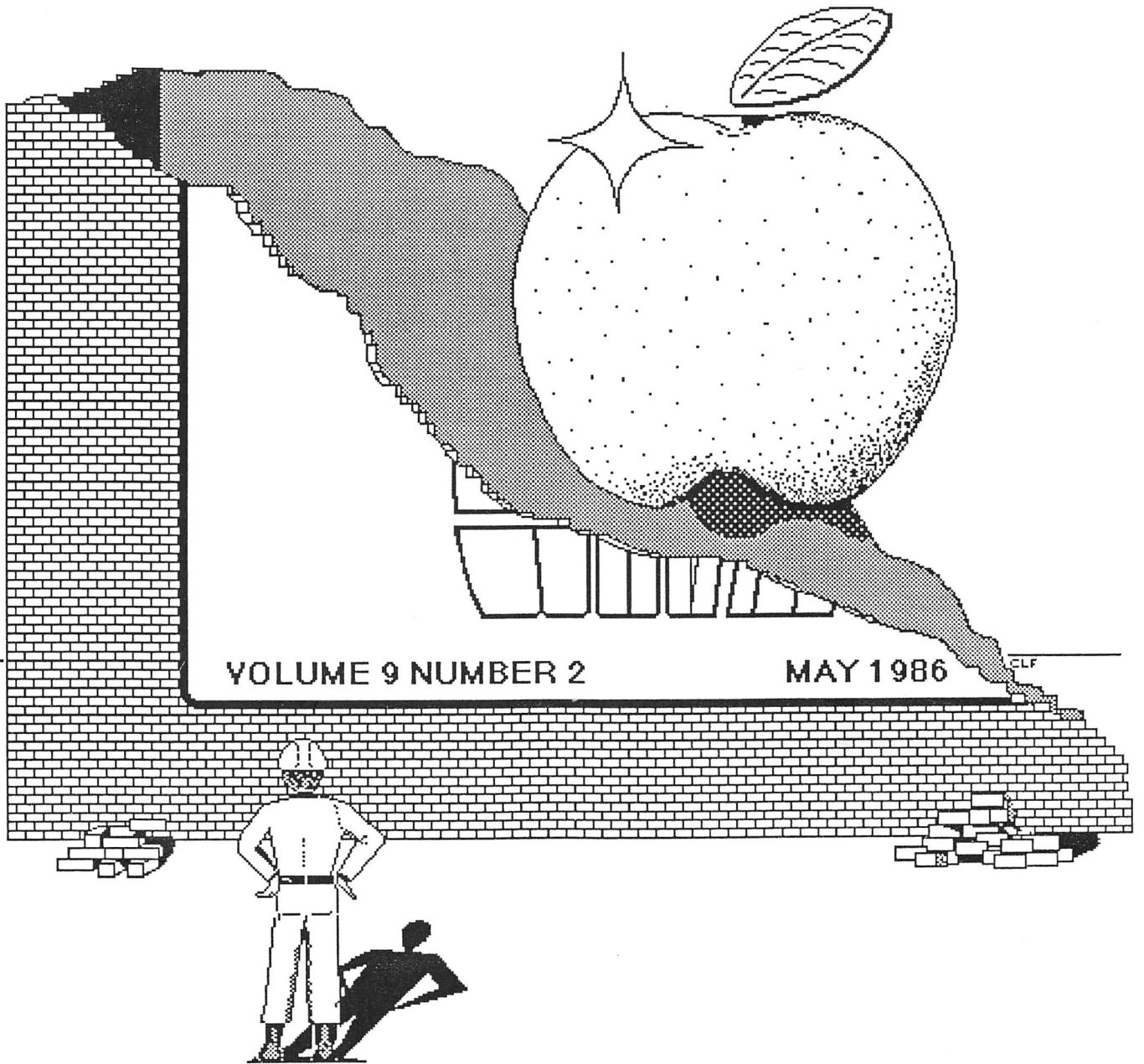


# HAAUG Apple Barrel

The Journal

of the

Houston Area Apple Users Group



VOLUME 9 NUMBER 2

MAY 1986

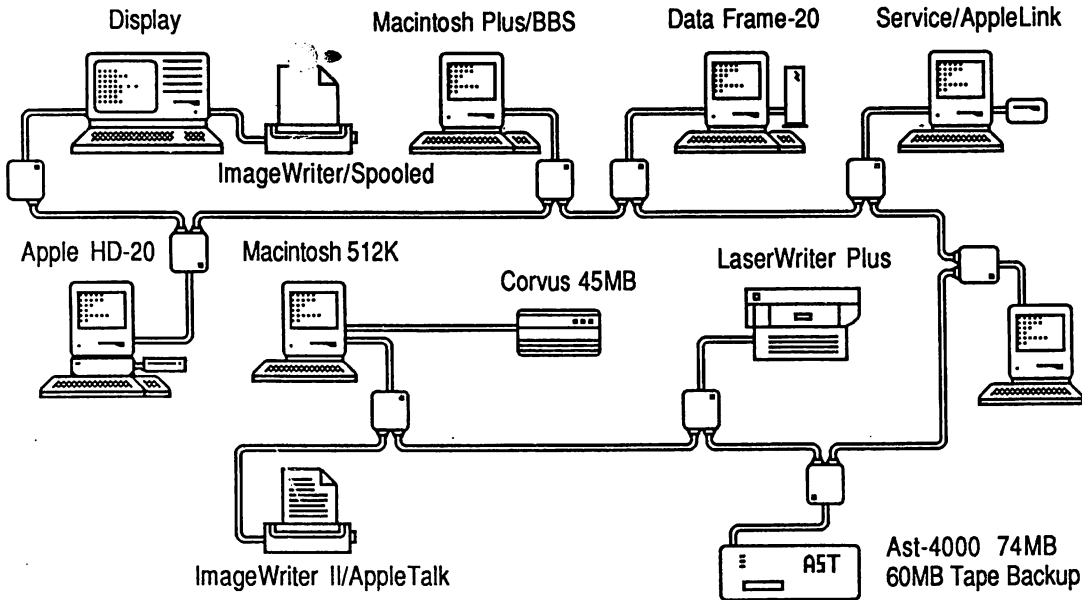
Volume 9 Number 2

May 1986



# Apple Talk Is:

Linking small areas - floors, offices, rooms to share peripherals and information.

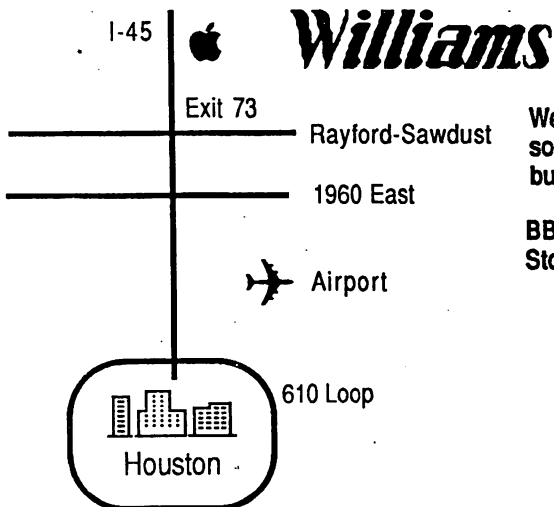


The above can be seen now! Working together sharing almost 200 MB of raw data storage! With seven employees, each able to access all printers and hard disks at the same time! Consider the possibilities, "Multi user Omnis, Multi user Helix, Point of Sale-inventory-accounting". Know the reality with "MacServe".

Check out "Catalyst" on the "Sider" or "Quark" hard drives. Can you imagine "Pinpoint" with "Appleworks" running under "Catalyst"? "MacWrite" for the Apple II family: pull down menus, fonts, cut-copy-paste all in "Multiscribe". New in-stock "Pinpoint Speller".

	Price	Reg. Price
Ast-4000	\$6995.00	
QC-20	\$1395.00	\$1595.00
Apple HD20	\$1295.00	\$1495.00
Data Frame	\$1295.00	\$1495.00
Sider-10	\$695.00	
Sider-20	\$995.00	
Corvus 45MB	\$4195.00	\$5195.00
Sider 10 and 20 Includes Catalyst 2.0.		

Appleworks	\$225.00
Pinpoint	\$69.95
Pinpoint Speller	\$69.95
both for....	\$100.00
Catalyst 2.0	\$149.00
Multiscribe	\$49.95



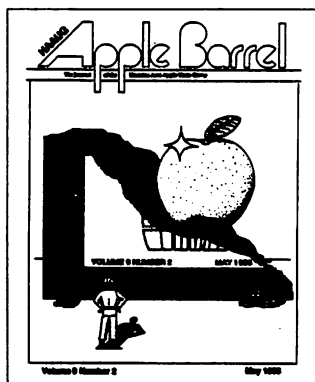
We provide training in-house or on-site: Advanced Appleworks, Networking solutions, Desktop Publishing, Data Base consulting. We're here to make your business our business. All upgrades in-stock performed while you wait.

BBS 24 Hours 367-8206 With Up-To-Date Public Domain Software. Store hours Mon.-Fri. 8:00 to 6:00, Thur. 8:00 to 6:00, Sat. 9:00 to 6:00.

**Williams** Computer Center

25770 I-45 Spring, Tx. 77386  
713-367-1600





### About the Cover

This month the HAAUG Apple Barrel kicks off a new format. The cover illustrates both the recent renovation of the newsletter and the hopes of the new editorial staff to provide a more consistent and polished publication for the membership.

The HAAUG Apple Barrel is the official monthly newsletter of the Houston Area Apple Users Group. The opinions presented herein are solely those of the editors and contributing authors. All trademarked product names are used only in an editorial fashion and therefore no trademarks are included in the actual text.

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# Contents

Inside HAAUG	4
Editorials	6
HAAUG Heaven	8
<i>Clark Johnson introduces the BBS</i>	
Applesoft BASIC	12
<i>Marie McCoy discovers BASIC subroutines</i>	
BASIC Under ProDOS	13
<i>Dr. Cranston shares his insight on time</i>	
Review—Phantasie	16
Program of the Month	18
<i>ProDOS program selector by Rick Oshlo</i>	
SIG News	20
It Doesn't Belong	22
<i>A cookie recipe and some humorous observations</i>	
Money's Worth	23
<i>Points to look for in a magazine, and the Classifieds</i>	
Macintosh Tutorial	24
<i>Chris Flick tours the MiniFinder</i>	
Musings By Midge	26
MacTips	27
<i>Dick Lee takes on the corporate form single-handedly</i>	
Review—The HardDisk 20	29
Applications Matrix	30
<i>Steve Bass figures out what runs with what on the Mac</i>	

### Advertisers

Williams' Computer Center	2
Encode	7
Sprague Computer Services	12
HelpLine	13
Classifieds	23
Kinko's	28
Encode	28
Crunch!	32

Special Thanks to the UH-Cougar Byte for the use of its facilities in the production of this month's issue

# INSIDE HAAUG

The Houston Area Apple Users Group provides a forum for the exchange of ideas and information about Apple Computer products and their associated hardware and software. Meetings, newsletters, and special interest groups are just a few of the ways this forum is maintained. Below are listings of the club officials and volunteers and descriptions of the groups' functions.

## Club Officials

<b>President</b>	
Robin Cox	778-1635
<b>1st Vice President</b>	
Tom Dillon	665-6502
<b>2nd Vice President</b>	
Mike Conway	495-2292
<b>Secretary</b>	
John Marek	782-3898
<b>Treasurer</b>	
Jack Cowart	467-4215
<b>Directors</b>	
Steve Bass	847-4407
Jeanne Boucher	723-9519
Dick Fairman	723-9619
Mike Kramer	358-6687
Dick Lee	821-1298
Bill Muhlhausen	668-3963
<b>Past President</b>	
Michael Levinson	270-0137
<b>Senior Advisor</b>	
Rudge Allen	622-3979
<b>Membership</b>	
Midge Kocen	270-6246
<b>Apple Barrel Editor</b>	
Tom Engle	774-9055
<b>Publicity Coordinator</b>	
Dennis Bilbe	HotLine
<b>Advertising Coordinator</b>	
Chris Flick	HotLine
<b>IAC Representative</b>	
Ina Levinson	270-0137
<b>Vendor Coordinator</b>	
Jeanne Boucher	723-9519
<b>Program Coordinator</b>	
Mike Kramer	358-6687

The club officials meet on the first Thursday of the month at the Marriott Astrodome Hotel at 7 pm. These meetings are open to the membership.

## Membership Information

A one-year membership to HAAUG is available for thirty dollars and includes the Starter Kit, a subscription to the *Apple Barrel* and a membership card giving access to all the club's services. Memberships are available at the Answer Desk during the meeting, through brochures located at local dealers or by calling the HAAUG HotLine and having a brochure mailed to you. Renewals are twenty dollars per year.

## Meeting Schedules

The HAAUG monthly meetings take place at the Marriott-Astrodome Hotel, 2100 S. Braeswood at Greenbriar. The meetings are scheduled for the third Saturday of the month (Except July) beginning at 11 am. New members should attend the New Member Orientation at 11:00.

## Saturday Meeting Schedule

11:00	New Member Orientation
12:00	HAAUG Club Business
12:30	Main Presentations
1:30	Special Interest Groups
2:30	Special Interest Groups
3:30	Special Interest Groups

## HAAUG HotLine: (713) 522-2179

The HAAUG Hot Line provides a means for members to learn of meeting topics, news, etc, and to obtain answers to Apple-related questions. If the question pertains to a particular commercial product, please check the list of volunteer experts in the back of this issue. If you want a return call, leave your name, telephone number, and membership number.

## Special Interest Groups

SIGs focus on one topic of common interest during these meetings within a meeting. SIG meeting locations and times are contained in the meeting handout.

## SIG Leaders

<b>Apple II SIG Coordinator</b>	
Tom Dillon	665-6502
<b>Advanced Topics</b>	
Bill Hensley	980-4993
Jim Record	353-1119
<b>Appleworks - Beginning</b>	
TBA	HotLine
<b>AppleWorks-Intermediate</b>	
George Pierce	526-5103
<b>Basic Programming</b>	
Robin Cox	778-1635
<b>Business</b>	
Rudge Allen	622-3979
<b>CP/M</b>	
Kip Reiner	463-7074
<b>Education</b>	
Dick Lee	821-1298
<b>Games</b>	
Thomas Carson	861-5425
John Newell	531-9139
<b>Graphics</b>	
Dick Fairman	723-9619
<b>Green Apples</b>	
Glenna Payne	
<b>Hardware</b>	
Mark Stevens	341-8197
<b>Home Use</b>	
Derrith Wieman	859-7685
David Jaschke	461-2450
<b>Pascal</b>	
Richard Lemay	749-3135
<b>Mac SIG Coordinator</b>	
Steve Bass	847-4407
<b>Business</b>	
Gary Saxton	479-9525
<b>Desktop Publishing</b>	
Tom Engle	774-9055
<b>Programming</b>	
Mike Martin	333-6405
<b>Tips &amp; Techniques</b>	
Steve Bass	847-4407

# INSIDE HAAUG

## FAAUG Public Domain Software Library

The Public Domain Library is divided into the Macintosh Public Domain library and the Apple// Public Domain Library.

*Macintosh Library* The Macintosh library contains over ninety disks of public domain software. Copies may be purchased at the meeting for five dollars apiece. In addition, there are two "directory" disks which may be copied for free. These disks contain the listings of what is on the other disks. Also, the latest disk submissions are available for copying.

*Apple// Library* The Apple// library may be copied at the meeting for one dollar per side. Books are available at the meeting describing what is available in the library.

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## Hardcopy Library

The Hardcopy Library maintains an archive of back issues of the Apple Barrel, issues of other magazines, and other paper material. It is open to the membership and is available at the main meeting. At present, no provisions for loaning the material have been made.

## Hardcopy Librarian

Les Brown                      Hotline

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## The BBS: "HAAUG Heaven"

HAAUG Heaven is HAAUG's computerized Bulletin Board System. The BBS's telephone number is (713) 664-9873 and operates 24 hours a day. Baud rates supported include 300, 1200, and 2400. The recommended protocol setting is 8-N-1-Full.

## Writer's Guidelines

The *HAAUG Apple Barrel* exists to provide the membership with timely information about their Apple computers. We at the *Barrel* hope that readers will write articles with subjects varying from in-depth reviews to interesting computer techniques to casual observations of computerdom. For those of you interested in writing for the *Barrel* (hopefully most of you), we have established certain guidelines to follow when writing and submitting articles. These guidelines are the following:

1. Try to include some form of graphic or table which helps to explain points made in the article. The saying that a picture is worth a thousand words certainly applies here.
2. For those including graphics and tables, please make references to them within your text. This will help both the reader understand what you are saying and assist us in the paste-up of the article.
3. Include references to other sources of information if possible. By so doing, the reader is directed to other useful material beyond that of the actual text. A good example of such referencing would be to magazines.
4. For Apple // users, we will accept text created either in AppleWriter or in the AppleWorks word processor. We prefer ProDOS but can handle DOS 3.3 as well.
5. For Macintosh users, we accept text created in either MacWrite or MS-Word. Please do not include graphics

within the actual text.

Graphics accompanying the articles should be saved as MacPaint, MacDraw, or MS-Chart files.

6. Articles should be provided to the editors on disk as well as printed hardcopy. The hardcopy is primarily used to allow us to see where you as the author place emphasis. (A backup copy for yourself would be advisable)
7. Article submissions can be given to either of the editors or to the Apple Answer Desk at the monthly meetings. We eventually will have a room during the meeting day where writers can meet and speak to the editors, submit their articles, and make recommendations. Include both your name and phone number with the article to help us communicate with you if problems arise.

We hope that these guidelines will not only help you but also make it easier for us to provide a more consistent and classy newsletter.

For those interested in writing hardware and software reviews, you can get in touch with Mike Conway at the main meeting.

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## Software Specialists

**Special Note:** Since the Software Specialists' are under review, their telephone numbers do not appear this month. Next month they will once again be listed.

# EDITORIALS

## Boss HAAUG Speaks

I have always considered the primary benefit of HAAUG to be the opportunity to exchange information and discuss ideas with other computer users. Along with the usual tedious tasks of budgeting and administrating, the board has initiated several projects to facilitate this endeavor. Let me update you on the status of these projects by listing them. (Old programming habit).

### LIST PROJECTS

**Hardcopy Library:** This is a collection of magazines and exchange newsletters from other user groups. Since we now have a Hardcopy librarian, the library will be available at the meetings.

**HAAUG Bulletin Board System:** The HAAUG BBS ("HAAUG Heaven") is up and running. For further information see Clark Johnson's article in this issue.

**Technical Support Committee:** This committee was formed to better utilize the resources and expertise we have in the club. It is responsible for coordinating the HAAUG HotLine, Software Specialists and disseminating information that comes from Apple.

**Apple Computer, Inc.:** As you may have heard, several months ago Apple decided to reestablish its link with the user groups (See the last issue - "Kramer's Barrel"). Ellen Leanse, Apple's new User Group Evangelist, has been coordinating Apple's end with several exciting results:

•With cooperation from CompuServe, Apple has setup a "dedicated area" on the CompuServe

BBS for user groups to exchange ideas and articles. This "area" will be Apple's primary focus for supporting and coordinating user groups nationwide.

•HAAUG will be receiving the Apple // and Macintosh Technical notes along with regular updates and announcements. These notes will be placed in the hardcopy library and should allow us to better answer your questions.

•Apple is experimenting with letting user groups on Apple's dealer network AppleLink, and HAAUG has submitted an application to be one of the charter groups.

•Apple is attempting to coordinate its speaker program to coincide with local user group meetings.

**The Apple Barrel:** Obviously there are some changes with the magazine. Tom Engle and Chris Flick are the new *Apple Barrel* co-Editors and have been working steadily to put out a monthly *Apple Barrel*. This has been the focus of a lot of work this last month and Tom and Chris have done a fine job. (Although I did protest the suggestion of calling this editorial "Boss HAAUG's Corner")

**The Public Domain Software Library:** Larry Saphire and Dick Lee have been doing a good job of keeping on top of the Macintosh Public Domain Library, but the Apple // library needs help. John Marek has volunteered to be the Apple // librarian and is looking for programmers to help clean up the library. We hope to have the // library back in shape by the June Meeting.

**Main Presentation:** We now have two main presentations at the monthly meetings—a Macintosh presentation and an Apple // presentation. We started the dual presentations at the April meeting

and it seemed successful. We hope to be able to provide a balanced assortment of outside speakers along with presentations by members.

**Special Interest Groups:** SIG groups come and go, and several new groups are organizing. The Education/Educators group reorganized at the April meeting and already has two coordinators. For more information, see Dick Lee's article. (Hidden Contest: Decipher the title of the article and submit your entry at the Apple Answer Desk). At the May meeting there will be organizational meetings for Advanced Topics (//) and Consultants (// & Mac). If you are interested in forming a SIG group, contact either Steve Bass (MacSIG Coordinator) or Tom Dillon (// SIG Coordinator). You do not need to have computer expertise, you just need to be willing to organize the SIG meetings.

**Dealer Liasons:** In an effort to keep the dealerships abreast of our activities (and vice a versa), we are putting together a group of volunteers that will work with their favorite store. If you are interested, please contact Steve Bass.

### JEND LIST

Let me wrap things up with a couple of short announcements. We also have a new publicity chairman and advertising chairman but there is still more that needs to be done. We are looking for volunteers to help with many things and I encourage you to step forward. It is a good way to learn your system, get to know the people in the club and have a lot of fun.

—Robin Cox

# EDITORIALS

## Graphics 'R' Fun

With a change in the editorial staff, let me just introduce myself as is customary in such situations. My name is Christopher Linguini Flick and besides being co-editor, I am and will be doing quite a bit of artwork in the *Apple Barrel*. Furthermore, I program on both the // and the Mac and have aspirations to write either programming language reviews or short tutorials. However, with college, the *Barrel*, and other things, these might be slow to materialize.

As is probably evident from the cover, this month's *Barrel* kicks off a new format. Desktop publishing has finally reached even the *Barrel*. The new format has been chosen not only because of the

desires of a new editorial staff to improve the looks of the magazine but also to add more continuity to it. I certainly hope that you approve.

On the new cover is artwork. The picture represents the uncovering of not only a new format but also a new polish. I hope to have a new picture each month for the cover to add a certain sense of unique identity to each issue. Furthermore, I would like to solicit any drawings from the membership. Let me separate the types of graphics that I hope to receive into two different categories. The first category consists of drawings with artistic potential, creative flair, or which show something illustrative of the computer's use. The other type of graphic is what I will call "Senseless Graphics." These include the use of graphics where

inappropriate or the overuse of the same graphic element (apple after apple after apple, for example). The computer has become a great tool in the creation of material but the overuse of that same tool can be disastrous. However, not to ignore those same "Senseless Graphics" we will present a monthly Senseless Graphic of the Month Award. Those of you who find graphics created with a personal computer which fit the above criteria for idiocy, please submit them. I will have representatives of these categories next month.

I hope to see the *Apple Barrel* grow not only in content but also in quality. We accept your responses and suggestions. From the editorial staff, enjoy the new *Barrel*.

—Chris Flick

## GET READY for the HAAUG BULLETIN BOARD

### Apple //e Packages

U.S.Robotics Courier 2400 Modem\*, Apricorn Super Serial Imager, Hayes Smartcom I Software, CompuServe Starter Kit, Cable. Total List \$1016. Special \$755.

Hayes Smartmodem 1200, Apricorn Super Serial Imager, Hayes Smartcom I Software, CompuServe Starter Kit, Cable. Total List \$916. Special \$680.

Hayes Smartmodem 300, Apricorn Super Serial Imager, Hayes Smartcom I Software, CompuServe Starter Kit, Cable. Total List \$516. Special \$390.

Hayes Micromodem //e, Hayes Smartcom I Software, CompuServe Starter Kit. Total List \$239. Special \$180.

### Apple //c Packages

U.S.Robotics Courier 2400 Modem\*, Hayes Smartcom I Software, CompuServe Starter Kit, Cable. Total List \$886. Special \$665.

Hayes Smartmodem 1200, Hayes Smartcom I Software, CompuServe Starter Kit, Cable. Total List \$786. Special \$590.

Hayes Smartmodem 300, Hayes Smartcom I Software, CompuServe Starter Kit, Cable. Total List \$386. Special \$290.

Note: Apple //c has built-in interface.

### Macintosh Packages

U.S.Robotics Courier 2400 Modem\*, Palantir In Touch or Hayes Smartcom II Software, CompuServe Starter Kit, Cable. Total List \$916. Special \$690.

Hayes Smartmodem 1200, Palantir In Touch or Hayes Smartcom II Software, CompuServe Starter Kit, Cable. Total List \$816. Special \$615.

Hayes Smartmodem 300, Palantir In Touch or Hayes Smartcom II Software, CompuServe Starter Kit, Cable. Total List \$416. Special \$315.

Note: Mac+ requires \$25 adaptor cable.

\* The HAAUG BBS will use the Courier 2400 to permit downloads at 2400 Baud but 1200 or 300 Baud will work fine.

# Theode

See Us at the Saturday Meeting or Call Re Kramer at (713) 358-6687

4/1/86

## HAAUG Heaven

### The Bulletin Board Is Up and Running

The Houston Area Apple Users Group has started a BBS system for its members. For those of you not familiar with this concept, BBS is an abbreviation for Bulletin Board System. The HAAUG BBS, named HAAUG Heaven, started official operation on April 19, 1986. The Sysop (System Operator) is Clark Johnson. The BBS operates 24 hours a day, 7 days per week. It supports 300, 1200, or 2400 baud operation. The telephone number is 664-9873. Recommended protocol setting is 8-N-1-FULL (8 data bits, no parity, one stop bit, and full duplex).

There are three major functions of HAAUG Heaven. First, it operates as a public and private message center for HAAUG's members. Members are encouraged to post their computer problems, questions, comments, suggestions, or whatever, in one of several message boards that the BBS has set up. Active discussion on the message boards will enable all members to learn by sharing knowledge with others.

A second function of the BBS is to provide public domain downloads for members. Both Apple // and Macintosh programs are available for downloading to a member. Uploads of member-developed programs or other public domain programs are encouraged.

The third major function is to provide another learning experience for HAAUG members. Telecommunications will become even

more important for everyone in the very near future. The BBS system will aid members to learn about modems, communications software, and the general mechanisms of connecting two computers together via telephone for sharing of data.

The essentials for gaining access to HAAUG Heaven are as follows:

- 1) HAAUG membership (obviously)
- 2) A computer
- 3) A modem
- 4) A serial card (only if you use an external modem with an Apple //+ or //e)
- 5) Communications software
- 6) A telephone line

If you already have these items, you are in good shape. If you do not have a modem or communications software, let me make a few comments. I recommend that if possible, you get a modem rated at higher than 300 baud. 300 baud modems were the standard three to four years ago, but now they have been uprooted by the faster 1200 and 2400 baud modems. The 1200 baud is probably the largest seller nationally. I would recommend 1200 as a minimum—the BBS supports 2400 baud if you want to spend the extra money. Of course, the higher the baud rate, the more expensive the modem, so your computer budget must be considered. I would like to defer more discussions on specific modems until later. Basically, I wanted to discourage you from walking into a

computer store right now and picking up a 300 baud, thinking that was the best choice. If 1200 or 2400 baud is too expensive, you might be able to pick up a used 300 baud Micromodem //e (for Apple //+, //e users) or a used 300 baud Hayes Smartmodem (for //c or Mac users) from someone who has upgraded. Shop around for the best price if you buy a new one. Talk to our vendors and supporting stores. Also check into discount purchases.

The other recommendations that I would make right now regard the communications software to use. Here I would recommend specifically two programs. For the Apple // (+,e,c), I recommend ASCII Express Pro (ProDOS version). For the Mac, it's hard to beat Red Ryder 8.0, a shareware program (\$40) that can be obtained thru the club or from other members. If you already have communications software, I am not necessarily recommending that you rush out and buy one of these. However, if you are starting out fresh, these would be my personal choices. You will later learn that for the Apple // user, ASCII Express will cut your file downloading time to one-third that of other programs.

The first time that you log onto the BBS, you will have to enter as a new member. So type "new" when prompted for User Number. Then you will be guided through a series of information gathering and



# COMMUNICATIONS

validation steps. At the end of these steps, you will be given a user number and password. Remember both the number and the password!! You won't be able to gain access the next time without them. Then you will be given some more hints on operation before proceeding on into HAAUG Heaven. During the initial time on-line, you won't be able to access most of the features of the BBS.

However, after verification, which usually takes place within 24 hours, you will gain access to all parts of the board.

During the next several months, I will attempt to give a few tutorial articles on telecommunications. Also, there will be articles posted on the BBS itself. The following are some helpful hint and tutorial files which are now located on HAAUG Heaven. But it may be beneficial to have these in print now, prior to your first time on-line or maybe just as nicely printed reference notes.

## New User Information

Here are a few suggestions to new users.

- 1) When logging onto the board the first time, capture as much of the displayed information into a disk file as possible so you can review it or print it out later.

If your program allows it, set it up to automatically save the capture buffer to disk. That way, you will later be able to review the material in your word processor, edit it if you wish, and print it out later.

Even if the program doesn't do it automatically, be sure to save to disk whenever the buffer gets full.

If your program has an option called something like

"Receive an ASCII file", this could also be used to capture (record) all the data passing by your screen. Make sure that it says "ASCII" file, because if it says only something like "Receive a file", it may be talking about a protocol transfer of a file. (A subject for later discussion.)

- 2) Notice that the spacebar will many times completely exit from a listing and that Control-S will start/stop that listing. Usually you will see a line that reads

Control-S to Start/Stop,  
Spacebar to Exit.

So if you get tired of seeing the initial log-on message everytime, hit the space bar and you will go directly to the User Number prompt.

- 3) Do not overuse the Control-S. Remember that there are other people who want to get on-line and that you have a limited time available yourself. So if you keep stopping to read the info, you could be wasting time. As I said earlier, capture the info, print it out. Then you can have it for reference the next time you log on.

- 4) Use the "?" key when in doubt. Nearly every command prompt shows you that you have the question mark as a selection item. When in doubt, type "?", and a more descriptive list of your options will appear.

- 5) Use the "H" key for extensive help.

Just as the ? key will give you a more descriptive list, the "H" key will give you a very detailed and sometimes lengthy

explanation of what is going on in a specific area of the BBS. The HELP files are different in each area of the BBS. If you type "H" then you should definitely capture the info and print it out later. At 300 baud, the listing of the help files can take a while, so you don't want to do it more than once for each file.

- 6) Do not type in all uppercase letters.

To put it simply, it's hard to read. So if you are leaving messages, (either public or private), use the normal capitalization procedures that you learned in high school.

- 7) Read the "?" and the "H" when in the Editor.

Everytime you leave a message, or leave feedback to Sysop, or give a description of a file you have uploaded, you are using the Editor. It's really very simple. But I have seen that people refuse to read the help items and more or less just sit there after typing in a message.

The three basic steps in saving something when using the Editor are 1) Type "done" after you are through, 2) Use the editing commands if you want to re-list your message or modify it, and 3) type "S" for SAVE or "O" for OK when you are ready to finally save the message on the BBS.

- 8) Experiment...try out all parts of the BBS.

I've noticed new users just sitting at the main command prompt and finally logging off. They never went to the public message section (M) or the file transfer section (X), or asked for the help files. You can't really hurt the BBS (I hope), so

# COMMUNICATIONS

browse around.

- 9) Leave public messages and questions in the appropriate public message board.

Don't send private mail or feedback to the Sysop except when necessary. If we are going to share information, it has to be out in the open where others can read it and maybe give better answers than I can. Also, if you have a question, the odds are that others have it too. I can't answer the same question privately to many members.

## How to Leave a Long Message on the Message Board

Assuming that you have no major problems with the mechanics of leaving a message in one of the message boards, you may then face the question of how to leave a fairly long message in which you wish to give recommendations or step-by-step solutions to problems you have solved.

There are two ways to do this. First, you have the obvious method of simply typing a message directly into the BBS. That method is fine for reasonably short messages, but it does chew up time on the BBS and, possibly even more important, it doesn't give you a chance to really write a complete, well-thought-out and edited message.

So here's where the second method comes in. Go ahead and type your lengthy message using your favorite word processor. (Just make sure your word processor can create standard Text files that can be uploaded to this BBS.) Modify the file, correct the spelling, and just otherwise put it into a polished form. Then save it as a text file. Probably, you should save it as a

formatted text file to disk (if your program does that). Or if your program doesn't create formatted text files, make sure that you don't use tab or centering commands. Instead, put in blank spaces to align your text where you desire it. (Those commands will get "lost" when converting to text files, resulting in a message that has improper formatting.)

Now it's time to upload your message into the BBS message section. To do this, go ahead and go to the the appropriate message board, choose "P" to post a message, and give it the proper title. After getting the BBS response "Enter message now, 'etc, etc'", you are ready to upload your file directly into the Editor.

Depending on the software you are using, there's all sorts of terminology on doing this upload. However, the concept is always the same. You will be sending an ASCII (text) file to the editor. You might be sending it directly from your disk. Or you might have to load the file into your buffer first and then send the buffer to the BBS.

After the file transmission is complete, type "done". You then have a chance to review your message, which is now in the BBS's editor. Or just save it if you're happy.

Two caveats are in order. The first is that the editor has a file size limit of 4096 bytes, so be sure that the message is no longer than that. You may need to break it up into two parts and send those parts separately to two different message postings.

The second is that sometimes the message can be transmitted faster than the BBS can accept it into the editor. This might cause a loss of some characters, especially at the beginning of a new line. If this occurs, you need to refer to your communications software manual to see how to place a slight

time delay between each character transmitted, or maybe between each line transmitted.

I suggest you experiment with some smaller files before going to large ones. You can get an idea of how this works, and can kill (K) the experimental message after sending it.

## Apple // Uploads and Downloads

There is not a single generally accepted mechanism of transferring Apple // files from one computer to another. The basic problem is that in Apple //s, each file has a separate distinct type (like BAS or SYS in ProDOS and A or B in DOS 3.3). In contrast, PC or MS-DOS files do not have separate types (part of the file's name implies a file type). But what does this mean to the Apple // user?

Well, it poses a problem in sending a file to another Apple //. How can the receiving Apple know what kind of file it is receiving? The file type information is not kept in the file itself but in the disk directory.

There have been two solutions for this problem. The first is to convert all Apple files into one common type before transmission. In this method, all files are converted into Text (or TXT) files. Then after an individual receives the file from the other computer, he can "EXEC" the Text file into memory and then save it back to the disk as the type it was originally.

The other solution is to add an additional amount of information to the file as it is sent from one computer to the other. This information would be the file type, name, and some other necessary info. The receiving Apple then needs to have a communications program that is capable of interpreting this additional

# COMMUNICATIONS

information so it can properly store the file on the disk in the right format.

As is usual when there are two solutions to a problem, there are pros and cons of each. The second solution is really the best because of a couple of reasons. First, the user does not have to do anything special to the file before sending or after receiving. Secondly, the first option of making a Text file out of another type of file can make it 2 to 3 times larger than the original file. This increases transmission time, as well as taking up more storage space on the sending computer.

However, there is not a universally accepted way of adding the necessary information of file type, name, etc, to the file being transmitted. ASCII Express comes closest to setting a standard for this type of information. On the contrary, most other programs do not even give the user the ability of sending any file type information like ASCII Express does.

What has evolved then are two distinct classes of information transmission on the Apple //. The first is the ASCII Express protocol. Some BBS's expect the user to use only ASCII Express when downloading or uploading files. No other program is supported. The other class doesn't really care what type of program is at the other end. All files are sent as Text (or TXT) files, so the ASCII Express protocol is not needed. (I should add that ASCII Express will work with this class also, as it will adapt itself to that protocol.)

So, now to the bottom line as to how all this background affects you. I would really prefer to support ASCII Express (AE) exclusively, because of 1) the smaller file size, 2) the resulting shorter transmission time, and 3) the simplicity of transmission for all files types. But I know there are many non-AE users out there, so

we have to make compromises.

Here's the compromise. For an unknown period of time, I will support both types of transmission. This means that all Apple // files that are not Text files originally will be stored twice on this BBS. First, they will be converted to Text files (or actually TXT files, since this BBS is run under ProDOS). Non-AE users can download these files using either ASCII transfer or Standard Xmodem protocol. Secondly, the files will also be stored in their true original state. AE users can download these files using either ProDOS Xmodem or DOS Xmodem, depending upon which version of AE they have. (This BBS program sends the file in the AE protocol if you select one of the two AE methods.) So that you will know which one of the two files to download, I will clearly distinguish the Text file from the "native" true file in the file name and description.

Meanwhile, I will look for ways that non-AE users can enjoy the benefits that AE users have (shorter transmission time and no worry about EXECing the files).

I still eagerly ask for uploads. AE users can upload directly without conversion. Non-AE users can do one of two things:

- 1) Convert the files to Text files using The.Executive and then upload with either ASCII or Standard Xmodem, or
  - 2) Upload the original file with Standard Xmodem, but make sure that when asked by the BBS for a description of the file, that you include the true file type, the starting address (for BIN files), and the file length. With this information, I can convert the file back to it's true type.
- If all of this is confusing, I'm

sorry. The sad truth is that Apple // transfers are somewhat confusing because of the lack of an easy standard method recognized by all. Many of you won't even have a choice of how to upload or download. Your program will not support any type of Xmodem transfer. For example, there's PFS Access, Hayes Smartcom, and probably some others I can't think of right now. Your only option is to download using the ASCII method (or Lines, as some call it). You will download directly into a buffer which you will later save to disk (as a Text file), and then EXEC the file into memory so you can save it back as it was intended to be.

But don't let this discourage you. After you've done it a couple of times, it will become second nature and will seem much easier than it does right now.

Look forward to hearing from you while on the BBS. Let's get together and make it a good system by actively discussing problems and solutions. Don't look at the BBS as simply a place where you can download files.

—Clark Johnson

# APPLESOFT BASIC

## Basic Subroutines

Although I am by no means an expert programmer, I would like to pass along a few of the things that I have learned in the past year. Some of my information came from books and magazines but when I really have a specific question I just keep asking people at HAAUG. It may take persistence but I usually do find my answer. (Thanks again to all who have helped me, especially Richard Lemay.)

Probably the single most important lesson I have learned was to think in terms of subroutines. The main flow of a program can be limited to a relatively short segment, while any well-defined task that comes up can be relegated to a subroutine. It will often happen that you find it necessary to do the same task again, and can then just call the same subroutine. But even if you only need to do the job once, organization of your program into subroutines adds greatly to its readability and ease of de-bugging.

You must keep in mind that BASIC subroutines are not independent (unless you have a program called RAM Slicer, from KWH Technologies, to make them so—see the ad in InCider or other magazines). So you must beware of changing variables within a subroutine that you don't want to change in the main program, such as indexes for FOR-NEXT loops. You might use I and J for loops in your main program, X and Y in main subroutines and Z in support subroutines. (Don't forget that subroutines can call other subroutines—up to 16 levels of calling.)

Subroutines that might be useful in more than one program may be stored separately from your programs in EXEC files. An

EXEC file is simply a text file containing commands, data, or in this case a listing of one or more subroutines. The EXEC statement of ProDOS is used to direct the computer to the EXEC file for input rather than the keyboard. The following program listing is found in *The ProDOS Handbook* by Timothy and Karen Rice. Just add these lines (which can be conveniently saved in a file of their own) to the end of your program, and enter "RUN 63500" to save whatever part of your program that you want to list.

```
63500 D$=chr$(4)
63506 INPUT "File: ";XX$
63508 PRINT D$;"OPEN";XX$
63510 PRINT D$;"WRITE";XX$
63512 LIST {any line #'s you
wish}
63514 PRINT D$;"CLOSE";XX$
63516 END
```

Later, when you have another program in memory, you can add

the lines saved in the file to the existing program by using the ProDOS statement "EXEC (filename)". The above procedure produces the same results as typing in the lines saved. So you must be sure that the line numbers in the EXEC file are compatible with the rest of the program. If you do need to renumber the

lines just EXEC the file without any program in memory and do the renumbering. The easiest way to renumber lines is to use a utility such as Beagle Brothers Double Take, which can not only renumber groups of program lines, but can also append or merge two programs together, and perform several other useful tasks.

If you have not yet discovered Beagle Brothers, look in the magazines or ask around in the vendor room for a description of their products. Included with their excellent editing and graphics utility programs are humorous and helpful "Tip Books" and charts with useful PEEKS and POKES, ASCII values, etc. Just to mention one other of their programs, GPLE (Global Program Line Editor) is a VAST improvement over editing by way of cursor-tracing!

—Marie McCoy

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# BASIC UNDER PRODOS

## Telling Time in ProDOS (or when the big hands points to...)

### How does ProDOS tell Time?

As you might have known, ProDOS has the capabilities of working with certain clock cards. It uses the clock card to "Time Stamp" or "Date" files whenever they are created or changed. Exactly how does it do this? ProDOS sets aside four memory locations (49040-49043) called the TIME/DATE for storing the date and time. The year, month, and day are stored in the first two locations, the hour in the third, and the minutes in the fourth. More about this later. Since

ProDOS does all of this for us, I thought it would be nice to be able to use the time and date values from an Applesoft BASIC program. Hence the creation of GET.TIME.

**But I don't have a clock card.**


Even if your system does not have a clock, you can still use the TIME/DATE locations. Many programs, such as AppleWorks, allow you to preset the date and time in the TIME/DATE locations so that ProDOS can use them to "Time Stamp" files. The program

listing will show you how to set the TIME/DATE locations and then read them at a later time.

**Ok, so what happens if I do have a clock card?**


Well, whenever you execute the ProDOS system file (i.e. boot a ProDOS Disk), it checks each of the slots for a clock card. If one is found then ProDOS sets up a small program to read the clock values and store them in the TIME/DATE locations. This small program is called a Clock Driver. Now here is where the catch is, ProDOS ONLY updates the TIME/DATE locations occasionally. That is, whenever IT changes the information on the disk (i.e. while SAVEing or DELETEing a file). So, how do you get ProDOS to update the TIME/DATE locations without

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# BASIC UNDER PRODOS

changing something on the disk? Well, we'll have to resort to a small machine language program to ask ProDOS to update the TIME/DATE locations for us. This small machine language program should be called prior to reading the TIME/DATE locations.

**So, what does GET.TIME do?**

First of all, the program determines if you have a ProDOS compatible clock in your computer. If your system does have a clock, then the program will show you how to read the TIME/DATE locations and how to ask ProDOS to update the TIME/DATE locations just before you read them. If your system does not have a clock then the program will show you how to ask the user for the date and time and then set the TIME/DATE locations. You can then read the locations and find out the date and time at a later point. (Note: If you do not have a clock, the locations will remain the preset time for as long as ProDOS is running.)

The program listing is well documented but let me make some additional comments.

If a ProDOS clock is found then a Clock Present Flag (CP%) is set to 1 (Line 1050). Then a small machine language program is installed at locations 768 through 775 (Lines 1350,1360) Finally, Line 340 calls the machine language program to get ProDOS to update the TIME/DATE locations prior to reading.

If a clock is NOT found then the Clock Present Flag is set to 0 (Line 1040); lines 1130,1180 asks the user for the date and time and lines 1200,1230 preset the TIME/DATE locations with these values. Finally, the subroutine at 3000

## GET.TIME Program Listing

```

50 REM *****
51 REM *
52 REM * Program: GET.TIME Version 1.0
53 REM *
54 REM * Written by Dr. Arthur S. Cranston, Jr
55 REM *
56 REM * This program demonstrates how to fetch the
57 REM * time from a ProDos compatible clock in an
58 REM * Applesoft Basic Program.
59 REM *
60 REM *****
61 REM
100 REM -----
110 REM Subroutine 1000: Checks to see if there is a
120 REM ProDos Clock. If there isn't a clock then
130 REM it asks the user for the Date/Time and sets
140 REM up the Date/Time locations. If there is a
150 REM clock then it sets up small machine language
160 REM program at $300 that commands ProDos to
170 REM update the Date/Time locations when called.
180 REM
190 REM Returns: CP%=0 (No Clock Present)
200 REM CP%=1 (Clock Present)
210 REM
220 REM -----
230 REM
240 GOSUB 1000
250 REM
260 REM -----
270 REM Here is the routine that displays Date/Time
280 REM -----
290 REM
300 HOME
310 IF CP% = 0 THEN PRINT "There is NO Clock."
320 IF CP% = 1 THEN PRINT "There is a Clock."
330 IF CP% = 1 THEN PRINT "(P.S. Type a Control-C to
End.)"
340 IF CP% = 1 THEN CALL 768: REM Update Date/Time
350 GOSUB 3000: REM Read Date & Time into DT$ and TM$
360 VTAB 4: PRINT "The Date is ";DT$
370 VTAB 5: PRINT "The Time is ";TM$
380 IF CP% = 1 THEN 340:REM Continue updating Date/Time
390 END
1000 REM *****
1010 REM Check to see if a ProDOS Clock is present
1020 REM *****
1030 REM
1040 IF PEEK(48902) = 96 THEN CP% = 0: REM No Clock
1050 IF PEEK(48902) = 76 THEN CP% = 1: REM Clock
1060 IF CP% = 0 THEN 1100: REM Ask user for Date/Time
1070 IF CP% = 1 THEN 1300: REM Install GET_TIME Sub
1080 REM
1100 REM -----
1110 REM No clock is present so ask for Time & Date
1115 REM and then set Time/Date locations 49040-49043

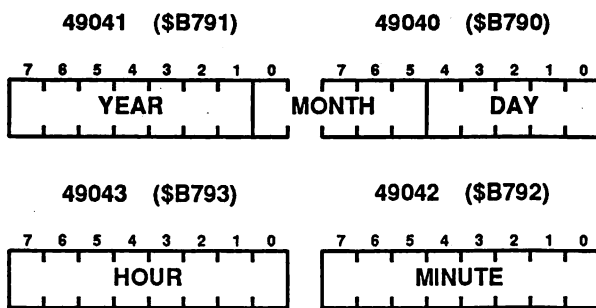
```

# BASIC UNDER PRODOS

```

1120 REM -----
1130 REM
1140 HOME
1150 INPUT "What year (00-99) ";YR
1160 INPUT "What Month (1-12) ";MN
1170 INPUT "What Day (1-31) ";DY
1180 INPUT "What Hour (0-23) ";HR
1190 INPUT "What Minute (0-60) ";MI
1195 REM ---- Set TIME/DATE Locations ----
1200 POKE 49040,(MN - (8 * (MN > 7))) * 32 + DY
1210 POKE 49041,(YR * 2) + (MN > 7)
1220 POKE 49042,MI
1230 POKE 49043,HR
1240 RETURN
1300 REM -----
1310 REM Installs small machine language program at 768
1320 REM Asks the MLI to do a GET_TIME routine
1330 REM -----
1350 FOR I = 768 TO 775: READ K: POKE I,K: NEXT I
1360 DATA 32,00,191,130,07,03,96,0
1370 RETURN
3000 REM *****
3010 REM Read Time/Date into YR/MN/DY & HR/MI
3020 REM from Locations 49040 -- 49043.
3030 REM *****
3050 YR = INT ( PEEK (49041) / 2)
3060 MN = 8 * (PEEK(49041) - 2 * YR)+INT(PEEK(49040) / 32)
3070 DY = PEEK(49040) - 32 * INT(PEEK(49040) / 32)
3080 MI = PEEK(49042)
3090 HR = PEEK(49043)
3110 REM -----
3120 REM Create MN$/DY$/YR$ & HR$/MI$ from YR/MN/DY/HR/MI
3130 REM then create DT$ (Date) & TM$ (Time)
3140 REM -----
3160 MN$ = RIGHT$ (" " + STR$(MN),2)
3170 DY$ = RIGHT$ (" " + STR$(DY),2)
3180 YR$ = STR$(YR)
3190 HR$ = RIGHT$ (" " + STR$(HR),2)
3200 MI$ = RIGHT$ ("0" + STR$(MI),2)
3210 REM
3220 DT$ = MN$ + "/" + DY$ + "/" + YR$
3230 TM$ = HR$ + ":" + MI$
3240 RETURN

```



DATE/TIME LOCATIONS

shows you how to read the TIME/DATE locations and set up a date variable (DT\$) and time variable (TM\$). One last note, in several areas (300,370 & 1040, 1060) poor programming practices were employed to simplify the flow of logic. (Welcome to BASIC!!!)

### How is the date and time stored?

As I promised, at the end of the program listing is a diagram showing how the time and date are stored in the the TIME/DATE locations.

### What exactly is that small machine language program at 768.

When called, this machine language program asks ProDOS to read the clock and update the TIME/DATE locations. For those interested, the machine language program asks ProDOS via the machine language interface to do a GET\_TIME.

Let me conclude this article by explaining what I would like to cover in this column each month. I hope to take a particular facet of ProDOS and show how it is used with Applesoft BASIC. These columns will probably be slanted towards the beginning to intermediate BASIC programmer and I hope you find them informative.

—Arthur S. Cranston, Jr.

For further information:

*ProDOS Technical Reference Manual* from Addison Wesley Publishing  
*Beneath Apple ProDOS* from Quality Software

## REVIEW

### PHANTASIE by Strategic Simulations, Inc.

Phantasie is a fantasy-adventure game designed along the lines of Wizardry and Odyssey but decidedly better than either of those games. The game takes place on a very large island or subcontinent in a world where magic works and edged and blunt weapons of various kinds are all that are available for personal defense. All the imaginary and mythical creatures you have ever read or heard of reside on this island. Most of these creatures will oppose you. Sometimes, however, all the creatures want to do is say "hello" to you. Due to this it is not always wise to try to fight your way out of every situation you encounter.

This game is set in both the dungeon and the wilderness. It will be necessary to map the sixteen screens on earth and the two screens on the astral plane in order to successfully complete the game. Mapping is done by the computer on the monitor screen as you travel over the land. Your mission is to form a group of six brave creatures to oppose the Black Lord and his Black Knights. To do this you must recover the nine rings and the Wand of Nikademus. You must also earn the four elemental runes and a god rune and find the three magic pools that raise your physical and mental attributes.

You form your group from the various professions available at the Adventurers Guild. These professions are fighters, monks, priests, rangers, thieves, and wizards. There are many races available including humans who have skills in these professions. You would be very smart to include at least one Minotaur in your group if you wish the same group to be able to adventure in all ten of the

dungeons the authors have provided to challenge your adventurers. The program rolls up each character for you and asks you to approve each of them for play. You may decline any character the computer creates and continue to roll until you are satisfied with your group of six characters. If you decide to roll on the random creature selection you may disapprove of the creature's race and not continue to generate the character by pressing the "N" key. Each character comes equipped with money, a weapon, and armor of some sort. It would be smart to check the armory to see if better weapons, armor, or shields are available for your characters and then go to the guild to see if they can learn more magic spells.

Once you have formed your group you may sally forth to do battle with all the Black Lords

---

*...your opposition is  
fresh and unharmed and  
still waiting to harm you  
some more.*

---

minions both great and small. I would advise you to complete each dungeon in order starting with the one nearest the town you start in. Do not be surprised if you can not enter or open everything in a particular dungeon. In some cases it is necessary that you have completed another dungeon to complete the one you are in at the present time. It would be a good idea to keep a written note of all clues flashed on the screen and all things that have been said to you by those you meet in your adventures. Lord Woods castle is full of things you need so if you don't get in everywhere in that dungeon go back and try again and again until you have been admitted to all its rooms. When playing in

any dungeon be sure to check and see if all the walls are indeed solid. There are secret doors and passages in most of the dungeons. The only way to find them is to try to walk through the walls. When in the wilderness do not assume that you can not cross water. Each of your characters has a chance to swim and you must explore all the water areas to complete the game. Another tip you may find useful is that you should know which of your people has the best chance to disarm a trap. There are traps in most of the dungeons and each of the characters has a chance to spot a trap. Not all of the characters have an equal chance of disarming a trap. Give your group its best chance by answering who will disarm the trap with the character that has the highest percentage chance to be successful.

As your group becomes more experienced it improves its combat and spell abilities as well as its ability to withstand injury during combat. Be sure to check in at the guild hall and ask for training for each character after each adventure. In fact it is possible to gain more than one experience level on an adventure, so check for training for each character until the computer says that more experience is needed to advance to a higher proficiency level. The computer splits gold and experience between the six characters after you tell it how many shares each one of the characters is to receive. You may allot from one to three shares to each of the characters. Another playing tip is to be sure which key you punch when you are having a hostile encounter. It is seldom wise to run away with hostile opponents in front of you at the lower levels of ability. The creatures will still attack you and you do not often succeed in getting away. The usual result is that you



## REVIEW

are hurt and your opposition is fresh and unharmed and still waiting to harm you some more. The creators have set a limit on the amount of gold and experience you may earn on any one outing as well as the amount of gold held by any one character. I personally did not have any problems with these limits. One final tip: starting characters die easily. Unless you save the game before leaving town you will very likely have to replace characters with newly created ones. I admit this is a fudge factor but it does save some time and prevents you from losing a really good character. Later on you will be able to revive dead characters and will not need this fudge factor. I decided to use it only after having to replace a number of really good characters. I thought the authors put it there not only to save the game when you quit playing but also to allow you to avoid the nuisance of frequent replacement of

---

*Each dungeon has its own story line and logical reason for existing.*

---

low level characters.

The documentation is simple and easy to read and use and the package runs well. I found the game to be user friendly except in the distribution of spoils of war such as armor, weapons, magic potions, and salable treasures to each of the characters. Since each

character may carry only nine items and three of them must be armor, shield, and a weapon, only six miscellaneous items may be carried by any one of the characters. The program does tell you if a character may use any particular item both in this section and in the armory. The problem occurs when you start to distribute armor shields and weapons. Since all the characters are not able to use these items with equal facility it is very important to the characters survival that they be armed and protected with useable items. If you make a mistake and assign a unuseable item to one of your people or assign a useable item to a character leaving another character the choice of a unuseable item you have to do the whole assignment over again. You are not able to correct any entry errors you make when using this part of the program. After the characters gain several levels and all have most of the nine slots filled with items it becomes very tedious to have to redo forty or more assignments over again and if another error is made in redoing the list having to redo this a third time. Still, in all, I found the game to be very entertaining. I personally am not a great fan of computer adventure gaming, preferring instead fantasy role playing with real people. This offering made me want to play the sequel that SSI released earlier this year. The program has fine graphics. Your characters are displayed in color on the screen along with a aerial view

of the map showing the terrain they are traveling through when in the wilderness. When in a dungeon the program draws a map and displays it on the screen as you explore the area. When you have a encounter your opponents are displayed on the screen in front of your group. The program keeps track of all injuries to both the monsters and the party and removes both from combat and the screen when a fatal blow is struck. Combat is resolved quickly by the computer after you assign each character their job for that round of the combat. I found the dungeons great fun to play in and very well done. Each dungeon had its own story line and logical reason for existing. For those of you who enjoy tactics the game is challenging when facing tough opposition. Unless you have some sort of battle plan as to which character fights or casts a spell and which of the fifty-four spells is cast, then you could easily lose the battle. Since none of the characters may cast all or even half of the available spells planning the proper order of magical effects to give you victory can be very challenging.

This offering should provide you with eighty to one hundred hours of fine entertainment for the modest price of about forty dollars.

—Bill Muhlhausen

*A special thanks to Russ at The Software Place on Westheimer for making this package available for review.*

# PROGRAM OF THE MONTH

## STARTUP: The ProDOS Program Selector

The growing popularity of mass storage devices like hard disks and the new Apple 800K 3.5" UniDisks make it easy to store a number of application programs in a series of sub directories on one disk or device. However, this often creates the problem of remembering what is where and what must be typed to start up a given application.

STARTUP is a short ProDOS program selector routine written in Applesoft that will remember all the necessary pathnames and startup file names while letting you use longer more descriptive names in a menu display for selection. The program is NOT designed to compete with the commercially available ProDOS selector programs such as ProSEL, Catalyst, MouseDesk, etc., but it's free and fairly efficient—at least for the 800K UniDisks.

The program will support up to 16 menu selections and can access any program in any directory or sub directory currently online. It can switch to a new slot/drive and will allow menus to be chained or "sub menus" to be set up within sub directories to accommodate more than 16 listings, if so desired. The program stores its menu information in a text file named M.T.

When the program is run, it looks for M.T in the main directory of the active slot and drive. If it does not find M.T, then it catalogs the disk and gives you the option to quit, start a new menu file for that disk, or switch to a different slot and drive.

Start a new menu file in a main directory by entering a menu name when prompted. Then select

## STARTUP Program Listing

```
10 ONERR GOTO 310
20 S = PEEK (48700): D = PEEK (48701) : GOTO 180
30 R$ = "Prefix": C$ = "CLOSE": D$ = CHR$ (4)
   : DIM N$(20),P$(20),S$(20): PRINT D$"PR#3"
   : PRINT D$"VERIFYM.T": PRINT D$"OPENM.T"
   : PRINT D$"READM.T": INPUT T$,N
   : FOR I = 1 TO N - 3 : INPUT N$(I),P$(I),S$(I)
   : NEXT : PRINT D$C$
40 HOME : N$(N) = "Quit": N$(N - 1) = "Alter Menu"
   : N$(N - 2) = "New Disk" : PRINT SPC( 38 - LEN (T$)
   / 2) T$ " MENU" : GOSUB 60 : ON N - M + 1 GOTO
340,190,150 : IF S$(M) = "M.T" THEN PRINT D$ R$P$(M)
   : CLEAR : GOTO 30
50 HOME : PRINT CHR$ (21): POKE 216,0 : HTAB 20 - LEN
(N$(M)) / 2: PRINT N$(M): PRINT D$R$P$(M) :
PRINTD$"-"S$(M) : END
60 VTAB 23 : HTAB 31 : PRINT "# or Arrows to Select"
   : M = 1 : V = 3 + ((20 - N) / 2) : VTAB V : PRINT
SPC( 12)"1. "; : INVERSE : PRINT " "N$(1)" " :
NORMAL
70 FOR I = 2 TO N : VTAB V + I - 1 : PRINT SPC( 11 +
(I < 10))I". "N$(I) : NEXT : POKE 49168,0
80 D = PEEK (49152) - 128 : ON D < 0 GOTO 80
   : POKE 49168,0 : I = M : IF D = 13 THEN RETURN
90 IF F AND D > 47 AND D < N + 39
THEN M = D - 38 : F = 0 : GOTO 130
100 F = 0 : IF D > 48 AND D < N + 49 THEN M = D - 48
   : F = M = 1 : GOTO 130
110 IF D = 10 THEN M = 1 + M * (M < N) : GOTO 130
120 IF D = 11 THEN M = (M - 1) * (M > 1) + N * (M = 1)
130 IF M < > I THEN VTAB V + I - 1 : POKE 1403,15 :
PRINT " "N$(I)" " : VTAB V + M - 1 : POKE 1403,15
   : INVERSE : PRINT " "N$(M)" " : NORMAL
140 GOTO 80
150 VTAB 23 : CALL - 868 : HTAB 17 : PRINT "Slot:": :
GET A$ : S = VAL (A$) : IF (S < 1 OR S > 7) AND A$<>
CHR$ (27) THEN 150
160 PRINT S : IF A$ = CHR$ (27) THEN PRINT : GOTO 40
170 VTAB 23 : HTAB 25 : PRINT "Drive:": : GET A$ : ON
A$ = CHR$ (27) GOTO 150 : D = VAL (A$) : PRINT D :
IF (D < 1 OR D > 2) THEN 170
```

"Alter Entries" from the menu and "Add Entries" from the sub menu. You will be prompted for the menu listing (make it as descriptive as you want), the prefix for the startup file, and the startup file's name.

If you enter "@" for the prefix, the entry will default to the current prefix. As an example, I have all the files for GPLE in a subdirectory named /GPLE/ on my /UTILITIES/ disk, so my menu entry is "Applesoft Program Editor", the

prefix is /UTILITIES/GPLE/, and the startup file name is STARTUP.

If M.T is entered as the startup file name, the program will assume you have created a sub menu and look for another text file named M.T in the directory or sub directory indicated by the entered prefix. As before if it does not find it, the sub directory will be cataloged and you will be given the opportunity to create the file and menu.

# PROGRAM OF THE MONTH

```

180 PRIN CHR$ (4) "PREFIX,S"S",D"D : CLEAR : GOTO 30
190 HOME : HTAB 35 : PRINT "CHANGE MENU" : N$(N - 2) =
    "Add Entry" : N$(N - 1) = "Delete Entry" : N$(N) =
    "Main Menu"
200 GOSUB 60 : IF M = N THEN PRINT D$"OPENM.T"
    : PRINT D$"WRITEM.T" : PRINT T$ : PRINT N
    : FOR I = 1 TO N - 3 : PRINT N$(I) : PRINT P$(I) :
    PRINT S$(I) : NEXT : PRINT D$C$ : GOTO 40
210 IF M = N - 2 THEN ON N = 19 GOTO 190 : N = N + 1
    : M = N - 3 : N$(M) = "" : P$(M) = "" : S$(M) = ""
220 ON M < N - 1 GOTO 240 : VTAB 23 : CALL - 958
    : HTAB 10 : INPUT "DELETE Entry #:";A$ : D = VAL (A$) :
    IF D < 1 OR D > N - 3 THEN 190
230 FOR I = D TO N - 3 : N$(I) = N$(I + 1) : P$(I) =
    P$(I + 1) : S$(I) = S$(I + 1) : NEXT : N = N - 1 :
    GOTO 190
240 VTAB 3 : CALL - 958 : VTAB 10 : HTAB 5 : PRINT "Menu
    Entry.....: "N$(M) : PRINT : HTAB 5 : PRINT
    "Program "R$"...: "P$(M) : PRINT : HTAB 5 : PRINT
    "Startup File Name: "S$(M) : VTAB 9 : GOSUB 305 : IF
    A$ < > "" THEN N$(M) = A$
250 P$ = P$(M) : VTAB 10 : HTAB 24 : PRINT N$(M)
    : GOSUB 305 : IF A$ < > "" THEN P$ = A$
260 IF A$ = "@" THEN PRINT D$R$ : INPUT "";P$
270 IF LEFT$(P$,1) < > "/" THEN P$ = "/" + P$
280 IF RIGHT$(P$,1) < > "/" THEN P$ = P$ + "/"
290 VTAB 12 : HTAB 24 : PRINT P$ : P$(M) = P$ : GOSUB 305
    : IF A$ < > "" THEN S$(M) = A$
300 VTAB 14 : HTAB 24 : PRINT S$(M) : VTAB 20 : HTAB 24
    : PRINT "OK? "; : GET A$ : ON A$ = "Y" OR A$ = "y"
    GOTO 190 : GOTO 240
305 PRINT : HTAB 24 : INPUT "";A$ : RETURN
310 P = PEEK (222) : IF P = 6 AND PEEK (218) > 39 THEN VTAB
    22:PRINT "Can't Find "P$(M) " Disk";: GET A$ : GOTO 40
315 IF P = 6 THEN PRINT D$"CATALOG" : PRINT
    CHR$(7) "Can't find M.T File." : PRINT : INPUT "Enter
    New MENU NAME (Q-End <RET>-New S,D)";:T$ : N = 3 :
    ON T$ = "" GOTO 150 : ON T$ < > "Q" AND T$ < > "q"
    GOTO 40 : GOTO 340
320 IF P = 8 OR P = 3 THEN VTAB 23 : PRINT CHR$ (7) "I/O
    ERROR"; : GOTO 150
330 PRINT "ERR #"P
340 POKE 216,0 : END

```

As an example of this feature, I keep all the routines to add commands to ProDOS in a sub directory named /UTILITIES/PRODOS.CMDS/. Rather than list them all in the main disk menu, I set up a sub menu in the subdirectory and then created a listing in the main menu called "ProDOS Command Additions", used /UTILITIES/PRODOS.CMDS/ as the prefix, and M.T as the startup file name. I likewise

put an entry in the ProDOS Commands menu to move me back to the main menu by entering "Main Directory", /UTILITIES/, and M.T, respectively in the sub menu file.

Once the menu is set up, M.T will be created (or updated) when you move back to the main menu from the Alter Entries function. The program is utilized by using the arrow keys or entering the appropriate number to highlight a

selection. Pressing <return> executes the highlighted selection.

Menu items can be altered at any time by first selecting "Alter Entries" from the main menu, then highlighting the entry you want to edit, and pressing <return>. Items can be added or deleted in much the same fashion.

This selector program will automatically run when you exit an application program like the commercial program selectors if you use the QUITMOD program contained in a separate Apple Barrel article in conjunction with it. If you do not use QUITMOD, then STARTUP must be run manually by loading Basic.System and running this program specifically.

In addition to being listed below the STARTUP is available for downloading on the new HAAUG "Pork Barrel" electronic bulletin board in a file named STARTUP.BAS.

The STARTUP.BAS file is stored on the bulletin board as a hexadecimal memory dump of the program rather than as a pure basic program in a text file to get around the board's limitation of not allowing lines over 80 characters long. I used a technique borrowed from Glen Bredon to compress the resulting file in order to reduce its size by over one third and save download time. The file is 4466 bytes versus 6813 bytes for an uncompressed memory dump. The decompression code is included in the file and is run automatically when the file is exec'ed.

—Rick Oshlo

## Pascal Programming

With the advent of numerous "canned" software packages available on the Apple series of computers, most users that I talk to no longer desire to program the computer for themselves. The Pascal SIG (formerly Structured Language SIG) is devoted to those members who wish to learn how to program the Apple computer in a high level, structured language and/or for those people who wish to learn how the Pascal language is implemented on the Apple series of computers. The goal of the SIG is to present Pascal programs, techniques, and public domain software applications in 2 levels:

- 1.) a beginning level for those unfamiliar with the language
- 2.) an advanced level for those already familiar with Apple Pascal.

In this way, beginning programmers are not left out in the cold by the "Pros", and at the same time, the beginning programmer can see where such a language can lead them, by having had an introduction to more advanced techniques that the elementary techniques will develop into. I prepare fairly long hand-outs that we discuss during the meeting, which can be taken home for further reference and practice. The handouts contain topic material and sample programs that the user can study and/or practice with on their computer.

The main version of Pascal that we discuss in the meeting is Apple Pascal (UCSD Version); however, many of our techniques are independent of the programming implementation of Pascal. The

main advantages of this operating system are as follows:

- Complete implementation of "Standard" Pascal statements
- Language extensions to implement Hi-Res graphics via Turtlegraphics routines
- Support of software libraries containing pre-compiled subroutines, functions, and data structures
- Support of a virtual memory operating system for your program
- Support of source programs that can be re-compiled on an IBM or an Apple computer without rewriting.

The main topics that we will be discussing in the future are:

- how to create and install your own subroutine package into the existing SYSTEM LIBRARY
- how to use the graphics routines, and I will present a public domain program that I re-wrote which allows the individual to edit the Hi-Res character set
- how to create a turn-key system from within Pascal
- how to build programs too large for the editor to edit
- how to run programs too large to fit in memory
- compiler options—specific to this version of Pascal.
- proper use and extended features of the Editor, Filer, Compiler, etc.
- basic and advanced level Pascal data structures and reserved words
- as well as any topic the group wishes to discuss.

HAAUG and I currently have a reasonably sized library of public domain software available to users in the software library. In addition,

I have enough program material of my own to complete about 4-to-5 discs that I will be incorporating into the library no later than the April, 1986 meeting. We are currently seeking more programs, techniques, etc. from other user groups and we would gladly accept programs, subroutines, library units, etc. from the members of the group.

If there is enough support in this SIG, I will gladly consider creating separate meeting times for beginners, intermediate level users, and, of course, MacPascal users. I am only beginning to use MacPascal, so if someone else already knows this system to at least an elementary understanding, then I would welcome their heading that particular group.

We welcome anyone who has an interest in learning how to actually program their computer using what I consider to be a "real" language (Pascal) as opposed to the simpler languages of BASIC and FORTRAN which severely limit what you as a programmer can accomplish. The greatest asset of Pascal, in my opinion, is that you can determine the purpose and function of the program by merely reading the TEXT version, whether it is your own program or someone else's program. A great deal of time is thereby saved, since you don't have to figure out what all the variables and procedures stand for, since their name (8 characters long) will tell you their function if the program is written in a legible form.

—Richard Lemay

# SIG NEWS

## Home Use

Ramblings on learning to use a modem and CompuServe. Some of you may know that I intended to buy a modem sometime last year. Well, I bought it on schedule, that is before Dec. 31, but I'm definitely still learning how to use it! For starters, I tripped over something that probably won't be a problem for most users. My computer system is an odd patchwork and I have a small color TV hooked up to the 40 column output and an Apple Monitor /// hooked up to the 80 column card's output. This usually doesn't pose any problem; a program run in either 40 column mode or 80 column mode, not both. Well, along comes Smartcom -- it puts a message on the 40 column screen "PROGRAM LOADING, PLEASE WAIT..." and leaves it there after it has switched to the 80 column screen! This had me floored for quite awhile until I thought to turn on the other monitor (usually I have only one turned on at a time). I, in my innocence, had expected to have to tell Smartcom that I had an 80 column card. I wasn't expecting Smartcom to find and make use of it before I'd even installed the program! Thank goodness I hadn't quite gotten around to taking the disk back to the vendor. It wasn't a bad disk at all.

Then, of course, like all other eager people, I joined CompuServe. (I know one should learn one program thoroughly before starting another but what I know and what I do are often two different things!) So I started learning about CompuServe the interesting but sometimes frustrating way—by diving in with only a cursory reading of the manual. One thing I noticed right away, is the delay inevitable when using a timesharing system. Now I understand my husband's frustrations with the computer system at work. One thing I did discover when the timesharing system is heavily loaded with users, is that everything you type in when a prompt is NOT visible goes into a type-ahead buffer and gets acted on eventually. This means if you keep pushing the return key trying to get the system to respond, when it eventually does respond it does a whole series of things that you may not have anticipated. I also discovered (I'm sure if I had read the manual more carefully, I would have known this) that Control-C is a BREAK and will interrupt whatever CompuServe is doing all over your screen. So now I have taken a vow to only type when the prompt is visible! I also intend to avoid the busiest of times on the system. Perhaps that means no more Friday nights after the 10 o'clock news. I enjoy CompuServe but perhaps that is as much the joy

of exploring a new system. Some of it will be useful for a long time so I expect I will remain a member for quite a while. Back to Smartcom, I also discovered that the ESCape key will toggle between seeing the CompuServe information on the screen and seeing the menu to control Smartcom. It doesn't log off the service, just steps away to set up something else in the communications program, such as 'receive a file' or 'printer on'. ESCape again and you are still connected to CompuServe, although the screen will be blank. So you need to think a little about what you intend to do next, and maybe make notes before you step over to the Smartcom menu, so you will remember what to do next on CompuServe. If there is a better way, will someone please inform me?

Anyway, now you know as much as I know about using my new toys/tools. Perhaps the tale of my experiences will help some other modem/communications service neophyte. I feel rather like Midge—a perennial new user. If you have any other particular interests you would like to have discussed in the Home Use SIG, please let me know or leave a message at the Apple Answer Desk.

—Derrith Wieman

## [3(R) + C = Education]Teachers!

HAAUG's Education SIG needs help! The school districts in the Metropolitan Houston area have one of the highest concentrations of Apple computers in the country. Yet our club's Education SIG is in need of member support.

Educators, teachers, concerned parents and interested students are invited to submit suggestions for

making this SIG a showplace for our club. How can HAAUG help educators and students to get the most from their Apple computers? Not only are your suggestions welcomed but your assistance and attendance are essential.

Do you know teachers involved with their school's computer programs? Are you aware of school computer clubs? Have you written or do you have public domain software that has educational

value? Teachers, do you know of programs that make your job easier? What educational software is being used by our schools and is it any good? What are the issues concerning computers in the classroom? Are you interested in learning? If you want to volunteer assistance or ideas or just express an opinion that will help HAAUG to revitalize this important SIG, please contact me at 821-1298.

—Dick Lee

## IT DOESN'T BELONG...



### Mrs. Fields' Chocolate Chip Cookies

#### Ingredients

One pound butter (four sticks)  
Two Tbs. real vanilla  
Three eggs  
Two cups dark brown sugar  
One-and-a-half cups sugar  
Six cups flour  
One-and-a-half tsp. Baking soda  
One-and-a-half tsp. salt  
Four cups real chocolate chips  
(Two twelve oz. packages)  
Two cups chopped nuts (optional)

#### Cooking Instructions

- 1) Preheat oven to 350 degrees...
- 2) Cream together softened butter and sugar. Beat in vanilla and eggs and stir for three to four minutes.
- 3) Add chocolate chips and nuts to the egg and sugar mixture.
- 4) In a separate bowl, mix flour, baking soda and salt.
- 5) Add flour mixture to egg and sugar bowl. Mix, but not too much... You'll make the cookies tough.
- 6) Drop the cookies on ungreased cookie sheet. Make 'em BIG!!
- 7) Cook 8-10 minutes.
- 8) Enjoy!

#### The Story Behind the Cookies

Or, how we got a hold of this authentic recipe...

Two guys (I can't remember their names so let's call them Bob and Ray) wrote a letter to Debbie Fields, the infamous cookie guru of Palo Alto, California, asking her for the recipe of her delectable chocolate chip cookies. Mrs. Fields complied, sending them the recipe and a bill for five-hundred dollars. Bob and Ray were forced to pay when Mrs. Fields pressed the matter in a court of law.

Bob and Ray, being the nice young gentleman they were, were a little upset at paying five-hundred dollars for a cookie recipe. So, they put the recipe on a computer network/recipe exchange. To this very day, the infamous cookie recipe still floats around in memory banks all over the country, much to Debbie's dismay.

—Anonymous

### Real Programmers...

...don't eat quiche. In fact, real programmers can't even spell quiche. They eat Twinkies, Szechwan [sic] food, and drink Pabst.

...don't write specs -- users should consider themselves lucky to get any programs that work at all -- and take what they get.

...don't comment their code. If it was hard to write, it should be hard to understand, and even harder to modify.

...don't write application programs; they program right down on the bare metal. Application programming is for accounting feebs who can't do systems programming.

...don't write COBOL. COBOL is for wimpy application programmers.

...don't write FORTRAN. FORTRAN is for pipe stress freaks and crystallography weenies.

...don't write in BASIC. Actually, no programmers write in BASIC after the age of twelve.

...don't write in PL/1. PL/1 is for those twinks who can't decide whether to write in FORTRAN or COBOL.

...don't write in PASCAL, or BLISS, or ADA, or C, or any of those pinko computer science languages. Strong typing is for people with weak memories. (nothing about FORTH here Ward?)

...programs never work right the first time. But if real programmers can get their supervisor to throw them on the machine and everyone else off, their programs can be patched into working in 'only a few' 30 hour debugging sessions.

...don't document. Documentation is for simps who can't read the listings or the object deck.

...don't work 9 to 5. If any real programmers are around at 9 AM, it's because they were there all night.

—Anonymous

# MONEY'S WORTH

## Computer Magazines

Those of you who have not yet subscribed to a computer magazine may be wondering what you might be missing. Since your local drug store may only carry one or two of the non-computer-specific journals, it can be hard to find copies to just look at and evaluate. Try the HAAUG hardcopy library at any meeting, or B. Dalton's in the Galleria. The kinds of features to look for include:

- Articles about topics ranging from "Computers in Education" to RGB monitors.
- Tutorial columns teaching BASIC, Pascal, or even (in InCider) assembly language programming techniques.
- Program listings ready to type in and use.
- Help columns answering readers' questions about any computer-related problems.
- New Products sections giving brief descriptions of new items on the market.
- Reviews having more detailed descriptions and evaluations of new

products of particular interest.

•Advertising providing a real source of information about products as well as mail-order ads for popular software at discount prices.

Once I bought my Apple //c, I had no further interest in information about other brands, so I won't discuss the several magazines that are not particular to any brand of computer. That leaves InCider, devoted exclusively to the Apple // family, A+, which includes a thick section on the Mac, Nibble, Call-A.P.P.L.E., Open-Apple, and perhaps one or two others that I have not seen. These are all monthly issues, about \$21-27 per year. Nibble may also be acquired for no additional charge, by joining the International Apple Core for \$30 per year. Membership to Call-A.P.P.L.E. is \$35 per year and includes the magazine, discounts on software, access to a public domain software library and a technical assistance hotline. I think national users groups are great for those unfortunates without a local group available, but for those of us with a first class group like HAAUG, national membership is unneces-

sary.

Nibble is geared for new users, and claims to have \$50 worth of programs in each issue, ready to type in. Open-Apple is actually a newsletter rather than a magazine, very brief. Midge Kocen mentioned in a previous Apple Barrel that it was geared mostly for hackers, but did devote one issue almost entirely to Appleworks. The November 1985 issue on printer problems was reprinted in the Oct-Nov Apple Barrel. It lacks several of the general features listed above. Call -A.P.P.L.E. has most of the features mentioned but is a bit thinner overall than InCider or A+.

Since A+ is the same price as InCider, it is probably a better deal if you have any interest at all in the Mac. However, both magazines seem to have well-written articles and useful information in the kinds of features mentioned above. Just one warning—if you think you have all the hardware and programs you need (or can afford), all that advertising for great new products can be hard to resist!

—Marie McCoy

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## Use MiniFinder... More Speed, Less Space

Insert disk. Whirr... whirr... whirr. Finder running. Menus... File, Edit, View, Special. Special menu... cleanup, erase disk, set startup... use MiniFinder. MiniFinder? Oh yes, that's what programmers use. Let's select Use MiniFinder. It can't hurt on my Macintosh. What's this? Install or remove what? What? What's this all about? I give up!! I'll use the big Finder instead!

For many Macintosh users this is probably not an uncommon experience. What is this magical menu item found in the Finder but not in the manual that came with my Macintosh? I would go so far as to say that many of the Mac users have at least had a fleeting experience with the MiniFinder. For many, the MiniFinder is intimately familiar while for others it is simply an unused menu item between Cleanup and Shutdown. With a hope to alleviate some of the distress involved in using this tool, I will attempt to explain what the MiniFinder is and how it is used.

Apple's Finder is probably familiar to all. One can copy files, rename files, delete files (throwing them in the trash can), copy disks, view their contents and finally execute applications. The Finder is a beautiful program with its windows, trashcan, etc. However, aesthetics comes at the expense of both memory used on disk and speed of initially opening an application. The size of the Finder ranges from about 47K to about 55K. That's valuable real estate on

many disks. As for the speed of beginning the Finder, the time to create the windows and allow the user to do anything can at times seem interminable. This is especially true since the majority of the time, the user returns to the Finder only to begin another program or to turn off the machine. Because of these two frequent tasks, the MiniFinder was created.

To reiterate, running programs and shutting down the machine are the most common user actions.

---

*...the programs should start faster and the speed of transfer from program to program should be immensely increased*

---

Although not facilitating the copying, renaming, or deleting of files, the MiniFinder, at a lean 4K of disk space and executing quickly, satisfies these other two requirements. When executed, the MiniFinder displays a rectangle containing the icons of applications or documents. By selecting one of these icons and clicking on the Open button, that program is executed. Furthermore, applications without an icon in this rectangle can be run as well through the use of the Open Other button. Drive and Eject buttons are provided for disk management. Going back to Finder is provided so the user can do the deletion and copying of files for which the Finder was designed. Finally, a Shut Down button is

available. Upon clicking this button, all disks are ejected and the machine reboots—ready to be turned off or ready to have another disk inserted.

This explains basically how the MiniFinder is used, but it fails to illustrate how it is created. To create the MiniFinder, one has to be working with a Finder whose version number is 4.1 or greater. (Updates can be found at your local Apple dealer) It is important at this point to quickly explain one aspect of Apple's user interface—or how John Doe uses his computer as easily as possible. On the Macintosh, the user selects an object (a file in the Finder for instance) which we will call a noun. The user then does an action to it (Opening that same file for instance). This noun-verb relationship is employed everywhere on the Mac and in part explains how to approach the Use MiniFinder command. Select the up to twelve applications or documents that you want to be able to run from the MiniFinder. Then select Use MiniFinder. A dialog box containing an 'Install' and a 'Remove' button is displayed. At this point click on Install. The Finder then creates a MiniFinder as evident from the new icon created on your disk. The MiniFinder now contains the icons for those programs and documents and is ready to run. To add another program on the same disk to those about which the MiniFinder knows, just select it and use the same Install button. However, you can only have twelve

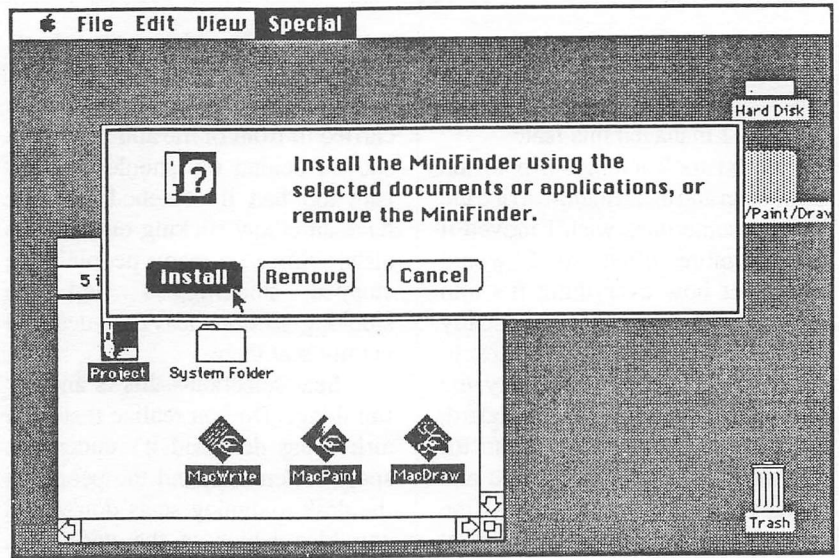


# MACINTOSH TUTORIAL

files in your MiniFinder presently. Removing an application can be done by roughly the same technique except the Remove button is used instead. At this point you have a MiniFinder ready to be run.

Ok, what do I do with it? Now that the MiniFinder is installed on your disk, you can make it the first program to be run when the system boots. Simply click once on the MiniFinder icon and select Set Startup from the Utilities menu. Now installed on your disk is the MiniFinder ready to be executed first and its big brother, the Finder. To see your handywork reboot the system with this disk and the MiniFinder should come up on your screen first. Run a program. Quit. You should return to the MiniFinder. Click on the Finder button and voilá, the Finder is ready to do your bidding. Now you have a disk that not only starts up quickly but also starts programs quickly. You have conquered the MiniFinder.

Now the inevitable question arises. In the beginning of this article I said that the MiniFinder is nice since it takes up only 4K of disk space. However, on the disk there is now both the MiniFinder and the Finder, comprising some 50 to 60K. This is definitely not the direction in which to be moving if we want to conserve disk space. The solution is to have the MiniFinder on the disk without the Finder. This brings the space on disk down to the 4K that I mentioned earlier. To accomplish this feat, you have to start up with another disk that contains the Finder. When running, insert the other disk containing the MiniFinder/Finder combination. Delete the Finder from that disk. Now, you have 47K more space on that disk at the expense of deleting, renaming, copying, etc. You can use another disk containing a Finder or one of the desk accessories like



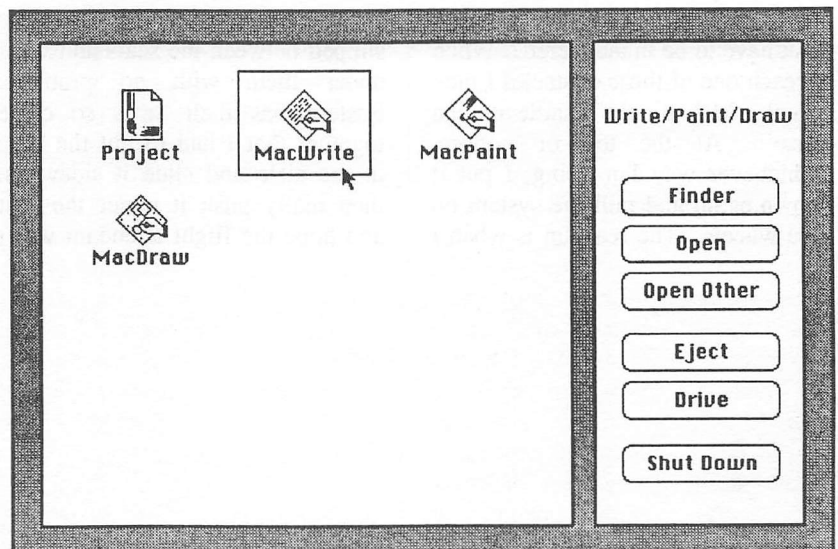
Selecting documents and installing the MiniFinder.

Extras to accomplish these tasks. For many, the extra 4K is not a major concern. For others, the 47K less is of paramount importance. The choice is up to the user. With either decision, the programs should start faster and the speed of transfer from program to program should be immensely increased.

There are some other points involved with the MiniFinder that have come as extensions primarily for convenience. I have not touched on these since they are MiniFinder

version dependent. However, regardless of the version used, through the liberal use of MiniFinders on your most used application disks, your productivity should hopefully increase and your impatience with the Finder decrease.

—Christopher Flick



Voilá, MiniFinder is here!

## MUSINGS BY MIDGE

Have you wondered how to take your Mac with you on a trip—vacation or other? Let me tell you how I managed this feat.

I just took another trip to the Caribbean and again hand-carried the Mac. I sometimes wish I moved it around more often so I would remember how everything fits into the carrying case. This usually takes me about thirty minutes to figure out. Of course, I carry the machine, mouse, drive, keyboard, numeric key pad, surge protector and all the wires for the Mac and ImageWriter. I move the ImageWriter in one of those metal camera cases from Haliburton. This is not the best, even with all the padding that came with it. There isn't enough space to have cut out the large foam to put the machine inside, so I have foam on the bottom and on the top and pieces on all sides, but the case is still getting beat up. If anyone has found a way to ship the ImageWriter, please let me know.

But back to the Mac. After I get it all packed into the case, I put it on my luggage wheels and off I go with the Mac on the wheels and my tote on my shoulder. Did you ever stop to think how many airports have escalators or stairs that have to be maneuvered? When I reach one of these obstacles I pick up the Mac by the handle on the case. At the top or bottom, whichever way I'm going, I put it down again and pull the system on the wheels. The real fun is when I

get to the plane. I use the wheels up to the door of the plane. Then it gets picked up again. The Mac is carried in front of me and the tote is shoved behind my shoulder. This isn't too bad if somebody doesn't have an elbow sticking out into the aisle. Since so many people have stopped smoking, I find the smoking sections less crowded and get my seat there.

Seat selection—this is another fun thing. Do you realize that each airline has designed it's under-seat space differently, and the people at the desk assigning seats don't have any idea which is the wide one. What am I talking about? Well some airlines have the wide section under the window seat and some have it under the aisle seat. I guess and then put the Mac under the middle seat and my tote under my seat. I figure that if I've guessed wrong and someone gets the middle seat they won't mind sitting in the window or aisle seat and I can put the tote in the overhead compartment. So far I haven't had to do that. But this is only the beginning. I have to get the Mac under the seat. Each airline also designs the space between and under seats differently. Muse—I mean Transtar—is marvelous. The Mac slipped between the seats and went under them with no problem. Eastern has their seats so close together that I had to put the Mac in the aisle and slide it sideways, then really push it under the seat and hope the flight attendant won't

complain that it wasn't all the way under the seat.

When I land, I start packing up as soon as the plane stops. I've become an expert on dismantling a seat—no really, I just push the arm rests up and put the Mac back on the wheels. I find it better to wait until the plane is almost empty, so I don't have to stand in the aisle holding my "portable" computer.

As soon as I get into the jetway the system is put down and pulled by the wheels again. But believe it or not there are places in this world that do not have jetways so it's down the steps carrying the Mac and tote with an elbow sliding down the banister, so I don't pitch forward down the flight of steps.

Oh, I forgot to tell you about going through security. I hand the disks to the operator—I don't want them going through the X-ray. Sometimes I have to open the Mac case even though I tell them it's a computer. I guess it looks funny through the X-ray machine.

This really is lots of trouble, but since I suffer from Mac-mania it's worth it. I do use the Mac for business and also have some fun with it. One afternoon I played Daleks and Office Attack while watching the palm trees swaying and someone windsurfing in the bay below the house I was staying at. Life is really rough!

—Midge Kocen

# MACTIPS

## Disappearing Forms

My Macintosh gets heavy use as a word processor and it has made my job much easier. These programs are responsible for significant improvements in the quantity and quality (not necessarily including spelling and grammar) of my written communications. After working with a word processor, I hate to use a standard typewriter. However, in spite of the computer revolution the bureaucracy has not allowed me to retire my typewriter completely. Why, you ask? Forms, those multicopy, multicolor, sequence numbered nightmares developed by puzzle palace bureaucrats. In my case, the masters of devious design have made certain that no two forms can contain similar information; that's right, every line must be carefully filled out in its own singular fashion.

Far from being the brightest computer guru in HAAUG, I have never figured out how a word processor can be used to fill in forms. But I did discover MacDraw has a real talent for taming tedious forms. While it's not the way to handle forms that are rarely used, MacDraw is a big help for those daily telephone summaries, call

reports, and material requisitions.

The first task is to create a facsimile of the actual form, or at least an exact copy with respect to the position, length, and spacing of lines on which data will be entered. This is fairly simple if armed with a ruler and a copy of the form you are trying to recreate. First open a blank MacDraw page, name your form, and save using "Save as..." from the File menu. Measure the position of the first data line with respect to the top and left edge of your actual form. Turn off the MacDraw grid from the Layout menu. Using the rulers and line tool in MacDraw, duplicate this line on your computer form. Repeat this process until all the data entry lines are duplicated on your computer form. Then a few trial and error printings of the form will normally be required to position the form on the page where lines and data are in sync. Once your MacDraw form and real form are in sync it is important that you choose "Select All" from the Edit menu and then "Group" from the Arrange menu.

Now, for safety, make a duplicate copy of the computer form you have just prepared. Each time you fill out a form, open the duplicate form from the File menu, select "Save as" from the File menu

and name the form. Now you are ready to fill in a form. Select the text tool and position the insertion point on the first data line; enter your data. Repeat until the form is complete. Next, select the pointer tool and point to a line of the form and click; this selects the form. Note: select a line of the form, not a line of text. From the Pen menu select the none or white pen. Notice that your form just disappeared, leaving only the text behind. Don't panic; you can get the form back later.

Now load your printer with the form to be completed. Remember to set your printer for the correct paper thickness before printing. Now select "Print" from the File menu and "Cut Sheet, From [1] to [1], and OK" from the print dialog box. After your form is filled in, select the black pen from the Pen menu, "Save" from the File menu, and that's all there is to it!

This may not be the easiest way to complete forms, but it does work. I would like to hear from our readers if you know of easier ways to complete forms, and especially ways for data entry with auto format. Thanks for the help.

—Dick Lee

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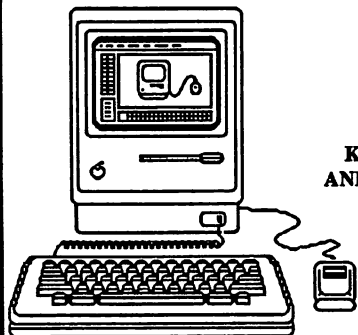
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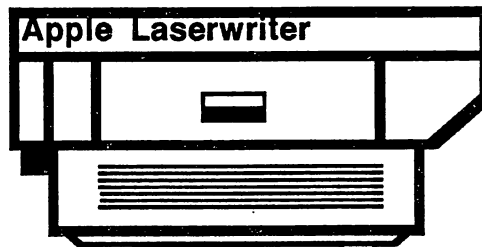
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*Note: Apple //c has built-in interface.*

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\* The HAAUG BBS will use the Courier 2400 to permit downloads at 2400 Baud but 1200 or 300 Baud will work fine.

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# REVIEW

## The Apple Macintosh HardDisk 20

My new Apple Hard Disk 20 (HD20) is a pleasure to use. It helps me save time in all my work, with the speed that it saves files and allows me to work with many applications without inserting any other floppy disks. Since I now have over two hundred disks, it really helps to have the most used disk files and applications on the hard disk. Most programs will transfer to the hard disk with no problems, but some programs do not recognize the hard disk nor its filing system. The filing system is known as the "Hierarchical Filing System" (HFS), and is part of the Finder version 5.0 or 5.01.

### HD20 and System Operation

A space saving utility is the fact that the hard disk only needs one system file to operate. Thus I can mount all my favorite Desk Accessories and Fonts on that system file and they will always be available during any application use. My present system is a 512k Mac with the 64k ROM, so I must use a HardDisk Boot floppy-disk to start the hard disk. This has not proved to be a major problem since I just leave that disk sticking out of the internal drive most of the time. This also helps keep dust out of the drive.

### Installing Software

The way that I have been installing my application software is to start the Copy//Mac 4.5 HARD-DISK program. Insert an application disk, and copy that program disk completely onto the HD20 window. Quit the copy program. Then I 'OPEN' a new folder and move all the files into that folder and name the folder with the application name. That way I end up with a minimum of folders

on the HD20 MAIN-FILE Folder. Another thing that I have been doing is to save any files built with that application, into the same file folder.

### MiniFinder

You can have a second level of the MiniFinders, allowing your first MiniFinder screen to be a group of general applications with their files on the second level. Then you would boot to the first MiniFinder level and choose which application to use, and then with the second level MiniFinder, choose the application or document to run. Complete instructions for installing the two levels of the MiniFinder are in the January 1986 *Mac World*, pages 82 and 83.

### HD20 Software Compatibility Problems

The hard disk does have some problems, or maybe it's just me. For instance, my spelling program, MacSpell, will not work when installed with the MacWrite file in an HD20 file folder. It will boot with the MacWrite document, but when it is used, it just freezes the computer, requiring me to reset the computer and start over. Thus if I have not saved that file prior to using the spelling program, I have lost all my work. I have found that if I insert the MacSpell floppy disk in the internal drive and let it show on the main window, then it will work with MacWrite correctly, but then I must wait for all the disk accesses that occur.

### Timing of the HD 20

Presently I have 8064k in disk with 11108k available. The complete 20770k usable space is not available, since the operating system for the hard disk is also on the HD20 and not in ROM. It now takes 22 seconds to start the hard disk from scratch, and then another 30 seconds to boot the complete

desktop window to fully display the dozen main folders. If I used the MiniFinder, all the boot times would be reduced by seventy five percent, or about eight seconds to boot. Saving a file on the hard disk is very fast, typically less than three seconds for a multi-page MacWrite file. Where it is saved is another matter. I have found that I need to 'OPEN' a file in the folder that I will save into and after MacWrite has opened that file, I 'CLOSE' it and then open a 'NEW' file to work with. That way I am always sure that the new document goes where I am expecting it to be later.

### External Drive

Another problem is the fact that the external disk drive is not recognized by some programs, like my Copy ][ Mac 4.5. This program will load most applications onto the hard disk with no problems, even most of those that are protected. But when I run the disk copy program, it does not find the external drive that is daisy-chained thru the extra port on the back of the HD20. Thus I must use the internal drive only when making copies of disks onto other disks. I am told that the new version 5.0 does correct this problem. Another way to get around this problem would be to shut-down and disconnect the HD20 and connect the External drive to the Mac drive port and boot the Mac only. Then I am back in the original copy configuration, with two drives.

### Help Available

If you could use some help with your new Apple HardDisk 20, just phone me any weekday and leave a message on my answering machine. If I am home, of course, I will talk to you most weekday evenings from six to nine. The phone number is 946-8410.

—Mort Butler

# Macintosh

## Operating Applications Matrix

Hardware		128K	512K	512K 800K Ext. Drive	512K 128K ROMs	Plus 1024K
<b>System</b> dates		5-02-84 4-08-85	5-02-85 4-08-85	4-08-85 2-28-86	3.1.1 2-28-86	3.1.1 2-28-86
<b>Finder</b> dates		1.0 1.1g 4.1 (4-08-85) 5.2 (2-10-86)	1.1g 4.1 (4-08-85)* 5.2 (2-10-86)	4.1 (4-08-85)* 5.2 (2-10-86)	1.1g* 4.1 (4-08-85)* 5.2 (2-10-86)	1.1g* 4.1 (4-08-85)* 5.2 (2-10-86)
Printer Drivers	LaserWriter LaserPrep	N/A	3.0	3.0	3.0	3.0
	ImageWriter	2.2	2.2	2.2	2.2	2.2
	AppleTalk ImageWriter	2.2	2.2	2.2	2.2	2.2
400K External		OK	OK	NA	OK	OK
Hard Drive 20		N/A	Requires File Hard Disk 20 1.0 (9-1-85)	Requires File Hard Disk 20 1.0 (9-1-85)	Self Booting	Self Booting

N/A Means not applicable or will not work.

\* Means may cause special results.

Printer Dates:	3/06/85	System Dates:	4/08/85	Finder Dates:	4/08/85	4.1
	8/31/85		5/01/85		1/04/86	5.1
	1/04/86		1/04/86		2/10/86	5.2
	2/10/86		2/10/86			
			2/28/86			3.1.1

Other dates and versions may not be listed here but in use.

*Special thanks to Steven Bass of Williams Computer Center  
for this information*

# Still Watching the Clock?

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Switcher, and does not even allow room for the system file and Jazz (or many other useful combinations) to be resident in the RAM disk. With 2 Megabytes, you have room to really increase the performance of your Mac. The MaxPlus comes with a wisper quiet piezo fan, RAM disk software, and print spooling software. Call or come see the MaxPlus at the next HAAUG meeting.

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July 26, 1986  
August, 1986<sup>†</sup>  
September 20, 1986  
October 18, 1986  
November 15, 1986  
December 20, 1986

<sup>†</sup>(at the AstroVillage Inn)

