December releases only at \$7 each OR \$13 for 2, \$18 for 3, \$23 for 4 and \$5 thereafter. Of course all the regular and special prices apply to all the other disks in the library—see each newsletter for details.

Great Choice

Sixteen disks take us to the end of 1992 from Mr Heinz and Picture Maths for the Kids, Mods and much more music for the teens, Grab Bag, Russian and Pics for the adults Games 77 for the family, plus the Grab Bags and many more. A huge range of new disks to choose from this month to last you through to the February 1993 magazine.

- DYA Instruments 1 Freeware disk compilation of 117 instrument samples for SoundSmith comprising Keyboards, Percussion, Strings, Voices, Winds and Miscellaneous. (It can be used by other programmes such as Audio Zap v 1.2 on Sound Utilities 02—buy both for #13)
- Games 77- A grab bag of entertainment—CREATURE FEATURE, DEADLY FOREST, MAD MAZE, MINESWEEPER.NDA, SCRAMBLER, SOKOBAN, SPACE ARROW v2.1, INVADERS FROM SPACE, STOCK GAME
- Grab Bag 36—APPLEWRITER.2.1, BASIC PROGRAMS (Calendar, Word Counter, Words Per Minute), CREATURE FIX, DOS3.3 LAUNCH, FILE.A.TRIXCDA, MENUTIME3.33NDA, QUICKDEBUG INIT, SUPERINFO III, TAIFUN.BOOT and ULTRA BLANK.
- GRAB BAG 37—Super Magic v3.2, GSFRACTAL PICS, UNDERGROUND DEMO 4, x10 STUFF.

- GS<>IRC SOUNDSMITH Music Disk #1—first of an intended series of SoundSmith song disks includes a Jukebox SoundSmith player :UNBELIEVABLE, DAY AT THE BEACH, BACH 538, SPLIT DEMO, NUCLEUS, PRESURE
- History of The Apple II- A self booting easy to read informative 23 chapter (plus 3 appendices) history of your favourite computer
- Mod Music 15—DRIVECRAZY.MOD, HALUCINATE.MOD, HAVUDRIVFRD.MOD, INTRO5.CW.MOD, LONERANGER.MOD, POPCORN.MOD, RESONANCEII.MOD, CAMBODIA.MOD,
- Mod Music 16—MOD.TAKEBREATH, MOD.TUNE2, MOD.WAR12, SANDMAN.MOD, SCRAMBND.MOD, WASTELAND.MOD
- Mod Music 17—Duran Duran, DD2, Deelited
- MOZART- Another HyperStudio stack which provides information about Mozart. It has good graphics and some excellent music.
- Mr Heinz 57—Like Mr potato head on the computer—sight and sound using the run time HyperStudio on the disk. Great fun.
- Picture Math—is a super high res. math game for the Apple IIgs with 1 meg for Addition, Subtraction, and Multiplication problems individually or in any combination. After 10 problems are solved you will be shown a SHR picture reduced, cut into 4 pieces, scrambled and in inverse video. You can pick one of the 4 pieces by double clicking on it with the mouse which is then put in it's proper place and changed to standard video. Continue until complete.
- Pic 3200—Superview plus TERM2.2.3200, WHITEDRAGON, WHITEROSE, ROSE.3200, ORANGUTAN, FALLS.3200, KITTY, DEER, COBRA, CHROME, MTV.3200,

ASTRONAUT.3201, OHTA.3200 (P1.3200, P2.3200, P3.3200), PROCYON.3200 (ABOUT.THESE, EXTRA.NOTE, DFWOOD.3200, PAWN.3200)

- rSOUNDS 01—49 in all, use them in your System 6 Control Panel "Sound" Cdev or play them with the rSound Sampler Grab Bag 26: AYAAA, BARK, BASS.DRUM, BEEP, BEEP.2, BEEP.BEEP, BOMB,BOOM..OOH, BOTTLE, BOWLING, CHIMES, CHIMES.2 CLANG, COMPUTER, COMPUTER.WAVE, COW.MOO, CYMBAL, DISRUPTERS, DOOR.CLOSE, DROPLET, EAGLE.LANDING, ELECTRON.WATCH, ELEPHANT, FM.BEEP, FROG, GREAT.BIG.LAUGH, GRNDFATHER.CLOK, HAILING, HI, HORN, LONG.BEEP, M.ALARM, MANTEL.CLOCK, METAL.BEEP, NICESOFTWARE.OOPS, PHAZERS, PHOTON.TORPEDO PING, PINGS, PLEASE.HAL, SINE.BEEP, SMALL.STEP, TBEEP, TCOM, TOWER.CLOCK.CHIME, TYMPANI.BEEP, WARP1, WARP2
- Russian Language Lesson—Use the HyperStudio run time on this disk to hear, read and speak conversational Russian.
- SynthLab Music 01—23 new MIDI songs use SynthLab or better still (for System 5.04 users especially) the Midi Album series 01 to 07 from November 1991: BRITANNIC.LAND, COWBOY.KID, DAY.TRAVEL, DORUN.RUN, ApplDOORS.12, DOORS.34, DOORS.567, ENCOUNTERS, FINALE, GAME.INTRO, HEATTAKESAWALK, INDOOR.THEME, JOHNS.HORNPIPE, JOYOUS.REUNION, LORDBLACKTHORN, NIGHT.TRAVEL, RULE.BRITANNIA, SHADE.TREE, THEM.NFBBS.SL, THEME.SONG, TONGUITARJAMI, TOOTA.LUTE, WORLDS.BELOW



To the Disks ...

DYA INSTRUMENTS 1 (Review by George Krets)

A generous Freeware disk from the "Digital Youth Alliance". It is a compilation of 117 instrument samples for SoundSmith comprising Keyboards, Percussion, Strings, Voices, Winds and Miscellaneous. (It can be used by other programmes such as Audio Zap v 1.2 on Sound Utilities 02—buy both for #13—ML)

The DYA is a small group of high school through college programmers/artists dedicated to the IIGS led by Matt Keller and Jim Maricondo whose names sound familiar from various music disks I came across...

I am not a specialist in sound manipulation but I carried out a check with SoundSmith by opening the 'Instruments' menu and loading the various samples, then playing them. This revealed a wealth of interesting sounds.

Read the "Read Me" file for some background information and advice.

GAMES 77 (Review by Tony Hodge)

A veritable grab bag of games for all the family—some for young some for the old and some for the ambitious—keep you entertained until the February meeting.

CREATURE FEATURE

This is a good shoot-em-up game suitable for children and beginners. It has colourful graphics and good sound effects.

The aim of the game is to save the creatures that move about at the bottom of the screen. A spaceship at the top of the screen drops bombs which look like jellyfish. You move your ship up and down on the right-hand side of the screen and shoot the bombs before they reach the creatures.

You also have a special weapon that you can use three times. Press the M-key and all bombs on the screen will explode. Only use it when you are in trouble.

Another factor to make it harder for you is some balls that move from the left of the screen towards you. If they hit you you are unable to move for a short period of time.

DEADLY FOREST

A game scenario for the Explorer graphic adventure game released on the GAMES 56 disk and reviewed in October 91

MAD MAZE

This is a 7x7 grid full of numbers from 1 to 6. You start in the top-left corner and need to move to the bottom-right corner.

You decide which direction to move in but the number of squares you move is determined by the number in the square you occupy.

I've looked at this for a while and I don't think that it is possible to reach the bottom-right corner. This would explain why it's called Mad Maze—you'll go mad trying to solve it.

If anyone does get to the winning corner please write into the newsletter and let me know how.

MINESWEEPER

This game is an NDA so you'll always have it handy if you like it.

The idea of the game is to locate the mines hidden in a grid. There are three levels with different size grids and number of mines. Level 1 is 8x8 with 8 mines. Level 2 is 12x12 with 18 mines. Level 3 is 16x16 with 32 mines.

Clicking on a square next to a mine will show the number of mines in the surrounding squares. Clicking on a square with a mine will end the game. To mark a mine you need to hold the shift key down and click on it.

If you click a square that has no surrounding mines, all the surrounding squares without mines will be highlighted. This is essential to be able to solve the puzzle quickly.

This is the sort of game that some people will find very addictive.

SCRAMBLER

This is a word game that you play against the computer. The computer selects a 4-letter word from its 2000 word dictionary. You then take turns in changing one letter in the word to make another word.

You lose then game if you are unable to make a valid word.

You are not allowed to use a word twice and the computer can show what words have been used.

This is an entertaining game suitable for both children and adults.

SOKOBAN

Here's one of those highly addictive and frustrating games that you will not want to stop playing. The concept is simple: use your man to push the apples spread around the rooms into a designated area.

The problem is that you can only push them and only one apple at a time. This means that if you push one into a corner you can't move it. Or if you push it against a wall you may never be able to get it off the wall. Or, if you push two



apples together you may not be able to separate and move them.

These restrictions would be OK if you had a large room with lots of space to push them around in, but that would take away all the fun (frustration?). The rooms have inner walls and narrow pathways and the apples are initially positioned to make things hard for you.

The game has fifty levels of which I have so far got to level 7. There is a limited SAVE GAME facility which will only let you restore once. However, you can backup one move and can also restore to the start of the level you are currently one. The method here is to save the game each time you complete a level.

The game has clear instructions on how to save/restore games.

This game has severely reduced the amount of time I had available to review this and other disks. I think it's a must have!

SPACE ARROW v2.1

SpaceArrow was originally released on GAMES 63 and reviewed in the June 1992 newsletter. This is an updated version of the game with the extra bonus of an artificial intelligence module.

The original game allowed you to play against the computer using artificial intelligence routines. This new module allows you to build these routines which can then be loaded into the game. This adds an extra dimension to the game because you can decide which type of player you will be up against—attacking, defensive, random, structured, or whatever.

INVADERS FROM SPACE

This is a colourful game in the space invaders style. It lacks the intensity of the original and is most suited to beginners who would find it very enjoyable.

It was written using routines from Super Magic 320 of which an updated version called Super Magic is also available from the library (see review in this newsletter). If you're not interested in the actual game, it's also worth a look to see what Super Magic can do.

STOCK GAME

This is a text game, the object of which is to make the most money by buying and selling stock. From 2 to 8 people can play at a time.

Each player starts off with \$5000. There are 6 stocks (Oil, Bonds, Gold, Silver, Industrial, and Grain) which all start at \$1 per share.

Shares can be bought or sold based on the current share value. Once all players have a turn, the computer announces price fluctuations and dividends are paid. There are a few other things that can also happen which are explained in the game's instructions.

This sequence of activities continue until the players decide to end the game. The winner is the person with the highest value of assets. If you wish to interrupt a game there is a save/load facility.



GRAB BAG 36 (Review by Bill Agius)

Being a compulsive fiddler, I am always intrigued with the various 'gizmos' that our esteemed 'gs' librarian, Michael Levine, squeezes into the disc space on a 3.5" floppy. Perhaps that is the reason my reviews always begin with cliches such as "you must purchase this one..." or "every IIGs owner simply has to have this disc..." Well this little beauty is no different from the rest, do yourself a favour and add it to your Grab Bag collection and I guarantee many hours of enjoyment as you experiment with these interesting programs. The folders included on this disc are as follows: APPLEWRITER.2.1, BASIC PROGRAMS (Calendar, Word Counter, Words Per Minute), CREATURE FIX, DOS3.3 LAUNCH, FILE.A. TRIXCDA, MENUTIME3.33NDA, QUICKDEBUG INIT, SUPERINFO III, TAIFUN.BOOT and ULTRA BLANK.

APPLEWRITER.2.1

Last month's newsletter contains a comprehensive 'run-down' on this program, so I'll avoid a drawn-out explanation. Only a few short years ago, this word processing program enjoyed a prime spot in Apple II computers, it has now been released into the public domain. Included in the folder is a comprehensive 'help' file which outlines all of AppleWriter's features.

You may be asking yourself the question... "Can I run Apple Writer On an Apple IIGs?"... Well the answer is YES, because included also in the folder

is a patch to make life easy for the IIGs owner. Text from the patch folder reads as follows:

Except for one tiny and nit-picking detail, ProDOS AppleWriter 2.1 runs reasonably in the fast mode on a IIGs. The only trivial hang-up is that Apple Writer blows up the IIGs when you try to print. I can't imagine any of you diehards fussing over such an insignificant bug, but for those of you purists and perfectionists out there that absolutely insist that a word processor should really be able to print as well as to process words, a few minimal printing patches are shown below for ProDOS Apple Writer version 2.1. These patches perform by defeating the testing made for the Super Serial Card. If this test fails, no 6551 serial port firmware will be assumed, and no damaging pokes will be made to exactly the wrong place in the IIGs. Thus, no blow-ups will occur. Be sure to use the control panel on the IIGs to set your printer values. Option [O]-J is no longer active. Use the Super Serial Card instead of these patches for any and ALL serious Postscript work!

Now that your armed with all that info, I'll leave it up to you to try it out.

BASIC PROGRAMS

This folder contains three snazzy little basic programs that are quite handy. First off the rank is called...

- CALENDAR. This program will print out a calendar for any month ever. It works with today's Gregorian calendar. Although it will accept any date before Christ, the calendar will be wrong because the Gregorian calendar was only

implemented in the sixteenth century. So if you wanted to look for Peter Garwood's birthday you're out of luck.

- **WORDS PER MINUTE.** When you run this handy little dude, you will be greeted by the following text. "This program will calculate the number of words per minute you can type. Just type when you're ready and the program will handle everything!" As the message implies, when you start typing, the countdown starts. It is fantastic for brushing up on your touch-typing. After a pre-determined time, your fancy fingers are halted with the sound of a system beep and a display of your words per minute.
- **WORD COUNTER** does what it says, counts the number of words in a text file. Just for fun, I asked it to check an Appleworks file and the clever little bugger printed a message on the screen saying..."This is not a text file, but would you like me to have a try?" I answered with a 'Y' and it did in fact produce the answer.

CREATURE FIX

Unfortunately is not a program for correcting the behaviour of a troublesome child or your mother-in-law's appearance, it's function is to fix a game called CREATURE and prevent it from crashing...So there!

DOS 3.3 LAUNCHER 1.0

In an article I wrote some months back referring to the longevity of the II plus, I said that when you 'run' the old programs, it is like driving a vintage car with the top down. This fantastic program allows you to copy some of those old DOS 3.3 programs to your hard drive, and then launch them from the finder. Some of the programs I successfully 'transported' included Wavy Navy and Q'bert, along with various other time wasters from the past. John MacLean, the author of this great utility, resides in New South Wales. An extract from the docs reads:

"I would really appreciate any suggestions for improvements or encouragements to be sent to the address below. I know it's a pain to write a letter, but if you would like something changed I'll probably do it—but I need to know about it."

You simply install the ICONs in your ICON directory, create a directory called DOS3.3 in the root directory of your hard disk, and copy the remaining files to this directory. DOS 3.3 Files and disks are converted using the DOS3.3 COPIER program.

There are ample instructions within the program, and John has made the whole deal 'user friendly'. You have the option of configuring each file to automatically slow down to 1Mhz on launch (and return to normal speed on quitting).

After copying and then converting programs, they are simply launched from the Finder by double clicking on their respective ICONs.

To quit from a program, a CDA has been provided which you access with the '3 finger salute', select "Quit DOS 3.3",

and then select "Quit". After this simple little task you are magically returned to the finder.

- **KEY BORED** (also included in the folder) was a program I wrote about ten years ago on my][+. At this stage I did not know about assemblers, so you might find it amusing to look through the code (it was all written in machine code directly). I had to use lots of NOPs in case my code had to change! Anyway, I thought some people might find it amusing—and it can be used to show how the launcher works also."
- John MacLean, 2 Grant Place, St Ives, NSW, 2075, AUSTRALIA"

FILE.A.TRIXCDA

Karl Bunker is a name that keeps popping up all the time with new and evocative 'add-ons' for the IIGs. This CDA is no exception, it is like having the Copy II+ program at your fingertips all the time. As with all CDA's, File-A-Trix is installed by copying it to the System:Desk.Accs folder of your startup disk, or using a program such as DeskTopUtilities.

File-A-Trix can perform the following functions (or "Trix"):

- Catalog any online disk, showing you the contents of any folder
- Copy files from one disk or folder to another
- Delete files
- Lock and unlock files, or change their type or auxtype
- Rename files
- Create a new folder
- Initialize (format) 3.5" disks

File-A-Trix is shareware. You are welcome (and encouraged) to distribute it freely to anyone, and to try it out to see if you like it. If you DO like File-A-Trix, and intend to use it, you are asked to send \$10.00 directly to me. You will receive a disk containing the latest version of File-A-Trix and several other freeware and shareware programs of mine. I think you'll agree that \$10.00 is a remarkably low price for a program with the sophistication, power and versatility of File-A-Trix.

Karl Bunker, 59 Parkman St., Brookline, MA 02146

MENUTIME3.33 NDA

MenuTime is a new desk accessory (NDA) that automatically puts a clock in the far right of the menu bar of any desktop based program that supports desk accessories. To use MenuTime, just put it in the System:Desk.Accs folder of your startup disk and MenuTime will be activated the next time you boot. To display the date, click on the time. To change parameters, select MenuTime in the Apple menu.

Basic features:

- The clock will automatically be displayed when you launch a desktop application as per the settings. See below for more info on the settings.
- Clicking on the clock will momentarily display the date.
- Holding down option while clicking on the clock will turn it off.

- Selecting MenuTime in the Apple menu will bring up a window that allows you to customize MenuTime.
 - The format of the clock (24-hour or AM/PM) is set in the Control Panel.
- MenuTime is shareware. If you use it, PLEASE send \$5 (or more) and a brief note to: Jay M. Krell, 145 East Lauer Lane, Camp Hill, PA 17011-1313 USA

SUPERINFO III

Welcome to Super Info III. It is an NDA that combines information about the status, configuration, and setup of your Apple IIGS and also provides lists of useful information (such as, error messages, tool set calls, filetype lists and more). It is all available from one NDA and is extendible via the use of plug-in Modules.

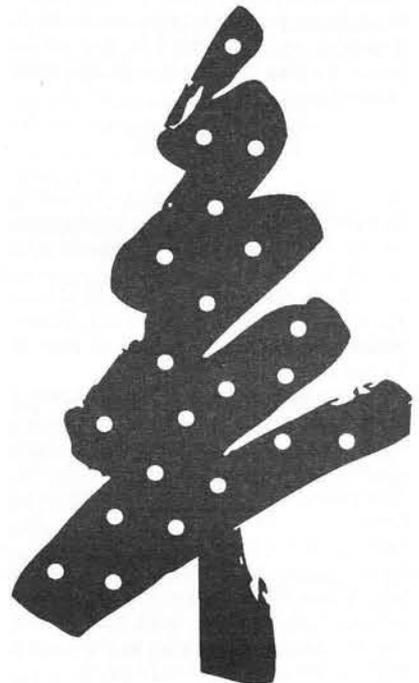
This program is H-U-G-E and I shudder to think of the time Mr Lazar must have dedicated to writing it. Of course the program is offered as a Shareware item, and I sincerely hope that users of this NDA do the 'right thing' and part with the \$15.

To use Super Info, you must have the following: An Apple IIGS System 6.0 or later, GS/OS Version 4.1 or later, Any startup disk with 200-400k free space and at least 1MB of RAM. A recommended set up would be 2MB RAM and a hard disk

The manual for this program has 17 chapters and 3 appendices to satisfy your quest for knowledge, in fact, he could have put it into 'hard-back' form, added a few characters, and made a packet from the book sales.

The chapters cover all aspects of the program and should answer all your questions about its operation.

Super Info III is a well written, functional and 'easy to use' program. The man responsible is: Jim Lazar, 5324 N. Lovers Lane, Apt 241, Milwaukee, WI 53225. BTW. Don't you just love his address?



TAIFUNBOOT v1.1

I did actually install TaifunBoot on my hard drive for a while, and must admit to being quite taken with the graphics when I booted the gs. The benefits gained by using Taifun, are best explained in the following extracts from the docs.

This program allows you to have multiple operating systems on the Apple IIGS drive/harddrive (well, on the same partition!) and you can choose the one to load during boot process.

If you have ever tried to launch a game from GS/OS that still uses ProDOS 16 you know that you're often not satisfied. Because ProDOS 16 is very slow (on disk), the game is usually thrown aside. Another problem is when you quickly want to launch ProDOS 8 applications like AppleWorks or Noisetracker. With GS/OS in the background, you'll lose memory, and bootup through GS/OS can be very long! These times are now gone forever!

Installation is achieved by launching the file 'Install.TB' and follow the screen messages. Supported systems are: GS/OS, ProDOS 16 and ProDOS 8

TaifunBoot has two modes: active and passive mode.

- **Passivemode:** During Boot, a message appears that TaifunBoot is installed. After that, if you don't choose a system with the keys 0-9, the Standardsystem is launched. The duration of this message can be modified using 'Activate menu...'
- **Activemode:** This mode is switched on when you boot your harddrive for the first time after installing TaifunBoot.

Now, back to me... Because the docs have been translated from German, I have been very cautious extracting some of the text from the docs as it may appear confusing. However, once you actually view the program, you will see it is really quite simple.

I would honestly use this program if my system lacked the features, but I already have a bunch of odds and ends that achieve the same results and I have no desire to undo the hours of work I spent setting it up.

In conclusion, a great deal of time and thought has been spent by the authors setting up the many features of this program, I think you will find it a great

addition to the operation of your hard drive.

This software is Shareware! If you intend using it, send a 'well-spent' \$10 (cash only) to: NinjaForce, Adolf-Rausch-Str.24, 6900 Heidelberg, Germany

QUICK DEBUG INIT v1.0

Because I don't know the first thing about programming IIGS and therefore do not have GSBUG installed, I felt it prudent to let you hear from the author himself. Hiya! Thank you for your interest in Quick Debug INIT. This is just a simple INIT for your system, that can make your programming life a lot easier. Basically, it patches into the ADB device queue, and GSBUG 1.6 (final).

It allows you to enter the debugger by simply pressing Apple-Reset on the IIGS Keyboard. This is the same format as the Programmer's Key on the Macintosh. Before you go ahead and install it, there are a few things that you should be aware of.

- This version of Quick Debug INIT (QD INIT) ONLY works with GSbug version 1.6 final. It checks the version numbers to be careful, and should not remain loaded in the system if you don't have the right version of GSbug. I will always upgrade QD INIT to support the latest and greatest version of GSbug. However, this is just another reason not to live in the past.
- Because it checks GSbug versions, it must be installed after the debugger, this means that you need to make sure that the file for QD INIT is in the *:System:System.Setup directory after the GSbug INIT file. If not, it will fail to find GSbug, and won't stick around long.
- Be careful, before it was hard to jump into the debugger, now it is easy—REALLY easy—I've already done it when I didn't want to.
- GSBug is not re-entrant. Most of the time the debugger tries to prevent you from starting it when it is running, but it isn't always successful. It sometimes screws up.. Same thing happens with the old keystrokes, but you aren't as apt to repeatedly hit Command-Option-Control-Esc as you are to press just Apple-Reset.
- DO NOT UNLOAD THE DEBUGGER INIT WITH QB INIT INSTALLED!!! Yes.. I know that this will allow you to access the CDA menu by pressing the Reset key, and yes this is kind of cool. But who knows what could happen. I don't foresee any problems, but I wouldn't advise it.
- Note that Control-Reset does function properly, and there should be no problems. It even fixes the problem in applications that disable the Hardware Reset (Three Finger Salute). Not to mention that you can also get into the debugger in stickier situations now. :-)

On the subject of shareware payment: Send me the \$5.00 registration fee, upon receipt of which I will add you to my

"List" of people that I listen to suggestions from on enhancements and new nifty things to write.

Copy the INIT, give it to a friend to try, delete your copy, and send me a short message as to why you did not find it useful. That way I can try to get it better next time!

If we all cooperate in these kind of things, the Apple II will survive a whole lot longer!

Finally, if you want to contact me, or even better yet, send in your Shareware payment of \$5.00, Here is the address: Infinitum Software, c/o C. Stephen Gunn, 1136 Woodcrest Drive, New Castle, IN 47

ULTRA BLANK

Is an interesting screen blanker. An extract from a HUGE docs file follows:

To use this utility, just copy the file ULtrabLank to the System.Setup subdirectory in the System directory on your boot disk(s), and reboot.

You can tell if UltraBlank was installed correctly if either an icon of a monitor with a bouncing ball on it or a box above the Welcome to the IIGS appears on the boot screen, which indicates that UltraBlank is installed. This will appear before the system is done booting.

This program will blank the screen after a period of time where no keyboard, mouse, or joystick fire Button activity takes place. This length of time may be selected from any GS/OS program as described below in the Configuring UltraBlank section. UltraBlank can blank the screen while any GS/OS or ProDOS 8 program is running (as long as GS/OS was originally booted). The blanking will take place while the computer is in ANY video mode which is available on the GS (super hires, text, hires, etc.). The only requirement is that the program allow interrupts. See the Usage section below for an easy way to check for this. While the computer is blanked, the currently running program will still continue to run.

This program is ShareWare, so if you find yourself using it, please help me out by paying something for it, so I can justify spending the time to update this and write other nifty pieces of software. People who send me at least \$15 (US) per computer, along with their vital information, and refer to ULtrabLank Version 2.00S will be assigned a registration number and will be entitled to receive one USMailed update of this program at no charge.

Please send bug reports, suggestions for enhancements, and your money to: Robert S. Cianey, 2370PE Shady Oaks Rd, Marshalltown, IA 50158P9575

GRAB BAG 37 (Review by Tony Hodge)

Super Magic v3.2

Super Magic is a macro programming tools for ORCA/M programmers. It allows programmers to draw graphics,



create fast animation, load picture file and play SoundSmith music, on the Apple IIGS, using simple macros.

You will need to know how to write, assemble and link a simple assembly program. The rest are taken care of by Super Magic 3.

Two demos, "Happy Birthday" and "S320 Demo" are included. To listen to the music, you will have to install Tool 219 to your System:Tools directory.

Happy Birthday is a simple demo. The source code is easy to understand. And it is intended to teach novice programmers how to load a picture, play a piece of SoundSmith music, play an animation, etc. The program is called birth, and the source code is birth.asm.

The S320 demo is intended to demonstrate the power of Super Magic 3. The program is called s320. You can study the 320.asm source code to see how it is done.

The demos are quite impressive and I would recommend that anyone wanting to write games using ORCA products should have a good look at this utility.

GS FRACTAL PICS

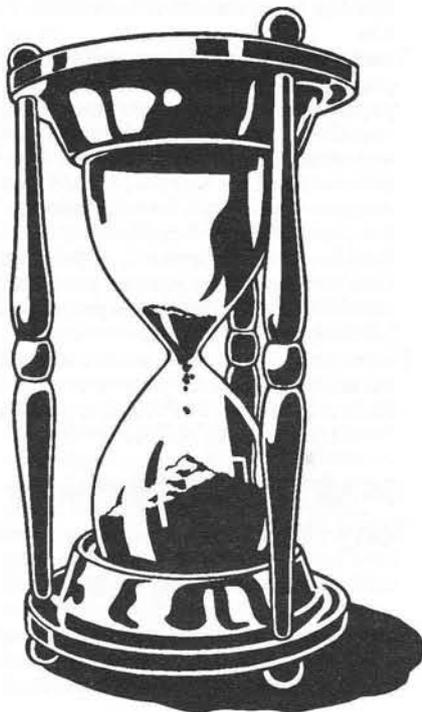
Two colourful fractal graphics.

UNDERGROUND DEMO 4

This is a demo with very good sound and graphics (although not flicker-free). There are hundreds of small blue spheres moving around the top half of the screen, scrolling text and VU-type meters. The SoundSmith audio file is also quite good.

x10 STUFF

This item is probably of some interest to those people in the new KABOOM! SIG. It is an NDA that allows access to all 256 devices that can be addressed from a CP-290. I'm not sure exactly what a CP-290 is but it appears to be a unit for



controlling external devices from your IIGS.

If anyone has this device or is interested in getting one and using it, perhaps they can write a review for the newsletter.

GS<>IRC SOUNDSMITH Music Disk #1 (Review by George Krets)

FREEWARE. This is the first of an intended series of SoundSmith song disks containing a mix of new song and some good oldies. Each disk, like this one, will also include a Jukebox SoundSmith player.

To run the player double click on the 'IRCPlayer' program. After an opening display a mouse click will take you to the graphic representation of a tape deck with the traditional controls.

Play => will play the current song of which the title is shown in the text below the tape deck. If it is currently playing, clicking it will either start the song again or move to the next depending on the Mode selected (see below)

Fast Forward => | increases tempo by 2
Reverse | <= plays the song backwards at double speed

Pause | | pauses the song until either Play or Pause is clicked.

Quit is the gray button at the lower left side of the player. Click on it to exit the Player.

Modes: there are three modes available on this version of the Player. A display on the right side of the deck allows the selection of three buttons

Straight Through Play where the Player will play all the songs available in a sequence; pressing Play will start the current song over again.

The second position is a 'loop' mode, the song will play over and over until an other action is taken.

The lowest button is a reverse 'loop' mode will play as above, but backwards...

Key commands are available:

A = About GS<>IRC and picture of the members

N = skips to next song (clicking on the play button does the same thing)

V = toggles the VU meter speed from normal to fast

Q = quits Player.

Open Files PLAYER.DOCS for detailed instructions about the Player and folder READ.ME for details about the GS<>IRC group, its goals and request for submissions, as well as other products and projects.

The songs on the disk are :

- UNBELIEVABLE, a good arrangement of this oldie, good tempo with surprise interrupts
- GET THE BALANCE RIGHT, another good song, nice variety of instruments
- DAY AT THE BEACH nice variation of musical phrases and tempo
- BACH 538 arrangement of a J.S. Bach fugue for harpsichord and organ (?)
- SPLIT DEMO Very nice voice effects and variety of instruments
- NUCLEUS amazing voice effect, very good arrangement PRESSURE one of the best of the disk (together with NU-

CLEUS) with nice tempo fades and dramatic finish.

Let's wish success to the chaps from GS<>IRC who work for the enjoyment of us all without requesting any monetary retribution. Those of us, gifted, who can contribute musical offerings should do so while we, others, let's wait for more of their song disks...

History of The Apple II

OK. A self booting easy to read informative (I didn't know that will be the constant response), 23 chapter (plus 3 appendices) history of your favourite computer. Absolutely everything about it.

MOD MUSIC 15 (Review by Bill Agius)

Before you read my reviews of these two Mod Disks, I should explain that my opinions of the music are biased somewhat by my own musical preferences. I listened to each and every track, and there can be no doubt that the 'composers' obviously put a lot of time and effort into their creations. With all that said, let's get down to the nitty gritty....

- CAMBODIA is a toe tapping ABBA like sound, the tune at times sounds familiar to me, perhaps because my kids used to play ABBA to death. Cambodia is easy on the ear and sounds great on the gs.
 - DRIVE CRAZY is a good description, it is repetitious, but sort of 'cute'. For you older members, it will possibly remind you of the once famous Home Dargie with a broken harmonica
 - HALUCINATE. Very apt title, maybe the composer was tripping at the time, this song is a great substitute for Valium.
 - HAVE YOU DRIVEN A 4D. I suppose that's supposed to mean a 4 wheel drive vehicle, anyway, the music sort of slips and slides all over the place like you were driving through mud I guess...not bad, but it does tend to make you a little sea sick.
 - INTRO 5. Cute little blue-grass song with banjo, bass, fiddle and bag-pipes, well maybe there not bag-pipes, but it sure sounds like it to me.
 - LONE RANGER. Well there you go, I was waiting to hear the old familiar "Hi Ho Silverrrr" but instead I was greeted with what sounded to be a Maori war chant. Was Tonto a Kiwi? Did the lone Ranger ride a sheep? Tune in next Mod Disk, for the next exciting instalment.
 - POPCORN. Without a doubt, this song alone makes purchasing the disk a worthwhile exercise. Very good rendition of the sixties instrumental.
 - RESONANCE. If you had a couple of Ill gee esses, this song would be perfect to play at the same time as Halucinate (also on this disk) Psychedelic music for all the old hippies at Ausom.
- ## MOD MUSIC 16 (Review by Bill Agius)
- EVERY BREATH YOU TAKE Passable rendition of a seventies song that is

again, easy on the ear. Great for a slow dance around the room with your partner. Go on, be a bit romantic.

- TUNE 2. Being an old rocker and a guitarist to boot, this is a beauty! Sound a bit like ZZ Top with a chunky riff and lead guitar. Get down brothers.
 - 12th WARRIOR. Very dramatic arrangement, would be well placed as the theme music for a sci-fi movie. Different!
 - SANDMAN.PAL. I was waiting for the familiar Mr Sandman, send me a dream lyrics, in their place I got some weird music. Great for inducing a migraine.
 - SCRAMBLED MIND...I'll go along with that!
 - WASTELAND. Great effects, well put together, but not really my cup of tea.
- Well, after all my 'professional criticism', I must admit these two discs are really worth getting if you want to hear the fantastic sound capabilities of the mighty II gs. Apart from the graphics on my computer, I like to have a few Mod Disks on hand to show off the sound capabilities of the gee ess to my friends. Michael also has a disk in the library which contains all the latest versions of Mod Players.

Buy up big, do the Hi-Fi conversion Michael kindly explained in an earlier newsletter, and you will have one fantastic little juke-box.

MODS 17 (Review by Tony Hodge)

DURAN DURAN

I'm still not sure if I like this mod or not. It is definitely like the more recent Duran Duran sound as opposed to their more popular early material. It has sound very good voice samples and, overall is worth a listen.

DD2

After a promising start with good atmosphere and depth of sound this turns into just another technopop track. I suspect that it has a sound effect that my mod players can't handle (there not the latest versions). MODZap, in particular, sound like a broken CD player.

DEELITED

I don't normally like dance music but this one is pretty good. It has some great voice samples as well as plucked guitar and bass guitar which sets it apart from the run of the mill dance tracks.

MOZART (Review by Tony Hodge)

Another HyperStudio stack which provides information about Mozart. It has good graphics and some excellent music.

Mr. Heinz-57

Great for Kids or anyone really—like Mr Potato Head but on a computer. This

stack allows you to change the facial features of "Mr. Heinz-57" to many different combinations. When you click the mouse on the "pig nose" for example, this replaces Mr. Heinz-57's nose, and plays a sound. The purpose of this stack is to have fun, creating different faces and listening to the different sounds. If you click on Mr. Heinz-57 himself, then you get him to chuckle (he sounds suspiciously like one of the Three Stooges!) You start again on Mr. Heinz-57 by clicking the "Start Again" button. There is really no correlation between a particular facial feature and a sound... I think you'll find this stack is quite addictive... particularly to children (whether or not they are children chronologically). Donations and comments should be addressed to

STEPHEN BROWN
c/o 325 McKee Avenue, Willowdale,
Ontario, CANADA, M2N 4E6. E-mail
Internet: sb@pnet91.cts.com

Picture Maths

This is Freeware from J. Wells 9194 Lyons Street Hodgkins, Illinois 60525. Picture Math is a super high res. math game for the Apple IIgs with 1 meg.

You can do Addition, Subtraction, and Multiplication problems individually or in any combination.

You can also pick 0-999 for each factor in the addition or subtraction problems and 0-99 of the multiplication problems. You will be given a math problem to solve after 10 problems are solved you will be shown a SHR picture reduced, cut into 4 pieces, scrambled and in inverse video. You can pick one of the 4 pieces by double clicking on it with the mouse which is then put in it's proper place and changed to standard video. You will now get another 10 problems to solve and continue until you solve 40 problems. Once all 40 problems are solved you have completed the picture and have a small rendition of the full size picture which will now be shown in full. Now you can restart again.

Click on the PICTURE.MATH icon from whatever operating system you have. On a single disk drive system follow the prompts after a few disk swaps you will be up and running. To select a picture that you would like to use click on the Picture Menu and hold down the mouse button and drag the mouse down to highlight the picture you would like to load and release the button. Now the picture that you selected will be used when the program runs and will stay that way until you make a change as you just did. If you select Random Picture the program will select at random one of the picture listed in the Picture Menu.

After you select the picture that you want double click the mouse any where on the main Title screen all the files will load and the program will now run.

[NOTE TO AUSOM USERS—YOU MUST DOUBLE CLICK IN THE BOTTOM 6TH OF THE SCREEN—IT DOES NOT WORK OTHERWISE—Michael Levine—October 1992]

A small but effective utility program so you can use picture files you created with GS Paint Programs is also included.

PIC 3200 (Review by Bill Agius)

This disk contains a fantastic collection of 3200 graphics. Although the disc comes with a great viewing program called SuperView, I found it a lot easier to run myself a slide show with the aid of that fantastic NDA called Showpic 6.

The definition and clarity of these graphics has to be seen to be believed. Show the graphic capabilities of the IIgs to your friends. This disc has to be a 'must have' for all you picture buffs.

Also on the disc are two folders, the folder called 'Procyon3200s' comes with the following information:

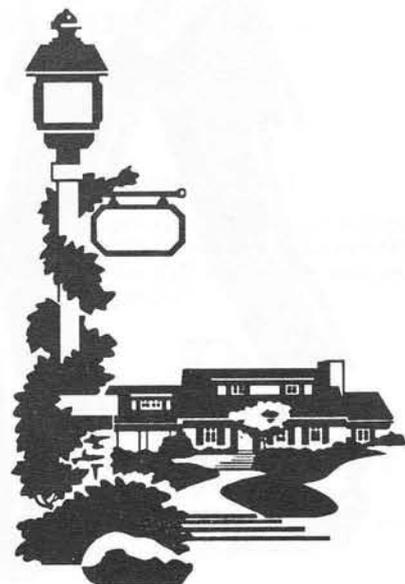
This archive is another in my series of raytraced 3200 colour pictures. The biggest difference between these traces and previous ones is that I am the author of the definition files.

The files p1.3200 through p3.3200 are 'test' raytraces of the Procyon logo I did for Jawaid Bazyar, and (obviously) Procyon.3200 is the finished product. All these traces show examples of the 'rounded' character definitions I've been working on.

Anyways, all I request is that this file crediting the author (me) remain intact and with the above files, and if anyone wants to send me a definition file (or a few [bucks, beers, etc.] to reward me with) let me know via email... Jacob S. Buchholz

The second of the two folders, namely RT.14.08.92, also includes an explanatory file: This archive is another in my series of raytraced 3200 colour pictures. The biggest difference between these traces and previous ones is that these were sent to me as targa files for conversion...

The file 'dfwood.3200' depicts a piece of wood (wow, like how exciting, eh?) with cutaways showing the grain pattern. 'pawn.3200' is a chessboard with several (you guessed it) pawns on the board



in various places. I believe that both of these traces were generated with the persistence of vision raytracer, perhaps even v1.0. Jacob S. Buchholz

rSOUNDS 01 (Review by George Krets)

FREEWARE This disc contains a great collection of sound resources files, 49 in all. You can use them in your System 6 Control Panel "Sound" Cdev by copying them to you /System/Sounds file if you have a hard disk or place some of them on you system disk. You also can play them with the rSound Sampler from the Grab Bag 26, club library disk. The complete list is: AYAAAH, BARK, BASS.DRUM, BEEP, BEEP.2, BEEP.BEEP, BOMB.Boom..OOH, BOTTLE, BOWLING, CHIMES, CHIMES.2 CLANG, COMPUTER, COMPUTER.WAVE, COW.MOO, CYMBAL, DISRUPTERS DOOR.CLOSE, DROPLET, EAGLE.LANDING, ELECTRON.WATCH, ELEPHANT, FM.BEEP, FROG, GREAT BIG.LAUGH, GRNDFATHER.CLOK,

HAILING, HI, HORN, LONG.BEEP, M.ALARM, MANTEL.CLOCK, METAL.BEEP, NICESOFTWARE. OOPS, PHAZERS, PHOTON TORPEDO PING, PINGS, PLEASE.HAL, SINE.BEEP, SMALL.STEP, TBEEP, TCOM, TOWER.CLOCK.CHIME, TYMPANI.BEEP, WARP1, WARP2

out of which I liked "Nice Software", "Eagle Landing", "Small Step (for man...Neil Armstrong), the evil "Great Big Laugh", etc., etc.

Have good fun...if you have the place. If you don't, you may like to replace some of your present sounds by some of the above.

Russian Language Lesson (Review by Tony Hodge)

Use the HyperStudio run time on this disk to hear, read and speak conversational Russian. Absolutely necessary for your next trip OS. This disk follows hard on the heels of the Japanese language set. Designed to teach you 25 useful Russian phrases. It makes excellence use of digitised sound and is very easy to use. The phrases for learning are: "Hello" "Hi" "I

don't understand" "Do you understand?" "A little..." "I don't speak Russian" "Do you speak English?" "Yes" "No" "Maybe" "Permit me to introduce myself" "I'm very glad to meet you" "My name is" "What's your name?" "Who is this? (Who is it?)" "What is this? (What is it?)" "Goodbye" "So long!" "Until we meet again" "Very good" "Good/Fine" "Not so good" "Bad" "Please" "Thank you"

NOTE: This disk and the MOZART disk initially gave me troubles. After contacting Michael Levine I added TOOLS 26, 33 and 38 to the tools folder and rebooted and everything was OK. I didn't have time to work out exactly which of these tools are needed so just make sure you have all three loaded.

SynthLab Music 01. (Review by George Krets)

FREEWARE This disk contains 23 new MIDI Synth sequences (songs), MIDI Synth Instruments and MIDI Synth Wave data, in a large variety of styles. Some sequences require a tempo adjustment, some, speeding up, some slowing down (at least to my taste...)

Of course, you already have SynthLab needed to play them. They are:

BRITANNIC.LAND, COWBOY.KID, DAY.TRAVEL, DO.RUN.RUN, DOORS.12, DOORS.34, DOORS.567, ENCOUNTERS, FINALE, GAME.INTRO, HEATTAKESAWALK, INDOOR.THEME, JOHNS.HORNPIPE, JOYOUS.REUNION, LORDBLACKTHORN, NIGHT.TRAVEL, RULE.BRITANNIA, SHADE.TREE, THEM.NFBBS.SL, THEME.SONG, TONGUITARJAM1, TOOTA.LUTE, WORLDS.BELOW

A nice collection... a MUST for your SynthLab library!!!

(Note that the Midi Album series of seven disks released in November 1991 is a very easy way to play all SynthLab music even if you don't have System 6.0 or only have one disc drive. Equally for System 6.0 users, the Mid Albums have some absolutely great music on them—probably some of the best piano works—and some visual interest as well—try them. Also read the article in November 1991 news about turning the GS into a HiFi machine for \$5. ML)



Macintosh Disk Library

BCS-Disk 251



Arriba! 2.0

A System 7 utility which enhances the Find File function of the Finder. Search for files based on name, type, creator, faster than Finder. View PICT and MacPaint files, make aliases and more.



Belgian PostCards (demo) 2.0.0

Create documents with pictures, different fonts, styles, custom icons and sound. Anyone with the viewer program can then look at the document. \$US20.



Bell Choir

Play music on an AppleTalk network of Macs just like a real bell choir. Run this program on a Mac, and the chorus on all other Macs. Sample music included. System 7 recommended. Free.



DoubleScroll 1.1

INIT/CDev to place double buttons at each end of the scroll bar, allowing scrolling in either direction from both ends of the scroll bar. Shareware \$7.



Drop-Deflate 1.0

Remove help text from a program, to free disk space, with this drag and drop utility. Always use on a copy. Shareware \$US29.95 for set of System 7 utilities.



Finder Sets 1.0.1

Lets you create and save "sets" of files, programs, and folders, which you can open with one double-click of the mouse. Shareware \$US5.



Overlay Alias 1.0

Create aliases for files with this System 7 drag and drop utility.

Other Drag and Drop Utilities on BCS-Disk 251 are Overlay Close, Overlay DA, Overlay Info, Overlay PICT, Overlay Seven, Overlay Sounds and Overlay TT.

BCS-Disk 252



DirectoryMan 1.0

Drag and drop volumes, files, or folders into this application and it will create a list of all the files enclosed. Holding Option while dragging an object onto DirectoryMan will create a list separated by Tabs. ShareWare \$US10.

**All graphics on the
Mac Library pages are
EPS files from
BCS Art N**



MyBattery 1.10

This program, written for PowerBooks, lets you choose between two displays that will graphically show you how much power is left in the Powerbook's Battery. ShareWare \$US10.



S'ydnar Squares 1.0

This game is similar to Tetris, but more like Columns in its gameplay. The object is to make squares of a single colour out of multi-coloured squares dropping from the top of the window. There are 60+ levels of play and 7 skill levels. Points are awarded by making squares. ShareWare \$US10.



Stapler 1.0

Use this program to group together folders, applications and documents as a single Stapler document. Double clicking on the Stapler icon will open all those items in the group together. Requires System 7. ShareWare \$US10.

BCS-Disk 253



Announce 1.1

This program allows you send messages to other Macs on an AppleTalk network that have the INIT Announcer installed. Shareware \$US39.



ZTerm Phone Directory Listing

Save and print out the phone list from your Zterm 0.9 phone directory.



Color Alias 1.0

Creates System 7 aliases, but will also add the capability to the alias of changing the color depth, sound volume, and turning the 68040 cache off and on. When you use the alias to run a program, the color, sound, and cache will all be set to your pre-set values. Shareware \$US10.



GMS Calendar 1.0

A system 7 aware calendar that allows storing text for any day, import and export text, searching for text and automatically jumping to days that have text stored in them. Shareware \$US25.



IM I-V Index 2.0

Contains a searchable index for volumes 1 to 5 of Apple's Inside Macintosh programmer's reference. Free.



Inside Mac VI Index 2.0

This program contains a searchable index for vol 6 of Apple's Inside Macintosh programmer's reference. Free.



MailSlot 1.0

Constantly monitors a folder to see if it contains anything & will notify you when a document appears. With System 7 filesharing capabilities it makes a very simple mail system. Shareware \$US10.



MICN 1.5

Replaces names on the menu bar with small icons to reclaim menu bar space. It must be configured with ResEdit, but comes preconfigured to display SICNs for the following menu titles: File, Edit, Font, Help, Window(s). Free.



UUTool 2.31

Encode and decode files in the Unix UUENCODE file format. It will also segment and join files and convert sounds files in several different formats.

AUSOM 92.58



Battery Indicator

This Control Panel will display a simple 'gas gauge' in the menubar to indicate the power level of the battery in a PowerBook 140 or PowerBook 170.



CapsKiller 1.0

An application which installs a keyboard mapping that deactivates the 'caps lock' key. This application is most useful when placed in the Startup Items folder of a Macintosh PowerBook.

CursorFixer 1.0

For PowerBook owners, this INIT will make the cursor larger and fatter so that it can be seen easily on the PowerBook LCD screens.

Edison 1.0

Displays the following on Mac's equipped with the Power Manager (Portable, PowerBooks, etc): digital battery voltage, CPU speed, AC adapter plugged or not plugged, Charging state, 2 timers which are automatically started or halted by detecting the insertion or extraction of the AC adapter plug.



Launch Applications 0.5

Utility which will scan a volume for applications and provide a list dialog box for launching applications.

PBTools 1.2

SafeSleep blanks the screen and requests a password whenever a sleeping Mac is awakened. SpinD is an FKey that spins down the internal hard drive in Macs that support that function.

PowerBook notes 2.51

Three text files with info about Powerbooks: PowerBook Solutions Guide, PowerBook frequently asked questions and PowerBook 170 tips.

PowerBook Rest

After a short period of inactivity the Powerbook goes into Rest Mode, slowing the processor to 1 MHz, which makes it appear to be hung. This utility disables this rest mode. A companion utility called 'Powerbook OK To Rest' restores the Rest function.

PowerSleep FKEY 1.0

Puts your Portable/Powerbook immediately to sleep. No more window with messages like "Do you really wanna do that..."

Pwr Switcher 1.0

This INIT is for System 7 and lets you switch between active applications using the power key on ADB keyboards, or the escape key on Macintosh portable keyboards. This saves you the trouble of having to use the mouse to move to the menu bar.

Tattle Tale DA 1.50

Provides very complete information about your Macintosh and its System related software. Details can be viewed on screen or printed out.

The Regulator 1.2

When you are plugged into a battery charger, this extension sets the Powerbook to be in non-rest mode. If you are not plugged into a battery charger, the Powerbook is set up to rest mode.



Volts

Provides a digital readout of the battery voltage of your Macintosh Portable or PowerBook computer.

Zync 1.0a3

A file synchronization application designed for PowerBooks. The purpose of this program is to copy files back and forth between your PowerBook and a desktop computer, so that you always have the most recent version on both computers. Free.

AUSOM 92-59



AutoTrade 1.0

A new Macintosh investment program that can manage an entire portfolio. It issues specific buy and sell orders with precise dollar amounts based on your individual portfolio. It can be used to both help you time your own trades or as a complete portfolio manager.

MacAmortize 1.1

MacAmortize is an amortization program for the Macintosh computer. It creates payment schedules according to data you enter. Schedules can be printed from MacAmortize and can also be saved to disk as text files.



Teachers Grading Program 1.3

Database for keeping records of students grades. Test it over the holidays

Flash-it 2.3b1

A screen-capture utility. It is a combination of a System Extension (INIT) and a Control Panel Extension (fcdev). Copy Flash-It to the system folder and restart. Screen capture now functions as per the instructions supplied.



WatchDos 1.0

Works on Macs with FDHD drives and warns you if you have put an MS-DOS formatted disk into your Mac. If you have both Mac and DOS disks about, this utility may prevent an unfortunate accident.

SpeedyFinder 1.5.3

Offers many improvements to the System 7 finder interface. Some can improve System 7 speed on older B&W Macs e.g. 'zoom rectangles' are eliminated.

AUSOM 92.60

DMM LaserWriter Stuff 1.3

Collection of utilities for LaserWriters including stripping of various headers from postscript files.



LaserWriter Lockout 1.1

A freeware init/cdev combination that lets you control which LaserWriters (and other chooser devices, too) appear in the Chooser desk accessory. Useful to network environments where access to a particular LaserWriter (or other chooser device) should be available to only certain nodes on that network.

AUSOM 92.61



DeskTools 1.0

Specialist database which creates telephone lists, glossaries and reminder lists.

DOS INIT 1.2

A basic dos mounter application which allows you to see IBM floppies on your Macintosh's desktop (requires high density disk drive).

homeFinance

Excel template for home finances.



ColorTime

Choose a background and place animals (including dinosaurs), people, buildings etc. Print your image and colour it in. Works on B&W Macs.

AUSOM 92.62

A set of utilities for System 7 only.

Stapler 1.0

Creates aliases which refer to multiple files "stapled" together.



System 7 Pack! 3.0

The System 7 Pack! 3.0 lets you customize your Finder without rebooting.

PrefsCleaner 1.0

Cleans up Preference files which accumulate in the Preferences folder under System 7.

Visage 1.01

Visage is a System 7 utility that makes it easier to select new icons for your disks.

Mercutio 1.1

Provides a new menu definition which adds multiple modifier key options to your menus.

LaunchPad 2.0

Drop launch utility. Drag a file onto it and you get a dialog asking you to select an application to open the file with.

Text Typer 1.1

Turns read-only text files into editable files.



Text Read-Only Typer 1.0

Turn text files into read-only TeachText files.

**See next page for
Holiday gift ideas from
the Mac Library**

AUSOM 92.63



QuickTime 1.5

Latest release of Apple's multimedia extension. Enables "QuickTime aware" applications e.g. Simple Player to play back QuickTime movies (with or without sound) in a special window. Movies can be edited, spliced together to make new movies and copied and pasted. Includes Quicktime aware scrapbook.

Simple Player 1.0

Plays back and edits QuickTime movies. See Movie disks later in this article.

BCS-AD Extras 1



After Dark 2.0v Updater

This updater will update After Dark versions 2.0, 2.0h, 2.0s, 2.0t, 2.0u to version 2.0v and all the After Dark Files. (Version 2.0v and 2.0u are OK with System 7.)

Other folders on the disk are: AD Modules by Calico, Disk.PICS, Frost & Fire and Roaming Lines

BCS-AD Extras 2



Included on this disk are:

7.0fo, Bacteria 1.0b4, Bacteria 1.1, Breathing Ball, Earth2.PICS, PurplaDisc.PICS& Santa Sleigh.PICS

BCS-AD Extras 3

A number of the items on this disk are Bacteria 1.1 documents. Bacteria 1.1 is an After Dark extra on BCS-AD Extras 2.

Bounce! 1.20, Colorfilm Vertical PICS, Eyes (Bloodshot).PICS, FORTRAN Circles, Happy Birthday.PICS, Hopper 1.0.1, ICON Crash!, Meltdown, Reality, Shredded Crystals, Sparklers, & Trigo

BCS-AD Extras 4

More After Dark Extras including:

AD TIC Train.PICS, Color Swarm! v2.0, Fish.PICS, genji, Hypnosis, M ire for AD, Movies in the Dark, Pumpkin.PICS, Spinner.PICS, Swarm! and TacTiles

BCS•AD Extras 5

Yet more extras for After Dark as follows:

AD Modules by CR, Before Dark, Colorfilm Horizontal PICS, Lasers, Mandelbrot, Maze, Millions of Colors, Mr. Melty, Off the Air, Rockets 1.1, Spill, Spinner, Startrek, TerrainMaker 2.0, Triangles and XMAS Lights.PICS

BCS•Movies 1



This and the following two disks have QuickTime movies. You will need Apple's QuickTime INIT from 92.63 (version 1.5 needed for System 7.1 but should be OK for 6.0.7 upwards) or 92.10 (version 1.0). Movies included are:

BluePrint, Jazz Balcony, QT Logo MooV and Steve in 1984

BCS•Movies 2

Movies are Attention Please, Short, Cubic World short, Phantom short and TV Dance

BCS•Movies 3

Movies are scol moving and Twisting "N"

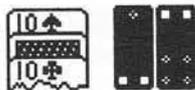
AUSOM Art•15



This disk collects together other utilities for viewing and manipulating GIF images. Included are

CyberGif 1.2 Package, a GIF standard description text file, Gif Typer 1.1, Giffer 1.12, GIFWatcher 2.0, Gizmo 1.01 and QuickGIF 1.0

AUSOM Games•15



Chance/Cards

A selection of games of chance and card games.

OfficeAttack™

Try to stop the falling 'office equipment' by clicking with the mouse. Later levels requires good co-ordination.

Lembracs

A word game.

Snake-Bar

A snake game that works on early B&W Macs as well as the later computers.



StainedGlass

Colour Macs only. Jump coloured squares and attempt to clear the board. Squares are removed if colours match, other rules mean that squares may change colour.

AUSOM Games•16



Bolo 0.95d

You have heard about this game - now you can play it over the school network while the students are on holidays!

AUSOM Updates•04

Updates for the following commercial applications DD Expand™, DD3.7.7AuxFiles, DiskDoubler3.7.7PatchKit, SoftAT 2.51&2 Updater and Suitcase 2.1.2 updater

Science•25



xLogics Circuits 1.0

This program was written for use in an introductory computer science course. It works fine for the examples needed in that course, including non-trivial circuits such as flip-flops, but lacks some desirable features (such as printing). It does not profess to be a serious circuit-design program.

MacBreadboard Demo 1.11

Digital electronics trainer and simulator. This demo cannot save or print; you are limited to working on one chip at a time.



PadDesign 1.0

Small program for calculating resistances in attenuator pads.

Protel EasyTrax Demo

Easytrax has been designed to make printed circuit board design as easy as possible. It is capable of producing the same professional-quality output as Protel's full-featured Autotrax PCB design system. This demo cannot save.

Science•26



EarthPlot 3.0

This program draws the Earth on the Mac screen from different latitudes, longitudes and altitudes. The Earth drawings can be cut or copied to the clipboard.

Planet+ 3.5

An application in which your Macintosh computes the coordinates of the planets visible to the naked eye (Mercury, Venus, Mars, Jupiter and Saturn), the sun and the moon.



Star Atlas 0.06b1

This program draws a map of a region of the sky.

MacVISTA 1.3.1

A program for analysis of astronomical images. It reads FITS (Flexible Image Transport System) format, widely adopted as a standard in the astronomical community. Requires a 68020 Mac or higher.

October on the BBS

If you have wondered what you are missing by not subscribing to the AUSOM BBS you can now see a sample each month. James has provided 800K of applications, jokes and reading material. He will make a similar disk available each month. November on the BBS will be available from the first week in December.

Hyper Science•17



The PeriodicTable



This hypercard version of the Periodic Table is unique in the use of sound and graphics. Even the cursor is a 'smilie' face with a number of different expressions. I had to try to capture the cartoon character who pops up occasionally. He has 'CHEMCAT' on his lab coat!!

BCS CD Version 10

We have received Version 10 of this popular CD and all disks in the library have been updated.

New disks have been added to the series as follows: Art O, CDev/INIT K and L, Color M, Devepoler I, Developer Tools X and Y, Education I, Entertainment I, Fonts S, T and U, Games DD, EE, FF and GG, General Info K, L and M Graphics I, Music L and M, Personal Productivity F and G, Stacks Education K and Utilities S, T, U, V and W. In addition Developer Tools L has been replaced by a new disk.

These new disks will be detailed over the next few months as appropriate and will be part of the hypercard based PD Navigator stack on the second catalogue disk in the future. Entertainment I is detailed below and the Education SIG will look at the Education and Hyper Education disks.

Art O contains EPS files of an Eagle, fish, dragon, horse, 'offroad bike', piano practice, watering can, theatre item and a witch. Fonts S, T and U and all True Type fonts and Music L and M are MOD files suitable for Sound Tracker.

Entertainment I



BombSqd

A strategy game similar to the MineSweeper game found in version 3.1 of Windows. HyperCard 2.0.

Movie Trivia

Originally adapted from Trivial Pursuit Silver Screen edition cards by Laura and Tom Grey, this stack has been slightly redesigned and greatly expanded by Robin Seer. It now contains 100 cards (600 brain-teasing questions and their answers).

Peek-A-Boo

An entertaining way to learn how to use the mouse on the Mac.

PlayPerfect

An electronic band designed for practice and fun with your banjo, mandolin, fiddle or guitar.



Gift Ideas for the Holiday Season

Games are always a welcome gift for adults or children especially at holiday time. With this in mind, AUSOM has a holiday special offer of ONE FREE DISK for every FIVE (5) Games disks purchased (a complete list of games available follows.) Your FREE disk may be selected from the entire AUSOM range. Perhaps you would like to select from the Holiday Special Series—put together for the months of December and January only. Many members have contributed ideas for this special selection and the disks contain a variety of subjects that would interest Mac users of all ages.

Holiday Special 01

Disk includes the program Lightning Paint plus templates for Cards, Labels, Cassette Box inserts, Diskette labels. There is also a collection of graphic images with a holiday flavour that should appeal to everyone. A text file provides additional ideas for Holiday fun with your computer.

Holiday Special 02

TrainSet and Dollshouse are two programs written by a Western Australian. They allow you to layout train tracks and add trains etc or build a house. Once your 'model' is complete it can be animated with trains moving around the tracks and fans, TV etc operating in the house. Would particularly appeal to a child who was assisted by a parent or grandparent.

Holiday Special 03

Holiday font special. This disk is a collection of 'ding bat' and other pictorial fonts. Particularly useful for decorating holiday cards or posters.

Holiday Special 04

A special Art disk of holiday images for inclusion on your diskette labels, cards, holiday posters etc.

Other disks worthy of consideration are the AUSOM Art Series especially 01 and 02 which include ideas for use of paint images - are you making personalised T-Shirts with or for the children these holidays? Perhaps you want to make a personalised Santa Sack or pillow case. AUSOM Art*08 has Gif Converter to allow you to view the many GIF images available from most BBSs, also use it to convert these to Startup screens. If you have children who enjoy 'colouring-in' you should look at ColorTime on Disk 92.61—ideal for Pre-School and early primary school children.

Home Computer Show

The following disks were issued in sets of three (3) for \$15 per set at the Home Computer Show. For members who could not see the show these sets will be available, while stocks last, during December and January.

AUSOM Special Games

This 3 disk selection of games for \$15 has been put together so that:

- they will run on a wide variety of Macs
- they have appeal to people of all ages
- those that are in colour will also run in Black and White if your Mac does not have colour capabilities.

AUSOM Special Education

This 3 disk selection for \$15 contains some Hypercard stacks in addition to other programs

- disk 1 is suitable for pre-school children encouraging letter and number recognition
- disk 2 for primary age children extending further word and number skills
- disk 3 for secondary.

AUSOM Special Utilities

This set of 3 disks for \$15 contains programs that extend the use of you Mac to allow you to use sounds or add other functions to the Apple menu.

Also included is a communications program and antivirus program.

AUSOM Special Fonts

This 3 disks set for \$15 contains both fonts and programs to assist you make use of your fonts. Fonts may be used on an Imagewriter or other dot matrix printer, StyleWriter or other inkjet or non-postscript printer or a postscript Laser printer.

- Disk 1 contains Font DA mover and bit-mapped fonts
- Disk 2 contains programs to extend the use of your fonts
- Disk 3 contains both TrueType and Type 1 fonts

AUSOM Special Graphics

This 3 disks set for \$15 contains a wide variety of "paint" images which may be used with the paint application included on the disks. They can be used in most other Macintosh applications by importing or opening them from your program or copying them from the scrapbook.

Best wishes for the Holiday Season from the Mac Library



Mac Games for Holiday Gifts



Choose a FREE disk for every five
games disks purchased

Filename	Diskname	About the programme
3D Checkers 5.1	Games*14	Play checkers against the Mac.
3D Tic-Tac-Toe - Free	Games L	3-D Tic-Tac-Toe in a desk accessory. (Also on Games*10)
3D X&O beta - Sw, \$20	Games X	3-D tic-tac-toe. The game is played on a 4 x 4 grid and contains 4 levels. Play against the computer- several levels of play from hard to very hard.
Adventure 1.0 - Free	Games AA	The original 'Colossal Cave' text adventure game, with more rooms and adapted for the Mac.
Adventure 'kit 1.15 - \$20	Games F	With Adventure Game Toolkit, it is possible for even the novice or non-programmer to create very professional text adventure games. The adventure Colossal Cave was written with this program.
Air Traffic Controller 5.01	Games DD	This game is the opposite of the popular flight simulation games. You have to direct many flights through your airspace using a radar screen and an air traffic schedule.
Amps 3.2.1 - Free	Games X	Arcade-style game, similar in strategy to the popular game Daleks, has walls and colour.
Apples - Free	Games O	A "Rubik's Cube" type game. To win, all tiles must contain an Apple logo.
Artillery 1.5 - Sw, \$5	Games H	Destroy your opponent's castle before he destroys yours. You control the angle of fire and the amount of powder in your cannon. The wind is randomly chosen by the Mac.
Ataxx 0.1 - Shareware, \$10	Games CC	A board game which you play against the Mac or another person. Move your pieces and capture your opponent's pieces. Similar to Othello.
Attack Marble - Sw, \$15	Games CC	A simple, yet challenging strategy game in which you score points by pushing the opponent's marbles off the board, using your own marbles.
Bachman 1.0u - Sw, \$10	Games FF	A Pac-Man like arcade game, in black and white. Shows the maze in three dimensions. Also on Games*07
Backgammon 1.0 - Sw	Games P	Play Backgammon with either the Mac or a human opponent. Beeps to let you know you have made an incorrect move, but lets you cheat anyway.
Bagels - Free	Games P	A game similar in concept to MasterMind. Find a four-digit number.
Baker's Dozen 2.1 - Sw \$10	Games*09	Single deck solitary game. Definitely runs on B&W SE but is in colour on a colour Mac. Also on Games U (version 2.0)
BattleCruiser 1.0 - Sw, \$2	Games X	Similar to the game BattleShip but with some variations. You play against the computer, or you can have the Mac play against itself.
Battleship 1.1.1	Games*10	An electronic version of the Battleship game. Play against the computer or another human. OK on B&W SE. Also on Games P (version 1.0)

Mac Disk Library Games Table (continued)

Filename	Diskname	About the programme
Beast 1.0 - Shareware, \$2	Games I	You are trapped in a room filled with large blocks when suddenly out pops a huge beast. You run for your life, scattering blocks before you. Walls shift and change, with the beasts dodging around them, hot on your trail. Can you trap the beasts with the blocks before they get you?
Best Baseball 3.3 - Sw	Games I	A baseball game for two players, one using the mouse, the other the keyboard.
Bikaka 1.2 - Free	Games F	A game similar to the falling block game of Tetris, except in this version the shapes are made of hexagons instead of squares, which makes the game much more challenging than Tetris.
Billiards - Free	Games G	A graphic game of billiards, with straight pool, eight ball, nine ball, snooker, slop, and lag versions of the game. Meant to be played by two players.
Biorhythm II 4.1 - Sw, \$15	Games O	Forecasts your physical, emotional and mental cycles for a full month when you give it your birth date. This program will also compare two people's biorhythms.
BlackJack 1.76 - Sw \$20	Games N	This is a demo DA version of the well-known card game.
BlackJack 2.0 - Free	Games L	The casino game of BlackJack for 1 to 8 players. The Mac acts as the dealer.
Blob Manager Demo - Free	Games O	Sixteen games are included in this one program. They are anagrams, arithmetic, coin swap, fifteen-a-row, fish sticks, fox, goose and grain, hangman, Hebrew alphabet, magic square, peg solitaire, pong hau k'i, pyramid, state capitals, tic-tac-toe, Tower of Hanoi, and wolf and goats.
Bombs 2.2 - Free	Games*01	Board game in which bombs are hidden and clues to their location are given by numbers indicating the number of hidden bombs touching that square.
Bonk 1.0 - Shareware \$10	Games*06	A fun little game that tests your speed with the mouse. Faces appear on a grid and you must click on them before they laugh at you and disappear. Comes as a self decompressing file. In colour or black and white.
bot 1.0.2 - Free	Games Z	In this program you must design and program robot gladiators to seek out and destroy other robots. Best robots use a combination of both offensive and defensive strategies. Robots are programmed in either BASIC or assembler.
Bouncing Balls! - Sw, \$5	Games K	This is a very simple game. Move a star-shaped cursor around the screen, to pick up the coins while avoiding barriers and bouncing balls.
Brickles Plus 2.0 - Sw, \$10	Games*01	Latest upgrade of the classic bricks and paddle game. In colour if available.
Brickwell 1.0	Games*13	Catching falling blocks and then drop them on blocks of their own pattern. A cross between dropper and columns. No colour but works on colour Macs.
Bugglings 1.5d - Sw, \$5	Games M	Based on an article in Scientific American. Simulates life in a test tube, with tiny bugs feeding on food particles. You can control the environment.
BugOut 1.0b - Sw, \$3	Games G	Use the mouse to avoid moving objects while collecting dollar signs and hearts.
Cairo Shootout 1.2a - Free	Games H	An arcade shooting game. You control a gun with a mouse, and must shoot and hit specified items as they move across the screen within the gunsight.
Canfield 4.0 - Sw, \$10	Games Q	A popular solitaire game. This version has different visual effects when dragging cards and the ability to choose the colour of cards & suits on Mac IIs.
Cannon Fodder 3.1 - Sw \$5	Games O	For two players. Aim your cannon and set the amount of powder needed to destroy your opponent before he destroys you. Wind and terrain can be changed to make the game more difficult.
Cap'n Magneto - Sw, \$20	Games C	You become Captain Lance Magneto. Your ship has crashed on a strange planet. You must repair your ship in order to get home.
Catch 1.0 - Free	Games G	A 3-D game in which you click the mouse on a ball as it approaches you. More difficult than it looks. You can change the speed of the ball.

Mac Disk Library Games Table (continued)

Filename	Diskname	About the programme
Cave 1.16 - Free	Games E	The object of this text adventure game is to explore Colossal Cave and return safely with as much treasure as possible. This game was created with Adventure Game Toolkit on disk Games M.
Checkers 1.0 - Sw, \$1	Games P	Play checkers against the Mac, or have the computer play against itself. Four levels of difficulty.
Checkers 4.0 - Sw, \$15	Games P	A demo of an attractive version of the standard board game. You can play the computer, yourself, or another person at a beginner, intermediate, or advanced level. Lots of options are available for serious players.
Chello 1.0 - Sw, \$5	Games Q	An addictive game which blends checkers and Othello. Various patterns of walls add strategy.
Chinese Puzzle 1.0 - Free	Games Q	This is a solitaire/patience game played with two decks of cards. The object is to get all eight suits arranged in order, from ace to king. Very addicting.
Classic Daleks 1.0	Games*07	You are hunted by the Daleks (as in Dr. Who) and the object is to survive as many levels as possible by fooling the Daleks to collide with each other.
Color Daleks 1.0 - Free	Games V	The old and popular Mac game of Daleks, now re-done in color. Avoid the robots while destroying them. Requires a Mac II.
Color Sqix!	Games*11	Your challenge is to trap a twirling stick into a small area without getting hit.
Color Strike Jets 3.02	Games*02	A computer simulation of jet air-to-air and air-to-ground combat in the years 1975 to 2005. Each side comprises up to 40 aircraft - in some scenarios, as many as 20 ground-based anti-aircraft units. The computer is capable of playing either or both sides. Strike Jets will run under 2, 4, 16, and 256-color modes (2-color mode is black & white) and is fully System 7 compatible.
Columns 1.0 - Sw, \$5	Games K	This game is similar to Tetris, but more challenging. Arrange falling columns to get three or more blocks of the same pattern in a row. Extremely addicting.
Columns][2.0	Games*08	An improved version of Columns for the Mac. Runs OK on a Plus under system 6 but not under System 7. OK on Mac II under System 7 and in colour.
Connect Four - Free	Games N	Very similar to the Parker Brothers game. An easy strategy game.
Consternation 1.0 - \$15	Games L	This is a dice-and-board game, which you play against the Mac.
Continuum 1.0 - Shareware	Games H	A space-wars shoot-'em-up game. There are many options for configuring the game to suit you.
Core War - Free	Games L	Described in Scientific American, this program simulates a computer with its own memory. Players write programs which fight and destroy each other within the simulated memory. Sample Core Wars fighters are included.
Core! 1.1 - Sw, \$14	Games DD	Stage simulated battles between computer programs, using simulated computer memory as the battleground. Sample battle programs are included; you can also write your own. Also on Games*05.
Craps - Free	Games M	A very simple game of craps.
Crazy Cars	Games*13	A road race game that works best on an SE or similar and appears to require the use of the 4 and 6 on the numeric keypad.
Cribbage 2.4 - Free	Games EE	The game of Cribbage. Play against the Mac. Supports color on Mac IIs.
CrossMaster 0.4 - Sw, \$20	Games O	Allows you to create and solve crossword puzzles up to 23x23 squares in size.
CrossWise 1.4 - Sw, \$10	Games P	A Scrabble-like game in which one to four people play and attempt to score points by spelling words.
Crypto	Games*14	A fascinating word game.

Mac Disk Library Games Table (continued)

Filename	Diskname	About the programme
Crystal Raider - Sw, \$10	Games G	A fun and challenging arcade game.
Cube - Free	Games O	A Rubik's cube game. The object is to manipulate the cube so that all sides have a unique pattern.
Curse of Vngnce 1.04-\$10	Games V	A Dungeons and Dragons text adventure game. Contains over 200 rooms to explore and many monsters to kill before you can win the game.
DAleks 1.0 - Sw, \$20	Games M	This game involves manoeuvring your man away from the attacking Daleks (alien robots). Simple, not fast.
Darts 1.0 - Shareware	Games G	A Mac version of the game of Darts. The mouse is used to throw darts; this can be tricky at first. This program plays 301, 501, 1001, Round the Clock and Cricket. Only two can play.
Ditch Day Drifter 1.0-Free	Games F	A text-based adventure game in which you play a student on the Cal Tech campus. The object is to break into another student's room which has been protected by various security devices.
Dragon 2.1 - Free	Games O	An implementation of the game Go, an ancient Chinese board game which requires as much strategic thinking as chess.
Dropper 1.0 - Sw	Games V	Similar to Tetris. You arrange coloured blocks as they fall.
Dropper 1.1	Games*11	Version 1.0 is on Games V but this new version can now be played on a B&W Mac while still showing brilliant colour on an LC or Mac II. A pause feature has also been added. Please send the author what you think it is worth.
Duck Hunt - Free	Games W	A simple arcade game. Click on the flying ducks to shoot them. You can use either a shotgun or a bazooka as a weapon.
Dudley 1.2 - Sw, \$20	Games E	A text game which takes place in Cambridge at Harvard and MIT. This game won first place in an adventure-writing game contest.
Dngn of Doom 4.0-Sw \$20	Games B	A Dungeons and Dragons™-type game using a top view of the action. Like Rogue on a UNIX system.
Eliza 1.8.0	Games*01	Eliza simulates an open-ended conversation with a psychoanalyst. It is also a passable text editor. With MacinTalk it even speaks to you.
Empire Builder 1.8 - Sw, \$25	Games X	Build an empire, including an army, navy, and cities, to defeat the Mac empire. This is a demo version: saved games can't be restored and some advanced features are not included.
Enigma 1.0 - Sw, \$5	Games L	2-D Rubik's Cube-like game described in 10/85 Scientific American. If you get stuck (and you will!), the puzzle will solve itself for you.
Euchre 5.0 - Sw, \$15	Games M	A card game similar to Bridge, played against the Mac. The deck contains only 24 cards. Works on all Macs; now includes sounds.
F1 Race! 1.0 - Sw, \$15	Games K	Race against other cars around a track. The object is to get the best time without running out of gas or hitting other cars. Needs System 6.0.2 or higher.
Fidget 1.0 - Sw, \$8	Games FF	A challenging word game in which you must use the letters randomly chosen by the computer to spell out words in a crossword puzzle-like grid. A dictionary is built into the game.
Fifteens 1.0 - Sw, \$8	Games Q	A solitaire game - you must clear all cards in groups that total fifteen. Program keeps track of the time you take to finish and records the top ten finishers.
Five Stones 1.0 - Sw, \$5	Games Y	An ancient Chinese game played against the Mac. Try to place five stones in a row while preventing the Mac from doing so. Several levels of play.
FlipIt 1.0 - Shareware, \$5	Games*11	A version of the game of orthello that plays at three levels and does give you a hint if you want it.

Mac Disk Library Games Table (continued)

Filename	Diskname	About the programme
Flipper 1.0 - Shareware, \$5	Games Y	A simple but challenging game in which you attempt to make all the tiles the same color or pattern while the Mac randomly changes them.
Ford Simulator II	Games*12	Produced by Ford this application includes makes and models of Ford cars as well as a game with various degrees of difficulty.
Forty Thieves 2.1 - Sw, \$10	Games Q	A very difficult solitaire game which uses two decks of cards. You can go through the cards only once.
Galaxis 1.1	Games*03	Game which requires System 7, 4 mB of RAM and a minimum of an LC (16 colours). In order to facilitate a rescue mission, the galaxis has been divided into a grid of 20x9 sectors. In each of these a survival capsule may be found. If you begin the game, you have no clue where a capsule might be. But with each turn you can narrow down their location until you find them. The notes with the games indicate that System 7 is a minimum requirement however it appears to run under System 6.0.7 on a IIci.
Gallery 2.0 - Free	Games W	A solitaire card game. You play a hand; then the Mac does. The best score wins the round.
Glider + 3.1.2 - Sw, \$8	Games K	Fly a paper airplane through rooms in a house as long as you can. Hot air ducts in the floor make the plane rise and keep it flying.
GNU Chess 3.0 - Free	Games BB	Play chess against the Mac. Source code included!
Golf 2.0 - Sw, \$10	Games Q	An updated version of the solitaire program written by the author of Klondike and Canfield and just as addictive. Low scores are best.
Guess - Free	Games R	Guess the cards before they appear and get points based on how close your guess was.
GunShy 1.3	Games*11	Version 1.2.1 of this game is on Color B and Games O. A version of Shanghai, free and in colour.
Gunshy 0.1 - Free	Games O	A game very similar to the commercial game Shanghai. The tiles are designated by icons of some of the more popular Macintosh programs; can be changed with ResEdit. Very addicting and requires strategic thinking.
HangMan Plus 2.0-\$10	Games*06	Update of version 1.0 with more word categories and ability to alter the number of guesses. Also on Games M (version 1.0). Colour on Mac II.
Hearts 2.0 - Free	Games Q	A Macintosh version of the card game, Hearts. You set the rules of the game and the level of play.
Hedges 1.1 - Sw, \$3	Games K	In this game you must get the ball from the lower left corner to the top right corner (exit), manoeuvring around brick walls and hedges.
Hex 1.1 - Shareware, \$5	Games M	Try to connect a row of hexes on the game board while trying to prevent an opponent or the computer from doing the same thing. Harder than it looks!
Hextris - Shareware, \$10	Games W	Similar to the popular game Tetris, but the falling objects are made of hexagons. Arrange the objects as they fall into a horizontal line.
Hot Air Balloon - Free	Games K	This is a good game for children. You control a hot air balloon by avoiding trees, telephone poles, and storks. The longer you fly, the higher the score.
Hustle 1.1 - Sw, \$10	Games K	A simple game using the keyboard to move a snake around the screen by avoiding walls and other obstacles. As the game proceeds the snake's tail gets longer, making movement more difficult.
I Ching - Shareware, \$15	Games N	Run this program to get a fortune. Once the shareware fee is received, you will get a more complete program with moving lines and fuller interpretations.
ICONQuest 1.21 - Sw, \$4	Games L	A game of strategy and logic. Manipulate the navigator around a board of icons, move and merge icons into higher levels until you reach the Super Icon.

Mac Disk Library Games Table (continued)

Filename	Diskname	About the programme
Influence - Sw, \$20	Games M	This is an Oriental dungeon-traversing game. You must collect all the hidden fortune cookies on one level before moving to another level.
Iraq Attack 1.0 - Sw, \$10	Games T	Rescue American "guests" from a Middle Eastern dictator and return with them safely to the aircraft carrier. For color Macs only.
Jump-It 1.05 - Free	Games O	In this game you must jump pegs horizontally and vertically. The goal is to end up with a single peg in the middle hole.
Kalah 1.2 - Shareware \$10	Games*09	Challenging board game where you have to move stones from one pile to another. Definitely runs on a B&W SE.
Klondike 5.0.1 - Sw, \$10	Games EE	An update of the famous solitaire card game, Klondike now supports colour on a Mac II.
KMines 1.0 - Free	Games GG	A color game just like the Microsoft Windows Mines game. You click on squares in a grid, and try to find all the mines without getting blown up.
Knight 0.7 - PostCard	Games*10	Move a knight around a chessboard so that it lands only once on each square.
KnightEdit 1.4 - Sw, \$5	Games R	For chess played by mail or over the phone. Shows your moves graphically; can save games in progress. You can also design your own chess pieces. This version allows you to save the chess moves as a text file.
Lawn Zapper 1.0 - Sw, \$5	Games I	Mow the lawn and get points for shooting walking weeds, bottles, rocks, oil cans, tires, gophers, and sharks. But run them over and your lawn mower will blow up! Good music and sound effects.
LAZlife 2.0c - Donation	Games O	Another version of Conway's Game of Life. Has many options.
Leprechaun Demo	Games*14	Although a Demo there is plenty to challenge and amuse in this Lode Runner type game.
Line of Action 1.0-Sw \$10	Games BB	A two-player board game which you play against the Mac or another person. Each player starts with their forces divided into two groups, on opposite sides of the board. The object of the game is to unite the forces so that your pieces form one group.
LogoD dalus 1.3 - Sw, \$15	Games N	This is a word game in which you spell words from letters randomly placed in a grid. For one to four players.
Logogrip 1.0 - Sw, \$15	Games S	A game in which you spell other words with the letters from a word the Mac picks. A dictionary is included to prevent use of nonsense words.
Lunar 0.95 - Free	Games G	Land a spaceship on a mountainous valley in this lunar landing program.
Mac Pong II 1.0 - Sw, \$5	Games I	This is the game of Pong in which you play against the Macintosh.
Mac Tuberling 1.0 - Sw \$8	Games Y	A Mac version of the toy Mr. Potato Head. Includes sound. For kids.
Mac_Pong IIa - Sw, \$5	Games S	Play Pong—the first video game—against the Mac.
MacBandit 1.1 - Sw, \$10	Games G	A slot machine for the Macintosh, with nice graphics and sounds. The game will remember your winnings between games.
MacBzone 1.3.1 - Sw, \$10	Games G	A three dimensional tank arcade game. Your vantage point is from inside the tank that you control, you must destroy the other tanks. Requires a 68020 Mac and an FPU. This demo version limits your number of shots.
MacCommand 1.0-Sw \$10	Games G	This game is similar to the arcade game Missile Command. Use the mouse to shoot the approaching missiles and save the cities.
MacConcentration - Free	Games P	Exactly like the board and TV games of the same name. Up to four players.
MacCribbage 1.0-Donation	Games R	Cribbage against the Mac. For Mac IIs equipped with 256 colours.

Mac Disk Library Games Table (continued)

Filename	Diskname	About the programme
MacFlip 1.0 - Shareware, \$5	Games P	The board game of Othello. Play against the Mac. The program author claims that no other Othello program has been able to beat this version.
MacLanding 0.6 - Sw, \$10	Games G	A game very similar to the Defender arcade game.
MacLuff 7.0 - Free	Games M	Pente-like game. Get five in a row on a large grid against the Mac. Hard to beat!
Macman 1.0.2 - Sw, \$8	Games FF	A Mac version of the popular arcade game PacMan. This version is black and white, and should work on all Macs. Also on Games*07.
MacMatch 1.0 - Sw, \$20	Games O	Game similar to Concentration, with a puzzle behind the windows. This version has only one puzzle. Send \$20 for full version with more puzzles and instructions for creating your own.
MacMines 1.0 - Sw, \$15	Games GG	Yet another version of the Mines game. The object is to find out where all the mines are in the grid, while avoiding getting blown up by one.
MacNinja 3.0 - Sw, \$10	Games J	You have 60 seconds to fight and beat the Ninja and advance to the next level. A nicely done, graphically oriented game.
MacPente 3.0 - Sw, \$15	Games P	Similar to the commercial product. You play against the computer or another person. You must get five of your pieces in a row or capture five of your opponent's pieces to win. This is a test version with some options disabled.
MacQubic 2.1	Games*01	Multidimensional noughts and crosses.
MacSevens - Free	Games L	A card game. The object is similar to that of Crazy Eights. Try to play all of the cards in your hand before your opponent does.
MacSobokan 2.0	Games*10	The object of the game is to, for each level, rearrange a set of "gold bags" (should perhaps have been cardboard boxes) to certain positions. When you have solved all levels, you have won the game. OK on B&W SE.
MacSokoban 1.0 - Free	Games S	A puzzle game which the object is to rearrange a set of gold bags. The game is complicated by the fact that you can only move the bags in certain directions.
MacTicTacToe - Sw, \$5	Games R	Yet another TicTacToe game.
MacTrivia	Games*08	This is basically an open game that you can fill with as many trivia questions as you can find. There are some already in the "Q" file which is in TEXT form.
MacYahtzee - Free	Games O	Simulates a game of Yahtzee with up to four players.
MadMaze 2.0 - Sw, \$3	Games J	A game in which you must move through a maze, losing money as the time goes by. You must also get four keys that you must use to get through doors that are blocking pathways in the maze.
Marienbad 3.0	Games*10	Pick up the matchsticks in the right order and win! OK on B&W SE
Maxwell 2.1 - Free	Games N	A game with a playing field of two enclosed chambers of fast- and slow- moving balls. The object is to get all the fast balls into the right side of the chamber.
MazerLaze 2.0 - Sw, \$5	Games L	The object of this game is to shoot a laser beam into a grid box and hit the invading Mazers within the box. However, many mirrors within the grid box will change the beam's direction.
Megaroids II 1.0 - Free	Games I	Clearly the best arcade game for the Macintosh, this rivals the arcade version of Asteroids. Makes good use of Mac graphics, including three-dimensional and overlapping asteroids. Works on the Mac II.
Memory 2.0 - Sw, \$10	Games P	This game requires you to match up identical icons from many by examining two at a time. Play against the Mac or a person.
Mines 1.01 - Free	Games L	In this game, you try to expand your territory without landing on a mine and getting blown up.

Mac Disk Library Games Table (continued)

Filename	Diskname	About the programme
Mombasa 1.1 - Sw, \$5	Games U	A game similar to Gunshy and Shanghai in which you remove tiles from the board in pairs. You can choose tile patterns and starting layouts for the tiles.
Monopoly 3.13	Games*08	Yes, it's the famous board game on the Mac. An oldie but a ...!!
Montana 2.1 - Sw, \$10	Games EE	A solitaire card game in which you try to place the cards by suit in descending order, from left to right.
Moria 4.874 - Free	Games B	A role-playing adventure game ported from UNIX, similar to Hack and Rogue. Not very Mac-like, but still addictive and fun. Includes online help.
Motor Bike - Free	Games J	Use the mouse to control the motor bike and jump over cars. As you get better, you must jump over more and more cars.
Mouse Craps 1.0 - Sw, \$15	Games I	A Macintosh simulation of the casino game of craps.
Net Othello 1.1b2 - \$10	Games GG	Play the board game Othello over an AppleTalk network. You can have multiple games going at the same time with different people.
NetChess 1.5b1 - Sw, \$10	Games S	Play chess over an AppleTalk network. Games can be saved and continued later.
NetHack 2.3e1 - Free	Games D	Explore the dungeon, collect treasures, and kill monsters in this dungeons and dragons adventure game played over an AppleTalk network with many players. The game does not have a Mac-like user interface, but it is fun nonetheless.
NEW Daleks - Free	Games M	Great game for kids and MIT professors. The object is to outmanoeuvre the Daleks that come after you.
Orion 1.82 - Shareware, \$7	Games K	This program simulates flight through space, from Earth to planets of other nearby solar systems.
Othello 1.0B1 - Free	Games N	Yet another version of the board game Othello. This one plays a tough game.
Pararena 1.3 - Sw, \$8	Games U	A entertaining game similar to RollerBall. You try to get a ball into a small goal while skating around on Grav-Boards in a depressed, circular track.
Pegged - Shareware, \$15	Games DD	The object is to end up with only one peg on the board by jumping other pegs.
Pegged 1.0	Games*07	Pegboard puzzle game.
PhrazeCraze+ 1.01 -\$10	Games M	This game is very similar to the television game show 'Wheel of Fortune'.
Pinochle 1.0 - Sw \$5	Games*05	A card game similar to the well known card game of 500. Has several options allowing you to set the skill level of your opponents and partner.
Piston 1.0 - Donation	Games GG	A game in which you must position heavy stone blocks to prevent moving hydraulic pistons from crushing the corridors of the underground city.
Pits & Stones 2.00 - \$7.50	Games S	Play against the computer by dropping stones one by one into pits. Three levels of play are available.
pNukl - Free	Games L	A non-purist version of pinochle. There are two teams of two players with the Mac making the moves for three of the four players.
Poker Game - Sw, \$5	Games P	One-player poker game, place bets and win money according to the hand dealt.
Polyominoes 2.4 - Sw, \$5	Games*10	Play the Mac and try to fit the last geometric shape on the board. OK on B&W SE. Also on Games N.
Praxis 1.5	Games*01	Excellent arcade game in which you control a space mace flying through space eliminating all sorts of nasties (provided you can learn to drive the thing).
Precision Cribbage 1.0 Sw	Games L	The popular game of Cribbage, a combination card/board game which you play against the Mac.
Progression 1.0	Games*07	Solitaire card game.

Mac Disk Library Games Table (continued)

Filename	Diskname	About the programme
ProMatch 1.2 - Sw, \$10	Games M	"The game of memory." A Concentration-type game using two decks of cards. There are four variations of the game, which can be played against another person or the Mac.
Puzz'l 1.1 - Free	Games N	Make jigsaw puzzles using paint files. You can choose a variety of puzzle pieces.
Puzzle 1.0 - Free	Games R	This puzzle looks simple, but it is quite difficult. Solution of 150 moves included.
Pyramid 1.01 - Sw, \$5	Games Q	A solitaire game that is very simple to play but difficult to win. Remove pairs of cards from the pyramid to total 13.
Radical Castle - Sw, \$30	Games A	An adventure game built with World Builder™ and similar to Enchanted Sceptres. Graphics and special sound effects are included.
Reversi - Sw, Donation	Games L	A computer version of Othello. Very difficult at its higher levels.
Risk!	Games•13	Based on Parker Bros. World Conquest Game. Up to 6 players can compete to conquer the world. No colour but works on colour Macs.
Robot Warrior 1.0.1- \$15	Games AA	A game which lets you design and program your own robots to fight in a high-tech battle arena. Five robots can fight at the same time in the battlefield.
RoboWar 1.5.1 - Sw, \$10	Games W	You design the robot gladiators and pit them against each other.
Robowar 2.1.2 - Sw \$12	Games•05	Updated version of Robowar 1.5.1. Comes with pre-designed and programmed robots as well as existing tournaments to fight your robots in. Instructions on programming your robots included in a help file.
Rubik's Wrap - Sw, \$5	Games S	A puzzle similar to the Rubik's Cube game but in two dimensions. Works in color on color Macs. Very difficult.
Sage 1.01 - Free	Games V	Provides random quotations from the Sage. Some are profound, some humorous. Some make no sense at all.
Sargo Noidz 1.0	Games•06	Based on the Apple II game, you must move your piece around a board to blank out every square while dodging the various other pieces trying to take you off.
Save the Farm 2.0 - Sw \$3	Games G	In this game you must use a shotgun to protect the hen house from the foxes and the corn field from the crows, using a limited number of rounds.
Scarab of RA 1.3 - Sw \$10	Games D	An adventure with simple graphics. The object is to traverse an Egyptian pyramid and collect the Sun-God's ancient relics while avoiding a curse.
Scruffy 1.5 - Sw, \$8.37	Games BB	Move Scruffy the dog through ten layers of the capitol of Mars to rescue Scruffy's girlfriend. Move through the city by bouncing on trampolines.
Seven Blocks - Free	Games L	A child's game in which one assembles blocks into patterns using the mouse.
Shadow Keep 2.1 - Sw \$10	Games•04	A very good graphic adventure game. Comes with a complete history of the world you must explore and instructions as well. You can only save the game a limited number of times unless you pay the Shareware fee.
Shuttle 88 - Sw, \$9.95	Games J	A fun game in which you must pilot the space shuttle and manned manoeuvring unit as you orbit the Earth. You can also control the robot arm.
Slam Dunk! 1.3 - Free	Games Y	A basketball simulation program, not an arcade game. Choose home and away teams and players (sample data files are included). The program will generate a play-by-play description of the game.
Slamdancing - Free	Games J	You must slam the black punk into the white punks without hitting the walls.
Slot Poker 1.0 - Free	Games W	A simple game, played against the Mac. Similar to the arcade-style poker games.
Slug 1.0 - Shareware, \$2	Games J	A boxing simulation game. It has no graphics, but the fight is visually described. MacinTalk will be used if it is installed. Fights can last from 1 to 15 rounds. Many data files for past and current fighters are included.

Mac Disk Library Games Table (continued)

Filename	Diskname	About the programme
SnakeTIX	Games*03	Requires minimum of an LC with 16 colours. Arcade game with good sound and graphics. Compressed and requires 600K free on a disk to extract.
Social Climber - Shareware	Games*11	You have to cross through each floor of a building without being hit by lifts carrying people up and down.
Space Bubbles 0.93 - Free	Games H	A cute Galaxian-type game. You use the mouse to move horizontally while attempting to destroy alien ships and avoid falling bombs.
Spacestn Pheta 2.0-\$9.95	Games J	This is an updated version of the game in which you move a spaceman through a spacestation. Similar to the commercial game Lode Runner. The demo provides ten of the 80 screens available.
Spades 0.50 - Free	Games EE	This is the card game of Spades. You play against three computer opponents.
SpojdWorks 1.2.1 - Sw \$5	Games W	Contains the games Easthaven, Klondike, Westcliff, Will o-the Wisp, and Yukon. Works on all Macs; color on Mac IIs.
Star 'Roids 5.4.1 - Sw \$10	Games H	This is a Mac version of the popular arcade game Asteroids, with digitized sounds and nice graphics. Runs very fast on a Mac IIx, IIcx, or SE/030
Star 'Roids 7.0 - Sw \$10	Games*06	This is a Mac version of the popular arcade game Asteroids, with digitized sounds and nice graphics. On a Mac IIx, IIcx, or SE/030, this program will run very fast.
Stella Obscura 1.0 - Sw \$8	Games U	A three-dimensional arcade space game. You build a viewer of cardboard to hold up to the Mac's screen to get the three-dimensional effect.
STORM 0.9B1 - Free	Games Z	A game based on the old Tempest arcade game. Works only on Mac II's.
Stratego	Games*08	Another popular game from the past.
String Art	Games*01	Doodling and drawing program using pieces of string and thumb tacks.
Stuntcopter 2.0 - Free	Games H	Drop men from a flying helicopter into the back of a moving wagon in this game of coordination. The higher the men fall the more points you get.
Super Yahtzee 1.0 - \$10	Games EE	Yahtzee, for one to four players (three of which can be the Mac). You can play single or triple Yahtzee. Includes color and animated dice. Also on Games*07.
Tablin 1.2.1 - Sw \$10	Games CC	A card game which you play against the Mac. The object is to get 52 points before the Mac does.
TAO 0.01 - Free	Games M	TAO stands for This Ain't Othello. Although it plays like Othello. Uses MacinTalk if available.
Tens! - Shareware, \$5	Games U	A simple solitaire card game.
Textrix 1.1 - Free	Games Y	Similar to the game of Tetris.
The 10 Tile Puzzle 1.11	Games R	Move the large square tile from the left all the way to the right, but only from open spots created by moving other tiles. Two solutions are provided.
Theldrow 2.2 - Free	Games C	This is an update of a well-done adventure game. Theldrow is a graphically-oriented, "dungeons and dragons"-style adventure game.
TicTacToe 1.0 - Free	Games L	Play a simple game of TicTacToe against the Mac. Type "?" for information.
TicTacToeTooa	Games*14	Play TicTacToe against the Mac.
TimeOut - Shareware, \$2	Games H	Pong- or brickbat-type game in a DA. For the professional paddler only!
Toxic Ravine 1.1 - Sw \$5	Games S	Pilot a blimp over a ravine filled with barrels of toxic chemicals.
Trek 1.1 - Shareware, \$12	Games U	Mac adaptation of the popular Star Trek game, based in a universe divided into sectors and quadrants. You destroy all the Klingons in a limited time with your phasers and photon torpedoes. Star bases are available for replenishment.

Mac Disk Library Games Table (continued)

Filename	Diskname	About the programme
Trek 1.2	Games*01	Strategic board game based on Star Trek. Find and eliminate Klingons with phasers and photon torpedoes.
Trek89 - Shareware, \$10	Games I	A well-done Macintosh implementation of the classic Star Trek game. Digitized sounds, good graphics, and a nice Mac user interface are included.
Triple Yahtzee 3.0 - Free	Games GG	The game of Yahtzee, for one to four players. Includes color and animated dice with Sounds.
Tron 3.0	Games*07	This is the new version of Tron, a game that can be played across Appletalk networks.
uNebraska 1.0 - Donation	Games V	A memory game. Find hidden letters of the alphabet in order in less than 60 seconds.
Unnkulian Unventure-\$7	Games A	A very unusual text adventure game, in which you wander around and explore the world Unnkulia, collect treasures, and meet others in the world.
Video Poker for Fun - \$5	Games V	Simulates the video poker machines found in Las Vegas or Atlantic City.
Wacky Wheel! 1.0 - \$10	Games R	Like Wheel of Fortune, with audience, buzzer, and other sounds. Topics, prizes and phrases can be customized to taste. For two to four players.
Webster's Revenge Demo	Games*14	An addictive word game.
Wizard's Fire - Sw \$10	Games K	A Missile Command-style game with smart bombs. Two neat DA games are built into the program.
WordMatch 1.000 - \$10	Games N	An educational game for children. Words are matched with pictures, or words are spelled out for pictures. You can design other games with the program and MacPaint.
Yahtzee - Free	Games O	The game of Yahtzee for one to four players. The Mac does not play and acts only as a scorekeeper.
Zero Gravity 2.0 - Free	Games H	In this game you must keep an astronaut in the center of an orbiting chamber and avoid the forces pulling the astronaut to the chamber walls.
Zhore's Xers 2.3 - Sw\$15	Games*09	Adventure game produced in Melbourne. Definitely runs on B&W SE and a version for the 128K Mac is available from the author. Follows traditional adventure game format with graphics window, weapons, energy levels and good sound.
Zork 2.7M - Free	Games AA	The original adventure game of Zork upon which the commercial game from Infocom was partly modelled.
HyperCard games		Hypercard games are often of interest as they often can be altered to suit your particular needs. Look at your PD Navigator catalogue for Hyper Entertainment series.

I would like to take this opportunity to wish you and your family the very best for the Holiday Season and extend a special thank you to all who have helped make 1992 a special year at AUSOM. Your encouragement and support has been most appreciated and I look forward to further ideas from you to make 1993 better still.



Apex

— an advanced programming language for the Apple II series

If you've used Applesoft Basic a lot, you have probably been frustrated at times by the extreme slowness with which it runs. Other languages are available, for instance C or Pascal, but they are sufficiently different from Basic to put me off trying them. If you don't have line numbers, how do you know where your program has got to?

In an advert in Nibble magazine I read that a version of APL suitable for Apple II series computer systems was available from Microgram Systems, California. The ad promised a language very similar to Basic, but twice as fast, and over fifty graphic commands for Graphic User Interfaces (GUIs). I converted some of my bank account to US dollars and sent them an order. Six weeks or so later, Apex arrived: a double-sided disk with the Apex system and some demonstration programs, and two manuals.

The Apex system occupies 23K of space on disk, with additional Colour and Hi-res graphics system files of 7K each. If you are not using the graphic commands, you need only the Apex system for your programs. The demonstration programs include two drawing programs written in Apex which show how windows, icons, mice and pointers can be used in a programming language similar to Basic, and be as fast as machine language programs. Also included

were a program for editing icons and a couple of programs demonstrating the graphics.

APL stands for "A Programming Language" and was invented for IBM in the 1960s by a researcher named Iverson. In the version created for IBM a special character set was used, which necessitated the invention of the golfball type-head so that it could be printed out. Mathematical expressions were evaluated from right to left. Not the easiest of languages to learn.

Fortunately, the Apex implementation of APL uses the standard ASCII character set, and evaluates expressions from left to right. Also there is a large set of graphics commands which may be used to set up a graphics user interface, similar to the Macintosh. Several features of APL, such as matrix operations, have been omitted, either because they were hard to implement or the programmers felt they would not be needed.

The operation of Apex seems to be about twice as fast as Applesoft Basic, as advertised

The speed plus its extensive range of logic and string-handling functions looks like an excellent language for utility programs. Also Apex is custom-made for Graphics User Interface programs and has several functions not available in Applesoft Basic.

The only two disadvantages it has are the lack of arithmetic functions and the atrocious documentation. (More on that later.) Apex can handle Integer arithmetic only, and therefore has no arithmetic functions such as logs, or trig functions. This prevents it from being useful for number-crunching applications, where its speed would be an advantage.

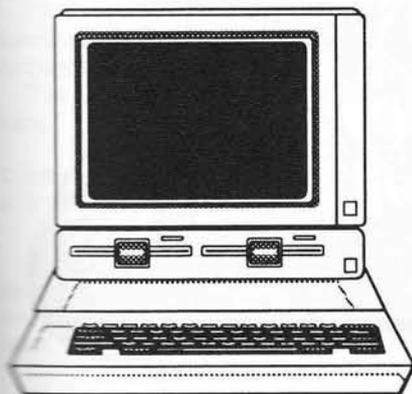
Program entry and editing

Apex has all the line entry and editing features they left out of Applesoft.

First of all, the Delete key works in Apex. Characters are deleted by pressing either the Delete key, which deletes the character under the cursor, or Control-D which deletes the character to the left of the cursor. Not the way I'd have chosen but better than the Applesoft method: retype the line.

To call a line for editing type Edit, or just E, followed by the program line number and press Return. The line is presented at the bottom of the screen with the cursor on the first character after the line number.

Inserting characters into the middle of a program line is done with the Control-I command which puts the computer into a text insert mode, permitting text to be inserted in the middle of a program line without using the cumbersome Escape key and directional arrows, as in standard Applesoft Basic. Control-R recalls the last program line entered so that it may be re-edited. The cursor may be moved to the beginning or end of the line by pressing Control-B or Control-E.



If you've used Applesoft Basic extensively you may have been frustrated at times by its extreme slowness. Other languages such as C or Pascal may appear too complex. APEX just may be the language you have been searching for.

Listing a program is done with LIST, as in Basic. To stop a listing press the Escape key. Type a question mark and the name of one or more variables, and you are presented with the values of the variables.

The commands CLIST, FLIST, and GLIST produce a list of editing commands, functions and graphics commands respectively, which helps when you can't remember what would be the appropriate command. A list of names for data arrays, functions, and variables may be viewed with the command VLIST. The command CHANGE variable1, variable2 permits a variable name to be changed throughout the whole program by making single entry at the command line.

If you are saving different versions of one program, the command NAME will give you the current name of the program, or the name you used the last time you saved. PATH will display the current Prodos pathname and ONLINE will cause Apex to list the available drives (including the Prodos RAM drive) and the names of the volumes on them. Typing FREE causes APEX to display the amount of RAM available.

A built-in calculator converts hexadecimal numbers to decimal and performs four-function arithmetic. Just type $/1+2*3/4$ <RETURN> and the answer comes up... 2. (This is derived by evaluating the equation from left to right and giving the integer of the answer.) If you enter a line with a hex address preceded by a dollar sign, Apex translates it to a decimal address in the listing. Really useful for Peeks, Pokes, machine language calls and memory locations.

For disk operations, Apex uses the Prodos 8 disk operating system, and the standard Prodos commands. Several additions have been made to the Prodos command set: RDBLOK and WRBLOK permit read and write operations to specific blocks on the disk. (Or they would if I could get any thing other than SYNTAX ERROR!) The TYPE command prints the contents of a file to the screen or the printer, and the command DIR lists the files and subdirectories on a disk without the size, type and date information. This is useful for quickly scanning a disk to see if it contains a particular file. The FIND commands reads the disk file names into a string array, permitting them to be easily used in a program selector.

EXEC and BRUN are the same as in Basic, and programs may be saved with the usual SAVE command. A QUIT command performs the same function as the improved Prodos BYE. The MENU command will load and run any program called MENU, thus making it easy to return to your program selector, if you've got one.

Program control

The program control facilities in Apex include all the familiar Basic functions and have some added features. Subroutines may be given names, permitting GOTO or GOSUB commands to read GOTO SCORE or GOSUB INPUT, instead of the usual GOTO 99 etc.

Machine language calls may also be given names and then entered by using CALL Name, where Name is the machine language routine. As an example, you could use :TONE 6447 and CALL TONE to name the entry point of the subroutine and the subsequent call. (This example causes the Apple to sound its beep. The colon (:) indicates the beginning of the subroutine.)

Programs may be halted by pressing the Escape key, which returns the user to the Edit mode. From the Edit mode, typing HELP and pressing the Enter key causes the program to re-start from line 30000, which is where the programmer is expected to put his Help information.

Programming the ONESC command permits the programmer to cause the program to jump to a subroutine when Escape is pressed, instead of just returning to the Edit mode.

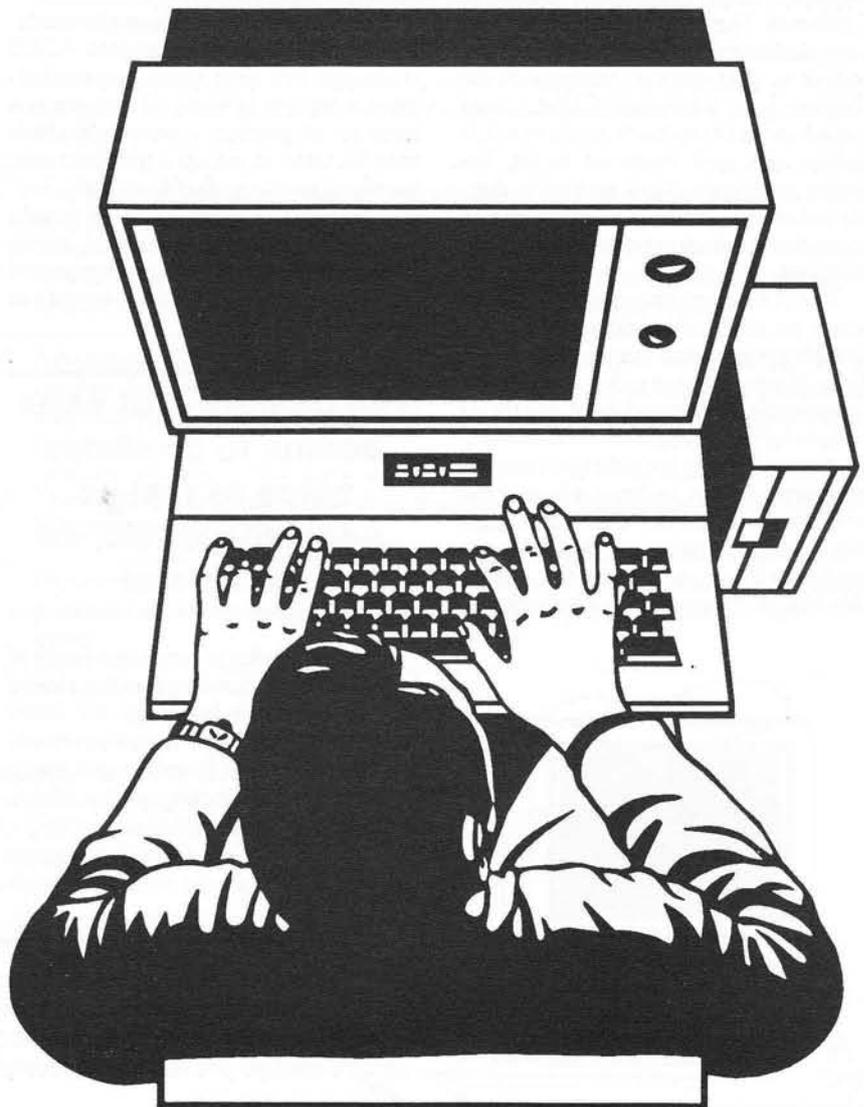
Data statements may be given names (labels), so that different data sets may be read by the program at different times. This could be useful for setting up titles or menu selections, for instance.

Peek and Poke locations may be entered in decimal or Hex. If a hexadecimal number is used, precede it by a dollar sign. When you list the program, Voila! It has been converted to decimal.

Apex is intended for use with 128k memory computers. Addressing the second 64k of memory is easy. The addresses range from \$10000 to \$1FFFF.

Mathematical and logic functions

Apex is capable of Integer arithmetic only. There are no trigonometric or logarithmic maths functions. SQR and



SQRT provide square and square root functions, but the square root of two, for instance, is 1 not 1.414...

There is also no random number function, which makes it difficult for games players. Memory location 78 provides a random number from 0 to 255, but successive peeks at this location show that the value stored there increases linearly which makes it difficult to use this location for defining a large number of variables without generating some kind of accidental pattern. (If there is anyone out there with another way of generating a random number, please let me know.)

Mathematical formulae are evaluated from left to right, not by a system of precedence as in Basic. As an example, $2+3*5$, which would give a result of 17 in Basic gives a result of 25 in Apex. This left-to-right rule is one of the reasons why Apex is faster than Basic, but it is slowed down by the use of brackets, so the programming guide suggests arranging things so that brackets are not needed.

Arrays may have only one dimension. The programming guide suggests ways around this limitation, but as with other limitations of the language, the user must learn to live with it.

The logic functions are more extensive than those in Basic, and there are some arithmetic functions which may be new to Basic users.

The standard logical functions AND, OR and NOT are supplemented by XOR and EQV (eXclusive OR, and EQuiValent (Exclusive Nor)). Their relationship to the other logical functions is shown in the table below:

A	B	A AND B	A OR B	A XOR B	A EQV B
0	0	0	0	0	1
0	1	0	1	1	0
1	0	0	1	1	0
1	1	1	1	0	1

The functions MIN and MAX may be used to set upper and lower limits to values of variables, so that a value entered by the user or calculated by the program cannot fall outside the range set by the programmer.

HLV and DBL are arithmetic shift functions which halve and double their respective arguments.

The functions may be used as follows:

```
A DBL 3 : PRINT A:
A HLV 2 : PRINT A.
```

If the initial value of A is 100, this will give the results 800 and 25, ie 100 doubled three times, and 100 halved twice.

Graphic features

This is where Apex really shines. Apex permits the programmer to construct a Graphic User-Interface (GUI) similar to the Macintosh, with pull-down menus, icons, pointers and windows. Apex is quite economical in doing this: a sample program for a Hi-res GUI takes only 50 lines of program, and is all done in a language which is as easy to use as Basic.

There are nearly fifty commands for graphics functions. Some of them are the standard Basic commands such as PLOT or DRAW. Most of them are new commands which overcome the limitations of the original Apple hardware and software.

Mouse control is simpler than in Basic. The horizontal and vertical position of the mouse, and the state of the mouse button may be read with a single command: READMX,Y,B. There is no need to activate the mouse with IN#4 and to return to keyboard operation with IN#0. POSM y,x sets the mouse position to the co-ordinates y, x, and POINT y,x causes a pointer to be displayed.

Any of the Apple II screens in memory may be viewed with the VIEW command. VIEW/PG causes the primary graphics screen to be displayed, VIEW/ST causes the Secondary Text page to be displayed, and so on. All very simple and logical.

The COLOR command is followed by three parameters which define the colours for the background screen, text and windows. Setting the same color parameter for the text and background will cause text to be invisible.

The OPENW command opens a window in which text may be displayed and is used for pull-down menus. When the window is closed, the screen underneath is restored.

Text may be used anywhere on the Hi-Res or Double Hi-Res screens in any of Apples' 16 colours and in normal or double size. For normal text, the POST command positions the text at a set of x/y co-ordinates. Text may be centred, left-justified, scrolled vertically or horizontally. The normal Apple II font may be used, or IIGS fonts may be loaded from disk and used.

Icons may be stored in memory and displayed with the DRAW command and erased with XDRAW, which restores the previous portion of the screen.

Documentation

The worst part of Apex is its documentation. This is in two manuals: an A4-sized programming manual of 130 pages and a pocket-sized quick reference guide of about 60 pages.

Both are badly laid out and incomplete. There is no logic to the order in which the chapters are laid out. The programming manual begins with a chapter on using the DEFKEY command to assign functions to keyboard keys, and follows with chapters on: Graphics Options, Programming, Program Control, Additional Functions, Machine Language Interfacing and Example Programs, plus seven appendices. Some appendices hold useful information such as memory maps and error codes. Others just repeat what has already been explained in the text.

A logical layout would surely begin with a description of the features of the system and then the other chapters

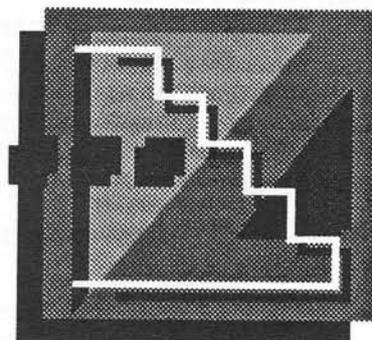
There are some surprising omissions from the manual. In any other programming manual I have used there has been an appendix of keywords with a demonstration of their syntax and a description of how the commands are used. Not in this one. Some commands are not explained at all and the explanations of the others is in the text, and is sometimes quite difficult to understand.

Conclusion

To sum up, I have mixed feelings about this programming language. It has great features which make it easy to use, and has very powerful logic and graphic functions. The programming manuals are the biggest handicap to mastering this language, and I would not recommend Apex to other Apple users unless they are experienced programmers who can manage with no technical support.

I would very much like to hear from other users of Apex if there are any.

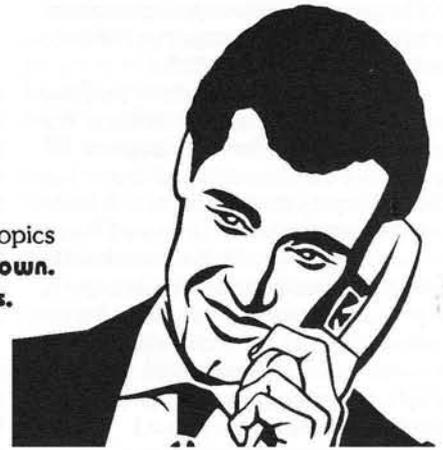
Please call me on 480 3087 after hours.



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Grant Waldram
876 4062—7pm-9pm

Adobe Illustrator

John Tompkins
500 9060—7pm-10pm

Aldus Freehand

John Tompkins
500 9060—7pm-10pm

Apple // Adventures & Games

Glen Maddock
725 9643—7pm-9pm

Apple //,

Modems, BBS and Comms

Robert Pascale
478 9644—7pm-9pm

Apple][, //GS Beginners

Philip Richardson
836 7710—7pm-9pm

Apple // Disk Recovery

Peter Watson
894 1087—7pm-10pm

Apple //GS, HyperStudio

Michael Levine
857 5727—7pm-9pm

Apple //GS, AppleWorks

James Clough
592 3450—6:30 pm-10 pm

AppleWorks

Peter Szabo
605 1777 (BH)

AppleWorks, Time Out Publish It!

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725 7421—7pm-9 pm

Cirtech Memory Cards

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Design Studio

Ray Smith
848 1534—7 pm-9 pm

Cricket Draw

Cricket Graph

Noel Goldsmith
807 5968—8pm-9pm

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Hedley Finger
809 1229—7pm-9pm

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Bill Gunther
888 1676—7pm-9pm

General Apple// GS

Peter Watson
894 1087—7pm-10pm

General Mac

Grant Waldram
876 4062—7pm-9pm

Hardware

Jason Xiros
699 3774—BEFORE 8 pm

Hypercard

John Tompkins
500 9060—7pm-10pm

Library Disks

Peter Garwood
544 0740—7pm-9pm

Light Speed Pascal

Noel Goldsmith
807 5968—8pm-9pm

Lisa/Mac XL

Steve Stretton
813 3203—7pm-10pm

Lode Runner

Matt Murphy
391 4359—7pm-9pm

Mac Programmers Workshop

Noel Goldsmith
807 5968—8pm-9pm

Mac Sound/Music

Ross Bencina
870 0084—6pm-10pm
Sunday to Thursday

Mac Recorder

Mac Sound/Music/Vision

Mac Games/General Mac

Daniel Huang
419 2412—5 pm - 10 pm
Monday to Friday

Macintosh Educational Software (Pre-school and Primary)

Randall Berger
883 3217—anytime

Mac—Hypercard/Apple Events Networking

David Turk
525 5439—Sat/Sun 12pm-6pm
Monday to Friday: —7pm-9pm

Memory Expansion—Apple][

James Clough
592 3450—7pm-10 pm

Modems & BBS Comms

Stuart Young
877 2813—7 pm-9 pm

Nisus and MS Word

Chris Elmore
722 1402—7 pm-9 pm weekdays

Omnis 3, 5 and 7

Peter Stokes
578 2231—business hours
578 2231—7pm-9pm

Printshop Graphics

John McKenna
583 3557—7pm-9pm

ProDos

Peter Watson
894 1087—7pm-10pm

ProDos

James Clough
592 3450—7pm-10 pm

Publish/It!

Adrian Gallagher
315 9324—5pm-7pm

Schools needing help setting up Computers — Macintosh and Apple

Jenny Stuart
306 1290—7 pm-9 pm Mon to Fri

Time Out

James Clough
592 3450—6:30 pm-10 pm

Viruses

Adam Frey
531 1231—7pm-10pm

Xpress

John Tompkins
500 9060—7pm-10pm

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Sales of Computers & Peripherals available

Competitive Rates and Prices

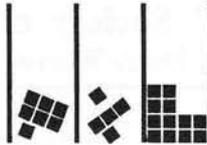
•••••
ALLMAC Computer Services

(previously Professional Computer Rentals)

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Tel: (03) 561 8773, (03) 867 1650 Fax.: (03) 562 2701

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Logical Solutions Pty. Limited,
180 Kingsway,
South Melbourne 3205
Phone: (03) 699 7244
Fax: (03) 696 1403

Logical Solutions

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Sydney Melbourne Brisbane

Anthony Jackson
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AppleCentre Melbourne CBD

Random Access Pty Ltd
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Melbourne, VIC 3000
Applelink: AUST0108
FAX: (03) 629 6737
Telephone: (03) 629 1000



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12b Church St. Bayswater 729 9400
FAX 729 9002
Mobile phone 018 369 300

Membership Application

Apple Users' Society of Melbourne (AUSOM) Inc.

P.O. Box 1071, Narre Warren M.D.A., Narre Warren, Vic., 3805.

Please tick appropriate box

New Member Renewal Premium BBS Name Badge Change of Address

Surname			Given Name(s)		
Address			Phone: Home		
Suburb			Business		
Postcode		Member No. (If known)			
Name of Additional Family Member(s)			\$10 per person		

New Members	Joining Fee	Annual Fee	Amount
New Individual Members	\$10 plus	\$35	
Health Card Pensioners/Full Time Students	\$10 plus	\$30	
Each Additional Family Member	Nil	\$10	
New School/Corporate Member	\$10 plus	\$50	

Renewals	Joining Fee	Annual Fee	Amount
Individual Member	Nil	\$35	
Health Card Pensioners/Full Time Students	Nil	\$30	
Each Additional Family Member	Nil	\$10	
School/Corporate Member	Nil	\$50	

*NOTE: Photocopy, or original Health or Student Card to be shown to gain concession.

Further Options (Please add these charges to the above membership fees)

Premium BBS Access - School/Ordinary Member	\$25	
Premium BBS - Corporate	\$100	
Members Name Badge \$8	\$8	

Name to appear on Badge

Total included

MAIL ORDER ONLY FILL IN THIS SECTION

Cheque Bankcard Viscard Mastercard Money Order Cash (meetings only)

Credit Card No.

Expiry Date Name on Credit Card

Signature Amount

To assist the Committee to provide activities to suit the needs of the majority of members, would you please supply the following data.

Computer Use	Level of Skill
<input type="checkbox"/> Apple II	<input type="checkbox"/> Beginner
<input type="checkbox"/> Apple IIGS	<input type="checkbox"/> Intermediate
<input type="checkbox"/> Macintosh	<input type="checkbox"/> Advanced User

Your special interests include:

<input type="checkbox"/> Education	<input type="checkbox"/> Hardware
<input type="checkbox"/> Software	<input type="checkbox"/> Graphics
<input type="checkbox"/> BBS	<input type="checkbox"/> DTP

Other

Your most used software.....

OFFICE USE ONLY

Receipt No.

Date

Amount \$

Membership Number

R C E

These fees applicable from 1/1/93

Form Printed November 1992

inTEXT.

Document scanning and page recognition specialists —
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FOR MACINTOSH or IBM systems

COMPSCAN

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Ph: 822-6403

CHOICE

S Y S T E M S

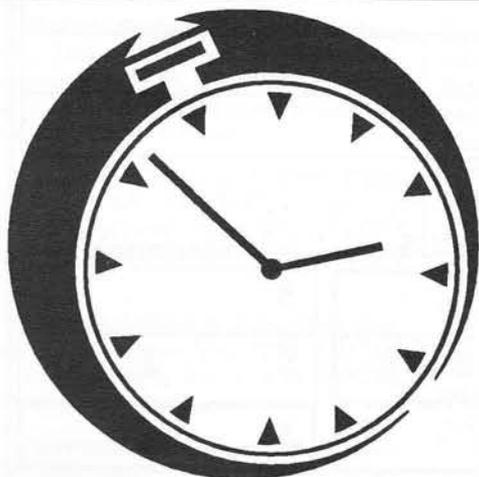


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**WE SELL, WE SERVICE, WE SUPPORT
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123 Whitehorse Road Balwyn 3103 Tel: (03) 816 9799



1993 Meeting
dates/themes,
and newsletter
deadlines

<i>Month</i>	<i>Meeting Date (Saturday)</i>	<i>Newsletter Deadline (Friday)</i>	<i>Theme</i>
February	Feb 6	Jan 8	Word Processing
March	Mar 6	Feb 12	Music
April	Apr 3	Mar 12	New products
May	May 1	Apr 9	Manufacturing
June	Jun 5	May 14	Communications
July	Jul 3	Jun 11	Disks
August	Aug 7	Jul 16	Education
September	Sep 4	Aug 13	Graphics
October	Oct 2	Sep 10	Desktop Publishing
November	Nov 6	Oct 8	Databases and spreadsheets
December	Dec 4	Nov 12	Games

See pages 2 and 3 for further details about contributing to AUSOM News.

Advertisers—please arrange advertising with Ivan Nagy at least a week before the deadline dates given above.

The above dates and themes are correct at the time of going to press but may vary. Please check each month for any published amendments.

Public Domain Software Order Form

Send all mail orders to:

AUSOM Inc, PO Box 1071, Narre Warren MDA, Narre Warren VIC 3805

Name

Surname

Given Name(s)

Address

Postcode

Telephone: Home

Business

Membership No

Requested disks

(No more than ten (10) disks per order from each library) eg. Mac. IIGS or Apple II

Copying charge

Apple II

@ \$5 per 5.25" disk

\$

.

Apple IIGS

Macintosh

@ \$7 per 3.5" disk

\$

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\$

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\$

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Postage \$2 per order

\$

2.00

\$

2.00

\$

2.00

Total

\$

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\$

.

\$

.

Cash
(meetings only)

Bankcard Mastercard Visacard Cheque Money Order

Card Number

Expiry Date

Signature

Name on card or cheque

For office use only

Receipt No.

Order No.

Checked by

Discount Corner

Each month this list will consist of those organisations or companies who offer AUSOM Inc. members a discount on their products or services

Collins Booksellers (Technical & Academic Centre), 401 Swanston Street, Melbourne. Offer 10% discount on computer books on production of current AUSOM membership card.

Computer Books Co. Offers 20% discount on computer books published by major publishers. Ring Bill Wee on 816 9553 for latest catalogue. (Mail order only.)

Dynamic Graphics Pty Ltd, 17 Anzac Avenue, Collaroy, NSW 2097. Offer 15% discount off normal Dynamic Graphics pricing of Clip Art to AUSOM members.

McGills Authorised Newsagency Pty. Ltd., 187 Elizabeth Street, Melbourne. 602 5566. Offer 10% discount on all computer books, current membership card must be shown.

Stephen Conte, 12 Acheson Place, Coburg, 3058. (03) 354 2611, who is the manufacturer of the SIT RIGHT™ Chair will give a discount of \$15 to AUSOM members.

Sunlight Software, 10 Sunlight Crescent, East Brighton, Vic., 3187. (03) 592 3450, will give a discount to AUSOM members, ring for prices.

Technical Book and Magazine Co. Pty. Ltd., 295 Swanston Street, Melbourne. 663 3951. Offer 10% discount on all computer books, current membership card must be shown.

Words and Facts, Suite 1, 22 Glen Eira Road, Ripponlea 3185. (03) 531 4933. Offer 10% discount on:
• General and mathematical word processing;
• graphic design and desktop publishing;
• writing/editing of manuals and training materials;
• testing and review of developed software.

Spectrade Media Sales, 12b Church Street, Bayswater 3153. (03) 729 9400, Fax (03) 729 9002. Offer 10% discount on all computer supplies such as Rediform Stationery, Ribbons, Diskettes, Disk Storage, Printwheels. Ring for best offer on new and secondhand hardware and computer and printer repairs.

AUSOM News

Production Information

For those who are interested in the technical details of the production of AUSOM News, we provide the following information:

Hardware

Produced on a Macintosh IIci (running System 7) with 8 Mb RAM, Toshiba CD-ROM drive and two 105 Mb hard disks. Typeset on an Apple LaserWriter Plus. No manual paste-up was required, apart from some ads (supplied as bromides).

Software

Initial editing of articles done with Microsoft® Word Version 5 and some custom-written software ("Editor Tools", available on AUSOM disk 91.42). Page layout by Aldus PageMaker® Version 4.2. Illustrations manipulated by DeskPaint™ 2.0, DeskDraw™. Other utility software used frequently: QuicKeys™, Adobe Type Manager™.

Typefaces

Body text and headings set in Souvenir Light. Body text set at 9.5 points. Headings set at 50 points. Subheadings set at 14 points. Various other typefaces used in small quantities. Fonts used include KeyFonts from SoftKey Software Products, Inc.

Mechanical Dimensions

Printed on A4 paper (some trimming takes place after stapling). Dimensions set in PageMaker as follows:

- Top margin: 15 mm
- Bottom margin 20 mm
- Inside margin 14 mm
- Outside margin 24 mm
- 3 columns
- Space between columns: 5 mm

We would greatly appreciate if advertisers and other contributors who provide full-page artwork to use the above dimensions to avoid time-consuming resizing of pages.

Illustrations

Many of the illustrations in this magazine are EPS (Encapsulated PostScript) format images from:

- "ClickArt™ EPS Illustrations" by T/Maker Co.
- Images with Impact!™ — "Graphics and Symbols 1", "Business 1", "People 1" and "Accents & Borders 1" by 3G Graphics.
- Adobe® Collector's edition, Volumes 1 and 2.
- "Cliptures"™, Volumes 1 and 2, by Dream Maker Software.
- Digit-Art Volumes 1 to 20 (CD ROM) from Image Club Graphics.
- OzArt™ 1 and 2, from Ideal Images.
- Electronic Designer's Club® (CD ROMs) and Electronic Clipper™ from Dynamic Graphics.

Custom illustrations were produced with Adobe Illustrator™ 3 from Adobe Systems Incorporated.

Apple logo

Apple, and the Apple logo are registered trademarks of Apple Computer Inc.

People

Magazine edited by Nick Gammon and Pam Doughty. Editorial assistance provided by Helen Gammon. Centre four pages (Making Macs Work SIG insert) edited by Elizabeth Hill and Nina Netherway.

Printing

Magazine printed and bound (from the original copy produced on a LaserWriter Plus) by Bookaburra Printing, 47 Waverley Road, East Malvern.

Original Copies

All software described above is an original copy (not pirated). AUSOM does not condone the unauthorised copying of proprietary software.

December 5th meeting activities

(Please check notice boards on the day of the meeting for last-minute changes to this timetable)

Main Meetings

1:15 —	Main Meeting	Theatre 1
— 1:50	Questions and Answers	Theatre 1

Special Interest Groups

12:10 — 1:05	Education SIG	Theatre 2
2:00 — 2:25	New members' welcome	M203
2:05 — 5:00	Youth & Adventure SIG	M215
4:05 — 5:00	Communications SIG & The AUSOM BBS	MG05A
4:05 — 5:00	General Hardware & Discussions SIG	M207

Apple II Interest Groups

2:05 — 2:55	The Blind leading the Blind (Apple //)	MG05A
2:05 — 2:55	Apple II Machine Language Programming SIG	M210
3:05 — 3:55	Apple II Beginners SIG	M210
3:05 — 3:55	AppleWorks SIG	MG05A
3:05 — 3:55	Ka Boom! (Apple // Hardware SIG)	M207

Apple IIgs Interest Groups

2:05 — 2:55	Apple IIgs Beginners SIG	Theatre 1
3:05 — 4:55	Apple IIgs Users	Theatre 1

Macintosh Interest Groups

2:05 — 2:55	Macintosh Beginners SIG	Theatre 2
2:05 — 2:55	Mac Forum	E108
2:05 — 2:55	Making Mac's Work — Help Desk	M207
3:05 — 5:00	Making Mac's Work SIG	Theatre 2
2:05 — 2:55	Macintosh Programming Beginners SIG	M201
3:05 — 5:00	Macintosh Programming SIG	M201
4:00 — 5:00	HyperCard SIG	E108

Other Services

1:30 — 4:45	Trade Sales	MG05
1:30 — 4:45	Software Libraries (Disk Purchases)	Foyer
1:30 — 4:45	Book and Magazine library	MG05 (The Pit)
1:30 — 4:45	Membership Enrolment and Renewal	Foyer
1:30 — 4:45	Refreshments	Airlock

Wednesday 9th December 1992

10:30 — 12:00	Retirees and Others' SIG	Balwyn Library Meeting Room
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Please do not hesitate to contact Robert Pascale on (03) 478 9644 with any enquiries or suggestions.

