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About the Cover

Chris Flick executed this month's cover using *Illustrator*. Cleland Early thought it up. Tom Engle watched.

Editorial Staff

Tom Engle
Cleland Early
Chris Flick

Circulation   1250+

Contents

Volume 10 Number 5   **May 1987**

Overview

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 descriptions of the groups' functions.

Club Officials

President
Robin Cox 778-1635
First Vice President
Jeanne Boucher 723-9519
Second Vice President
Mike Barnaba 527-9953
Secretary
John Marek 782-3898
Treasurer
Jack Cowart 467-4215
Directors
Cleland Early 941-7247
Chris Flick 363-3153
Jim Huck 496-9508
Mike Kramer 358-6687
George Pierce 526-5103
David Scheuer 464-1228
Senior Advisor
Rudge Allen 622-3979
Membership
Neal Scott 890-0532
Apple Barrel **Editors**
Tom Engle 774-9055
Chris Flick 363-3153
Publicity Coordinator
Dennis Bilbe HotLine
IAC Representative
Ina Levinson 270-0137
Vendor Coordinator
Jeanne Boucher 723-9519
Program Coordinators
Mike Kramer 358-6687
Steve Bass 847-4407

The club officials meet on the first Thursday of the month at the Marriott Astrodome Hotel at 6:30 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-five dollars per year.

Meeting Dates

The HAAUG monthly meetings take place at the Marriott-Astrodome Hotel, 2100 South Braeswood at Greenbriar. The meetings are scheduled for the third Saturday of the month and begin at 10 am. All new members should attend the New Member Orientation.

Meeting Schedule

10:00	New Member Orientation
11:00	Special Interest Groups
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 Hot Line (713) 522-2179

The HAAUG Hot Line provides a means for **members** to learn of the meeting time and location. **Non-members** can leave their name, address and phone number if they want more information about the club. If you have a question about a particular commercial product, please check the list of volunteer specialists in this issue.

Special Interest Groups

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

SIG Leaders

Apple II SIG Coordinator
Jeanne Boucher 723-9519

AppleWorks
John Slack 491-1747
Advanced Topics
Bill Hensley 980-4993
Jim Record 353-1119
Advanced BASIC Programming
Richard Lemay 749-3135
Best of the Public Domain
Robin Cox 778-1635
Education
Ann Petrillo 489-7535
Games
Thomas Carson 861-5425
John Newell 531-9139
Green Apples
Glenna Payne 463-0640
Hardware
Dave Simek 496-3304
Home Use
David Jaschke 461-2450
Mike Stoops 242-1312

Mac SIG Coordinator
Steve Bass 847-4407

Desktop Publishing
Cleland Early 941-7247
Tom Engle 774-9055
Developers
John Pence TBA
Engineering
Ronnie Haws 444-6720
Games
Bob Lewis 242-0990
Helix
Larry Stage 358-1105
Microsoft Excel
Dave Mizner 458-3735
Microsoft Works ·
George Pierce 526-5103
Omnis
Buddy Jacks 299-1555
Tips & Techniques
Steve Bass 847-4407

Public Domain Software Libraries

The Public Domain Libraries are divided into two sections: Macintosh and Apple II.

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.

Macintosh Librarian
Larry Saphier   496-0507

Apple II Library

The Apple II 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.

Apple II Librarian
John Marek   782-3898

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   795-2741

"HAAUG Heaven" Bulletin Board System

HAAUG Heaven is a computerized Bulletin Board System. The BBS's telephone number is (713) 664-9873 and operates 24 hours a day. 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 on subjects such as reviews, computer techniques, and casual observations of computerdom. For those of you interested in writing for the *Barrel* (hopefully most of you), we have established helpful guidelines to follow when writing and submitting articles.

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 doing so, the reader is directed to other useful material beyond that of the actual text.

4. For Apple II users, we will accept any text, especially text created 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 *Word*.

Please do not include graphics within the actual text. Graphics accompanying the articles should be saved as *MacPaint*, *MacDraw*, or *Chart* files.

6. Articles should be provided 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 left at the Apple Answer Desk. 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.

Advertising

Rates

Inside Covers	$100
Full Page	$80
Half Page	$60
Third Page	$40
Business Card	$15
Other	Contact Editors

Ads are to be prepaid, camera-ready, and received at least one week before the first of the month in which the ad is to appear. Contact either of the Editors for further information.

INSIDE HAAUG

Club News
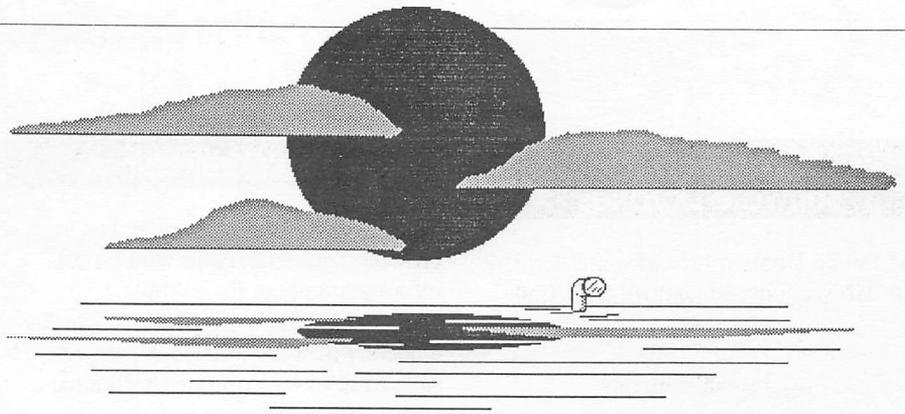
This month marks the introduction of a new *Apple Barrel* section focusing on club events. Featuring a proposed meeting schedule, notices about HAAUG happenings, and SIG information, this section will hopefully grow to two pages with your contributions. Now on with the News...

Vision '87 Is Coming

Vision '87 is coming to Houston's Albert Thomas Convention Center June 7,8,9, 1987. This is not just another trade show. The conference is sponsored by the National Satellite Programming Co-Op and the U. S. Department of Commerce, International Trade Administration.

Other participants include NASA, Rice University, the IEEE, AT&T, MIT, University of Houston-Clear Lake, the Space Foundation, and, of course, the HOUSTON AREA APPLE USERS GROUP!

We need help putting up a booth, providing displays, and staffing.

This should be an exciting event. If you can help please look for George Pierce at our May meeting or call him at 526-5103.

—George Pierce

Programming Workshop for the Macintosh

After speaking to many would-be Macintosh programmers, it has become obvious that Mac programming is a very difficult and often overwhelming challenge. Because of this, I have decided to start a workshop devoted to teaching the basic skills of Mac programming. A few of the basic ideas behind the workshop are described below.

First, let me emphasize that these would be **outside** the main meeting. The workshop would meet monthly for probably three hours at some as of yet undisclosed location. I feel three hours would be a good time limit to place on the session—at least in the beginning.

Second, this is a **workshop** during which participants will have hands-on exposure to Mac programming. I feel learning to program the Macintosh is best done by doing; not just by listening to others who already can.

Third, although a large part of the time will be devoted to workshop-oriented activities, we will still have a short lecture followed by a question and answer session each meeting. Furthermore, guest speakers/programmers will be coming in to discuss various programming subjects. In either case, it would be a good idea to bring a notebook.

I could make other points but will leave them until the next meeting. If this sounds interesting to you, come by the programmers' SIG at the May meeting. We would appreciate getting an idea of attendence. We will also be telling more about what you will need to get involved in the Mac programming workshop.

—Chris Flick

	Salon A	Salon B	Salon C	Salon D	Main Hall Left	Main Hall Right	
10:00	Introductory AppleWorks (//)		New Member Orientation (// & Mac) (All newcomers should attend)	Graphics (Mac)		Microsoft Works (Mac)	
11:00	AppleWorks (//)		New Member Orientation (// & Mac) (All newcomers should attend)	Omnis 3 (Mac)		Games (Mac)	
12:00					Random Room	Business Meeting	Door Prize Drawing
12:30						Main Presentation John Otterstedt Apple	
1:30	Education (II & Mac)	Games (II)	Green Apple (II)	Developers (Mac)		Tips and Techniques (Mac)	
2:30	Advanced Basic Programming (II)	Home Use (II)	Beginning Topics (II)	Programming (Mac)		Microsoft Excel (Mac)	
3:30	Advanced Topics (II)	Apple II PD Review (II)	Music (Mac)	Desktop Publishing (Mac)		Engineering (Mac)	
4:30							

Random Thoughts

by Cleland Early

Into the Heart of Darkness

The slim young man strode to the podium and the hall exploded with applause. He began to speak in a slightly high voice. From where I stood near the back of the auditorium, it was hard to tell if he was speaking from notes or if he was improvising. What was certain was that the young man was talking about the one thing he loved best, personal computers.

Looking and listening to Bill Gates, it's hard to imagine that Gates is chairman and co-founder of a large corporation, one of the most influential men in the personal computer industry, and wealthy beyond belief. He is. Bill Gates of Microsoft is one smart goober.

When I went with several other HAAUG members to a meeting of the enemy—the HAL-PC user group, the idea was to go on a fact-finding mission. We were hoping to find the secret to HAL's success. Why is HAL so much larger than HAAUG? After wandering around the Shrine Temple for a while and yawning quite a bit, we decided that HAL didn't seem all that much different from HAAUG, only bigger. Boy, is HAL bigger.

Still, the April meeting was probably better attended than most HAL meetings because of the widely-publicized presence of Gates, and, indeed, the fact that he would be speaking helped cinch our resolve to check out the doings in the heart of darkness.

A Remarkable Speech

Gates' speech was remarkable in a couple of respects. First, though he spoke for nearly an hour, Gates rarely stumbled. He made very few really bad grammatical mistakes and used a minimum of verbal crutches. Second, though he was speaking to a crowd of IBM partisans about IBM developments, Gates statements were hardly a ringing endorsement of the IBM way of doing things.

In particular, the central theme of Gates' remarks was that, with IBM's latest new product introductions, IBM finally had machines that could support an effective graphic user interface, a version of Microsoft's *Windows* called the "Presentation Manager."

"It's our belief," Gates said, "that [the graphics] type of interface makes applications far, far more powerful and easier to use at the same time." He continued:

> The first really popular personal computer to be designed around the graphic user interface was the Apple Macintosh. Today, the reason why people recognize how wonderful the graphic user interface is because they've seen that it's quicker to get running on a Macintosh. There are whole application areas, such as desktop publishing, that can only be done using a graphic user interface.
>
> Needless to say, we've been on a little bit of a crusade with our hardware customers, convincing them that graphics is a great thing and that even in the MS-DOS world, we could have faster and higher-resolution graphics.

Keep in mind that this is the chairman of the company that has sold some nine million copies of their MS-DOS operating system. High praise indeed for Apple, which pioneered the Mac-style interface, from a man whose words carry some clout.

Outrageous Implications

Unfortunately, this praise is tinged with the same sort of condescending tone which I've often encountered when talking to IBM users. Earlier, Gates had remarked:

> Microsoft does think the Macintosh is a great machine. It is a machine that is at critical mass, and Apple has done some exciting things and has great R and D going on. We're very supportive of their efforts. In fact, we think the duality of having Apple out there doing its own innovative things, and yet also having this standard that's accepted by the rest of the companies is a very positive duality for the industry.
>
> In fact, you'll see that as the mainstream, the so-called MS-DOS PCs, evolve, some of the very, very good ideas that were commercialized by Apple, but that were in fact invented by a company called Xerox [lots of tittering in the audience], are finding their way into all personal computers. Ideas like graphics do need to be proven before they are rightly accepted into all personal computers.

Proven?

What Gates means by "proven" becomes clear if you consider the following:

> We view the announcement on Thursday [the new line of IBM PCs] as a major milestone for graphics because two things happened there. First of all, all of IBM hardware became extremely good for running graphics, and I think you'll see all the other hardware manufacturers follow

along. The second thing was, that one of the major question marks about graphic user interface was sort of the classic question in the industry, "What would IBM do?"

Would IBM tell us that graphics was a bad, sort of stupid thing to do? Would they come along and do something on their own, an approach that was very, very different? Or one possibility is that they would work with us and take advantage of what we've done with Microsoft *Windows*.

In other words, the graphic user interface is not legitimate unless IBM grants its approval.

Jeez, it steams me to think about this stuff. If I were an IBM owner sitting in the audience, listening carefully, I'd think to myself, "Maybe this Macintosh deserves a second look," but I know that few there interpreted Gates' remarks that way.

I should be used to the sort of unthinking dismissal of Apple as a serious competitor evident in the HAL crowd, the sort of left-handed compliments Gates gave to the Mac, and the implied idea that Apple has had some good ideas, but now it's time for real men to get involved and produce a graphic user interface worthy of the name.

Maybe I'm being too hard on Bill and taking what he said too seriously. After all, Bill Gates—rich guy, wunderkind—is at heart more a huckster than a pundit; he has something to sell. What Microsoft is selling are operating systems—MS-DOS, the new OS/2, and *Windows*.

Clearly, Apple won't be much of a customer for operating systems. Apple has already created the best microcomputer operating system and user interface in the world. Not perfect, but still better than anything else. Anyone who's used *Windows* should recognize that Microsoft's creation is at best a pale reflection of the Mac's *Finder*.

Just as clearly, Gates isn't going to tell an audience of IBM users that they hitched their wagons to the wrong horse. Just wait and see, Gates promises, the next generation of IBM software and hardware will be really great.

Trouble is, the major OS/2 enhancements to which Gates alluded in his remarks won't be available for at

least another year. Developer's kits won't be out until August. The IBM and Microsoft engineers have a lot of catching up to do.

And the rewards for waiting sound questionable. An operating system that takes 400-500K of memory. ("But," Gates added [to more laughter], "it's very, very powerful.") A system with multi-tasking, a feature of arguable utility. A system which, according to Gates, requires a 386 chip (housed in an $11,000 computer). A system that will inevitably feature compromises because IBM and Microsoft don't want to obsolete the present generation of MS-DOS software.
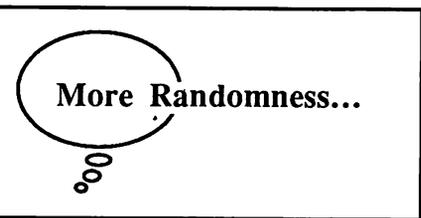
Though the herd of IBM users at the HAL meeting may not realize it, Apple has IBM at least a little frightened. Until I heard Bill Gates speak, I always thought that the clones worried IBM more than Apple. Now I know that Apple's technology has triumphed, even if their marketing hasn't.

"We, Microsoft," Gates concluded, "believe that there will come a day when all new applications will be announced using that [the graphic user] interface, that [the applications] will really demand that interface."

If we're lucky, and our heroes keep their research-and-development pedals to the metal, most of those new applications will be running on a machine that sports a multi-colored fruit rather than three metallic capital letters. To IBM users I say, why wait when you can have it now?

Figure 1.

More Randomness...

Graphics Standards?

During his speech Gates insisted that having a graphics user interface wasn't enough. For such an approach to be effective, there must be a *standard* user interface. Again, Gates pointed to the example of the Macintosh, saying that developers who varied from the standards described by Apple in *Inside Macintosh* almost invariably failed.

In the IBM world, there's no one way programmers use such graphic devices as menus, windows, or icons. Gates called this lack of uniformity "arbitrary design."

Microsoft wanted *Windows* to be the official standard for the new IBMs, but IBM decided to set its own standards (the SAA, System Applications Architecture). *Windows* will be modified to meet the new IBM standards.

As I listened to this spiel, I found myself muttering, because despite Gates' fondness for graphic user interface standards, Microsoft's implementation of the Mac interface is anything but standard.

I've mentioned this before, but it really bugs me that Microsoft *Word 3.0* doesn't have a standard Font menu (one that contains *only* fonts). As you can see in figure one, *Word 3.0* has a clumsy menu structure.

A superior, more standard approach (in this case, from *Ready,Set,Go!3*) is shown in figure two.

Figure 2.

Microsoft's version is obviously inferior. What happens if you have a 40-megabyte hard disk with 25 fonts installed in the system? The font size selections will be pushed off the bottom of the screen.

The "Macintosh User Interface Guidelines" chapter of *Inside Macintosh* suggests that text editing programs should have three menus: Font, Font-Size, and Style. However, the chapter also states, "If there's insufficient room in the menu bar for the word FontSize, it can be abbreviated to Size. If there's insufficient room for both a Font menu and a Size Menu, the sizes can be put at the end of the Font or Style menu."

I think there's plenty of room on Word's menu bar for a Style menu. And, I believe that's a better place for both the font sizes and the font styles than where Microsoft put them. Technically, *Word* doesn't violate the guidelines; unfortunately, the published Mac guidelines leave room for *Word's Mac-Draw*-like Font menu. Common sense doesn't.

There's less room for excuses when considering *Word's* command keys. *Inside Mac* states that the following keyboard commands are reserved and should be used by all applications:

⌘	C	Copy
⌘	Q	Quit
⌘	V	Paste
⌘	X	Cut
⌘	Z	Undo

Other keyboard equivalents are conditionally reserved, specifically those normally used in the Style menu:

⌘	B	Bold
⌘	I	Italic
⌘	P	Plain
⌘	U	Underline
⌘	O	Outline
⌘	S	Shadow

"If an application has this menu, it shouldn't use these characters for any other purpose." Here again, technically Microsoft hasn't violated the specifications because *Word* doesn't have a "Style" menu; it has a "Format" menu.

Most Mac applications follow this last guideline, with one typical exception. Most text-handling programs do not offer keyboard equivalents for outline or shadow text. Instead, command-O usually stands for "Open" on the File menu, and Command-S usually substitutes for "Save." Since I rarely use outline or shadow text and frequently save and open files, this deviation from the published standards makes sense.

Microsoft's keyboard-equivalent scheme is much less sensible. The keyboard equivalents for Plain, Bold, Italic, Underline, Outline, and Shadow are, respectively, Shift-Command-P, Shift-Command-B, Shift-Command-I, and so on. Considered by itself, this design is not terrible; considered in light of the Mac standards, it's inexcusable.

I switch applications a lot. I'll work in *Ready,Set,Go!* for a while, then I'll switch to *ComicWorks* to draw a picture, then to *MacDraw* for a chart, and then to *Word* or *MacWrite* for some text-editing. Everything goes fine until I hit *Word*.

The first time I press Command-B in *Word*, a dialog box appears. When I press Command-I, *Word* puts a box on screen where I can insert a graphic I don't want to insert. Command-P apparently resets the page formatting back to the default, which I didn't want to use in the first place, or I wouldn't have changed the ruler (which also awkwardly starts with zero at the left margin instead of the edge of the page). I find all this very annoying.

Word's design is bad not only because just about everyone else does it differently, but also because the simple keyboard commands (command-something) are shortcuts for uncommon actions, while more complex keyboard commands (shift-command-something) substitute for common mouse actions. I'm sorry, I think this is backwards.

Microsoft seems to think good program design means keyboard equivalents for every possible action you could ever want to perform. I disagree. While us-

ing *Word*, I frequently hit some keyboard combination that does something I don't want to do. All those extra keyboard commands clutter up the interface, making it harder rather than easier to use. It's not intelligent to have a keyboard equivalent for something you might do once a week or once a month or once a year.

Enough. In light of my struggles with *Word*, I think it's ironic that Gates thinks interface standards are so important. I also think that Apple has nothing to fear if Microsoft is helping to set the standards for the new IBM interface.

What I do fear is that other developers will follow Microsoft's example instead of the Mac guidelines. Already, I've read that Quark *Xpress,* which is supposed to be a terrific new desktop publishing program, uses the dreaded shift-command combination for style changes.

Come to think of it, maybe it's all a plot to muddy the Macintosh waters to make Microsoft's IBM stuff look better. Heck, Gates and his employees are a bunch of gall-darn subversives.

Apple Misinformation?

I have it on good authority that, rumors to the contrary, Apple has not abandoned work on its version of Andy Herzfeld's *Servant,* a sort of combination *Finder* and *Switcher.* In fact, Apple's creation, called *Juggler,* has gone into alpha test, and I am told, the program is "robust."

Juggler keeps most of *Servant's* good features, but junks Herzfeld's momentum scrolling technique in favor of traditional scroll bars.

My source told me that Apple eventually expects *Juggler* to replace the *Finder* and speculated that Apple itself started the rumors that the company had ended development as part of a IBM-style misinformation campaign designed to keep competitors off-guard.

I've also heard from someone else that Herzfeld may not actually be working on *Servant* any longer. "Andy gets bored if a job takes longer than a couple of days," I've been told. Of course, Herzfeld can do in a couple of days what might take the rest of us a lifetime.

Club Bias?

Choose one:
a. HAAUG/the *Apple Barrel* is biased towards the Macintosh;
b. HAAUG/the *Apple Barrel* is biased towards the Apple II.

If you've been in HAAUG for any period of time, you've likely heard the complaint, [see above]. Lately, you're more likely to hear complaint A. As an editor of the magazine and a member of the board of directors, I hate to hear that people are disgruntled.

I suppose the problem is inevitable for an organization which seeks to include people, Macintosh and Apple II owners, with such different needs.

Though our computers are made by the same company, and both were quite revolutionary, they are as different as cats and dogs. As a Macintosh owner who never owned an Apple II, I find that I have distressingly little to say to Apple II owners.

So I understand the gripes, even though I don't think the club is biased one way or the other, at least not intentionally. But I stick to the Macintosh and don't really have a feel for how well Apple II activities are going. Robin Cox, our president, visits both Apple II and Macintosh special interest groups regularly. When asked how the Apple II side is faring, Robin tends to shake his head and say, "There's not a whole lot going on there."

I'm not sure that's entirely true. Recently, there was quite a lively debate on HAAUG Heaven (the club's electronic bulletin board) about the relative merits of the Macintosh and the IIGS. A few people still have some Apple II enthusiasm. However, I wonder how to translate that enthusiasm into interesting activities.

As for the *Apple Barrel,* I think Apple II owners might very well have cause to think we editors purposely neglect the Apple II, but it isn't true. We pay authors at the rate of one Mac (3.5") or two Apple II (5.25") disks per page of material. For the first three issues this year, we distributed 54 Mac disks and 14 Apple disks. We simply get much more Mac material.

We have other problems which make it seem like we give Apple II material cursory treatment. The Macintosh is a graphics machine, perfectly designed for producing club magazines. Indeed, that's what we use. We receive Mac articles in a form which is relatively easy for us to use. It's simple to get pictures to accompany the Mac articles, too; zip, zap—a *MacPaint* screen dump.

In contrast, using Apple II material involves a rather torturous process. Tom Engle and Robin take the Apple disks to Robin's office and use a null modem cable and communications software to transfer the files between an Apple II and a Mac. Apple II screen dumps are impossible for us to reproduce with acceptable quality.

(By the way, we've heard of a utility program which will convert Apple II screen dumps into a format usable by a Mac, but we haven't been able to actually get our hands on it. Any help?)

As a result, the Macintosh articles tend to *look* more interesting, even though the content of an Apple II article may be as good or better than a corresponding Mac article.

The club and magazine's problem is not lack of openness. For example, the "More Randomness..." section of this column primarily deals with Macintosh issues. Mainly, I write about Macs because they are what interest me; however, because I don't know diddly about IIs or II software, I can't write knowledgably or convincingly about Apple II computers.

I'd honestly like to see an Apple II equivalent to "More Randomness...," but "Apple II Randomness" won't happen unless someone with the skill takes the time and effort to do it.

I guess my not-so-clever conclusion is that griping is only a marginally effective method for resolving grievances. So if you want more Apple II stuff in the magazine, send something in. If you want better Apple II activities, organize them. As Mr. Engle says, the club is merely a medium; it's up to you to provide the message.

Two Tips for Better *Apple Barrel* Articles

ONE

Avoid the passive voice. Passive sentence construction makes for dull, lifeless prose. A passive sentence begins with the sentence's object, and the true subject is stuck at the end of the sentence in a prepositional phrase or left out altogether.

"The Buick struck the pedestrian," is better than "The pedestrian was struck by the Buick." "Fred broke the law," is better than, "The law was broken."

TWO

Be careful with pronouns.

A. Watch for unclear pronoun references. Avoid using a pronoun when it might confuse the reader. For example, look at the following sentences:

Fred, John, and Blaster went to the bar and drank themselves into a stupor. He died in a car wreck later that night.

To whom does the "he" in the second sentence refer? This is pretty important information.

B. Don't string 25 pronouns together without a break. Rule 2B is a corollary to rule 2A.

It was blue. They didn't like its color. Still, they bought several of them. He bit her on the knee. It turned purple. They metamorphosed.

Huh? Who? What?

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I suppose the problem is inevitable for an organization which seeks to include people, Macintosh and Apple II owners, with such different needs.

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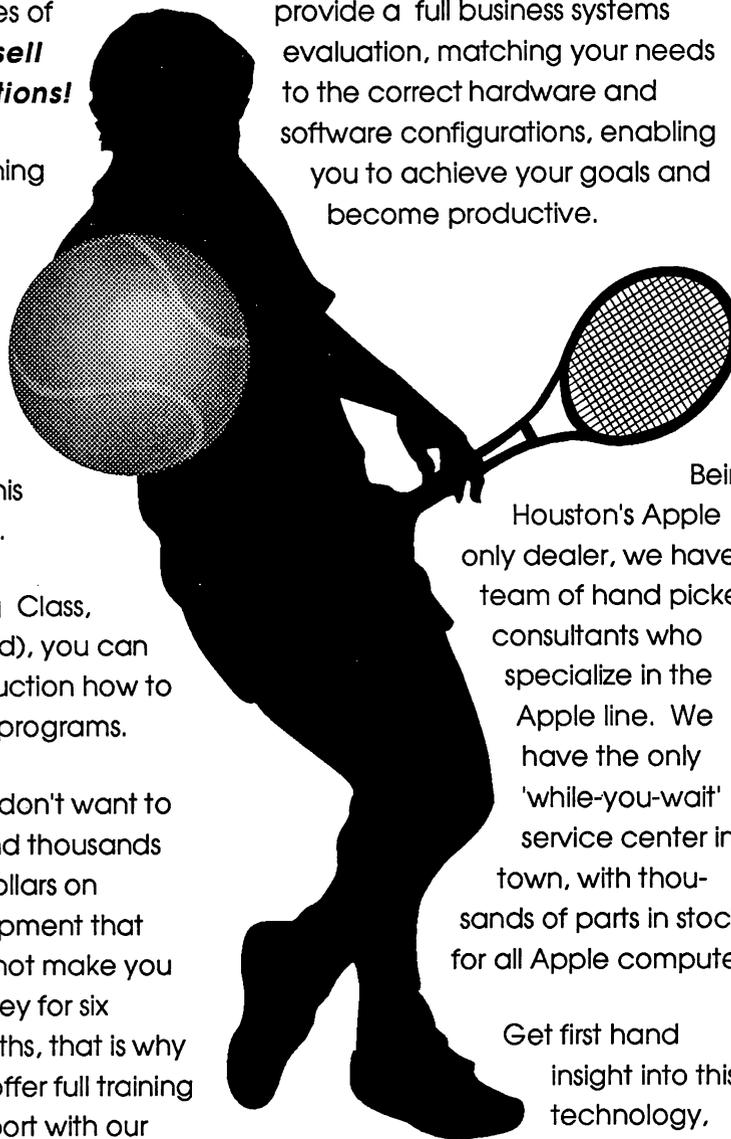
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The Other Side of Apple

John Otterstedt, Apple's Director of Manufacturing, Says Apple Now a Leader in Manufacturing Technology

by Cleland Early

Most of us consider Apple Computer an innovative company, but few consider that Apple's innovative ways extend beyond the product development cycle.

John Otterstedt, Apple's Director of Manufacturing, addressed the April HAAUG meeting and told the members that Apple has become a world-class manufacturer. "What I'd like to share with you today," Otterstedt said, "is the other side of Apple—the manufacturing side. It's not just a place where we build a product."

The Fremont, California facility, where Apple builds all varieties of Macintoshes, the HD-20 hard disk and LaserWriter, has become a sort of laboratory for research into manufacturing technology, a mecca for United States manufacturers seeking to learn how to compete effectively with overseas companies that are not burdened with aging facilities and outmoded ideas.

Visionary Idea

Listening to Otterstedt, you get the idea that the Mac factory, as the Fremont facility is colloquially known, began life as the sort of visionary idea for which Apple is famous.

Apple has automated its manufacturing, but not for financial reasons. "I could never justify the automation on that [return on investment]," Otterstedt explained. Instead, Apple decided to automate to improve quality, reliability, and safety, and to reduce boring tasks.

Before the Mac factory, Apple was strictly a light manufacturing company. Apple subcontracted the major assemblies of the Apple II and then put them together. However, Apple wanted to vertically integrate, to begin making major assemblies itself.

Apple took this step because it wanted to control the manufacturing process. "If we could control the process," Otterstedt explained, "we could certainly control the quality." And, the people at Apple felt, quality was of primary importance. Otterstedt said that Apple was motivated by the fear that Japan would "come and eat our lunch."

Apple originally strove for quality and low manufacturing costs and, Otterstedt claimed, has succeeded. "Since January 1984, we have cut the cost of manufacturing a Macintosh in the United States by more than half." He added that the Apple Singapore plant, which builds the Apple II product line, cannot build Macintoshes cheaper than the domestic plant.

Changing Concept

The original concept of the Macintosh factory encompassed several goals. Apple wanted a focused facility, one that just built Macintoshes, at the rate of about 40,000 units a month.

Apple wanted to use advanced manufacturing technology, including robotics. The company wanted to develop special materials handling techniques, state-of-the-art parts storage and retrieval systems.

In the quest for that elusive quality, the managers emphasized a goal of zero defects. Apple employees developed an advanced engineering information system. Today some 200 Macs control the whole manufacturing process.

The original Mac factory vision was not perfect, however. "In our minds," Otterstedt said, "we had this highly automated environment where this thing would be built with no people at all. Well, we were wrong."

Instead, Apple found that it was important to have a highly innovative work force. Today all the workers in the plant have input. There are no quality control managers at the Mac factory because all workers are responsible for quality. In fact, Apple shut the factory down for six weeks in 1984 because a line operator detected a problem.

Apple also found that it had underestimated the skill levels for particular workstations, and, Otterstedt said, had to "grow its own people."

The company also discovered that the plant managers needed technical expertise, that success in manufacturing depended upon the managers' understanding the technology of the products they produce. As a result, Apple has a lot of engineers in jobs that were traditionally held by non-engineering personnel.

Otterstedt said that Apple made other mistakes in planning the Mac factory. For example, Apple executives naively assumed that they would receive high quality parts from their suppliers. When parts didn't meet Apple's quality expectations, the plant managers found that they hadn't planned for incoming parts inspection. They lacked equipment, space, personnel, and had no feedback loop to the vendors.

Now, Otterstedt said, Apple has entered into a non-adversarial "partnership" with its suppliers, keeping them informed about Apple long- and short-range plans. Apple has reduced the number of companies that supply the Fremont plant from around 400 to under 100. Apple selected the vendors that provided the highest quality parts, then worked hard to build loyalty.

Thus, Apple has been able to eliminate incoming part inspection and institute a ship-and-stock program where parts shipments go directly from the

loading dock to the point of use. Typically, a part comes in the door in the morning and goes out as part of a completed Macintosh the following afternoon.

In the beginning, the production designers paid little attention to parts packaging. Most of the early problems with robots were caused by parts that were packaged in a form that was hard to use by the robots and jammed the feeding mechanisms. Now parts come to the factory in the exact form needed by Apple.

Apple shares with its vendors, but it also learns from them. Apple employees have been to Japan and have seen Japan's most advanced-technology products. "So we're trying to steal as much as that as we can," he said, jokingly. Then he added, "I'm only kidding. We don't actually steal anything; we leverage off other people."

The Apple managers also discovered that they were not experts in automated materials handling, the systems that deliver the parts from stock to the assembling equipment. In fact, the original Rube Goldbergesque AMS system had to be ripped out and replaced, at a considerable expense. Otterstedt termed the first, disasterous AMS the only really serious mistake Apple made in implementing the original vision and a major embarrassment.

Surprising Pronouncement
Otterstedt made one particularly surprising pronouncement. "Knowing what we know now and learning now and learning what we've learned over the last couple of years," Otterstedt asserted, "the current Macintosh product *is* not a very good product to be built in an automated environment."

For example, Otterstedt elaborated, the type of plastic used in the housing makes it tough for robots to pick one up. As a result of Apple's experiences with the Mac, new products are designed with an eye on manufacturing.

Otterstedt also admitted that Apple's sales forecasts were incredibly bad. "Steve Jobs was saying that you've got to get up to 80,000 units a month," Otterstedt said. "Steve thought that the Mac was going to be so phenomenally successful that everyone in the world

would want one, and we'd build a new factory a quarter. This is the kind of guy Steve is."

Even though Jobs was bad at predicting demand, Otterstedt respects him very much. Otterstedt praised "the incredible visionary talent of Steve Jobs, who happens to be one of the most inspirational people in my life."

Otterstedt continued by saying, "He [Jobs] could envision at that time, in '78, '79, that we needed to do something that was radically different. Ease-of-use was something that he was adamant about. It had to be something that you could take home and plug in and, in a very short period of time—like 20 minutes he'd say—you could begin doing something very useful."

"I think it's sad, in a way, that he's no longer with the company, but his dreams have come to be realized," Otterstedt concluded.

For a while, bad forecasts were not the only thing Apple had to worry about. "In January 1985," Otterstedt said, "when the bottom dropped out of the PC market, we didn't know in June whether we'd still be in business as a company by Christmas. It was that bad."

During this crisis, Apple reorganized and consolidated manufacturing from six to three sites. Closing the Dallas plant was particularly difficult for Otterstedt because he had helped open it. The best Dallas people have now moved to Fremont.

Otterstedt also said that Apple has revised its corporate goals and is the better for it. For a while, talk focused on how Apple was going to beat IBM. Otterstedt termed this an impossible goal; the current policy of peaceful coexistence is much better.

The Fremont facility is also better because Apple has abandoned the idea of focused manufacturing. Now, flexibility is the rule. Apple builds a whole range of country-specific products including Macintoshes suited to Japan, where they sell very well. (No doubt the Japanese want to "leverage off" Apple's technology.)

In the Macintosh factory, you'll find an American-made robot with vision and tactile sensing-abilities that can read a bar code and reach for the right

parts for the type of Mac being built. Thus, Mac 512s, Pluses, SEs, and IIs can all be built on the same assembly line.

This flexibility is also important because the average product life for a Macintosh is 18 months. It's not possible to retool every 18 months. Clearly, this flexibility depends on clever, innovative software, and the Mac factory sports some of the most sophisticated manufacturing software systems around.

Lessons
Perhaps in part because of the managers' inexperience in manufacturing, Apple has developed a first-rate facility. Otterstedt said that Apple brought in the brightest people in to do what had never been done before. They succeeded admirably. After a while, the Apple process designers found themselves teaching the process consultants Apple had hired.

Today, Otterstedt said proudly, Apple has learned what it takes to be a high-tech manufacturing company. You need to study the process, look for redundancy and wasted motions, and take them out. Every action has a cost associated with it. Every improvement in efficiency lowers the cost of a product to the company and to its customers.

And, the Fremont plant has become almost unbelievably efficient. In 1984, Apple was producing 50,000 Macs per month using three shifts and 720 people. Today, Apple produces the same number of Macs, plus HD-20 hard disks, LaserWriters, and 1,000,000 floppies per month, using one shift and 450 people.

And Apple does it in a plant that is paperless, with virtually no inventory. A plant whose products account for two-thirds of Apple's revenue. Sounds remarkable to me.

So it's hard to take John Otterstedt seriously when he says, "All you have to do is what the Japanese have learned to do, and that's become a student of the process. Understanding process...that's the key. It's not very difficult." If it's so easy, why aren't more American firms doing it?

After meeting and listening to John Otterstedt, it *is* clear that he's one of those "brightest people" Apple hired.

To // or to Mac— that is the question.

by George Pierce

I don't know whether or not to be proud of having been a HAAUG member for as many years as I have, since this is my first contribution to the *Barrel*. Nevertheless, here are my reflections on seven years of Apple computing.

First, for those of you who came in late, micro computers did not just appear one day in your local Toys-Are-Us. The first "home" micros were kits that contained many circuit boards full of ICs and discrete components to provide the proud owner with a 4-bit processor and 4K of memory. All programming was by machine code because a BASIC compiler or other computer "language" would take up too much, if not all, of the memory.

Who were the people that were the first enthusiasts? They were by and large "ham" radio types. The first magazines about micros were actually set aside sections of Wayne Green's *73*. This later evolved into *Kilobite* and finally the present *Byte*. The first micro I ever saw was in Bellaire Electronics. It was the now fabled MITS Altair.

I'll never forget seeing that beautiful metal box with its neat row of toggle switches and logic state lights that blinked as the Altair "thought." I don't remember what it cost, but I do remember that it was more than I had or was likely to have any time soon. Even so, the seed was planted. I had to have a computer because without it I would certainly be swept into the dark backwater of the new age now evolving.

Finally the day came when I walked out of CompuShop with the keys to the new age, a brand new Apple][+ complete with monitor, 48K of RAM memory, and two "Adventure" games on cassette tape. Price—$1100. No printer, no disk drive, but I was happy.

Between that day and the day I went out of the Apple // business, I am sure I must have spent another $4000. My final system was a half Meg, hard drive //e with every slot filled. I loved my computer. With *AppleWorks, Sensible Speller, Ascii Express*, and the *Printshop*, I could do everything I would ever want to do.

But all was not serene in Apple land. More and more people were coming to the HAAUG meetings with these cute little boxes that were held tightly closed with Torx screws. How do you put the latest morse code reading/garage door/opening/serial/parallel/Z-80/clock card in? Not only did these people not care that their machines were unable to swallow these wonderful add-ons, but what really hurt was the way they pointed their noses in the air in the sureness of the higher technological strata reserved for the "Mac People."

Friends, I'm here to tell you that in the most private corners of my mind I did harbor a great interest in these cute little picture drawers. Was it possible that a system that had served me so well, on which over a period of six years I had actually become competent, was not in truth the path to Computer Nirvana?

Finally, the moment of decision came when I was offered the editorship of my local civic organization. Here finally was a clear-cut case of something the Macintosh could do (i.e. desktop publishing) that my faithful Apple // couldn't.

Now, six months after selling my //e to get the cash for Mike Kramer's used Mac, I can reflect on the differences in the two systems and I find a lot to love in both.

The Apple // line is the most versatile system in the world. It can be configured to monitor and control industrial processes or balance your checkbook.

//s are the computer of choice in schools with their built-in Applesoft Basic which allows mere mortals to actually program.

Research labs are full of //s monitoring and analyzing experiments using Forth and other science oriented languages. The // with *AppleWorks* can keep the books, control inventory, and turn out all of a small business' correspondence. Apple // is not a super-powered, high speed system, but it has more power than most of us will ever need, and works faster than this human's personal I/O.

Finally as a "personal computer," the // still leads by a large margin in the number of affordable or even free programs available for it. Be sure that you really need and can use the power and features of the Mac before you let five minutes with *MacPaint* cloud your judgement.

Now for a six month impression of my 128k/512k/512e Macintosh. First, I miss my hard disk with its quick access to applications (that's a Mac term for programs) and data files. I'll have one some day, but my //e sale didn't yield enough cash for now. I use my Mac for most of the same things I used my //. I replaced *AppleWorks/Sensible Speller/Ascii Express* with *Microsoft Works/MacLightning*, and the *Print Shop* with *Print Shop* for the Mac. But now I spend hours trying to get a grip on new frontiers like *PageMaker* with its associated jargon like PostScript and pixel ratios.

My point, if there is one, is that no one who has an Apple // or contemplates the purchase of one should ever be intimidated by the Mac or its fans. Apple Computer has sunk millions into making the Mac the "second standard" for the business world. I believe the // is the standard for personal/family computing, and the GS is evidence that it has a great future.

I'm writing this on my Mac, but if anyone knows of some kid who got a //c for Christmas a few years back and never used it I might make them an offer. It would fit fine on my desk and I do remember the simple joys of *Little Brick Out*.
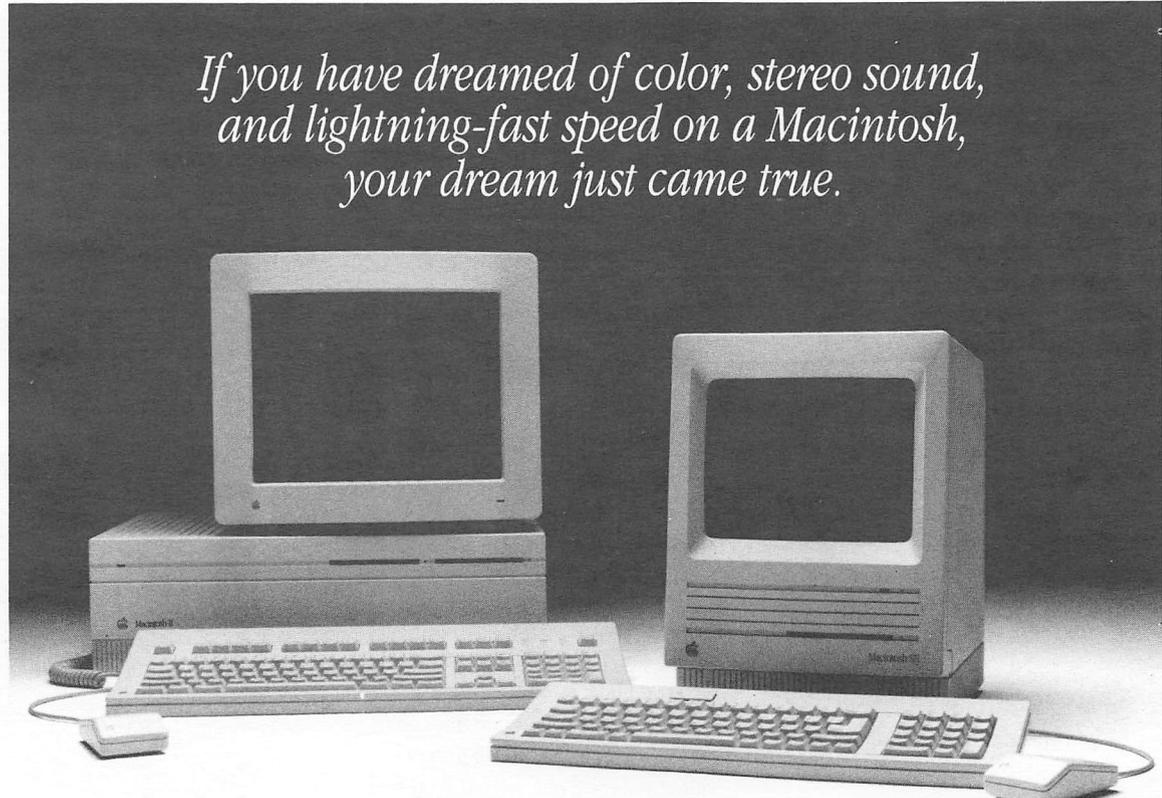
quick Connect

*If you have dreamed of color, stereo sound,
and lightning-fast speed on a Macintosh,
your dream just came true.*

Welcome the New Macintosh Computers

There Here—the long awaited additions to the Apple Macintosh™ Family of personal computers: the Macintosh II and the Macintosh SE. These two machines offer the performance, flexibility, and above all the expandability to open up new horizons for Macintosh users. If you have dreamed of color, stereo sound, and lightning-fast speed on a Macintosh, your dream just came true.

Here are some of the highlights of these two new machines.

Macintosh II

This machine is Apple's new powerhouse. With a larger screen, color capability, expandability, and four times the speed of the Macintosh Plus, the Macintosh II is ideal for high-end scientific, engineering and desktop publishing applications.

Open Architecture

This is the long-awaited "open" Macintosh. Its open architecture, provides six expansion slots for adding a variety of cards to customize your system, such as the Macintosh II Video Card for color display and an internal

SCSI hard disk (see the article on new products). The cards can be placed in any slot—just plug in and go. Thanks to NuBus,™ any card can take control of the system. That means you can work in different operating environments, such as MS-DOS® or even UNIX® (described on page three of this issue). The Macintosh II also has one built-in 800K floppy disk drive with the capability of adding another drive —either internal or external.

Power and Performance

The Macintosh II is built around the new Motorola 68020 microproces-

sor that enables you to open and close applications and files, access data, execute graphics, and perform calculations up to four times faster than on the Macintosh Plus. An additional co-processor speeds up mathematical calculations 40 to 200 times faster than the microprocessor could do by itself. Those of you who use calculation-intensive applications, such as spreadsheets or CAD programs that generate 3D graphics, will appreciate the speed difference immediately.

The machine comes standard with one megabyte of RAM, allowing you to run the most sophisticated and powerful software applications available today. But if one is not enough for you, memory can be expanded to two, four, five, or even eight megabytes.

Color and Sound

You may have noticed that the monitor of the Macintosh II is a separate unit. That means you can choose either the new Apple High-Resolution Monochrome Monitor or the Apple-Color™ High Resolution RGB Monitor. The color monitor, along with the Macintosh II Video Card, provides a palette of more than 16 million colors, probably enough for most of us.

If you're musically inclined, you'll appreciate the four-voice stereo sound of the Macintosh II, which you can use to create very high-quality synthe-

> **This is the long-awaited "open" Macintosh... you can work in different operating environments, such as MS-DOS or even UNIX.**

sized voices and music. And, it's compatible with existing Macintosh sound and music software.

Two Choices

The Macintosh II will be available late this May in two configurations: with and without a 40 megabyte SCSI internal hard disk drive. Both systems come with a mouse, but the keyboard, monitor, and expansion cards are available separately. (See the article on new products for information on the two available keyboards.)

> *The Macintosh SE... inside is 256K of ROM and one megabyte of RAM, which can be expanded to up to four megabytes of memory.*

Macintosh SE

This machine a one-slot open Macintosh, the Macintosh SE, is also long on expandability and high on performance.

Expandability

On the outside, the Macintosh SE has seven built-in ports, including a SCSI port and a sound port, for adding your favorite peripherals. It also provides the option of a second 800K floppy internal drive, saving you space on top of your desk.

On the inside, you'll find something new: the Macintosh SE-Bus Expansion Slot. This slot lets you install internal cards for expanding your system without modifying it. You can install networking and communication cards, MS-DOS co-processor cards, and even a 5.25-inch MS-DOS disk drive controller card (see the article on MS-DOS). Also inside is 256K of ROM and one megabyte of RAM, which can be expanded to up to four megabytes of memory.

Power and Performance

The Macintosh SE is 15 to 20% faster than previous models in processing speed, so you can really zoom through spreadsheet recalculations and document processing. Enhanced SCSI performance is up to two times faster, allowing you to open and close applications, search large databases, and retrieve your documents in the blink of an eye.

Two Choices

The Macintosh SE comes two ways: with two internal 800K disk drives or with one internal 800K drive and one internal 20-megabyte SCSI hard disk. The keyboards, either of the two mentioned in this issue, are available separately. See the article on new product add-ons (pages four and five).
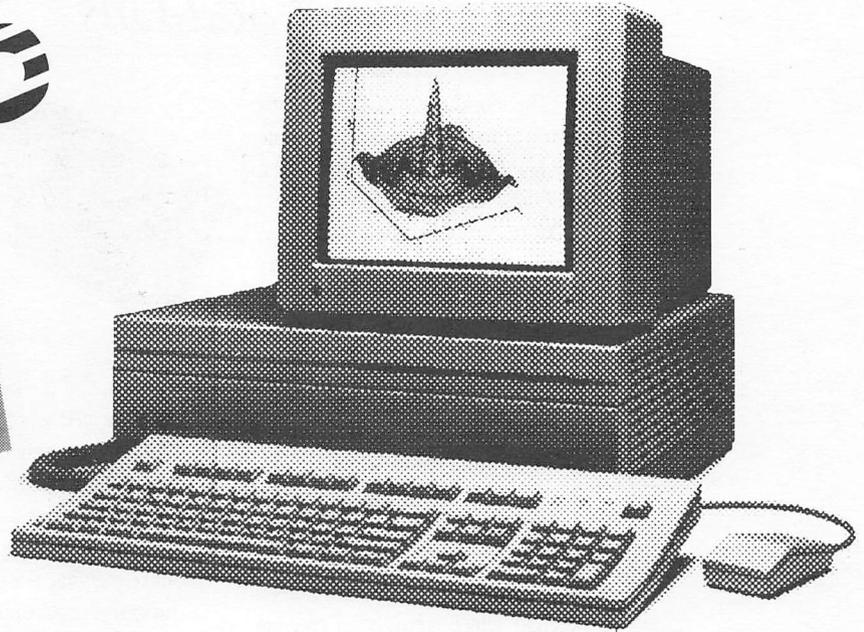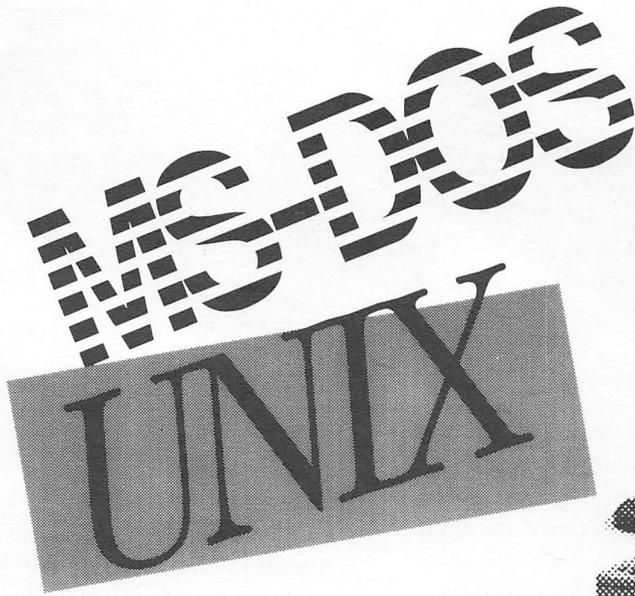
MS-DOS
UNIX

Take a Drive to MS-DOS

Have you ever wished you could get data from an MS-DOS-formatted floppy disk into a Macintosh? The first and obvious problem is the size of your disk drive—it's about two inches too small. The second problem is that MS-DOS is a foreign language as far as your Macintosh is concerned, so it could not read the contents of the disk anyway.

Apple has just solved both problems. The MS-DOS world is now just a drive away—an Apple PC 5.25 Drive, to be exact.

Designed for the new Macintosh II and Macintosh SE, the Apple PC 5.25 Drive works in combination with the internal Macintosh II PC Drive Card and the internal Macintosh SE-Bus PC Drive Card, respectively, to read, write, and display MS-DOS-formatted data on your screen. The drive comes with a special software utility that allows

you to switch between data formats—from MS-DOS to Macintosh and back again, or the other way around.

Now that MS-DOS and the Macintosh are on speaking terms, look for co-processor cards that will allow the new Macintosh computers to run PC application software, such as Lotus 1-2-3, dBase III, WordStar, and other popular MS-DOS programs. The world of MS-DOS has never been closer.

UNIX for the Macintosh II

For those who use UNIX-based systems can soon have the best of two worlds. Apple has just announced the Apple A/UX Operating System as an alternative to the standard operating system on the Macintosh II. What this means is that users can harness the power of the Macintosh II (one world) to run applications designed for AT&T System V UNIX—the operating system A/UX™ emulates (another world).

UNIX-based applications include high-end engineering, design, and communications programs that, before the Macintosh II, were typically run on minicomputers or large mainframe computers. Now that A/UX and the Macintosh II are here, in addition to memory expansion to two or more megabytes of memory and 40 or more megabytes of disk storage, it functions as a powerful UNIX workstation.

And there's more. With the new Apple EtherTalk™ Card installed in the Macintosh II, users can access high-speed Ethernet networks used in UNIX

environments. This means that, once additional Ethernet network utilities are written, you can communicate with most engineering workstations, DEC minicomputers, and even some IBM mainframes. And of course, you'll still have the advantage of Macintosh technology and software.

Together, the A/UX Operating System and the EtherTalk Card can connect you and your Macintosh II to the world of UNIX computing. Look for availability of A/UX in June, and the EtherTalk Card in May.

▶

New Product Add-Ons

The introduction of the new Macintosh II and Macintosh SE computers has launched an array of new add-on products. And many of these new products are compatible with other Apple machines. So if you've been thinking of upgrading your system, read on!

Two New Keyboards

Macintosh II and Macintosh SE owners have a choice of two new keyboards. The Apple Keyboard, available now, is the standard keyboard for both machines. It's versatile, compact, and includes a numeric keypad, which is handy for entering numbers in spreadsheets.

The Apple Extended Keyboard, available in April, is a breakthrough in Macintosh keyboard flexibility. It has just about all the keys you'd ever need for dedicated word processing, database management, terminal emulation, and all types of data entry. The variety of keys allows you to use applications that run alternate operating systems and programs. For example, if those programs require special function keys, 15 are available. A T-style cursor keypad and 6 cursor contol keys are also included.
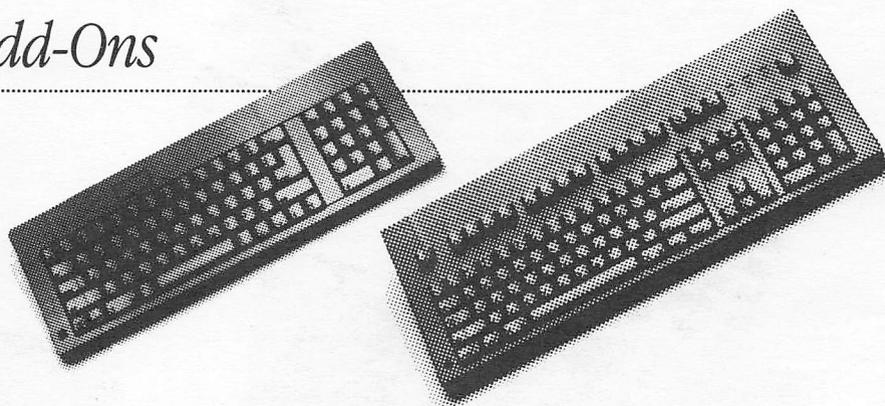
Memory Upgrades

If you often work with large files, Apple's 1MB and 2MB Memory Expansion Kits can speed things up for you.

The 1MB Memory Expansion Kit is designed to expand a Macintosh II from its standard one megabyte of RAM to two megabytes. The 2MB kit expands a Macintosh Plus or Macintosh SE from one megabyte to 2.5 or 4 megabytes, and a Macintosh II to 5 or 8 megabytes.
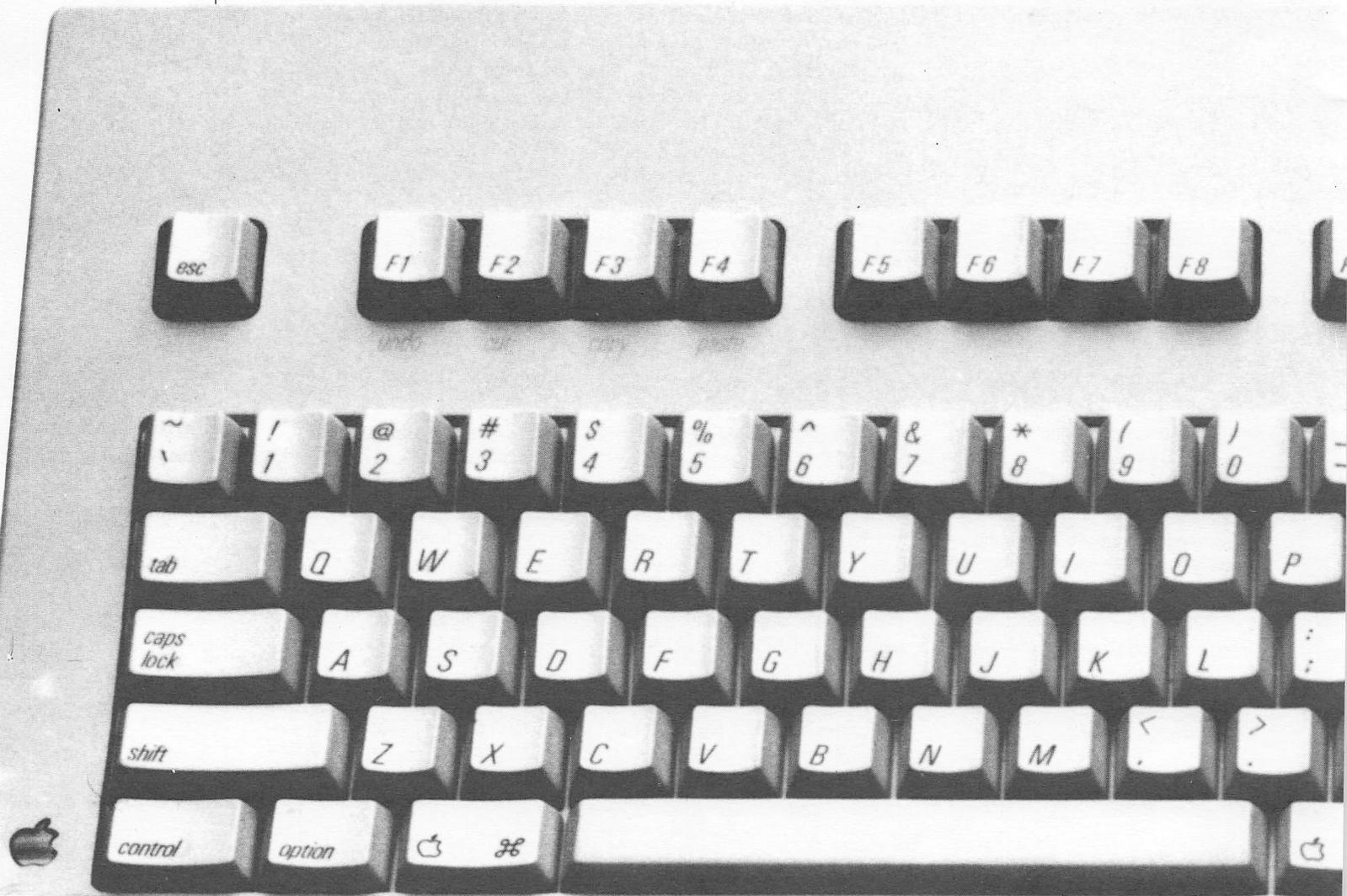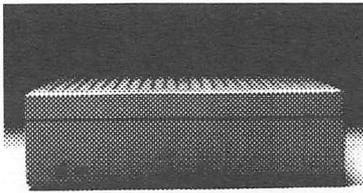
Hard Disks

Adding a hard disk to your system is another way to speed things up and, at the same time, get the storage space you need to store all your applications and data files in one location. Five new hard disk drives have just been introduced: two external drives for Macintosh and Apple II computers, and three internal drives for the Macintosh II and Macintosh SE.

The external drives are the Apple Hard Disk 40SC with 40 megabytes of storage and the Apple Hard Disk 80SC with 80 megabytes—both are ideal network storage devices that can be used with the AppleShare™ File Server (described in last month's Quick Connect). Like the Apple Hard Disk 20SC, these drives use the SCSI interface port and have an access time of 30 milliseconds for super-fast transmission of data. And on the back of each drive is an additional SCSI port, so you can add additional drives, tape backup systems, or other SCSI peripherals—up to three additional devices on an Apple II and six on a Macintosh.

Perhaps best of all, both hard disks work on all of the following Apple computers: Apple II Plus, Apple IIe, Apple IIGS,™ Macintosh Plus, Macintosh SE, and the Macintosh II. The Apple Hard Disk 40SC will be available next month; the Apple Hard Disk 80SC in May.

The internal drives for the Macintosh II and Macintosh SE are the Macintosh Internal 20SC, 40SC, and 80SC Hard Disks, providing 20, 40, and 80 megabytes of storage, respectively. Available in May, all three disks connect to the SCSI interface and allow you to add up to six additional devices, including the new Apple Tape Backup 40SC device with save-and-restore capabilities. The Macintosh Internal 20SC Hard Disk is a good choice for the single user who needs faster access time and greater storage capacity than that provided by floppy disk drives. The Macintosh Internal 40SC and 80SC Hard Disks are the choices for people who want to use the Macintosh II as a network file server or as a scientific or engineering workstation.

...on the back of each drive is an additional SCSI port, so you can add...up to three additional devices on an Apple II and six on a Macintosh.
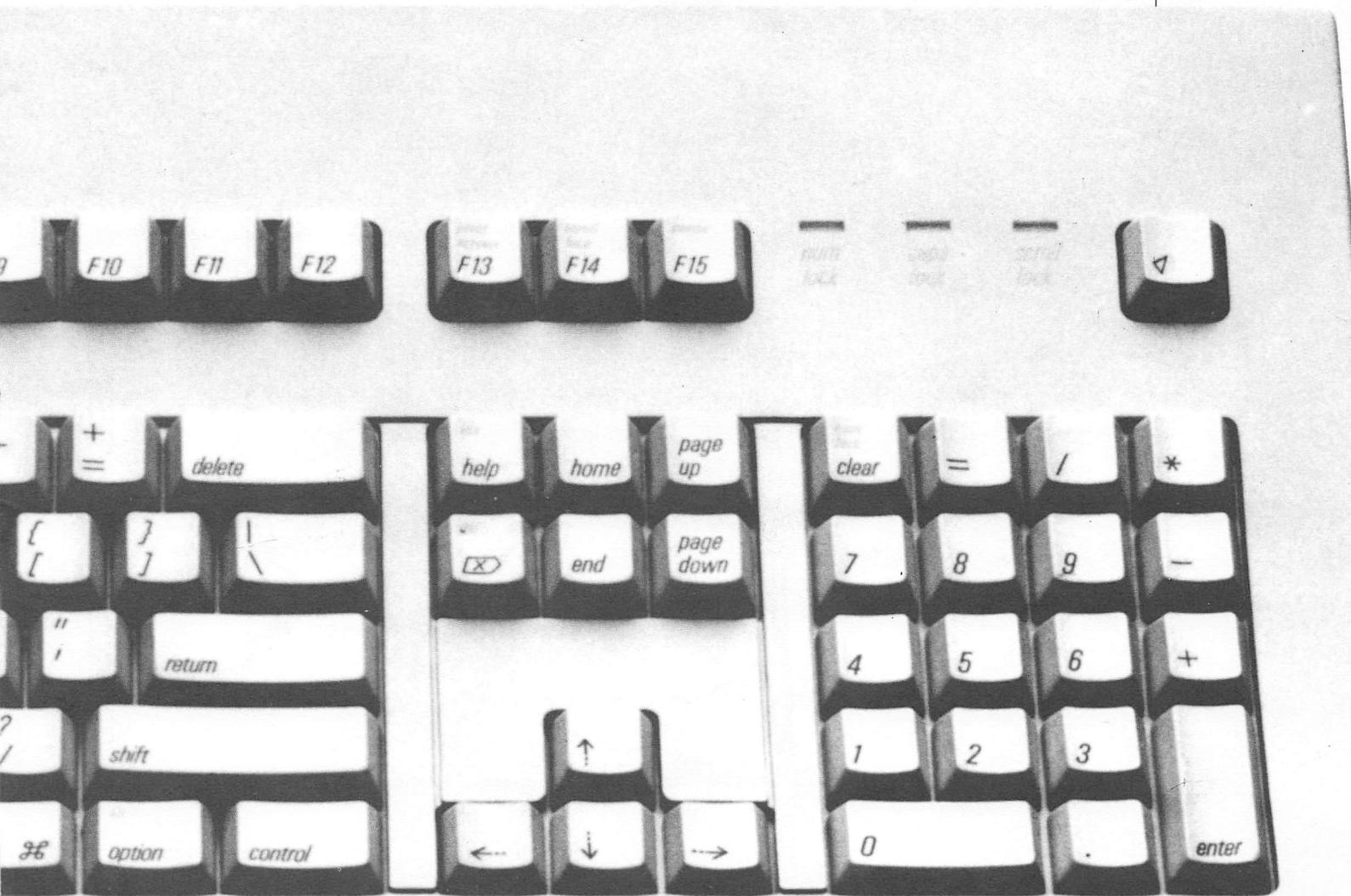
The Story of a Photo Shoot . . . with a Twist

Thom Marchionna
Creative Director
Apple Computer, Inc.

It was the night before Christmas (or close to it), when Bill Campbell (Apple's executive vice president of U.S. sales) phoned Thom Marchionna with an unusual request. As a creative director for Apple's Creative Services division, Thom is accustomed to unusual requests. His job is to support the marketing effort in video, print, and other media, communicating concepts that convey the Apple message and image. And that includes everything from creating factual brochures, User Group pieces, and newsletters to designing awards, posters, and coffee mugs. So Bill Campbell's request was just another challenge: design and produce an invitation to a holiday afternoon beer bust, do it quickly, and don't spend a lot of money—there is no budget.

The real problem here was time. Squeezing another project into an agenda that didn't have a free hour left would have given a less resourceful man a headache. But Thom had an idea with a twist: Let the Macintosh art-direct the most time-consuming task—the photo shoot.

Here's what happened.

1. Thom conceptualized the invitation, wrote the text, sketched the art, and sent it to the top. It came back approved.

2. Thom phoned his friend in Santa Cruz, professional photographer and fellow Macintosh fanatic, Bruce Ashley, and made an unusual request of his own: Photograph a full glass of beer with a candy cane in it (huh?) using a video camera connected with a Macintosh to scan the props, then telecommunicate the digitized image as a MacPaint® file to the Apple office in Cupertino. Bruce, also a resourceful man, agreed, but only if he could consume the props when the project was done. Approved.

3. Thom next conferred with his colleague at Creative Services, Hugh Dubberly, the computer graphics manager, on the technical aspects of the telecommunication. Then he scheduled the photo shoot.

4. Back in Santa Cruz, Bruce arranged the props, connected a video camera to his Macintosh, and used MacVision™ from Koala Technologies Corporation —a software/hardware video digitizer package—to scan the props and produce a digitized image on his computer screen. Then he called Thom's Macintosh in Cupertino using a Hayes modem and Smartcom II,® a communications program.
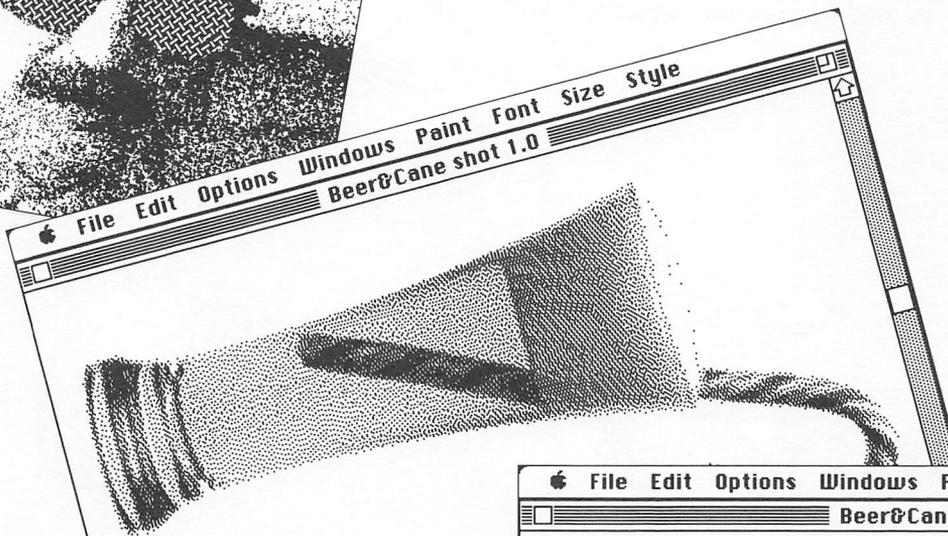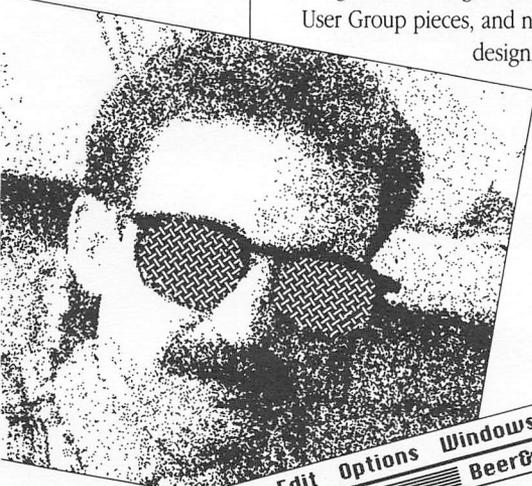
This is the first MacVision image that Bruce telecommunicated to Thom.

Thom sketched in changes, made his comments and sent a MacPaint file back to Bruce.

ADD SOME FOAM SPILLING DOWN SIDE

ADD SOME SHADOW HERE
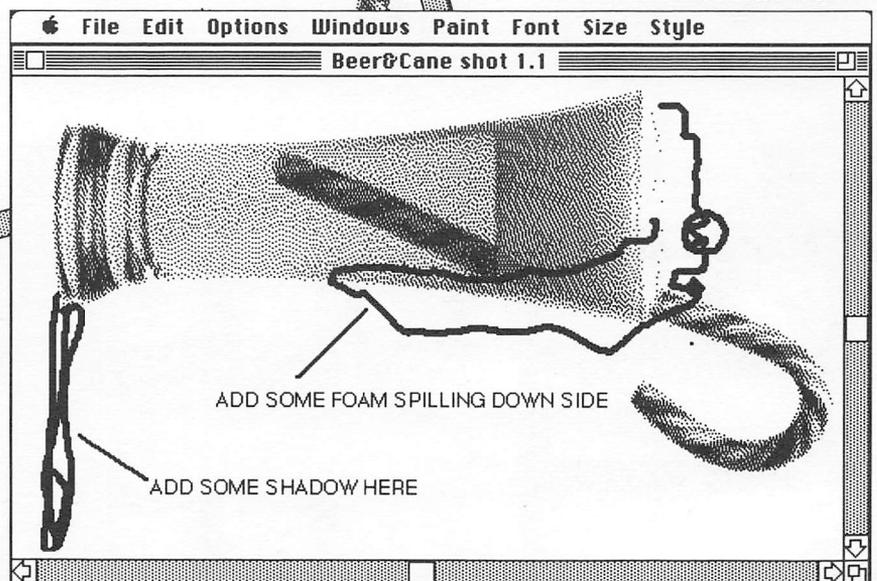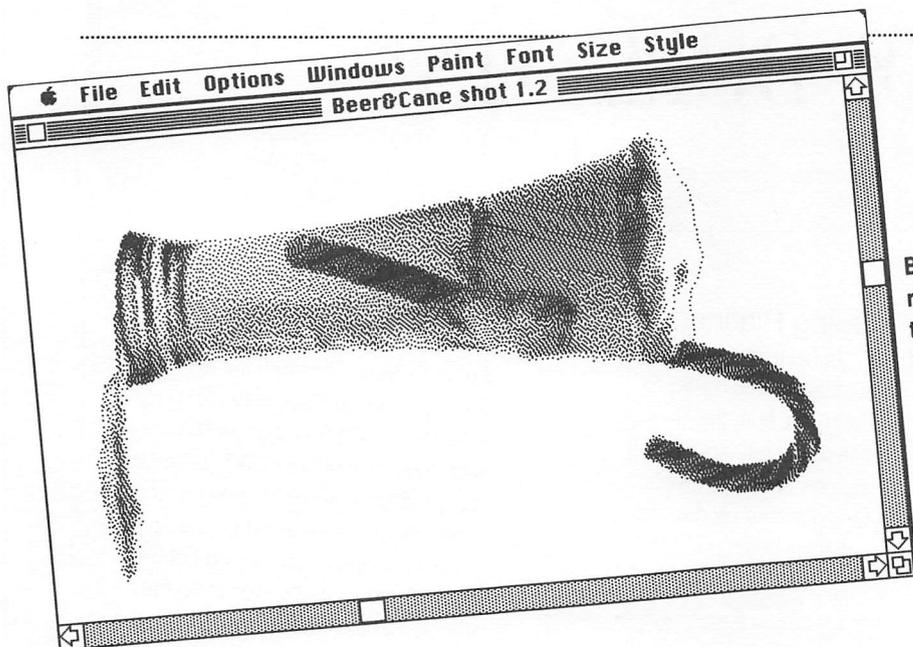
Bruce made the adjustments, rescanned the set-up and sent this digitized image back to Thom. "That's it. Shoot," replied Thom.

The invitation.

5. An excited knot of people gathered around Thom's computer. It was displaying a frothy glass of beer with the festive candy cane—the same image Bruce was transmitting with his machine. The image was captured and printed as a MacPaint file, and scrutinized by the eyes of an artist. Using MacPaint, Thom added a shadow beside the glass and drew more foam on the beer, dripping it down the side of the glass. Then he sent the edited picture back to Bruce's Macintosh.

6. Bruce adjusted his props as Thom had indicated, scanned the props again, and sent the digitized image back to Thom. The reply came back, "That's it. Shoot." Bruce captured the image on film this time, and the photo shoot—which, all told, took less than half a day—was over.

How did the beer bust turn out? No one is revealing, but the invitation was a real eye-stopper. And what happened to the props? A grinning Macintosh isn't telling.
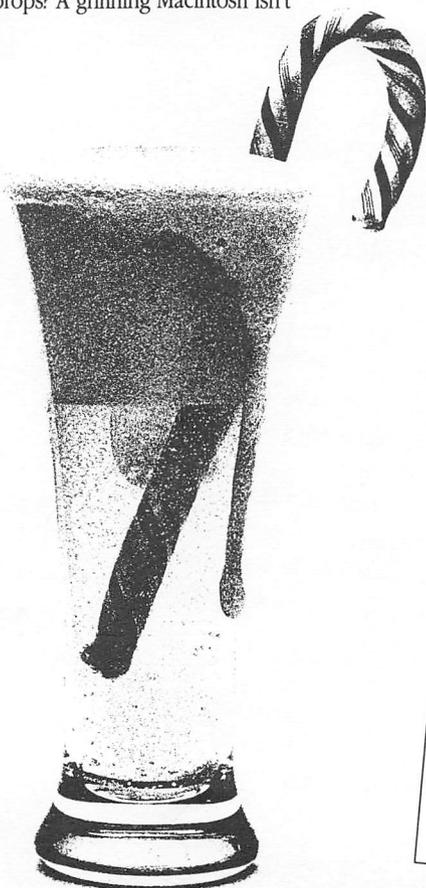
The final photo shot with a mezzotint special-effects screen.

Bill Campbell presents another Friday beer-bust.

This time, with a twist.

Every Friday, for as long as anyone can remember, Bill Campbell has made it a point to show up at the Friday beer-bust.

Now, he's turning the tables. He's throwing one himself. And like Sinatra, he's doing it his way. The right way.

Sure, there'll be beer. And there'll be great food. And good music. All presented with that special Campbell flair.

Friday, December 19th. From 3 to 8 p.m. in the Mariani Cafeteria. So, be there. And be ready to twist and shout!

QUICK BULLETINS

New Software for Macintosh, LaserWriter,™ and ImageWriter®

New things are happening at Apple, like . . .

▶ new Macintosh system software—Finder 5.4 and System 4.0 for all 800K drive and 400K drive Macintosh computers with at least 512K of memory

▶ new printer drivers for the LaserWriter and ImageWriter printers

▶ new Macintosh utilities, as well as upgraded ones

You can obtain the new software from your local Authorized Apple dealer or various on-line services.

Going Platinum

In keeping with Apple's strategy for one-color product lines, both the Macintosh Plus and the ImageWriter II are now sporting Apple's new platinum product color, replacing beige.

New Apple II Instant Pascal

This popular education language is now available in version 1.5 (replacing 1.0) and can be used with the Apple IIGS, Apple IIe, and Apple IIc. New enhancements include compatibility with non-Apple printers (such as Epson and Okidata), removal of copy protection (for easy backups and hard disk installation), and availability on double-sided 3.5-inch disks (as well as on the original 5.25-inch disks).

For a free Instant Pascal upgrade, see your Apple dealer or mail your original invoice or your version 1.0 startup disk before August 28, 1987 to: Instant Pascal Upgrade, 450 East Trimble Road, San Jose, CA 95131.
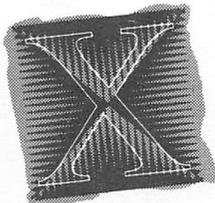
This Month in Apple's History . . .

MARCH

1976- Steve Wozniak (26) and Steve Jobs (21) finish their work on a preassembled computer circuit board and call it the Apple I.

1981- Apple Expo '81 is launched—the company's first national merchandising roadshow. And, The Apple Collection debuts—a catalog of clothing and lifestyle items bearing the Apple logo.

1983- John Sculley joins Apple as President and CEO.

1985- Apple Computer and 28 third-party developers dominate an issue of the Wall Street Journal with ads promoting The Macintosh Office.

Apple IIe computers are enhanced, and the company's employee count hits an all-time high—5,700.

Did You Know?

Not every Apple II came in the now-familiar beige plastic case. In 1977 for $798, a customer could buy the Apple II circuit board alone, to which they could add their own keyboard and power supply!

Apple II Role Playing

Bill Muhlhausen Examines SSI's Phantasie II

Phantasie II first appeared in the spring of 1986. After receiving my copy from SSI, I started right in to do this review. In this sequel to *Phantasie I*, you must transfer your characters from your *Phantasie I* disk to your new *Phantasie II* disk. When this is done, you will find that you have lost all your powerful weapons, spells, and armor and most of your money. It is necessary to rebuild your characters back up to their former levels in order to win the game.

I suggest that after you have transferred your characters from *Phantasie I* to *Phantasie II* that you go to the guild, assemble your party, and then attempt to train each of your characters and gain spells. Try to advance as many levels as the guild will allow before the program tells you that you need more experience to advance further.

The color graphics are excellent, and the story line is interesting. SSI has allowed you to create a character on the *Phantasie II* disk and then transfer that character and any others you want to send with the new character back to *Phantasie I* to adventure on the *Phantasie I* disk. You can then bring the characters back to the *Phantasie II* disk but you still loose your weapons, spells, ect. upon doing so. The updated version of *Phantasie II* allows you to make a back up copy with CopyA.

Version Problems
If you buy this program, be sure to check to see that your version is not 1.0, which is the version I received to review. If you do have this version, do not spend any time playing your characters with this version. Instead, send it to SSI for replacement by their Product Control department. This version contains one big error; after you have advanced your characters to high levels and you are ready to try to win the game, you will not be allowed to approach the dragon in order to perform the necessary acts to win the game. Further, there is no easy way to transfer your advanced characters from *Phantasie II* version 1.0 to the updated versions of 2.0 and 2.1 which have corrected this error. Herein lies the reason that this review took so long to write. The company did send me the update of version 2.0 once the error was corrected; however, since I had

spent many weeks playing version 1.0 and advancing my characters I did not want to have to it all over again when, with only a few more hours of play, I could complete the scenario on a corrected version.

After trying to copy version 1.0 to 2.0 by various methods including a disk editor, I gave up and returned the problem disk to SSI. SSI's people looked into the problem and returned my disk on a timely basis, along with version 2.1 to which my characters had been copied. Although I was able to complete the scenario with this assistance, the disk upon which my characters had been copied blew up and would not allow me to record my final money, experience, treasure split to the characters. Several hundred thousand experience points therefore went down the drain, not to mention the treasure and magic gained. The company agrees that even when they attempt to transfer characters from *Phantasie II* first version to the updates, problems seem to occur. So save yourself headaches; make sure that you have a updated version.

Playing Tips
Here are a few tips on playing *Phatasie II*. Pay close attention to each of the dozen or so scrolls you find. Make notes on the information or sell them off in one town and then buy them back and read them as needed. After you finished reading, resell the scrolls to the armory. Be sure to try to use any beast amulet you may acquire once you get to a town. Find a way to swim the River Styx. This can be done at more than one location. Avoid Saxlingham until you are at least experience level seven or eight. When in dungeons, check for secret doors by trying to walk through walls.

There is a pathway through the

lava. However, since you need to visit a temple a short distance from Plutos Menagerie, your last objective, I think that it is better to go directly from the temple to your objective in order to complete the game. The author disagrees with me. I tried going through the lava three times and made it once. I made it the first time from the temple and I had potions and spells remaining, which I did not have on the one time I made it through the lava. When you try to traverse the lava, carry all the healing potions and magic potions you are permitted to have after deducting each character's weapon, shield, and armor.

Fun for All
In my opinion, this game can be played by all ages. The game save option is automatic once you leave or enter any town, or you may use a manual save option when in towns. You do not have to have *Phantasie I* to be able to use the *Phantasie II* program. The distribution of things routine seems to me to be simpler and easier to use in *Phantasie II* than it was in *Phantasie I*. If you have never tried a adventure game, this is a good one with which to start. If you are a fantasy role-player, this series offers some 60 spells usable by the characters. All characters are allowed to cast some magic spells. The game is one that you could, even after winning, want to return to from time to time to play some more with old or new characters. Despite the troubles I had, I still had fun playing this game. In fact until I had a problem ending the game, I had a ball. The game end is surprising, and I feel sure you will enjoy it after the trouble you will have gone through to get there. Incidentally *Phantasie III* is now in the works but a release date has yet to be announced.

Teaching an old program new tricks!

PROGRAMMING WITH A WORD PROCESSOR

By David Jaschke

If you have ever tried to write a program using the normal BASIC interface, you will have learned just how clumsy "ESC"- "I," "J," "K," "M" editing is. Usually you just give up after a few tries and retype the entire line. A few of us have gone out and bought a "word processor" for programming such as *GPLE*. But, have you ever thought of using your word processor to write programs?

WHAT IT TAKES
First, you need a word processor that can create an ASCII TEXT file. *AppleWriter II* does this. *AppleWorks* can be told to "print to disk in ASCII format." Other word processors may have a utility to convert a file from their special format to a TEXT file format.

GETTING STARTED
You start with a BASIC program. Type each line exactly as it appears. You must be sure that you use only capital letters or all parts of any BASIC statement. This includes "REM" statements. Be sure to include the line numbers and spaces.

This brings up an interesting point. BASIC only accepts lines that start with numbers. That is, there must be a number following the previous RETURN. Any statement that follows a RETURN but does not have a line number will be ignored by the BASIC system. That means, you can use non-numbered lines to display remark statements and for printer format control; your "dot commands" for contolling printing can be included in your word processing document as long as they follow a RETURN and are followed by a RETURN before the next line number.

BASIC TRANSLATION
After typing the program, you're now ready to convert it to a BASIC program. First, save the file as a word processing document. Append a serial identifier

such as "program name.WP." This will allow you to return to this document directly. Now, create an ASCII TEXT file format. Append another identifier such as "program name.TEXT." Exit your word processor and then boot a normal disk that has on it the same operating system that the TEXT file was created under.

KEEP A STANDARD
If the word processor uses the DOS 3.3 system, as some versions of *AppleWriter* do, boot a DOS 3.3 disk. If the word processor uses the Pro DOS system, such as *AppleWorks* does, boot a PRO DOS disk. To enter your program into memory, first type "NEW." Next, type "EXEC program name.TEXT." If you have included any statements that do not start with a line number, when you EXEC the file a "?SYNTAX ERROR" message will be

displayed for each non-BASIC statement. Now type "SAVE program name." The program is now saved to disk as an *Applesoft* program file.

WILL IT WORK?
There's only one way to see if your program works—try it! If all goes well, the program is now a part of your library. If there are any problems, note which line numbers have errors. A quick way is to list segments of the program and study how each line is displayed, so can use your word processor to correct the "word processing document" file and resave it as a TEXT file. Then EXEC the changed program back into memory and save it as an *Applesoft* file. Or you could just correct the *Applesoft* program in memory and later make the changes to your "word processing document" file.

TRACKING CHANGES
But, what if you make too many changes? Or, you can't remember what changes you made? Or, what if you have an *Applesoft* program that you want to edit? Well, you can convert an *Applesoft* program into a TEXT file.

A SIMPLE TEST

Test your new found power—use your word processor to enter this program:

```
10 REM TESTER This is a test of a progam written using a word processor.
20 D$=CHR$(4):REM CTRL-D
30 ONERR GOTO 90
40 PRINT D$; "MON I"
50 PRINT D$; "OPEN TESTER.TEXT"
60 PRINT D$; "READ TESTER.TEXT"
70 INPUT A$
80 GOTO 70
90 PRINT D$; "CLOSE TESER.TEXT"
```

Save the program as "TESTER. WP." Then, save it as a ASCII TEXT file as "TESTER. TEXT." Now, load the program into memory with "EXEC TESTER.TEXT." When the interpreter processes the second statement, a "?SYNTAX ERROR" message will be displayed. This is to be expected. Now type the command "RUN." The program will read and display the file "TESTER.TEXT." Save the file as a program by typing "SAVE TESTER."

The old DOS 3.3 manual has an example of how to do this. You must add some lines to the *Applesoft* program in memory. Then, RUN the program at the first line number of the added statements. These statements will save the *Applesoft* program as a ASCII TEXT file. You can then load the TEXT file up into your word processor.

You will have to re-input the special printer format controls and other remark statements that you may have had in the original word processing document. Add the followng lines:

```
1 REM CAPTURE (C) 1980, 1981 BY APPLE
COMPUTER COMPANY INC.
2 D$ HR$(4) : REM CTRL-D
3 PRINT D$; "OPEN program name.TEXT"
4 PRINT D$; "WRITE program name.TEXT"
5 POKE 33,30
6 LIST 10,63999
7 PRINT D$; "CLOSE program name.TEXT"
8 EXT : END
```

You will supply the program name and the starting and ending line numbers found in the "LIST" command on line 6. This code can come before the first line number, 10 in the example, or after the last line number or anywhere in between. To execute the instructions when they are at any other location other than as the first lines of a program, type "RUN *line number*," where *line number* is the first of this added code.

▌FOR BEST RESULTS...

Short programs may not be appropriate for word processing. But, longer programs would definitely be easier to enter with word processor power.

It may seem clumsy and even a bit wasteful at first, but after a time you will wonder why you didn't think of it sooner!

SIDEWAYS VERSION 2

Reviewed by Phil Booth

Sideways, a program that will rotate a text file 90 degrees, has been around for at least three years. Now Funk Software has come out with version 2. *Sideways'* most important application is printing spreadsheets that are normally too wide for your printer. I first needed *Sideways* when I was using *Visicalc* in my work. My spreadsheet was over 40 cells wide. The old DOS 3.3 version was one of the easiest programs I have come across. You made a print file (in *Visicalc*), booted *Sideways*, set the way you wanted the file printed, and away it went.

When you first boot up *Sideways* Version 2, you are presented with a list of choices which includes the ProDOS, *AppleWorks*, DOS 3.3, versions, an animated demonstration, and a setup program. The setup program allows the user to tell the software what printer, interface card, and slot he is using. The program comes configured for the Apple ImageWriter and Super Serial card. The ProDOS version works with ProDOS text files, and the *AppleWorks* version works only with *AppleWorks* spreadsheet files. The DOS 3.3 version is really the old version of the program.

The ProDOS and DOS 3.3 versions are for the most part identical, with the same menu and command structure except for the use of ProDOS path names. The *AppleWorks* spreadsheet version uses the same user interface as *AppleWorks* itself. The file card menus and Open-Apple commands are similar. The other difference between the *AppleWorks* and the ProDOS versions is that you can load the main spreadsheet file. You do not have to print it to disk first.

Sideways and *AppleWorks*

The *AppleWorks* version will display the spreadsheet, and then you can select the portion(s) to print. You will not be able to change any of the values or labels but at least you can see what you are printing. *Sideways* will also print the formulas if you press Command-Z (zoom-in, zoom-out command). After you select the portion of the sheet to print you can set the print options such as character size, spacing, paper size, and margins.

Because different spreadsheets have different formats, you must make a print file before using the either the ProDOS or DOS 3.3 versions. But the user commands are the same. In either version, you set the print options the same way. Using the up and down arrow keys, you highlight what you want changed and using the left and right arrow keys to change the parameters. Then press "P" to start printing.

Sideways printing of your spreadsheet is not the only thing that the program can do. Both the ProDOS and DOS 3.3 versions will print any text file sideways. If you have a report in the *AppleWorks* data base that is too wide for your printer, even when set to 17 CPI, *Sideways* is for you. My first use of the program was to print out a report generated by the ProDOS *PFS Report*. Before *Sideways*, I would get the message that the report was too wide, and if I did print the report, it would overstrike some lines. *Sideways* will print files from word processors also—sideways, of course.

Flexible Operation

The program comes with all versions of the program on one disk, which is not copy-protected, a very good manual, and a separate configuration guide. *Sideways* supports over 17 printers, 16 parallel cards, and seven serial cards. It also has a cross reference to tell you how to set the program if you do not have one of the listed cards. Your printer must have dot addressable graphics in order to work as the program sends graphic data to your printer.

Set-up was as easy as other parts of the program. I didn't have to do a thing, as it was set up for me. Highlighting and changing the printer card, printer and slot number is all that is required. As noted earlier, the manual is very good; not only does it cover the main part of the program but gives instructions on how to use the program with specific software packages. The manual also gives you instructions on using *Sideways* on a hard disk.

The ProDOS and *AppleWorks* versions work with memory expansion cards like RamWorks and the Apple memory expansion card. When I ran the *AppleWorks* version, the computer said that I had a 250K desk top.

Reasonable Upgrade Policy

I owned the old version of *Sideways,* and when the new one came out, I called and asked about upgrades. The policy was very liberal. Send them the cover from the old manual, the serial number from your disk, and $9.00. Retail is $69.95. If you're tired of taping different parts of your spreadsheet together, or your database reports are too wide you might want to try *Sideways*.

Volunteer Specialists

Apple II

Apple Access	Patrick Hennessey	342-0643
AppleWorks	Jack Cowart	467-4215
	John Slack	491-1747
AppleWriter II	Robin Cox	778-1635
AppleWriter III	Shorty Hirsekron	697-9797
BusinessWorks	Ron Burgess	270-8243
CAD-Apple	Dick Fairman	723-9619
CP/M	Kip Reiner	550-0568
dBase II	H. Helm	529-7405
Data Factory	Dick Fairman	723-9619
Dollars and Sense	Leon Cesazini	467-3650
DowJones Market		
Analyzer	Ed Hurley	497-8877
Family Roots	Clifton Taylor	462-1698
Home Accountant	Rick Oshlo	578-8530
IAC Calc	Chris Kravits	320-0381
Letter Perfect	Bill Muhlhausen	668-3963
List Handler	Rick Kravits	320-0381
MCI Mail	Patrick Hennessey	342-0643
Multiplan	Mackie Brown	688-8655
	Jack Bailie	440-5963
	Glen Ray	359-2103
MultiScribe	Henry Bernstein	728-0081
Palantir	Re Kramer	358-6687
Pie Writer	Ray Fielding	358-4217
Quickfile	Jack Cowart	467-4215
ScreenWriter II	Dick Fairman	723-9619
Space Eggs	T. Sloan Engle	774-9055
Time Is Money	Dick Fairman	723-9619
VersaForm III	Shorty Hirsekron	697-9797
VisiCalc(Advanced)	Gerald L. Penn	498-0079
Wordstar	Ed Haymes	522-1863
Word Handler	Rick Kravits	320-0381

Hardware

Abaton Optical		
Character Reader	H. Helm	529-7405
Applied Engineering		
Upgrade Cards	Bruce Sprague	360-1000
DataFrame Hard Disks	Mike Kramer	358-6687
Mac XL	Mike Conway	495-2292
Sider Hard Disk Drives	Robin Cox	778-1635
SuperMac HDs and FPDs	Bruce Sprague	360-1000

Macintosh

Aztec C	Mike Martin	486-9169
BeamMac	Ronnie Haws	444-6720
Cricket Graph	Rudge Allen	622-3979
	David Ullman-Dougherty	995-5795
DB Master	Mike Conway	495-2292
Dollars & Sense	Gerald L. Penn	498-0079
Filevision	Mike Martin	486-9169
FrameMac	Ronnie Haws	444-6720
FullPaint	David Ullman-Dougherty	995-5795
Helix	Steve Bass	847-4407
	H. Helm	529-7405
LightSpeed Pascal	Chris Flick	363-3153
Mac-SIG	Steve Bass	847-4407
MacDraw	Billy Jacobs	480-4410
	Mike Kramer	358-6687
MacDraft	Jim Huck	496-9508
	Billy Jacobs	480-4410
MacLink	Mike Kramer	358-6687
MacPaint	Bill Hailey	937-8624
Mac Transfer	Mike Kramer	358-6687
MacWrite	Bill Hailey	937-8624
Mac 3-D	Larry Stage	358-1105
MGMS CAD	Ronnie Haws	444-6720
Microsoft BASIC	Tom Dillon	367-6502
Microsoft Chart	Mike Martin	486-9169
Microsoft Excel	Les Brown	795-2741
Microsoft File	Rudge Allen	622-3979
	Mike Martin	486-9169
	Gerald L. Penn	498-0079
Microsoft Multiplan	Mike Conway	495-2292
	Peter Lemettais	523-1390
Microsoft Word	Virginia Conway	495-2292
OverVue 2.0	H. Helm	529-7405
	Neal Scott	890-0532
PageMaker	Re Kramer	358-6687
Ready, Set, Go!	Cleland Early	941-7247
Reflex	Mike Kramer	358-6687
Red Ryder	David Ullman-Dougherty	995-5795
ResEdit	David Ullman-Dougherty	995-5795
Silicon Press	Re Kramer	358-6687
SuperPaint	Mike Kramer	358-6687
TML Pascal	Grady Beaird	529-8420
Tekalike	Mike Martin	486-9169
Thunderscan	David Ullman-Dougherty	995-5795
Turbo Maccountant	Jack Cowart	467-4215
XLisp	Mike Martin	486-9169
ZBasic	Tom Dillon	376-6502

Would you like to be a specialist? Leave your name and phone number at the Answer Desk during the meeting or mail it to the *Apple Barrel*. Please remember that the specialists are volunteers and be considerate when you call them. Don't call late at night unless you clear it with them beforehand.

Role-ing Along on the Mac

By Bob Lewis

You've had a hard day at work or school. The day was a real drag. Nothing you did was right. Let's face it, we all have days like this. At the end of the day, all you want to do is sit down and relax and separate yourself from the day's events. Well, next time you feel like this, why not escape and enter into the world of role fantasy games.

Role playing games can be broken down into three categories. The first type is interactive text games. This is where you become a character in some mystery that you must solve. All commands to your character must be entered by the keyboard. The computer understands and responds to your orders by use of a parser. A parser is the computers vocabulary level. It is the parser that controls the complexity of your commands and the computer's responses back to you. Some interactive text games even include graphics to aid you in solving your quest. An example of an all-text type of game is *Leather Goddesses of Phobos* (reviewed by Cleland Early in the February issue of the *Apple Barrel*.)

The next type of role playing games features full screen graphics and some form of animation. Unlike the text games, this type allows you to become an on screen character which you physically control with either a mouse, joystick, or cursor movement keys. Your character(s) also possess(es) different types of attributes (i.e. strength, intelligence, charisma, dexterity, etc.). The type of attributes your character receives depends on the game. Probably the most important attribute is the number of hit points. This determines your chances of survival in battle. The higher the number of hit points the better the chance you will survive. Of course your other attributes also play a major factor. A player low in strength and weak in dexterity is likely to be killed very quickly. Intelligence and wisdom controls how well you can cast magical spells. In some cases, use of spells may be the only way to destroy a monster. There is a multitude of software of this type on the market. Later in this article I will review two such games; *Orbquest* by Q'ware Inc. and *Sword of Kadash* by Penguin Software.

The third type is really a hybrid of the first two categories. I call it interactive graphic text games. In this type of game you are in full physical control of your environment. This type of game takes full advantage of the Macintosh interface. About 95% of your commands can be done with the mouse. The only time you need the keyboard is when you wish to speak. If it was not for the ability of the Mac, this new genre of game probably would not yet exist. This category was created by Mindscape in the form of *Deja Vu: A Nightmare Comes True* (A great whodunit), *Uninvited* (Ghostbusters beware), and the soon to be released *Shadowgate* (Holy knights of the round table!). Now on to the reviews.

Orbquest

A long time ago, in a land far away there was a King named Cricken. With the help of a magical Orb, Cricken ruled a land that was vast and peaceful. Then came the Evil Ones. They came in many different shapes and sizes. Property values hit a new low and unemployment was at a new high.

King Cricken had to do something quick or his kingdom would be lost. So he called upon the power of the Orb to banish the Evil Ones back to the netherworld. But the Orb blew a fuse and it split into seven separate pieces now called wards and King Cricken disappeared never to be seen again. The Evil Ones were given a major, but not permanent, set back.

Legend says the seven Wards were scattered across King Cricken's once great land to be housed within the seven great pyramids of the land. The legend also goes on to say that a great savior would arise to reassemble the Orb and vanquish the Evil Ones once and for all. You are (hopefully) that savior. Welcome to the world of *Orbquest, The Search for the Seven Wards.*

Orbquest is a bright and imaginative (if not at times sneaky) game. I also found it highly addictive.

Figure 1. Creating a new *Orbquest* character.

Once you create your character and get into the game it is hard to walk away from it. The monsters you will face are unique. There is the Housespouse who attacks you with a rolling pin. Or how about those nearsighted Cute Puppies who keep mistaking you for a tree.

When you boot up the disk, you will be given the chance to do one of three things; load an old character, create a new character, or read a condensed history of the Orb. *Orbquest* does not come with any pre-made heroes; you must create your own. Clicking on the create new character button will bring up a dialog box (Figure 1) that will allow you to name and set the parameters of your character. It even allows you to choose gender. The manual clearly explains how each of these attributes (or lack of) affects your creation. Once this is done click on OK and your ready to play.

Your game field consist of three main screens (Figure 2) besides the normal Macintosh menu bar. The Message Log Window shows the results of your actions and movements while the Character Status Window displays how you are doing statistically. The Map Window shows where you are geographically and what is visually going on around you. Besides the cities and pyramids, your world is composed of many different terrains. Some of these terrains can even be dangerous to your health.

The cities are where you can either buy, sell, or steal goods that will help

you in your quest. You can also get clues from the Bartender. A game may also be saved when in a city (or pyramid). I recommend that you use the city of Three Rivers as a focal point.

Once you have built up your supplies and abilities, you are ready to take on your first pyramid. You may enter any one of the seven pyramids with no interference the first time. Make sure you save when you initially enter a pyramid. Once you have a Ward (Figure 3) save and revert to get out. After you get your first Ward, you will have to pass a test at the Isle of Mystics each time in order to get into the remaining six pyramids. Of course finding the Isle of Mystic is another story in it self. I will tell you this much, it is close to your point of origin and the ability to walk on water is needed in order to get there. You will also discover that each Ward will give you special additional powers (besides the ones you can buy, find, or steal).

Completing my quest gave me great satisfaction. The ending is really another beginning. There will be a second part to this adventure sometime in the future. The exact release date is not known. One warning. Be very careful of the abandon character command. It will wipe your creation off the face of your disk never to be seen again. There will be no "are you sure..." dialog box, no chance to back out of it. I lost one character after I had collected five of the seven Wards when I clicked on it by accident. The agony of defeat.

Sword of Kadash

You have been abandoned in the desert. Days have passed with no visible signs of rescue. Suddenly you are surrounded by a fierce band of brigands. You are given two choices. The first one is death. The second would spare your life if you can perform one tiny task. All they want you to do is go to the Fortress of the Dragon (sounds like a friendly place) and recover an enchanted sword called the *Sword of Kadash*. So equipped with only a dagger and a shield you enter the fortress.

Sword of Kadash by Penguin Software is an arcade style game which has more sophisticated animation than *Orbquest*. You have more physical control over the actions of your character. In some ways it is similar to *Dark Castle* (reviewed in the January *Apple Barrel*) yet less complicated. It also runs on a 128K and standard 512K Mac but crashes on a Mac Plus.

All movement of your character is done with the mouse (unlike *Dark Castle*). I find it much easier to manipulate the hero around the screen and room to room with the mouse (or better yet; joystick) than with keyboard commands. It's a pity that *Dark Castle* does not work this way. The motion of your protagonist is very smooth. You even get a different profile of your character when you change direction. The motion does slow down though when there are too many objects in motion on the screen at the same time. The different monsters you will encounter are very well drawn.

There are two fight modes; spellcasting and combat. Pressing the space bar will cause your character to cast a scare spell. This will cause all on screen monsters to become afraid of you and retreat. This comes in real handy when those critters gang up on you.

Armed combat is done with the mouse. To fight a monster you first click and hold on the mouse. This disengages the motion control of the mouse. Then move the mouse in the direction you wish to fire. This will cause your character to fire darts at the monsters. The strength of the darts is determined by your type of weapon. The ability to survive an attack is determined by your armor class and type.

You explore the dungeon room by

File   Actions   Armour   Weapons   Spells   Special

Water
City
Desert
Terra
Firma
Mts
Pyramid
Hills

Moved: South.
You are hit!
Moved: South.
You are hit!
Moved: South.
You are hit!

The spell fails.
You are hit!
You feel better.
You are hit!

SPACE

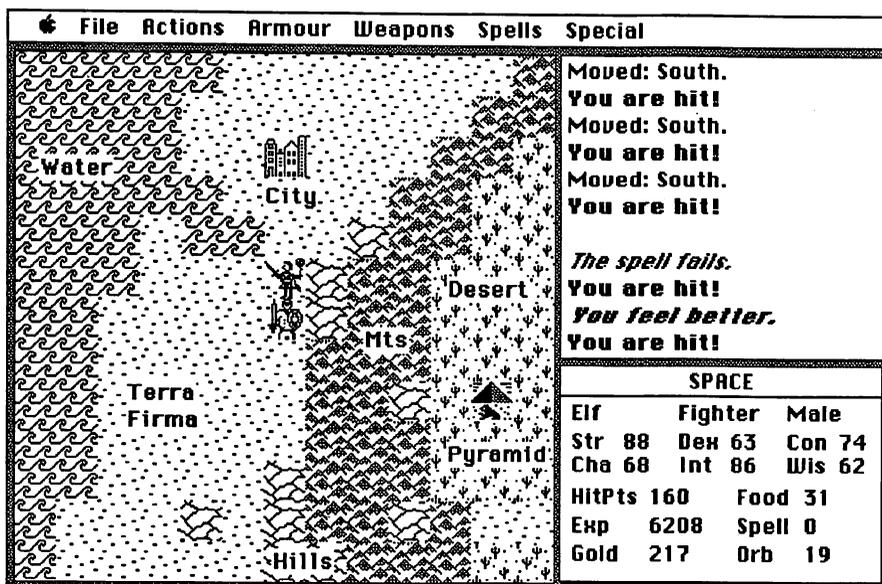| Elf	Fighter	Male
Str 88	Dex 63	Con 74
Cha 68	Int 86	Wis 62
HitPts 160	Food 31	
Exp 6208	Spell 0	
Gold 217	Orb 19	

Figure 2. The main view as you meander through the countryside of *Orbquest*

room. There is a lag time between rooms as the drive loads the next (or previous) room for you to enter. Each room has its own dangers as well as rewards. The dangers may range from a few to many monsters to tackle (Figure 4) to booby traps to falling boulders. The fruits of your labor are in the form of different forms and levels of armor and weapons, additional spells, healing potions and more. But beware, some of these goodies may be cursed which would really spoil your day. You can get uncursed by finding a scroll that is not cursed. Until you do that, your armor and weapons will not work quite right.

I have been playing *Sword of Kadash* for the last two months and still have not found that legendary sword. It really takes a lot to survive this game. I think this is a highly underrated program. If you like *Dark Castle* but get frustrated with the keyboard commands, then give this one a try. One word of warning: don't start playing this game too late at night or you may see the sun rise instead of the sword.

Uninvited

It's a rainy night. You are driving down a dark dismal road with your brother. All of a sudden something jumps out in front of your car. You swerve to miss it and go sliding out of control into a tree. When you come to, you discover you have crashed near a sinister looking mansion, your brother is gone, and the smell of gasoline is in the air. You run towards the mansion hoping to find your brother there as your car explodes behind you. As you near the mansion you begin to feel uneasy; *Uninvited.*

Uninvited by Mindscape is the ultimate in role fantasy games. You are in full control of your environment. There is no middleman in this game You are the character in this scenario. It is completely object oriented. To look at an object you pass the pointer over it and double click on the mouse. In order to add an object to your inventory, you must physically drag it into your inventory window. When you double click on a door, it opens. Double click on an exit and you leave your present location. The only time you use the keyboard is when you say something.
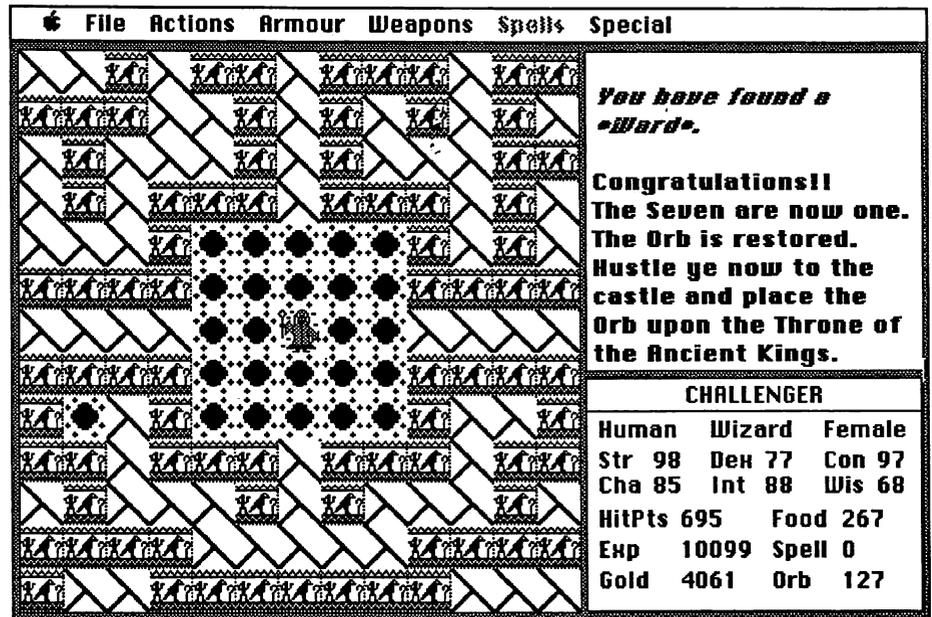
Figure 3. Discovering one of the seven *Orbquest* Wards.

The premise of the game is simple. Remember your younger brother? Well he is missing. You figure he went up to the mansion to phone home. Did I tell you the mansion is haunted? It seems the last occupant dabbled in the occult. Apparently something went wrong and the house now has a spirit of its own. Well, your brother is somewhere within the confines of that estate. Since you know Mom will not be very happy with you if you were to lose your brother, you decide to search the mansion for him. However, there is one small hitch. Should you take too long in your search for your brother, you will become a permanent resident of the *Uninvited.*

Your game screen is made up of six major windows besides the normal menus at the top of the screen. The first is the command window. This is where you enter most of your on screen commands and is fairly self explanatory. Double clicking on the self window will give a status report on yourself. You can also store your inventory window here. The inventory window is where you store the different things needed to solve your dilemma. Location of all exits may be found in the exit window. You may also open doors and make exits from one point to another here. The text window gives information on your surroundings and the results of the actions you take.

The last and most important window is the graphics window. This is the focus of the entire game. It is your direct link to *Uninvited.* It is here where you will do your exploration of the estate in search of your brother. The graphics are great. It still amazes me how you can click on just about anything in this window and get some type of reaction. You can even turn the water on in the bathrooms. I love the animation and sound. There is one character that runs across the screen taunting you with a key. There is a rumor that he is a very distant cousin of the eookie monster. The real sounds truly enhance the eerie mood of this game. Even the About... command has an interesting choreographed animation sequence that's worth looking at.

As you begin your search for your brother, you will have to solve many puzzles. Some are easy while others can be rather difficult. One thing is certain, the errors of your attempts will in many cases cost you your life. The ghouls in the mansion are quite hungry and would not mind having you for lunch. So, keep your guard up and game saved at all times. Use the notepad to keep track of clues and spells you may find in books or scrolls. This will leave you more room in your inventory window for other important artifacts.

The ability to save games is the

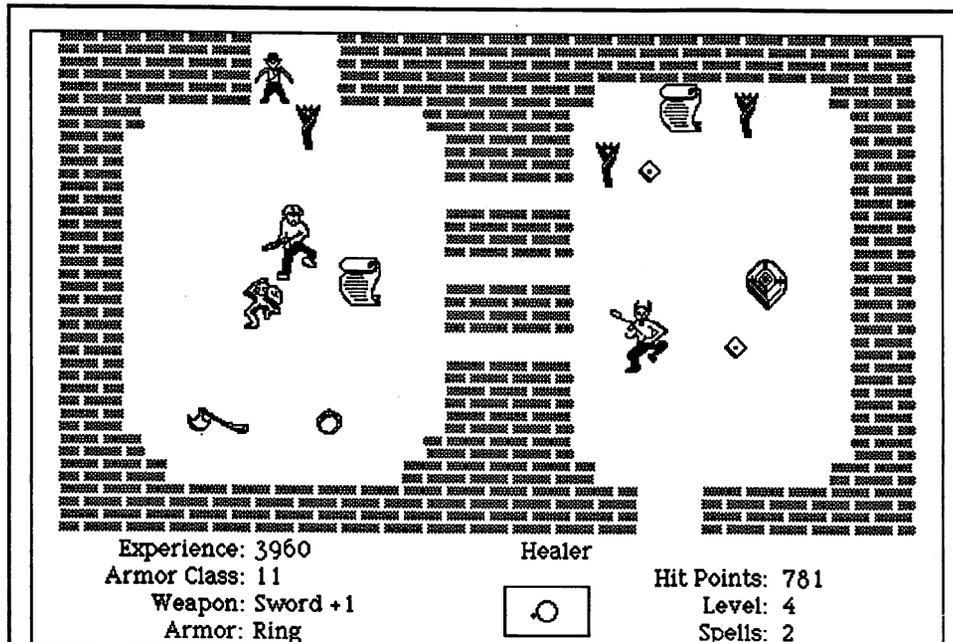|		
Experience: 3960	Healer	
Armor Class: 11		Hit Points: 781
Weapon: Sword +1		Level: 4
Armor: Ring		Spells: 2

Figure 4. One of the many rooms of *Sword of Kadash*.

only weak spot. Due to the lack of disk space you can only save one game to the second disk. To save more than one game you will have to do some disk swapping in order to save your game(s) to a third disk. There is a way to get around this problem if you have an 800K drive. Initialize an 800K disk and transfer the contents of disk two (The first disk is copy protected) to it. This will give you the extra space needed to save many games.

Be prepared for a surprise ending. Just when you think you have solved all the major riddles of the game, one last puzzle will rear its ugly head before you can finally rescue your brother. Boy, won't Mom be proud of you.

Product Information

Orbquest
Published by Q'ware, Inc.
P.O. Box 850415
Richardson, Tx. 75085
(800) 843-0381, Tx. (800) 443-2495

List Price-$49.95
Copy Protected
Runs on 512K Mac and up. It will run on a 128K Mac only if you save often and periodically reboot the system. Special thanks to Q'ware for sending the club *Orbquest* to review.

Sword of Kadash
Published by Penguin Software
P.O. Box 311
Geneva, Il. 60134
(312) 232-1984

List Price-$14.95
Copy Protected
Runs on a 128K and Standard 512 Mac only. Special thanks to Compu-Wares for loaning the club *Sword of Kadash* to review.

Uninvited
Published by Mindscape
3444 Dundee Rd.
Northbrook, Il. 60062
(800) 443-7982

List Price-$49.95
Copy Protected
Runs on a Standard 512K Mac and up. Two Disk drives required. Special thanks to Bill Mattison for loaning the club *Uninvited* to review.

Oops!

That worthless slug Cleland Early messed up and cut off the last line of Daryl Tschoepe's *MultiUser Helix* article in the last issue. The final sentence should have read, "If you need a relational database, and don't like the *Omnis* approach, take a look at *Helix*, if nothing else it will be different from anything else you have ever seen." Cleland apologises to Daryl and to any readers who might have been confused by his error.

There were some other errors in the magazine, but we won't mention them because they make Cleland look even dumber.

Special Thanks

To Charlie Moger, who designed pages 24 and 25 in this issue. By the time you see this, Charlie will have been married for about a week. Charlie made sure his honeymoon ended before the May HAAUG meeting, so you know he's a dedicated Mac user.

Regular Thanks

To Chris Flick, Cleland Early, and Tom Engle for the 200+ hours spent in producing the 36 signature pages and 4 cover pages that you are now holding. And finally, to that diverse bullpen of writers goes the information that the payment disks are in the mail.

Layout Credits

Chris Flick
    (front cover, 3, 6, 36-38)
Tom Engle
    (4-5, 6, 27, 28-31, 32, back cover)
Cleland Early
    (7-10, 12-13, 14, 23, 26, 34-35)

deus ex macintosh

Macintosh Game Tips

by Bob Lewis

Orbquest
- When in darkness, go forward one, left two, left until you can go no more, right until you can go no more, and left for success.
- There is a way to handle the Dragon's breath.
- Check your inventory after you fight a Samurai.
- There is a way to save your game. Do it when you are outside a city or pyramid.
- Some monsters can hurt and help in ways that you do not expect.
- Different types of characters gain spell points at different rates.
- There is a way to turn the sound all the way off. Boot with a system disk. Set the sound bar in the control panel to zero. Reboot with *Orbquest* and you are set.
- There is a way to alter your attributes.
- There is a time when quitting is better than resetting.
- All magic shops have two windows of goods.

Sword of Kadash
- Be careful of the black bricks. They will reflect your darts back at you.
- Always be on the look out for secret doors. Sometimes monsters will give them away.
- Make a map of the fortress. Make notes as to which items are or are not cursed.

- If you must die, try to die in a room loaded with all types of goodies. When you are reincarnated any monsters that were present will now be gone. This will give you a clear shot at everything else in the room. Howerver, this does not mean the booby traps will be disengaged.
- If you fire a set of darts and they bounce back at you, exit and reenter the room. When you reenter the room the darts will be gone.
- Look out for falling rocks.
- Do not write protect the disk, otherwise your game will freeze.

Uninvited
- There is a gem of a way to open the magestarium.
- A lifeless pot may bear some fruit once watered.
- Gold, silver, and mercury form a quite a combination.
- Operate all lights whether they work or not.
- Talk to any good busts lately?
- Take the games advice, leave that spider alone!
- Individual ghouls fear the amulet in the maze.
- Spider Cider freezes spiders in their tracks.

Got a question or a tip to a game? Give me a call at 242–0990. Who knows, it might wind up in the *Apple Barrel* with your name next to it. Remember the Game SIG meets at 11:00 a.m. Hope to see you there!
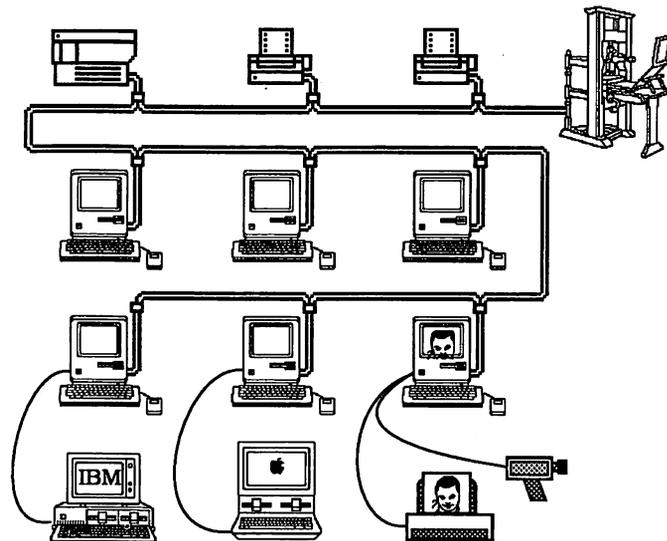
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Houston, Texas 77098
(713) 526-7717

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Equipment Available For Use:

Software Available For Use:

PageMaker, Ready,Set,Go!, More, Power Point, Microsoft Excel, Microsoft Word, Microsoft Works, MacWrite, large variety and collection of clip art, MacPaint, FullPaint, SuperPaint, Silicon Press, Cricket Graph, Cricket Draw, MacDraw, Adobe Illustrator, Fontastic Plus, Fontographer, MacDraft, Mac 3D, Pro 3D, Omnis 3+, Overvue, Reflex, FileMaker Plus, Mac Project, Mac Lightning, Thunder, Spell-Works, MacProof, LaserSpeed, TOPS, Mac-Transfer (Mac to Apple //), MacLink (Mac to IBM), InTalk, Rags to Riches, Turbo-Maccountant, and others as available or requested.
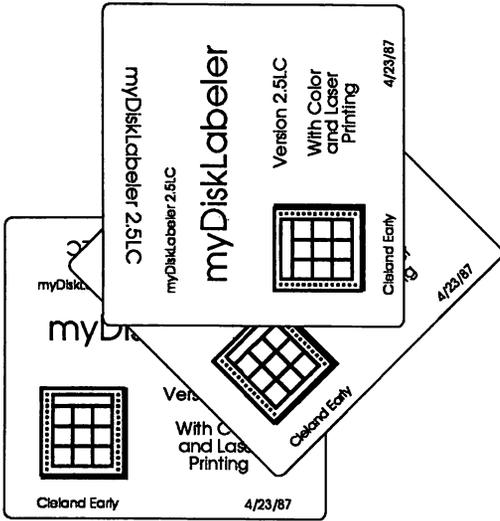
Large Software & Accessories Inventory

Productivity is our most important product!

Designer Disk Labels

Laser-printing Version of Williams & Macias' myDiskLabeler *Adds Classy Touch to Mac Disks*

by Cleland Early

Sometimes I think the world can be divided into two camps—those who think function is all that matters and those who think form matters just as much as function. If you're in the second category like me, then Williams & Macias' Macintosh utility, *myDiskLabeler*, is for you. *myDiskLabeler* will help you banish ugly, handwritten, permanently attached, ruled disk-labels to the trash can where they belong.

myDiskLabeler is sold in three different configurations. One version is designed to print in black-and-white on the ImageWriter I and II. A second version lets ImageWriter II owners print color labels. A third version, version 2.5LC (the one I recommend), also incorporates the ability to print on the LaserWriter. While the dot-matrix labels are nice and certainly better than handwritten alternatives, the LaserWritten labels are almost spectacularly good.

Distinguishing Features

myDiskLabeler is distinguished from its competitors because of its extreme flexibility. The program lets you choose from five label formats. The default choice is a simple label, one which allows you to type whatever you want into the label's six text boxes.

Nothing fancy, but all five formats have a properly inverted back title. You may elect to invert the edge title so it will be right side up when the disk is in the drive. You may also choose to leave the edge title as is, so it will be oriented correctly in your disk file box.

The next two formats are all-text labels which let you select documents or folder names from the disk's directory. The program will automatically read the disk's name and display it on the label edge, back, and front.

These first three format choices create labels that are functional but bland. Since the Macintosh is such a visually-oriented computer, it seems a shame for your disk labels not to reflect the Mac's unique personality. It's possible to create personalized disk labels using a graphics programs like *Mac-Paint* or *ComicWorks*, regular paper, spray fixative, and glue. I've done just that for some of my disks, and the results are pretty attractive; however, the process is too long and involved even for confirmed form freaks.

Thankfully, Williams & Macias' program provides a nice alternative to the old manual cut-and-paste routine. If you select the large or small icon option, *myDiskLabeler* will ask you for the disk you want to label, read all the icons from the desktop file, and let you "thumb through" the icon pictures until you find the one you want. If you pick an application icon, the program will also read the program name and put it in the appropriate blocks.

The small icon label shows the program or document icon on the top left of the label, next to the disk name. The small icon label is a good choice for document archive disks where the content is relatively static; this type of label provides a visual indication of the disk contents and enough space to list plenty of documents.

For disks containing applications or where the contents change frequently, the large icon label is probably a better option.

To create a large icon, *myDiskLabeler* takes the normal 32 by 32 pixel icon and converts it into a 64 by 64 icon. You might think that assigning four pixels where there was once one might make the icon look ragged and unattractive, but, in general, the results are suprisingly effective. *myDiskLabeler* does provide clumsy tools so you can edit the large icon to remove some of the jaggies if you wish.

I've made little use of the editing resources because I've been satisfied with the results before tinkering. And, after all, the concept of such a program is to let you create nice labels without a whole lot of effort. You can also import icons you created in a paint program. If you did want a custom icon on a special disk, using *MacPaint* or a substitute to create the picture and pasting it in the icon window is probably a good idea.

Other Features

All of the labels have a space for the disk owner. Of course, you could use the owner text box for other items if you wish. For example, you might use the owner box to indicate whether the disk is HFS or MFS. In any case, the program lets you specify a default owner name, which *myDiskLabeler* remembers between sessions.

The program also reads the date from the Mac's nonvolatile memory and puts it on the label. You can choose the date format and can turn off the date if you don't need or want the date on

your labels. Frankly, I think this date business was added because it wasn't too hard to do, not because it's particularly useful.

The real purpose of the date box is to provide a place to put automatic serial numbers. The serialization feature makes *myDiskLabeler* a good choice for small scale software publishers (like shareware programmers) who want to keep their costs down. Printed on a LaserWriter, *myDiskLabeler* labels would be more than acceptable for this purpose. In fact, the *myDiskLabeler* labels look better than some I've received from commercial publishers.

As I noted, the utility has provisions for color printing on the ImageWriter II, but since I'm still limping along with my original ImageWriter (and have become spoiled by the LaserWriter anyway), I haven't tried the color printing. Basically, the program lets you assign one of six colors to the foreground and background of each area on the label. This makes it possible to create as garish and tacky a label as you might want.

The Bad News

Camera companies, early on, realized that the real money in the camera business was not in cameras themselves, but in film. Williams & Macias have plotted a similar strategy. *myDiskLabeler* uses a proprietary printer driver and prints on custom Williams & Macias labels available only through, you

guessed it, Williams & Macias.

As you might also guess, these custom labels are a bit pricey, $25 for 215, about 12¢ per label. Version 2.5LC comes with 56 Laser Labels and 56 Smart Labels (for the ImageWriter).

While the Laser Labels are made of a nice, non-smearing latex material, there are actually two varieties of Smart Labels—paper labels for color printing and latex labels for black and white. Version 2.5LC comes with the paper variety; I wish I had the other kind.

The paper labels are practically impossible to peel off the disk once you've stuck one there. If you do manage to remove a paper label from its disk, you'll discover that the label has left behind a disgusting sticky mess, which *is* impossible to remove. These nasty paper labels are another reason to avoid color printing.

Printing itself is pretty foolproof. Instead of the standard Mac print dialog box, *myDiskLabeler* leads you through a series of choices where you specify what printer you're using, whether you're using laser or bit-mapped fonts, how many copies of the label you want, and the first empty label position (the Williams & Macias labels are two- or three-across, depending on the printer).

Aligning the label sheets is reasonably easy, and the screen display gives you a good idea of what will actually appear on paper. It's still a good idea to run a proof on plain paper before you risk spoiling one of those precious cus-

tom labels, particularly when you're printing on the LaserWriter.

I've only found a few things I really don't like about the program. The back title tends to get cropped at the bottom if you use the default font size for that text box—14 point. The problem disappears if you change to 12-point type.

In addition, you don't have the option of choosing a laser font for the back title. *myDiskLabeler* is only able to flip bit-mapped fonts.

I've also found that *myDiskLabeler* doesn't seem to work perfectly with the Heirachical File System. It sometimes loses track of files. If you get an error message, simply choose **Save as...** from the File menu instead of **Save** and answer yes when the computer asks you if you want to replace the existing file. That bypasses the problem.

Finally, if you want to print several different labels in a batch, you have to exit the program, highlight the icons of the labels you want printed , and select **Print** from the *Finder's* File menu. A pretty lame way to handle a common action, if you ask me.
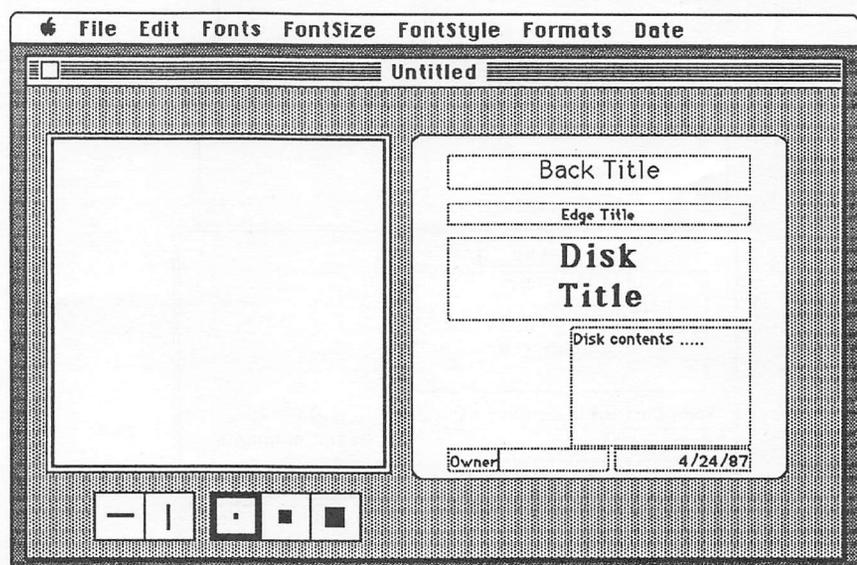
Conclusions

Aside from these small complaints, I've found Williams & Macias' *myDiskLabeler* to be an effect tool for organizing a disk library. More important, the laser-printed labels make my disks *look* much better. *myDiskLabeler* is definitely a must for form freaks.

Editing a label. myDiskLabeler *gives you a choice of five different styles of labels. The screen at right appears when you select* **Large Icon** *from the Format menu. You may type directly into the label's text boxes and create an icon from scratch in the left-hand box using the simple tools.*

Or, if you prefer, you can use the **Grab Icon** *command from the Edit menu. When you grab an application icon, the program also automatically fills in the text boxes. Note that even though the back title is shown right-side up on screen,* myDiskLabeler *correctly inverts it when printing.*

The large icon appears to the left of the contents box. Even though the large icons are scaled to twice normal size, the resulting label is quite attractive, particularly when laser-printed.

🍎 File Edit Fonts FontSize FontStyle Formats Date

Untitled

Back Title

Edge Title

Disk Title

Disk contents .....

Owner   4/24/87

Coping with HFS, or How to Put a File Where **You** Want It!

by Mike Kramer

One of the great mysteries of the Macintosh to the novice user and to many experienced users is how to store a file in the proper folder. Apple has provided us with a hierarchical filing system (HFS) that is much easier to cope with than the directories, subdirectories, slashes, and back slashes provided under ProDOS and MS-DOS. Unfortunately, it always seems that a new file ends up either on the desktop or hopelessly lost somewhere on the disk. Or, we end up having more than one file with the same name in different folders and go crazy trying to figure out which is the one we want.

In this article, I will reveal the secret of how to put your file where you want it. I will also describe two tools that are available to help you find a file if you happen to lose it.

Saving a File Where you Want It

When you select **Save As...** from the File menu, a window similar to the one in Figure 1 will be displayed. Typically, most people will type in the file name and click on the **Save** button. The file will then be saved in the folder or volume whose name is indicated in the rectangle above the scroll window. In this case, we are at the highest level of the hierarchy, which is the hard disk itself. A file saved at this level will be on the main desktop and the file will be relatively easy to find. Unfortunately, the main level will quickly become cluttered with all your files and the advantage of the Mac's nice Hierarchical File System is lost. If you were in a particular folder, that's where the file would be saved, whether you wanted to put it there or not.

For example, I keep all my word processors in one master word processor folder, but keep documents in a documents master folder. If I open the word processor master folder, run the program, and then do a save without any thought of what I am doing, the document will end up in the word processor master folder rather than in the word processor document folder within the documents folder.

To save a file in a particular folder, scroll through the files and folders until the desired folder name, in this case *Documents*, is visible in the window. Place the cursor on the folder icon or on the word *Documents* and double click to select it. The label XP™ 20 will be replaced by the label *Documents* to indicate that we are looking at the contents of the *Documents* folder. This is shown in the top window in Figure 1.

To place the file in the *WordDocs* folder, double click on the *WordDocs* folder icon to open it. In this folder are a folder named *Encode* and a file named *Draw/Paint Programs*. To save in the Encode folder, double click on the Encode folder icon, type the name of the file in the text box, and either click on the Save button or press the Enter key. The various levels of the hierarchy are shown in Figure 1.

If you wish to return to a higher level in the file hierarchy, just click on the label in the rectangle above the scroll window and hold down the mouse button. You will see the file hierarchy listed immediately below the label, with the highest level at the bottom of the
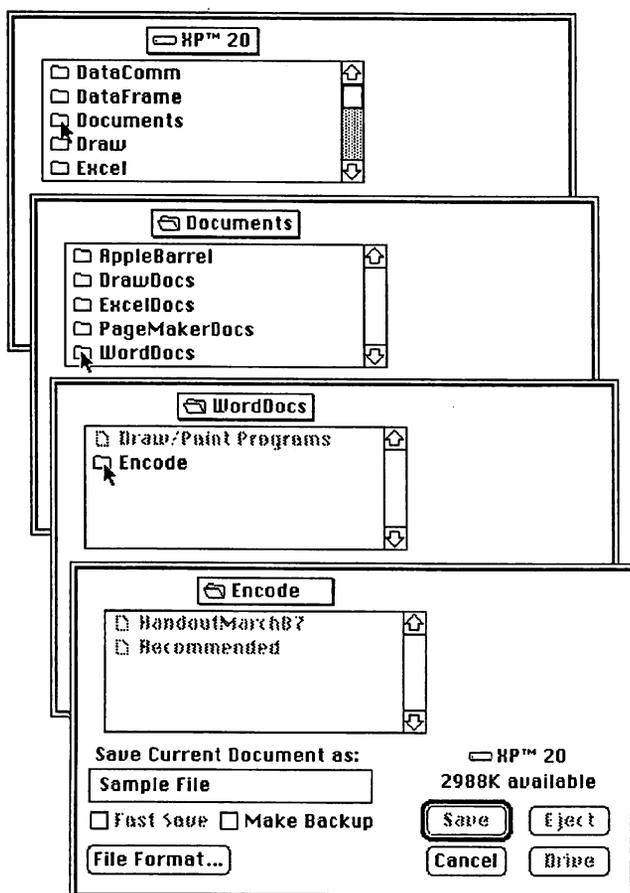

Figure 1. Tracing the path to put the file where you want it.

Unfortunately, it always seems that a new file ends up either on the desktop or hopelessly lost somewhere on the disk.

list. To go up in the hierarchy, drag the mouse downward and release the button when the cursor is on the level you wish to be in. [Editor's note: To move up a single level in the hierarchy, simply click on the name of the disk above the buttons.]

This all probably sounds like Greek, but you will understand what I'm struggling to explain with a little practice.

Finding a File After You Save It

Find File

So how do you find a particular file in the jungle of folders on the disk? Apple provides a nice desk accessory with their HD20SC hard disk appropriately called *Find File*. If you know any string of characters in the file or folder name, *Find File* will find and list all files and folders whose names contain that string. The string can be the beginning of the file or folder name, the end, or even the middle.

To start the search, type the string in the text box as in Figure 2. As files or folders are found whose names contain the string, they are listed in the scrolling window. While the search is in progress, the "walking man" icon is highlighted. If the name of the file of interest is listed, the search can be stopped by clicking on the "stop" icon. [Editor's note: *Find File* has the ability to search for files and folders while you work with other windows. So long as the DA remains open, it will continue searching your disk for files meeting your criteria. A nice touch indeed!]

To determine where in the hierarchy a particular file or folder is, place the cursor on the file or folder name and click the mouse button. The path you must work through to find the file or folder will be shown along with the time and dates the file was created and last modified.
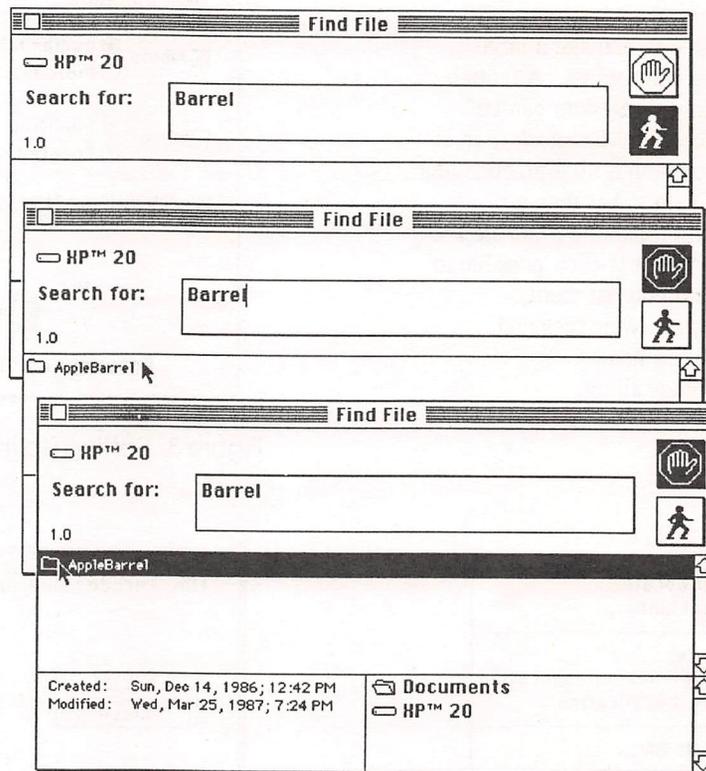

Figure 2. The *Find File* DA

HFS £ocater Plus

A more sophisticated, commercially-available desk accessory, *HFS £ocater Plus*, locates files by partial or full names or by date. It displays the path or location of the file and will allow manipulation of a file without returning to the desktop.

Figure 3 shows the window that appears when *£ocater* is activated. A file name specification can be entered with character place holders (?) or wildcards (*). In the example, the file to be found had to begin with "En," have a "d" in the fourth character position, and could have any length. The search could have been further narrowed by requiring a creation date prior to a specified date.

The *£ocater* menu, which is added to the normal menu when *£ocater* is activated, provides a number of useful options as shown in Figure 4, including the ability to restrict the search to certain file types, start the search in a particular folder, and show invisible files.

Figure 5 is the window displayed when a match is found. The folder/file hierarchy is obtained by pressing the mouse button with the cursor pointing at the "tree" at the upper right. At this point, the file can be renamed, deleted, moved to another folder, or copied. Or you could create a new, empty folder, show info for the file, launch to the file, cancel, continue the search or create a *MacWrite* file containing a printout of the catalog. Figure 6 is a portion of the catalog created for the *Documents* folder on the "XP™20" volume.

XP™ 20:Documents:WordDocs:HandoutMarch87
XP™ 20:Documents:WordDocs:Encode:Letraset
XP™20:Documents:PageMakerDocs:
Mar87Handout
XP™ 20:Documents:DrawDocs:SpecialOrderForm
XP™ 20:Documents:DrawDocs:ug connection.pict
XP™ 20:Documents:AppleBarrel:ABMiscFeb87
XP™ 20:Documents:AppleBarrel:Gassee
XP™ 20:Documents:AppleBarrel:HFSArticle

HFS £ocater Plus is published by PBI Software, 1111 Triton Drive, Foster City, CA 94404, and retails for $34.95.

Summary

In summary, the Macintosh HFS makes it possible to manage a large number of files and folders. Although the Hierarchical File System can be confusing to the new Macintosh user, it can be mastered with a little practice and can become a help rather than a hindrance. With tools like *FindFile* and *HFS £ocater Plus*, it is even possible to determine where you put them, assuming you gave your files and folders meaningful names.
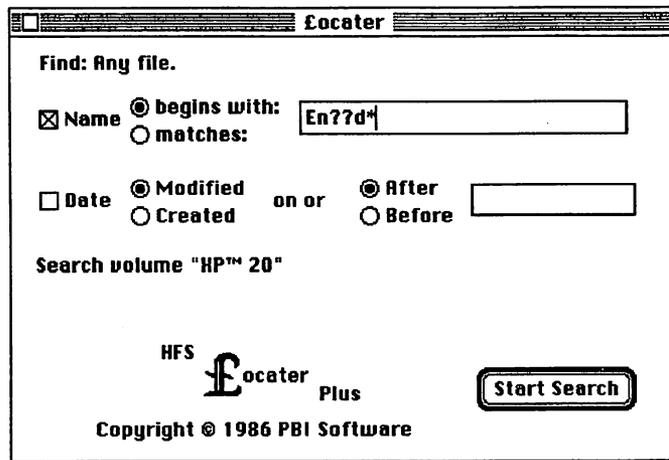
Here's to good filing.

Find: Any file.

☒ Name ⦿ begins with: `En??d*`
⦿ matches:

☐ Date ⦿ Modified   on or   ⦿ After
○ Created   ○ Before

Search volume "HP™ 20"

HFS £ocater Plus

Copyright © 1986 PBI Software

[Start Search]

Figure 3. Setting up the criteria for a *£ocater* disk search.

£ocater

About £ocater...
Helpful hints...

✓Any File
Docs for current application
Docs for application...

Specific file...

Start search at...
Create Catalog...

Create new folder...

Include invisible files

Cancel Pending Launch

Figure 4. The*£ocater* menu.

File "Encode Mail Label" is in "MiscLabels".

MiscLabels
SiliconPress
HP™ 20

Dispositions

[Cancel]   [Rename]
[Close]   [Delete]   [Copy]
             [Show info] [Launch]
[Create folder] [Catalog] [Find next]

£ocater Search Status
% Searched: ▓▓▓▓▓░░░░   Matches found: 1
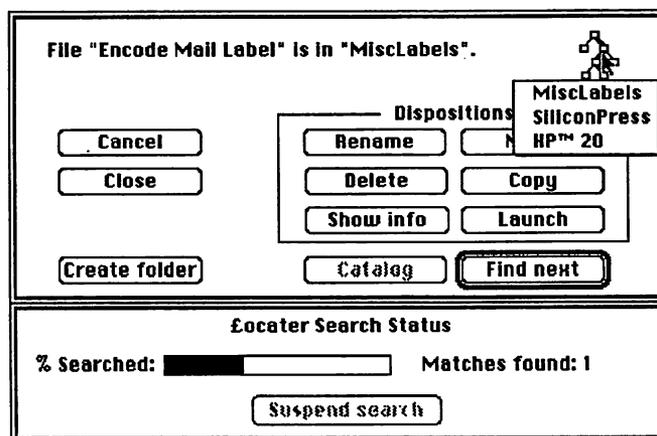[Suspend search]

Figure 5. *HFS £ocater Plus* provides many features beyond the simple searches implied by its name.
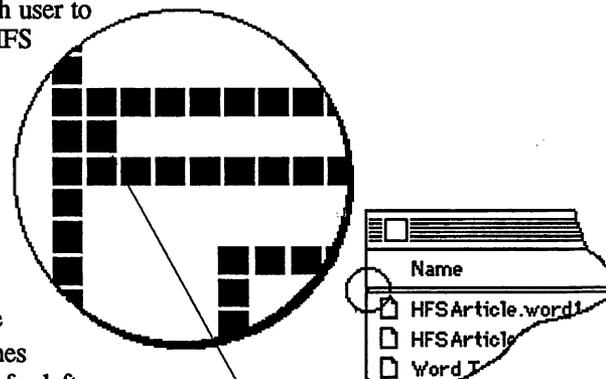
The HFS Dot

Despite what some would have you believe, HFS is not the only format that floppy disks can be found in. The tree structure of HFS is a fairly recent addition to the Macintosh. Before the introduction of the Macintosh Plus, all disks were of the 400K variety and were formatted with the flat file system known as MFS (Macintosh File System). MFS allows folders but uses them only cosmetically. Placing a file in a folder in the *Finder* results in that file and all other files on that disk being displayed concurrently when an open or save dialog appears.

Although the introduction of the Macintosh Plus and 800K disk drive has resulted in more and more disks appearing in the HFS format, there are still a lot of MFS disks out there. So, how is the average Macintosh user to know if a disk is either an MFS or HFS disk.

Apple has provided for this in a rather simple and unfortunately overlooked manner. In the *Finder* you can tell if a particular disk is an HFS disk by looking at a window owned by that disk. Looking at the left top of the window, you will see two lines running horizontally. At the far left between these two lines, there will appear a single dot if the disk is an HFS disk. If this dot is absent then the disk is the older MFS format.

—*CLF*

Name
HFS Article.word1
HFS Article
Word

The pixel sized dot denoting an HFS disk

```
Mem # 523          Expires:  Courtesy
Robin A. Cox
5401 Rampart #662
Houston, TX   77081-1329
```

Meeting Dates
1987

●

April 18, 1987
May 16, 1987
June 20, 1987
July 18, 1987
August 15, 1987
September 19, 1987

●