# DuPage Apple Users Group
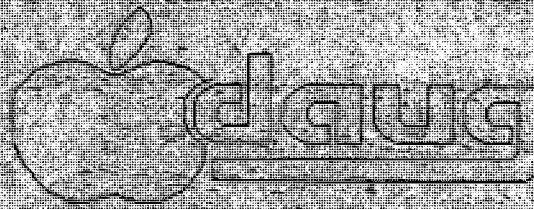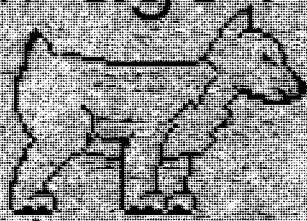
## NEWSLETTER

### JUNE MEETING

When: 7:30 PM, JUNE 10, 1987

Where: Lincoln Center
        935 Maple Ave
        Downers Grove, IL

Topic: AE MEMORY CARDS

| Time | Event |
|------|-------|
| 7:30-7:40 | Opening remarks |
| 7:40-7:55 | Demo of Current ROM |
| | MEMORY CARDS |
| | Break & Mingle period |
| | MEMORY cards |

#### Other Dates to Remember

June 24 Regular Meeting
        Board Meeting 7PM, Downers Grove Library
July 8 Regular Meeting
        Board Meeting 7PM, Downers Grove Library
Aug 12 Regular Meeting
        Board Meeting 7PM, Downers Grove Library

#### Officers

| Position | Name | Phone |
|----------|------|-------|
| President | Ron Larson | |
| V.P. Program and User Group Ambassador | Harold Hoehn | |
| Directors: | | |
| Program Director | Ed Danley | |
| Treasurer | John Sandora | |
| Membership | Al Hollidge | |
| Librarian | Gary Davis | |
| Newsletter Editor | Don Smith | |
| Secretary | Boris Mansfield | |
| Disk of the Month | Bob Henshaw | |
| | Randy Paulin | |
| | Ron Larson | |

...From the President's corner...

Many thanks to US Robotics for coming to our May meeting. They presented some history of modems along with a presentation on their new 9600 baud modem. DAUG will probably be getting a 2400 baud US Robotics modem for the purpose of setting up a rebulletin board system. Keep watching for more information.

Since I am retiring as president, I can reflect back over the past year and the accomplishments of DAUG. We had presentations by 5 outside vendors (Roger, The SS, John Butler, his computer bargain, LeCOM, Seatronics, First Class peripherals, older hard disks, and US Robotics modems). In addition, we had our 3rd annual auction, our annual Christmas contest, a demonstration big night, a report on the future of user groups, a review of operating systems, a multi-computer graphics presentation, and a report on how real users use their Apple. Like we said, we had a hard act. If you don't think we had a busy year, go back and count stories of ideas for the past 12 months.

I would like to thank to everybody for stepping in and helping with the DAUG so the unorganization. I have a thanks to Ed Larson who has served as membership chairman for the past 2 years, and a very special thanks to Wayne Stein who is retiring as a club officer after 5 years.

As far as the me stepping aside back to the hobby, old position of program chairman. If you believe that once then you also know that the DAUG has much better ... of graphics that the whole ever had... With on more ... Mike Harris, Mike Laurent, Boyce ... or Randy Paulin. If you didn't even have ...

What's coming up? In June, we are showing a bit about memory cards. We are also looking for presentations from Broderbund and WordPerfect. I hope this year can be as exciting as the past.

Ed Danley

## WARNING

A new breed of computer-vandal is loose in the world and this one delights in trashing whatever data he can find in your system.

The latest "hobby" among those inclined to spray-paint their names on public walls is the "auto-init" bomb which they will graciously upload to any and all of your favorite bulletin boards in the hope that you will find it interesting enough to download and run.

This program is usually very simple in operation and is disguised under the title of the latest game or utility. The program description will give glowing notice that THIS program will solve ALL of your computer problems advertising everthing from no fail disk recovery to automatic debugging.

If disguised as a game it will be touted as the most innovative and imaginative game you could ever think of and reviews will be full of praise from others who have alledgedly tried the program.

What this program ACTUALLY does is look for any and all drives connected to your computer at the time, including hard disks, Unidisks, or regular floppies. In the event that it finds them, it will check to see if disks are present and, if so, it will then proceed to initialize everything in sight. The first hint of suspicion will come when you see your drive lights coming on in sequence from low slot numbers to high and then low to high drive numbers.

If this program doesn't seem like something that would check all the connected storage devices (and few programs do this), slam your RESET button.

In some cases, the program will display a fancy graphics or menu screen with a warning NOT to interrupt it while it reads in "data files". This is put there to ease your suspicions about the drives lighting up. Of course, the start screen will have a phony title matching whatever you thought the program was supposed to be in the first place.

This problem is becoming so wide spread that many, many system operators are now restricting uploads to their systems entirely, depending instead upon programs that they themselves have aquired and tested.

But you don't get programs from bulletin boards, you say? Well, never fear, these cretins have something for you too. All over the country, disks are being distrbuted through the pirate networks claiming to be the "latest release" of one of the more popular programs. When booted, these disks look EXACTLY like the program you thought you were "examining". A case in point is a developmental programmer working for Apple in San Jose, California, Ted Minton. Ted obtained a copy of what was supposed to be a beta release of Appleworks v 2.1. When he booted the REAL program took control and wiped 8 months of work off his connected CMC 20 meg hard disk.

A rumor was circulating some weeks ago that the Software Developer's Association was distributing these "trojan horse" disks in an effort to stem the tide of piracy of their products. I think that this rumor can be disregarded since, if it was true, the SDA would get far more negative publicity from it were it to be discovered.

The problem is not exclusive to APPLE software and actually started with IBM programs and systems around the country.

The only thing that I can tell you to do is to be careful with new aquistions and especially with "latest release" programs that seem too good to be true. Make sure your hard disk is powered down and there's nothing in any other drives. If you obtain the program from a bulletin board, do the right thing, warn the sysop and other users on the system about it if you find one.

Reprinted from Random Access a publication of Louiseville Skeleton Keys Apple Users Group

## DOOR PRIZE !

If you have attended one of the general meetings in the past 8 months, you are aware that you could have won up to $80.00 (that is if you attended all the meetings, and were lucky enough to have been picked as the winner of our door prize drawing). What do you think the odds are of one of our members winning more than once since we started giving away CA$H for a door prize?? Well, guess what? You can do some catching up because we will be giving away $30 at the June meeting, if the lucky member is there. You too can gain fame and wealth just by coming to every monthly meeting. Richard Spencer wasn't at the May meeting to collect $20 (at least you get a little fame if you don't show up at a meeting).

See you all at the next meeting!

Al Hilliger

## THIS MONTH: KEYPLAYER

KEYPLAYER is a macro program. What is a macro program you say? A macro program is a program which allows you to load or record a series of keystrokes, and later use one keystroke combination in place of, or like, an envelope which could have all the keystrokes needed to address an envelope with your company name as a return address while also printing the addressee's address along with it. So, E.G. Macro's can be coded to do almost anything that you can do with individual keystrokes. Currently, KEYPLAYER's primary application is AppleWorks, however, later releases will be compatible with Basic, Typewriter, Point to Point, and WordPerfect. That brings us to a major advantage of KeyPlayer over the other macro programs. With its control panel you can make one macro do various functions dependent upon whether you are running AppleWorks database, Wordprocessor, Spreadsheet, WordPerfect, Point to Point, AppleWriter, Basic, or dependent on which key inventory. KeyPlayer also has everything in it. Then, also these and base features you can combine into your macros, and is the only one of the three (SuperMacroWorks, ASteWorks, KeyPlayer) which displays compilation errors is listed in KeyPlayer it allows you to fix your macros before you need them and find they don't work.

KeyPlayer patches PinPoint which in turn patches AppleWorks, Point-to-Point, Basic, WordPerfect, and AppleWriter.

PinPoint is not compatible with AutoWorks unless you are running on an Apple IIe with the advantage of a desk enhancement such as RamWorks. Your macros are, however able to be translated to KeyPlayer with a relatively simple process.

Improvement this release would like to see allow the use of the control key or to allow a macro key to be used for more than one thing in the same application.

SUPERAUTO KEY

MACROWORKS WORKS ALONE

Compatibility with AppleWorks versions       ALL  AL
Compatibility with other programs
NONE  PP  PPA
Maximum length of a single macro/number of keystrokes
4000  5000  5000
Maximum length of all active macros combined
4000  5000  5000

Number of macro keys active at one time
256  1024  26
Number of built-in functions (reserved macros)
10    8     5

| Macros | operates | from | menu |
|---|---|---|---|
| Record mode | | | I |
| Special functions accessible in Record mode | | | I |
| If/then/else logic | | | I |
| Uppercase/lowercase text conversion | | | I |
| Date and time formats | | | I |
| Reads single character input from keyboard | | | I |
| Reads multi-character input from keyboard | | | I |
| Can link files | | I | |
| Can print user prompts | | | I |
| Can tell whether insert or edit cursor is active | | | I |
| Can read characters from the screen | | | I |
| Dumps the contents of a line to the printer | | I | |
| Compilation errors displayed in context | | | |
| Can create lists in a macro for user selection | | | |
| Can find specific files in a directory | | I | |
| Clock support | | | |
| Mouse support | | | |
| Auto-start-up macros | | | I |

I   - KeyPlayer is also compatible with Point to Point, Apple Writer, Word     Perfect    and Basic
II  - II for each module
III - KeyPlayer is also report is more powerful than the others
IIII- KeyPlayer offers more formats than the others

Current releases of PinPoint Products:
PinPoint Desktop Accessories    2.0
Spelling Checker                2.0
Ram Enhancement Kit             2.0
Modem Enhancement Kit           1.2x
Point to Point                  2.0
InCharge                        1.0
KeyPlayer                       1.0
Document Checker                1.0
Toolkit                         1.0
RunRun                          1.0
Profiler                        2.0

quick tour

```
Treasurers Report           May 87
=====================================
Previous Balance            1718.12


Membership                    56.00
Monthly Dues                 107.00
-------------------------------------

Total Revenue                163.00

Expenses
 Refreshments                  0.00
 Operational Expenses          2.00
 Capital Expenses              0.00
 Newsletter + Stamps         122.33
 Diskettes                     0.00
 Other Club Membership         0.00
 Rent                          0.00
 Prize Fund                    0.00
-------------------------------------

Total Expenses               124.33

Net Income                    38.67
-------------------------------------

Ending Balance              1756.79

John W Sandora
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Learning With Fuzzywomp
Sierra On-Line
Joystick required
$19.95 (I think)
Ages 3 to 6

The reason I'm not sure of the price is that my son received Fuzzywomp as a Christmas present.

Fuzzywomp is a series of four animated learning games. The first one is JUGGLING CLOWN. In this game, the clown has a number (between 1 and 10) in its stomach. You must move Fuzzywomp over to a gumball machine and, by making Fuzzywomp push a button, release the same number of gumballs as is displayed in the clowns stomach. When you think you have released the correct number of gumballs, you push the joystick button and if your right, the clown will start juggling the gumballs. If you did not get the correct number of gumballs, they all fall on the floor when you push the button and you must start over. The next game is BUBBLE UP. In this game, bubbles are coming out of a bubble pipe. Each bubble has a random number from 1 to 10 inside the bubble. The object is to "pop" the bubbles with Fuzzywomps "hair drier" in the proper order from 1 to 10 or from 10 to 1. If you do not get the correct bubble within several attempts, the correct bubble is displayed over Fuzzywomps head so you can see what you are trying for. After you get all of the bubbles in the proper order, Fuzzywomp floats out of the bubble pipe back to the main menu screen. The next game is DOMINO MATCH. In this game, eight dominos are displayed next to a little computer. (It doesn't look like an Apple, it looks more like a computer tape drive.) The computer then computes and makes computer noises and produces a domino that matches one of the eight dominos displayed next to the computer. Each domino has between zero and three dots on each half. If you progress to later stages of the game, you can have up to 12 (I think) dots on each half of the domino. You must then move Fuzzywomp to the matching domino. If you fail to match the proper domino, Fuzzywomp will show you which one was the proper match. If you get it right, Fuzzywomp will jump up and down with excitement. At times, he will literally jump off the top of the screen. Now that is excited! The last game is MAKE-A-MONSTER. In this game you direct Fuzzywomp to select parts of a monster. You can chose from 7 different heads, 7 different bodies, and 7 different sets of feet. When your monster is complete, you get to fire the hairdrier at Fuzzywomp. If you get Fuzzywomp with the hair drier, Fuzzywomp will perform a trick for you.

While these games are fun to play, they also teach the skills of pattern matching, counting, number sequencing, and eye-hand coordination. These skills promote math readiness, writing readiness, and the eye-hand coordination develops readiness for the skill of writing.

On a scale of 1 (bad) to 10 (the best there is), I would give Fuzzywomp atleast an 8. It is fun to play and does not require that the child already know how to read.

Ed Danley

## Memory going... going... gone?

With Applications programs getting larger and larger many
people are going to RAM cards to increase the amount of memory
available to them. The prime reason for expanding your memory
is AppleWorks. Once AppleWorks is loaded into memory, you no
longer have the aggravating waits while overlays are accessed
and loaded from your program disk.

AppleWorks has not only sold Apples, it has also made a
success of a number of memory card vendors. AppleWorks is by
no means the only program that benefits from memory expansion.
Spelling Checkers will benefit by having extra RAM available,
as will most of the Pinpoint applications.

In addition, you can easily turn your extra memory into a
lightning fast RamDisk, and in effect get an extra Disk Drive.

So, where do you get these fantastic goodies? You can order
them from a local dealer, by mail order, or directly from the
manufacturer. There are several companies that make Memory
Expansion Cards and I have listed them below.

I personally use an Applied Engineering GS-Ram card in the GS
and a Checkmate Technologies card in the //e. Each card has
certain advantages and it behooves you to look at the
available literature before making a final choice on which
card to buy.

AST Research, Inc.
2121 Alton Avenue
Irvine, CA 92714-4992
(714) 553-0340 / (714) 660-8125 (BBS)


Applied Engineering
PO Box 798
Carrollton, TX 75006
(214) 241-6060


Apple Computer
Cupertino, CA


Checkmate Technology
509 S Rockford Drive
Tempe, AZ 85202
(800) 325-7347 / (602) 966-5802


Ohio Kache Systems Corp
4166 Little York Road
Dayton, OH 45414-2566
(800) 338-0050


Micro Apple?

## A SHORT DISCUSSION OF PROTOCOL

Does anyone know what protocol really is?? I didn't have a
"real definition" until I started looking for a definitive
explanation of what protocol is. A few dictionaries listed
definitions like:

Thorndike Barnhart:
"rules of etiquette of the diplomatic corps"

Websters New World Dictionary (College Edition):
1. "first leaf glued to a manuscript (containing an account
of the contents)"
2. "an original draft or record of a document, negotiation,
etc."
3. "a signed document containing a record of the points on
which agreement has been reached by negotiating parties
preliminary to a final treaty or compact"
4. "the ceremonial forms and courtesies that are
established as proper and correct in official intercourse
between heads of states and their ministers"

I looked through several other dictionaries and came up with
the same kinds of definitions. I thought that I would be
able to come up with a modern definition that would include
computer / modem type protocol (at least as I know it
anyway). Well, I looked through some training manuals from
technical training courses I took a while back and came up
with what I was looking for.

For our purposes Protocol is:

"A FORMAL SET OF CONVENTIONS GOVERNING THE FORMAT AND CONTROL
OF INPUTS AND OUTPUTS BETWEEN TWO COMMUNICATING PROCESSES"

The important thing is that both devices that are trying to
"talk" to each other are using the same rules. These rules
are made up by people like you and me, or by larger groups
when "standards" are to be met by a large group of users.

One of these groups is an international group sanctioned by
the United Nations called CCITT (Consultive Committee for
International Telephone and Telegraph). It really makes
"recommendations" as to the standards for protocols used on
"Public Data Networks", not necessarily in the kind of data
transfer we are talking about over the "voice" telephone
network. At any rate they have been instrumental in setting
up hundreds of protocols.

These protocols are published every 4 years, after a study
group has sorted through many inputs from various standards
groups, carriers, users, manufacturers, and electronic
associations. New protocols may have been added, and some old
ones may have been modified or updated.

What kind of things are needed to make up a protocol for
communicating from one computer to another? Well, let's see
what we can find out together.

Do we need to keep the "BAUD RATE" (speed of transmission)
the same on both ends? Do we need to use the same # of bits
to define each character (7 or 8)? Do we need to send stop
bits? Do we need to keep "parity" (each character has either
even or odd #'s), or leave them as ascii? Do we need to
know if we are full or half duplex? Do we need to use xon
xoff? Do we need to tell the other computer whenever we are done
sending, or that we need to wait till we save this junk on a
disk before we can take anymore?

Well general concensus says YES to all of these questions at
least most of the time. Do we need to know any more before we
can make up a protocol? I don't know.

I'm not the expert on protocols for Apples, but I'm told that
they include Xmodem, Christenson, X modem, ASCII 2, and
possibly many more. You don't have to be an expert either.

Just remember that most communications software has the
protocol "built in". You won't see it, although you may be
able to set parameters within the program to modify the
protocol to talk to another device (computer, terminal). You
don't have to know all about it unless you're going to write
your own software, but at least now you know that it exists!

Al Hutfilberg

UP & ADD'EM
Fisher-Price Learning Software
Joystick not required
$7.99
Ages 3 to 7

Check out Babbage's in Fox Valley. They have a great
selection of software for under $10. I checked, they do not
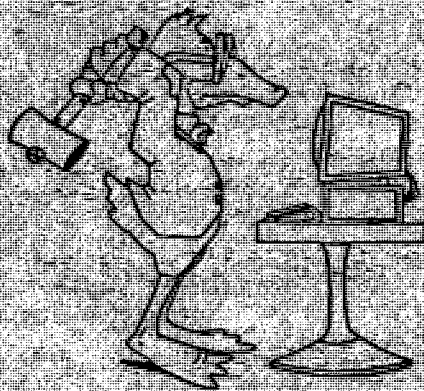sponsor computer clubs. Too bad.

With UP & ADD'EM, "children relate numbers to objects they
can see and enjoy".

UP & ADD'EM has four levels, all based on the same story
line. A little cloud is hovering up in the sky. As you place
the correct number of balloons into the cloud, a rainbow
starts to form. Correctly place balloons into the cloud five
times and you have a complete rainbow. At level 1, you just
pick a number from 1 to 9. Inside the cloud, balloons are
outlined. The number of balloons matches your chosen
number. Your animal partner, a duck, kangaroo, or penguin,
will run across the screen and pick up the group of balloons
that matches your number. The animal then floats up to the
cloud and then, using an umbrella, floats back down so you can
pick another number. In level 2 you must move your animal
friend across the screen and pick up the group of balloons
that matches your number. If you pick the wrong set, the
balloons POP and you must try another set of balloons. In
level 3, no one set of balloons matches your number, you must
pick up two sets of balloons that add up to your number. In
level 4, a simple addition equation using your number appears
in the cloud (like "3+2=" or "3+_=5" where your number was 1
or 2. You must pick the group of balloons that identifies the
missing number.

My four year old son has successfully completed the first 3
levels with no problems. Level 4 has him completely stumped
for now.

On a scale of 1 (bad) to 10 (the greatest) I would give UP &
ADD'EM an 8. Its fun and easy but I don't think it will
challenge a 7 year old. But for $7.99 you can't really go
wrong.

Ed Dailey

"HIT ANY KEY TO CONTINUE"

THE ARK AND THE COMPUTER

by John Russ
(Reprinted from Orange Apple Club Scrawp Newsletter)

And the Lord said unto Noah: "Where is the ark which I have
commanded thee to build?"

And Noah said unto the Lord: "Verily, I have had three
carpenters off ill. The gopher wood hath been on order nigh
upon 12 months. What can I do, o Lord?"

And God said unto Noah: "I want that ark finished even after
seven days and seven nights."

And Noah said: "It would be so!"

And it was not so. And the Lord said unto Noah: "What seemeth
to be the trouble this time?"

And Noah said unto the Lord: "Mine contractors hath gone,
alas, bankrupt. The pitch which you commandest me to put on
the outside and the inside of the ark hath not arrived. The
pipefitter hath gone on strike. Shem, my son, who helpeth me
on the ark side of the business, hath formed a rock group with
his brothers Ham and Japheth. The canvas, though on hand was
not the right color, Lord, I am unsure."

And the Lord grew angry and said: "And what about the animals,
the male and female of every sort, that I ordered to come unto
thee to keep their seed alive upon the face of the earth?"

And Noah said: "They have been delivered to the wrong address
but should arriveth Friday."

And the Lord said: "How about the unicorn and the fowls of the
air by sevens?"

And Noah wrung his hands and wept saying: "Lord, unicorns are
a discontinued line; thou canst not get them for love nor
money. And the fowls of the air are sold only in
half-dozens. The peacocks even, they are on back order for
weeks to come. Lord, thou knowest something."

And the Lord said: "Rest, my son, in my wisdom I should have
known this would follow when I listened to Satan and installed
a computer."

Once again we have some of the ever popular Print Shop graphics.
After our picture is shown, press any key except the _ because
key. The pictures will be shown 9 at a time.

These graphics are part two from the graphics we had in April.
Graphics A through Z are on this disk.

DAUG.DOC, MICROSCOPE, MOTORCYCLE,MOWING LAWN, NICKEL, NO AS, NO
SMOKING 2, NOSMOKE, NOTEPAD, OLD SWIM, ONE RUNNER, OPUS, OUR
HOUSE, OWL, PALMTREES, PRO CHART, PRO CHII, PRO CHI3, PELICAN,
PENGUINS, PENNY, PITCH IS, PLANT, PISA, PRESSMAN, QUARTER,
RADIATION IS, RAVEN, RIVERBOAT, SABBATH TABLE, SAILING SCENE
2, SCHOOL, SCHOONER, SHIP, SNOWFLAKE 1, SNOWFLAKE 2, SNOWFLAKE
3, SNOWFLAKE 5, SNOWFLAKE 6, SNOWFLAKE 7, SOCCER BALL,
STAGECOACH, SUNDAE, TABLETS & STAR, TALLSHIP, TANK AT TARGET,
THE SHADOW, TIGER LILY, TRAFFIC SIGN, TRAFFIC SIGNAL, TRAILER
CAMP, TRAILER ROUNDUP, TRAIN, TRAIN 2, TREE TILE, TREE4,
TRICERATOPS, TROMBONE, TRUMPET, UNCLE SAM, UNICORN 4, VIDEO
TAPE, VOLCANO, VULTURE, WAGON, WALKER, WALL STREET, WALRUS,
WEDDING, WEST, WORD CLOUD, WORD CLOUD 1, XMAS HOUSE

In a few months we will be running a Print Shop graphic contest
with prizes for the best graphic, border, and font. In the
August newsletter there will be complete rules. Start designing
your graphics now.

Press another number for the next picture, or flip through the
screens with the arrow keys.

The other option puts you in another menu. This second menu
has many choices. Quit takes you back to the first menu.
Unpack and pack do the coding and decoding of the pictures.
The instructions option is probably the most important option.

Instructions bring up many text screens of instructions on how
to use these pictures. Also shown in the instructions are a
short basic routine on using the pictures in your own
programs. Shown below are the lines needed, and an
explanation.

10 PRINT CHR$(4); "BLOAD PACK.UNPACK"

    This line loads the machine language routine that codes
and
    decodes the picture.

20 HGR       This shows the graphics screen.

30 PRINT CHR$(4); "BLOAD name of picture.PAC"

    This line loads the picture you want.

40 POKE 0,0: POKE 1,96: POKE 230,32

    The pokes tell the routine where the packed picture is,
so
    the routine can find it, and start decoding it.

50 CALL 24576

    This line tells the routine to start working.

As you can see, 5 simple lines in your program will allow you
to use packed pictures. The major advantage of packed pictures
is to allow you to put more graphics on a disk.

All of these pictures are of a very good quality, and are
compatible with Dom # 69 which has the Koala paint program on it.

This month we have a disk totally filled with pictures. Pictures
of famous people, not so famous people, valentines, animals, and
computers. All of these pictures were digitized for the computer
and then touched up with the Koala Micro-illustrator from Koala
Technology and Koa Paint from our Dom # 69.

The pictures are all in a packed state. Packing a picture means
converting it to a code so it takes less room on a disk. There
is a short 2 sector long program called pack/unpack on the disk.
This is the converting program that changes the picture to code,
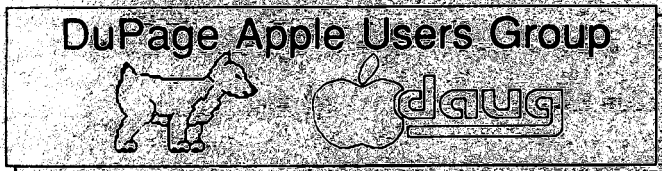or changes it back.

There are so many pictures on this disk, that we had just enough
room to put a Daug hello on the disk. Pressing a key after the
hello is shown starts you into the main program. You are
presented with a short menu. Viewing the slide show allows you
to look at 1, some, or all of the pictures. All of the names are
displayed, with a number next to each. Chose a number, then
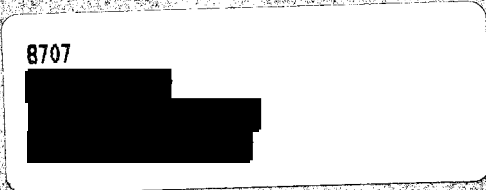
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A number of local computer stores support our activity by offering the discounts listed below to those who show their membership cards. Stores that sell merchandise to everybody at a discount are not included.

C B M Computer ,St.CharlesRoadandRoute83,Elmhurst(530-1125)-15%
C B M Computer , 7 S LaGrange Rd. LaGrange (352-4700) -- 15%
Farnsworth Computer Center, 1891 N Farnsworth Av,Aurora(851-3888)--15%
Farnsworth Computer Center, 383 E North Av, Villa Park (833-7100)  15%
Primetime Computer Services,9906 Wood Lane,Palos Hills.Ill
(598-5200)-10%
Software City,883 Geneva Rd.,Carol Stream,Ill 60187 (690-0880)- 15%
Expert Computer Solutions, 2015 W Ogden Ave.,Lisle, Ill 60532
(963-6255) --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.
#*****

APPLE USER GROUP CONNECTION

DuPage Apple Users Group
daug

P.O. Box 294 ••• Downers Grove, IL 60515

8707

(The above mailing label is the only notice you will receive that your membership is expiring. Renewal of membership will involve the payment of the initiation fee of $8.00 plus the yearly dues of $12.00 for a total of $20.00)