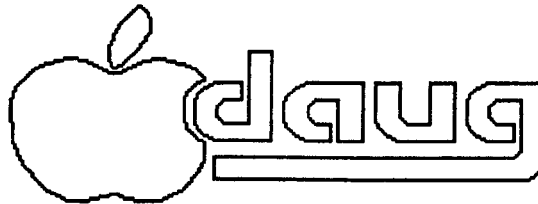# DuPage Apple Users Group

NEWSLETTER

APRIL MEETING
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When: 7:30 PM. APRIL 14. 1987

Where: Lincoln Center
       935 Maple Ave
       Downers Grove. Ill

Topic: ** GRAPHICS *

7:30-7:40	Opening remarks
7:40-7:55	Demo of Current DOM
7:55-8:30	GRAPICS DEMO.
8:30-8:45	Break & Novice Corner
8:45-9:30	GRAPHICS DEMO Q & A

Other Dates to Remember

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)
JUNE 9: Regular meeting
     17: Board Meeting (7PM. Downers Grove Library)
     30: Appleworks Sig (7PM. Wood Dale Library)

Officers
==========

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...

The Auction was as exciting as ever. We had printers,
interface cards, accelerator cards. memory cards, books,
software, hardware devices, even an Apple computer. We got
thru everything once. We had to rush it a bit. but we made it.
A few problems showed up at pay up time however. A couple of
items were bid on by one person. while while somebody else
picked them up. If you accidently picked up the wrong item,
please bring it back at the April meeting. We also have a
couple of items that did not sell and were not picked up by
the owner. If you forgot one or your items, it will be waiting
for you at the April meeting. One final Auction item: a couple
of the sell tickets got left on the sold merchandise. These
tickets are used to give payment to the original owner of the
item. If an auction sell ticket got left on your purchase,
again please return it at the April meeting.

What's new? Well in April, we open Nominations for a new (or
used) board. Elections will be in May, with the new officers
starting in June. For the April meeting, we are planning on
demonstrating several graphic programs. We plan on having
several Apple present each demonstrating one or more programs.
This should give everyone the ability to walk around and get
some hands on experience. After the hands on, we will have a
discussion on what is good, bad (and ugly?).

For May, we are trying to get a Modem manufacture to
demonstrate their product and we will proceed/follow with a
discussion of protocols (what is XMODEM?) and difference Modem
software packages. We are also trying to compile a list of
active local bulletin boards. If you use one, or know of one
that is still in existence locally, please write down the name
(and phone number) of the board and turn it in to any officer.
We will publish the list in a future newsletter.

We are also tentatively talking about a discussion on memory
cards: Why do you need one, What should you look for, Do I
need one/will it work with my GS? Stay tuned for the exciting
answers to these and other exciting questions.

CONTINUED

At our last officers meeting, we sat down and had a meeting
topic brain storming session. Some of the ideas were: EMAIL,
Networking, Robots, Appleworks: what all is available, Desktop
Publishing, What is the 'neatest' program or hardware you have
seen in the past six months, A no holes bared question and
answer session.

This is far from an all inclusive list. Let us know if you
like or dislike any item on the list, or what month you would
like to see a demonstration.

Until next time.

Ed Danley

WANTED

At the March Auction an Apple II+ was offered for sale will
this member please call BOB CARLSON 893-6310 he may have a
buyer for your computer.

Treasurers Report	March 87
Previous Balance	1434.73
Membership	128.00
Monthly Dom's	110.00
Auction	92.55
Total Revenue	330.55
Expenses	
Refreshments	0.00
Operational Expenses	4.95
Capital Expenses	0.00
Newsletter + Stamps	162.40
Diskettes	76.95
Other Club Membership	0.00
Rent	0.00
Prize Fund	10.00
Total Expenses	208.58
Net Income	121.97
Ending Balance	1556.70

John W Sandora

Japan Scenery Disk
subLogic
Champaign, IL 61820
$19.95

Now you're tired of attacking MiGs or the Red Baron has
gotten you one to many times. What's next? How about a mild
little flight half way around the world? The Japan Scenery
Disk for Jet or Flight simulator gives you that option. You
boot up FS2 or JET, enter the coordinates for an airport in
Japan, insert the Japan Scenery Disk (SD) and you are on your
way. Included in the area is downtown Tokyo, Mt. Fuji, the
Shin Kansen bullet train, and Osakajo castle. You can fly
either during the day, or at night. Included with the package
is a airport directory for Osaka, Nagoya, and Tokyo area. This
map include directional beacons, a shell outline of Japan and
lots of local airports. Also included are ILS
(Instrument Landing System) approach charts for the major
airports. None of the airports have talking control towers. (1
wonder what language they would speak if they did?) The
documentation gives detailed information on how to load the
disk. It works like a champ.

So what's wrong? I NEED A SIGHTSEER'S GUIDE TO JAPAN!!!!!
Their map tells me where any airport is, but where is Tokyo?
There are 2 airports for Tokyo. I managed to find Mt. Fuji
only because it is so big. I did run into a building in what I
think was Tokyo city. I was so glad I found a building, I
forgot to watch how close I was. One interesting detail is
that while I crashed into that building (whatever it was), I
was able to fly right through Mt. Fuji!

I tried to go to a bookstore to get a map on Japan. (That was
an interesting experience. They looked at me like why do you
want something like that?) All they had was some picture
books. They said I could try Rand McNally in downtown
Chicago. They might have a map that I could use. I'll
remember that the next time I go down there on a Saturday or
Sunday.

On a scale of 1 (terrible) to 10 (great), I'd have to give
the Japan Scenery Disk a 4 only because I can't find
anything. If they would have included a sightseer's map (like
a State of Illinois map), the rating would probably be around
7 or 8. But they didn't.

Ed Danley

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AppleWorks Rescue Routine
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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 HAUG 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...'.

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.

1.) After hitting Control-Reset, the screen will go to 40 column mode, and you will be left with the ‡ prompt. The first thing to do at this point is to type:

                C073:0 <return>

This will make sure that bank 0 of memory is selected.

2.) Next, type:

                3 <Control-P> <return>

That is, type a '3' then hold down control while typing a 'P', then hit return. This SHOULD clear the screen, select 80 column mode, and put the prompt in the upper left hand corner of the screen. If it does, go on to step 3. If it does NOT, type:
                FF596 <return>

Then try 3 control-P <return> again. If this works go on to step 3. If it does not, you will have to reboot.

3a.) Next type this line, exactly as shown for V1.0 -1.3:

        2F0:2C 83 C0 2C 83 C0 4C 33 10 <return>

3b.) For V 2.0 type the following line, instead:

        2F0:2C 83 C0 2C 83 C0 4C 27 11 <return>

4.) Next and last, type:

                2F0G <return>

At this point, you should have the AppleWorks main menu back, and files that were on the desktop should still be there!

DO NOT CONTINUE WITH A SESSION AT THIS POINT, just save the files off the desktop and re-boot AppleWorks!!

One last note: sometimes when you do this, the choices on the main menu will be numbered 7-12 instead of 1-6. Every once in a while, they come up numbered 11-16. This is okay. Flip back and forth between menus (i.e., select 'add files' then hit <Esc> to go back), and everything should be back to normal.

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***************
* CAR BUILDER *
***************
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Imagine designing a car, picking the engine, maybe 18
inch racing slicks. While we're at it, lets add disk
brakes, rack and pinion steering and a 15 gallon gas
tank. Oh, we almost forgot the chasis. We'll make it a 2
seat, 400 pound chasis. Maybe for fun, we can throw in a
4 wheel drive transmission.

Now take this wonder car and give it a wind tunnel, and
a road test. Finally make a hard copy of the results,
complete with a side view of the car, stats on whats in
the car, and the results of the tests. This all sounds
great if you have three million and a couple dozen acres
to build a test track. Right ? Well yes, or you could
simulate all on the computer.

Car builder does all of the above, with out you ever
having to leave your keyboard. The main menu lets you
create the mech (insides of the car), body (outside),
view previous cars, test the car, or save it.

Mech. In mech you start out choosing the type of chasis
you want. There are 7 different sizes, with some seating
up to 8 people. The engine is the next most important
part. All different sizes and types are avilable. Most
are mountable in the front, or middle of the car.
Finally chose the type of transmission, and the size gas
tank you want.

In the next part of mech you add the steering and
suspension, and finish with the tires and brakes. After
you have created your mech part, you save it under a
file name. The name should be the same as the rest of
the car parts. You need to initalize a data disk, but
Car Builder has this option. One word of caution, Car
Builder initalizes the disk as soon as you press the
key. (don't leave an important disk in the drive
expecting a verification.) After saving the mech, go
back to the main menu to create the body.

The body has standard fronts, middles, and backs. Flip
through them, and pick the one's you like. The body can
now be edited. The dots making up the body can be raised
or lowered. It is strange at first, but easy once your
used to it. Windows, and a name decal between the tires
can be applied. Again, after you have finished the body,
it needs to be saved.

Now is where the fun part is. The tests. Lines
shoot across the screen, bending around and over
the body simulating smoke. A message then comes up
telling you how aerodynamic the car is.

The road test is a 3-D type of screen, with a road
layed out. A dot moves to various numbered points,
the the results of that part of the test are
displayed. The car is tested on the following
points: engine vs. weight of car, wind noise at
high speed, low speed cornering, engine torque,
downhill braking, and high speed cornering.

These results can then be saved under the same name
as the car. You can now view a car. Go to the view
car option, specify the information about your
printer, of you want a hard copy, then a 2 page
report is printed, complete with a picture of the
car.

Car Builder
Weekly Reader Family Software
245 Long Hill Road
Middletown, Ct 06457

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-   3 dogs
==============================
Overall Rating-   3 1/2 dogs

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                  AppleWorks SIG Open Invitation

    The number of members who are using AppleWorks has been
   steadily increasing, and so have questions about how to get
  the most of of this program. Our Librarian. Detlef Adciff, is
       leading a SIG (Special Interest Group) on AppleWorks.

  The group meets on the 4th Tuesday of each month from 7 to 9
  pm at the Wood Dale Public Library at Foster & Wood Dale Road.
     Everyone is invited, whether experienced user or complete
                 novice. Call Detlef for details.

This month we have more of your favorite Print Shop graphics. Some are various playing cards, and some look like large stencils. We have a few famous people, and some holidays too.

These are part one of a larger set of graphics. This month is A through L.

PS SLide Show   This is the graphic viewer. Just press any key other than 'esc' when the Daug picture is displayed, and the viewer will be automatically run.

DAUG.DOG, ACE.C, ACE.D, ACE.DIAMOND, ACE.H, ACE.SP, AIRPLANE 1, APPLE, ATOMIC, BABY CHICK, BIBLE, BIRTHDAYMP, BLACK BRONTO, BLACK PTERON, BLACK STEGO, BLACK TRICER, BLACKBIRD, BLACKJACK, BLOCK TREE, BLOCK TREE 1, BLOCK TREE 2, BOOK, BOOKWORM, BOY, BOY SCOUTS, BRASS, BRASS1, BUCKLE UP, BUNNY2, BUNNY3, BUS STOP, BUSES CABS, CAKE DISH, CANDLE, CARDS, CASSETTE, CASTLE 3, CASTLE1, CAT AND YARN, CAT IN WINDOW, CELEBRATE, CELLO, CHOPPER, CHURCH, CHURCHILL, CLOWN, COACH, CRYSTAL BALL, DAVIS BETTY, DIVER, DONT LOGO, DUCKS, EPA, F15, FAMILY, FAUCET, FLAG, FLORAL SPRAY, FRENCH HORN, FROG, GIRL, GO, GRADUATION HAT, HARP, HOLLY, HUNTER, INKWELL, INSTRUMENTS, JAIL, JANITOR, KID ON PHONE, LETTER, LIBERTY, LIBRARY, LINCOLN, LION 2, LION 3, LITTLE BUGLER

Last month we had a hi-res picture filing system, this month we have some hi-res picture designing programs. This disk is in Dos 3.3, so just put it in the disk drive, and boot it.

There are three main programs on the disk. First is Edu Paint, a picture designing program, next is shaper, a shape table designing program, and finally there is Paint Chip, a different picture designing program.

HELLO This is the Daug startup program.

DAUG.PIC.2 Our Daug picture.

MENU The menu program.

CREDITS   Tells where we got this disk from.

EDU.PAINT.MENU   This is the starting menu for the Edu Paint program. You should run this program if you want to use Edu Paint. There are four choices in this menu. Run graphics tablet version of Edu Paint, run paddle (joystick) version, align graphics tablet, and quit. Since I don't have a graphics tablet, I can't tell you how well the tablet parts works, but the paddle part is fine.

PAINT.ST1.OBJ0
PAINT.ST1.OBJ1
   These are two parts to the tablet version.
PAINT.SP1.OBJ0
PAINT.SP1.OBJ1
   These are two parts to the paddle version.

T-ALIGNMENT
TINFO
SETUP
TCA
TS
      The above 5 programs are all alignment, and data concerning your graphics tablet. If you don't have a graphics tablet, just ignore these.

PCA
PS
   These 2 programs contain paddle information.

Edu Paint is fairly easy to use. Use the space to toggle between the text help screen, and your drawing. The main options in the help screen are:
   Frame - pick any two corners, EP
          does the rest
   Backround - fills screen with any
              color
   Draw - move paddle, press button
         to leave a trail
   Box - same as frame, but fills it
        in
   Fill - fills properly, makes very
         few mistakes
   Circle - plot middle, and an
          edge
   Line - plot begining and end
   Lines - continuous of above
   Dot - plots points

Besides the above commands, you can load, save, catalog, quit, reset(clear), and chose any standard color.

One interesting feature is a custom pattern maker. Combine any of 256 different colors into your own custom pattern for use with the fill option. The patterns can be saved.

PAT.SHADES
PAT.LINES
PAT.SET1   These are already made alternate patterns
sets, ready to load and use.

PIC.S.CARPATHIA   This is a picture for experimenting
with.

UPDATE16 Any 13 sector disk can be updated to a 16
sector disk with this program.

SHAPER This is for all of you who are learning about
shape tables, or looking for a program to help you
create shape tables.

The menu of shaper allows you to clear a table, load a
table, catalog a disk, save a table, delete a table,
quit, or enter a new table. The menu form the option
"enter a new table" deals with ram, and saves, loads,
deletes, and catalogs shapes only in the current table
in memory. Drawing shapes is easy. Use 'I' 'J' 'K' 'M'
to move, and hold down the control key while moving to
plot. The back space arrow will erase the shape one dot
at a time (in case of mistakes).

PAINT CHIP
PAINT CHIP BODY
Paint Chip is another drawing program. We already have
Edu Paint, why another? Well Paint Chip has a few useful
options, Edu Paint doesn't. You can add text, or
numbers, with out having to draw each one by hand. You
can also chose the size of letter you want. Paint Chip
also lets you display shapes from a shape table.

INTBASIC
INTEGER BASIC LOADER
LOADER.OBJ0
These are Integer basic programs. Paint Chip, Update16,
and Shaper are in integer basic. To use those programs,
run Integer Basic Loader, and it will load the necessary
Integer basic information.

Member Info.Update

How long has it been? Since you bought a new program?, or a
piece of hardware? for your computer? added a new printer
or computer to your system??? Well, we would like to know
if you have changed your system (or even if you changed
what you know about your apple, a new language?). We are
trying to get a better idea of what kind hardware and
software everyone is currently using. At the next couple of
meetings we will be asking you to fill out a new Membership
Application Survey so we can keep up on what everyone is
using. This will help us bring better meeting topics that
will be more usefull to more os us. If you can't get to one
of the next few meetings give me a call or send me a note
in the mail and I will send you a form.

Al Hilliger

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.

3.5" Diskettes available

If you're using an 800K drive, here's some good news. We now
have 3.5" DS/DD Diskettes available. The cost is only $6.50
for 5 diskettes plus tax. These are double-sided diskettes
made by a top manufacturer, and they work with the Mac, the
IIgs drives and the Central Point Software drive. Supplies are
temporarily limited until we find out what kind of a demand
there is for these.

DOOR PRIZE !

If you have attended one of the general meetings in the
past 6 months, you are aware that you could have won up to
$60.00 (that is if you attended all the meetings, and were
lucky enough to have been picked as the winner of our door
prize drawing). What do you think the odds are of one of
our members winning more than once since we started giving
away CA$H for a door prize?? Sounds like it's pretty
unlikely huh? Well, guess what? That's right... you guessed
it, Elaine A. Passow has collected her second door prize.
You too can gain fame and wealth just by coming to every
monthly meeting like Elaine. I don't know about the rest of
you but I'm going to get DOM # 67 and look on the DOS side
at RANDOM.DRAWING.PROGRAM and it's mate on the PRODOS side
RANDOM.DRAWING . If anyone finds anything out of the
ordinary ... let Ed know what you found for me.

See you all at the next meeting!

Al Hilliger

The Joys of Programming
by Robert B Konikow

As a professional writer, I have come to depend on my Apple. It has become an essential part of my working life. It has relieved me from the drudgery of typing and re-typing my work as I make changes, and do the constant revisions that are a difficult but necessary part of writing. It permits me to make changes easily, to experiment without difficulty, to try different ways of expressing what I want to convey. It minimizes the distances between the thoughts in one's head and the words on the page.

The availability of the word processor should make a great difference in the development of creative writing in the very young. By minimizing the personal effort needed to produce something that can be read by others, it should encourage writing in those whose motor skills present a barrier to the expression of thought.

While I get satisfaction from the contribution of the Apple and the word processor to my daily task of writing, I get another kind of satisfaction from producing and developing my own programs. I have written a number of programs I use regularly -- a ledger program that tracks my hours and billable expenses and produces monthly invoices to be sent to my clients, a program that keeps track of the miles per gallon on my car, another that monitors our stock portfolio -- the joy of programming does not lie in the usefulness of the end product, but rather in the thought processes needed to solve the program ends, and to the challenges of making the computer, with its need for precise directions, do what you want.

Every program starts out with the statement of a problem or an objective. It may be as simple as to determine the factors of a number, or as complicated as my ledger program, which accepts a great deal of information and manipulates it to produce desired end products. And to solve the problem, or rather to have your computer solve the problem, brings a sense of achievement.

The total solution is something you can be proud of, but there are satisfactions all along the way. Let me give an example from my stock program. As I enter the shares acquired through reinvestment programs, the number of shares owned is often given to two or three decimal places, as is the per share price. So the product of these two figures has too many digits to the right of the decimal point, and it's not difficult to put in a routine that rounds it off to two places. But then, as I looked at the screen display, I thought it would be improved if I could insert commas to separate the thousands.

So I sat down and wrote a routine to add the commas, typed it into the program, pecked out RUN, and sat back to see what would happen. There were the commas, exactly the way I wanted them! That's when you get a glow of satisfaction, a feeling of being in control, which I recommend.

Programming not only helps you understand how your Apple works, but it is a good exercise for developing thought processes. It forces you to take a clear look at a problem, to analyze it carefully and precisely, and to issue your instructions to the machine in exact and unequivocal terms. I recommend it as a mental exercise for people of all ages. Start by setting yourself a simple problem, even if it's not a very significant one. As you start writing simple programs, you will become familiar with the syntax of the machine and the peculiarities of programming. Then you can progress to more complicated ones, building your solutions on what you've already discovered.

You'll probably never achieve the skills of a professional programmer, but no matter what level you reach, you will find satisfaction.

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Slate of D.A.U.G. Officers
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As you know by now, the election for the Board of Directors is coming up next month. This list presents the members who have agreed to donate their time and expertise as officers of the DuPage Apple Users Group.

With the change in the by-laws at the end of 1986, the only positions that a person can declare for are those of Director, Vice-President and President. The President, under the guidance of the Board, will then appoint the Directors to fulfill each specific function on the Board.

Herewith then is the Slate recommended to the membership by the nominating committee. Each candidate's name will also feature the function they feel most qualified to fulfill.

President.............. Ron LaCour
Vice-President and
User Group Ambassador.. Detlef Adolff

Directors:

Program Director....... Ed Danley
Treasurer.............. John Sandora
Membership............. Al Hilliger
Librarian.............. Gary Davis
Newsletter Editor...... Don Smith
Secretary.............. Bruce Mansfield
Director-at-large...... Bob Konikow
Director-at-large...... Randy Paulin
Director-at-large...... Bob Carlson

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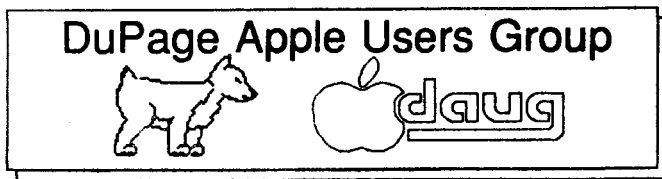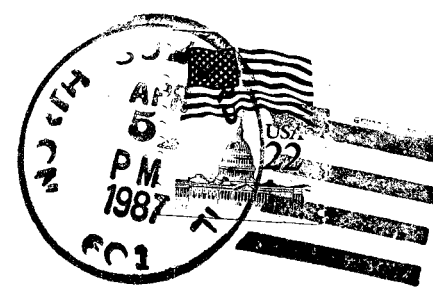A number of local computer stores support our activity by offering the
discounts listed below to those who show their membership cards.
Stores that sell merchandise to everybody at a discount are not
included.

C B M Computer ,St.CharlesRdandRoute83,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.
#*****

DuPage Apple Users Group

daug

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

Address correction requested:

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)