

D.A.U.G.

Newsletter

OuPage Apple Users Group

FEBRUARY 1985

FEBRUARY MEETING

When: 7:30 pm, February 12

Where: Faith United Methodist Church
59th & Fairview, Downers Grove

Topic: Special Boards for your Apple
Other Dates to Remember

Feb 5: Applesoft SIG (Call 968-3897 for details)
20: Assembly Language Class (7 pm, Downers Grove Library)
27: DAUG Board Meeting (7 pm, Downers Grove Library)

Mar 5: Applesoft SIG (Call 968-3897 for details)
12: Regular meeting: Anything to Auction?
20: Assembly Language Class (7 pm, Downers Grove Library)
27: DAUG Board Meeting (7 pm, Downers Grove Library)

Apr 2: Applesoft SIG (Call 968-3897 for details)
9: Regular meeting: What is an Operating System?
17: Assembly Language Class (7 pm, Downers Grove Library)
24: DAUG Board Meeting (7 pm, Downers Grove Library)

May 7: Applesoft SIG (Call 968-3897 for details)
14: Regular meeting: Marketing Software
22: DAUG Board Meeting (7 pm, Downers Grove Library)

June 4: Applesoft SIG (Call 968-3897 for details)
11: Regular meeting
26: DAUG Board Meeting (7 pm, Downers Grove Library)

SOFTWARE REVIEW

Sargon III

Imagine a world with millions and millions of Bobby Fischers positioning their hapless opponents into a "zugzwang" formation. In reality, we may very well be on the threshold of just such a world because of the introduction of Hayden's Sargon III by Dan and Kathe Sprachien, a computer chess program for the Macintosh and Apple II computers.

Expanding on their Sargon II, the Sprachlens have very nearly

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FUTURE MEETINGS

Current plans for future meeting topics through March 1985 were summarized in the December issue of the Newsletter. Some additional information is now available for some of these meetings. Also, possible meeting topics have been added for April and May. There are two reasons for letting you know well in advance about these meeting topics. First, to make it possible for you to reschedule your vacation or business trip to Hawaii to attend a meeting in Downers Grove that may be especially interesting to you. Second (and more seriously), so that you have the opportunity to participate by actively taking part. Please contact the Program Chairman or any of the other officers if you can contribute to any of these meetings.

FEBRUARY: Plug-in Cards for Apple IIs. In addition to the SpeeDemon Accelerator (Ron Hanus), the ABT Softkey (Wayne Perk), and a 68000 Microprocessor (that's what the Macintosh uses) card (Randy Paulin), we now have a card that provides "Sprite" graphics (Priscilla Walling). We could use one more at least.

MARCH: The First DAUG Auction. We now have some definite items (all terrific bargains, of course) to auction off. These include Joy Sticks, Paddle Push buttons, a Key Board, an Apple Firmware Card with Integer ROM, a Tymac Printer Interface card, a 16K card, the first edition of Applewriter, an Electrostatic Printer, huge hard disk cartridges, mystery computer PC cards with lots of ICs, electronic "junk", books, and magazines. But we need more. What do you have that you don't need anymore? See the other article on this auction elsewhere in this newsletter.

APRIL (Tentative) Operating Systems for Apples. There's a cassette operating system, DOS 3.X, PRODOS, SOS, Pascal, CP/M and perhaps others. Current plans are to have presentations and illustrations of several. Volunteers please!

MAY (Tentative) Marketing Software. Suppose you have created a program that you believe others may be interested in purchasing. How do you go about finding potential buyers? Talks by those experienced in selling software are intended. Your suggestions would be helpful.

Ralph P. Stein

Treasurers Report for	JANUARY
Previous Balance	\$1539.81
Revenue	
Membership	216.00
Monthly DOM's	408.50
Total Revenue	624.50
Expenses	
Refreshments	15.00
Newsletter & Stamps	219.40
Rent	100.00
Prize Fund	65.00
Total Expenses	399.40
Net Income	225.10
Ending Balance	\$1765.09

Ed Danley

(SARGON from page 1)
 indeed written 'The Ultimate in Computer Chess' program as proclaimed on the cover of the 98 page manual that accompanies the disk. Let's begin with the price: \$50 retail, obtainable for under \$40 by mail order, \$10 for a backup-up disk, free replacement for the first 90 days and \$10 for a replacement thereafter (with the blown disk). And now the features.

The Sargon III which is described here is the Mac version, although presumably the functions are equivalent to the Apple one. Moves are made with the mouse by placing the cursor on the piece to be moved and 'dragging' it to the new location. To the right of the board a table of moves is updated, and if chosen, a 'Window on the Search' is seen below the table of moves. This window lets you watch Sargon III going up and down the search tree, examining moves. By choosing the level of play for Sargon III, one gives the maximum amount of time the program is allowed to search for its move (from 5 seconds to infinite). Also shown is 'Score' which shows how well Sargon III thinks it's doing. This may be the most ego deflating feature ever conceived; imagine working out what you believe to be a really brilliant move, and shortly after it's entered, Sargon's 'score' goes up. You take back the move, think of even a more brilliant move and ... You get the idea. Fortunately you can hide the search window and get creamed in blissful ignorance. Another neat feature allows you to switch sides anywhere along the way. (So when the dialog box appears to inform you that mate is one move away, by switching sides you CAN beat the machine. Sure that's pretty pathetic but you'd understand if you kept losing over and over and over again.) There other special features which won't be described here except to mention them, such as hints for your move, halt the computer search, cancel the program's opening library (composed of 68000 positions - thus forcing Sargon III to think for itself from the first move) and resign enable.

For the new player, the first section of the manual gives minimum information on how to get the program running and instructions on playing chess. As a learning tool Sargon III offers problems on checkmates, openings, tactics, strategy and endgames. In this mode, one pulls down the 'special menu', clicks the kind of problem to be studied, enters a number (there are 45 problems in all), and the chess board is written with appropriate pieces in place. You then try to solve the problem. By watching the 'score' and trying various moves you can begin to learn the intricacies of the game. Finally by going to the manual and looking up the problem, you can learn what you should have been considering in trying to come up with the best move.

Finally there is a library of 107 'Great Games' from which you can watch the moves unfold one at a time, and see if you can outguess what the pros did under the circumstances. In the manual, Life Master Boris Baczynsky briefly describes each game, noting his reasons for including it. By the way, it was in one of these descriptions that I learned that zugzwang means being in a position that any move one makes loses something.

This is a package that is simply excellent. I recommend it to anyone with an interest in chess.

Bill Mulac

THE JANUARY MEETING

The main topic was All About the DAUG Disks of the Month (DOMs); what they are, where they come from, how to get them, how to contribute to them, how to use (and not use) them and occasional problems. Priscilla Walling (Our DOM Librarian) covered the most important information, including a description of the then current DOM, a word processing program placed in the public domain by Paul Lutus the originator of Applewriter. It was noted that with this new addition to the DOM library, the three major types of most frequently used programs (word processing, spreadsheet and data base) are now available at extremely low cost to DAUG members. Ron Scharping discussed these important programs and illustrated use of still another one to handle graphics of various types. Ralph Stein covered routines available to use with Applesoft with a PRINT USING routine (PUP) as an illustration. Chuck Jonah described a few of the many Disk Utilities available and promised (?) to prepare a future updated DOM containing the most useful of these. Josh Stein commented about and showed some of the games on DOMs. Thanks to all.

Ralph P. Stein

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NOTE

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The Newsletter has learned that several people are interested in forming a Macintosh group. An announcement to this effect will be made at the meeting, so that all interested parties can gather at the break for further discussion.

THE FIRST DAUG AUCTION

This past Christmas, I received Transylvania and The Coveted Mirror, two graphic/adventure games, as gifts. These are the first games of this type I have attempted and I chose them over games which have no graphics because I knew I would need all the help I could get. I also assumed that my children's attention would be held more by a game with graphics. After playing Transylvania for a while, I realized that I was right on both counts. Both games are from Penguin Software. The Coveted Mirror will be reviewed next month.

Transylvania has excellent color graphics. The drawings are detailed and clear and they are so good that the game can be played on a monochrome monitor. I have a green screen monitor (USI) as well as an Amdek Color I and could use either to play the game.

Transylvania is controlled entirely from the keyboard. Your character is never on the screen; each scene is viewed through the character's eyes. The screen display consists of a scene and four lines of text below it. In this mode you can only read the four most current text lines. You can review the previous ten to twelve text lines by pressing RETURN instead of entering a command. This causes the graphics to disappear and a screen of only text to appear. In this way you can review the last few commands you entered and the resulting events. Pressing RETURN again restores the graphics.

So far my wife, our two boys (ages 7 and 9), and I have played Transylvania for about 10 hours. We have made steady progress and have been quite impressed and challenged. One source of frustration though, is not knowing the game's vocabulary. The messages 'I DON'T KNOW THAT WORD' and 'I DON'T KNOW THAT COMMAND' are displayed when you enter a command and either the noun or the verb are not in the vocabulary. The manual indicates that the game has a large vocabulary, but there is no listing of the actual words it will recognize. Perhaps the game designers felt that listing the words would give away some of the secrets of the game. So far, I disagree, as I have tried numerous verbs which I think are applicable to a given situation only to have the game reject them.

Another drawback to the game is that once you have solved it, playing it again will not offer any new challenges. There are no varying scenarios. Perhaps then it will be time to swap with someone who has another game of this genre.

As for the manual, it contains 4 pages and gives very little information on playing the game. Sufficient space is used for describing how to save and restore a partially played game. This is a very nice feature. It's comforting to know that at 2am, after playing for 4-5 hours, you can save the game and not have to replay those 4-5 hours.

Finally, if you become stuck and at wits end, hints are available in The Book of Adventure Games. This book contains hints for many games, not just Transylvania. It is produced by Arrays, Inc., which is located at 11223 South Hindry Avenue, Los Angeles, CA 90045. The book's list price is \$19.95 (it contains hints for several adventure games). I like Transylvania and recommend it to all game players. Transylvania costs about \$30.00.

Dave Dohmeier

Recall that our tentative plan for the March meeting was to hold an auction of computer related items offered by DAUG members (See the previous two issues of the Newsletter for more info). Although the response from members has not been overwhelming, there does seem to be sufficient interest and items to auction off to change the meeting's "tentative" status to a "definite." We're going to give it a try! In addition to those items noted previously that will be available for you to bid on, we now have an Apple Disk Drive (defective motor?) and a Videx 80 Column card with Soft Switch. Now we need some "ground rules." Here are some; a complete and final listing will be given in the next Newsletter.

(1) All items to be auctioned off should be brought to the meeting room at 7:00 PM (i.e. 1/2 hr before the regular meeting time).

(2) All items should be accompanied by a 4x6 index card (we'll have a supply available if you can't find any) containing the following information: (a) Name and phone number of person offering the item. (b) An identifying name for the item. (c) The condition of the item - e.g. what's wrong with it. (d) Desired minimum bid if any.

(3) Ten percent of the final bid for an item rounded up to the nearest 10 cents (but not to exceed \$20) shall be retained by the club treasurer.

(4) Payment for an item shall be made to the club treasurer at the "Front Desk" immediately after the auction for that item is concluded.

(5) Payment to "sellers" will be made by the club treasurer after the entire auction is concluded (about 9:30 PM).

(6) The auction will end at 9:30PM (We must vacate the meeting room by 10PM). Items not auctioned off will be returned to their original owners. The order of items auctioned off will be determined by the auctioneer.

Do you have suggestions, items to auction off, criticisms about this first DAUG venture? Let's hear from you.

Ralph P. Stein
985-7850

OFFICERS

President: Bob Konikow, 968-3897
VP/Membership: Chuck Jonah, 985-5497
Secretary: Ron Scharping, 968-0157
Treasurer: Ed Danley, 969-4433
Librarian: Priscilla Walling, 964-4894
Program Ch: Ralph Stein, 985-7850
Editor: Dave Dohmeier, 941-1645
Directors: Dick Zacher, 986-0986
Bruce Mansfield, 420-1608

BOOK REVIEW

ALL ABOUT APPLEWRITER IIe

The full name of this publication is "Call-A.P.P.L.E. In Depth Number 4, All About Applewriter IIe". It's the fourth in a series published by the Apple Puget Sound Program Library Exchange, one of the oldest Apple Users Organizations. The group sells programs, hardware, its publications, and other items at substantial discounts to its members. The previous three "All Abouts" were collections of useful articles by various members on Applesoft, Pascal and DOS. Number 4, about Applewriter, is quite different. It's written by one person, Don Lancaster, and is much more specialized than indicated by its title or by the currently available advertising information. Its main content limits itself to the DOS version of Applewriter for the IIe with Apple's extended 80 column card. Applewriter with a 64K IIe, other manufacturers' 80 column cards with or without additional memory, and the new ProDOS version are excluded.

I ordered the book in the latter part of June 1984. A card came a few weeks later telling me that they were temporarily out of stock. The book finally arrived during the latter part of November. The descriptive material I had seen prior to ordering told me that the publication was "not for beginners," but said nothing about the single authorship. I had assumed that "beginners" referred to those not too experienced with Applewriter. Not true. By "beginners" they mean those not familiar on an "intermediate or advanced" level with 6502 assembly language programming and with Apple IIe's machine language routines and usage in RAM and ROM. I had also assumed that the book would contain helpful tricks, fixes, routines, patches, etc. typical of those found in the previous "All Abouts". Also not true, at least for me. The book does contain lots of interesting information, though.

And some fascinating opinions. "The single most significant Apple program of all time is Applewriter IIe". "It is absolutely inexcusable to ever use any computer program without doing a complete analysis of that program, and then capturing your own source code for study and custom modification. To not do this is utterly unthinkable. Dumb, even". "This is a great little word processor, but, would you believe it processes pictures even better than it does words? But that's another story for another time".

The author has managed to do a detailed labeled disassembly of Applewriter's machine code using a technique he calls the "Tearing" method. A general description of the method is given in a preface by Val Golding entitled "In Depth Charge", with additional suggestions by Lancaster in his introduction. But for more details reference is made to another book by Lancaster: "Enhancing Your Apple II and //e" (SAMS 21846). The disassembled source listing for Applewriter is not reproduced (it's probably not legal to do so), but instructions for "Capturing Your Own Source Code" are given. However, to follow these instructions exactly you will need the programs Disasm 2.2e and EDASM. It is also noted that further helpful details appear in another book by the author: "Assembler Cookbook for the Apple II and //e" (SAMS 22331).

From his disassembled code and the "Tearing" method, the author has been able to supply a large amount of information

about Applewriter IIe. This information should be useful for those with the proper background -- the so-called "intermediate to advanced programmer" mentioned by Val Golding in his preface. (By "programmer" Golding means Apple 6502 Assembly Language Programmer). For others the information may be interesting but of little practical use.

The book cost 15.00 for non-members of A.P.P.L.E., 12.50 for members.

Ralph P. Stein

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NOTE

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The location for the monthly DAUG board meeting has been changed from the Darien library to the Downers Grove library, effective with the February meeting.

HELP LINE

The following members have volunteered to answer questions by phone on the subjects listed. Please be considerate when calling for help. Think through your question; collect all the information; and don't call later than 10 p.m. If you'd like to help, let us know.

Applesoft: Chuck Jonah, 985-5497

DOS: Chuck Jonah, 985-5497

General: Earl Allen, 837-9259

Interface: Rufus Teesdale, 469-8836

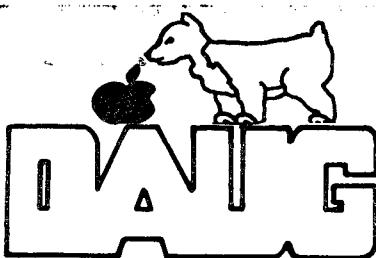
Mach Lang: Chuck Jonah, 985-5497

Modems: Rufus Teesdale, 469-8836

HELP WANTED -- To help rewrite an Applesoft program into MS/DOS. Call Bob Konikow, 968-3897.

For Sale Ads

By popular request, we add this service. Listings will be run without charge for any member in good standing. Copy is limited to 6 lines, each 3 1/2", and should be sent to the Editor ready for paste-up. No assurance can be given that any notice will be run.



DuPage Apple User's Group
Disk of the Month

VOLUME 43: FEBRUARY 1985

The disk for this month is from the IAC and is entitled PILOT -> BASIC. It was released by Dr. Michael R. Smith of the Department of Electrical Engineering at the University of Calgary.

PILOT (Programmed Inquiry, Learning, or Teaching) was developed in the early 1970's for computer assisted instruction (CAI), and its implementation on Apple computers comes in several forms, including Apple Computer's own Pascal-based SuperPILOT. PILOT is characterized by a system of commands which can prompt a student, receive student inputs, match them to acceptable answers, jump to the next step in the instruction process, and use sound and graphics to aid the learning process.

This disk allows the user to develop a sequence of PILOT commands using the Editor, and to store them in a text file on disk. (Once the command structure is learned, you can author your own PILOT instruction commands with a normal word processor such as AppleWriter II). Because such a text file of instruction commands cannot be executed by an Apple which is not adorned with the language PILOT, there is another program which will convert that PILOT instruction sequence into an equivalent Applesoft program.

Confused? Don't worry... this disk was designed to teach you about PILOT. It does so using PILOT instruction sequences which themselves were translated into Applesoft.

Apple owners who can make use of this disk include not only school teachers (primary, secondary or post-secondary), but also educators in industry and other environments, and any programmer who wishes to author a series of command sequences which will help a user respond appropriately to given instructions.

DOM Catalog Listing

- *A 009 IAC 41
- *T 000
- *A 003 HELLO
- *S 008 PILOT/m~BASIC
- *A 002
- *S 002
- *B 002 1982
- *S 002 B
- *A 048 PILOT->BASIC
- *A 049 EDITOR
- *A 018 MINI-PILOT
- *T 005 PILOT.INTRODUCTION
- *A 008 INTRODUCTION
- *T 015 PILOT.INTRO-TMA
- *A 028 INTRO-TMA
- *T 013 PILOT.MORE-TMA
- *A 020 MORE-TMA
- *T 014 PILOT.OTHER INSTR
- *A 020 OTHER INSTR
- *T 012 PILOT.MORE-TMA-2
- *A 018 MORE-TMA-2
- *T 014 PILOT.OTHER INSTR2
- *A 021 OTHER INSTR2
- *T 012 PILOT.EDIT DESCRIBE
- *T 009 PILOT.GRAPHICS/SOUND
- *A 014 GRAPHICS/SOUND

VISIT OUR FRIENDS!

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A number of local computer stores support our activity by offering the discounts listed below to those who show their membership cards. Stores that sell merchandise to everybody at a discount are not included.

Byte Shop of Darien, 8105 S Cass Av, Darien (960-1422) -- 10%

Computer Grove, 1121 Warren Av, Downers Grove (968-0330) -- 10%

Computer Junction, St. Charles Rd and Route 83, Elmhurst (530-1125) -- 15%

Computer Junction, 7 S LaGrange Rd, LaGrange (352-4800) -- 15%

Computer Workshop, 1626 W Ogden Av, Downers Grove (971-0004) -- 10% on training and rentals; none on consulting or programming

ComputerLand, 136 Ogden Av, Downers Grove (964-7762) -- 5%

Farnsworth Computer Center, 1891 N Farnsworth Av, Aurora (851-3888) -- 15%

Farnsworth Computer Center, 383 E North Av, Villa Park (833-7100) -- 15%

Frequently a smaller discount is offered if a credit card is used. If a store would like to be included in this listing, please write the editor and give us your discount schedule for Apple-User Group members.

P O Box 294
Downers Grove IL 60515

The mailing label to the right is the only notice you will get that your membership is expiring.

If you let your membership lapse, you will have to pay another initiation fee of \$8, plus your \$12 dues, to get back on our list.