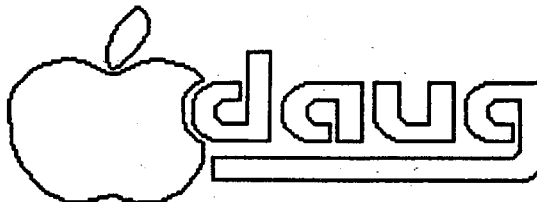# DuPage Apple Users Group

NEWSLETTER

MAY 1987

MAY MEETING

When: 7:30 PM, MAY 12, 1987

Where: Lincoln Center
935 Maple Ave
Downers Grove, Ill

Topic: ** TELECOMMUNICATIONS

7:30-7:40   Opening remarks
7:40-7:55   Demo of Current DOM
7:55-8:30   MODEM Demo by US Robotics
8:30-8:45   Break & Novice Corner
8:45-9:30   Telecommunications

Other Dates to Remember

May 12: Regular meeting
     20: Board Meeting (7PM, Downers Grove Library)
June 9: Regular meeting
     17: Board Meeting (7PM, Downers Grove Library)
July 14: Regular meeting
     22: Board Meeting (7PM, Downers Grove 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	Garv Davis	484-3119
Editor	Don Smith	629-5033
Directors:	Bob Konikow	968-3897
	Ralph Stein	985-7850

...from the Presidents corner...

At our April meeting, we had five Apples giving you plenty of hands on experience with graphics programs. In addition, the April DOM was a graphics disk. Randy Paulin explained what drawing programs were, what an "object based" graphics program is, and what to look for in a graphics program so it will meet your needs. We also got into a discussion on some of the problems with the GS and its software. Rumor has it that version 2 is coming soon.

0010 1000   0010 0011   0010 1100   0010 1100 0010 1111

What was that? That is what a basic HELLO would look like going across a phone line. Add some sync (a kitchen?) bits, establish a protocol (what?), and transmit at somewhere between 110 and 9600 baud (isn't that where people used to get up on stage and act?). You probably recognize a few of these buzz words, what do they really mean. At our May meeting our local experts will attempt to decifer these terms and explain to us which of these terms we really should know.

Is an internal modem for you or should you get an external one? Coming up next! PS Don't forget the elections. We still need one more officer to completly fill the slate.

What ever happened to the MS-DOS cards for the Apple II's? Well, I hear that they went overseas. I guess that *if you* want MS-DOS on an Apple, you will have to get a Mac. With the latest color Mac's, that idea is getting better all the time.

That's about all for now. See you at the May meeting.

Ed Danley

SPECIAL NOTICE
We have just been notified that US Robotics will be at the MAY meeting. They are one of the largest suppliers of modems for computers. Plan on attending and hearing from a maker of modems how they work.

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**************
* BARD'S TALE *
**************
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Aurek the Brave leads his brave group down the stairs. Slippery
Fingers lights a torch, and Omar sings a magical song healing
the group's wounds. As they round a corner, they see a door.
After a brief discussion, Sir Grady kicks the door down. Six
goblins rush out, followed by four wizards. The fighters attack
the goblins, Slippery Fingers hides in the shadows, and Merlin
casts a fireball at the wizards. Of course the goblins fight
back, and the wizards cast their own spells. Finally they manage
to kill the goblins, while Merlin fries the wizards. Brian the
Fist is dead. The group stands over the conquered foes thinking,
will we ever find, let alone destroy, Mangar? The band of
adventures collects the gold, picks up a few new weapons, and
takes Brian to be resurrected.

Does this sound like a time long ago, or maybe a popular game
you play, or the new book you bought? It's Bard's Tale from
Electronic Arts.

You start by creating some characters. They can be human, elf,
dwarf, hobbit, half-elf, half-orc, and gnome. Each race has its
good and bad points. The race determines modifiers which are
applied to random 'dice rolls', the results are your traits,
such as strength, intelligence, etc... Your next choice is a
class, or profession. Some races cannot take up a certain
profession. The classes are warrior- a good fighter, a paladin-
same as warrior, rogue- a thief, bard- o.k. fighter with magic
songs, hunter- specialized fighter, monk- fighter that is good
without weapons, conjurer- magic user, magician-magic user,
sorcer- better magic user, wizard- powerful magic user.

After creating up to 6 characters, you load them. Important
information on them is shown at the bottom of the screen, while
the upper left shows your view, and the upper right tells you
what is going on.

Included is a map of the town. The 16 dungeon levels, you have
to map your self, if you can find them. The easiest dungeon is
the sewers, and many clues lead to it.

Found in the town is the guild where you do disk operations.
Down the block is Garth's shop. Garth sells weapons. Also in the
town are temples, a castle, inns, Roscoe's, and the review
board. The review board is the only place not labeled on the
map. You have to find it yourself. It is the only place where
your characters can advance yo new levels.

Each dungeon has something in it that you need to finish the
next dungeon. In the final dungeon is Mangar. You must defeat
him in order to win. This should take a few months. (I have
played the game since September, and still have not solved it.)

The surprises are different, and the puzzles are challenging
enough to make the game keep your interest. After all this
time, I still have not grown bored of playing. Every new
dungeon, or harder level in a dungeon contains new things.
There are at least 6-8 magic items and weapons that i've not
found yet. I already have found (55-60).

Spells are another new area. There are over 85 spells, and
each is different. Each of the four magic classes has its own
spells. There are 7 levels of spells in each class. At every
other level of experience, you can learn a new level of
spells. If you know at least level 3 spells, you can change to
a new magic class, but can never change back. An Archmage
knows all seven levels of spells in each of the 4 classes.

This game is one of the best I have ever played. I would
strongly recommend it to anyone who likle this kind of a game.
Watch next month for Bard's Tale II, it has all new and
different changes over Bard's Tale.

Bard's Tale
Elctronic Arts
2755 Campus Drive
San Mateo, Ca 94403
(415) 571-7171

Suggested Retail Price $44.95

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

Documentation-- 3 1/2 dogs
Ease of Use----- 5 dogs
Error handling- 5 dogs
========================
Overall Rating 5 dogs

DOOR PRIZE !

If you have attended one of the general meetings in the
past 7 months, you are aware that you could have won up to
$70.00 (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 CASH for a door prize?? Sounds like it's pretty
unlikely huh? Well, guess what? You can do some catching up
because we will be giving away $20 at the May meeting, if
the lucky member is there. You too can gain fame and wealth
just by coming to every monthly meeting. Laura VanderPoleg
wasn't at the April meeting to collect $10 (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

2

DEVELOPING SOFTWARE FOR THE APPLE IIGS

by Bob Perez
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Programmers will find the new Apple IIgs an enticing challenge, one which offers rewards typically associated with mastery of the most demanding disciplines.

The sheer mass of documentation alone will intimidate all but the Truly Dedicated--thousands of pages of technical specifications, routine descriptions and assembly language source code were provided to seeded developers in the form of eleven bursting binders full of magic incantations and other wonderful secrets. But the incomparable satisfaction of producing that first working application with its windows, pull-down menus, and spectacular sound and 4096-color graphics surpassing any previously offered by Apple, will provide all the incentive needed to push further and deeper into the IIgs grab-bag. Like the Macintosh before it, the IIgs will stimulate its own growth by attracting the hacker in all of us to explore, to experiment, and to wow our friends and peers--the machine is fun! This document touches on some fundamental aspects of IIgs software development and isn't meant to be comprehensive or final. In fact, as I'm writing there are changes in the works to many of the development tools and to the machine itself, so treat most of this as a preliminary overview.

NOT LIKE HIS MOTHER, NOT LIKE HIS FATHER
Those familiar with the existing Apple II line of computers will find some familiar ground upon which to build their understanding of the new hardware, but will have to adjust to entirely new ways of thinking regarding software development. The IIgs emulates the IIe hardware in enough ways to provide a high degree of downward compatibility both conceptually and in practice. In theory, one could continue to use exactly the same methods and techniques used to produce Apple II software and experience almost no difficulty. In practice, however, IIgs programmers will want to take advantage of the many enhancements that distinguish this machine from its predecessors--the market eventually will demand it--and this will require adherence to a new regimen of programming practices.

Macintosh developers won't feel entirely at home with the IIgs either, but they *will* feel like they're in a familiar place. Significant portions of any Macintosh program will require adaptation to run in the IIgs environment, but the conversion will be less conceptual and more detail-oriented. Obviously, all of the color support will be new ground, and the amazing sound capabilities of the IIgs out-class even the Macintosh's fabulous audio circuits. The IIgs utilizes the same serial chip as the Macintosh (the Zilog 8530), which will cause some II developers headaches, but will make a lot of Macintosh developers happy.

From the developer's standpoint, this is essentially a new machine with traits of each of its ancestors. At last, Apple has given substance to the ideal originally espoused by John Sculley that the Macintosh and Apple II lines should be consolidated into one cohesive family. The Apple IIgs provides a bridge between these two radically different worlds, a bond between two former suitors in competition for the attention of the industry and of Apple itself. The sight of Steve Wozniak appearing on the same stage with Jean-Louis Gassee to announce the IIgs provided a degree of irony and settled some old scores in Cupertino. There is peace again at Apple.

FUNDAMENTALS: THE TOOLBOX
The IIgs sports a whopping 128K of ROM (by comparison, the original Apple II came with about 4K of ROM and the original Macintosh was shipped with 64K of ROM), made up largely of a set of built-in assembly language routines--collectively known as The ToolBox--designed to facilitate a consistent Desktop User Interface and to make programming the IIgs a lot easier. It turns out that these are related goals, as you can imagine how many applications would use windows if every individual programmer had to code them from scratch. This approach was inspired by the Macintosh ToolBox and is

conceptually identical to it for the most part, with a couple of notable differences I'll document below.

BANKS FOR THE MEMORY
The ToolBox is made up of a series of interdependent Tools, each designed to manage specific territories within the IIgs environment. At the lowest level is the Memory Manager, whose job it is to manage the allocation of memory to anyone requesting it.

Who can request memory? The operating system; an application program; or something somewhere in between, like a desk accessory (which lives in the system but can be called by your application and run contemporaneously with it). In this case, the operating system is a new, 16-bit version of ProDos (cleverly named ProDos16) designed to run fast and to support the special features of the IIgs. When the system requests a block of memory (to open up buffers for I/O processing, for example), it identifies itself (i.e., passes its UserID) and states how much memory it wants. The Memory Manager looks around in the heap of available memory and "sets aside" a block fitting the desired size and returns a handle to the block. A handle is a 32 bit value consisting of the address of a pointer to the memory block. That is, the handle is a pointer to a pointer to the block. This double indirection will be quite familiar to Macintosh developers and works as follows: as a programmer, you want to have valid pointers to the memory blocks you've requested so that you can stuff whatever you've got into those blocks and get whatever you want out of them at any time.

The Memory Manager on the other hand has the responsibility for allocating arbitrarily-sized blocks of memory at any given time and needs the flexibility to move blocks around in memory as needed in order to be able to fill a given request. If the Memory Manager has to move a block that you've obtained in order to make room for someone else's block, you're going to wind up with an invalid pointer unless something is done to explicitly update your pointer. Since the Memory Manager doesn't want to have to keep track of what you're doing and you don't want to keep track of what its doing, the compromise that's been worked out is to create block of Master Pointers that act as middlemen in the process. The Memory Manager knows where the Master Pointers are at all times and initializes each of them to point to an individual allocated memory block. When you're given a handle, it consists of a pointer to the Master Pointer which points to your memory block. If the block has to be moved at some later time, the Memory Manager moves it and then simply updates the Master Pointer to point to the new location and doesn't bother to tell you about it. Since your handle always points to the Master Pointer, you are guaranteed to always have a valid route to your memory block.

QUICKDRAW FOREVER
The fundamental graphics tool is QuickDraw II, a set of graphics primitives based on the Macintosh QuickDraw routines (which in turn were based on Lisa QuickPort routines). QuickDraw II defines a coordinate system into which your application (as well as the system itself) will ultimately draw. Routines exist to allow you to do line drawing, area fills, polygonal drawing and filling, and many, many other associated graphic procedures. The emphasis here is on "Quick" and the flexibility is there to create your own elaborate graphic scenarios by combining the available primitives in new and exciting ways. In true Apple II tradition, it's an open system, even customizable.

YES, IT DOES WINDOWS
The Window Manager is a Tool that draws heavily on the Memory Manager and QuickDraw II to create, maintain and dispose of windows. Windows are dynamic, sizeable, moveable, objects which present data to the user. A typical window might contain text in a word processing application, or the playing field of an adventure game. Windows have a standard appearance (although you can customize them if you really feel the need), and present your user with a friendly, consistent environment. Using simple calls to the Window Manager Tool, you can create windows as needed without bothering with all of the details inherent in the allocation of memory and graphic maintenance (you don't have to redraw

the window when it's moved, for example, the Window Manager does this for you).

TOOLING AROUND

Other tools complement these fundamental building blocks in a number of ways. The Dialog Manager allows you to create Dialog boxes (special windows that ask questions of your user or present information to him or her). The Control Manager allows you to create buttons, check boxes, scroll-bars and other handy items to make user selections consistent and easy. The Menu Manager, Printing Manager, Sound Manager, and the rest of the tools provide corresponding routines for management of these and other objects, and much of your application code will consist of calls to the various tools.

FOR A GOOD TIME, CALL....

From the programmer's viewpoint, the tools are quite consistent in their calling conventions and routine descriptors. Once you've learned how one Tool works, it's quite easy to begin to understand how the others work. How do you find and call a tool? While many of them are in ROM, some remain in RAM at the time of this writing, but may wind up in future ROMs. This will be easily accomplished and totally transparent to the programmer, thanks to the notion of a Tool Locator. Macintosh developers will recognize the concept as the Trap Dispatcher. A set of internal memory tables is initialized at startup time to point to the various tool locations in RAM or in ROM. When the programmer wishes to call on a specific tool, he passes a toolset number to the Tool Locator which is used as a vector into the memory tables containing the actual tool addresses. In this fashion, RAM routines can eventually find their way into ROM and all that has to be changed is the memory table address. As a programmer, you don't necessarily know or care whether the tool's in RAM or in ROM. You pass the toolset number and let the Tool Locator figure out where to get it.

THE MAIN() EVENT

Another concept familiar to Macintosh developers is the idea of an event-driven application. IIgs applications (like Macintosh applications) are not written in the usual, linear fashion ("first do this, then do that, then do the next thing", etc). Instead, the typical event-driven application consists of one simple, "infinite" loop that continues to cycle through itself over and over again, waiting for things to happen. C programmers use a while(true) or for(;;) loop, for example, as their main event loop. Things that can happen in your loop are called events and your code typically cases out on specific types of events as they occur. For example, you might have a routine called doMouse which gets called each time your application detects an event involving the mouse. The Window Manager helps you to update your windows by "posting" events involving your windows that you can watch for and handle as appropriate. Events are the essence of your IIgs application and as you might imagine, there is an Event Manager Tool to help manage the posting and reporting of events.

ENOUGH THEORY. HOW DO I MAKE IT GO BEEP?

During its development, the IIgs was code-named Cortland, and the development system that was given to seeded developers was known as the Cortland Programmer's Workshop, or just CPW (analagous to MPW for the Macintosh). I have no idea what the development system will be called now, so I'll continue to refer to it as CPW.

CPW is a complete programming environment consisting of a 65816 assembler, a C compiler, and a Pascal compiler. When it's complete, the system will consist of a wholly integrated environment within which you can code modules in any of the 3 available languages and link them together to make up a complete application. You could write the main body of your code, for example, in C, and then code all of the time-critical portions in assembly. You might want to borrow a friend's Fast Fourier Transformation routine that was compiled in Pascal and link it in. All of this and more is possible using CPW. The Editor is smart enough to drop you back into your source file at the right place when a compile or assembly fails, and a powerful scripting ability (a very sophisticated EXEC capability) allows you to customize your

development process in an infinite number of interesting ways.

SOME ASSEMBLY REQUIRED

I said "when it's complete" because CPW is still under construction. The last version I received had a very pre-release C compiler and no Pascal, and all of the code I've written so far has been in assembly. The C is coming along rapidly now, though, and should be ready reasonably soon. Pascal hackers will have to swallow their pride and learn C or else hunker down and use assembly language. The 65816 assembler packaged with CPW is based on the ORCA/M assembler familiar to most Apple II assembly language programmers, with lots of IIgs-specific enhancements. There are at least two books that I've seen on the bookshelves regarding 65816 assembly language, one by an Apple employee actually involved in the IIgs product development (David Eyes). If you're at all familiar with 6502 assembly language, you shouldn't have any trouble picking up the 65816 language. In fact, you'll love it. Some of the major improvements over the venerable--if ancient--6502 are:

1) A relocatable zero-page! Not only can you create your own "zero page" anywhere within the first 64K of RAM, you're allowed more than one page and can change its location at run time. It might not be obvious at first why you'd want to do this, but once you see someone set up a "zero-page" somewhere in memory and then start using "zero-page" mode to access locations therein, you'll see why they did it.

2) 16-bit registers. The X, Y, and A registers are all available now in16-bit sizes, allowing more efficient handling of word-sized data (no more kludges to create 16 bit counters, for example).

3) 24 bit addressing. This means that you can now directly access 16 MB of linear RAM without bank switching (8088 programmers can pick up their jaws now).

4) New instructions and addressing modes. Among the new instructions are MVN and MVP (that's Move Block Positive, not Most Valuable Player), which allow you to do some quick, intelligent memory block moves (i.e., you don't have to worry about block overlapping); STZ, (Store Zero in memory); and a whole series of push and pull instructions for the registers. New addressing modes allow stack-relative addressing, making high-level language support a lot easier.

The 65816 can switch into "emulation" mode and emulate completely the standard instruction set of a 65C02. There will be times when this is desirable, but for the most part you'll want to run in "native" mode since most existing software will run in this mode and several times faster at that.

FINAL THOUGHTS

Developing software for the Apple IIgs can be a frustrating experience if you're used to mature, completely debugged development tools. Still, the machine and its tools are surprisingly robust compared to other, similar undertakings (ask any Amiga developer for his views on this subject). As a new developer, you'll pay the price for being a pioneer, but you'll take part in a unique evolution of some historical significance in the microcomputer industry. And of course, you'll have a great time while you're at it. Remember, the best source of information for developing IIgs software will continue to be MAUG, and specifically, the Developer's Forum so check in regularly. I'll be uploading source code and development tools from time to time and Apple will continue to have an official presence on the board. Enjoy!

APPLEWORKS SIG

The SIG will not be having any meetings for the next few months watch the newsletter when the next Sig meeting will be held and the location. If you have an interest in this SIG talk to Detlef Adolff at the next meeting.

MODEM MGR PROVIDES COMMUNICATIONS FOR APPLE COMPUTERS

MGR Software
305 S. State College Blvd. #101
Anaheim, CA 92806
714/993-0294

Operating Systems: Apple DOS 3.3 and ProDOS.
Media: Requires single disk drive.
Copy Protection: None.
Required Peripherals: Modem.
List Price: $50

Reviewed by Brian D. Monahan

Modem MGR comes on three double-sided diskettes (six sides total). Three sides provide the DOS 3.3 version, and the other three provide the ProDOS version.

A comprehensive 284-page manual with a 17-page index is provided in a looseleaf binder. Although some preparation usually is required before installing a modem and running a communications package, this manual's first chapter provides a quick-start guide for those who feel they're ready to begin communicating immediately. A menu-driven install routine quickly configures the program to your system.

Modem MGR supports receiving and transmitting text or data via a modem or a direct-wired connection. It provides easy user access to modem features such as dialing, answering, hanging up, switching baud rates and changing communication parameters. Available default settings let users communicate easily with most information services, but the program provides full facilities to change settings.

The variety of program options allows users to communicate easily and effectively. A capture buffer is available. When it's toggled on, received characters will be stored in that buffer, and the contents may be saved to a disk at any time. Similarly, a file may be read into the buffer from disk and then edited, printed or sent to a remote computer. Files may also be deleted from disk, and a disk catalog may be obtained at any time. The ProDOS version also permits the use of disk prefixes.

Modem MGR easily accesses an attached printer that may be toggled on and off. A small 1024-character printer buffer is provided so small files may be printed while the computer remains in use. Of course, the capture buffer makes it possible to save incoming data to a disk for printing after going offline. Since data can be captured in a buffer far more quickly than it can be printed, this feature can reduce connect charges for those who communicate with commercial information services.

The program provides other attractive features as well. For example, the user may set up a disk file of names and phone numbers. That file may be used to dial directly from the keyboard. Modem MGR also provides an extremely useful full-screen text editor that includes many features of program editors or word processors. It may be used to edit captured text or text about to be sent.

The ability to develop macro script files is among the more sophisticated features, yet the process is easily learned. Such script files can perform often-used sequences of commands, such as logging on to information service. Any series of commands that can be executed from the keyboard can be stored in a script file.

File transfer is most important in any communications program. I successfully transferred ASCII files files to and from CompuServe and on our college's computer system without difficulty. The program supports the transfer of any type of DOS or ProDOS files with a special Modem MGR protocol.

The program also supports the ever-popular Xmodem protocol. However, using Xmodem with CompuServe proved unreliable on several occasions, which isn't uncommon when a particular Xmodem implementation isn't able to compensate for busy-period slowdowns typical of information services.

At its price, Modem MGR is an excellent value. There's even unlimited telephone support for two months after purchase and one call per month thereafter. Modem MGR is easy to use, yet those with experience will find that it includes enough advanced features to satisfy their needs.

```
Treasurers Report          April 87
=====================================
Previous Balance              1556.70

   Membership                  252.00
   Monthly Dom's                72.00
---------------------------------------

Total Revenue                  324.00

Expenses
   Refreshments                  0.00
   Operational Expenses         2.00
   Capital Expenses             0.00
   Newsletter + Stamps        115.58
   Disketts                    45.00
   Other Club Membership        0.00
   Rent                         0.00
   Prize Fund                   0.00
---------------------------------------


Total Expenses                 162.58

Net Income                     161.42
---------------------------------------


Ending Balance                1718.12

John W Sandora
```

CHICAGO AREA BBS LIST

From: TBBS The Computer Guild, (312) 640-7980
Directory of Chicago Metro Bulletin Board Systems
February 24, 1986 Edition
Copyright <c> 1986 by: Richard J. Sonka
  Used with Permission.

'code' is <hours><UART><max speed><hours>:
1 - 24-hours per day, 7 days per week
% - Part-Time: 7pm-7am weekdays, 24 hrs on weekend
& - Part-Time: 7am-6pm weekdays, 24 hrs on weekend
= - Part-Time: 7pm-7am, 7 days per week
+ - Part-Time: 7am-6pm, 7 days per week
  <max speed>:
3 - 300 Baud only operation supported
1 - 300-1200 Baud operation supported
2 - 300-1200-2400 Baud operation supported
  <UART>:
7 - UART = 7-1-Even Parity
8 - UART 8-1-No Parity

  <System codes>:
ABBS Apple Bulletin Board System (Apple based)
AMIS Atari Message Information System (Atari based)
CARN CARNIVAL Bulletin Board (Atari based)
CBBS Computerized bulletin board system (CP/M based)
CCBS Commodore Computer BB (C-64 based)
CCMS Computer Conference Message System (S100 based)
COCO Color Computer BB (TRS-80 based)
CONF Conference Tree System (Apple based)
DIVD Diversi-Dial Multi-User System (Apple based)
DYM. Dial-Your-Match (Apple or C-64 based)
ERAC ERAC BBS (TRS-80 based)
FIDO FidoNet International BBS Network (MS-DOS based)
FORE FOREM Message System (Atari based)
FRON Frontier BB (TRS80 Model 100 based)
GBBS Apple-Based BBS (Apple)
IBBS PC BBS (IBM-PC & Compatibles)
JNET PCjr BBS (IBM-PCjr based)
MAC. Macintosh BB (Macintosh based)
MCMS Micro Computer Message System (TRS-80 based)
MUSR Muser Multi-User System (Apple Based)
NBBS North Star BB (NorthStar based)
NET. Net-Works Communications System (Apple based)
NEWS News and Message Service (TRS-80 Mod-16 based)
OABB Other Apple BB (Apple based)
OTBB Other TRS-80 BB (TRS-80 based)
PMS. People's Message System (Apple based)
RBBS Remote PC BB (IBM-PC & Compatibles)
RCPM Remote CP/M BB
TBBS The Bread Board System (TRS-80 & MS-DOS based)
TIBB Texas Instruments BB (TI99/4a based)
UBBS Universal BBS (Apple based)
UNIX Unix BBS (PC based)

.>Hours, 1=24, other codes in msg 16
/.>7/8 data bits, no parity
//.>highest speed (3)00, (1)200, (2)400
///

type	-number-	%%%	location-description
ABBS	232-8804	173	Geneva-Greyhawke
ABBS	432-2396	171	Highland Park-The Looney Bin
ABBS	653-2560	%73	Wheaton-The Who Cares? BBS
ABBS	764-1699	%73	Chicago-West Rogers Park ABBS
ABBS	798-9150	%73	Homewood-The Phoenix
ABBS	884-0061	173	Schaumburg-The Game Master BBS
ABBS	973-2227	+73	Chicago-Rogers Park ABBS
CONF	942-0089	173	Chicago-The Conference Tree
DIVD	284-6124	183	Chicago-The ASCII Connection
DIVD	968-4820	183	Darien-Kaleidoscope
DIVD	969-1145	183	Downers Grove-Cross Talk
GBBS	254-7436	171	Chicago-The Command Module
GBBS	386-0499	173	Oak Park-Blue Skies
GBBS	498-1809	%73	Northbrook-Androzoni Major
GBBS	528-5020	172	Chicago-Ripco
GBBS	774-0202	173	Chicago-The Music Box
GBBS	964-9517	173	Downers Grove-Treasure Island
GBBS	967-0848	173	Skokie-Armageddon
GBBS	815-729-0188	173	Joliet-The Dark Castle
MAC	293-0199	%82	West Chgo-Growers Xchange
MAC	295-6926	182	Lake Forest-MACropoedia
MUSR	759-9191	183	Lemont-The Bunker
MUSR	964-9517	183	Downers Grove-Your Imagination
NET	233-8327	%73	Chicago-Double Take II
NET	323-3741	173	Hinsdale-The Chipmunk
NET	355-4783	183	Naperville-Camelot
NET	546-6577	173	Round Lake-NICBBS
NET	774-2035	%73	Chicago-The Greek Inn
NET	963-5384	%73	Downers Grove-Apple Juice
OABB	228-1495	173	Elk Grove-The Micro Co-Op
OABB	334-1564	173	Chicago-The Hotel
OABB	342-6919	%73	Chicago-Meeting Places
OABB	424-2882	%73	Oak Lawn-Bob & Dan's BBS
OABB	459-7857	%73	Wheeling-Nite-Owl Special
OABB	577-0169	%73	Arlington Heights-The Magic Shop
OABB	787-7865	171	Downers Grove-The Golem
OABB	852-8980	%73	Downers Grove-The Time Winds
OABB	882-2926	173	Roselle-CODE/BBS
OABB	991-4523	%73	Palatine-Middle Earth
PMS	235-3200	%83	Chicago-Chicago Public Library
PMS	286-0608	183	Chicago-COPH 2
UBBS	225-9138	183	Chicago-The Women's Room
UBBS	295-7449	183	Lake Forest-The Thieve's Guild
UBBS	303-1479	183	Rolling Meadows-Photography BBS
UBBS	433-4563	182	Highland Park-Universal
UBBS	446-3898	%83	Winnetka-The Junction
UBBS	564-8148	183	Northbrook-Aastrad
UBBS	623-2226	181	Waukegan-Waukegan Public Library
UBBS	677-5955	183	Skokie-Marvin
UBBS	685-9573	181	Chicago-Apple Net
UBBS	728-4069	183	Chicago-The Lazy Dragon
UBBS	729-8768	182	Glenview-The Rest of Us
UBBS	755-6264	182	Chicago Hts-Apple Tree
UBBS	946-6841	183	Beecher-Byte Back
UBBS	972-1974	183	Bolingbrook-The Unknown BBS

Ward & 545-8086
Randy

6

The special this month was a guest review. A guest review means that a member takes a disk home, reviews it, writes an article on it, then returns it. Some disks will be handed out in the near future for reviewing.

This review was wrtitten by Bruce Mansfield.

Many of you have been wondering "when are those DAUGs going to put out something useful (again)?" You meant to say "again", didnt you? Well, here it is -- two sides of utilities, something for everyone... well, anyone who uses Prodos, in general, or in private. Major portions of our disk offering this month include programs which add M-O-R-E commands to the Prodos Kernel... like TYPE, to look directly at a textfile from BASIC, or COPY to copy files. Other commands are available here, too.

Remember those slick menu programs for DOS 3.3? Well, we've now got 'em for Prodos (some are really good, too!).

Appleworks users can now have fun accessing ADB files from BASIC, creating ADB files of catalog listings, and reviving their beloved Appleworks program when it crashes (we'll provide you with the FULL explanation and instructions -- Look in last months news letter, or print the word processor article found on the Feb. special). For those of you who simply must have a PRODOS block editor, we've got several of those, too. (If you have to ask, you probably dont want one of these, but weve also got...) Something for those of you who are into golden oldies -- Perpetual Calendar has returned.

Modem people who want to can now squeeze files or remove carriage returns at the ends of down-loaded lines. If you get tired of that, you can run the programs backwards, to unsqueeze or add carriage returns for BBS.

Apple widow(er)s will want to buy this disk for the now much-celebrated "OPEN.LETTER" program. If I had more space I'd mention the programs that allow you to change the Prodos time settings.

--Ed. note: I'm a-maized at all the corn in this article, its a good thing the programs on this disk are written better.

=== DAUG Disk of the Month # 70===

We've had all sorts of different types of disks. Single sided doms, double sided doms, data doms, non-booting doms, doms that create more doms, and a few normal doms. Well this month we have a demo dom.

The demo is called Mousetalk. This is a modem program. There are a few limitations though. The program will not save files, or save your setup. It also has a limitation on the amount of characters you can recieve.

The Daug menu, or picture has not been added, so when you boot the disk the program will run itself. It has all sorts of help menus built in, and is all menu driven. If you have an Apple][,][+, or unenhanced][e this program will not work. If you use it on a //c or][gs, or enhanced][e you will have no problem. The keyboard, or mouse is used to move the cursor around, and most modems are supported.

You start by entering your set up information. After entering the info., select done, and you are in the main menu. Pulldown the menus, and select your choices. Dialing is done by the program, and can be set for automatic redial.

If you need some numbers to call, look in the newsletter in the next few months. Some bulletin board numbers will be put in the newsletter.

After you have reached the maximum allowable characters, it displays all the rest of the characters as lower case 'd's. This is a little annoying, but after all this is just a demo. Most people will have to be hooked up a while before they reach the maximum.

You may be thinking, 'this just a demo, why buy the original? well the original is over a $100.00, and would you want to buy a program at that price without trying it first?

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 of 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.
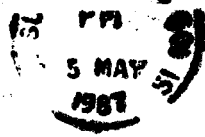
Al Hilliger
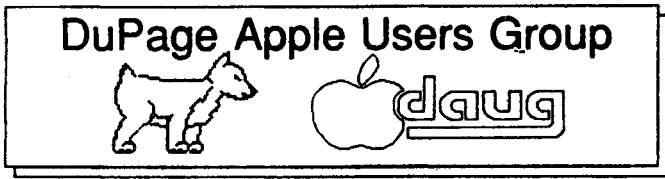
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Stores that sell merchandise to everybody at a discount are not
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C B M Computer ,St.CharlesRdandRoute83,Elmhurst(530-1125)-15%
C B M Computer , 7 S LaGrange Rd, LaGrange (352-4700) -- 15%
Farnsworth 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%
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