

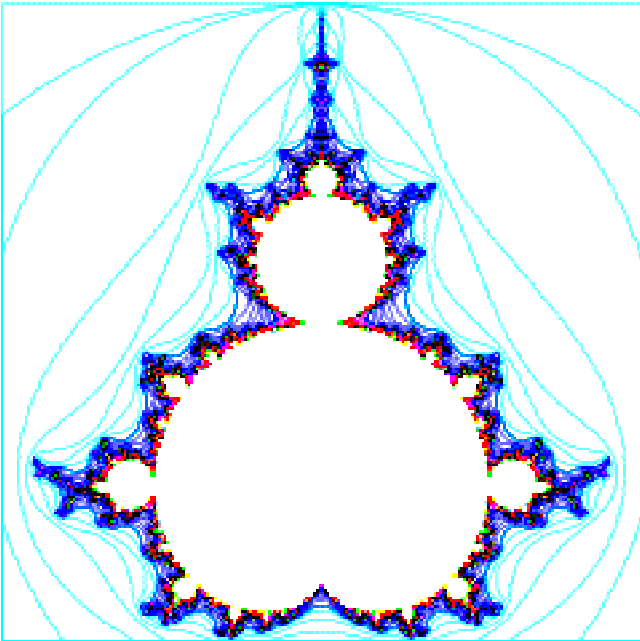
# *AppleSauce*

March 1994

## **The Cover**


The Mandelbrot set yet again. The image was generated by Mandelzot, then treated with Photoshop's Find Edges and Invert commands.

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# ***AppleSauce*** this month...

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**Peter J. Carter**

March 4th is an important evening for the club: the 1994 Annual General Meeting. Peter has a few words on his page. Do be there to have your say in the running of the club for the next twelve months.

March 14th is an important day too. We might have something at the April meeting, certainly something at the May meeting, to show for it.

March 24th is another date for your diary. At 7:30 that evening SBS Television begins a 24 week series on computing, and we have a press release from SBS promoting it. It promises to be well worth watching. In 1982 the BBC ran a similar series, and sponsored a machine (Acorn's BBC Micro) to go with it. Fourteen years later SBS is spared that need.

The item on RAM Doubler in last month's edition led to a lot of interest. At that stage, what was in that piece from TidBITS was all we knew about it, but Firmware Design has since announced that it is the Australian distributor. It may be on resellers' shelves by the time you read this, RRP \$149. You may care to try it and review it for *AppleSauce*. Other new items of software are Apple-Script 1.1 and

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HyperCard 2.2, which works in colour and with AppleScript. There's a short review of an AppleScript book on a later page, and HyperCard 2.2 is listed in the AAPDA catalogue at \$190.

Another item in the February issue to stir many questions was Kris Kennaway's piece on Internet. Many members have been asking about modems and communications in general, so it's probably time for something on that subject: look for an article in a forthcoming edition. Apple ][ members will have BBSs as the topic for their May meeting, so that may answer lots of questions (perhaps some Mac members will sneak across). Other clubs have their own BB systems. Should we have one? Should we share with a group like AVMUG? Something to think about for the future.

Internet, or rather my connection to it through Nexus, went haywire a week or so ago, with various inward and outward messages 'bouncing.' A couple of issues of TidBITS didn't arrive. I've resubscribed and managed to get one back issue.

One of the main items this time is the complete set of questions and answers from the Mac Trivia Quiz, ably compiled and presented by Robert Maurmo. 'A good time,' as the saying goes, 'was had by all', so we may well have another quiz early next year.

Read on...

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# Presidential Pen

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## **Peter Jenkins**

You may wonder what your committee does. We hold a committee meeting on the second Friday of the month, so committee members are generally busy for at least two Friday evenings per month. At the committee meeting we conduct the business of the club. Activities such as planning, decision making, allocating tasks and exchanging information take place.

In order to provide the services which we offer to our members, your committee has defined specific positions of responsibility for certain tasks. The magazine editor publishes *AppleSauce*. The Apple ][ and Mac program coordinators organise the program of events for the meetings. The Apple ][ and Mac disk librarians prepare, duplicate and sell public domain disks. The Apple ][ and Mac magazine librarians lend computer magazines at meetings. The Mac training package curator hires out training packages. The supper organiser does just that, and so does the ribbon reinker. New member liaison officers make new members and visitors feel welcome. The special interest group coordinators organise the activities of SIGs. Some of these duties, such as disk librarian, are shared by more than one person. Whilst some of these

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activities take place at the monthly meeting, others are mostly performed between meetings.

If you would like to be involved in this work, then consider nominating for the committee. You can do this at the AGM on 4 March. If you can't attend the AGM but would still like to nominate, let any committee member know beforehand. By the way, don't be afraid to attend the AGM because you think that you might be forced on to the committee. That wouldn't happen because our club always has enough willing nominations.

Alternately, you may wish to help provide services to other members without joining the committee. If so, let us know on the night or before. We are very pleased to receive such offers of assistance.

Whether you are committee member, a helper, or an "ordinary" member, we are always seeking new ideas, fresh perspectives and feedback. We want provide something for everyone, and to know that it's what you want.

So nominate, volunteer, or give us ideas and viewpoints!



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# The Big Byte

Premieres March 24th, 7:30 pm on SBS Television

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## **Louise Rust**

In today's world new technology is constantly influencing and changing the way we live.

Most aspects of our daily lives — social, business and personal — are affected by the microchip and the rapidly emerging world of micro processing.

Now SBS Television presents **The Big Byte**, a new program which sees the return of Basia Bonkowski to the network, and aims to inform, reassure and guide people through the often murky waters of this confusing environment.

**The Big Byte** will explain in layman's terms the latest developments in computer technology and telecommunications. It will demonstrate the ways in which people worldwide are using computers to enrich their lives in the

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quest for knowledge, profit and artistic expression.

The 26-part series will be fun, fast moving and accessible family television, designed to guide the novice and update the enthusiast on the uses and misuses of personal computers, fax machines, cellular telephones and the dizzying array of hardware and software in the context of the worldwide shift to digital information.

The program will conduct on-air consumer reviews rating new product as it becomes available to the public; take a hands-on view of software packages that separate hype from reality; and look at trends and developments that could save you time and money.

**The Big Byte** is a series about people — people whose life stories interact at the keyboards which service their special and peculiar interests. These stories will range from the light, amusing and off-beat to the heartfelt, inspiring and triumphant.

**The Big Byte's** studio reporter will be Basia Bonkowski, former presenter of SBS's popular music program Rock Around the World (1981–85), who has more recently worked for commercial networks 10 and 7.

Basia and the show's three globe-trotting reporters will file reports on the

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latest happenings in the technology industry from all quarters of the globe.

Segments from Europe and the UK will be filed by former Beyond 2000 reporter Simon Nasht, while SBS's Maeve O'Meara and New Zealand-based newcomer Phil Keoghan will both report on the Asian, Pacific and North American regions.

These reports will be accompanied by regular studio segments including NewsBytes, covering general news; Games, road-testing the latest computer games; Gadgetree, about the hardware; Software, about new product and its development; and Computer Illiterate's Survival Guide, which explains the complex and jargon-laden world of PCs.

The production team will be headed by Philip Gerlach, former executive producer of Beyond 2000, and backed by a highly qualified group including Story Producer Geoff Ebbs, a former editor of respected computer publications *PC Week* and *PC User*.

'**The Big Byte** will be a wonderful evolutionary juggernaut guiding the beginner through the dizzy labyrinth of computers and providing the believer with a constant window to the changing world of technology,' explains Series Producer Giampaolo Pertosi.

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‘We will also practise what we preach with virtually everything about The Big Byte — its script, graphics, music, titles, bumpers and editing — will be generated on computers.’

In bringing together SBS Television, TVNZ and Murdoch’s Star TV, **The Big Byte** has captured the leading broadcasters in the Australasian Pacific Region. It is expected the series will have an initial audience in excess of 40 million people every week.

*Louise Rust, of Rust and Rust Communications, is **The Big Byte**’s Unit Publicist*

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# The Mac Trivia Quiz

All the Questions and answers from the February Meeting

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**Compiled by Robert Maurmo**

## **Game 1**

Q. What keys are pressed at startup to rebuild the desktop?

A. Option & command

Q. What information do you lose during this process?

A. Get Info comments

Q. How do you startup without control panels and extensions?

A. Hold shift key

Q. How do you eject the third floppy disk drive?

A. Shift command zero. One answer was 'Pray'

Q. From the Finder one might close all opened windows by?

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A. Option click a window close box

Q. From MS Word 4 or 5 you can open any file by?

A. Shift open

Q. Apple's Extended Keyboard has how many function keys?

A. 15

Q. What does ADB stand for?

A. Apple Desktop Bus

Q. What was the nick name of the 512K Mac?

A. Fat Mac. One answer was 'Toaster'

Q. What is the diameter of a CD-ROM disk in cm?

A. 13.335

## **Game 2**

Q. The Lisa computer was renamed to what?

A. Macintosh XL

Q. What was the first version of the Finder which could find a file?

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A. 7.0

Q. What does SCSI stand for?

A. Small Computer Systems Interface

Q. What does LAN stand for?

A. Local Area Network

Q. What was Apple's first speech program called?

A. Macintalk

Q. Besides selecting a printer driver what else can the Chooser DA do?

A. select a port/select background printing/select a file server

Q. What does BBS stand for?

A. Bulletin Board Service or System

Q. Under System 7 how do you locate an original from an alias?

A. Get info of alias & click find original button

Q. In various applications the TAB key moves the cursor forward. To reverse you press?

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A. Shift tab

Q. On the Macintosh 128 (in 1984) the Finder version was?

A. 1.1g

### **Game 3**

Q. Which font is included in all Macintosh ROMs?

A. Chicago

Q. Excluding ClarisWorks, name two other integrated programs?

A. MS Works, GreatWorks, WordPerfectWorks, BeagleWorks

Q. What does WYSIWYG stand for?

A. What You See Is What You Get

Q. Name five programming languages:

A. BASIC, Pascal, C, COBOL, FORTRAN, LISP, Logo, Smalltalk...

Q. What does the shutdown function do to the hard disk drive?

A. Parks the head

Q. The storage device term called WORM stands for?

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A. Write Once Read Many

Q. Approximately how many words can a 1.4 Mb diskette contain?

A. 250,000

Q. Name four ways to store computer information so that it may be retrieved?

A. Floppy disk, hard disk, tape, magneto optical, optical, DAT tape, paper tape, punched card...

Q. What do you call CDEVs in System 7?

A. Control panels

Q. What is a Light Amplification by Stimulated Emission of Radiation printer?

A. Laser printer

## **Game 4**

A. Name the five LC model Macintoshes released by Apple Computer?

A. LC, LC II, LC III, LC 475, LC 520

Q. How many keys are on the Apple Keyboard II, excluding the power key?

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A. 80

Q. To the nearest kilogram, what does a Macintosh 21inch Colour Monitor weigh?

A. 36 kg

Q. What is the data transfer rate for the AppleCD 300?

A. 300 K per second

Q. What is the processor speed of a Quadra 950?

A. 33 MHz

Q. In draft mode how many pages per minute can a StyleWriter II print?

A. two

Q. What is the latest version of FileMaker Pro for the Mac?

A. 2.1

Q. What was the first word on the front cover of the December 1993 issue of *AppleSauce*?

A. South

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Q. From the same *AppleSauce* magazine how many “business card” ads were published for free on the inside back cover?

A. six

Q. In *AppleSauce* what page does the club information appear on?

A. four

## **Game 5**

Q. Briefly name three things Apple’s PowerCD can do?

A. CD-ROM, Photo CD, Audio CD

Q. True or False: The current low end PowerBook is the 145 model.

A. False (145B)

Q. What does RGB stand for?

A. Red Green Blue

Q. How much ROM does the current Newton have?

A. 4 MB

Q. Name the two ports on a Newton?

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A. AC power port and serial port (plus IR)

Q. The latest version of HyperCard is?

A. 2.2

Q. What does PMMU stand for?

A. Paged Memory Management Unit

Q. Who wrote MacPaint version 1.0 ?

A. Bill Atkinson. One answer was 'Lost in Space'

Q. What sort of program is 4th Dimension?

A. Programmable relational database

Q. What does OCR stand for?

A. Optical Character Recognition

## **Game 6**

Q. What are the four members of the Motorola 680x0 series microprocessor chips used in Macintosh computers?

A. 68000, 68020, 68030, 68040 (not used 68010)

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- Q. Name four PostScript fonts built into most Apple LaserWriter printers.
- A. Avant Garde, Bookman, Courier, Helvetica, New Century Schoolbook, New Helvetica Narrow, Palatino, Symbol, Times, Zapf Chancery, Zapf Dingbats
- Q. The number of pins in an ADB plug is 4, 5 or 6?
- A. 4
- Q. The number of pins in a SCSI plug to fit the SCSI socket on the back of a desktop Mac is 15, 21 or 25?
- A. 25
- Q. The number of pins in a plug which fits the printer or modem sockets on Macs from the Mac Plus on is 6, 8 or 10?
- A. 8
- Q. The number of pins in a standard SCSI plug, to fit most SCSI devices is?
- A. 50
- Q. What keys do you hold down to force quit a hung program with System 7 (three keys)

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A. Command option and escape

Q. What keys do you hold down to capture a picture of the computer screen.

A. command shift and 3

Q. True or False: two radio buttons in a set can be selected at the same time.

A. False

Q. True or False: a RAM disk operates in the same way as virtual memory.

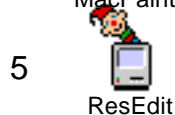
A. False (they are almost opposite)

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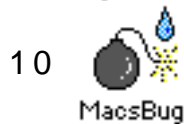
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## GAME 7



## GAME 8



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# The Scorecard

Team	A	B	C	D	E	F	G	H	I
Game									
1	6.0	6.5	3.0	9.0	8.0	7.0	8.0	7.0	7.0
2	9.0	5.0	4.5	7.5	7.5	9.0	10.0	6.0	7.0
3	9.0	7.5	8.5	10.0	8.0	8.0	9.0	7.0	7.5
4	6.5	4.5	1.5	5.0	6.0	5.0	7.0	5.0	6.0
5	9.0	6.5	2.5	5.5	4.5	6.0	10.0	5.5	5.0
6	8.0	4.5	6.0	10.0	8.0	9.0	10.0	8.0	9.0
7	5.0	8.0	3.0	6.5	7.0	9.0	7.0	4.0	8.0
8	9.0	9.0	2.0	7.5	9.0	10.0	9.0	2.0	7.0
Team Totals	61.5	51.5	31.0	61.0	58.0	63.0	70.0	44.5	56.5
Team Average	7.69	6.44	3.88	7.62	7.25	7.88	8.75	5.56	7.06
Ranking	3rd			4th		2nd	1st		

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# Derrick Schneider:

## *The TAO of AppleScript*

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### **Michael Coleman**

Up until the *The TAO of AppleScript*, most books I've read on the subject either assumed you knew it and the book was there to refresh your memory, or it simply went above my head. So it was nice to find a book written in layman's English. The book itself is a tutorial and not a reference (and thus hard to skim). To get any real benefit you must work through the text. However, don't let that deter you, the examples are very simple and gradually increase in complexity. (Some people may find this annoying because it forces you to read the book in sequence).

The book is easy to read and is aimed at people with little or no programming experience. It explains most of the AppleScript jargon in simple terms, as well as programming concepts such as loops and if statements. Those with experience in C or HyperTalk may find some parts a bit slow. The book can be divided into four parts: a tutorial, a (very) brief reference, a list of

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some applications that support AppleScript, and a glossary of terms.

One of the nice things about the book is the software you get with it. The software includes AppleScript (of course), StuffIt Lite, and a mixture of other things to play with. The good thing about the software is that you use it to write scripts to perform useful things. For example, you could write a (drag and drop) script to automatically create aliases and put them into the Apple menu folder, or automatically compress a file each time it was put in a particular folder and automatically decompress it when was dragged out again.

In summary, *The TAO of AppleScript* is a good introduction to AppleScript and is well aimed towards the novice user. It by no means covers the subject fully; its aim is to get you started (and does this very well). However, if you're fluent in AppleScript this book is perhaps a bit too basic.

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# New Apple Technologies

More from the US Macworld show

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**Adam Engst**

## **QuickDraw GX**

I'm not a printing fiend — it took me over three years to finish off the toner cartridge that came with my laser printer. So, I have less enthusiasm for QuickDraw GX than I'm sure many people do. In brief, QuickDraw GX is a long-awaited rewrite of how the Macintosh handles device-independent display of fonts and graphics along with a more powerful printing architecture. Those who print constantly will appreciate queue control and a completely redesigned print dialog box. QuickDraw GX has improved color management technology to ensure that colors are consistent across different output devices and other Macs. Along with improved low-level graphics functionality for developers, QuickDraw GX includes more advanced typographical capabilities, automating the process of dealing with line spacing, kerning, ligatures, and the like.

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Perhaps the most interesting new feature in QuickDraw GX, which I had not heard about before Macworld, is the capability to create portable documents. As far as I can tell, you can essentially print to a special file that QuickDraw GX can then display properly on any QuickDraw GX-equipped Mac. This sounds exactly like what Adobe, No Hands Software, and Farallon have done with Acrobat, Common Ground, and Replica, respectively, except for the fact that it would be built into the system software. I haven't heard anything about cross-platform capabilities for the portable documents, but Apple would be foolish not to create some sort of limited reader for DOS and Windows. Of course, they may avoid doing that purely to avoid the competition with the existing portable document architectures, not that any of them have wowed the market.

## **Apple Interactive Help**

Of all of the new technologies features, Apple Interactive Help has the most promise in terms of helping the most Macintosh users. At the same time though, it is the least impressive and seemed to be more highly touted than its capabilities warranted. Admittedly the Apple person gave a lame demo, but perhaps there wasn't anything cool to show.

As far as I could tell, Apple Interactive Help is a system level text browser

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offering ‘how do I?’-oriented questions and answers. You can search or browse through it, and if you wish, create your own help databases. However, I saw no indication of interactivity other than the fact that the user could search in it, and I saw no indication of context-sensitivity that would allow it to suggest answers to your unspoken questions. I don’t want it making suggestions without being asked, since there’s no accounting for personal methods of working, but it seems that we’ve advanced sufficiently that we can go beyond balloon help and little help browsers.

I may have suggested this before, but I’d like to see the concept of user level in help. Balloon help bugs me because it’s so stinking persistent — listen to it and you’d think that I didn’t know that I was pointing at an inactive window after years of using a Macintosh (and yes, I know how to remove those messages). If only we could code help balloons, and now sections of the Apple Interactive Help database, such that they would appear once no matter what level, but then only appear if they were judged to be of interest. So, for instance, I would see the balloon telling what Open does once, but never again. However, the balloon informing me what the modifier keys go with an obscure menu item would continue to pop up until I explicitly dismissed it.

## **Macintosh Drag and Drop**

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One of the most interesting features in Word 5.0 was drag and drop editing. I was an initial skeptic but now admit that it works well. (I use it all the time in Nisus.) I believe some high-end graphics and layout programs enable you to drag and drop graphics and text blocks from one document to another rather than forcing you to use copy and paste or the Scrapbook. Macintosh Drag and Drop takes these ideas and implements them to the hilt, so you can drag and drop text and graphics from one application to another. Of course, for those of you who have yet to convert to the religion of multiple monitors, it may be difficult to view both documents on screen at once. Apple helps you with this by letting you drop a selection on the Finder, to create a Clippings file which you can later drag into a different document window. Barring the problem of screen real estate for many people, I have high hopes for Macintosh Drag and Drop.

## **OpenDoc**

Last, but most certainly not least, Apple showed OpenDoc. I cannot hope to do OpenDoc justice in this small space, but the idea is that it provides a document-centric interface with applications appearing only as tools (think ClarisWorks). As it initially stands, you can create a document in any OpenDoc-savvy application (being a container is the easiest level of savvyness

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and theoretically requires almost no code changes, whereas later levels may require almost complete rewrites) and then use any other application or part of another application that knows about OpenDoc as a tool within the first.

At a basic level, OpenDoc works much as Microsoft's OLE does today, where you can embed an Excel spreadsheet in a Word document, and clicking on that spreadsheet launches Excel, as though you opened an Excel worksheet from the Finder. However, instead of a behemoth like Excel, eventually we'll see tiny applications, or tools, that do specific tasks. The big issue here is that programs must be rewritten to work in this fashion, and in theory large companies with big programs (WordPerfect, as one of the early OpenDoc supporters, will probably face this soon) will break programs into different tools that the user can use in any OpenDoc application.

What difference will OpenDoc make to us users? WordPerfect and friends (although I seriously doubt that Microsoft will support OpenDoc, since they see it as competition for OLE) will probably continue to sell large, expensive packages of many modules that combine to offer the same features as the behemoth programs of today. My hope is that these programs will instead be split up so that you can purchase a set of the necessary modules and fill

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out your collection with modules from other vendors that work better for you. If priced properly, this technique should lead to cheaper or similarly priced complete solutions, but the solutions will be customized and better suited to specific tasks. In an equally ideal world, small developers will sell modules that are highly tuned for specific tasks, in contrast to the checklist-pleasing modules that the large companies ship. I hope that small developers stay in business in this way, but frankly, I'm concerned since the tasks of marketing, selling, and supporting a module may be too great for a small developer to bear, even if she can produce a tremendously cool module. The only hope for such developers might be to go completely electronic, since the Internet amplifies the individual and enables a single person to do the marketing and tech support work of many.

In any event, I'm rambling slightly, because even though Apple showed some OpenDoc code running, it's still difficult to get a sense of how well it will all be implemented in the end, or if the market will change to accept OpenDoc. Sure, IBM, Novell, Taligent, Oracle, and Xerox are also OpenDoc supporters, but since when has an industry alliance meant squat for creating something that works, and that works for a large number of real users?

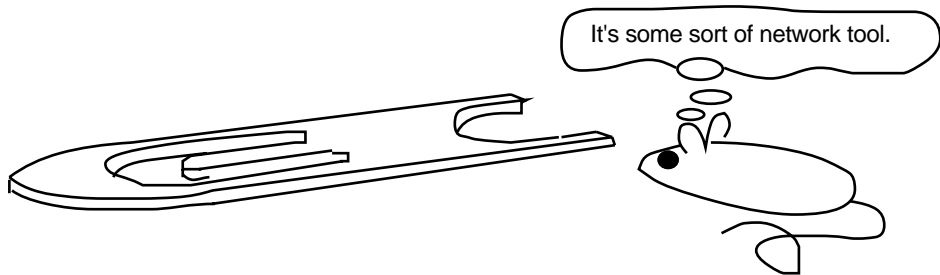
*Adam Engst edits TidBITS, a weekly Internet newsletter devoted to the lat-*

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*est in the Mac world.*



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# New Technology Comments

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**Robert Hess**

robert\_hess@macweek.ziff.com

Some comments on things you've (ie. Adam Engst) said recently about upcoming Apple technologies. In regard to QuickDraw GX, you left out the coolest thing about QuickDraw GX. Its replacement for the PrintMonitor is the coolest, most mind-blowingly wonderful thing I've seen in a long time (oh, yeah, even cooler than ultraSHIELD or RAM Doubler).

Forget the desktop printers... that's old hat, available in PrintJuggler and Leonard Rosenthol's DTPrinter. Here's a scenario any businessperson would love:

You print a 100-page document from Word, which goes to the new QuickDraw GX spooler instead of PrintMonitor. You quit out of Word. There, in the Finder, are icons representing your favorite printers. One icon shows that it is busy printing your 100-pager. You double-click on the icon and it shows (within the Finder) an informative window telling you what's going

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on, where in the job it is, and so on. Content, warm, and fuzzy, you go to lunch.

When you return, pages 1 through 50 are sitting in the printer bin. You look under the printer and see someone has kicked the LocalTalk box out of the wall. The box is damaged and will take a few hours to repair. If you had been using PrintMonitor, you staple ll 50 pages to the body of the person who did this since you would have to reprint the entire job AND wait for the printer to be fixed.

Instead, you keep those 50 pages. You go to your Mac, open the printer info window (which tells you there was a weird problem with your job), and double-click on the document you halfway printed. SimpleText (the cool replacement for TeachText) opens and shows an image of your document. You scroll to page 50 and compare it to the last page that actually printed. They're not the same; it seems you have some extra pages numbered 'i, ii, iii, etc.' at the start of your document, so what says '50' at the bottom isn't really the 50th page. The last page that physically printed was page 57 of the spooled document.

You quit SimpleText, click on your spooled document, drag it to another printer in the building and tell it to start printing not from page 1, but from page 58.

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Life is good.

As far as Apple Interactive Help goes, Apple should have shown you the demo they showed developers at WWDC (World-Wide Developers Conference).

Essentially, Apple Help can use an application's intelligence along with Apple events to lead the user step-by-step through a complex task. Apple Help can even confirm that the user has completed a step correctly and can automatically go on to the next step.

A developer can build functionality into Apple Help. One example Apple uses: in response to the question, 'How do I change the level of my Mac's volume?' Apple Help can either tell you how to do it, show you how to do it or provide you with a 'louder' and a 'softer' button to do it without even leaving Apple Help.

If a developer is willing to invest the time, Apple Help can do almost anything you can imagine.

Finally, OpenDoc. Apple's most touted hope for OpenDoc isn't that it lets you work on many components within a single document; OLE gives you that. Apple's hope is that developers can quit being forced by the competi-

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tion of other developers to spend time and energy working on features which aren't in the immediate realm of the programmers' skills, and instead can work on the specific tool they wish to develop.

The best example of the need for this can be seen in any mainstream word processor or integrated package. Some people might say Word is the best text processor on the planet, but I'll bet you would have a hard time finding anyone outside Microsoft who thought Word was also best at tables, page layout, indexing, and formulas.

OpenDoc will let a user pick the best text processor, the best table editor, the best page layout application, the best indexer, and the best formula editor from a wide variety of vendors, and make them all work together despite the fact their programmers have never met, never spoken, and probably don't get along. And the developers of each of those components can focus on developing the one component they can write better than anyone else, and that's all.

Developers don't have to start from the ground and work their way up in developing OpenDoc components. They can retrofit existing code (especially if it's written in C++) fairly easily. If anything, the dramatically reduced size of 'applications' should reduce development and testing times.

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# Macintosh System Enablers

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## Adam Engst

The information below comes directly from Apple Computer, and although not exactly new (the list was updated as of 03-Nov-93), it is still current. I won't pretend that it's terribly interesting to read, but I consider it important and useful information, and worth putting into the record in this fashion. If you use a Macintosh or Performa that is not listed below, don't worry, it doesn't require a System Enabler to boot.

Machine	System Enabler Used	Version
Performa 600	304	1.0.1
Performa 450, 460, 466/7	308	1.0
Performa 475, 476, 550	364	1.1
Macintosh Centris 610	040	1.1
Macintosh Centris 650	040	1.1

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Machine	System Enabler Used	Version
Macintosh Centris 660AV	088	1.1
Macintosh Color Classic	401	1.0.5
Macintosh IIfx	001	1.0.1
Macintosh IIfx	001	1.0.1
Macintosh LC III	003	1.0
Macintosh LC 475	065	1.0
Macintosh LC 520	403	1.0.1
Macintosh PowerBook 160	131	1.0.3
Macintosh PowerBook 165c	131	1.0.3
Macintosh PowerBook 180	131	1.0.3
Macintosh PowerBook 180c	131	1.0.3
Macintosh PowerBook Duo 210	PowerBook Duo Enabler	1.0
Macintosh PowerBook Duo 230	PowerBook Duo Enabler	1.0
Macintosh PowerBook Duo 250	PowerBook Duo Enabler	1.0

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Machine	System Enabler Used	Version
Macintosh PowerBook Duo 270c	PowerBook Duo Enabler	1.0
Macintosh Quadra 605	065	1.0
Macintosh Quadra 610	040	1.1
Macintosh Quadra 650	040	1.1
Macintosh Quadra 660AV	088	1.1
Macintosh Quadra 800	040	1.1
Macintosh Quadra 840AV	088	1.1
Macintosh TV	404	1.0

## **Note:**

System Enabler 131 replaces System Enabler 111 and System Enabler 121

## **Changes:**

PowerBook Duo Enabler 1.0

First release. Replaces System Enabler 201.

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## System Enabler 001

1.0 First release.

1.0.1 Improved support for high speed serial communications and improved accuracy of the system clock. Also addressed a rare problem where floppies may not be ejected properly at shutdown.

## System Enabler 003 1.0 First release.

## System Enabler 040

1.0 First release.

1.1 Added support for Quadra 610 and Quadra 650.

## System Enabler 065 1.0 First release.

## System Enabler 088

1.0 First release.

1.0.1 Required for System 7 Pro 7.1.1 support.

1.1 Added support for Quadra 660AV.

## System Enabler 131

1.0 First release to support the PowerBook 180c. Replaced System Enabler 121 (supporting 165c) as well as System Enabler 111 (supporting 160 and 180).

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1.0.2 Corrected a problem involving the serial driver. If a user has the serial driver open, but is not transmitting, and then puts the PowerBook to sleep, any attempt to transmit upon waking, would cause the system to hang.

1.0.3 Added support for the PowerBook 165.

#### System Enabler 401

1.0.4 First release.

1.0.5 Fixed a problem involving erratic mouse movement with Apple[[ mouse based applications running on the Apple //e card installed in the PDS slot.

#### System Enabler 403

1.0 First release.

1.0.1 Manufacturing release only.

System Enabler 404 1.0 First release.

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# More Products from Macworld

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## **Adam Engst**

I have a short attention span, and I almost forgot to finish my look at some of the more interesting programs that I saw at Macworld San Francisco. Again in no particular order...

**Arrange** your life with Common Knowledge's new personal information manager. Arrange sports an intriguing interface that links different types of information, including names and addresses, appointments, to do lists, text and graphic notes, and even external files. I was impressed by Arrange's flexibility and by clever features such as the Grabber, an extension that grabs whatever you have selected and pastes it into your Arrange Home File, whether or not Arrange is running. Unfortunately, Arrange won't fit into my life for the moment since it's limited to 16K of text in a field, and both the Import function and the Grabber accept only 4K. Sorry folks, but my personal information is often quite a bit larger than 4K. I'd like to see at least the standard 32K limit, and preferably no limit at all. The introductory price is \$199, retail is \$349 (US prices, Ed.).

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Kudos to Common Knowledge for acknowledging a nasty bug in Arrange 1.1. In a letter sent to registered owners, Common Knowledge warns of several actions that can result in a message saying, “Sorry, Arrange has unexpectedly run out of memory. Any unsaved work will be lost.” after which Arrange quits. To work around this error (and save or auto-save frequently in case you forget) avoid using the left arrow in the calendar title bar to move to an earlier week for calendar views after 01-Feb-94. Also avoid changing from a “By month” view to a “By week” view using the pop-up menu at the top of the calendar title bar for months beginning with Feb-94. Bugs happen, but only conscientious companies go out of their way to report them to their users to prevent lost work and frustration. And of course, the upgrade to 1.1.1 will be sent free to all registered users once it’s done. More companies should be so thoughtful. Common Knowledge — 415/325-9900 — 415/325-9600 (fax) — [arrange.tech@applelink.apple.com](mailto:arrange.tech@applelink.apple.com)

**Cal**, from Thought I Could, is an interesting combination of calculator and calendar. Although Cal reportedly offers a full set of the sort of functions we all like in calculators (such as two-level clearing, memory, and a negate button that flips the sign of the current number), its most interesting feature is that it can both speak and listen, although listening requires an AV

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Mac. No idea how powerful the calendar functions will be, but I hear that you will be able to completely customize Cal's look with Wallpaper patterns. Cal lists for \$79.95, but costs \$49.95 on pre-release pricing and comes with a \$5 discount for members of user groups, CompuServe, AppleLink, and Prodigy. Thought I Could — 212/673-9724 — 212/260-1194 — 75056.1733@compuserve.com

**ProFiles** from Dayna may ease the lives of those of us who regularly work with large numbers of files scattered across multiple hard drives or file servers. ProFiles is nominally a Finder replacement, and you can do much of what you can do in the Finder in ProFiles, but instead of creating a rigid folder structure, you create multiple documents, each of which provides a different view of files on your hard disk. For instance, if you wanted to see all of your applications, it's a simple search, after which you can save that document to provide instant access to that virtual structure. Similarly, it's easy to create more complex sets of files, and ProFiles supports Macintosh Drag and Drop, so you can even drag files and folders into its window from the Finder to add them. You have all the tools you'd expect, such as sorting, copying, moving, and deleting, and ProFiles includes a few nice additions, such as the capability to find orphaned aliases. I don't think ProFiles is for

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everyone, since it's best when you don't quite know where a set of files is stored, or when you don't control the structure of files on a M\$WiK\$. However, consultants and tech support folks who must work on unknown Macs should definitely take a look at ProFiles. I can't think of better tool for exploring and reorganizing (for yourself) someone else's hard drive such that they don't come after you and demand that you put it back the way it was. ProFiles costs \$129, and Dayna promises a PowerPC version when the Power Macs ship. Dayna — 801/269-7394 — dayna@applelink.apple.com

**WriteNow 4.0** from WordStar (but still developed by the same people who worked on it at T/Maker) reportedly offers the same fast speed, small size, and penurious RAM requirements, but adds a slick table maker, imports EPS, PICT, and TIFF graphics directly, can optimize itself for PowerBook usage by loadng more of itself into RAM, supports 88 colors and greys for text, adds an Insert Document feature that essentially pastes one document into another, and includes a Merge Helper for simplifying persnickety mail merges. Upgrades for registered users are \$29.95 for a limited time; list price is \$119. WordStar Upgrades - 800/843-2204 — 800/582-8000 (fax)

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# Intelligent Multimedia Interfaces

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**Peter Carter**

**M**ultimedia, the current ‘in’ topic, is often thought of as something new. In fact, we have been using multiple media for years. We often use gestures to emphasize points in speech, for instance, or use charts and pictures to supplement text. We choose the appropriate medium without conscious thought. In speech, we can be spontaneous, changing media as we speak. We have a range of input senses: sight, hearing, touch, smell.

In contrast, the media in multimedia are fixed, in the sense that some things will always be text, others graphic and so on. Everything is pre-programmed, even where branching, text or mouse input, and so on are concerned. The presentation software cannot choose to present the same information textually to one user, but graphically to another.

What if the software could? What if the software had the intelligence, as well as the body of knowledge and presenter tools, to decide on the fly how to present the information, according to its knowledge of the user and the

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circumstances. Such software would need considerable ‘artificial’ intelligence

Such software, as well as having multiple ways of presenting information, might also have multiple means of input. The keyboard and mouse are familiar; input through gestures (using sensor-equipped gloves) and gaze (through tracking eye movements) are being developed, along with natural language rather than menu or command line textual input.

These are the topics explored by *Intelligent Multimedia Interfaces*, a collection of papers edited by Mark Maybury, published by the American Association for Artificial Intelligence and distributed by MIT Press. The work is based on a Workshop held in California in 1991, a meeting that discussed issues covering artificial intelligence, computational linguistics, computer graphics, cognitive science, education/intelligent tutoring, software design, and information retrieval.

Much of the content of the book describes work that is well ahead of what can be done with software such as HyperCard, Authorware, Director, and the like. Much of it is also very academic in nature, so it is not a book for the general reader. Even so, there are some interesting sections, like the discussion about check marks and greyed out items on menus, things which

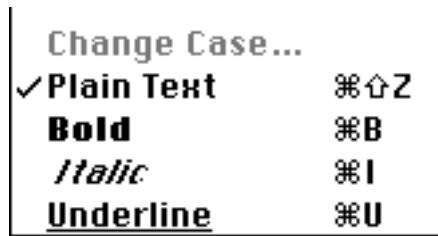
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can be ambiguous and lead to misunderstanding or error. Consider this fragment of a Word menu:

Bold, Italic and Underline work as toggles: choosing them once turns them on independently, choosing them again turns them off. Plain Text is different. Choosing it the first time affects the other three, choosing it the second time does not turn it off. Word for Windows uses different check marks in different areas of its menus to differentiate and avoid potential confusion: (see next page)



The book follows the normal MIT Press format, but there are minor problems in the editing and layout both of text and diagrams. One paper translated from Italian contains a number of odd sentences, and in one section dealing with a co-pilot for car drivers there is confusion between left and right.

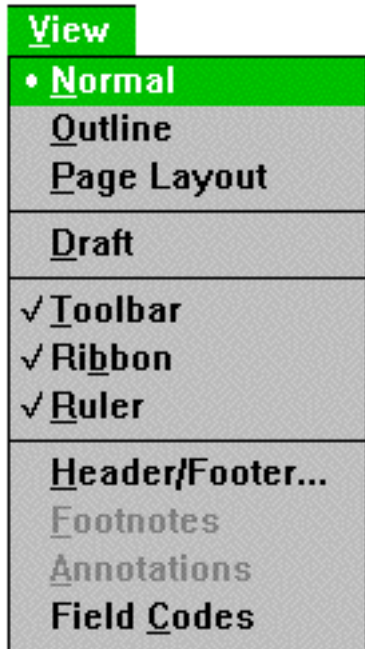
Intelligent Multimedia Interfaces is not, as noted earlier, a book for the general reader. However, for those working in the fields of multimedia pro-

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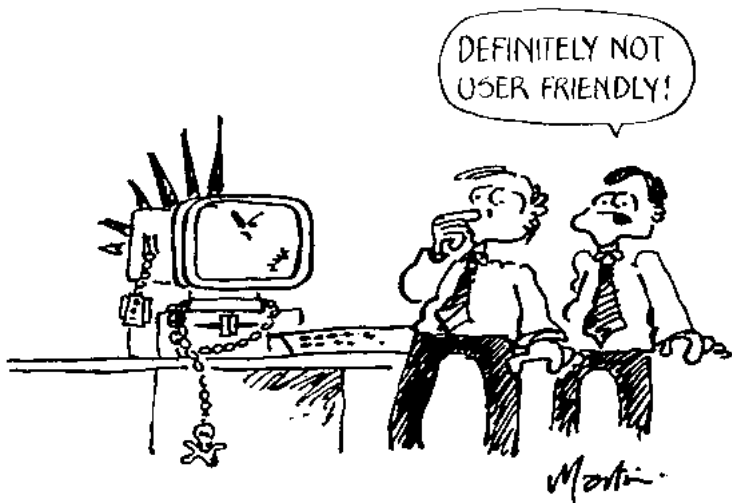
duction, artificial intelligence and related disciplines it gives an insight into future developments and is worth a look.



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# feature key and other definitions: the new *New Hackers Dictionary*

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**Peter J. Carter**

Words like ‘application’, ‘drive’, ‘floppy’, ‘mouse’, ‘window’, and so on take on new meanings to people who begin computing. The mouse, for example, ceases to be vermin and becomes an input device. Computing has its jargon, language that must be understood before one can properly discuss the subject, even at a SAAUC meeting.

But within computing there are several layers of jargon, among them the language of the hacker. Language and culture are always inextricably linked, and this is nowhere more obvious than in hackerdom. Hackers are fond of wordplay. They are conscious of meaning and grammar, and tend to be inventive in their use of language.

For many years a file of hacker slang has been maintained on the networks. (Current address of the reference version is [jargon@thyrsus.com](mailto:jargon@thyrsus.com).) A paper edition appeared in 1983, and the first edition of *The New Hacker's*

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*Dictionary*, edited by Eric Raymond, was published in 1991. The second edition was published at the end of 1993 by MIT Press.

The earlier edition was reviewed in the May 1992 issue of *AppleSauce* (page 16). The new one contains all the material that was in the earlier version, with some 200 new words and revisions or corrections to another 175. It's some 70 pages longer, and with a change from Palatino to Times font, denser.

As well as all the definitions, the book contains a chapter explaining how the jargon works and evolves according to rules like 'All nouns can be verbed', together with verb doubling, soundalike slang and so on. Appendices describe some notable 'hacks' of the past and the typical hacker characteristics.

A couple of the new definitions are Macintosh related and worth knowing:

**feature key** n. The Macintosh key with the cloverleaf graphic on its keytop; sometimes referred to as flower, pretzel, clover, beanie..., splat, or the command key. The Mac's equivalent of an alt key...

Many people have been mystified by the cloverleaf-like symbol that appears on the feature key. Its oldest name is 'cross of St. Hannes', but

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it occurs in pre-Christian Viking art as a decorative motif. Throughout Scandinavia today the road agencies use it to mark sites of historical interest. Apple picked up the symbol from an early Mac developer who happened to be Swedish. Apple documentation gives the translation “interesting feature”!

**candygrammar** n. A programming-language grammar that is mostly syntactic sugar; the term is also a play on ‘candygram’. COBOL, Apple’s HyperTalk language, and a lot of the so-called ‘4GL’ database languages share the property. The usual intent of such designs is that they be as English-like as possible, on the theory that they will then be easier for unskilled people to program. This intention comes to grief on the reality that syntax isn’t what makes programming hard; it’s the mental effort and organization required to specify an algorithm that costs. Thus the inevitable result is that ‘candygrammar’ languages are just as difficult to program in as terser ones, and more painful for the experienced hacker.

If you don’t have a copy of the earlier edition, buy a copy of this one. (Buy a copy even if you do have the first edition. Unfortunately there is no other upgrade path.) You may not find this book on the shelves yet; the review

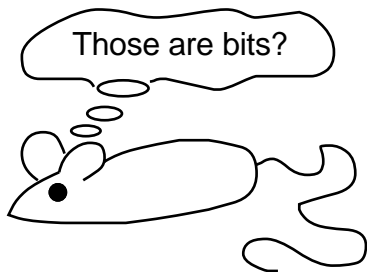
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copy came by air freight from the US. Just be patient.

Be careful with the word 'hacker'. It does not mean, as the media think, 'one who breaks into computer systems'; such people are 'crackers'. Rather, it means 'one who enjoys exploring the details of programmable systems and how to stretch their capabilities', 'one who enjoys the intellectual challenge of creatively overcoming or circumventing limitations', or 'an expert or enthusiast of any kind'.



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# OPEN Wider:

## Redefining creativity in the digital age

---

**Peter Carter**

What happens when you put nearly a hundred writers, editors, artists, photographers and publishing people from magazines such as *National Graphic* and *Newsweek*, along with \$2 million worth of hardware and software, together for a week? The answer was a 61 page magazine and a CD-ROM featuring some of the articles, and descriptions and insights into how it was done. Sponsorship came from Apple, Sony Electronic Publishing , Kodak, and a number of smaller firms.

The magazine was named *OPEN*, the CD *OPEN Wider*, and a new word was coined: imergy, the synergy of images, sounds and other media. The word is used as the name of the producing company.

To run the disc you'll need a fairly fast Mac. Even with a CD 300 drive things are a bit slow and some of the QuickTime movies, of which there are lots, are ragged to begin. The whole thing was put together with Director,

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and there's a projector to install on your hard drive.

Among the feature articles in the magazine are those dealing with art, new furniture, sports (the Italian GP), and Stuyvesant High School. For the art feature, several artists were given digital copies of Michaelangelo's Creation of Adam to play with. Their responses were all very different, as might be expected. In video clips they explain their work, and elsewhere there is some discussion comparing digital art with traditional forms. Digital media are more like performance, there is no 'original', and the piece is freely distributable. Copyright questions become interesting, because copyright is not vested in a piece of physical property. Copyright has in fact become a major problem in the multimedia business.

A good part of the disc is taken up with description of the processes of planning and preparing the magazine. Several of the key participants discuss their roles, and their views on the future of publishing.

Another section is entitled 'five seers from the publishing world share their visions'. The seers in question are John Barlow, Brenda Laurel, Paul Saffo, Jonathan Seybold and John Warnock. All of them see electronic distribution of information increasing, but they differ in their views of the future of paper. Saffo, for instance, sees paper magazines on the way to the 'scrap

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heap', no longer economic to produce and distribute. He sees us becoming paperless in the sense that we are now 'horseless': horses are ridden only by children and hobbyists, not by commuters and business people. On the other hand, Seybold thinks that paper magazines are 'marvellous', likely to be with us for a long time to come, and with their publishers involved in electronic delivery. He also thinks that we will need intelligent agents, like well trained dogs, to help with the searching and filtering that will be necessary in the glut of information. Warnock sees the digital media as a form of 'digital paper', easier and cheaper to reproduce, store and search. Given the place of his firm, Adobe, in electronic publishing, that view isn't surprising.

As an example of state of the art multimedia, OPEN Wider is interesting both as a work in itself, and for its explanations and discussions. Technically it is very good, and navigation is fairly straightforward once you get the hang of it. The discussions on digital art and the future of publishing certainly bear thinking about.

The CD is not available for general sale but can be had (if there are any left) direct from Imergy in New York for a handling charge of US\$6.95:

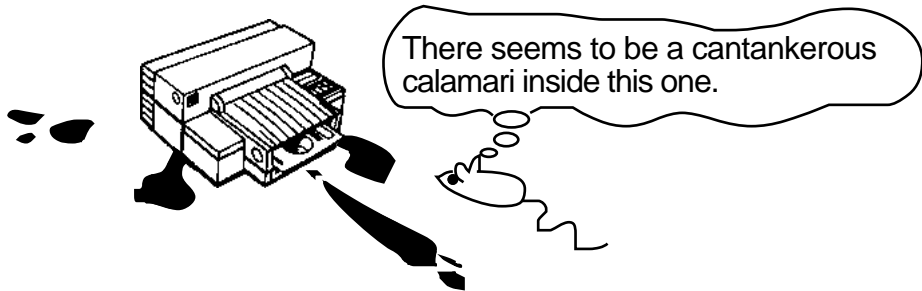
Imergy

Suite 808, 45 West 45th Street, New York NY 10036

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# AppleWorks — the word processor

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**Kevin Noonan**

The main function of AppleWorks for most users is as a wordprocessor. People write letters, novels, essays, keep diaries, and publish newsletters. They even write articles for *AppleSauce!* The word processor is probably the only thing some people use in AppleWorks yet they may make no excursions into the range of options available to them in the word processor.

I assume that you, the user, have managed to get AppleWorks to print properly. If not I suggest you re-read the article in last month's *AppleSauce*. As with that article the vast amount of variation in printers and printer cards means that some of what I write may not apply to all AppleWorks users.

Firstly, create a new word processor document by choosing '1 Add Files to the Desktop' from the Main Menu. Then choose '3 Make a new file for the Word Processor', then choose '1 From scratch'. At this point you will be asked to 'Type a name for this new file'. AppleWorks (actually the ProDOS

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Operating System) has a limit of 15 characters in the name of the file. In normal (non-AppleWorks) use this name can consist of only letters, numbers and the full stop, and must start with a letter. In AppleWorks this is (by a programming trick within AppleWorks) extended to include the space character as well. I suggest that files be named in a way that will allow you to easily remember what the file was about. I also suggest that names like Letter1 are a bit silly. Name your files consistently and sensibly. I use the following method of naming a series of letters for my wife. She has need to write letters to a variety of scientific institutions on various dates and has a need to keep copies of all these letters for later perusal. I choose to have a two letter code at the start indicating the nature of the letter (IN indicates Invoice, PM indicates Post Mortem Report). This is followed by another two letter code indicating the Institution (FH indicates Fairfield Hospital, NA indicates Narhex) and then the date of the letter in the format of yymmdd, followed by an optional 2 or 3 for second or third letters. A few examples illustrate this;

PM.FH.921023

PM.FH.921023.2

IN.FH.930107

IN.FH.930107.2

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IN.NA.930523  
IN.NA.930523.2  
IN.NA.930523.3

As an example the first file listed above is a Post Mortem Report to Fairfield Hospital sent on the 23rd of October 1992 (921023). A second letter was sent on the same topic on the same day. This allows me to quickly see who the letter was addressed to, what the letter was about, and on what date it was sent. This is probably more complex than most people need but the complexity is worth it for sanity if a lot of letter writing is part of your use of word processor.

The reason the date is 'reversed' is that AppleWorks shows the files alphabetically when you get them off the data disk. This method means that the files are always in chronological order. Choose what you want from this but take special care to name files individually and clearly.

We will now assume you have a blank word processor file in front of you. Your screen will look something like this;

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=====



Type entry or use @ commands

Line 1 Column 1

The file name is shown in the top left hand corner. In this case it is SAAUC.940301 (showing that I wrote the letter on the 1st of March 1994). You are at position line 1 and column 1. At this point you are ready to start typing your 'great Australian novel'. I leave the typing to you but remember to use ␣-V to Verify your spelling!

I want to briefly mention two special commands — ␣-? (or /) and ␣-O (or o). The first gives you a 'context sensitive' help screen which will tell you all the commands available, while the second will give you control of all the various printer options. As this last option is the less easily understood it is the one I will write about in great detail in a later article. For now a brief summary will do.






I said above depending on what printer you have you may be able to

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 It, left, centre or fully justify your writing. You may be able to print fully proportional text (that is where letters take up different amounts of space depending on the 'width' of the letter, eg. an 'i' would be narrower than an 'm'), or you may be able to print in a range of colours or a range of different character types. You can change the spacing from single to double, an  ential ability for professional presentations. You may be able to under-  
 e, use subscript or superscript, or print **bold** characters. You should explore this area at your leisure to find what options work with your printer and interface card.

The word processor is sorely misunderstood by many people. All they do is print at 10 characters per inch with no variation. Don't go overboard in using every feature on every line of your writing. The mark of an expert is the ability to sensibly use the various options to make your work (even if it is just a letter to a friend) much more presentable.

I would value any suggestions for future articles, and would like to receive correspondence from other members who use any version of AppleWorks for any task at home, school, or work. I would also like to suggest that brief 'how I do it articles' would be valued highly by the editor.

Please address any correspondence on AppleWorks to:

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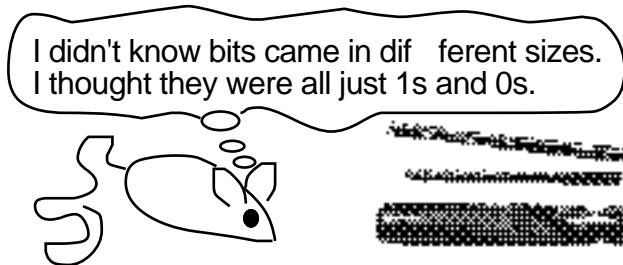
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Kevin Noonan  
16 Nicholas Drive  
Tea Tree Gully SA 5091

knoonan@cleese.apana.org.au

I would be only to happy to help in whatever way I can. Understand that I am not an AppleWorks expert. I am simply a user who has had to cope with all that AppleWorks has to offer and has survived so far!



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# Getting Hyper-active

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## **Jonathan Pratt**

HyperStudio has been the preferred hypermedia package for the Apple IIGS since its inception. The reasons for this include the fact that it was available well before HyperCardIIGS hit the market. But also it is simpler to use and comes with a 'run-time' module which allows you to share your creations with other GS users who don't have HyperStudio. Because of these advantages there are numerous stacks around the place for HyperStudio users to explore and gain ideas from for stacks of their own.

HyperStudio also is flexible enough to allow additions to its makeup. Generally, this has taken the form of NBAs or new button actions (which allow you to control the flow of your stack when the user 'clicks' on a button) but more extensive additions are possible. Only recently, however, has anyone taken the time to make use of this ability within HyperStudio, and that is the release of HyperLogo.

As you may be aware, the scripting language (the programming language which allows you to tell HyperStudio what to do when someone 'clicks' on

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one of your buttons) used in HyperStudio stacks is 'Simple Script'. Simple Script contains great ways of changing from one card in your stack to another, or with NBAs you can do amazing things with sounds and animations. But overall, Simple Script is just too simple for doing the really great things that can be done with a GS, which until now have been inaccessible to the HyperStudio programmer. But no more. Now you can write your scripts in Logo.

HyperLogo requires that you own HyperStudio (version not specified, but if you have 3.0 or later, I think you'd be safe) and System 6.0 (or later). It comes on a single 3.5" floppy disk, and includes an installation program. You can install the Hyper-Logo extension to HyperStudio, as well as installing an extension to the 'run-time' module (which can be distributed with your stacks) to allow people who don't own HyperStudio or HyperLogo to run your stacks. Once you've installed the extension you just need to run HyperStudio.

HyperLogo is kept on disk until required, and if your stack doesn't contain any Logo scripts, then you might never know it was there. But as soon as you want to run a stack with Logo in it or write your own script, Logo is there. You'd notice it most when you start to write your next script. Hyper-

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Studio presents you with a dialogue box asking you which language you wish to use, and gives you the choice of any that are available (Simple Script, and HyperLogo at this stage). Choosing HyperLogo unlocks a lot of power for your scripts and stacks. Write your script and we're away.

The Logo language used here is the same as 3D Logo, which was recently reviewed in AppleSauce. It is very powerful and has the built in capabilities of making 3D pictures, animations and 3D-animations. All that at just the 'click' of a button. Anything that you can do with Logo is possible inside your HyperStudio stack, including movies, and entire desktop programs. HyperLogo is designed to fit in with your existing stacks. One stack, or even one card can have both Simple Script and HyperLogo scripts within. You can even use HyperLogo to call your NBAs and communicate with HyperStudio itself. So nothing's lost in the transition.

There is only one word of caution. When HyperLogo executes a script, even though there may be a call to another script within that script, the first script is entirely executed before control is passed on to the next one. The reason for this is that HyperLogo and Simple Script are very different languages, and only one can be active at a time. To support both languages in the one card/stack control has to be swapped between the two, so just in

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case the next one is not HyperLogo, it finishes off what it was doing to prevent a crash. This would only cause a problem where your HyperLogo script tells HyperStudio to change cards after the script has tried to jump to another script (to do something before changing cards), and the second script thinks that you're still on the first card (but you've actually changed since HyperLogo completes the entire script before it makes the jump). If you're confused then don't worry, you'll probably never come across it as a problem.

HyperLogo comes with a manual that explains a little bit about how to use Logo, but is not really designed to teach you how to program (you either know already, or you need another book). It does have some examples, and a reference for all the commands, and the 'callbacks' used to speak to HyperStudio. It comes from ByteWorks in the USA, and is available by itself for \$US50 (but less if you buy it and 3D Logo together)

Check it out.

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# Computing at Entropy House

In the High and Far-off Days, Dearly Beloved, when the world of microcomputing was so new and all, the Apple ][ competed with 8080 and Z-80 machines running an operating system called CP/M (Control Program/Microprocessor). If you wanted to run CP/M on your Apple you could, by plugging a card with a Z-80 processor into a slot.

The Apple ][ is still with us, but CP/M seems thankfully extinct although its genes live on in MS-DOS. But history repeats itself. The descendant of the Apple ][, the Macintosh, can now run that descendant of CP/M on a card with a descendant of the 8080, an i486SX. Yes, it's the Centris 610 with the 486 card. We know what happened last time, and it looks like happening again; the new generation, PowerPC this time, will take over.

Some people worry about compatibility with the PowerPC. Not Apple. They've been taking a case of champagne to shows in the US, offering bot-

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ties to anyone whose software crashed on the new machine. Apple still has all the bubbly.

Two new DAT drives arrived the other day. Installed Retrospect, the backup software (it's a simple job by hand, with no installer necessary), changed the SCSI number to avoid conflict, plugged it in, turned it on, and inserted a tape. Took a quick look at the Retrospect manual, then set it the task of backing up the Centris. In an hour and seven seconds it had backed up nearly 250 MB.

The same task on one of the 486 PCs took two days and two evenings to install the card and software and sort out the conflicts. The main clash turned out to be an argument between different versions of the drivers. Nothing in the documentation of course, and dealer was no help either, he'd never installed one. Needless to say, colleague was not impressed. You still think PCs are cheaper?

Of course Macs are not without their troubles. CD Remote refused to work the other day. Error message pointed the way to the solution: different ver-

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sions of driver software. Easily fixed. Less easy to fix was the mess that someone made with a Mac Classic. It had been happily running System 6, but its 'owner' decided to install parts of System 7. Instead of installing properly (there wasn't enough memory anyway, only 2 MB) he simply dragged bits of System 7 in and left them in odd places. Machine was so confused it simply refused to boot. One gave up trying to sort it out and completely reinstalled System 6 (6.0.8, after making new floppies off the CD) and MS Word. Annoying, but not mysterious, and with straightforward solutions.

Less obvious at first was the wretched printer nyetwork (again). A couple of machines had been moved. The IIVx printed quite happily from its new position. The LC II which took its place refused to print, although it could 'see' the printer and was sending something down the line. Reinstalled the print driver. No joy. After everyone had gone home, swapped the PhoneNet connector for another one. The machine printed. The old connector rattled. Inside, a foreign body, a piece of that tiny ball type chain. Goodness knows how it had got inside. Anyway, in the right position the connector had worked. Disturbed, it had become deranged. Fixed, it was put on to another machine, which promptly refused to believe there even was a network. So

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began the hunt for the spare terminating resistor...

On top of that came a spate of floppy crashes. Most of them were easy: they could be read by other machines. One machine was sent in for attention and came back with a new drive. Another disk was not so easy: 107 k of document scrambled. Norton Disk Doctor did what it could, but reconstructing the thing from all the pieces will take hours and hours. Moral: work on important things on hard disks, not fragile floppies, and back up regularly. (As each issue of *AppleSauce* is assembled a duplicate copy is stored on a second hard drive.)

Here's this month's new word from the OED:

deictic (also deiktic) [Gr. δεικτικ -ος -able to show, showing directly]  
directly pointing out, demonstrative.


deixis [Gr. δειξις -reference]  
indication, pointing out.


What's the point? Well, when you click on something with a mouse you're performing a deictic act. (Don't say that reading *AppleSauce* doesn't improve your education.)

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We're all familiar with Apple's logo, , but how effective is it? A research group in the US recently reported on a survey of 24 company logos. Only 3 of them, Borden's Elsie the Cow, the IBM monogram, and the Mercedes disc, really enhanced their brand images. The attributes tested were 'trustworthy and reputable', 'offering quality products and services', 'having products and services for the 1990s', and 'offering a product or service I would use', and the testing was done by comparing reactions by one group of subjects to the name of the company in plain black type to the reactions of another group when presented with the full colour logos.

Logo recognition is not necessarily good in itself. The McDonald's arches were well recognised, but had only a minor positive effect. The Kellogg's K was also well recognised, but had a negative effect. Apple's striped  had no effect.

Then again, the conclusion might be that all the subjects ate Uncle Toby's porridge with Borden's milk for breakfast, McDonald's for other meals, drove Mercedes cars, and had PCs on their desks.

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Notice that the editor is trying to improve the image of this column by using initial caps and extra spacing between items. But with a name like Entropy House, what hope is there?

That mouse has been appearing on these pages for nigh on two years and still doesn't have a name. A 250 gram wedge of Parmesan goes to whoever suggests the most appropriate name for the creature. (Hint: The judges will expect a name connected with computing. (F'rinstance, that Turtle you saw in the last issue used to appear in POALL, a Journal for Logo users, and was named Seymour, after Papert. (Entries in writing, addressed to the editor.)))

Someone was commenting about US spelling in a couple of Mac items in a previous edition of *AppleSauce*. Well, those items did come via Internet from the US. The editor does fix any obvious errors, as well as change ' into ' and so on, but the US spelling is left as is. This month's prize for ineptitude goes to the 2nd International Interactive Multimedia Symposium in Perth in January for this classic:

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## **Editing**

**Editing is an important skill in the production team. The scope of editing skill is sometimes lost. There are a range of editing that is required such as grammar and spelling, cultural and equal opportunity bias, colour, style and consistency, continuity and level of language.**



# South Australian Apple Users Club Inc.

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Meetings are held at 7:30 pm on the first Friday of each month at the  
Salvation Army Hall  
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