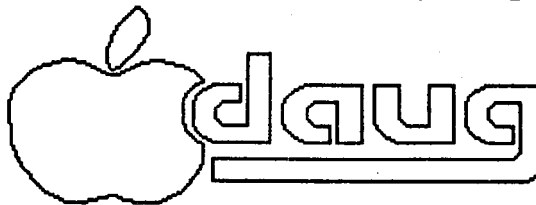


# DuPage Apple Users Group



## NEWSLETTER

MARCH 1987

### MARCH MEETING

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When: 7:30 PM, MARCH 10, 1987

Where: Lincoln Center  
935 Maple Ave  
Downers Grove, Ill

Topic: \*\* ANNUAL AUCTION \*

7:30-7:40 Opening remarks  
7:40-7:55 Demo of Current DOM  
7:55-8:30 ANNUAL AUCTION  
8:30-8:45 Break & Novice Corner  
8:45-9:30 ANNUAL AUCTION

### Other Dates to Remember

Mar 10: ANNUAL AUCTION  
18: Board Meeting (7PM, Downers Grove Library)  
24: Appleworks Sig (7PM, Wood Dale Library)  
Apr 14: Regular meeting -Graphics  
22: Board Meeting (7PM, Downers Grove Library)  
28: Appleworks Sig (7PM, Wood Dale Library)  
May 12: Regular meeting  
20: Board Meeting (7PM, Downers Grove Library)  
26: Appleworks Sig (7PM, Wood Dale Library)

### Officers

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President	Ed Daley	969-4433
V/P Program	Randy Paulin	366-3274
V/P Membership	Jim Cormack	960-5691
Secretary	Albert Hilliger	860-2626
Treasurer	John Sandora	352-3059
Librarian	Detlef Adolff	766-7741
Asst. Librarian	Gary Davis	484-3119
Editor	Don Smith	629-5033
Directors:	Bob Konikow	968-3897
	Ralph Stein	985-7850

...from the Presidents corner...

If you were at the February meeting, you were able to see, in more ways than one, something new. We had a demonstration of Kodak's new video overhead projection screen. This device, which requires output from a digital RGB card in the APPLE, displays the screen output on an overhead projector. While the image was not in color, it was projected onto the screen and, here's the second something new, everybody was able to see what was happening on the screen. Some lo-res, high speed graphics got lost on the display, but other than that it seemed to work out great. The problem is the cost: about \$1200 discounted. It was suggested that we try and split the cost, and share the device with a school. Does anybody know of a contact that might make this idea work? If so, let us know.

It's Auction time! Time for the 3rd annual DAUG auction. Exciting favorites from the past have included: older model printers, interface cards, magazines, joysticks, even Apples themselves have shown up on the auction block. Bring what you have, including your checkbook, and be prepared for an exciting evening.

It not to early to think about which office you would like to run for within DAUG. Elections are in May with nominations opening in April.

What else is coming up? You tell us. The ideas/suggestions we have so far include Graphics, EMAIL, Memory Cards, Spreadsheets, A representative from Broderbund, A rep from Penguin Software. If you have any other ideas, let us now. We also need ideas on how to present these topics. If have an interest or any experience (good or bad) let us know. WE NEED YOUR HELP.  
Until next time.....

LOGOFF

Ed Danley

## Apple Continues Commitment to Apple II Line

Cupertino, California, January 12, 1987. Apple Computer, Inc. today continued to demonstrate its commitment to the Apple II product family by introducing an updated version of the Apple IIe personal computer, the most widely used computer in U.S. schools. The updated IIe, which is available immediately, has an expanded keyboard with built-in numeric keypad, includes improved training and reference materials and features Apple's new "platinum" color scheme.

Considered the workhorse of the Apple II product family, the IIe is the number one selling personal computer to elementary and secondary schools and a popular choice for families with school-age children. Schools have purchased more than one million IIe's since the computer was introduced on January 19, 1983.

The other members of the Apple II product line--the Apple IIc and Apple IIgs--are targeted at specific segments of the education and consumer markets. The Apple IIgs, Apple's high end flagship product, features a high-performance system with advanced color graphics and sound capabilities, fast processing speeds and large memory expandability. The Apple IIc, Apple's starter system, has a built-in disk drive, ports and connectors, optional memory expansion, and a compact case.

"The introduction of an updated IIe completes the revitalization of the Apple II product family that Apple began in September by launching the IIgs, a memory expansion module for the IIc and several new peripherals," said Delbert W. Yocum, executive vice president and chief operating officer. "Three strong systems give educators and consumers a wide range of price and performance options and establish a foundation on which the Apple II family can grow far into the future," he said.

### Apple IIe Offers Versatility in Education

A versatile, expandable architecture and the largest library of high quality educational software programs of any computer account for the popularity of the IIe in schools. The new IIe is completely compatible with all existing IIe software and peripheral equipment.

In kindergarten through eighth grades, IIe's are used to help teach all subjects including reading, language arts, mathematics, science, social studies and computer programming. In addition, ninth through 12th grade students also use the IIe's in areas such as computer science, business and vocational education, and for simulation exercises in social studies and science. The open architecture of the IIe also makes it ideal for specially designed accessories that help students with disabilities learn and communicate more easily.

For teachers and administrators at all levels, the IIe is a low-cost workstation for classroom management, record-keeping, preparing instructional materials and their own desktop productivity applications. Since its introduction, the IIe has been a popular choice with independent developers, ensuring continual development of innovative software.

The IIe provides 128 kilobytes (K) of user memory (RAM), expandable to 1.2 megabytes (about 500 pages of text). Eight expansion slots accommodate a wide variety of accessories, such as floppy and hard disk drives, printers, modems, networks, memory expansion cards and co-processor cards, available from Apple and third-parties. The IIe displays 40- or 80-column text, as well as graphics in three different resolutions and up to 16 colors, on a wide variety of monitors.

The IIe also provides a path to the most powerful member of the Apple II family, the IIgs. The Apple IIgs Upgrade Kit, which will be available this month, gives the IIe all the capabilities of the Apple IIgs while maintaining compatibility with more than 90 percent of the thousands of Apple II software programs available.

### New Features

The IIe's attached, typewriter-style keyboard has been redesigned to incorporate an 18-key numeric keypad, which makes entering numbers and performing calculations faster and easier. In addition, it has two programmable function keys, cursor-control keys and alpha-numeric keys in the QWERTY layout. It generates all 128 ASCII characters, of which 96 are printable in upper and lower case. To facilitate upgrading, the IIe keyboard is functionally equivalent to the IIgs keyboard.

Like the Apple IIgs, the IIe now features Apple's new platinum product color scheme: a light gray case that matches Apple's line of platinum peripherals and darker gray keycaps and accents.

The IIe comes with an owner's manual, a guide to AppleSoft Basic and two double-sided training diskettes, all of which have been newly revised.

To simplify installation, the IIe is now shipped with the Apple 80-Column Card installed in the appropriate expansion slot. Previously the card was packaged separately and the user installed it.

### Want a FREE Disk of the Month?

There are several ways for you to get a FREE DoM.

Submit an article for publication in the Newsletter. We are always looking for more material. See Don Smith

JET  
subLogic  
Champaign, IL 61820  
\$49.95

You're tired of your Piper Cherokee. You wish you could get from Miegs to Champaign in something less than an hour? What if you replace the 4 cylinder engine with an engine capable of producing 32000 lbs of thrust, replaced the Red Baron with MiG-21 or MiG-23 aircraft? As long as you are dreaming, what about the ability to take off and land on an aircraft carrier?

Enter JET. This high speed flying adventure gives you the ability to flight straight up and still be accelerating. Or you can be vicious and attack enemy planes, airstrips, missile silos, or Sea cruisers. Your weapons include AIM 9 and AIM 7 missiles, AGM-65 and MK-82 bombs in addition to your M 61 20MM machine gun cannon. You can set the flying skill level from 0 (practice) to 9 (forget it, you don't have a chance).

The views allows you to look right, left, front, back and above your head. You can also zoom your view from 1X to 8X. You can also do exciting things such as flying upside down while looking above your head (in this case straight down) and buzz your aircraft carrier. Another interesting view is to watch yourself from the control tower of the carrier or the airbase. You must be pretty close to the tower, somewhere on the field, to be seen. You can watch yourself take off and land from the tower. The game also includes an ejection seat in your aircraft. From the tower you watch yourself eject, and then freefall while waiting for your chute to open. If you look above you head while you a parachuting down, guess what you see? Your parachute of course! In the game dogfight mode, the chute allows you to escape from an imminent enemy hit to your aircraft. However, if you eject from three aircraft, you are grounded and the game is over.

If you have Flight Simulator II, or any of the Scenery Disks produced by subLogic, these can be used by JET. You put in your FS II disk, enter the coordinates of your favorite airport and off you go. You buzz the Statue of Liberty at mach 2.5, follow the Kankakee River from Chicago to Champaign in about 5 minutes. So far, I have not been able to use my JET disk as scenery for FS II. In other words, you cannot take off from an aircraft carrier with your Piper Cherokee. It probably could not stand the stress of the catapult launch anyway.

While flying JET doesn't match my first flight with FLIGHT SIMULATOR (I), it is still a fun and exciting way to get lost in your computer.

Ed Danley

## Introduction to EDIT.Pro

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EDIT.Pro was created by Ken Kashmarek of Living Legends Software, and is being marketed on a "user supported" basis. To receive your copy of the complete EDIT.Pro disk, users manual, registration number, and the use of our Customer Support Line, please send a contribution for \$30 or more to:  
Living Legends Software  
1915 Froude St.  
San Diego, Ca. 92107

## Overview

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EDIT.Pro runs under ProDOS on any Apple II or // series machine, and clones.

This disk contains only the BASIC line editor portion of the program. There are a total of seven different files that make up the entire EDIT.Pro package, as well as various subroutine and text files. The main program files are:

EDIT.PRO : contains  
LIST, XLIST, AUTO, EDIT, FIND, CHANGE, RENUMBER, MOVE, COPY  
SPLIT, EXIT and M

DISK : contains  
MERGE, VIEW, SCAN, PSAVE, TYPE, DUMP, REPRD, XVIEW and EXIT

HEX.MEM : contains  
HEX, DEC, PEEK, POKE, MPEEK, WPOKE, WHERE, MEM and QUIT

OPTIMIZE : contains XVIEW, XREF, VREF, GREF, LREF and QUIT

DOS : contains DCAT, DLOAD (for loading/editing  
DOS 3.3 files), QUIT

HELP : installs the online "help" feature

COMPARE : compares two BASIC programs, giving  
detailed results

All of these files, plus the support routines, take up almost the whole disk!

## Editor Command Summary

=====

The following is a brief summary of the commands available in EDIT.Pro:

LIST  
[first][,last][,tab][,length][,end][,/search/]  
XLIST [first][,last][,length]  
AUTO [new][,incr]  
EDIT [first][,last][,/search/]  
FIND [first][,last][,/search/]  
CHANGE [first][,last]/search/replace/  
RENUMBER [first][,last][TO or ,][new][,incr]  
MOVE [first][,last][TO or ,][new][,incr]  
COPY [first][,last][TO or ,][new][,incr]  
SPLIT first TO new /search  
EXIT (disconnect EDIT.Pro)  
M (enter the monitor -- ^C to return to BASIC)

Most of the commands can be abbreviated -- for instance you could type:

E10 instead of EDIT 10

The control characters used for editing a line of BASIC code are:

control-A Shift lock to allow lower case entry  
control-B Move cursor to beginning of line  
control-C Cancel editing of current line  
control-D Delete character under the cursor  
control-F Find next character typed and move cursor to it  
control-G Ring ProDOS bell (different than BEEP)  
control-H Left arrow or backspace function  
control-I Insert character(s) at the cursor  
control-L Change case of character under the cursor  
control-M Carriage return -- end of line edit  
control-N Move cursor to the end of the line being edited  
control-O Set insert mode to insert a special (control) character  
control-P Pack the line -- remove blanks  
control-Q Truncate the line being edited at the cursor, end edit  
control-R Restore line to former (pre-editing) state  
control-T Same as control-Q  
control-U Right arrow or forward space function  
control-X Cancel edit, edit range without changing current line  
control-Y Same as control-Q  
control-Z Zap (delete) characters up to next character typed  
ESCAPE Same as control-A

## A Few Last Words

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Once you use EDIT.Pro I think you'll find it becoming an indispensable part of your hackers toolkit. Everyone that we've sent a copy to has nothing but the highest of praise for the job Ken has done in compiling and creating the latest in "state-of-the-art" tools for Apple programmers.

Val Golding called EDIT.Pro "one of the best utilities I've ever seen for the Apple programmer" -- and we think you'll agree once you've had a chance to put it through it's paces.

Please direct any lengthy questions or comments (or just general BS!) to our bulletin board system in San Diego, Cal. The number is (619) 463-0176 and the password is 'guest'.

The ProLine Message System operates 24 hours a day at 300/1200 baud -- except when Kenn or Joe are updating the software. If you would rather correspond in a different manner, please write to us at the address given at the beginning of this message or call us between 9 A.M. and 6 P.M. at (619) 222-6138. Remember we're on the West Coast,

Thanks for your interest -- hope to hear from you soon!

Jerry Hewett

Living Legends Software

Micro Lab Company Update...

From the letters to the editor in inCider magazine, December 1986 issue...

Micro Lab went bankrupt about a year ago. The educational software, Constitution Tutor, English SAT1, Math SAT 1, and others, have been acquired by Word Associates, 3096 Summit Avenue, Highland Park, IL 60035, (312) 433-3076.

The data-base and programming language utilities, such as Data Factory and Language Plus have been acquired by Disk & Data Company, Box 648, Naukegan, IL 60079, (312) 244-8587. Externally written programs and games have had their rights reverted back to their original authors.

Ed Danley

FOR SALE

Central Point Software Universal Disk Drive Controller and 3.5" disk drive --List \$285 plus shipping \$14Shipping \$195

Roger Rodrigues Phone: 887-7812 (leave a message)

\*\*\*\*\*  
 \* ADVENTURE \*  
 \* CONSTRUCTION \*  
 \* SET \*  
 \*\*\*\*\*

Adventure Construction Set is an adventure lovers utility and game disk. You can create, let ACS create, or play an adventure.

Adventure Construction Set allows you to create an adventure. Start by initializing a data disk following ACS's instructions. You are now ready to design your adventure. An average adventure takes about 4-5 hours to make. ACS can do it in 20-25 minutes.

You first edit a main map. Choose from different properties. Mountains for instance can be just a picture on the screen, or a major obstacle. Random creatures can appear on the map if you want.

Next is the dungeon. Dungeon is the general term for a smaller detailed area. The dungeon can be the insides of a cave, a castle, an abandoned asteroid, or even the FBI headquarters. Again let your imagination run wild. The dungeons can be up to 16 rooms, and can contain almost anything.

All of the items, pictures, creatures, and dungeons are totally under your control. Editing is fairly easy. The picture, color, or attributes can be edited for almost anything. You can even make totally new items. If a magic ring, bazooka, or a laser blaster is what you need to make that adventure perfect, just create it.

There are three different types of adventures you can create.

Space- lasers, purple slime, asteroids

Fantasy- swords, dragons, castles

Mystery- machine guns, spys, FBI headquarters

Each area contains certain items, and they all share common items, ropes, lanterns, etc..

The ACS program can also construct your favorite type of adventure. Just tell it what type. Come back in 25 minutes and it will be finished. ACS also will finish your adventure if you don't feel like completing it yourself.

ACS can be as complex or as easy as you want it to be. Create everything from scratch, or let ACS do it all. Almost anything is possible.

Adventure Construction Set  
 Electronic Arts  
 2755 Campus Drive  
 San Mateo, Ca 94403  
 (415) 571-7171

Suggested Retail Price \$39.95

Gary Davis

Key:

1 dog 1st grader could have done better  
 5 dogs best, don't change

Documentation-- 3 dogs  
 Ease of use---- 5 dogs  
 Error handling- 4 dogs

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Overall Rating- 4 dogs

Treasurers Report	Feb 87
=====	
Previous Balance	1306.13
Membership	180.00
Monthly Don's	175.50
-----	
Total Revenue	355.50
Expenses	
Refreshments	0.00
Operational Expenses	2.00
Capital Expenses	0.00
Newsletter + Stamps	162.40
Diskettes	42.50
Other Club Membership	0.00
Rent	0.00
Prize Fund	20.00
-----	
Total Expenses	226.90
Net Income	128.60
-----	
Ending Balance	1434.73

John W Sandora

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*****
*
*   Library Corner   *
*                   *
*                   *
*   by Detlef Adolff *
*                   *
*****

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### Blank Diskettes SPECIAL

Remember that blank diskettes are available for purchase from the Librarian at club meetings. The cost is only \$3.97 for 10 diskettes plus tax. The diskettes come in multiples of 10 and include sleeves, labels and write-protect tabs.

### AppleWorks Rescue Routine

On DoM 66, the member donated program disk, I contributed a program on the ProDos side, that would allow you to get back to the Main Menu by hitting Control-Reset when AppleWorks went off into outer space.

Unfortunately, the program doesn't work with AppleWorks V 2.0, which I am now using. As luck would have it, I ran across a solution recently, and have already been able to utilize it successfully!

First off, the credits....

This procedure was discovered/written by Michael Wilks, of Applied Engineering, and parts of the procedure have been published in The Main Menu, AppleWorks Forum, and in the MAUG section of CompuServe. I've combined the alternatives and retry procedures from all of them in this article.

Secondly, the cautions....

This procedure will not always work. Supposedly, it will work about 95% of the time, but the times that it won't work are unpredictable. DO NOT COUNT ON IT always being there to save you. The best insurance is still to save to disk REGULARLY during any session, probably at 10 to 15 minute intervals.

The original purpose of this procedure was to use it during testing, to save time after a crash of the program. When it DOES work, the only thing you should do is to save what you were working on, then reboot AppleWorks and reload the files. As Apple says 'press reset and all bets are off...'.  
6

You never know what might have gotten messed up after a reset, so the only purpose of this is to try to rescue files on the desktop, so you don't have to start all over again.

Now, the process....

It is actually a very simple procedure to get back into AppleWorks after the program hangs, for whatever reason. If the program has actually crashed into the monitor, this will probably be less reliable, because whatever caused it might still be wrong. When the only problem is that you've hung up AppleWorks to the point where the only escape is to hit Control-Reset and reboot, use this procedure first. It could save you a lot of heartache.

### DOOR PRIZE !

If you attended one of the last couple of meetings you may have heard that we changed the way we are handling our door prize. At our October meeting we started to give away CASH!! There was a small catch.... you had to be there to accept the door prize that was drawn by the computer from the current list of members. If the member drawn as the winner was not in attendance, the amount of the current door prize would be carried over to the next month.

Lauren Luessow, a newer member, was at the February meeting to collect \$20.00

Good luck to the rest of you next month!

Al Hilliger

### Announcement

Just a reminder that the elections for Club Officers are coming up in just a month or so. If you feel that you have something to offer the club...if you would like to help out by taking over some of the duties involved in running the club...or if you're just interested in seeing what goes on at the Downers Grove Library on the 3rd Wednesday of each month from 7 to 9 pm, then volunteer to fill one of the positions on the Board of Directors!

Please contact any of the officers at the meeting, or call us at home to let us know you're interested.

Detlef Adolff     )  
Al Hilliger       ) Election Committee

== DAUG Special # 25 ==

Guess what ?? We have Print Shop graphics!  
That's right Print Shop graphics. You do remember what Print Shop is don't you? These graphics are part two from the December graphics disk. This disk contains 90 graphs (M through Z). Use the Print Shop Slide Show to view the graphics 9 at a time.

Look for more graphics coming soon!

PS SLIDE SHOW, DAUG.DOG, M.COLONEL, M.NAVY, M.NAVY SEAL, M.PETTY OFFICER, M.RP, M.USMC, M.USN, MAGIC ANDREW, MATTERHORN, MERMAID, MICKEY, MICROWAVE MAN, MOOSEHEAD, MOUSE, MJP, NAVY JAG, NO SMOKING, OCTOPUS, OK SIGN, OPEN BOOK, OSTRICH, OUR HOUSE, PEAR, PEEP CHICK, PELICAN, PHARMACIST, PHONE, PIE, PIERCED HEART, PISTOL BANG, POPEYE, POSSUM, PROJECTOR, PUMPKIN, PUNK, RAINBOW, RCL LOGO, RHINO, ROCKET, ROLLER SKATES, ROSE, RUNNING SHOE, SAD MASK, SAILOR SAMMY, SCREWBALL, SHUTTLE, SKULL, SNOOPY, SOCCER, SPACEMAN, STANDING BOOK, STARWEB, STOP, STRAW.SHORTCAKE, STRAWBERRY, STRAWBERRY.1, TACO, TANK, TELEPHONE, TELEPHONE.1, TELEVISION, THE WEST, TIGER, TOE SHOE, TRAIN, TRANSFORMER, TREE, TRICERATOPS, TRIKE, TV CAMERA, TWILIGHT ZONE, U.S., UNCLE SAM, UNICORN, VIDEO TAPE, VIOLIN, VULTURE, WALKER, WALL STREET, WAVE, WEB, WHALE, WICKER 1, WICKER 2, WOLF, XYLOPHONE, YARN, ZEBRA, ZIPPER

== DAUG Disk of the Month # 67 ==

This month we have a graphic utility disk. The disk is in Prodos, so you need to add the Prodos, and Basic.system files in order to boot the disk.

What does the disk do? Well it allows you to load hi-res screens, view them, compare, scrunch, unscrunch, and save scrunched screens.

Scrunch: Scrunching a screen means changing it somehow so it takes up less room on a disk, thus allowing you to have more screens per disk.

The scrunch routine is a short binary program that turns the picture into a code. An unscrunched 3-D type picture takes 17 blocks, while the scrunched version takes 7. With this saved room, another whole scrunched screen can be saved with room left over in the same room a normal screen would go.

STARTUP This is the first program which runs automatically on boot up.

DAUG.HELLO Startup runs this program and you are presented with the daug menu.

HGR.FILER This is the hi-res screen filing system main program. Hgr.filer loads the next 2 programs.

EPSON.HIRES.OBJ This option is available to anyone with Epson printers. You can print out the picture using this routine which is loaded by the main program.

SCRUNCH Scrunch is the scrunch/unscrunch routines used the Hgr.filer.

TEXT.LISTER In order to print out a set of instructions you must run this program. It will dump the instructions to a printer.

HFD0C1.3P The instructions are contained in this text file. Use the Text.lister to print this file.

BOXES A normal unscrunched hi-res screen for experimenting with.

C.SPIRAL2 This one of two scrunched screens. Both file names of the scrunched screens begin with a 'C.' to help identify them.

C.DOUBLE.BESSEL Another scrunched screen.

When using the Hgr.filer to scrunch and save screens, make sure you have another data disk, because the dom is filled.

The menu of the Hgr.filer lets you catalog, load, save, transfer, print (for those with an Epson), and scrunch/unscrunch screens.

The menu options are fairly self explanatory except for the transfer option. This is basically a simple copy program to copy a screen from one disk to another.

You can pick which drive, slot, which page to load to, and where to print by just changing the parameters in the change parameters option.

A few last notes. If you're looking for some screens, check some doms, especially the last few months (remember they have the new pictures). Just be sure to take Prodos pictures, not dos. If you try to use dos pictures, you will get an error.

If you want to use dos screens, you must change them to Prodos first, using convert found on your Prodos system utilities disk.

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.

C B M Computer , St. Charles Rd and Route 83, 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%

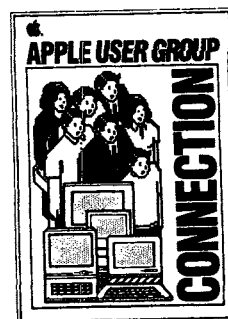
Primetime Computer Services, 9906 Wood Lane, Palos Hills, Ill (598-5200)-10%

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.

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DuPage Apple Users Group



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

Address correction requested:

(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)