

Introduction to Mac-Sig
The Macintosh Special Interest Group

Since you might have gotten this disk from a friend, let me take some time out to describe Mac-Sig. Mac-Sig is a Special Interest Group of the Houston Area Apple Users Group (HAAUG). Whereas Haaug is primarily an Apple II/III group, Mac-Sig focuses on the Macintosh (of course). The sig's main function is to share information and knowledge about the Macintosh among its members. Since computers are merely expensive paper weights without programs, a good deal of this effort deals with programs. The group meets, along with the rest of Haaug, on the 3rd Saturday of the month on the second floor of the Raddisson Inn at 7000 South West Freeway (Near Sharpstown). The "Advanced" group meets from 12:00 to 1:00 and deals with programming the Macintosh. The "Novice" group meets from 1:00 to 2:00 and deals mostly with using the Macintosh as a tool. (Program demonstrations etc.) After 2:00 many people wander around the Vendor room where many a good deal on hardware (equipment) and software is to be found. Speaking of software, the Sig maintains a Public Domain Software library, a collection of public domain programs available to our members at no fee. (More about this later.) Some of the other advantages of membership include a monthly newsletter, hardcopy library and a telephone hot line. Please note that computer knowledge is not a prerequisite for this club, this is a place to learn and share.

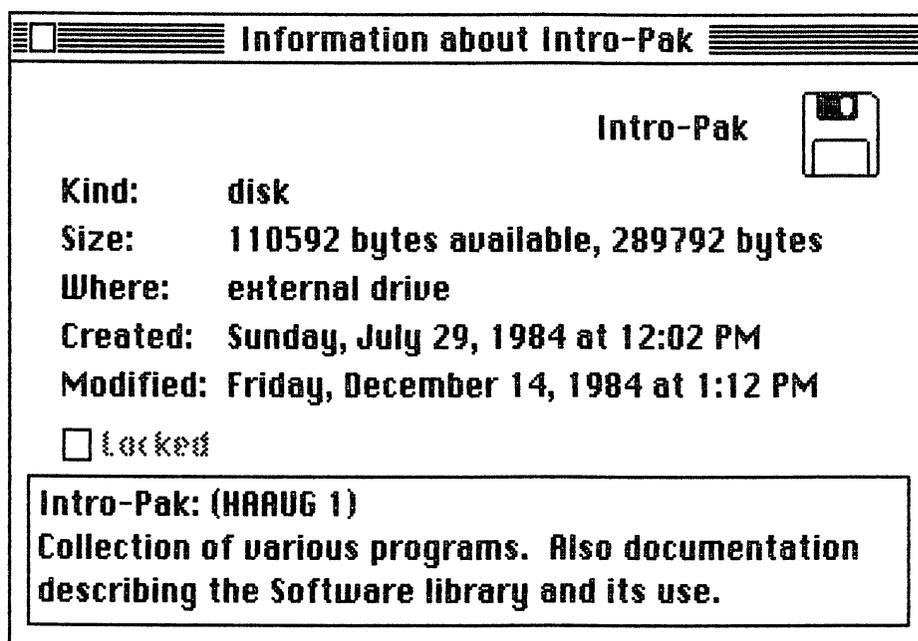
Thanks,
Robin Cox, Mac-Sig Chairman.

Haug's Macintosh Public Domain Software Library

In an effort to make the Software library as easy to use as possible, we have taken advantage of several of the capabilities of the Macintosh, primarily, the GET INFO option under the FILE Menu. For programs which need further description/instructions, Help files have been added. And finally a Disk.Index file which describes all the programs in some detail may be added.

GET INFO: Information about a disk or program.

To get information about a disk, folder or program, simply select the icon by clicking on it once and then choose the GET INFO option from the FILE Menu (or type Command-I for short). An "Information About " window will then be opened, displaying several important pieces of information.

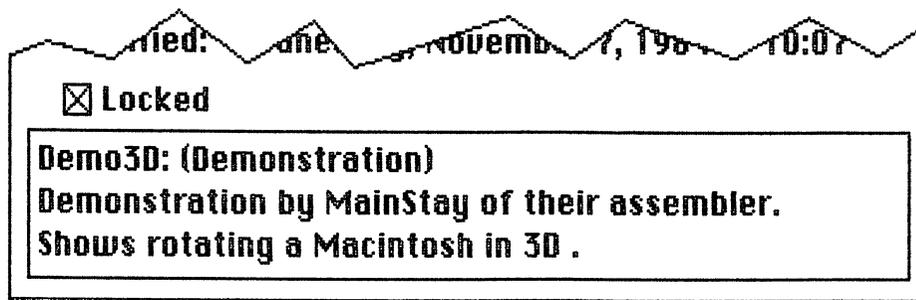


The "About Information ... " window allows you to fill in up to 3 lines of text about the selected item. We use these lines with the following conventions.....

LINE 1 -- The name of the disk then a colon and then in parentheses the Haug disk number. We include the name of the disk because it is so easy to accidentally change the name of a disk or any icon for that matter. So you can always ask for info. and see the original name of the disk.

LINE 2 and 3 -- Several lines describing the nature of the programs/documents on the disk.

Now what about programs or folders? The GET INFO option shows similar information.



LINE 1 -- The original name of the program followed by a colon and then in parentheses the nature of the program.

LINE 2 and 3 -- Several lines about the program, sometimes referencing other programs or documents.

Most programs are **locked** if possible, this avoids accidental renaming or trashing. If you wish to throw a program away or change its name, you will have to **GET INFO** and unlock the program by clicking on the Lock box.

The Help File: Further documentation.

Many times it is not possible to fully describe a program in 2 lines. In those cases, a HELP file has been added. A HELP file is a MacWrite document which describes the program and its instructions in sufficient detail. The name of the HELP file is usually the name of the program it describes with the word ".HELP" appended to the end. For example, "Life.Help" describes the program "Life". Open a Help file the same way you would any MacWrite file.

The Master Index: List of Programs and documents.

Finally some disks have so many programs and documents on them that a master index to the entire disk may be added. This is a standard MacWrite file that can be opened the same way as any MacWrite file.

Master Index -- Intro-Pak

Disk Name: Intro-Pak (Haaug 0)
Introduction disk for new members.
Contains various games and utilities.

Programs:

- (1) Mac-Sig Intro A document describing the Sig and the Public Domain Software Library.
- (2) Demo3D A program from MainStay Inc. which demonstrates their editor/assembler and shows a rotating Macintosh in 3D. (Fast)
- (3) Clock A program which turn the Macintosh into a \$2000 digital clock.
- (4) Alice A program based on chess. (a) Choose the piece that you would like to move like. (b) Move Alice about the chess board capturing the enemy. (c) Command 1 thru 6 controls the speed.
- (5) Iago A program based on Othello. Comes with its own instructions.
- (6) Life John Conway's famous program on organism growth. Comes with help file -- Life.Help.
- (7) MacMelody A program which turns your Macintosh into a 4 octave keyboard. Stores up to 512 notes for playback. Comes with help file -- MacMelody.Help.
- (8) Daleks A program in which you try to avoid the enemy robots while at the same time trying to make them collide with each other. Based on the BBC series Dr. Who. Comes with help file -- Daleks.Help.

*Note: The system folder on this disk has the minimum amount of fonts. Do not copy this folder to other disks.

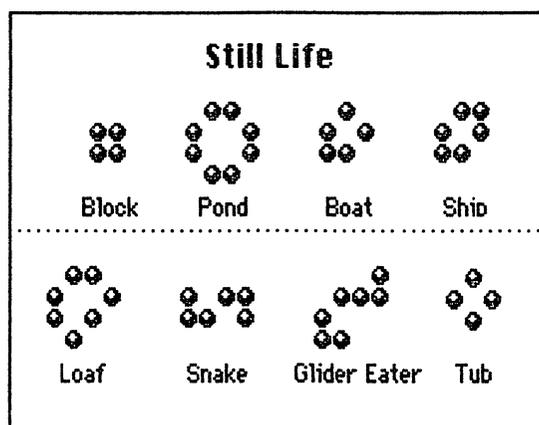
The Game of Life

"Life" is the fantastic solitaire 'simulation' game devised by John Conway, a distinguished mathematician at the University of Cambridge. He devised the game in the early seventies and it has been the topic of numerous Scientific American columns and even had its own newsletter. It is a simulation of the rise, fall and alterations of a society of living organisms. These organisms live on an infinitely sized checkerboard. One organism to a block or cell. These organisms live and die according to Conway's "genetic laws". Note that an organism can have up to eight neighbors. Here are Conway's rules --

- (1) Survivals: Every organism with two or three neighboring organisms survives for the next generation.
- (2) Deaths: Each organism with four or more neighbors dies (is removed) from overpopulation. Each organism with one neighbor or none dies from isolation.
- (3) Births: Each EMPTY cell that has exactly three neighbors is a birth cell. An organism is born there in the next generation.

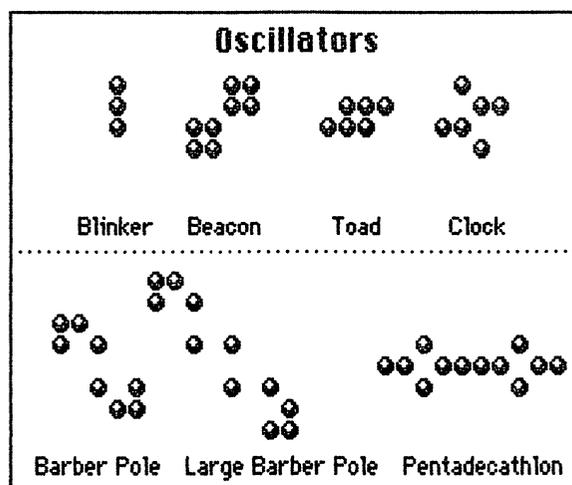
It is important to understand that all births and deaths occur simultaneously. Together they constitute a "generation".

Certain pattern of organisms are "stable" and do not change. These are called "Still Lives" (See below)

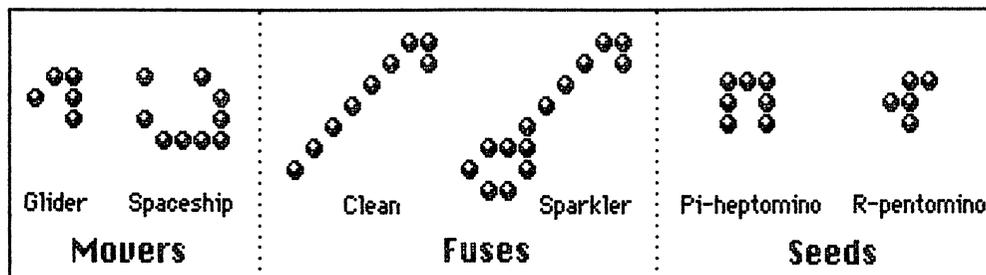


Certain other patterns of organisms oscillate from one pattern to another and then back. These are called "oscillators". (Of course.) Just a few of the known oscillators are shown on the following page.

Some of the known oscillators.....



Some of the most fascinating patterns are called Gliders or Spaceship, these patterns replicate themselves to one side and seem to move across the screen. Fuses disappear but sometimes leave "smoke" behind. Lastly, seeds are patterns which seem to "explode" and grow forever.



These are just some of the unusual patterns, experiment and you'll find that this "game" is never boring.

There is much more to this game than the above. Martin Gardner, who for many years wrote the Mathematical Games column for Scientific American devoted the last three (!) chapters of his latest book to the game of Life. The above document was liberally taken from those chapters.

Wheels, Life and other Mathematical Amusements by Martin Garner.
 W.H. Freeman and Company
 41 Madison Avenue, New York, Ny 10010.

The Rules of Daleks

Move Dr. Who  by clicking on one of the arrows    
but avoid the Daleks  or you'll become .   
Make the Daleks collide and they'll become .
or make a Dalek run into  and become more .
or use your Sonic Screwdriver () and all of the adjacent
 will disappear. (You only have one  per screen.)
If you get trapped you can teleport , but you might land
next to a  and become . When you don't want to move
anymore then make a Last Stand (). If you wish to start
a New game then type (). When you tire of killing 
then type () to Quit. Happy hunting.

R.COH