

APPLE *barrel*

May 1993
\$3.95



A Publication of the Houston Area Apple Users Group

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WHERE TO SEE MEDIA SUITE PRO.

Design Network, Houston's exclusive source for Avid's Media Suite Pro is scheduling private product demonstrations. If you would like to see what's new in video, give us a call at 713.956.4300. Isn't it about time you got into video?



DESIGN NETWORK

1212 North Post Oak Rd., #100 • Houston, TX 77055

BARREL Apple

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The *Apple Barrel* is produced entirely on a Macintosh, using Quark XPress 3.1, Typetaylor 2.0, Illustrator 3.2, and Photoshop 2.0.1; a Microtek 600ZS scanner and a laser printer. The principal typefaces used in this publication are Adobe Garamond and Helvetica. Camera-ready pages were output on a Linotronic 330 Imagesetter by Desktop Service Bureau. Our covers and the inside body of the magazine are printed by SWP (Southwest Precision) in Houston on a Hidelerberg Press.

The *Apple Barrel* is published bi-monthly by the Houston Area Apple Users Group and is distributed to approximately 1,200 HAAUG members locally, as well as approximately 125 other user groups as part of a national exchange program. All rights reserved. Except where otherwise noted, original material published herein may be reprinted without permission by any-not-for-profit User Group provided proper credit is given to the author, the *Apple Barrel*, and the Houston Area Apple Users Group.

User contributions of articles and original cover design are openly requested and greatly appreciated. Please see the guidelines for submission and deadlines on page 2, or contact the Editor for more information. Paid advertising is also welcome. Please contact the Editor for rates and availability.

HAAUG is an independent support group of Apple product users and is not affiliated with Apple Computer, Inc. The following are trademarks of Apple Computer, Inc.: Apple, Apple II, Apple IIGS, Macintosh, ImageWriter, and the Apple Logo.

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Houston — Cover photograph by professional photographer Dan Connolly. Reprinted with permission. Mr. Connolly can be reached at 367-7156.

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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, special interest groups, and other events create this forum.

Membership

A one-year HAAUG membership is \$35 and includes the Starter Kit, an *APPLE BARREL* subscription, and a membership card giving access to all of the club's services. You can become a member at the Answer Desk during the meeting, through brochures located at local dealers, by calling the HAAUG Hot Line, and having a brochure mailed to you, or by downloading an application from HAAUG HEAVEN. Renewals cost \$30 per year. A membership form is located on the last page of this issue.

Meeting

HAAUG generally meets on the third Saturday of the month at the University of Houston University Center, located on the University of Houston University Park campus. Please see the map and membership application at the back of this book. Complete schedules are available at the meetings, and new members should attend the New Member Orientation, which begins at 10 a.m., to learn what the club has to offer.

Meeting Schedule

Here's a typical monthly meeting schedule. A schedule for each month's specific meeting topics is available at the meeting at the Answer Desk. Be sure to get one of these meeting handouts as soon as you arrive at the monthly meeting.

- 10:00 New Member Orientation
- 11:00 Macintosh Main Presentation
- 12:00 HAAUG Business Meeting
- 12:30 Apple II Main Presentation

Special Interest Groups (SIGs) on various topics are held throughout the day. Many great topics of interest.

Upcoming Meeting Dates

- April 17
- May 22
- June 19
- July 17 (Swap Meet)
- August 21

Board of Directors Meetings

HAAUG's Board of Directors is empowered to act on the club's behalf between meetings and meets on the first Thursday of each month at the offices of Fiserv, 5715 Westheimer, Suite 200 at 6:30 p.m. All members are encouraged to attend.

HAAUG Hot Line: 522-2179

The HAAUG Hot Line provides a means for members to learn the meeting time and location. Because we are sometimes forced to change our meeting time without enough warning to mail out a notification, members should make it a habit to call the Hot Line to verify meeting time and location. Non-members may also leave their names and addresses to receive more information about the club.

HAAUG HEAVEN BBS

HAAUG Heaven, HAAUG's multi-line computerized Bulletin Board System, offers modem owners a continuous meeting place. The telephone number is 713-955-2626 and the recommended protocol is setting is 8-n-1-full. Baud rates of 300, 1200, 2400, 9600, and 14,400 hst are supported. You'll find complete instructions on-line. HAAUG Heaven Sysops: Steve Knouse, Tom Dolezal, and Neal Scott.

APPLE BARREL Editor

Myra Goug r 965-0100

To Submit Artwork or an Article for the *APPLE BARREL*:

Send the information to the *APPLE BARREL* or Myra Goug r over HAAUG Heaven, or mail a diskette, along with a hard copy to:

Myra Goug r
The Design Studio
2425 W. Loop South #1007
Houston, TX 77027

Art illustrations should be saved in EPS or TIFF files and submitted as above by mail, or hand-delivery. **DO NOT COMPRESS ARTWORK OR TEXT.**

The deadline for the *APPLE BARREL* is one month prior to the next *APPLE BARREL* publication.

Libraries: Macintosh & Apple

The Macintosh Public Domain Library contains over 150 disks of public domain, shareware, and demo software which members may purchase at the monthly meeting for \$5.00/disk. Directory disks containing listings of library disks, an *APPLE BARREL* style guidelines disk, and recently submitted disks may be copied free. Additionally, Apple Computer's latest System release is available from the library at a nominal charge.

Elizabeth English, Librarian 626-1586
Apple II library programs are available for \$1/disk. A "catalog on disk" is available for \$5/disk. Manuals also are available at the meeting describing what's in the library. Apple's latest System release is available at a nominal charge.

Don MacGregor, Librarian 530-5034

HAAUG Boutique

Clair Jaschke 937-8349

CLUB OFFICERS

PRESIDENT	Mark Jacob932-9243
FIRST VICE PRESIDENT PROGRAMS	Greg Staten521-9003
SECOND VICE PRESIDENT, FACILITIES	Paul Wood780-8269
SECRETARY	David Jaschke937-8349
TREASURER	Frank Coe498-8112
SENIOR ADVISOR	Neal Scott890-0532
PAST PRESIDENT	Cleland Early941-7247
APPLE BARREL EDITOR	Myra Goug�r965-0100
MEMBERSHIP CHAIRMAN	Mike Stoops242-1312
APPLE BARREL AD MANAGER	Myra Gouger965-0100
DIRECTOR	Eric Nye468-5532
DIRECTOR	Tom Dolezal496-5594
DIRECTOR	Clair Jaschke937-8349
DIRECTOR	Mike Brouillette578-9822
DIRECTOR	Vacant.....
PUBLICITY CHAIRMAN	Vacant.....
VENDOR COORDINATOR	Morton Butler895-6200

Special Interest Groups (SIGs)

Special Interest Groups are clubs within the club and focus on narrower topics of interest. For more information, contact the Chairman listed below of the SIG you are interested in.

APPLE II SIG CHAIRMEN

APPLE II COORDINATOR	Lyle Washington661-3938
ADVANCED APPLE IIGS	Mike Brouillette578-9822
APPLESOFT	John White.....409/945-2160
BEGINNING APPLE WORKS	John Wolff771-0463
EDUCATION	Mike Stoops242-1312
APPLE II GAMES	Bruce Baker921-1742
APPLE IIGS GAMES	SIG Leader Needed
HARDWARE/APPLE/MAC	Nisso Cordovi358-4338
HOME USE	Mike Stoops242-1312
PC TRANSPORTER	Lyle Washington661-3938
TELECOMMUNICATIONS/APPLE/MAC	Cliff Hines667-8740
TIME OUT APPLE II	Wayne Bockleman.....999-6528

MAC SIG CHAIRMEN

MACINTOSH COORDINATOR	Tom Dolezal496-5594
ART & ILLUSTRATION	Wayne Bostow468-6546
CAD/ENGINEERING	Ronnie Haws444-6720
DATABASES	Buddy Jacks.....409-299-1555
DESKTOP PUBLISHING	Myra Goug�r965-0100
DEVELOPERS	Chris Wakefield869-4015
GAMES	Robert C. Lewis242-0990
HYPERCARD	Marcy Crowe723-3457
HYPERMEDIA	Allen Adams.....931-5433
MACINTOSH DIAGNOSTICS	Rusty Little468-4255
MACINTOSH FUNDAMENTALS	Chris Flick893-5630
PUBLISHING	Greg Staten521-9003
REALLY COOL STUFF	Greg Staten521-9003
SPREADSHEETS	Morton Butler.....973-6367
UTILITIES	Robert C. Lewis242-0990
4TH DIMENSION (4-D)	Tom Dillon376-6502

HAAUG EXPERTS

MACINTOSH

ADOBE ILLUSTRATOR	Bob Lewis242-0990	Neal Scott890-0532
C.V. Rao796-2512	HAAUG HEAVEN - MAC	PERSONAL ANCESTRAL FILE
Greg Staten521-9003	Bruce Baker921-1742	Neal Scott890-0532
ADOBE PHOTOSHOP	HYPERCARD	QUARKXPRESS
C.V. Rao796-2512	Marcy Crowe723-3457	C.V. Rao796-2512
Greg Staten521-9003	HYPERMEDIA	Greg Staten521-9003
ADOBE STREAMLINE	Scott Korcz794-0753	Myra Gougér965-0100
C.V. Rao796-2512	IMAGE SETTERS	QUICKMAIL
APPLESHARE	C.V. Rao796-2512	C.V. Rao796-2512
C.V. Rao796-2512	INTOUCH	RED RYDER
BEAGLE BUDDY-MAC	Neal Scott890-0532	Neal Scott890-0532
Mike Stoops242-1312	LAYOUT & DESIGN	REDUX
BUSINESS SENSE	Myra Gougér965-0100	Neal Scott890-0532
Jack Cowart467-4215	MACINTAX	RETROSPECT
CANVAS	L. Greenbaum721-1310	C.V. Rao796-2512
Judy McKenzie277-5828	MACMONEY	SPINNAKER PLUS
CLARIS CAD	Ted Lee980-7242	Mel Klohn578-9827
Hannes Hofer664-7784	MACROMIND DIRECTOR	SUPERCARD
CLARIS WORKS	Ed Kusik484-4086	Mel Klohn578-9827
C.V. Rao796-2512	MICROPHONE II	SYSTEM 7
COLOR PRINTERS	Greg Staten521-9003	C.V. Rao796-2512
C.V. Rao796-2512	MICROSOFT BASIC	TML PASCAL
COLOR SCANNERS	Tom Dillon367-6502	Grady Beaird529-8420
C.V. Rao796-2512	MICROSOFT EXCEL	WINGZ
DELTAGRAPH PRO	Les Brown795-2741	Ed Kusik484-4086
Hannes Hofer664-7784	Hannes Hofer664-7784	WORDPERFECT
DESIGN STUDIO	Myra Gougér965-0100	L. Greenbaum721-1310
Cleland Early941-7247	MICROSOFT FILE	WRITE NOW
DOLLARS & SENSE	Gerald L. Penn498-0079	Tom Turich980-1216
Gerald Penn498-0079	MICROSOFT WORD	ZBASIC
Hannes Hofer664-7784	Hannes Hofer664-7784	Tom Dillon376-6502
Neal Scott890-0532	Myra Gougér965-0100	
C.V. Rao796-2512	MICROSOFT WORKS	
ELECTRONIC PRE-PRESS	Mark Jacob932-9243	
C.V. Rao796-2512	MICI CAD	
ETHERNET	R. Pederson462-4156	
C.V. Rao796-2512	NORTON UTILITIES	
FILEMAKER PRO	C.V. Rao796-2512	
C.V. Rao796-2512	OVERVUE 2.1	
Hannes Hofer664-7784	Neal Scott890-0532	
4TH DIMENSION	PAGEMAKER	
Tom Dillon376-6502	C.V. Rao796-2512	
FRAMEMAKER	Myra Gougér965-0100	
Ronnie Haws444-6720	PERSUASION	
FREEHAND	C.V. Rao796-2512	
Judy McKenzie277-5828	PANORAMA II	
GAMES	Eric Nye468-5532	

Apple II

AE MOUSETALK	Frank Coe498-8112
APPLESOFT	Lyle Washington ...661-3938
APPLEWORKS	Eric Nye468-5532
	Frank Coe (llgs)....498-8112
APPLEWRITER II	Robin Cox463-3778
APW: ASSEMBLY	Mark Johnson827-0523
BEAGLE BUDDY - APPLE	Don MacGregor530-5034

BEAGLEWRITE GS

Kelly Martino520-8260

FAMILY ROOTS

Clifton Taylor462-1698

GS TOOLS

Frank Coe498-8112

HAAUG HEAVEN - APPLE II

Bruce Baker921-1742

PAINTWORKS GOLD

Don MacGregor530-5034

PROSEL 16

Sam Theis.....578-7130

PUBLIC DOMAIN IIgs

Henry Malmgren ...325-4168

PUBLISH IT! EASY

David Jaschke937-8349

TALK IS CHEAP

John Christy955-2941

HARDWARE

A.I. INNER DRIVE

Ed Perkins568-8713

APPLE IIe

Chuck Ducharme ..363-5076

APPLE IIgs

Frank Coe498-8112

Tom Dolezal596-2645

Sam Theis.....578-7130

APPLE II PLUS

David Jaschke937-8349

Lyle Washington ...661-3938

LISA/MAC XL

Mark Jacob932-9243

MACINTOSH

Myra Gougér.....965-0100

SCSI PERIPHERALS

Myra Gougér.....965-0100

PC TRANSPORTER

Lyle Washington ...661-3938

TELEBIT MODEMS

Greg Staten521-9003

Miscellany

IBM TO MAC TRANSFERS

C.V. Rao796-2512

To update a listing, contact the editor at 965-0100

Got a problem you can't figure out no matter how long you look at the manual? Call one of HAAUG's specialists to help you out of a jam. But, please, call only between the hours of 9:00 a.m. and 9:00 p.m. Experts are people, too! They're all volunteers. Share your knowledge. Make new contacts. Become a HAAUG expert. Contact the Editor to be placed on the list.



HAAUG
Houston Area Apple Users Group
boutique

ITEMS FOR SALEPRICE

- Stitched Logo Jackets\$50.00
- Polo Shirts with Logo\$32.00
- T-Shirts with Multi-Color Logo\$12.00
- T-Shirts with One-Color Logo.....\$ 6.00
- Caps.....\$10.00
- Koozies\$ 2.00
- Apple II Guides.....\$ 5.00
- Apple Barrels.....\$ 2.00
- Apple Barrel Bundles\$ 5.00

All Items are subject to availability.

Each Item is Available in a Variety of Colors.

Sizes are Small, Medium, Large, X-Large, and XX-Large.

Children's Sizes are available by Order.

Polo Shirts are made to order and come with or without a packet.

HAAUG Boutique is Owned and Operated by Haaug

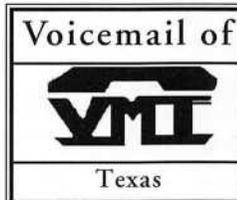
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THE MAIN PRESENTATIONS

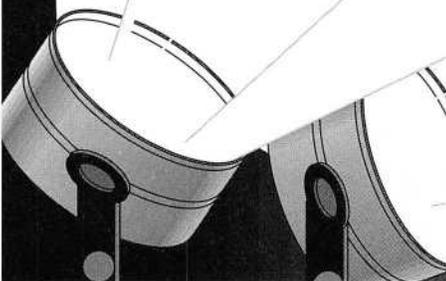
WORDPERFECT CORPORATION

S
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ON THE MEETING

May 22, 1993



WordPerfect Corporation presents several of their latest and greatest software packages for the Macintosh®. Among the programs that they will present will be WordPerfectWorks, WordPerfect Office and their great WordPerfect word processing program.

WordPerfectWorks formerly BeagleWorks is possibly the finest integrated Works program for the Macintosh platform. This award-winning software sets new standards for the term "integration." WordPerfectWorks combines a full-function word processor (complete with spelling checker and thesaurus), a spreadsheet, a charting program, a database, a painting program, a drawing program and communications modules into one harmonious package. This truly integrated program lets you combine data from all other modules in a single document and makes changes (edit in context), all without leaving your document! Here are some of the great features of the program:

- **Word Processor** — Auto-wrap, multiple columns, custom styles, multiple headers and footers, spelling checker and thesaurus.
- **Spreadsheet** — Apply a different type style to any cell; create up to 256 columns and 16,385 rows.
- **Charting** — Chart types include line, bar, column, scatter, exploded pie and more, all in 256 colors.
- **Database** — Up to 16,000 records per file and 256 fields per second, mail merge with word processor, 64 built-in functions, up to 32 report formats for your data.
- **Draw** — Tear off menus for tools, colors, patterns and more; drawing tools include line, arc, rectangles, freehand, polygon, oval and more; 256 custom colors and 128 patterns.
- **Paint** — Paint tools include paintbrush, spray can, paint bucket, pencil, line, arc, freehand shape and more; tear off menus for tools, colors, patterns and line widths; special effects; color images using 256 custom colors and 128 patterns.
- **Communications** — Stores commonly used phone numbers with settings; autodial

and auto answer; uses Apple's Communications Toolbox.

WordPerfect Office™ for the Macintosh® is a collection of office automation programs for Macintosh networks. Some of Office's amenities include mail, calendar, notebook, file manager and forms maker. These desk accessories allow you to send electronic mail, schedule events and resources for people on the network, create databases and organize your desktop. The Forms Maker application lets you create forms for use in mail, calendar and notebook. In addition, Office includes gateway services to communicate with other Wordperfect Office platforms and third-party electronic mail systems. You'll soon wonder how you ever survived without it!

WordPerfect 2.1

WordPerfect for the Macintosh® is now a powerful System 7 Savvy word processor, offering a powerful graphics editor, improved page layout features, easy graphics handling, macros, and of course, complete file compatibility with WordPerfect on other platforms. Plus, Wordperfect 2.1 supports Apple's QuickTime.

2.1 Features:

- Powerful Macintosh® interface
- Integrated text and graphics
- Powerful editing tools
- Macro and macro editor which allows you to do many routine tasks automatically like envelope addressing, putting dates on letters, etc.
- Extensive drawing and editing capabilities
- Over 50 border styles
- Legal features such as table of authorities
- Ruler with pop-up menus
- Newspaper, parallel and extended columns
- Toll-free customer support

WordPerfect 2.1 is far more Macintosh® feeling than any other word processor on the market.

The SIG's

New Member Orientation Apple II & Macintosh

All new members and prospective members should attend this introduction to Haaug. This is a 30-minute SIG which repeats at the end of the first presentation.

Macintosh Main Presentation WorPerfect Corporation.

Business Meeting Apple II & Macintosh

A brief Business Meeting is held immediately after the Macintosh Main Presentation. The latest club information will be discussed.

Pizza SIG

Regular price \$4.00, \$4.00, \$4.00...Food and fun with the gang at the Pizza Hut across the street from the campus on Calhoun. Join us!

Apple II Topics Apple II Main Presentation

To be announced.

Advanced GS

To be announced.

Applesoft (II)

To be announced.

AppleWorks

To be announced.

Hardware (II & Mac)

To be announced.

Home Use

To be announced.

Telecommunications (II & Mac)

To be announced.

Time Out

To be announced.

Macintosh SIGs

Art & Illustration

Cleland Early, developer and past president of HAAUG, will give a much anticipated and long awaited demonstration of FrameMaker.

CAD/Engineering

Oza Bouchard Architects Inc. will give a presentation on AutoCAD Rel.11 for the Macintosh. The presentation will cover basic system configurations, 3D, AutoLISP, external peripheries, importing, exporting, compatibility, and more. The focus example will be the use of the Macintosh in the architectural office and the interaction with engineers, decorators, contractors, manufacturers, and clients using other or no computer systems.

Databases

To be announced.

Desktop Publishing

Learning to fine-tune your work - learn how to make ghosts, opaque & translucent pictures.

4th Dimension

To be announced.

Games

More of the usual game demos... now in color!

Hardware (II & Mac)

To be announced.

HyperCard

Brad Beaubien will present DiskTrivia 1.1, a Hypercard stack that he created to log the contents of floppy disks. You can find a review of Brad's freeware Hypercard stack in the January 1993 MACWORLD (page 223). His stack is also in the Macintosh PD library!

Macintosh Fundamentals

All the stuff you were afraid to ask.

Macintosh Spreadsheets

To be announced.

Macintosh Utilities

More exciting utility conversation and demos, in color!

Professional Publishing

To be announced.

Really Cool Stuff

MacWorld 1993 wrap-up! Catch up on all the really exciting new products announced and shown in San Francisco last month! Come see the new breakthru CD-ROM game The Journeyman Project, After Effects, and more.

SIG topics are provided for the information of Haaug members by the individual SIG chairmen and SIG coordinators.

The Editor Speaks.....

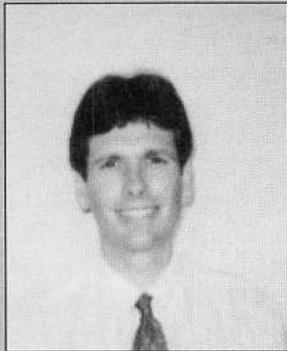
Last month's *Apple Barrel* was our color issue. It was designed and printed in color to take advantage of the MacShow that was coming up where HAAUG would have a booth. The purpose of the color issue was to attract new members at the MacShow. To that end, we were very successful. We got 75 new members right there at the show, and got many more applications in the mail following the show. HAAUG is growing. Those of us who attend board meetings, watch our membership tally every month. We worry if we fall below a certain figure. Having new members means new people with potentially new ideas for SIGs, new experts, and perhaps even new volunteers.

HAAUG constantly needs new volunteers. If you have something that you would like to do for the club, volunteer and let us know about it. It isn't fair to assume that other people are going to do it all for everyone else.

While we're at it, let's say thanks to some special volunteers in our club who always do as much as they can for the group. These people include: Elizabeth English, our Mac librarian. She is always there every month helping people get the disks they need, choosing the disks for the month, reviewing the disks and on and on to make the library run smoothly; Claire Jaschke, our tireless HAAUG Boutique operator, who lugs all those shirts, mugs, koozies, etc. around with her from meeting to meeting; David Jaschke, our Mac secretary at Board meetings; Frank Coe, our Treasurer, our President, Mark Jacob, who is always there to help our HAAUG members.

While we on the subject of thanks, your overworked and under paid HAAUG editor would appreciate words of thanks every now and then. The *Apple Barrel* takes many hours to produce, it takes time away from things we need to do in our company. We do it as a service for you, a thank you every now and then would be nice.

What's Cooking' At HAAUG



by
**Mark Jacob
President
Haug**

The Prez Sez

MACSHOW/HOUSTON GOLD MINE FOR HAAUG!

MacShow/Houston was a great success for HAAUG and show attendees. Unfortunately for the exhibitors it had a dark cloud—attendance was rather thin. The silver lining for attendees was there was no standing in lines, trying to see over or through the crowds, excellent opportunities to speak with exhibitors, and good seating for most seminars.

Fortunately HAAUG's cloud had a golden lining. Our membership ranks swelled by 75 at the three day show. We made contact with many folks that previously didn't know HAAUG existed or needed to renew their lapsed memberships. Our booth was quite busy throughout the show. Thanks to Frank Coe, Joni McIntire, Clair & David Jaschke, Helen Landua, Ernest Klein, Jae Norment, Bill Hopkins, Neal Scott, Bob McGinnis, Eric

Nye, Bob Hollingsworth, and Ken Martinez for the fine job they did manning the booth during the show. Great job!

Welcome to all our new members. We're very glad you've joined HAAUG and look forward to your participation at the April general meeting as well as on HAAUG HEAVEN. You'll discover being a HAAUG member is quite a worthwhile and enlightening experience, so jump in and don't be afraid to ask questions. Remember, helping each other is part of what HAAUG is all about.

The attendance to HAAUG sponsored seminars suffered from not being listed in the program, lack of phone line access, and far-flung seminar rooms—as well as a

MacShow continued on page 11

The Big one is back!



COMPUTER & OFFICE SYSTEMS SHOW

GEORGE R. BROWN CONVENTION
CENTER
MAY 18-19

WANTED!

**TAX DEDUCTIBLE
DONATIONS OF USED
PERSONAL
COMPUTERS**

Access Unlimited is a non-profit organization which provides specialized computer resources to help youth with

disabilities reach their full potential. Most of the children who benefit from our services find paper, pencils and printed text barriers to their education and to their personal independence. We help their families and the professional educators, speech pathologists and occupational therapists working with the children create a success environment using computers as a magical bridge.

Your equipment and software contributions will be fully tax-deductible as allowable to you under the 1993 IRS guidelines.

Please contact Access Unlimited for a compatibility list of computer donations we can accept for MS-DOS systems.

Apple/Macintosh systems desired: Apple //e, Apple IIGS, Mac Plus or SE or SE/30, Mac LC or II, Any Mac II or portable, any Apple or Mac peripherals and software.

Thank you in advance for helping us provide these for the children.

HELP US HELP A CHILD WITH A HANDICAP

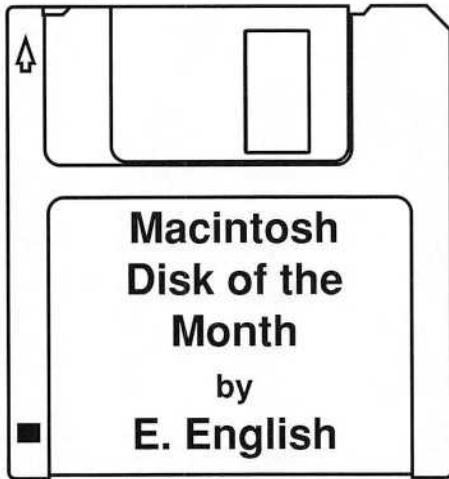


ACCESS UNLIMITED

Computer Resources for Challenged Youth

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1000 Miles

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This game is based upon the card game Mille Bornes® by Parker Brothers®.

This product is being made available as Sharware. If you like the program, please send \$10 to the above address. If you decide not to purchase this game, please remove it from your library and give it to a friend. This product may be distributed on public bulletin boards and user groups. You may NOT sell this program. Shareware distribution keeps the cost of software programs low.

Overview

You play against the Macintosh. Your playing areas are on the left side of the display and the Macintosh plays on the right side. Each player has four playing areas: Safety Area, Battle Pile, Speed Pile, and Distance Piles. Along the left edge of the screen is your hand. The Macintosh has a hand that is not displayed. At the bottom of the screen is a status window for messages during the game. The top center window shows the progress of the race. The small center window is a card holder with the remaining cards in the deck on the left and the discarded cards on the right.

The Deck

The deck of cards used in the game consists of 101 cards. A diagram showing the cards in the deck and their names is shown below. This screen is also available from the game menu.

How to play the cards

Hazard Cards:

Out of Gas, Flat Tire, Accident and Stop.

Hazard cards are played on your opponent's battle pile to temporarily stop him from gaining additional distance. To play a hazard your opponent must be able to move at the time.

Speed Limit

This card is played on your opponent's speed pile. Unlike the other hazards, this card can be played even when your opponent is not moving. When a player has a speed limit card on top of his speed pile, he cannot play distance cards greater than 50 miles.

Remedy Cards:

Gasoline, Spare Tire, Repairs

These cards are played on your own battle pile on top of the corresponding hazard. After being stopped by your opponent playing a hazard on your battle pile, you must fix your car by playing the corresponding remedy card. For example, *Repairs* fixes *Accident*.

GO

The GO card gets your car moving. It overcomes the *Stop* hazard. After playing a normal remedy card you must play a GO card to start moving again.

End of Limit

Play this card on your own speed pile to lift the *Speed Limit* hazard card played by your opponent. After playing *End of Limit* you may play any distance card.

Distance Cards:

25, 50, 75, 100 and 200 Miles

To play a distance card you must be going at the time. This means you must have a GO card on top of your battle pile or have a *Right of Way* safety showing.

During the course of a single race (or hand) you may not play more than two 200 mile cards.

You may play any combination of mileage cards to reach the finish line of 700 miles, but you must finish EXACTLY.

Safety Cards:

Extra Tank, Puncture Proof, Driving Ace, Right of Way

These cards are played in your own safety area. The safety fixes its corresponding hazard that has been played against you and prevents your opponent from ever playing that hazard against you for the rest of the race. *After playing a Safety you get another turn immediately.*

Right of Way

This card is special in that it fixes two hazards: *Stop* and *Speed Limit*. After playing this card you never have to play a GO card again, even after playing a remedy card.

Coup Fourré (pronounced coo-foo-ray)

If your opponent plays a hazard on your battle pile and you play the corresponding safety without drawing first then you are credited with a Coup Fourré. A safety played in this manner works just like a safety except the card is turned on its side and you get additional points (see Scoring). In addition, you are given an automatic Go.

Playing

Each player has a hand of six (6) cards that is not seen by the other player. At the beginning of a turn a player draws a card from the deck (with the exception of a Coup Fourré attempt). This can be done by double-clicking on the card back shown in your hand window at the left of the screen or by clicking on the deck in the holder.

A turn is completed when you either play a card or discard a card. The exception to this rule is that you may play again after playing a *Safety*.

As the first card of the game you may play either a GO card to start your car, one of the four *Safety* cards, or a *Speed Limit* card on your opponent. To play a card simply drag it to the window in which you want the card to be played. For example, drag

DOM continued on page 11

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MacShow continued from page 8

symposium room that needed a Sherpa to find!

Kudos to Rusty Little, Chris Flick, John & Ed Dial, and John Leahy of Prodigy Services Company for locating the seminar rooms. The good folks at Computize attempted a cellular phone link for us, but failed due to interference inside the convention center's massive steel frame.

Our humble QuickTime Film Festival just did get off the ground with help from Rob Roddewig of RasterOps (without whose help this couldn't have happened at all), Jim Paxon of Adobe Systems, and Halle Eavelin & Greg Roach of Hyperbole Studios.

Special thanks to Carmela Zamora of the Apple's User Group Connection for coming all the way from Cupertino to attend the UGAC Forum and see what MacShow was all about. Thanks to the local Apple office—Tom Condron, Daryl Tschoepe, Charlie Ruoff, and Michele Zaffarano—for all their support before and during MacShow. HAAUG appreciates their generous and unswerving support.

March Meeting

Doak Adams of Symantec Corporation demonstrated several of their fine products. The new features of Symantec AntiVirus for the Mac v3.5 and the new Norton Essentials for PowerBook were combined into a single main presentation attended by over a hundred members. Thanks to Symantec for showing their fine products and supplying copies of each for the raffle. Doak also supplied special upgrade forms that were available to all attending his presentation.



The Haug booth at the Mac Show.



After the Mac Show - the Haug & Apple people got together at a restaurant.

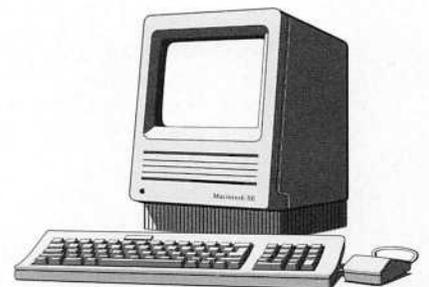
DOM Continued from page 10

the *GO* card to your own battle pile. Dragging a card to the discard holder in the center of the screen will end your turn with a discard.

Another way to play is to double click on a card. The selected card is played in the appropriate window or an explanation is displayed describing why this card could not be played. To discard you may use Shift-double-click on a card in your hand. The card will be discarded only if it can-

not be currently played. This prevents accidental discarding of important cards. You may still discard if you wish by dragging the card to the card holder.

As you and your opponent play distance cards you will see the progress of the race in the center race window. Your car in shown on the left and the Macintosh on the right. A numerical distance and current scores are shown at the bottom of the distance window for additional reference. Remember, you must finish the race exactly at 700 miles.



Database-ics

A Method for the Madness (Part 2)

by Chuck Hinkle

Last month, we began examining a methodology to use in order to create applications based upon databases. We discussed how modern, microcomputer database programs often incorporate a combination of nonprocedural, visual, and 4th Generation languages which allow entire systems to be redesigned and rewritten in hours or days (instead of months as was usually the case with COBOL). To try to manage such a fast-moving project and understand it at all, it's important to have some form of a project methodology, and we have been reviewing the RAD (Rapid Application Development) methodology developed, polished, and used by CLH WAREs since 1981.

Last month took us through the pre-project work and through the decision to build a prototype. That means that the items which have already been developed are an initial requirements' document and a database structure. The next phase is "database development," the first pass of the prototype.

CLH WAREs' RAD Methodology

2. Database Development
 - A. Convert to prototype database.
 - B. Begin technical documentation.
 - C. Create prototype input forms.
 - D. Load with test data.
 - E. Create prototype reports.
 - F. Deliver prototype to client.
 - G. Review prototype with client.
 - H. **Decision: continue analysis, loop, or cancel?**

After the decision has been made to build a prototype, the next phase is to convert the database structure into a prototype system. One of the primary failures with prototypes in the past is that the methodology intends to use the prototype to get something up quickly to examine and then to throw it away and start over. However, clients usually get the prototype system, decide that it does 80% of what they need, and they decide to use it rather than fund the final project. This usually isn't a consideration when these new tools are used, because very basic assumptions can be totally redone in such a short period of time. Since forms or actions are tied to objects, it means that tables, calculations, forms, and reports can be totally rebuilt quickly without having to recode from scratch.

Beginning technical documentation is a step that I recommend but which could be considered an item to skip if immediate funding is particularly tight. Technical documentation describes why certain assumptions were built into the database and how they were implemented; this is imperative for support personnel to have when trying to modify a system in production. If I'm the person who has to support the system, then I probably won't let this step be skipped; I need it to remind me how certain tasks are accomplished. If my client is going to support the system, then I'll accept their demand to drop this item, but I'll warn them that it means running up the support costs after the system is complete.

The next three items actually build the first prototype. The forms and reports aren't intended to be very pretty, and there's just barely enough data to get a feel for the system. Believe me: the purpose of phase 2 is not to hit that 80% mark at which most prototypes seem to reach. Many of the buttons and commands won't work yet, just most of the ones which move from one screen to another and enter data. There may not be any data validations or error controls yet. The whole idea of this phase is to get something out quickly for people to review. My estimate is that phase 2 should run about 10% of the entire project (depending upon the number of iterations). From the prototype, the client can verify that the development team actually understands the needs (also can verify that he, himself, understands what he needs—the "I'll know it when I see it" principle). When the prototype is delivered and reviewed, clients finally get to see in action what they've described. That brings us to a decision point in the methodology. From here, do we continue to phase 3, adjust the prototype (without modifying the requirements yet), or cancel the project? Since this is a prototyping environment, we may iterate within a section (e.g.

Database Development”) until we’re satisfied that we’re ready to move ahead. (Of course, the purpose of any methodology is to help us manage the project, not to dictate the project to us; if we decide that the project needs to return to an earlier phase, then just pull a Nike—just do it.) However, adjusting the prototype here is should not be an excuse to leap to a finished product; keep forms and reports raw; work on menus, the flow between forms, and which data items belong on which forms or reports.

Enhanced Analysis A. Enhance requirements’ document. B. Inspect requirements’ document. C. Review requirements’ document with client. D. Analyze technology and tools. E. Revise time projection. F. Recommend technology and tools. G. **Decision: continue development with RAD tools, continue development with traditional tools, delay project, or cancel project?**

3. Enhanced Analysis

- A. Enhance requirements’ document.
- B. Inspect requirements’ document.
- C. Review requirements’ document with client.
- D. Analyze technology and tools.
- E. Revise time projection.
- F. Recommend technology and tools.
- G. **Decision: continue development with RAD tools, continue development with traditional tools, delay project, or cancel project?**

Phase 3 of the methodology further analyzes the requirements of the system. Step 3A expands the requirements’ document. Obviously, we modify the initial requirements’ document based upon what the prototype teaches us. (In the first part of this series, I stressed the importance of creating this document and its format, so I won’t repeat it here.)

Step 3B is a critical portion of the SDI (Specific Design Inspection) techniques. In the previous article, I explained how to write *specific* design requirements. Here’s where the *inspection* enters the picture. An inspection is an attempt to catch a potential logic bug before any time is spent programming it and, after it turns up in a test, tracking it down, fixing it, and retesting the new code. Or, even more importantly, it attempts to catch those logic bugs that might even get past the system testing and only show up when the system’s in production (unless you enjoy angry clients calling you at weird hours to complain about a bug in a program that you haven’t examined for four months). First, choose the person (or people) with whom you want to perform the inspection (and promise to do one for them some day to convince them to cooperate); it’s best to find someone who hasn’t been very involved with this project to avoid any pre-inspection assumptions. Second, send the requirements’ document to the inspector in advance to be studied. Next comes the meeting with the inspector. Your job is to read and explain the design document to the inspector, and you both identify and record any potential problems, ambiguities, whatever. I say that you both do this, because you will spot many problems as you explain the document. (It’s recommended that you don’t make a first pass before the inspection—the purpose of the inspection is to spot all of the problems; if you do it once on your own, you’re just spending twice as much time to accomplish the same thing.)

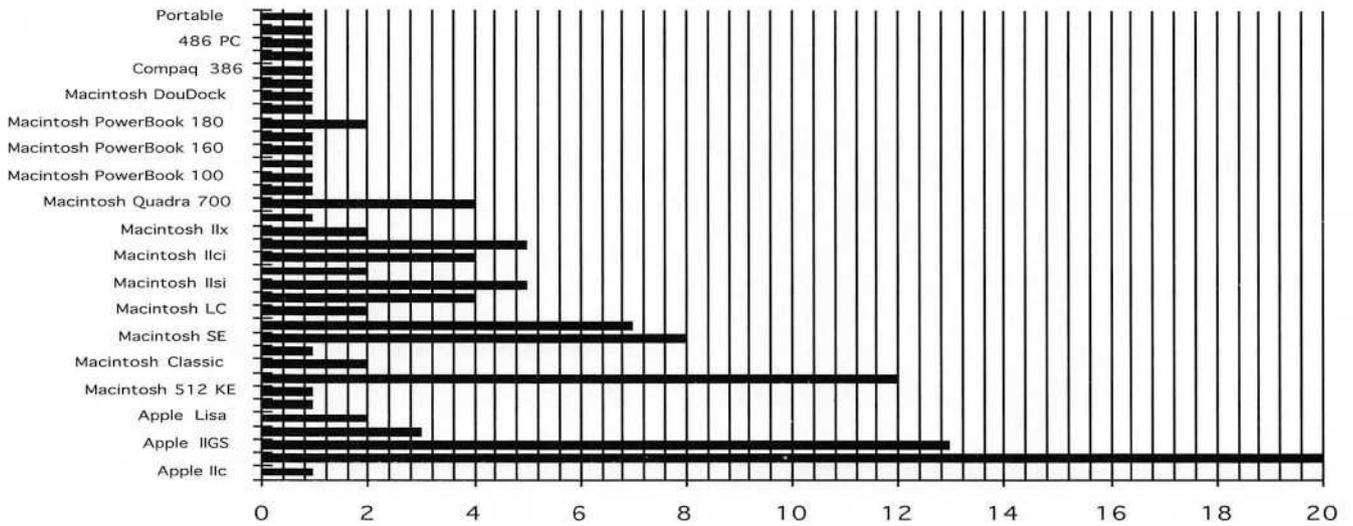
in the design inspection, there are certain items for which to especially be on the watch. Note that many of the results from a design inspection are questions which must be taken back to the client for an answer. 1) Missing information: “can the DATE be changed on this form”, “can a reading be less than 0”, “if a child’s mother and father have different insurance companies, which one is the default on a claim form.” 2) Errors: “it says here than on a purchase to **subtract** the amount of the purchase from the client’s balance instead of to **add** it.” 3) Suggestions for simplification: “have you considered a button on this form which runs this other report.” 4) Clarifications: “explain the process to calculate concurrence.”

After an inspection, review the written requirements with the client. This can almost be seen as a mini-inspection. In a sense, though, you’re saying “here’s what I think you asked me to do; am I right?” Explaining it to the client is yet another chance for you to suddenly realize that something is amiss.

Step 3E, analyzing technology and tools, may seem odd here. Probably, you expect to finish the project using the same tools as the prototype (that’s one of the benefits of the new languages). However, this step demands an answer to the question: will this tool meet all of the requirements (including any performance requirements)? If not, it’s time to take an inventory of which ones can. Even if the tool used to this point can handle the remaining development, it may still be valuable to do a quick summary of other choices, noting the extra costs and time delays in converting to one of them now as opposed to the benefits provided by that tool.

We’re rapidly approaching the end of phase three. For the next step, it’s time to **revise the time** projections. The first projection was based on a crude understanding of the requirements. Now that the full scope of the system has been determined, a more accurate estimate can be developed. This, along with the recommendation for technology and tools, are presented to the client along with the requirements’ document, and we reach another decision point. We can either continue the development with RAD tools, we can continue the development but with traditional (a.k.a. COBOL or other third generation languages) tools, we can delay the project, or we can totally kill the project. Whatever the choice, we have two extremely valuable products which have been delivered by the end of this phase: a crude prototype of the system and a specific design document which accurately describes what the development project must accomplish, whether that project begins tomorrow or next year. In the final article in this series, we will cover the final construction of a system using RAD techniques.

Chart 1 — Which Computer(s) Do You Own ? (58 in Survey)



For March, *Status Quo* asked the attendees to let us know the model and number of computers owned by each of those in the survey. There were fifty-eight survey clips marked and compiled to report in this edition of the **Apple Barrel**.

Chart #1 illustrates the wide variety of Macintosh computers now owned by HAAUG members in the survey.

Apple IIc took first prize with twenty computers owned; and the nearest competitor was the Mac workhorse, Macintosh Plus, coming in second with twelve, the Macintosh SE garnering eight for third place, and the SE/30 close behind with seven.

If one lumps together the Mac II series, Mac II comes close in the 'race' with Apple IIc, but when you add in the Apple IIGS with IIc and IIx, Apples hold the lead with a total of 34 computers in the 58 surveys tallied.

Though not specifically a question in the survey, the number of computers owned by individuals became an interesting statistic itself. Chart #2 details the number of computers by those individuals; and not surprising, individuals owning one computer represent half in the survey.

Twenty-two of the fifty-eight in the surveys tallied owned two of three computers. Several owned both Apple and Macintosh models. Wonder if they are hooked together so they can communicate with one another in a network?

No. of Computers Owned (58 in Survey)

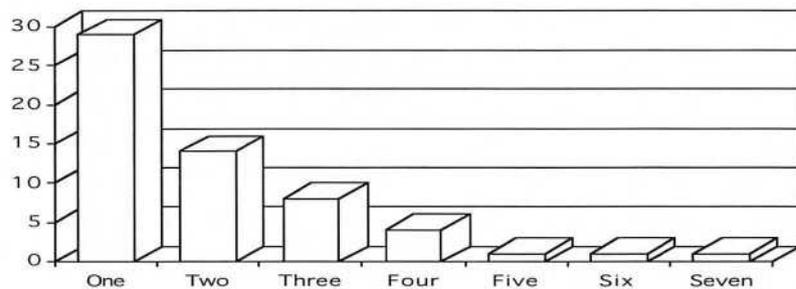
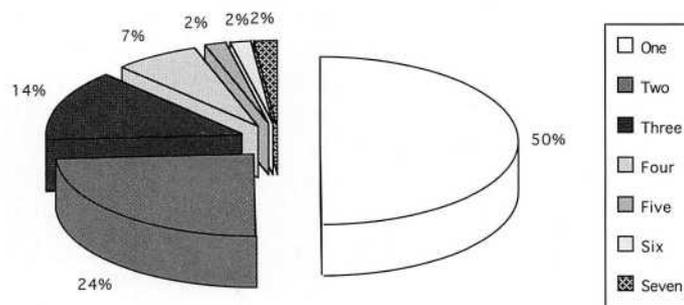


Chart No. 2

How many Own More Than One Computer? (58 Surveyed)



Taking Care of Business - Part III

by Robert C. Lewis

It looks like the Mac is going through another evolution. I just got done looking at Apple's new line of Macs in the April issue of MacWorld. As I read about all the new features, I also realized that all these Macs would no longer support one external peripheral.

Anybody who goes back to the old 128 and Fat Mac knew the value of this device. In many cases it prevented nervous breakdowns. The curious thing about this item, was that it was released after the 128 Mac. Until that release occurred, the only input/output device was a 400K single sided internal floppy. Disk swapping became a daily task. Anybody who ever had to do disk swapping while using Copy II Mac on a single drive machine has got to shed a tear at it's demise.

It was with the release of the Mac Plus and it's ability to run a hard drive which numbered it's days. By now some of you are wondering what I am talking about. The device I speak of is the external floppy drive port (efdp).

The death of efdp started with the release of the LC II. That was when Apple began to delete the port. At that point, only the Classic II was still able to support an external floppy drive (efd). Now we can shut the lid on it with the new color Classic. The efd port is no more.

A wise old chicken (yes, a chicken) once said that in death there is birth. Don't ask me what she meant, I had enough trouble reading her scratchings! Although this marks the end of one Mac device, the future looks very bright for new devices.

Imagine the potential of an affordable Floptical drive. In the near future It could prove to be a major contender if the price comes down and if there would be an improvement in storage capacity as well. Another possible replacement could be a CD ROM drive that can read and write. I project that item to become a winner sometime further into the future. At present time, it is in it's infancy and the prices are outrageous. When it does finally emerge, it will probably cause the demise of other devices. Who knows, maybe the next device to die will be the HD.

I'm All Broke Up

Every day we add and remove data from our drives. Eventually, it will have an effect on your Hard Drive and floppies. Ideally your data should be saved to disk contiguously. This means that your data is saved to your drive in a continuous line with no breaks in it. This allows your drive to behave more efficient-

ly when seeking information.

As you remove data from your disk, you begin to form data pits on your disk. When you save data to disk, the read/write head will scan the drive for the first available opening. Then it will begin to write to that section. If it runs out of room it will then scan for the next available spot and continue to write. It is not selective about size.

When a file is saved to disk in this manner, we say that this file has become fragmented. At this point your data is no longer being written contiguously. Pieces of it are now spread all over your disk. Now your drive begins to work harder. Fragmentation can and will reduce the performance and lifetime of your drive.

The first thing you will notice is a reduction in performance from your HD. As more and more of your files and applications become fragmented the slower it will behave. The reason your HD slows down is because the read/write heads has to "bounce" around the platter when retrieving data.

Severe fragmentation can even produce system errors and freeze ups your Mac. It can also reduce the life span of your HD. Since fragmentation causes the read/write heads to move about the platter more, the parts that move these heads are being overworked. This increases the chances of a hardware failure.

The cure is rather simple. All you have to do is defragment your drive. Defragmentation restores your drive to the contiguous order your HD was in. Programs that do this are called optimizers. One word of caution, before you optimize your drive **BACK IT UP!!** Optimizers are very reliable but they cannot control system errors or power outages. The bulk of your data could be lost if one of these crashes was to occur.

One might say that optimizers are maid service for your HD or floppy disks. It is like taking a messy child's room and putting it completely back in order. Basically, optimizers do two things. First, they defragment your files and applications. They also consolidate your free space into one contiguous block. This is very important if you wish to make use of virtual memory.

In order to make use of virtual memory, your machine must have at least 5 megs or more of free contiguous space on your HD. Your drive may indicate that you have 20 megs of space when the largest contiguous space is only 500K. As you can see, fragmentation can really be a pain.

As I wrote earlier, optimizers are the cure for this pain. Of all the programs I have discussed

over the last few months, these are the easiest to use. All you do is boot with the optimizer disk, select the disk you wish to correct, click on start and you are off.

At this point you may wish to find something else to do. If you have an 80 Meg or greater drive, expect it to take at least 30 minutes or more to do the job. The speed of your Mac and how fragmented your drive is will determine how long it will take. This is why it is good to run a check on your HD every one to two weeks.

To make the process easier, I found five programs that do an excellent job optimizing your HD. These programs are Silverlining by Lacie, Public Utilities by Fifth Generation, Central Point Optimizer by Central Point, DiskExpress II by Alsoft, and Speed Disk by Symantec. The only problem with this process is trying to decide on which one to use.

I put all five of them through their paces. As far as defragmentation was concern, they all did an excellent job. They protect and do not move anchored files that are related to some form of copyguard. The same applies to invisible files. As you will see, the only way to select one is really by learning their features. With that in mind let us power up the magnifying glass and take care of the business of Optimizers.

Basically, all these products (except Silverlining) have the same feel in operation. They have a disk map window that shows you a picture of your fragmented HD. Some of them even work animation into this window showing your data being moved as you optimize. The only way to find the difference in each program is by seeing what preferences are offered by each.

Public Utility Optimizer

The Public Utility Optimizer is one of the leanest in options. Basically its preference window consists of two areas. The first section allows you to decide whether or not to check the media and catalog before you optimize. The other section lets you set the upper fragmentation percentage limit. I suggest you set it no higher than 3-4%. These numbers may seem low, but you would be amazed how much a 4% fragmentation can slow your Mac down.

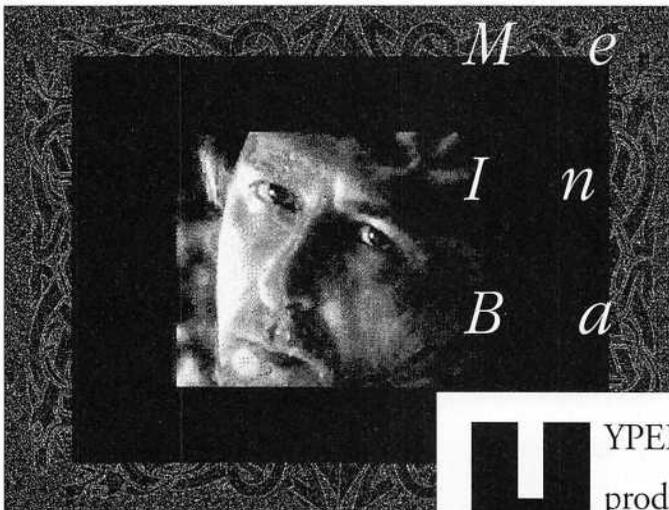
This is where a companion program called Prevention came into play. This program monitors your drive and will tell you when it is time to optimize. This is a very important feature. The main reason so many of us do not

Utilities continued on page 26

INTERACTIVE

M u l t i -

by Paul Wayne Hiaumet



M e d i a

I n O u r

B a c k y a r d.



Screen shots from Hyperbole's award winning CD-ROM, *The Madness of Roland*.

HYPERBOLE STUDIOS, a Houston-based interactive production studio, has come a long way from a couple of guys in an upstairs bedroom with an Apple II-GS. Its present stature includes one CD-ROM on the market, several more on the way, and eight film awards for their original interactive movies—including two best of shows.

Along the way, they've grown into the entire upper floor of the building they now share with Sense Interactive, a multimedia firm geared towards environmental education, and they celebrated the new year by instigating salaries for their employees.

How did it happen? The switch to the Macintosh format was paramount to the company's advancement, but integral to the progress made since that switch was been the utilization of QuickTime. "We were very lucky," said Greg Roach, the company's founder, now considered the leading

interactive filmmaker in the country. "We were in the right place at the right time, and it allowed us to dive through the window of opportunity that was QuickTime. As a result, we've been able to be on the leading-edge of that part of the industry ever since."

Roach is right. When offering him the Best of Show award at last year's first QuickTime film festival, Michael Backes, screenwriter and American Film Institute co-founder, said, "[This film] gave us a taste of the future of cinema." That surprising

win opened doors for Roach to many projects, including his latest, *Portals*, a collection of original interactive films.

But the project that really set the ball rolling was *The Madness of Roland*, the company's award-winning CD-ROM title, and Roach's brainchild. Bearing the legend, "the world's first interactive multimedia novel," the story is based on the legendary exploits of the Paladin Roland, knight in the service of Charlemagne during the siege of Paris in the twelfth century. It deals with the historical as well as the fantastic, and is told from five different points of view, using text, narration, music and QuickTime films.

Lest you get the idea that this was some grand production backed by investors with unlimited funds, it should be pointed out that *Roland* was produced by five people on a shoestring budget, causing one reviewer to comment, "an obvious labor of love." *Roland*, though, is far from shoestring in execution, boasting QuickTime technology not only in the production of the films, but in every time-based element—from film to narration to music and animation. "The look and feel is extremely rich," Roach noted. Adding wryly, "I didn't need money to do that."

But what about the educational benefits for a product like this? Roach shakes his head. "Not in this country. Roland carries an "R" rating, so that people who are deterred by the small amount of frontal nudity - both male and female - or the mature themes, won't be misled and buy it for their kids. But projects like this have a wealth of educational value, and overseas they're going crazy trying to get it into the schools. *Roland* features a

history and legend section which teaches about the real knight Roland, including photographs of the area he lived in France. Also, technologically, the amount you can teach a child about interactivity from a project like this is limitless."

HyperBole Studios will launch an imprint of children's titles by early next year, and plan to produce several CD-ROMs for kids, including at least one project designed for direct interaction in the classroom. But for Roach, the high ground lies in learning how to entertain adults in the manner to which they've become

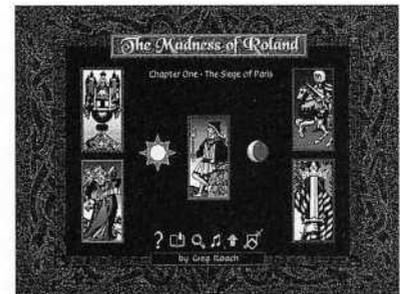
accustomed, after years of linear films and videos. For HyperBole Studios, this manifests itself in books like *Roland*, where the reader is free to explore all aspects of multimedia; films, which involve a variety of interactivity but also allow you to be passive; and "bridge products", which Roach believes will help to close the gap between what people expect today, and what they will desire tomorrow.

Also available from HyperBole Studios is *HyperBole*, the magazine. *HyperBole* is published quarterly on three floppy disks and includes interactive

fiction, columns, articles, poetry, music and artwork in a multimedia format. Subscriptions to *HyperBole* are \$75.00 per year for the color version and \$60.00 per year for black and white. *The Madness of Roland* CD-ROM is \$59.95. For information, please contact HyperBole Studios, 1412 West Alabama, Houston, TX, 77006, (713) 529-9696.

Currently, products are available only for the Mac, but PC versions are planned within the year for all their products.

"We were in the right place at the right time, and it allowed us to dive through the window of opportunity that was QuickTime. As a result, we've been able to be on the leading-edge of that part of the industry ever since."



GREATER PRINTING QUALITY

for the Apple IIgs

By Daryl Baxter

MY LAST ARTICLE COVERED details on how to patch AppleWorks Classic (versions 2.0, 2.1, 3.0) with DeskJet 500 ("DJ") printer drivers and how to configure those drivers once installed to access and utilize the ROM based built in fonts of the DJ printer with the Apple II computer. For those of us who own and use an Apple IIgs computer, the doors of greater printing quality open even wider with currently available software. This software allows us to install additional printing enhancements to our Apple GS System Software v5.0 or higher (including System 6.0) including better printer drivers that allow fine tuning adjustments, an Init/Cdev utility incorporating TrueType outline font technology, and even a print spooler that lets you use your IIgs while you printer is working away!

The software applications that I use with my System 6.0 are Harmonie v2.0 (Vitesse - a family of printer driver files and font list files), Pointless (WestCode - Init/Cdev utility) and Express (Seven Hills - printer spooler for your hard drive). These utilities can be readily acquired from their publisher or from various mail order companies. The cost is approximately \$32.95, \$49.95 and \$27.95, respectively. Harmonie and Pointless can be installed and used on the 3.5 Apple GS/OS System Disk but a hard drive would be nice for Pointless and is mandatory for Express since it uses space on the hard drive to store the document for printing. To use Pointless your system requirements are

a IIgs with a minimum of 1.25 megabytes (1024 x 1.25) of Ram memory and using Apple GS System Software v5.0 or higher. Optional hardware equipment would be a hard drive and an accelerator card to improve the performance speed of Pointless and all your other GS software.

Because my system includes a

All three programs

have built-in

"Installer Programs"

or features that are

easy to follow...

hard drive and an accelerator card (9 MHz speed which is equivalent to 27 MHz on a PC), it is truly a pleasure to run GS software such as Platinum Paint, HyperStudio and AppleWorks GS that once was slower reacting before the installation. With the prices of hard drives rapidly falling, you should seriously consider treating yourself to the pleasures of minimum disk swapping and tremendously improved speed access to and from your applications stored on the hard drive. Its like giving your computer "a new face lift" and working with large GS applications, Whether they are productivity or games you'll find they'll be enjoyable and fun again.

All three programs have built-in "installer programs" or features that

are easy to follow from the provided documentation. For those of you who are interested in manual installation, the following is a brief explanation of manual installation of each application: from your GS System Finder, open the Harmonie volume and copy both the Printer Driver file and corresponding Font List file for the printer of your choice from the many printer driver files available on the Harmonie disk to your System/Drivers folder of your boot ("**") volume. The boot volume can either be your GS/OS System Disk or a partition on your hard drive. Do not copy the Printer.HAR driver file unless you are using GS/OS v5.0.2 and an ImageWriter I printer. Since I use both an ImageWriter II and a DeskJet 500 printer connected to the IIgs via an A/B switch box, I copied both printer drivers (ImageWriter.HAR and DeskJet.HAR) and their corresponding Font List files to my */System/Drivers folder. The Installer of Pointless installs the utility, You can also copy the Pointless Control Panel Device (Cdev) to the */System/Cdevs folder, and the TrueType.List file and TrueType fonts to the */System/Fonts folder. The Express Installer copies the Express file Cdev to the */System/Cdevs folder and its Icons file to the */Icons folder of your hard drive. If you do decide to copy the various files manually to your boot volume, don't forget to copy the icon files of each application into your */Icons folder.

Now that our installation is completed, turn off your computer (cold boot) and restart so that the Cdev's of

Pointless and Express will be activated and watch the icons appear at the bottom of your GS/OS startup screen. Choose the printer you wish to use by "selecting" (double clicking on) the DC Printer option from the Control Panels found under the Apple Menu of the Finder. From the selected DC Printer window that was selected, "highlight" (with one point and click) Printer under Select a Port and either ImageWriter.HAR or ImageWriter under the Select a Printer Type and then close the DC Printer window and Control Panels window by clicking the Close Box in the upper left-hand corner of the windows. Please note that other printer choices from Harmonie as previously discussed, will be available for highlighting if you copied them into your Drivers folder. The ability to choose which type of printer driver (whether ImageWriter or ImageWriter.HAR as an example) is available while you are in any GS application or program and this is important to know since each driver offers options that are not common to the other such as different label size templates, shading, rendering, contrast, etc.

For the purposes of this part of the tutorial, it is assumed that you highlighted Printer under Select a Port and ImageWriter.HAR under Select a Printer Type from the DC Printer window. Now that your printer type is designated, boot up a GS application such as AppleWorks GS or Platinum Paint. If it is AppleWorks GS or some other GS word processor, create a new file on the DeskTop and type two or three sentences using both upper case and lower case letters and even a few numbers for variety.

Now turn on your ImageWriter. Put it in the ready position to receive printer commands and pull down the File menu and select the Page Setup option. From the ImageWriter/Printer window, pull down the following stated choices and select the following corresponding options: Paper Type - US Letter, Aspect Ratio - Macintosh Normal (TrueType fonts were designed to be displayed on

Macintosh computers and therefore the vertical needs to be condensed), Orientation - Portrait and Vert Margins - Margin. Now click on the OK Button and you are back to your document on the DeskTop.

Pull down the File menu again and select the Print option. From this window you make choices of quality, shading, rendering, compression, etc. and the number of copies. A description of the options for these choices are discussed in the written documentation that comes with Harmonie and above all else read the extensive amount of information included in a file on the Harmonie 3.5 disk. Note however the information about internal and external rendering depending on whether you want to use the fonts in the Fonts folder (utilizing Pointless) or fonts that are built into a printer. Select the quality and other options of your choice for print out and click on the OK Button to commence the print out of your word processor document.

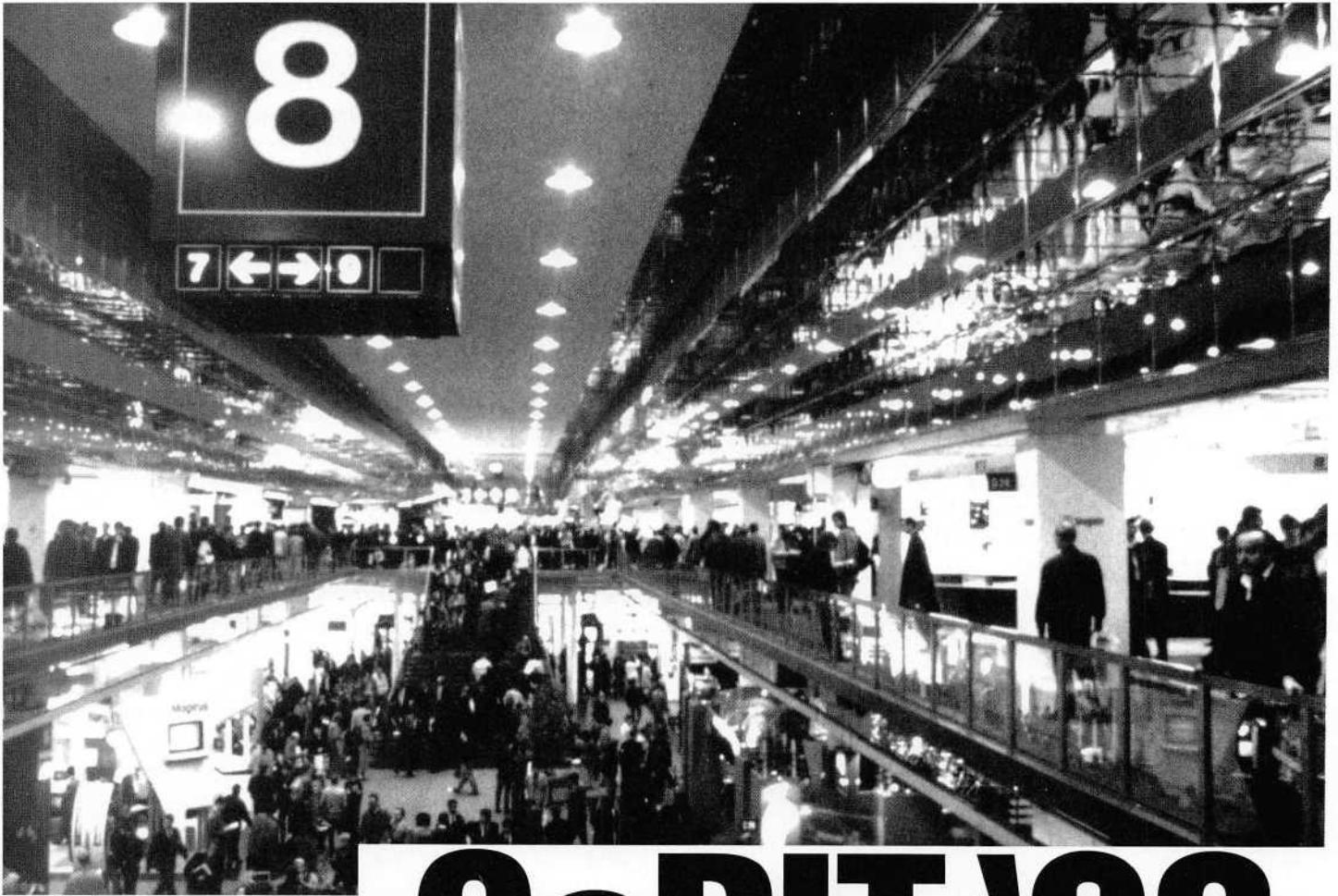
When you installed the TrueType fonts from the Pointless disk, you made available for use eight fonts which are shown as samples starting on page 59 of the documentation manual. When you opened the new document with AppleWorks GS as discussed above, the default font of Geneva is used until changed. Notice a round cursor appear on the screen while it create the Geneva TrueType font that is used to type the three sentences. The Pointless documentation provides an excellent exercise on page 25 to compare the way your three sentences look as a bitmapped font, such as Shaston, on the screen and then as a TrueType font, such as New York, on the screen. The improvement is remarkable on the screen but even more remarkable on paper when printed out because of the resolution. After your review of Pointless' documentation regarding Using TrueType Fonts (Chapter 3), The Pointless Control Panel (Chapter 4), and Printing Overview (Chapter 5), you will have a good understanding of this wonderful program and

most importantly will be very pleased with your printer output using this application that incorporates TrueType font technology that creates smooth, crisp and clean text, without the ragged edges you used to get with bit-mapped fonts.

The minimum requirements that your IIGS system needs for using Express is a hard drive with Apple GS System Software v5.0.4 or later installed, a 3.5 disk drive, a GS application and a direct-connect printer (not a networking printer). After installing Express, and activate it in the control panel. Then, printing from any GS application automatically creates a spool file in Express.Spools folder on your hard drive. After the file is spooled to the folder, the file begins printing in the background. The documentation is very clear that Express does not increase the speed of your printout (Actually, it is somewhat slower because your activities on the computer take precedence over the background activities going on with the printer. The important point, of course, is that you can go to work on other things. Other features include quitting: one application and starting another application even while your printer is printing. This is a useful application and well worth your consideration.

If you purchase one or more of the applications discussed in this review, you will be pleased that you did from the immediate and improved printing quality and that you supported those who support us.

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CeBIT '93

HANNOVER, GERMANY

A Texas size WOW is a good way to describe the first impression one gets when entering the exhibit area of the Hannover CeBIT '93.

With over 28 display centers and 6,000 exhibitors from 45 countries including this former East block nations, it was or it appeared to be indeed the mecca of electronic fairy land. Over 200 company presentations at the world's

largest professional forum on computer technology gave approximately 10,000 visitors an excellent opportunity to gather information about state-of-the-art systems and services offered by the computer industry.

I was able to stay in Hamburg, about 120 miles away from the Hannover CeBIT.

Special trains commuted several times a day from all major cities in Germany directly to the exhibit area. The one and half hour train ride between Hamburg and Hannover was especially pleasurable since I had a chance to meet and talk to other computer enthusiasts.

A few Texas companies were present including an exhibit sponsored by the Texas Department of Commerce.

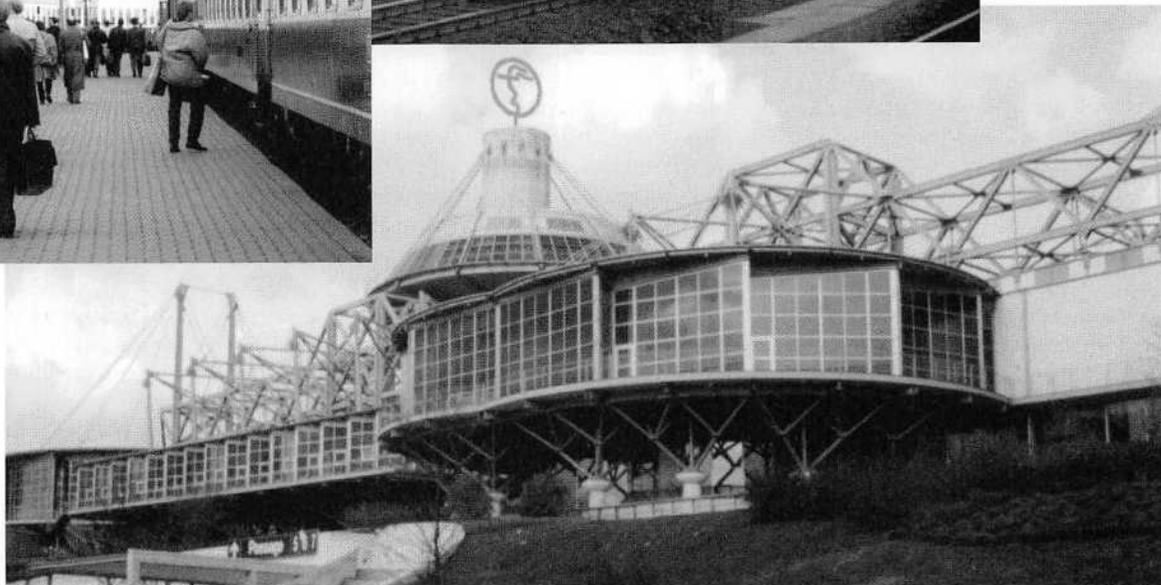
The best and undoubtedly most popular display was the gigantic effort of Apple Macintosh. Even though no freebies were available, one could hardly move, due to the sardine

can like crowd. Multi-lingual staff had their hands full demonstrating and showing off a full line of Macintosh products. The largest crowd, however, gathered around the brand new, multi use, remote controlled, CD unit intended for Kodak, CD Rom and Audio Application Disc.

By attending the CeBIT '93 I came face to face with tomorrow's technology. Frankly, you can't afford not to be there!

Many thanks to my friend and business associate Matthias Schmidt who helped me gather all the information and provided the photography.

"By attending the CeBIT '93 I came face to face with tomorrow's technology."



MAC DRAWING PROGRAMS

Creativity or Technical Manipulation Strategies

By Billy Jacobs, Jr.

THE NEED TO UNDERSTAND what drawing program works best for you is becoming more and more demanding. You know what you need to create but getting it on paper can become complex, time consuming, frustrating and boring by the time you're done. The last thing you need is a drawing program that makes you jump through hoops.

So what do you use to get the work out and keep the masses happy? Do you stick with one drawing program everyone is using, or do you buy a drawing program that gives you everything but the kitchen sink? No, the drawing program that everyone seems to be using is not the one with every kind of function you can imagine. The range of programs for drawing on the Macintosh computer has grown to where selections are many, not few.

The drawing programs that you can select range from simple graph creators to photo realism, and on up to animation. This complex selection can really get you wondering where to go for now and for the future. So decisions must be made. Do you buy a program that will accomplish the tasks you do now or do you buy a program that will give you tools you would want down the road? It is really a tough call.

The most logical step would be to really study what you have done with your drawing needs over the period of time you have been needing such skill. Once you have sat yourself down and done this then determine what kind of tools create the steps in your drawings. This may seem hard but is necessary. Why? It is needed to put together an understanding of what creates a drawing. This is where you will start to see what level of complexity you create at and need to demand from a program.

Along with this understanding you should look at how your drawings are used. Do you find that the use of the drawing is

for one set purpose, or does your original drawings get used and then changed for another use, and changed again for an entirely different use? This path of your drawing adds more information to your understood needs. Some drawing applications do not allow for easy changes, some do.

When I speak of changes I do not mean revisions. Changes are when you create a exterior drawing of an item and then open it up to show internal chambers and parts. Or your drawing could be an assembly of several parts and then be required to show an exploded view. For some people each of these examples need to be different drawings requiring a great amount of time to modify the original drawing so that you can deal with the next drawing.

What I have seen done with some drawing programs amazes me. I see people spending great amounts of time on the details and coming up with outstanding work. The key word in the last sentence is details. People can spend a lot of time getting that just right look from a program not really designed to create particular details. You know you can get the overall drawing created with the program but also know you will have to work around certain factors to get the details just right. Instead of having a continuous flow of creativity you end up with original creativity and a lot of technical manipulation strategies.

Creativity is a strange part of production art, but a major part nonetheless. If you were not creative you would probably not be drawing in the first place. So, as all good creatives do, you create work-arounds in an application to get the work out. This then becomes part of your every day routine. This is not saying you are wrong to do this. There are times when you must to get the needed effect. But if

you see that it is the norm and not the exception take a look around and investigate other programs.

Not all programs fit every person drawing out there! I see some people drawing technical illustrations with programs designed for the graphics art illustrator. Yes graphic art illustrators do technical illustrations. But in the past when traditional drawings were created by these individuals they were not created in the same ways. Yes the tools, for the most part, may have been the same but the techniques varied as did some of the tools. Even the paper stock and make up of colors can varied. But still when the switch to the computer came along for these people they started with one application and created their own special work-arounds to compensate for the lack of program capabilities. (Something is missing here if you ask me.)

Then there are work groups in companies that take one drawing and use it in publications and training packages for their employes and customers, that on the surface this seems OK. Why, because the drawing is sent from one work group to the other to be *redrawn* by the second work group. This is the most time wasting act I have ever seen within companies. If a company creates a set of drawings on a computer (say an IBM using AutoCad) and then sends a set of prints to the illustration department (using a Macintosh and page layout program, combined with drawing programs) they should not need to sit there and read blueprints and then redraw the information. But I see major companies doing just that.

I also see individuals and companies taking the old stand by drawing programs and forcing them to do high end graphics. Why? Well several responses have been given to me. One response was that it is what everybody seems to be using.

Another one was that it is the oldest on the market and still selling, so it must be what I need. The best one I have heard is, "The advertising department uses it so we in the technical illustration department use it". Folks, a logo is not a parts assembly.

So how has this gross misuse come about? The Macintosh computer got its foothold by taking the graphic design industry by storm. In today's market you have a near impossible chance of getting a job in this industry without knowledge of the Macintosh and several major programs. Then other industries started to realize the cost effectiveness of using a computer to create high end graphics of a technical nature. But they needed information on what to do...so they went to the industry that had a history with the Mac...the graphic artists. They went to the people who create detailed non-technical advertising designs for information on how to create technically detailed drawings. Makes sense right? I mean if they can create great looking advertisements with a program you can create detailed parts assemblies too. While both of you do it in the same cost effective way for the company...right!

Not if you have to create technical manipulation strategies to get it done you won't; and not if you are repeating other's actions you won't. And again, not if you are overwhelmed with options you really do not use but have to get around you won't. So what do you do?

If you are an individual, study your market and the product you produce. If drawing for you consists of flow charts and graphs buy for that. If you create logos and illustrations determine what details take up most of your time and look for tools in an application that will make those details seem like child's play. If you create technical drawings to scale from scratch look for an application that will allow you to separate your drawing into the parts you want to work on at that time, and not disturb the others or have them take up visual space as you work, but look perfect when they are all seen as a whole drawing.

If you work in a company that uses other computers and applications, and require you to manipulate the information created, look for applications that will allow you to convert their information into a working base drawing for you to enhance and change for the purposes

required. This will save time.

Yes, there are other factors you can figure into the above information. You could argue the points for ever in today's market. But you can not dispute the fact that the market for drawing programs has made changes in the years since the first Mac drawing program, and the first Mac Post Script drawing program. This last year has seen even greater changes to this area. That is why comparing one application to another is not helping anyone today (As I said I would do this time...maybe some day I will.) So take a look at your work history, analyze your techniques, then look around at the offerings. You will be amazed once again by this little tool we use called the Mac. If not...later folks.

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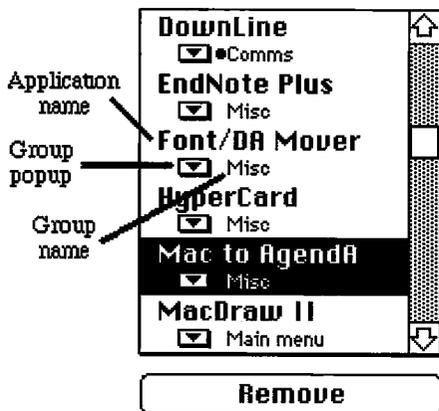
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Useful Little Bits

by Tom Turcich

Increase Your Productivity - And Do It Cheaply - With Shareware



Apollo 1.0

Oh no!, Not another file launching utility. Oh yes, but this one is so good it is aptly named for the mythological Greek god of the sun, Apollo. It's only flaw, which I'll have to overlook is that the Icon depicts a smiling man in the moon. Jeremy Roussak may not know much about mythology but he sure does know a bunch about super cool killer programming. I include Apollo as productivity shareware because if you use it properly it will save you many hours of searching through your files and folders and, by doing so, make your MacEnvironment more productive. Don't be fooled into not trying Apollo because you heard (I probably said it) that you should never use version one point oh of anything — Apollo has been around for two and a half years. Version 1.0 is fairly new and I haven't tried it yet because I am still satisfied with the May 1982 beta release (version 0.8b3) that I have been using since it came out. Because Apollo can do so much for you I can't begin to tell you how to use it, I will limit myself to telling you what it can do. Pay attention!

Also remember to pay the \$30 that Mr. Roussak modestly asks for his shareware fee.

When you activate Apollo (by moving the mouse over its tiny icon in the menu bar), it pops up the Apollo menu. This menu contains any items (application, document, control panel, desk accessory or folder) which you have chosen to put into it, with no limit to the number of items. When you discover how useful Apollo is, you'll want to put lots of items into its menu, which can become very long. To avoid scrolling menus and to help you organize your menu, Apollo lets you create groups. A group is a named list of items: its name appears in the main menu and its items appear in a submenu. Creating groups is analogous to making folders on your hard disk, except that the members of Apollo's groups pop pretty icons, your word processor in black-and-white for speed and your painting program in glorious 32-bit color. If all three are running at the same time, Apollo will adjust the screen depth automatically as you switch between them.

As if all this weren't enough, Apollo also contains, as one of its sub-menus, your entire Apple Menu with all the functionality you would expect. Now you can have an Apple Menu on each side of the screen! A left handed Mac enthusiast I know finds Apollo easier to use than the

Apple Menu just because he can navigate through the hierarchy better when he starts in the upper right corner of the menu bar where the Apollo icon resides. Sorting of groups or applications with or without a divider line and with different type styles is extensive. Finally, the fonts in the Apollo menu can be configured to your taste or lack thereof. I'm not sure that I've explored the entire preferences menu. The Apollo menu is what Apple wanted to do when they created the new System 7 Apple Menu. They missed the boat and Jeremy Roussak landed on it with both feet. Get Apollo, use Apollo, pay for Apollo, and you may forget what your desktop looks like!

Call Tom Turcich at 980-1216 for consultation on any Macintosh related problems or questions. This article is © 1993 by Tom Turcich

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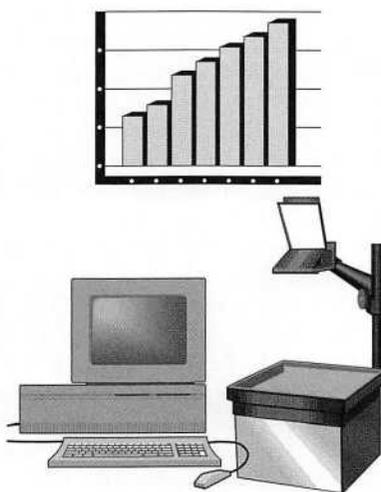
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optimize is because we just plain forget about it. This program will help you not forget by keeping track of the fragmentation level of your HD for you. Prevention lives up to its name.

Public Utility Optimizer corrects your drive the standard way. It will first lay down your files and place the free space at the end of the drive. No control settings are given to allow you to select the order in which your files are laid out. It does verify all the data it reads and writes.

This is a well written utility that even a novice would feel comfortable to use. The other tools that come with it makes very good companions. Yet, it is a tight competition when you see what else is out there.

Norton Speed Disk

In many respects Norton Speed Disk is very similar in function. They both offer the ability to check the media, drive and catalog. Unlike Public Utilities, Speed Disk gives you an easy and expert level of operation. The easy level allows for two functions. They are check drive and optimize. Check drive runs a diagnostic on your HD to determine the fragmentation of it. Once that is done you can then decide whether to optimize it or not.

The expert level extends more options to the user. Like Public Utility it gives you a graphic map of the condition your drive. This is also where the similarity ends. Speed Disks map is done in color. You can run an on-screen magnifying glass over it to see which files are fragmented. When you run the optimizer on your disk, an animated pencil is used to show the read/write activity of the optimizer.

Speed Disk allows you to prioritize the order in which your files are laid out on your platter. This may take longer to do but it will increase the efficiency of your HD in the long run. If you wish to speed up the process you can select the TurboCharge function. Choosing this function will disable animation and gives limited updates on the disk map. This allows your Mac to devote all its resources to optimizing at a faster rate.

Speed Disk is part of the Norton Utilities for the Macintosh by Symantec. It has always been one of my top three utilities packages. I do see some graying behind the ears though. In this industry it does not take much to do that. But I digress (too late) so lets move on.

Disk Express II

Disk Express II is one of the more unique optimizers on the market. It is the only cdev optimizer that can work on the boot disk. Free space is placed in the middle instead of the end. This process make your drive perform faster since saved files tend to be closer to their

parent application.

This is the only program that can personalize the way data is stored to your drive. Since it works from the start-up volume, Disk Express II can monitor the files and applications you work with the most. It can also do this with other volumes as well.

Disk Express II will take the files you use the most and place them near the directory of the drive. Free space is then placed after these files. This helps to lower the amount of fragmentation that may happen between optimizations. The lesser used files are then placed at the end.

You can also select to let Disk Express to optimize in the background or at prescheduled times. An advanced verify read/write system allows Disk Express II to work in the background. This further protects your data. An Optimization Index is a value used to help Disk Express decide when to optimize. It is similar to the one used by Public Utilities. There is a manual selection to choose from as well.

Most of the other features found in Disk Express II are similar to the other optimizers. I must admit that this program does offer more than the average number of options. There is even a choice to buying it. You can either buy it as a stand alone or purchase it as part of Alsoft Power Utilities. Dollar for dollar I would recommend get the utility package. The powerful Font and DA manger MasterJuggler is also included in this package. Alsoft makes excellent products for the Mac and Disk Express II is one of them.

Central Point Optimizer

Central Point Optimizer is a bit of a cross between Speed Disk and Disk Express II. It also has features not found on any of the other optimizers. Like Disk Express II, CP Optimizer allows you to place the free space in the middle. It also lets you place it at the end but it does not monitor your drive like Disk Express II does.

Most optimizers lays your files down in a default order. This order usually is the boot files, directory, desktop, system, DAs and cdevs, applications, and documents. The reason I brought this fact up is due to a unique feature built into this program. CP Optimizer allows you to set the order in which you lay your files down. This allows you to personalize how your data is laid out on your HD.

Just be careful with this function. It would not take much to cause your drive to work harder after optimizing than it was before. Make sure you understand what you are doing if you deviate from the default settings.

If you are using an on disk compression programs, (ie Times Two, Autodoubler, More

Disk Space, etc.) you will discover that optimizers see all compressed files as documents. This means that applications, data files, and any other file that has been compressed looks the same to the optimizer. This could prove to be a problem if you decide to prioritize how your data is laid down.

CP Optimizer also give you the ability to walk away from your Mac once you set the optimizer in motion. It has an option that lets you set the program to shut down your Mac when it is done. This way you are not locked to your machine while it is doing all the work. You can also set it to do a restart or just produce and audible sound.

CP Optimizer is part of MacTools 2.0 utility package. This is one very powerful package. It's data recovery portion has even spun off into it's own package called Safe & Sound. It is a pity that Central Point did not have the insight to include their optimizer with Safe & Sound. I will say that you will get your money's worth if you buy MacTools 2.0

Silverlining

Silverlining has got to be the biggest no frill optimizer I have seen to date. The only option offered is weather or not you want your free space cleared. Everything else is built into the optimizer. The thing that makes this optimizer stand out from the rest is it's speed. This is the fastest optimizer I have seen to date. The other optimizers took on an average of 40 minutes to do my 40meg HD. Silverlining took 10 to 15 minutes to do the same work.

The first time I used the program, I switched over to CP optimizer to look at the disk map. I just could not believe that Silverlining could have done the job so fast. To my surprise it did a perfect job and the data was in default order. Maybe LaCie should call it Silver Lightning! If you are the type of person where time is a commodity, then this program may be ideal for you. It is also an excellent driver installer and HD formatter.

Last Thoughts

This has been part three of my series on Taking Care of Business. By now, those of you who are following my advice should have healthy Macs and your data is well protected. Remember, all that I have discussed in the last two issues means nothing if you don't backup your data. As I said, optimizers are great tools. They also do a great job of wiping your drive

Utilities continued on page 28

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Utilities continued from page 26

clean if a power failure of system error was to happen. Believe me, it happened to me! Next issue we will look at screen burn-in and how to prevent it.

Product Information

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Special thanks to Jan Jacob for sending me the program to review

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Disk Express II- Part of AlSoft Power Utilities (APU) or sold by itself

Alsoft Software
PO Box 927
Spring, Tx 77383
713-353-4090
Price- Disk Express II\$89.95
APU- \$129.95

Special thanks to Larry Davis for sending me the program to review

Central Point Optimizer- Part of Central Point Utilities 2.0

Central Point Software Inc.
15220NW Greenbrier Parkway, Suite 200
Beaverton Or. 97006
503-690-8090
Price- \$149.

Special thanks to Karen Garrison for sending me the program to review

SilverLining
La Cie Ltd.
19552 SW 90th Court
Tualatin, Or. 97062
800-999-3919
Price- \$149.00

Special thanks to Mike Mihalik for sending me the program to review

Note- All of these programs will run on any Mac with a minimum of 1 meg of ram.

Robert C. Lewis is a Teacher in Houston Texas, a freelance writer, runs the Macintosh Games and Utility Special Interest Group for the Houston Area Apple User Group, is a contributing editor to the APPLE BARREL, and Home & School Mac and does a little beta testing on the side.

MOVING?

If you've moved or are planning to move, be sure to send your new address to the HAAUG Membership Committee, so you won't miss a single issue, meeting, or event. The APPLE BARREL is mailed at bulk rates, and Bulk Rate Mail doesn't always get forwarded by the Post Office.

Just fill out and mail the form below and select "Address Change Only," or take it to the Membership Desk at the next HAAUG meeting.

If You're Not Yet a Member of HAAUG, Isn't It Time You Joined?

All you have to do is fill out this application, and send it with a check or money order to the following address:

HAAUG MEMBERSHIP
HOUSTON AREA APPLE USERS GROUP
P.O. BOX 610150

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| <input type="checkbox"/> Student membership (\$30) | <input type="checkbox"/> Renewal (\$30) |
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Type of Macintosh or Apple II: _____

How did you find out about HAAUG? _____

Date : _____ Check Number : _____

Please make your check payable to *Houston Area Apple Users Group*.

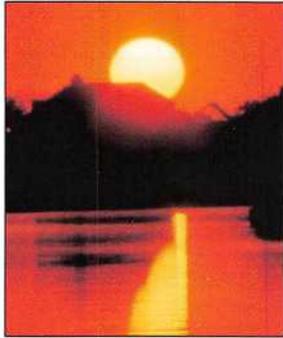
“Uh, hello, Characters & One Works? Forgive me for calling with a request this complicated at this late hour when I’m sure y’all are swamped but I’m really in high weeds over here, you see, because this four-color ad’s gotta ship in express mail Thursday and I need a few things done like set it in Hushpuppy Light and give me Beerbelly Bold with a little shadow effect for my heads and subheads with the type in a real tight rag around this inset logo on the layout I can show you and the company president’s picture — we’ll need to insert him into the crowd scene (and let’s ‘eighty-six’ his deer rifle while we’re at it) — and frankly it could stand to be brightened up some which means he needs to approve the thing of course and he’s leaving for Belize so I’ll need to see a color proof in a hurry then and, oh yeah, this magazine is published out of Geneva — so do you know how to say ‘emulsion side up’ in Swiss? — and the good news is I can put this on a Mac disk and be ready for your driver in about twenty minutes but before you say ‘No’ can you pull three sets of dupe negs and send them over along with the ad on a thirty-five millimeter slide for a new business presentation too. Characters & One Works can you do it?”

Yes.

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& ONE WORKS

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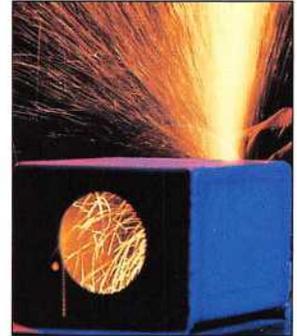
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