



D.A.U.G.

Newsletter

DuPage Apple Users Group

JUNE 1986

JUNE MEETING

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When: 7:30 PM, June 10, 1986

Where: Lincoln Center
935 Maple Ave
Downers Grove, Ill

Topic: LeCom--Smartcook
Sigs

7:30-7:45 Opening remarks
 7:45-8:05 Dem of Current Dom
 8:05-8:15 Q & A Dissussion
 8:15-8:30 Break
 8:30-8:35 Door Prize
 8:35-9:05 LeCom- smartcook
 9:05-9:45 Sigs:
 Appleworks/Business
 Music
 Telecommunications
 Educational
 Games
 Macintosh
 Programing

The June meeting is scheduled to be a presentation by LeCom Enterprises, a company based in Winfield IL, and their SMARTCOOK recipe package. Following the LeCom presentation, we plan on having a bunch of Special Interest Groups (SIGs) sessions. The purpose of the SIG sessions is to exchange names of those who have similar interests within the Apple realm. SIGs planned so far include APPLEWORKS, Educational, Music, Games, Applesoft, Beginner, Telecommunications.

Future meetings under consideration include a telecommunications, a game night, Apples in the home (BSR), printers, spelling checkers, spreadsheets, databases. If you want to help demo, or have any other ideas, let Randy Paulin, or any other officer know.

Ed Danley

OFFICERS

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

Other Dates to Remember

June 10: Regular meeting
 18: Board Meeting (7PM, Downers Grove Library)
 24: Appleworks Sig (7PM, Wood Dale Library)
 July 8: Regular meeting - Game night
 16: Board Meeting (7PM, Downers Grove Library)
 22: Appleworks Sig (7PM, Wood Dale Library)
 Aug 12: Regular meeting -
 20: Board Meeting (7PM, Downers Grove Library)
 26: Appleworks Sig (7PM, Wood Dale Library)

Want a Free Disk of the Month?

The way to get your free disk is very simple in DAUG. All you have to do is submit an article for the newsletter. We are always looking for more material or recommend a friend for membership to the membership chairman Jim Cormack.

May meeting

At our May meeting we held our annual elections. The following are the new officers:

- President - Ed Danley
- Vice President/Program Chairman - Randy Paulin
- Vice President/Membership - Jim Cormack
- Secretary - Al Hilliger
- Treasurer - John Sandora
- Librarian - Detlef Adolff
- Newsletter Editor - Don Smith
- Directors - Bob Konikow
- Ralph Stein

Congratulations to the new (and returning) officers.

The topic for the MAY meeting was synthesis boards. The purpose of the meeting was not to compare the different products, but rather to let you see what different types of synthesis products are out on the market. First on the presenters slate was Gary Davis. He presented a program that lets you record a message onto a standard tape recorder, play that recording into the Apple cassette input (not available on the //c) and then save that recording onto disk. You can then play the recording (limit of 5 seconds) back via your regular Apple speaker. The speech is not 100% perfect, but with a little bit of effort, you can easily recognize it.

Randy Paulin then presented Music from the Mac. The Mac has a regular synthesizer built in. With the Mac synthesizer, you can literally record and play back a symphony concert, WHILE you are working on something else. The Mac is not limited to music however, it can also do sound effects and voice speech. Randy recommended that you do not use the Mac speaker for the sounds however, you should take the sound output and pipe it through a stereo amplifier for the best reproduction.

The next item on the slate was supposed to be the Mockingboard. However, on the Saturday before the meeting, the card developed a cold and stopped mocking. If only it had been a true speech synthesizer, then it could have told us where it was hurt... Jim Cormack presented a voice recognition system. With the system, you can enter up to 64 commands into the memory of the board. Then you merely speak the commands into a microphone, that is connected to the card, and the card translates and transfers those commands directly to the computer. The computer thinks the commands came from the keyboard. Maybe we should have asked the card what was wrong with the Mockingboard?...

Ed Danley and Ralph Stein presented the ALF music system for the // series. With this system the user enters the music in off of a manuscript (sheet music) one voice (finger) at a time. You can then play back the music via a stereo connected to the card. You can have up to 9 voices playing simultaneously. (Was there a theme song "To Kill A Mockingboard"? Did I play by accident?) You have some flexibility in the sound produced, however, you cannot generate sounds that reproduce many musical instruments.

Many thanks to everone who participated in the program.

Treasurers Report	May 86
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Previous Balance	884.94
Membership	104.00
Monthly Don's	150.00
Auction	0.00

Total Revenue	254.00
Expenses	
Refreshments	0.00
Operational Expenses	13.50
Capital Expenses	53.12
Newsletter + Stamps	102.06
Diskettes	64.00
Other Club Membership	-30.00
Rent	0.00
Prize Fund	30.00

Total Expenses	232.68
Net Income	21.32

Ending Balance	906.26

John W Sandora

WANTED: BACK ISSUES OF APPLE RELATED MAGAZINES (E.G. SOFTALK, INCIDER, NIBBLE, ETC.) --CALL JOHN PENDERY 325-1564

Volume Control and Headphone Jack Installation
For the Apple IIe
By Rich Dysktra

Good news for you people who like to work with your IIe into the wee hours. Now you can do it without waking up your family with all your beeping and buzzing! This article is an attempt to show you how I made the modification with only about \$4.00 worth of materials from my local electronics store in South Holland.

Let me begin by saying that I don't know an electrode from a diode. If I could make this modification, anybody can! It just takes a little patience and effort. If I do say so myself, I think the finished product looks like original equipment. I almost threw my shoulder out trying to pat myself on my back!

- Supplies needed: Remote speaker volume control
(I bought one from a company called GC Electronics at Union Electronics Distributors in South Holland for \$1.73.)
1/2" 2 Cond. headphone jack
(Closed circuit type jack purchased likewise from GC Electronics at U.E.D. for 83 cents.)
Speaker wire
Headphones
(I bought a set at U.E.D. for \$3.95 which included an mini-to-standard size adapter.)
- Tools needed: Wire cutters
Solder iron (with solder)
Power drill with 3/8" drill bit

Begin by opening up your Apple and pulling out the speaker, speaker wires, and plug to the amplifier. It is MUCH easier working on it outside the computer. Now spend a couple of minutes looking at my diagram until you think you understand what must be done. If you purchased a different type of control or jack, you must first look at the diagrams on the packages and make your own drawing. The headphone jack should be a closed circuit type so that plugging into it shuts out the main speaker. Remember that the volume control must be hooked into the system BEFORE the jack and speaker to control both of them.

Cut the speaker wires about 1/2 of the way from the amplifier plug, and strip the ends off. Next, cut and strip two more pieces of speaker wire. Carefully connect the wires to the proper places; DO NOT solder them yet.

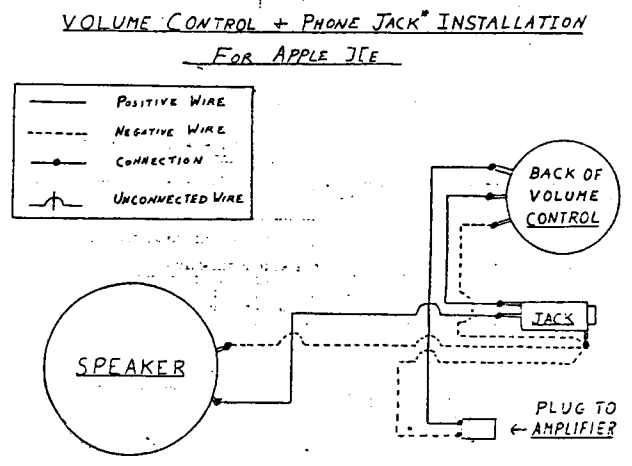
Now place the whole business inside your computer, and plug it in. Pick a piece of software that makes a lot of noise to try out your system. Obviously, before you start drilling any holes in your computer, you better be sure your system works! Once you are satisfied that your connections are in the proper places, go ahead and complete the installation.

I installed my control and jack close to the amplifier plug on the right side of my computer. This way I don't have a lot of excess wire cluttering up my system. I marked the spots I wanted holes. Then, using a 3/8" drill bit, I made the big move and put the holes in.

Now it remains to make sure your wires are the proper length and solder them in place. You will have to splice in extra lengths of wire coming from the speaker to reach all the way to the opposite side of the computer. A word about soldering for those (like me) who have never done it before: You can buy a soldering iron and solder for around \$5.00. Working with it couldn't be easier! Once the iron is hot, simply hold it directly above the connection and touch the solder to it. It will instantly melt and drop down on the connection. It cools in just a few seconds.

Next, simply put your system in place, and tighten the nuts on the outside of the cabinet. Congratulations! You did it! It's your turn to pat yourself on the back! Now you can play until 5 o'clock in the morning and no one else will know.

Reprinted from: Apple Tree Computer Club Newsletter
April 1986 issue.



* JACK MUST BE 1/4" STANDARD SIZE TO REACH THROUGH THE CABINET. USE THE 2 COND. CLOSED CIRCUIT TYPE. 3/8" DRILL BIT WILL MAKE THE PERFECT SIZE HOLE.

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|      Library Corner                |
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DoM 58 Problem & Solution

Some of you may have run into a problem with DoM 58, the Educational Program DoM issued for last Month (May 86). There are two programs on the disk that are written in Integer Basic, and you must first load that language into memory.

As last month's newsletter stated, you accomplish this by running the program named INTEGER BASIC LOADER. Unfortunately, you get an I/O ERROR message because Apple's INTBASIC program didn't copy correctly.

SOLUTION: The solution is simple! Just copy the program INTBASIC from your DOS 3.3 MASTER disk onto DoM 58.

1200 BAUD Modem Sales Info

Interest in the Avatex 1200 Baud Modem has been keen.

For those who were not at the last club meeting (shame on you), I've been able to get a good price on a 300/1200 Baud Modem. I've tried it myself with a //e, a Prometheus Versacard, and ASCII Express, and it works fine.

The cost of the modem is only \$95, including shipping and tax, but I must order at least 6 modems at a time. At the time of this writing I have already ordered the first batch of 7 modems. I have a number of orders waiting right now, and we need a couple more orders to make up the minimum of 6 again.

If you've been looking for a modem, get on the bandwagon now. The price is right, they have a 1 year warranty and an 800 Toll-free number for Customer Support. It comes with a CompuServe subscription and \$15 on-line credit. Call me for details or to place an order (766-7741).

Blank Diskettes

Remember that blank diskettes are available for purchase at club meetings. The cost is \$6.40 for 10 diskettes plus tax. The diskettes come in multiples of 10 and include Tyvek sleeves.

HEWLETT-PACKARD USERS USE APPLESOFT?

DAUG members and other Apple People should enjoy the following tid bit.

True or False: Users of Hewlett-Packard Personal Computers, with the truly elaborate and advanced versions of BASIC available to them, have absolutely no utilitarian reason to know anything about Applesoft. A few days ago I would have answered "True." But then came the May 1986 issue of "The Chronicle," an independent magazine for Hewlett-Packard computer users. I now answer "False."

An article in this most recent issue of the magazine ("Translating: A wealth of software abounds for those who work for it" by Alan Beerbower) addresses the problem of finding software for HP Series 80 users since they now "have been officially orphaned by HP." The author recalls as apropos the Navy's advice to the ship wrecked: "Make friends fast." He then adds "Rich friends" preferably and suggests who these special friends may be. He writes "As for where to find these unwitting benefactors, surely an obvious source is the Apple users [groups] who go about with software spilling from their pockets."

Have you checked your pockets (or DOMs) recently?

--- Ralph P. Stein ---

H E L P L I N E

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The following members have volunteered to answer questions by phone on the subjects listed. Please be considerate when calling for help. Think through your question; collect all the information; and don't call later than 10 p.m. If you'd like to help, let us know.

Apple Writer II:	Chuck Jonah, 985-5497
Applesoft:	Chuck Jonah, 985-5497
Appleworks:	Detlef Adolff, 766-7741
DOM Info:	Detlef Adolff, 766-7741
DOS:	Chuck Jonah, 985-5497
Interface:	Rufus Teesdale, 469-8836
Mach Lang:	Chuck Jonah, 985-5497
Macintosh:	Randy Paulin, 366-3274
Modems:	Rufus Teesdale, 469-8836
Magic Window:	Ed Danley, 969-4433
Supertext:	Dave Dohmeier, 941-1645

TEXT AND EXEC FILES

Officially, there's no such thing as an EXEC file. In informal but widespread usage, the term refers to a TEXT file upon which the EXEC command can be productively used.

A TEXT file is one of several different types of files that can be stored on your disk.

If you CATALOG a ProDOS disk with several files stored on it, you will see on your screen that the column just to the right of your ProDOS filenames consists of literal abbreviations such as BAS, BIN, and TXT (and others are possible; these are the most common.) TXT means the file is a TEXT file. DOS uses single-letter abbreviations (T,B,A) in the far-left column, standing for TEXT, BINARY, and APPLESOFT BASIC respectively.

A TEXT file is a file whose contents are interpreted as characters encoded using the ASCII format, i.e., letters and symbols represented by numbers. A BIN file, by contrast, is a file whose data are to be interpreted in binary form. A BAS file is one which includes specially encoded Applesoft BASIC programs.

Many word processing programs save their files to disk as TEXT files (several popular ones do not, however.) Applewriter IIe does, and in Appleworks' Word Processing mode a file MAY at user's option be saved as a TEXT file.

ANY FILE YOU DOWNLOAD FROM COMPUSERVE WILL BE SAVED TO YOUR DISK, IN THE FIRST INSTANCE, AS A TEXT FILE AND (ASSUMING IT IS A PROGRAM RATHER THAN A DOCUMENT) YOU MAY USE THE DOS OR PRODOS "EXEC" COMMAND TO TURN IT INTO AN OPERATING PROGRAM.

A GOODIE

This goodie is for programmers, although you don't have to be a hotshot to take advantage of it.

Writing your own programs, or modifying the ones you download or obtain elsewhere, is fun but it does involve a lot of tricky and tedious work at times. One of the more annoying and time consuming aspects is retyping a particular "routine", a section of a program that performs a particular task such as a menu, a BASIC PRINT USING subroutine, or such.

You can eliminate or minimize this task by creating a program subroutine library on disk. The library will consist of TEXT files containing Applesoft lines. If you have the TEXT files consisting of such routines saved to disk, you can EXEC them into your computer's memory and avoid retyping them. You'll also avoid aggravating typing errors by using this technique.

Let me take this backwards. Let's assume you've got a library disk like mine. I work in ProDOS because I like its orderly scheme of disk organization, so my examples will be given using ProDOS conventions, but the same technique works in DOS.

My disk is named /LIBRARY. I have subdirectories on it named /USING, containing three or four PRINT USING simulations, subroutines written in Applesoft and saved as TEXT files; /MENUS, containing a half dozen or so different menu subroutines; /SORTS, containing several sort routines, and so forth.

Let's say I'm working on a program that needs a cursorbar menu, the type where you move a cursor up or down using the arrow keys then select item 1,2,3, etc. by pressing RETURN when the proper selection is highlighted.

I learned how to write one of those a while back, and I could write one again from scratch with a little head scratching. Or, I could keep my subroutines printed on sheets of paper and retype them when needed. Or, I could thumb through Nibble back issues until I found the article 3 years ago where they showed me how to do it, THEN retype it.

Instead, while the program I'm working on is in memory, I can simply insert my /LIBRARY disk in the drive and type EXEC/LIBRARY/MENUS/CURSORBAR.MENU, then press RETURN. My disk operating system will type the subroutine into memory and I've just saved from 10 to 30 minutes.

You do have to be aware of a few things.

Naturally with BASIC you have to be line-number conscious. If the program in memory consists of lines numbered 10 through 300 in increments of 5, and the EXEC file CURSORBAR routine was numbered 55 through 70, then when you EXEC it into memory you will overwrite the old lines 55 through 70.

You can solve this problem in at least a couple of different ways. One: before you EXEC, edit the TEXT file with a word processor and renumber the lines to fit the program you'll be EXEC'ing the subroutine into.

Another: make sure all your Applesoft lines included in the EXEC files to be used for this purpose have very high line numbers (like 60000 and up).

Most of your programming in progress won't employ line numbers that high, and since you're aware you may be using this EXEC technique, you can be sure to avoid high Applesoft line numbers. Then when you EXEC the CURSORBAR.MENU subroutine into memory, it won't overwrite any lines in memory. After EXECing you can renumber it to fit the rest of the program in memory using GPLE or DOUBLE TAKE or simply the built in line editor.

Of course, if it's a menu you'll also have to rename the selection categories and a few other details, but you won't have to type in all that IF X<>Q AND Y=128-K stuff.

That leads to another tip: when appropriate, try to make any variable names in your EXECable subroutines consist of bizarre or unlikely combinations. Then the variable names in your program won't be affected or interfere with the operation of your subroutine.

Of course, some of your EXECable subroutines will have to incorporate the variable names used in your program to be useful; you be the judge which situation is more likely to arise on a particular subroutine.

MAKING AN EXEC FILE

One way is to use your word processor.

The first time you come up with a subroutine that makes a good candidate for your permanent /LIBRARY disk, type it into your word processor. Then SAVE it as a TEXT file. If your word processor doesn't save TEXT files of course, this technique doesn't work.

As you do this, something may dawn on you: a word processor is a fairly good tool for typing programs, not just subroutines. You can easily edit the file in memory; many WP programs have global search/replace features which allow changing a word or phrase throughout the program by using just one set of keystrokes; many WPs including Appleworks will print your listing with automatic page breaks; and a number of other features are available that recommend most WPs for this task.

Of course, you'll have to EXEC your files before you can run them, but you won't have to pay for a line editor program either, and you won't (heaven forbid!) have to grapple with the Apple's own built-in line editor, which is OK for correcting the occasional error but not ideal for heavy-duty editing. And you'll start making your expensive word processor do a little double duty it didn't expect to have to do.

This really is a good way to type in lengthy program listings from magazines, as well as to create an EXECfile library.

(I should say that I prefer using Beagle Brothers' Global Program Line Editor for such tasks since you can RUN your program immediately after making the changes to see how they work, but if you don't have it or a similar program and don't want to spend the money, your word processor will do a good job with quite a bit less speed and flexibility, and fewer useful functions.)

A second way to create a TEXT file on disk, without using a word processor, is as follows.

The ProDOS and DOS WRITE command writes a TEXT file to your disk; that's its raison d'etre. If the TEXT file you wrote to disk contains Applesoft program statements, then you have an EXECable Applesoft program on disk in the form of a TEXTfile.

This one-line program will let you write a TEXTfile on disk containing Applesoft program lines:

```
O D$=CHR$(4):POKE 33,33:INPUT"FILE NAME? ";
F$:PRINT D$;"OPEN";F$:PRINT D$;"CLOSE";F$:
PRINT D$;"DELETE";F$:PRINT D$;"OPEN";F$:
PRINT D$;"WRITE";F$:LIST 1,:PRINT D$;
"CLOSE";F$:TEXT:END
```

I won't go into extreme detail on how it works, but for those who are curious, the POKE 33,33 command narrows the screen display to avoid losing the end of longer program lines, which otherwise can occasionally be a problem.

There is some debate about whether this POKE is necessary if you are operating in ProDOS. I don't understand the debate, but it's no trouble to put the POKE in and it certainly does no harm in ProDOS, so I leave it in in both operating systems.

The reason you OPEN, CLOSE and DELETE at the beginning is to erase any TEXTfile already on the disk under the same name as the one you've chosen in response to the "FILE NAME?" input prompt.

This is important because if you WRITE a TEXTfile "on top of" an existing TEXTfile, and the new TEXTfile is shorter than the old TEXTfile, then the end of the old TEXTfile will remain on the disk as part of the new TEXTfile and you will be in what is known among programming experts as a "weird situation."

Note that after you give the WRITE command, you "LIST 1, ", which LISTS the program in memory from the first line numbered 1 or higher to the end.

***** cont. next month *****

=== DAUG Special #16 ===

The response to DAUG Special # 13 which featured Print Shop Graphics was so tremendous, that we've prepared another Special Disk chock full of PS Graphics for you.

This is another one of our double-sided disks, and it's a delight for every Print Shop user in the group. The disk includes a program to let you convert portions of any hi-res screen into a Print Shop graphic. The program offers you help screens with very explicit and easy to follow directions on how to use the program properly.

If you like trains, you'll find graphics of 13 (!) different engines and cars on this disk. Altogether there are 166 new Graphics that you can access from Print Shop, and use for your cards, letterheads, and posters.

You can even use them for Print Shop Banners, although the best banners available in the entire world come from Supergram. But since we don't give commercial plugs here, I won't even mention that they're located in Wood Dale.

The graphics on this disk were created for a contest held by the Northeast Ohio Apple Corps and include such things as Pirates and Pirate Ships, Stars and Starships, snakes, flakes and cakes on wheels. Dogs, cats, horses, elephants, digitized photos and the southern end of a northbound horse....and while there are some Mickey Mouse graphics on this disk, the Mickey Mouse graphic itself is excellent!

Pop in your Print Shop program and E N J O Y yourself!

DAUG Disk of the Month # 16 - June 1986

We went half way around the world to get this disk....it's from the Australian Computers in Music Education Group. It contains sound effect and music demonstration programs for your listening pleasure.

Most of the programs are written in Integer Basic, so unless you have one of the original Apple II's, you will need to load Integer Basic into your language card. Since Integer Basic is contained on the disk itself, what this all boils down to is this: Ya gotta have 64K!

The programs are divided into 6 main groups.

1. Apple Music Demonstration
2. Animated Music Demonstration
3. Treble Note Naming Drill
4. Music Synthesizer
5. PianoComputer
6. Serial Tone Row Generator

In Part 1 you have the following choices:

1. Sound Effects
2. Piano Keyboard
3. Music Display
4. AppleOdion
5. William Tell Overture

(For those of you unfamiliar with the composition by Gioachino Rossini based on the 1804 play by Friedrich von Schiller, this piece has become famous as the theme to "The Lone Ranger"!)

In Part 2 you not only hear the music, but get to follow along visually by watching the notes displayed as they are played.

Part 3 teaches you the names of the notes on the treble staff. No sharps or flats are used.

Part 4, the Music Synthesizer, plays and compiles sequences of single note of chosen duration. It plays to correct tempo, or automatically draws a score of the piece while playing at a slower tempo. The lower two keyboard rows are used as a piano.

Part 5 lets you use the Apple as a synthesizer by using the middle row of the keyboard as you would a piano keyboard. There are 4 Modes of operation:

Mode 1: Play what you like. The computer will not remember what you played.

Mode 2: Enter a tune at any speed and the computer will remember it for later playback.

Mode 3: The computer will play back the tune recorded in Mode 2 according to the rythm you tap out on the keys.

Mode 4: The Apple will play you its favorite tune. Just in case you really like the tune, you get to watch a high-res piano keyboard on the screen showing you the keys to play.

The Serial Tone Row Generator in Part 6 contains two programs designed to help you obtain a serial tone row together with the correct inverted row, retrograde row and retrograde inverted row. If you understand what this means please volunteer an explanation at the meeting!

The Aussies obviously not only know how to sail well, they know something about making music on the Apple. They didn't build the Symphony Hall in Sydney just for show! Unfortunately I didn't get to pick this diskette up in person, but there's always hope for the future.

VISIT OUR FRIENDS!

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

- C B M Computer , St. Charles Rd and Route 83, Elmhurst (530-1125) - 15%
 - C B M Computer , 7 S LaGrange Rd, LaGrange (352-4700) -- 15%
 - Computer Workshop, 1626 W Ogden Av, Downers Grove (971-0004) -- 10% on training and rentals; none on consulting or programming
 - Farnsworth Computer Center, 1891 N Farnsworth Av, Aurora (851-3888) -- 15%
 - Farnsworth Computer Center, 383 E North Av, Villa Park (833-7100) 15%
 - Primetime Computer Services, 9906 Wood Lane, Palos Hills, Ill (598-5200) - 10%
 - Save On Software, 111 E Roosevelt Rd., Lombard, Ill 60148 (932-9144) -- 27% on software & supplies, hardware - good prices
 - Softwaire Center, 1163 Ogden Av, Naperville (355-7515) -- 15%
- Frequently a smaller discount is offered if a credit card is used. If a store would like to be included in this listing, please write the editor and give us your discount schedule for Apple-User Group members.
- *****

P O Box 294
Downers Grove IL 60515

The mailing label to the right is the only notice you will get that your membership is expiring. If you let your membership lapse, you will have to pay another initiation fee of \$8, plus your \$12 dues, to get back on our list.