

ON THREE®

The Magazine For Apple III Owners and Users

Volume 5, Number 3

March 1988

\$4.00



TELECOMMUNICATIONS

AROUND THE WORLD

In This Issue:

Ask 'Doc'

Track Ball ///

The Beginning ///

Editing Business Basic

Further Thoughts On Who We Are

A Better Way To Install Aladin /// On Your Hard Disk

Apple.Sauce: Meet ON THREE's New Editor, Olaf Wolff

ON THREE O'CLOCK O'CLOCK O'CLOCK O'CLOCK

Selector ///

Version 1.00

Sabre Software, Inc.

9:59:45 AM 29 Feb 88

Main Menu

Word Processing

*AppleWriter ///
*StemWriter ///

*AppleSpeller ///
*Script ///

* /// E-Z Pieces

Did you know that your Apple /// has provisions for a built-in clock and calendar? When the Apple /// was first released the supplier of Apple Computer's micro chips could not supply the chip for a working clock and thus the Apple clock was never released. However, soon after that ON THREE developed a working clock for the Apple /// that plugs in where the never released Apple clock was supposed to go. The ON THREE O'Clock is extremely easy to use and install and does not require a precious slot. With a clock installed, whenever you save or modify any type of file, the current time and date will be added to the directory listing so that you can always tell at a glance which file you worked on, and when. But that's not all! Business Basic has two reserve variables, DATE\$ and TIME\$, which return respectively the current date and time to your BASIC program. These reserved variables can then be used whenever you want to print the date and/or time in a BASIC program. Completely compatible with SOS. Only \$49.95 plus \$3 s/h

Commands: Escape for prior menu

In the above example you can see how the ON THREE O'Clock, (shown here running under **Selector ///**), displays the hour, minutes, seconds, day, month and year.

Path:/p/service /// E-Z pieces Files Escape: Add Files

Main Menu

Add Files

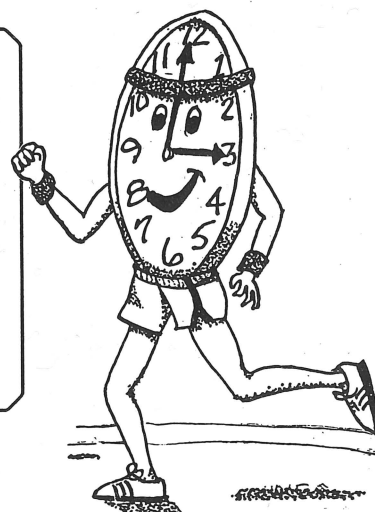
/// E-Z Pieces Files

Subdirectory: /p/service has 360K available

Name	Type of file	Size	Date	Time
Inventory Gizmo's	Word Processor	5K	2/29/88	4:04 pm
Parts Gizmo's	Word Processor	7K	3/04/88	11:30 am
Correspondence	Data Base	3K	3/10/88	8:45 am
Suppliers	Data Base	7K	3/11/88	4:57 pm
P. O.'s Pending	Data Base	2K	3/12/88	9:30 am
Ship Gizmo Parts	Word Processor	26K	3/21/88	2:45 pm

Use Right Arrow to choose files, Left Arrow to undo.

350K available



This example demonstrates how you can date and time stamp your files while running under /// E-Z Pieces.

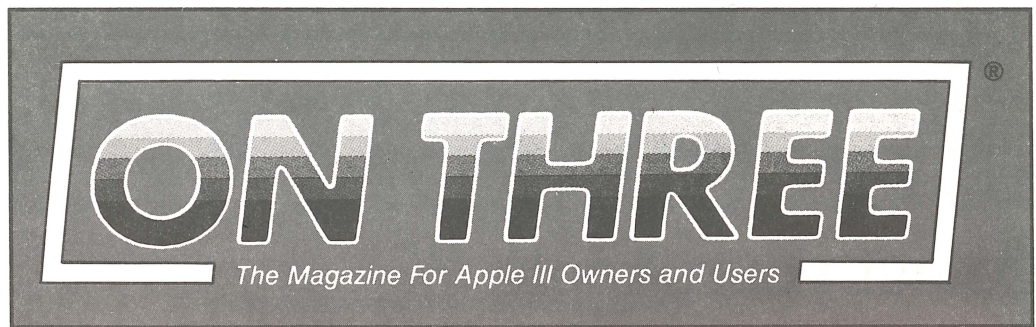
Publisher:
Bob Consorti

Controller:
Joseph Consorti

Editor:
Olaf Wolff

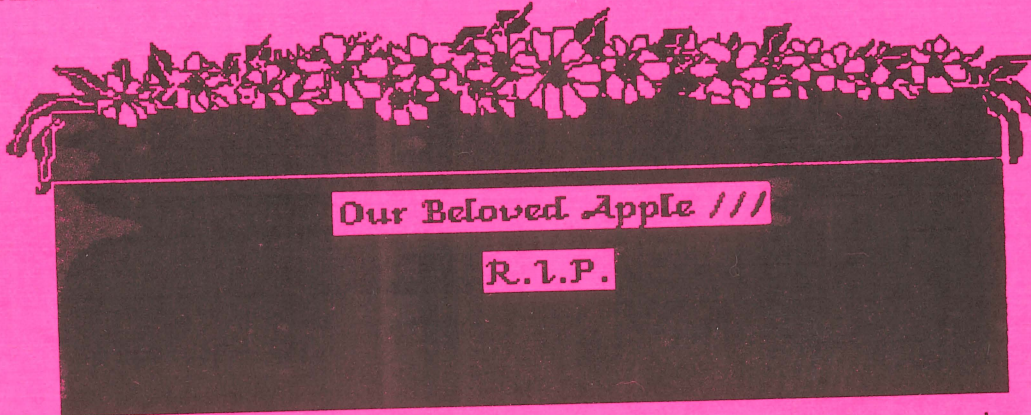
Logistics:
Janet Schanz

Service Manager:
Dave Christenson



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ON THE COVER:

Space, the final frontier..." One day man will reach the far edges of the universe, and the computer will light the path." Perhaps somebody out there is trying to communicate with us on an Apple ///?

This months cover is by Cathy Consorti:

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Main Menu

Add Files

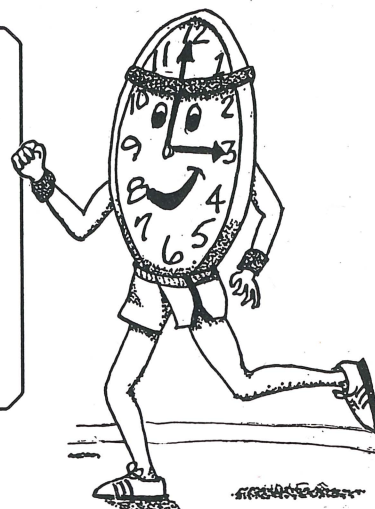
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communicate with us on an Apple ///?

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/// E-Z Pieces & StemWriter Spelling Checker Available Today!

When we asked people what new software that they would like to see for their Apple /// some time ago, the overwhelming favorite was a spelling checker for the popular /// E-Z Pieces. Well, it's ready!

StemSpeller /// is now available from the folks down under. Compatible with standard ASCII files, Pascal Text files, StemWriter files and most importantly /// E-Z Pieces files, this fast and easy to use spelling checker will knock your socks off with its speed and versatility.

It comes complete with a 60,000+ word main dictionary and the ability to create auxiliary dictionaries of words that you commonly use.

StemSpeller is 100% assembly language for speed and comes as a standard interpreter that can be run by itself or loaded and run under Selector and Catalyst.

As with all ON THREE products, it isn't copy-protected and comes with our full product support and limited warranty.

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Δ Compatible with /// E-Z Pieces Word Processing files, StemWriter files, regular ASCII files and Pascal Text files.

Δ 60,000+ word main dictionary with auxilliary dictionaries available.

Apple.Sauce

by Olaf Wolff

Howdy

Well, here I am, the “new guy.” As is the case in these situations, I need to get familiar with the new neighborhood and it may want to know something about me. I have the advantage here, all I needed to do was to read back issues of this magazine, to get background on the /// community. You on-the-other-hand, will just have to believe what I say. I’ll be brief.

Up until a very short time ago, I assumed *on three*, was nothing more than a directive on which one starts something. Ok, if your lucky, everyday you learn something new. Which is exactly how I would describe my first month as the new editor of *ON THREE*, learning everyday. For a data junkie like myself, that’s just plain bliss.

My publishing background spans a few years and covers a cornucopia of projects and subjects. My background with computers on-the-other-hand is a bit fresher. For years, I believed a computer was simply a great advancement on the typewriter. So shoot me, what did I know?

Through the research that’s required to do a publication such as this, along with many helping hands from Bob, Tim, Doc and the whole staff, I’m happy to report my computer literacy compounds daily. The point is that we haven’t changed our commitment. This is now, as it has always been, a user-resource publication, we will continue to be responsive to the needs of the current market and we will continue as an open forum for the exchange of ideas between /// users. But enough with all that.

Back to Business

In this issue, the Rann’s continue their series on communication. This month in *The Beginning ///*, they cover computer-to-computer communication via modems and two of the most commonly used, major information services, CompuServe and GENie. They’ll tell you how to get started and what to expect regarding rates and fees.

In *Ranntings*, the Ranns share with us their insightful look at things with, “Further thoughts on who we are.” In it, they examine the transfixing power our Apples have on us. They conclude there are far worse obsessions, than your Apple-a-day.

Jim Lagoe tells us his article, “Editing Business BASIC,” was inspired by Richard and Lavona Rann’s piece titled, “Entering BASIC Programs,” (*The Beginning ///*, Jan. 1988). He says, “it’s really not that difficult to learn.” Jim assures us this is not intended as criticism of the Rann’s, but rather as a second opinion. Jim takes you step-by-step through the procedure and makes the claim that editing a BASIC program from Business BASIC, “is well worth getting used to.”

“A Better way to install ALADIN /// on your Hard Disk,” the lengthy titled article by Steve Brineaux, describes a more efficient way to install the ALADIN relational data base system under an interpreter switcher like the Selector ///. The article is informative and breaks things down to an easy to follow procedure. Steve also does a review of *TrackBall///*, the trackball controller for Apple ///’s, in this issue.

Robbed, again

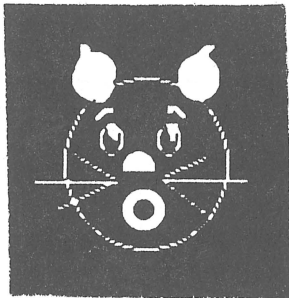
We are sorry to report that once again, Apple Computer has extended it’s long arm and plucked one of *ON THREE’S* ripe employees. As of this printing, Tim Harrington will be sitting in his new office at Apple, a budding software engineer. Though his absence will be felt, we wish him all the luck and good fortune in the world.

That’s about it for this month. Keep in touch, we’re open to *creative* criticism. Let us know what you’d like to see between the covers in the coming months, who knows, maybe we’ll do it.

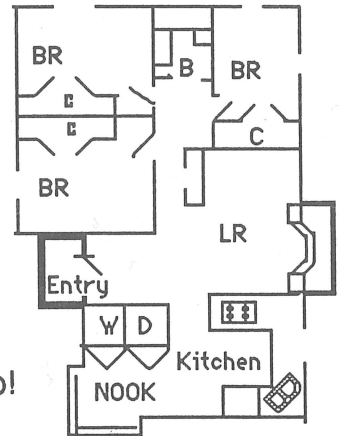
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Draw ON ///

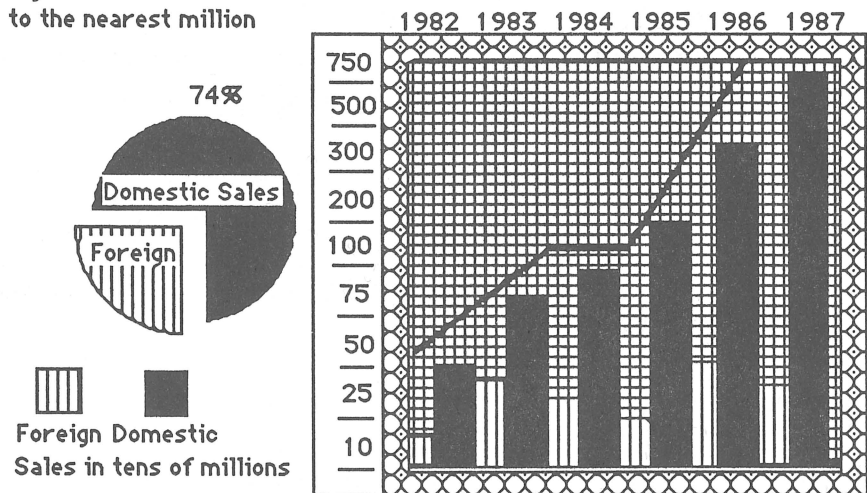
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Draw ON ///



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to the nearest million



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The Beginning ///

by Richard and Lavona Rann

Computer to Computer

We've heard the muttering after last month's Starter. With all that technical material many of you are asking "why should I open myself to that type of grief?" It's like selecting my favorite Louisville Slugger, approaching the plate, getting comfortable in the batter's box, and then using the bat to drive my toes into the ground! Pure self abuse.

The simple answer is that communication is important. It opens the door to a number of possibilities. With a modem you can communicate with other computers, and more important, with other people who are also using their computers and modems to communicate. You can transfer files between computers through use of a modem and communications software. And finally, computer communications opens the door to what Jean Louis Gasse, Apple vice president of research and development, calls "the 10,000 libraries of Alexandria."

There are literally thousands of computers that have data that we can learn to access and a researcher may now do extensive research from a computer at home or wherever else it is convenient to set up a modem and a personal computer. Most of us are not required to do extensive research but we can still get lots of useful facts, opinions, and as a bonus, companionship through our computers and modems. In short, we can get all

manner of data to process, it will be up to us to decide what is best for our individual needs.

For Apple ///'rs in particular computer to computer communication is an important opportunity. With the // community so scattered, this type of communication is about the only simple way of contacting relatively large groups of other Apple /// owners. Two of the most commonly used major information services, CompuServe and GENie, have Apple SIGs (special interest groups) with some attention to the Apple ///.

Ed Gooding, a long time /// enthusiast, operates a bulletin board for the Apple /// called ///'s company which is a fantastic storehouse of Apple /// information. What this month's Starter will cover is the "why" of using your /// to communicate. We will show a little of how these information services work and what you can get from them as well as some of the other doors that are opened to the ///'r who gets on-line.

ALIKE BUT DIFFERENT.

While both CompuServe and GENie have services oriented to the general public and cover much of the same topic areas and have several like offerings, each one has a different feel and character. Both have areas for getting financial information, news, weather, General information, and a wide variety of Sigs and forums for

specific interests. Each one provides slightly different services as each has slightly different materials and files available to the subscriber. Which one to choose is much like selecting horseradish or mustard for your corned beef sandwich. It is strictly a matter of taste.

Aside from a comparison of offerings, one may offer a file or service the other does not. There are some differences that stand out like the way they handle bulletin board items in terms of how long they are available for review. There is little initial out of pocket cost for signing up with a service. It is usually about \$25 to \$50 to sign up and get a manual and that may include some introductory, free connect time. The real expense is the time charges for being on-line. And the real startup costs are your time and the hourly charges you use while getting comfortable with the service. After startup, the on-line charges can and should be trimmed by planned and careful use of the services. The charges may seem reasonable, but it is not at all hard to run up bills over \$100 a month.

Base on-line charges are determined by each individual service and normally vary by time of day and the speed at which you wish to communicate. Also, remember that while you are connected you may be running up phone charges. We used to be able to contact both CIS (CompuServe Information Service) and

GENie via a local call. Then the local baby-Bell company did away with wide area local service and our phone bills went up over \$30 a month. It was primarily due to calls to the "local" number for networks. While both services try to have as many local access numbers as possible the total cost of a service is the sum of the phone rate and the connect time rate.

Base On-Line Hourly Charges at this time are:

Genie Rates

	Prime	Non-Prime
Baud	\$/Hour	\$/Hour
up to 300	\$35.00	\$ 5.00
1200	\$35.00	\$ 5.00
2400	\$42.50	\$12.50

CompuServe Rates

	Prime/	Standard/
	Daytime	Evening
BAUD	\$/	\$/
Hour	Hour	Hour
up to 300	\$6.00	\$ 6.00
450	\$6.00	\$ 6.00
1200	\$12.50	\$12.50
2400	\$12.50	\$12.50

We keep hearing rumors that Genie is going to lower its evening 2400 baud rates, but so far they just seem to be rumors.

There are other charges besides "base online charges" and telephone charges. First, there may be a "network" charge or "Communications charge" On CompuServe, this is 25 cents per hour when you use their phones. There are also many services on both CIS and GENie that are "optional" in that you can use them but pay an added fee for the time you use them. For example, most stock market information is surcharges on both networks.

What you need to access one of these

public networks is your Apple ///, with communications software, a modem (300, 1200, or 2400 baud), a computer access telephone number, user ID number, and password.

OVERVIEWS:

CompuServe is probably the largest of the on-line services in terms of personal users. It is designed as much as a business communication service during the day's prime time hours (normal business hours) as it is a general user service in non-prime time hours. Consequently, until recently, there was a difference between prime time and non-prime time rates. It is important to remember that like the telephone companies, on line services bill by the minute.

Getting a phone number, ID and password for CompuServe is easy. Starter kits are available at most computer stores, software only stores, and many large book stores. The starter kit includes a manual with a temporary ID number, beginner password, and five hours of free connect time. The connect time is often worth more than the cost of the entire package. The only other thing needed is a credit card. CompuServe bills connect charges directly to a credit card and will only give private accounts to businesses with established credit. During the first session a permanent ID number will be issued, and you can select a personal password.

CompuServe, is menu driven (with options to bypass many menus once you know where you want to go!) When you "Logon" (much like signing in) to CompuServe you will be greeted by a menu called "TOP".

This main menu is the gateway to all of CompuServe's services through other menus. You can return to the main menu just by typing "TOP" (for top of system) or just "T". You can follow the menu around finding areas, or if you know where you want to go type "GO TO" followed by an address to go directly there and bypass as many as three or four menus. The main menu or "TOP" screen lists 12 items in the menu. At the top is the name of the menu, in this case "TOP", and at the bottom is a prompt, "Enter choice !".

Let's try an example. Say we have to go to San Francisco next month and need information. We select the option shown as: "5 Travel" on the "TOP" menu. We enter it by typing 5 and then RETURN (not the word, the key named return). The next thing to appear is the "Travel" menu. Here we select number "1" which the menu indicates is "1 OAG Electronic Edition." This is the Official Airline Guide which lists all the regularly scheduled commercial flights in the United States. The OAG will ask us our starting point and destination. Then it will display all the flights between those two points. From the information given, we can select a Wide body arriving the night before our meeting, that serves dinner, has a movie, and offers reduced priced fares.

There are thousands of specific interests covered on CompuServe, from the Stock Ticker and financial analysis, Legal services, Adventure games, the Washington Post electronic edition, to shopping on the Electronic Mall.

The most important place for Apple /

// people can be gotten to by entering GO APPLE3, this will take you to the section of MAUG™ (Micronet-worked Apple Users Group). You will be asked if you want to visit or join (say join) and then enter your name (real names are officially required, you will want people to get to know you anyway). Then you will be given some introductory information and another menu. The first thing we suggest is to select the OP(tion) selection and select only the 2 Apple /// subtopics. This is done by menu and is easy to reset.

One of the very nice things about MAUG is that you will almost always find people there that are willing and able to help on almost any Apple /// problem. If you get confused, you can leave a message and get help from the folks who will soon be new friends. It is almost like an initiation process, people love to help newcomers. We'll give you a sample session in our "wrap up" of communications after next month's overview of a couple of the better communications software programs. In any case, before you logon (get on-line) for the first time, take time to look carefully at the manual in the section about using Forums. It will save you time, money and frustration.

GENie is, on the surface, very similar to CompuServe. One significant difference is that there is almost no Apple /// specific traffic or information on GENie. There is a lot of good information, however, and the off hour prices for 300 and 1200 baud are definitely a bargain. Another difference is that the bulletin board (forum) areas are handled differently than CompuServe.

The special interest group areas

(SIGS on CompuServe and Roundtables on GENie), are a little like a big collection of bulletin boards that allow people to read messages left and leave their own. In both cases, you can "attach" your message to a prior message (reply as it were) or give it a new topic name and leave it.

On CompuServe, there is a limit to the number of messages that can be saved and they "scroll" off after that number is reached. The scroll eliminates the earliest messages and leaves only the ones that are newest. The downside of this is that you have to get onto the system pretty regularly if you are not going to miss out on some messages. It is possible for you to leave a message and miss the answer. There was a reorganization of the sections of MAUG in December of 1987 that significantly improved this situation for the section that contains the Apple /// information. Messages seem to be good for at least a week. That can change if traffic gets heavier and more people leave messages.

GENie doesn't seem to have anywhere near the same traffic volume and they also seem to have an unlimited amount of disk space because it appears that all messages stay around forever. The advantage should be obvious in that you can check in once a month and not worry about missing any messages. We use both CompuServe and GENie and actually do check in on CompuServe daily to see if we have any yells for help from fellow ///'rs in our Electronic Mail. We only check GENie about once a week to see if any ///'rs have popped up over there. (You can send mail to the Ranns on CompuServe at 70356,200 or GENie at L.Rann).

The other differences between the

two networks are in what is offered in the general categories. In the "Travel" section instead of the Official Airline Guide, GENie has the American Airlines EAASY SABRE (the public access section of American Airlines reservation service used by travel agents). Included in EAASY SABRE are nearly all flights in the U.S and many from abroad, but there are also listings of over 2,000 hotels world wide. These travel services are not the same, but they cover the same ground. Both are menu driven.

It is easy to logon to GENie. After the access number is dialed and CONNECT prompt will appear on the screen. Within the next 3 or 4 seconds type "HHH". The system will follow with a U# prompt, which is asking for the user identification information. You type your user ID "number" and Password separated by a "," and you are on-line. If you want to go to a specific area and know the page number just add another comma, the page number, and GENie will go directly there.

The best is yet to come: Next month, the first thing we will cover is the ///'s Company Bulletin Board. It is totally devoted to the Apple /// and the only cost is the normal telephone charge for a phone call to Virginia.

As this series continues, we will also spend some time looking at the next big piece of the communication puzzle, that of the communications software. We will step through setting up a piece of communication software and give you an example of actually doing an Apple /// owners CompuServe session including a visit to MAUG. -///-

Who needs Selector ///?

You do, if you want a state-of-the-art program switcher that will make *instantly* available to you, *with out rebooting*, a wide range of applications programs that are stored on your hard disk or high capacity floppy (such as UniDisk). Programs such as those listed to the right* and more! When you start up your system just boot Selector /// and that's it for the day! No more frustration looking through stacks of floppies or searching through sub-directories! And best of all Selector /// is now on sale so you will not only save time and aggravation, you can save some cool cash too!

**SELECTOR /// WON'T COST
YOU AN ARM AND A LEG! IT'S
ON SALE! SAVE \$20 off our
regular low price of \$99**

Now only **\$79** plus \$7 s/h

*If one of your programs does not appear on this list, it will, more than likely, work under Selector ///. The Selector /// utility will not work with the copy-protected Word Juggler program. Additionally, the Selector allows the copy-protected programs shown to the right (followed by astericks) to be placed on your hard disk, but requires that the 'key' or boot disk for those programs be placed in the built-in drive before starting that particular program. Selector /// is not copy-protected.



Access ///
Access 3270
Advanced VisaCalc
Apple II Emulation
AppleFile ///
Apple Speller ///
Apple /// Pascal
AppleWriter ///
Backup ///
BPI
Business Basic
Business Graphics
Cobol
Draw On ///
Communications Manager
Desktop Manager
EasyTerm
Graphics Manager
Graph'n'Calc
Haba Merge
Keystroke Data Base*
Keystroke Report Generator*
Lazarus ///
Macro Manager
Multiplan
Nexus
PFS: File*
PFS: Report*
Quick File ///
Script ///
Senior Analyst ///
/// E-Z Pieces
VisaCalc ///

*Indicates boot disk
required in internal drive

Offer good through Feb. 29, 1989 *Selector /// requires an Apple /// computer with at least 256k of memory.

Editing Business BASIC

by Jim Lagoe

Having just read Richard and Lavona Rann's article, "Entering BASIC Programs" (The Beginning ///, January 1988), I find that I can't agree with their opinion on the difficulty of editing a BASIC program from Business BASIC, or "that it isn't worth getting used to." I am a real amateur when it comes to programming, but with a simple understanding of just how a line of code is entered into memory, anyone, including me, can very easily edit a program from Business BASIC. Furthermore, it can be done much easier and with less confusion than with a word processor or other editing program, which requires getting the edited program back into a Business BASIC file. Also, it is the only way, if the program already exists as a Business BASIC file, as word processors cannot read a BASIC file without a file-type mismatch.

Richard and Lavona already explained how to edit a line of code before the RETURN key has been pressed, by simply moving the cursor back to the error and typing over the error. If the error occurs near the first of a long line of code however, and the error requires the addition of more characters than were originally typed, you will find yourself retyping most of the line. Use of the cursor move mode can save you from retyping, in the same way it can be used to correct a line of code after the RE-

TURN key has been pressed.

Before we get to specifics on editing a line of BASIC code, regardless of whether or not the RETURN key has been pressed, let's take a look at some fundamentals. When entering a program in Business BASIC, a line of code is entered into memory each time the RETURN key is pressed after the cursor has passed over any line of text beginning with a number. Remember, the cursor "passes over" characters either by moving it from left to right over existing characters (with the right arrow key), or by typing new characters. This may sound very basic or even trivial, but this simple fact is the key to the BASIC editing process, and must be kept in mind at all times.

"I am a real amateur when it comes to programming, but with a simple understanding of just how a line of code is entered into memory, anyone, including me, can very easily edit a program from..."

One further fact that must be understood is that moving the cursor over characters from right to left (with the

left arrow key) cancels them from the line of code and will therefore not store them in memory when the RETURN key is pressed. You can easily demonstrate this to yourself by typing a line of code and then moving the cursor back to a point around the middle of the code before pressing the RETURN key. You will see all of the characters to the right of the cursor disappear when the RETURN key is pressed, showing that they were canceled before being entered into the memory.

The only other thing needed for editing is the actual mechanics of moving the cursor around within the listing of a BASIC program. As described by Richard and Lavona, this is accomplished with the arrow keys and the ESCAPE key. The left and right arrow keys will move the cursor back and forth within a line of code, without other special operations. The up and down arrow keys don't appear to have any affect on the cursor. Here is where the cursor move mode comes into play. The normal Business BASIC cursor is a solid rectangle. When the ESCAPE key is pressed however, a "+" appears in the center of the cursor, indicating that you are in the cursor move mode. Pressing the ESCAPE key again will return you to the normal BASIC cursor and the "+" will disappear.

While in the cursor move mode, two characteristics of the system are

changed, the up and down arrow keys are now active and passing the cursor over a character will NOT enter it into the line of code. It is easy to see therefore, how this mode can be used to move the cursor anywhere within a BASIC listing without affecting the actual code.

Now, how do we use this combination of simple facts to edit our BASIC program? Let's first look at the case where we make a typing error in a line of code and notice it before pressing the RETURN key. If the error is a wrong key stroke such as typing an "r" instead of an "e", you can simply move the cursor back to the "r" with the left arrow key, type an "e" over it, and then pass the cursor back over the rest of the line before pressing the RETURN key. Don't forget to pass the cursor back over the rest of the line, or the characters to the right of the correction will be lost when you press RETURN.

What if the error was a missing character rather than a wrong one? Of course you could move the cursor back to the place where the character should have been, type it in, and then retype the rest of the line. But this is a lot of extra work, especially for a long line of code. Take for example the line of code below.

```
250                                GOSB
17000:INVERSE:VPOS=15:PRINT"SELECT
NUMBER":NORMAL:GOTO 1180
```

A quick look at this line of code shows that the first word should have been GOSUB rather than GOSB; the "U" got left out. While you could go back to the "B" in GOSB and retype the rest of the line, that would be about the same as retyping the entire line of code. A much easier way is to use the cursor move mode to simply

insert the missing character. While the process may sound a little complex at first, it is really simple if you keep the three facts discussed in the first few paragraphs in mind. So here we go!

1. Move the cursor back to the "B" in "GOSB", using the left arrow key. Remember that this cancels everything from the end of the line back to the "B" from the line of code.

2. Press the ESCAPE key, placing the system in the cursor move mode. Note the "+" in the center of the cursor.

3. Press the up arrow key once, moving the cursor to a position above the "B".

4. Press the ESCAPE key to return the system to the normal cursor mode.

5. Type in the missing "U".

Perhaps you're thinking by now, "he said it was simple and here it takes ten steps to insert one character!"

6. Press the ESCAPE key again, placing the system back into the cursor move mode.

7. Press the left arrow key once and the down arrow key once. This will return the cursor to the original position over the "B". Remember that moving the cursor in the cursor move mode has no effect on the characters over which it is moved.

8. Press the ESCAPE key once more to return the system to its normal cursor mode

9. Press the right arrow key until the cursor has passed over the rest of the line of code to reenter it.

10. Press RETURN to store the corrected line of code into memory.

The line of code on your screen will now look like the one below. If you list it, however, using a LIST 250 command, it will appear as a normal line of code with the "U" inserted into GOSUB.

```
          U          250          GOSB
17000:INVERSE:VPOS=15:PRINT"SELECT
NUMBER":NORMAL:GOTO 1180
```

Perhaps you're thinking by now, "He said it was simple, and here it takes ten steps to insert one character!" Well, it is simple. Just stop to think about what we did.

- o We moved the cursor to the error
- o We moved it out of the line of code in order to have space for the missing character(s)
- o We inserted the missing character
- o We moved it back into the line of code and retraced the rest of the line

In the process described above for inserting a missing character(s), we moved the cursor to the position directly above the line of code to make room for the insertion. You should remember though, that in reality you could have moved it to any point on the screen, as long as you started at the right point in the line of code and returned to that same point after the insertion.

This same basic process can be used

to edit any line of code in your program, even after they have all been entered into memory. For code that is already in memory, it is only necessary to list it using the LIST command, and then edit it. After one or more lines of code have been listed, move the cursor to the start of the line you want to edit using the right/left and up/down arrow keys in the cursor move mode. Then, after returning to the normal cursor mode, move

What happened? Where did the extra spaces come from? Well, just think about what you did when you passed the cursor over the rest of the line after making the...

the cursor to the right with the right arrow key until you get to the error. Correct the error either by striking the over wrong character(s) or inserting missing character(s) as described above, pass the cursor over the rest of the line of code, and press RETURN.

There is just one other minor idiosyncrasy of this editing process that must be learned and this is true even if you are using a word processor or other editing program. Take for example the line of BASIC code listed below.

```
1040 VPOS=25:HPOS=5:PRINT"TO RE-
TURN TO THE MAIN MENU, PRESS THE
ALPHA LOCK K EY TWICE"
```

When originally entering the line of code, the screen would have looked more like this.

```
1040 VPOS=25:HPOS=5:PRINT"TO RE-
TURN TO THE MAIN MENU, PRESS THE
ALPHA LOCK KEY TWICE"
```

The Business BASIC LIST function reformats the line to make it more readable, by adding spaces in front of the second line, leaving the line number to stand off by itself. Let's suppose you wanted to make a change to set HPOS=7 instead of 5. After listing the line of code, you would move the cursor to the start of the line using the cursor move mode, pass the cursor over each character until you got to the "5" in the normal cursor mode, and then type a "7" over the "5". You would then expect to simply pass the cursor over the rest of the line of code before pressing the RETURN key to store the corrected line in memory. If you did this, however, the resulting line of code would look like this when listed.

```
1050 VPOS=25:HPOS=7:PRINT"TO RE-
TURN TO THE MAIN MENU, PRESS THE
ALPHA LOCK K EY TWICE"
```

And if you ran the program, the screen would look like this.

```
TO RETURN TO THE MAIN
MENU, PRESS THE ALPHA
LOCK K
EY TWICE
```

What happened? Where did the extra spaces come from? Well, just think about what you did when you passed the cursor over the rest of the line after making the correction. As the cursor jumped to the second line following the "k", it passed over the spaces added by the Business BASIC LIST function, entering them into the line of code between the "k" and the "ey" of the word "key."

So, how could we have avoided this?

Simple, after passing the cursor over the "k" in the first line, press the ESCAPE key to put the system into the cursor move mode and press the right arrow until the cursor is over the "e" at the start of the second line. Then return to the normal cursor and finish passing over the rest of the line. Why does this work? Well remember what we said about the cursor move mode. This cursor has no affect on the characters over which it passes.

Now this may all seem somewhat complex at first, but with a little practice and always keeping in mind what your cursor is actually doing, you will find that you can edit any line of code in your program in a few seconds. Furthermore, when you're finished, you can simply save the program, without having to be concerned about how to get it back into a Business BASIC file. It IS worth getting used to. Good Luck and happy editing. -///-

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Ranntings

by Richard and Lavona Rann

Further thoughts on who we are

Last month we talked about Don Williams comments at the Phase III Conference about Apple users in general and /// owners in particular. He described many Apple owners as "Monomaniacal missionaries." The more we thought about what he had said, the more we had to agree. There was truth in his words. The missionary zeal of Apple owners is one of the major factors contributing to Apple's success. We love to talk about our computers; or lose ourselves in their operations. Still there is something unsettling about Mr. Williams words. Monomaniacal does not describe Apple owners, at least most Apple owners that we've talked to over the years. Sure, we act as single minded evangelists at times, when promoting our favorite computers, but that isn't the whole picture. The world of Apple /// owners, just one small group of Apple owners, is too varied to be described as having only a single overriding concern. We are much more than simple devotees of our Apples, no matter how much we are willing to suggest them to others.

As we thought about a descriptive word that would encompass a wider range of the Apple users we've met, we remembered a book that we had read some years ago. The book was *Polymath* by John Brunner published by DAW in 1974. In early 70's John Brunner resurrected an old term for his Science Fiction hero and gave

it a slightly different twist. He used the term *polymath* to describe a person who integrates knowledge from all disciplines in order to solve problems. A polymath had always described a person who was knowledgeable in many fields of learning, but Brunner's approach made this person the center of activity, one that not only had a wide breath of knowledge, but was able to use these various disciplines to do useful things. The crucial difference with earlier uses of the term "polymath" was one of action. It was the difference between just accumulating knowledge and using that knowledge in a creative way. Brunner's polymath was a problem solver and an original thinker.

Sure, we act as single minded evangelists at times, when promoting our favorite computers, but that isn't the whole picture.

The polymath as described by John Brunner, describes another extreme of the Apple user community. This archetype is as far removed from the archetype of the monomaniacal missionary as it is possible to be. Whereas *monomaniacal* describes focus on a single point of interest,

polymath infers broad, almost unlimited, scope of interest. First, let's see if *polymath* fits as well as we found monomaniacal missionary to fit, and then resolve the apparent discrepancy.

If we consider the nature of personal computers, one of the things they do well is expand the user's access to information. It would be fair to say that the use of Apple's encourages us to expand our knowledge base. This concept is widely accepted when related to children and to educational use of Apple's, but how many of us have considered its impact on us? The opportunities are there for those of us who are already knowledgeable in a variety of disciplines to expand our scope of knowledge. If we take advantage of any of these opportunities, we are taking steps towards being polymaths. The question is whether we do, in fact, take advantage of those and other opportunities to expand our horizons.

We have studied the /// community of users and found an exciting, vibrant collection of individuals that represent a wide variety of disciplines and interests and generally a lot of cross-discipline knowledge and interest. We could play *chicken and egg* and question whether our Apple's had any impact on this, or whether they were merely something that appealed to people of this type. Even if effect rather than cause, the polymath case

remains valid. The type of intelligent, multi-disciplined individuals we see with Apple's, would not be drawn into using so many Apples, in so many ways, if Apples were not seen as an important tool for growth.

We have probably all seen Apple's advertisements, that stress the concept of using the Apple as a tool *to be your best*. Most of us are also probably aware of the independent business studies that show that the average Macintosh business user uses a significantly higher number of applications than the average user of other *business* micros. While the user interface is probably the major reason for this difference, we believe that it is also due to the attitude of early users, the developers, and Apple's overall approach to the microcomputer market. Very few Apple /// users limit themselves to one application. Even without a consistent user interface, we find that there is something that makes us want to find new ways to use our ///'s. The /// owner wants to do lots of things and do them well. We seem to have a drive toward learning and growing that is apparent in the wider Apple user community but not as apparent in other user communities. The excitement and interest in widening the scope of knowledge and opportunity seems to be an Apple strength. The impact of the missionary zeal seems to be furthering the multi-interest, multi-capability, value of the focused interest. People with many interests all focusing on their Apple's to help them grow in those and new interests.

No one can deny that there is potential in microcomputers to bring the entire world into the user's home or workplace; nor should we be surprised that power like that should

promote fear in some, but like it or not, using any computer, and most specifically an Apple, will open many previously closed doors to knowledge. Of extreme importance, is that along the way ordinary users get opportunities to use their expanding knowledge in ways that encourage them to seek more. Whether we program or not, our Apples promote problem solving. They give us new, interesting opportunities to acquire knowledge, and a forum to use that knowledge to create solutions. We are learning without boredom. Many times the learning goes on without us even recognizing the learning process for what it is.

We could play *chicken* and *egg* and question whether our Apple's had any impact on this, or whether they were merely something that appealed to people of this type.

So what is the Apple user? Are we what Don Williams called us, the monomaniacal missionary who seeks to convert the world to Apples. As strange as the words are, we are well acquainted with the idea of changing the world. Just remember the television ad of several years ago that started with the song, "I'd like to teach the world to sing in perfect harmony," for an example of missionary zeal. No doubt that we would like to see more people using Apples. We are open to those people who do not use computers to join us as Apple owners. Still we cannot agree that it is a complete picture of the Apple owner. We are also like the hero of a

Science Fiction novel who uses his wide knowledge to find solutions. Again the image is a familiar one. We have all identified with a fictional hero at one time or another. We like this image of ourselves, the hero-problem solver. Fortunately for us, we can be and often are both the missionary and the thinker/solver.

If we did not feel the fervor and excitement that gives rise to our missionary zeal, the microcomputer would not be the tool that it is today. To a great extent Apple needs that missionary excitement. It might not have survived the bad times of a couple years ago without it. The missionary enthusiasm is necessary, and present in Apple owners in abundance, but the Apple owner is far from monomaniacal in the strict sense. We have interests as varied as special education, physics, writing and graphics. Our interests are as varied as the people who own Apple ///s. It is the monomaniacal missionary facet of our collective personality that draws us together. It is what makes us a community, but beyond that, we are the polymath problem-solvers too. The truth is that we function on many levels and with many personalities all at the same time. We are, by our very nature, more than can be described in a single phrase.

-///-

Disk Manager

This Desktop Manager module features the most frequently used applications of Apple's System Utilities and makes them available to you from within any program. Copy, delete, rename, lock/ unlock and list all of the files on your disk without leaving the program you're using. Copy, format, rename and verify *volume* commands are available as well, so you will never again lose data because you exited a program to format a disk.

Disk Manager

File Commands

List Directory
Copy File
Delete File
Rename File
Lock/Unlock

Device Commands

List All Devices
Copy Volume
Format Disk
Rename Volume
Verify Volume

*? = Help

Use Arrow keys to SELECT, Press RETURN to RUN. ESCAPE to EXIT.

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A Better Way to Install ALADIN ///

on your Hard Disk

(requires a block editor)

by Steve Brineaux

Editor's Note: *The following disk block editor examples use DA DataSystems' Disk Window ///+. This original document was created using Apple Writer /// in concert with ON THREE's Desktop Manager's cut and paste feature for the screen snapshots.*

Introduction

The following article describes a more efficient way to install the Aladin relational database system under an interpreter switcher like Selector ///. The installation instructions begin at the beginning and presume a hard disk named /PROFILE (.PROFILE) which does not already have Aladin installed; Aladin requires roughly 750K of disk space and therefore *may* also fit on a single 3.5" UniDisk if you are so equipped. Although the instructions favor Selector owners, several notes specific to Catalyst users are included. If you are already an Aladin user (Aladin is already installed on your hard disk using Aladin's own install routines), begin these installation instructions at section 2 of the instructions and *carefully* review the copy instructions to make sure that all the required Aladin program files have been moved to /PROFILE.

Background

In the normal order of things, Selector /// installs itself in such a way that its run-time Pascal system files are located in a subdirectory called *languages*. This, unfortunately, is where the conflict begins for Aladin. The program was written with hard disks in mind, but alas, is totally ignorant of interpreter switchers like Selector ///: The authors assumed that Aladin owners would start their systems using the /ALADIN3BOOT diskette, which would start Pascal and then execute the /ALADIN3BOOT/SYSTEM.STARTUP file. This is why Aladin expects the majority of its files be located in a hard-disk subdirectory called *Aladin*. It is also why it expects several of its files (SYSTEM.STARTUP, ALADIN.CODE, ALADIN3.INFO) to be located alongside the Pascal system files on the BOOT disk — which in 1982 was likely .D1.

In order to make best use of Aladin with an interpreter switcher (e.g., Catalyst, Selector ///), *all* the Aladin program files must reside on the same disk. There are several possibilities, but the most effective solution is to place all the program files together in the *Aladin* subdirectory; regardless of whether one is using Catalyst or Selector, the *Aladin* subdirectory must be at the root level of the hard disk (i.e., /PROFILE/ALADIN, not /PROFILE/CATALYST/ALADIN or /PROFILE/PROGRAMS/ALADIN).

Installation instructions

1. Create a subdirectory called *Aladin* in the root directory of your hard disk (i.e., /PROFILE/ALADIN).
2. Into the ALADIN subdirectory, copy
 - 2a. - from /ALADIN3BOOT:
 - SYSTEM.LIBRARY (not necessary under Catalyst)
 - SYSTEM.STARTUP
 - SYSTEM.MISCINFO (not necessary under Catalyst)
 - ALADIN.CODE
 - ALADIN3.INFO
 - 2b. - from /ALADIN3INIT:
 - ALADIN3I.CODE
 - ALADIN3I.INFO
 - ALADIN3E.INFO
 - 2c. - from /ALADIN3EXEC:
 - ALADIN3E.CODE

MAXREC.CODE (optional)

2d. - from /ALADIN3D:

<<everything>>

3. Following the copying, a snapshot of your *Aladin* subdirectory should look something like what is shown in Figure 1.

Figure 1

/PROFILE	File Type	Blocks	Modified	Time	Length
ALADIN	Directory	64	18-Jun-87	0:39	64:0
VERSION.ID	Datafile	1	16-Nov-83	0:00	0:20
SYSTEM.STARTUP	Codefile	3	16-May-83	0:00	2:0
SYSTEM.LIBRARY	Datafile	31	30-Nov-82	0:00	30:0
SYSTEM.MISCINFO	Datafile	1	16-Nov-83	0:00	1:0
CAR.BASE	Datafile	1	18-Jul-87	19:44	1:0
CAR.DATA	Datafile	61	18-Jul-87	19:45	60:0
CAR.DECL	Datafile	3	18-Jul-87	19:44	2:0
CAR.FM.TEXT	Textfile	5	18-Jul-87	19:45	4:0
CAR.TEXT	Textfile	9	18-Jul-87	19:44	8:0
CAR.TREE	Datafile	121	18-Jul-87	19:44	120:0
CAR.USER	Datafile	1	18-Jul-87	19:44	1:0
ALADIN3E.INFO	Datafile	109	4-Aug-87	23:22	108:0
ALADIN3E.CODE	Codefile	201	18-Jul-87	19:42	200:0
ALADIN3I.CODE	Codefile	106	18-Jul-87	19:43	105:0
ALADIN3I.INFO	Datafile	13	18-Jul-87	19:43	12:0
ALADIN.CODE	Codefile	13	12-Oct-83	0:00	12:0
ALADIN3.INFO	Datafile	1	18-Jul-87	19:45	1:0

4a. Using the Selector /// Menu Editor, add Aladin ///:

PROGRAM = .profile/aladin/system.startup

LANGUAGE = .profile/languages/pascal.rtinterp

PREFIX = .profile/aladin/

CHARACTER SET = (default)

SCREEN = (default)

4b. For Catalyst:

INTERPRETER PATH: catalyst/pascal

EXTRA DRIVERS: (none)

CHARACTER SET: (default)

SCREEN: (default)

KEYBOARD PATH: (default)

INITIAL PREFIX: .profile/aladin

MAX FILES ALLOWED OPEN: * (Catalyst can only be invoked by quitting)

PROGRAM PATH: .profile/aladin/system.startup

5. As mentioned earlier, ALADIN.CODE, ALADIN3.INFO and SYSTEM.STARTUP were designed to be run from the boot disk device (presumably .D1). Fortunately, Aladin's designers left us with the ability to easily edit these files in order to have them function correctly when run from a subdirectory - and only ALADIN.CODE and SYSTEM.STARTUP need actually be changed. SYSTEM.STARTUP and ALADIN.CODE contain references to themselves, to each other, and/or to ALADIN3.INFO; each of these references contains not only the local file name itself, but also a special prefixing character that allows Pascal, at program execution time, to determine where that file resides. As distributed, that special prefix character is * (an asterisk), which tells Pascal to look for the file on the PASCAL SYSTEM DISK, the disk from which Pascal was booted (again, .D1 in or about 1982). We will be changing those asterisks to % (the percent sign), which tells Pascal to look for the file according to the *current program pathname prefix* (which is set to ".PROFILE/ALADIN/" when Aladin starts).

6a. The following information is necessarily technical and presumes knowledge of a disk block editor program. While not

difficult to do, disk block editing can be intimidating to the uninitiated and if done incorrectly can do great harm to the integrity of your hard disk. **Caution:** If you feel unsure about the process, *do not do it*. Modified versions of both SYSTEM.STARTUP and ALADIN.CODE may be available through other avenues including the Apple /// data libraries on the CompuServe timesharing service. If you do continue, *be sure to make backup copies of both SYSTEM.STARTUP and ALADIN.CODE before starting*. It's cheap insurance.

6b. Let's begin with SYSTEM.STARTUP, which is a Pascal code file, 2 blocks in length. The second disk block contains the pathname to be edited. In Figure 2, is what the top portion of that second block looks like.

Figure 2

```

      V_____V
|
| > 000 B9 1A CD 1C 01 A6 0C 2A 61 6C 61 64 69 6E 2E 63 .....*aladin.c |
| 010 6F 64 65 D7 CD 1C 02 1C 9E 16 B9 05 1C 9E 15 B9 ode..... |
| 020 F6 C1 00 00 22 00 00 00 04 00 13 00 2C 00 01 00 ....".....,... |
| 030 02 00 01 01 6C 65 20 77 68 61 74 20 74 65 78 74 ....le what text |

```

In the Figure 2 snapshot, the 'V' and '>' characters in the border area mark the column and row in the HEX and ASCII display where the '*' symbol (HEX 2A) should be changed into a '%' (HEX 25).

7a. ALADIN.CODE contains the offending asterisks in two different blocks. The first pathname to be edited block is in the beginning of the *ninth sequential* block of the file read; the pathname *ALADIN.CODE should be changed to %ALADIN.CODE (portion of the block shown below). As in Figure 2 with SYSTEM.STARTUP, in Figure 3 the 'V' and '>' symbols in the border area mark the line and columns to be changed.

Figure 3

```

      V_____V
|
| 000 00 00 06 9C A0 10 00 00 00 CE 05 AB 06 00 16 CD ..... |
| 010 00 1D B6 01 03 1F 00 CD 00 11 9E 00 A5 18 20 AA ..... |
| 020 50 A5 18 01 9B ED BF ED B9 F6 00 AB 80 BC A5 80 P..... |
| 030 BC A6 01 21 D7 01 CD 00 17 A5 80 BC A5 80 93 51 ...!.....Q |
| 040 CD 00 17 A5 80 BC D7 A6 01 21 52 CD 00 17 A5 80 .....!R..... |
| > 050 BC A6 0C 2A 41 4C 41 44 49 4E 2E 43 4F 44 45 D7 ...*ALADIN.CODE. |
| 060 5E CD 00 17 A5 80 BC CD 1C 03 00 AB 80 BC A5 80 ^..... |

```

7b. The second pathname is in the middle of the *twelfth sequential* block of the file; the pathname *ALADIN3.INFO should be changed to %ALADIN3.INFO (portion of the block shown below). It is important to recognize that the asterisk to be changed is in the line -above- the textual string 'ALADIN3', as shown in Figure 4.

Figure 4

```

      V_____V
|
| 180 C6 02 C6 82 28 C7 01 00 91 CD 00 03 C6 85 9B 00 .... (..... |
| > 190 CC 85 C4 C6 85 C4 D7 A6 01 2A 01 CD 00 17 C6 85 .....*..... |
| 1A0 C4 A6 07 41 4C 41 44 49 4E 33 D7 08 CD 00 17 C6 ...ALADIN3..... |
| 1B0 85 C4 D7 A6 05 2E 49 4E 46 4F 0D CD 00 17 C6 85 .....INFO..... |
| 1C0 C4 AA 50 C6 82 28 C6 85 9B 01 00 CD 00 05 9E 22 ..P.. (....." |

```

8. That completes the modification and installation process. Happy computing!

-///-///-///-

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ON THREE, Inc. - Attn: Repair Dept. - 4478 Market Street - Suites 701-702 - -Ventura, CA 93003

TrackBall ///

by Steve Brineaux

TRACK /// TrackBall controller for Apple /// from Sykora Software, Groton, CT. \$89.95 plus \$6 shipping.

A Short Trackball Primer - It's Not the Keyboard- A trackball is simply a device that you and I can use to feed a computer information. Unlike a keyboard, trackballs require no special skill or training to use. A trackball usually consists of a large ball resting in a flat, rectangular base. By rotating the ball with your hand, you can cause the computer to take some specified action. Trackballs are most commonly found in amusement arcades, where they are used to control fast-action video games.

Track /// - What Is It? - Track /// is an ingenious adaptation of the Wico Apple II-family Command Control Trackball(TM) device for use with the Apple/// and ///plus. The trackball can be used in both native SOS mode as well as in Apple II emulation mode. In native mode Track /// can emulate most functions of the AppleMouse(TM), giving it immediate functionality with Mouse-aware programs; new [or updated] /// software can also use Track /// directly as a trackball. In emulation mode, the trackball can only be used as a trackball and software support is on a program-by-program basis; few commercial Apple II programs that I am aware of support trackball input — and those that do may not support this particular trackball.

The Track /// package includes the

trackball unit, a single circuit board which installs in any free slot, a standard Apple /// disk containing documentation and device driver software, a small pamphlet from Wico with the standard (Apple II) documentation, and a postage-paid warranty card.

The trackball unit is sturdy and made of high-impact plastic; it is rectangular, roughly 5" by 6" and about 2" high; the main unit is connected to the interface card by a six-foot, strain-relieved cable. The colors (red base and buttons, black top and cable, cream-colored ball) may take some getting used to. The top of the unit features a very smooth-rolling 2" ball in the center and two pushbuttons on the top-left corner. The action of the pushbuttons depends on how Track /// is used: in mouse-emulation mode, the larger pushbutton acts as the mouse button while the smaller button adjusts trackball sensitivity; in trackball mode (and Apple II emulation), the pushbuttons have no predefined meaning and are interpreted directly by the calling application program.

Track /// - Installation - Installation is about as easy as it gets. Turn off the computer, open the system unit, pick an unoccupied expansion slot, install the card, connect the cable, then close the /// and restart the system. The cable terminator mates with the interface card via a locking eight-pin Molex(TM)-type connector; a plastic lip on the connector ensures that there is only one way in which to insert the cable — but if that's not enough, my unit also had the side edges of both

connections blackened with Magic Marker(TM) as an additional reminder. The cable is long enough to allow the trackball unit to be placed anywhere within reasonable distance of the keyboard.

Once the physical installation is complete, you must use the System Configuration Program (SCP) to add either the mouse-emulation device driver (.MOUSE) or the native trackball device driver (.TRACK); my guess is that virtually everyone will opt for .MOUSE. Both drivers are about 3K in size and virtually function identically. Personally, I would have preferred that both .MOUSE and TRACK had been combined into a single driver module, rather than making them physically and logically separate.

~~~~~  
**A trackball is simply a device that you and I use to feed a computer information. Unlike a keyboard, trackballs require no special skill or training to use.**  
~~~~~

Track /// - How It Works Since no software exists to use Track /// as a SOS trackball device, I can only discuss its performance as a mouse. And it rates pretty good. The list of SOS mouse-aware programs is fairly

short, and Track /// works perfectly with about half of them. Compatibility problems arise with applications which use the AppleMouse(TM) interface card's interrupt capabilities; the Wico interface card does not provide hardware interrupts. Additionally, a few applications may interpret trackball motion OPPOSITE the intended direction — this can be corrected by altering the .MOUSE driver configuration with the SCP, not the best solution since SCP will have to be used again to undo the correction before .MOUSE will work properly with other applications. The following programs are fully compatible with the Track /// mouse-emulation, Draw ON ///, The Card Machine and The Fruit Machine

Mr. SandMan is an iffy proposition. It CAN work with mouse emulation, but has problems as noted in the Track /// documentation. I agree with Sykora Software (Track ///'s manufacturer): use the keyboard or a Cursor /// joystick if you want to play SandMan. The remaining programs, Desktop Manager /// and Graphics Manager, are incompatible with mouse emulation.

Since Desktop Manager makes only limited use of .MOUSE, I don't see not being able to use it with the trackball as a major shortcoming. Graphics Manager /// is a different matter however, and I wish that a way to use Track /// could be found. Sykora Software indicates that Graphics Manager compatibility, as well as a modified .CONSOLE driver which recognizes trackball movements as keyboard substitutes, might be pursued if enough interest is expressed from the /// community.

Track /// - Documentation - The disk-supplied documentation is pro-

vided in two files: READ.ME and TRACK.DOC. READ.ME covers Track ///'s features, installation and application software compatibility in adequate detail and in non-threatening (if somewhat technical, for a novice) terms. Detailed, technical information on the workings of the device drivers (.MOUSE and .TRACK) is contained in TRACK.DOC; this information is more than sufficient to allow programmers to develop software capable of using Track ///'s many features.

Wico's own documentation is Apple II-oriented and is not germane to the native /// environment; it is invaluable if you wish to write Apple II emulation mode programs which use trackball input. For most ///er's, the primary value of the Wico documentation is that it describes warranty coverage and repair procedures. The trackball unit feels quite sturdy and I doubt that many will need avail themselves of the warranty (Acts of God of course, excepted); nonetheless, for the record: the trackball hardware is covered for materials and workmanship (but NOT labor), for one year. Service is provided through Wico's Illinois facility.

Track /// - Summary - For about half the price of an AppleMouse(TM), you can have a well-designed trackball unit capable of running many mouse-aware software titles. Is it a good value? Hard to say. The trackball's primary advantages are that of low cost and small, compact size (no need to clear a precious piece of desktop real estate in order to roll a mouse about). However, since no programs currently recognize trackball input, your use of Track /// will be limited to mouse emulation mode. While some /// programs are completely compatible with mouse emulation, some are not since Wico's hard-

ware cannot emulate the mouse's interrupt-driven mode, a deficiency that cannot be ignored; also, the mouse has a greater chance of being supported in Apple II emulation mode. In other ways the two are about equal: both mouse and trackball require a free expansion slot in order to work, neither has an assured future role in terms of support by newly-written SOS programs, and both have strong vendor support. In the end, which is best comes down to what programs you use and how you wish to use them.

PERFORMANCE: Excellent, when supported.

DOCUMENTATION Very Good.

BEST FEATURE(S): Smooth-feeling, very responsive, low cost.

WORST FEATURE(S): Mouse emulation is not 100%; future software support is not guaranteed.

EASE-OF-USE: Excellent.

VALUE FOR THE MONEY: Good.

For more information about Track ///, contact:

Lt. Charles Dale Sykora 39 Ibis Lane
Groton, CT 06340

Draw ON ///, Graphics Manager ///, Desktop Manager ///, Mr. Sandman, The Card Machine, and The Fruit Machine are all registered trademarks of ONTHREE, Inc. SOS, AppleMouse, Apple II, and Apple /// are registered trademarks of Apple Computer, Inc.

-///-

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The Desktop Manager

Acclaimed as the most sophisticated program ever developed for the Apple ///, this *expandable* productivity utility allows you to use accessories like those on the Macintosh™. You can use these accessories while you're in another program such as /// E-Z Pieces or Visacalc and a single keystroke will freeze the program you're in and display the TDM menu with it's built-in Note Pad, Appointment Calender, Calculator, Pickup/Paste, Self help screens Much more! Works with Selector, Catalyst and all Apple /// programs Req. 256K External or large capacity floppy disk drive recommended Uses about 32K memory.....\$129+\$6

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Catalog with complete product descriptions available upon request.

Ask 'Doc'

by Dave Christenson

Macro problems? I have called several times about my problems with Macro Manager of the Desktop Manager. I cannot get the Macro recording to turn off with solid apple 8, it just keeps on making the clicking noise with every keystroke. I'm returning both the Macro Manager disk and the Desktop Manager disk (which I know I've damaged). Please replace these disks with the latest versions and also let me know if the installation instructions have been changed. I will gladly pay for any updates, just let me know the amounts by phone and I will give you a credit card number. - Charles W. Harris, York, Ne.

Charles... I've returned your Desktop Manager and Macro Manager, Both disks have been tested and upgraded with the latest versions. Both disks work.

I have already copied the DESKTOP.MANAGER file from your Macro Manager disk onto your Desktop Manager disk. You can disregard that step when reinstalling the Desktop Manager. Make sure that you follow the directions carefully when reinstalling both disks.

To answer your question about not being able to turn the macro off with solid apple 8. This problem occurs when you have a macro active and you don't exit your program correctly. If you shut off your computer without quitting, it will damage your MACRO.MAPS file. Always exit your program properly.

* * *

Manual labor? I use an apple /// with quick file floppy and AppleWriter /// programs. The copyright on my disk is dated 1981-82 Paul Lutus, also 1981-82 Apple Computer, Inc. I would like to get a complete manual for using this program. I only have the first chapter of the existing manual and of course, this is inadequate for all procedures.

Please let me know if you still have such a manual. I realize that this one is rather old, but I would appreciate it if one

could be obtained. Thank you for any help you can offer.
- Arthaya Finley, Cincinnati, OH.

Arthaya... We sell the AppleWriter III program that you mentioned, the cost is \$99.+\$3. s/h. We do not however, sell any computer manuals separately from their respective programs. All of our software is new and in it's original packaging. Sometimes we get in some used software and manuals from people selling their systems. These are marked down drastically and they do not last long on our shelves. I have sent you a copy of our latest catalog. Sorry I couldn't be of more help.

* * *

Doctor's order? I'm an Apple /// owner and a subscriber to ON THREE magazine. I recall seeing programs advertised for medical professionals. I'm particularly interested in purchasing programs that deal with storing and retrieval of patient information, as well as patient education information.

Please let me know if there are programs available along this line for the Apple ///. I would appreciate you sending me a list of all medical programs, so that I may choose the ones best suited to my needs. - M.F.O Lafeer, M.D., F.A.A.P., Leonardtown, MD.

Dr. Lafeer... There are currently three programs being sold for the Apple /// that you might find useful. One is called Professional Time and Billing, by State of the Art Software. It sells for \$199.+\$10. s/h. It was not written specifically for medical billing, but should however, adapt well for your purposes.

Another is Versaform, which allows for custom designing of databases and forms to track client data. It could probably fill your needs nicely. It sells for \$159.+\$5. s/h.

The last program is 3EZ pieces. It could be adjusted to your needs as well. The price is \$135.+\$3.50 s/h. These are the only programs I could find from software companies that

are still supported for the Apple ///. I hope this information time save all those shipping charges, send it here. is helpful.

** * **

What pin? I recently ordered an Apple /// Interlace kit from your company, however when I tried to install it, I discovered that the small pin adapter which was supposed to be located at position J-19, was not there. Is there any way to install the interlace kit without this adapter?

Also, if I ordered a Unidisk ///.5 and later acquired a Macintosh system, would the Unidisk be usable as an external drive for the Mac? - *Joseph M. Gevock, The Gevock Foundation- Clive, IA.*

Joseph... Yes, in order to install the Apple interlace kit, the pins at J-19 are necessary. We can install them for you here at our service center for a minimum service fee of \$50.00, plus return shipping. While your computer is with us, we will clean your drive and test your computer. All this is included in the service fee. We have a 48 hour turn-around. To answer your last question, the Unidisk does not work on the Mac.

** * **

What's it all mean? I'm hoping you can help us out. We have an Apple ///, for which we have a Word Juggler program. Our computer started to print out a bunch of gibberish one day and was definitely not working. We sent it out to be repaired. The place we sent it to could not fix it and so we sent it to another place, and then another, until one repair shop in town suggested we send it to Portland. We did just that. When they plugged it in up in Portland, it worked. So they sent it back.

In the process of sending it back and forth, we have lost our template for the keyboard that tells us what buttons to push. It has been so long since we have used it, we cannot remember all of the functions that each number will do. Is it possible to obtain a new Word Juggler template or a copy of a template? We are hesitant to spend much to get this, as we are not even sure the computer is functioning properly. - *Marge Boutell, Eugene, OR.*

Marge... There's a lesson here. Our service department offers complete Apple /// system testing and disk drive cleaning and all our work is warrantied for 90 days. Next

We sell the Word Juggler program for \$135.+3.50 s/h. Unfortunately the Word Juggler template is not available separately.

** * **

How do you start the darn thing? Many of you have been calling and asking, "how do you load CROSSWORD SCRAMBLER on Catalyst?" One of our readers, Alan Cohen, has what he feels is the solution. Give it a try and let us know if any problems arise. - *Doc*

Make a subdirectory on the Profile called .PROFILE/CATALYST/CROSSWORD.

Copy all the files on the CROSSWORD SCRAMBLER disk to the subdirectory, except the files SOS.KERNEL, SOS.INTERP and SOS.DRIVER.

Use the following to add the program to the Catalyst menu:

Display name: CROSSWORD SCRAMBLER

Interpreter path: Catalyst/Basic

Extra Drivers: .grafix, .audio

Character Set Path: press return

Screen: press return

Keyboard path: press return

Initial Prefix: .Profile/Catalyst/Crossword

Max files allowed open: 0

Program Path: Leave blank

** * **

We at *ON THREE* are committed to providing the best products and services to our valued Apple /// customers. Thank you for thinking of *ON THREE* for your computer needs. Please let us know if we can be of further help.

-///-

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The Reference Source For The Apple ///

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Special! Buy all four games

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/// E-Z Pieces

This program is the Apple /// version of the Apple][hit known as AppleWorks. It combines a word processor, data base and spread sheet in one integrated program. All sections use similar commands and easy-to-follow pop-up menus.

The spread sheet, while not as powerful as Advanced Visicalc, is much faster. For example, loading and saving files is 20 to 30 times faster. Even recalculation times are much quicker. And you can access your existing VisiCalc or DIF files, eliminating the need to re-type. Up to 999 rows and 127 columns are available.

The data base section is just like the popular QuickFile ///, but better. /// E-Z Pieces' Data Base can handle as many as 3,000 records per file and double the number of fields per record. Sophisticated record selection, sorting and printing combined with lightning fast sorts and searches make this portion of /// E-Z Pieces valuable.

The word processor rivals programs like Apple Writer and Word Juggler in speed and ease of use. Advanced options such as the ability to cut and paste information between your data base, spread sheet and word processor make the program a must for all /// owners.

Only \$135 plus \$3.50 s/h

De - Classifieds

1987 Tax Year Income Tax Calculations on 3E-Z Pieces (Appleworks) Template. W-2 Summary, A, B, C, D, SE, Forms 1040 and 2441 (Child Care), Tax Tables, and Tax Rate Schedules. Room for more. Send \$16.95 to: Barry W. Smith, 1974 Dorrance Court, San Jose, Ca 95125.

Apple /// Plus, Monitor ///, 5Meg Profile, Disk ///, SoftCard /// CP/M Card, SOS Reference Manuals, Device Driver Writer's Guide, Pascal ///, Business Basic, Backup ///, /// E-Z Pieces, Advanced Visicalc, Visicalc Business Forecasting Model, Senior Analyst, QuickFile ///, Access ///, Apple Business Graphics, Screen Director, PFS File, Report, and Graph, Visischedule, BPI General Accounting. **\$1800.00 (314) 447-3216, 7 to 10 p.m.**

FOR SALE: Misc /// programs - SS, DB, WP, Access///, Pascal, Business Basic, Business Graphics, Senior Analyst, SOS Ref Manuals, etc. Very reasonable prices. **(408) 385-5248**

FOR SALE: 256K Apple ///, Monitor///, 5meg ProFile, Epson MX100 printer w/Graftrax and buffer. Software: Catalyst, /// EZ Pieces, Applewriter ///, SpellChecker ///, PFS: File, Report and Graph, VisiCalc plus misc. software. **\$950.00(+ship) or best offer: Ken: (714) 732-6231 days, (714) 552-6071 evenings (Calif.).**

FOR SALE: 128K Apple ///, Monitor ///, Apple DMP, external drive ///, SpellChecker ///, VisiCalc, PFS: File, Report and Graph. **\$450.00 (+ship) or best offer. Ric: (714) 552-6071 (Calif.).**

FOR SALE: 256K Apple /// with 5meg ProFile and second disk drive. Includes monitor, Dealer Service Manual, CPM card and 12 software packages. All manuals and software documentation included - **\$995.00**, will consider parting out **(617) 484-8285 (Boston).**

/// /// /// /// /// /// /// /// /// /// /// /// /// /// ///

Apple /// User Groups

State or Country	Name of Group	Address	City	Zip	Phone
California	Sacramento Apple /// User Group	1433 Elsdon Circle	Carmichael	95608	(916)482-6660
	Orange County Apple /// User Group	22501 Eloise Avenue	El Toro	92630	
	LA-So. Bay Apple /// User Group	P.O. Box 432	Redondo Beach	90277	(213)316-7738
	Apple /// Users of Northern Calif.	220 Redwood Highway #184	Mill Valley	94941	
	International AppleCore Apple /// SIG	908 George St.	Santa Clara	95054	(408)727-7652
Canada	Apple ///rs Unanimous	732 Timor Court	San Jose	95127	
	Apple B.C. Computer Society				
	Apple /// SIG	P.O. Box 80569	Burbaby, BC	V5H3X9	
Colorado	The Astronic Club (Ontario)	1453 Highbush Trail	Pickering, Ont.	L1V1N6	
	Colorado Apple /// User Group	P.O. Box 3155	Englewood	80112	
Connecticut	Apple /// Society of South Conn.	34 Burr School Road	Westport	06880	(203) 226-4198
Florida	Sarasota Apple /// User Group				
Georgia	c/o Computer Center	909 S. Tamiami Trail	Nokomis	33555	(813) 484-0421
	Atlanta /// Society	385 Saddle Lake Road	Roswell	30076	(404) 992-3130
Illinois	TAU c/o Lavona Rann	1113 Wheaton Oaks Drive	Wheaton	60187	(312) 665-6319
Kansas	Kansas City Apple Users Group	5533 Granada	Roeland Park	66205	(913) 262-3355
Maine	So. Maine Apple Users Group	Casco St.	Freeport	04033	(207) 865-4761 Exten. 2249
Maryland	Apple /// SIG Chairman				
Minnesota	Washington Apple Pi	8227 Woodmont Ave. #201	Bethesda	20814	(301) 654-8060
	Minnesota Apple Corps User Group	P.O. Box 796	Hopkins	55343	
New Jersey	North Jersey Apple /// Users Group				
No. Carolina	c/o Roger T. Richardson	P.O. Box 251	Allamuchy	07820	(201) 852-7710
	North Carolina Apple /// User Group	2609 North Duke St. #103	Durham	27704	
Ohio	Cincinnati Apple /// User Group	5242 Horizonvue Drive	Cincinnati	45239	(513) 542-7146
Oregon	Apple Dayton - Apple /// SIG	P.O. Box 1666	Fairborn	45324	(513) 879-5895
	Oregon Apple /// Users	1001 S. W. 5th Ave. #2000	Portland	97204	(503) 645-6789
Overseas	Apple /// Users Belgium/Netherlands				
Texas	c/o R. Van der Straeten,		Belgium	(015) 205328	
	Vestinglaan 492580	Sint-katel Ijne-Waver			
	Apple User Group Europe e.V.	Box 11 01 69 D-4200	W. Germany	0049-6195-73917	
	Apple /// User Group	Oberhausen 11			
	Belgium/Netherlands				
Virginia	c/o J. Woreshofer	Ganzerikweerd 22	Netherlands	(043) 611704	
	Le Club Apple	NI-6229 TG Maastricht			
	Apple /// User Group	43 Avenue,	Paris, France	75116	
	c/o Canberra Accounting Services	de la Grande-Armee	Duffy A.C.T.	2611	
	Apple Corps of Dallas	P.O. Box 42	Australia		
Texas	Apple /// SIG	P.O. Box 5537	Richardson	75080	
	River City Apple Corps /// SIG	P.O. Box 13349	Austin	78711	(512) 454-9962
	Houston Area Apple Users Group				(713) 480-5690
	(Apple /// Division)	P.O. Box 610150	Houston	77063	or 974-5153
	Charlottesville Apple /// User Group	216 Turkey Ridge Road	Charlottesville	22901	(804) 642-5655
Virginia	Greater Tidewater				(804) 642-5655
	Apple /// User Group	Route 2, Box 216	Hayes	23072	898-3500#2671
	Apple THREE Group International				
	c/o Joseph Dobrowolski	P.O. Box 913	Langley, AFB	23665	(804) 865-7520
	If you wish to meet other Apple /// owners and users and exchange ideas, contact one of the user groups listed above.				

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Incredible buy - less than \$50!

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The **Communications Manager** is a powerful tool that allows your Apple /// to communicate or *talk* to other computers or services such as CompuServe™. If you are familiar with other telecommunication programs such as Access /// or Terminus, you should be pleasantly surprised. VT-52 terminal emulation makes the program as powerful as any other Apple /// communications package. You can record incoming text to a printer or disk file for later viewing and transmit standard ASCII and Pascal Textfiles automatically. The **Communications Manager** has almost every feature of those popular programs plus an important extra.

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If you have **The Desktop Manager**, you get the best of both worlds. You can be inside /// E-Z Pieces or VisiCalc and send a spreadsheet or data base file directly! The hundreds of Apple // AppleWorks templates available on bulletin board systems like CompuServe and others can now be yours! Thousands of pictures and other graphics images on CompuServe and other systems can be downloaded to your Apple /// with ease - with **The Communications Manager**. All this for *only* \$49.95 plus \$3 shipping and handling. Order your copy today!

Call Three: Hotline

The Call Three Hotline is a service whereby Apple /// users can contact fellow Apple ///er's who have expertise in a particular subject(s) pertaining to the Apple ///. These individuals are not compensated for their efforts so we owe them all a resounding "three cheers" for their generosity. If you have questions, feel free to call the consultants listed below, but please observe the calling times listed. It would also be a good idea to check the time zone so as not to inadvertently wake someone. No other restrictions apply to this service. If you are willing to help your fellow Apple ///er's, write ON THREE giving the necessary information and we will be happy to add your name to our Hotline.

Name	Area	Telephone	Days	Hours	Zone	Subjects
Coville Woodburn	NH	(603) 863-5590	M,Tu,Th,F	7-8 p.m.	Eastern	BB,CT,GE,MI,QU,WP
Ken Johnson	MA	(413) 536-7502	Su-Sa	6-9 p.m.	Eastern	BB,PA,MD,WP,MI
Don Loosli	MI	(313) 626-3848	M-F	9-5 p.m.	Eastern	GE,WP,SS,DB
Harry T. Hanson	NJ	(201) 467-0712	M-F	6-9 p.m.	Eastern	GE,PA,BB,CT
Edward Gooding, Sr.	VA	(804) 747-8751	Su-Sa	6-9 p.m.	Eastern	CO,SS,PR,MD,CT
Jeff Fritz	WV	(606) 353-9493	M-Sa	8-11 p.m.	Eastern	BB,DB,GE,MI,SS,TC,EP
Al Johnston	FL	(904) 739-1600	M-F	9-6 p.m.	Eastern	GE
Paul Sanchez	FL	(305) 266-5965	Su-Sa	10-4 p.m.	Eastern	SS<PR,CT
R.B. Thompson	NC	(919) 787-1703	Su-Sa	10-10 p.m.	Eastern	BB,DB,GE,SS,WP
David Galliher	TX	(214) 462-0346	Su-Sa	5-9 p.m.	Central	Corvus
J.Donald Glenn	NE	(402) 291-9177	Su-Th	7-10 p.m.	Central	GE
Scott Weddel	NE	(402) 572-7543	Su-Sa	4-10 p.m.	Central	GE, TC
Jim Ferencak	IL	(312) 599-7505	M-F	10-5 p.m.	Central	GE,EP,DB
Paul Thomas	MS	(601) 494-4476	Su-Sa	6-10 p.m.	Central	GE,AC,BB,CP,DB,FI,MI,PA,PR,SO,SS,TC,EP,WP
Earl T. Brelje	MN	(612) 455-6405	M-F	4-9 p.m.	Central	CT,DB,WP,GE,Quick File, Omnis 3
Ron Maupin	TX	(512) 280-0144	Su-Sa	8 a.m.-10pm	Central	AL,CO,CT,EP,MD,PA,QU,SS,TC,WP
Rodney Hendricks	TX	(214) 581-0524	Su-Sa	6-9 p.m.	Central	DB,EP,GE,MD,QU,SO,SS,TC,WP
Terri Wiles	CO	(303) 850-7472	Su-Sa	10-6 p.m.	Mtn	PA
William Prince	OR	(503) 254-6465	M-F	9-4 p.m.	Pacific	GR,TC,Corvus
Karl La Rue	WA	(509) 582-6459	F-Su	6-10 p.m.	Pacific	MD,GE,EP,WP,TC,SS,CP
Pat Holwagner	CA	(415) 433-2323	M-F	10-6 p.m.	Pacific	GE,SS,WP,CT,DBSU,AE,EP
Viincent F. Latona	CA	(818) 703-0330	M-F	9-5 p.m.	Pacific	GE,WP,BB,SS,AE
Dennis R. Cohen	CA	(818) 956-8559	Su	10-10 p.m.	Pacific	GE,PA,MU,WP,DB,SO
			M-F	7-9 p.m.		
			Sat	noon-6		
Kelly C. McGrew	WA	(206)943-8533	Su-M,Th-Sa	7-9 p.m.	Pacific	DB,GR,SS,PR,MD,CT
Larry E. Kalland	AK	(907) 272-4968	Su-Sa	12n-11pm	Alaska	AC,CT,GE,SS,EP,WP
H. Van der Straeten	Belgium	(015) 205328	Su-Sa	7-10 p.m.	Europe	BB,CT,DB,GE,PA,PR,SS
Robert C. Sudduth	Germany	(0531) 35851	Su-Wed	6-9 p.m.	Europe	AL, GE, PA, SO (German or English)
Arnaud Trache	France	21 03 04 21	Sa-Su	10-7 p.m.	Europe	AC,BB,DB,AE,FI,GR,MD,PR,SS,TC,EP,OT
J. Woretshofer	Netherlands	043-611704	Su-Sa	9-12 a.m.	Europe	CT,FO,GE,PA,QU,SO,WP,AE,EP
Salvador Garcia	Spain	(91) 234-5068	Su-Sa	7-10 p.m.	Europe	BB,GE,PA,MD,CT

Abbreviation Table

Subject	Code	Subject	Code	Subject	Code	Subject	Code
Accounting	AC	Agriculture	AG	Assembly Lang.	AL	Business Basic	BB
Catalyst	CT	Cobol	CO	CP/M	CP	Data base	DB
Education	ED	Emulation	AE	Financial	FI	Fortran	FO
General	GE	Graphics	GR	Micro-Sci	MI	Modems	MD
Modula-2	MU	Pascal	PA	ProFile	PR	Quark	QU
SOS	SO	Spreadsheets	SS	Telcom	TC	/// E-Z Pieces	EP
Word Proc.	WP	On Three Prod.	OT				

ON THREE'S HELPLINE:

ON THREE offers technical assistance from 9 A.M. to 5 P.M. Pacific time if you live in an area without a hot liner or user group. There is no charge for this service *if* the product has been purchased from ON THREE within the last 90 days. Technical assistance under all other circumstances is \$5 for the first three minutes and \$1 per minute thereafter. Support may be obtained on the service line *only*. Tel. (805) 644-3514

\$129.95 plus \$6 s/h

The Desktop Manager

This is the most complete and sophisticated desk accessory program ever written! Finally you can unclutter your desk the Desktop Manager way. The Desktop Manager places all of the desk accessory utilities you need -- appointment calendar, notepad and calculator -- within every program you own, so you can use them as if they were a part of your original programs. While you are using your program, you cannot see the Desktop Manager. However, by pressing only two keys the Desktop Manager menu appears, ready for your use from within *any* application!

While word processing, have you ever needed to multiply two numbers? Or have you suddenly remembered while in the middle of a spreadsheet the name of that stock your broker suggested, but have no pen or paper nearby to jot it down? Perhaps you've forgotten your spouse's birthday again, although you did write the date on a piece of paper you keep in your desk. Why not increase your productivity while you clear your work area of that old-fashioned calculator, pens and paper scraps, and unnoticeable appointment calendar? With the help of *ON THREE's* Desktop Manager, you can do all this and more.

From within any program, two keypresses override and freeze your current application and display a window containing the Desktop Manager's main menu. Now you have the power of all of the Desktop Manager's options at your command. Simply select one of the following standard Desktop Manager features:

Appointment Calendar - Set multiple appointments daily through December 31, 1999. As your appointment is due, a reminder appears on your screen regardless of what application you're using. The daily and weekly appointments are shown at a glance and, as with all Desktop Manager options, help screens are only two keystrokes away.

Appointment Calendar

17 Sept 87 9:15:19 AM

You have 2 appointments scheduled for today.

8:30 AM 2:45 PM

SUN MON TUE WED THU FRI SAT

		1	2	3	4	5
6	7	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28	29	30			

Open Apple ? Key For Help.

SEPTEMBER 1987

Note Pad

Alabama.....
Alaska.....
Arizona.....
Arkansas.....
California.....
Colorado.....
Connecticut.....
Delaware.....

HELP MENU

General Commands:

*A => Add Another Note
*B => Backs Up to Previous Note
*N => Moves to the Next Note
*S => Shows Note Selection Menu
(Help Provided in Menu)
*R => Allow Renaming Active Note
*F => Find Text Within Note
*M => Moves the Note Pad Window
(Pressing Escape Will
Restore Window Contents)

ESCAPE TO EXIT.

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Calculator

0

[Hlp] [Prt] [Tap] [CE] [CLR]
[Sin] [Cos] [Tan] [Pi] [e]
[Log] [Ln] [x^y] [Sqrt] [Bin]
[D] [E] [F] [Deg] [Dec]
[A] [B] [C] [Rad] [Hex]
[7] [8] [9] [/] [M+]
[4] [5] [6] [*] [M-]
[1] [2] [3] [-] [RM]
[0] [+ / -] [.] [+] [=]

25	Sqrt
5	
5	*
5	+
79.95	-
32.01	/
65.02	-
2	Sin
0.0348994967025	Deg
0.0348994967025	*
587	+
100	-
0.09	+
183.88168537718894	=
367.76337075437788	Sum
0	CLR
55.95	/
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0.06	=
0.27975	Sum
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If you're using Draw ON /// or other graphics packages for your Apple /// you may be holding off on ordering a mouse because of the price. If so, wait no longer, TrackBall /// is here.

The TrackBall /// is compatible with most major graphics applications on the ///. It comes with a replacement **.MOUSE** driver that you can add to Draw ON and other popular programs.

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One of the advantages of a hard disk is that you can store virtually ALL of your programs and data files on it, greatly reducing the time it takes to do things. If you have a Titan ///+Ile board you probably bought it for the same reason. There are programs on the ///e that make it easier for you to do your work. If you want a hard disk for your Apple ///, the choice has been very limited if you want it to work in the Titan ///+Ile emulation mode.

The new Sider 20 from ON THREE expands your options. The new Sider 20 now works perfectly in the Titan ///+Ile (and regular Apple II) emulation mode. This means that you can store your files on the hard disk in the regular Apple /// mode, then switch to the Apple II emulation mode and access those same files with all of your Apple II and ///e programs.

The new Sider 20 comes complete with documentation, interface card, Apple /// driver disk and all necessary cabling. The new Sider 20 even supports Apple II DOS, Pascal and CP/M partitions through it's powerful installation utility. The new Apple /// Sider 20 drivers automatically recognizes these partitions and allows you full access to the two SOS partitions in Apple /// mode.

The new Sider 20 is a great great hard drive. The best part is the price. For only \$949 plus \$35 for shipping and handling you'll get this great 20 MegaByte hard drive with everything you'll need to get up and running on your Apple /// - even if you're using it as an Apple II!

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The TrackBall is like an inverted mouse. Instead of pushing and pulling the mouse around your desk (if you have the room), the TrackBall unit remains stationary while you roll the little ball back and forth.

TrackBall /// comes with two buttons, instead of the single one on an Apple mouse. The second button can be used to adjust the sensitivity of the TrackBall on the fly. No need to change drivers, just press the second button and the sensitivity of the TrackBall changes according to your wishes.

The TrackBall /// comes complete with the trackball, interface card, the driver disk and full documentation on installing the interface card and using the trackball. Best yet, it's priced at only \$89.95 plus \$6 for shipping and handling.

Order the TrackBall /// today!

* The TrackBall does not generate interrupts so it will not work as cursor keys in The Desktop Manager, nor will it work with The Graphics Manager.

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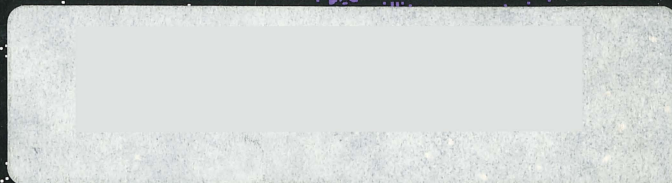
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