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Disk contains more than 20 programs

Bob Brant

“Brant has unlocked the treasure house! Shareware galore to meet your every need. Highly recommended!”

-Alfred Glossbrener
author of Alfred Glossbrener's Master Guide to Free Software
Bob Brant's Best of Macintosh® Shareware

Bob Brant

Windcrest®/McGraw-Hill
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Acknowledgments

This book is dedicated to Steven Jobs and the other incredible members of the original Apple Macintosh team whose vision, perseverance, and skills made it possible to introduce a better computer for "The Rest of Us," to John Scully whose vision carried the Macintosh forward and made it an everyday reality in corporate America, and to numerous individuals at Apple and all the third-party vendors—both software and hardware—for continuously pushing the "outside of the envelope."

This book is also dedicated to Bill Atkinson, the father of HyperCard, whose dedication to a better way sowed the seeds for the well over a million HyperCard "stacks" in existence today, to Don Brown, Raymond Lau, Andrew Welch, and the numerous other individual Macintosh shareware author "creators" whose innovation, hard work, dedication, and commitment to the Apple Macintosh ideal has constantly changed the shape and destiny of computing for the rest of us . . . always for the better!

This book is also dedicated to the Macintosh shareware "distributors"—all the hard working individuals and third-party vendors in the multi-faceted shareware distribution channel responsible for publishing, repackaging, and distributing today's superior Macintosh shareware products. Although your names are too numerous to list, know that your contributions are recognized by all.

Special thanks are due to Darwin Gross, author, musician, wayshower to many, and the most humble, creative genius anyone could ever have the good fortune to meet, for the continuing inspiration.

Warm thanks and appreciation to my wife, Bonnie Brant, for challenging the ideas, proofreading, and ensuring my written expression fell somewhat within the confines of the English language; and to my mother, Mary Brant, for first sparking my interest in books, writing, and life.

Thanks and appreciation also go out to Ron Powers, Brad Schepp, Sandra Johnson, Bob Ostrander, Carol Nester, Kimberly Martin, and many other hard working, "make-things-happen," folks at Windcrest/McGraw-Hill who daily demonstrate that the flame of enthusiasm and creativity burns brightly in the publishing industry despite its demanding workloads.

Last, but by no means least, a big thank you to Dr. Paul McGraw at Alliance Peripheral Systems without whose kind loan of the Toshiba XM 3301 CD-ROM drive and CDC 300Mb External hard drive this book would not have been possible at all.

This book presumes you are already familiar, at least in passing, with Apple Computer, Inc., and the Apple Macintosh computer. If you want additional information, contact any authorized Apple dealer or Apple Computer, Inc., 20525 Mariani Ave., Cupertino, CA 95014, (408) 996-1010. Apple, the Apple logo, and Macintosh are registered trademarks of Apple Computer, Inc.
Preface

The book you now hold in your hands, *Bob Brant’s Best of Macintosh Shareware*, builds on a successful heritage. It owes its life to Ron Powers, the Director of Acquisitions at Windcrest/McGraw-Hill responsible for the “build/upgrade your own computer” and “PC-SIG shareware” series.¹ As a new Macintosh owner, Ron found new Macintosh-specific shareware books to help him with his questions—unlike the situation in the DOS-PC world. Ron reasoned that a book offering answers to Macintosh shareware issues could benefit Macintosh owners just as many DOS PC-specified shareware books have helped DOS PC owners.

This book owes its shape to Brad Schepp, the Computer Acquisitions Editor at TAB/McGraw-Hill and coauthor of a wonderful CompuServe guide.² Brad reasoned that it was more important to provide beginning Macintosh shareware users the information on how to get, set up, and use the “best of each category” rather than to make the book “encyclopedic” in nature.

My intentions are honorable

Both Ron and Brad are right, of course; you can save time, money, and headaches with a little guidance in the Macintosh shareware area. My intention was to create a useful guide to get you started. I hope you have as much fun reading about shareware philosophy, the using and acquisition process, various dos and don’ts, plus the specific shareware products as I had in assembling all the material, using the products, and writing about them.

I also hope that after you put the book down that I have left you with the firm conviction that Macintosh shareware is not only nifty and fun, but also highly useful. There is no Macintosh owner anywhere on the planet that cannot benefit by using Macintosh shareware in some form, be it one program or a hundred.

My intention was not to make a final statement about Macintosh shareware, only to whet your appetite as to the possibilities. Who knows—working with Macintosh shareware may even tap the hidden talents within you to become a shareware author yourself. And get paid for something you’d do for free anyway!

¹Aubrey Pilgrim’s *Upgrade Your IBM Compatible and Save a Bundle, Build Your Own 80486 PC and Save a Bundle*, and earlier books in the series cover the DOS PC area; my *Build Your Own Macintosh and Save a Bundle* and *Upgrade Your Macintosh and Save a Bundle* books cover the Macintosh side. *PC-SIG Encyclopedia of Shareware* and other related PC-SIG titles provide complete coverage of the DOS PC shareware field.

Take the direct route

I do have some agenda items.

First, the book. Use it as you would a cookbook or shop manual. Beginners might find it helpful to start at the beginning, more experienced users can just open it to the section you need and pull out the programs that are helpful to you. The whole point is to get you started with the process and to minimize your time in having to sift through thousands of shareware programs. Over 200 of the best programs appear in the book; over 20 of them are even on the accompanying diskette for your immediate enjoyment and use. Take what you need from the book and off the diskette, and leave the rest.

Next, the words. I promise not to hit you with: “paradigm” when I’m talking about introducing a new model or concept; “System 7 savvy” when I’m talking about your capability/fluency as a System 7 user or a program’s compatibility with System 7; or “empower” you when I believe you are fully capable of powering yourself. In fact, the whole George Carlin monologue on appropriate words flashes before me at this point, but it is not a fitting subject for this book. While you’ll occasionally meet my own newspeak jargon, I’ll use practical versus stylish communications the rest of the time.

Next, the programs. Although there are thousands of Macintosh shareware programs, the 80-20 rule is alive and working here too. You wind up using only a few. The ones I’ve included in the book provide a genuine service; they “do” something for you in their particular niche. I’ve used and tested them under System 7 as the screen snapshots will attest. They work. I’ll stand behind them. While you might never use all the programs in the book, they are there for you if you need them—until new ones come along!

Finally, the diskette. In theory, you could buy a low-cost Macintosh plus this book and diskette and have all the basic software you need—word processing, spreadsheets, utilities, etc.—to get started at the lowest possible cost.

May the Force be with you

You are not likely to carry the ocean home in a bucket. It is similarly unlikely that the Macintosh shareware market can be captured between the pages of a book. With more than seven million Apple Macintoshes in the world, a substantial market in Macintosh shareware has emerged. But change is the keyword in the 1990s, and Macintosh shareware has outgrown any attempt to categorize, classify, or catalog it. The best I can do is offer you a snapshot in time of a software resource area which is changing extremely rapidly via numerous sources at an accelerating rate and wish you good luck in your quest.

We are all individuals and each person’s concept of the Macintosh will always be different from the next person’s. I continue to hold the vision that the highest purpose of the better computer for “The Rest of Us” will best be served by each person “custom-tailoring” a Macintosh to meet his or her own unique needs. There will always be new, different, and better ways to do this. Making the best use of all the Macintosh shareware programs available to help you is not only a great first step, but a wise ongoing philosophy.

You are about to embark on a voyage of expanding Macintosh shareware information and knowledge from which there is no turning back. Knowledge is power, and all I have done here is to move the pivot point a little closer to you, the user.
Who I am

I am a full-time Macintosh consultant who provides both software and hardware solutions for a wide range of business clients. In 1983, as Operations Manager for a publishing firm in northern California, I became “hooked” by having one of the first $10,000 Apple Lisa systems on my desk. My initial Macintosh introduction followed a short time later, and several years in various sales and management capacities with Businessland, Nynex, Microage, and a regional reseller in the Northwest honed my experience. Prior to that, a combined 10 years with DEC and Data General in the minicomputer industry with a B.S.E.E. from the University of Denver and credits toward M.S.E.E. and M.B.A. degrees gave me my frame of reference.
Macintosh shareware is free . . . right? Why should you plunk down your hard-earned money for a book on it? What's in it for you? Good questions all.

Okay. Fair enough. I’ll cut to the chase.

First, Macintosh shareware is not free. Only a certain type of shareware (called freeware) is free. The book defines the different public domain/shareware software types and explains why you should strongly consider paying for the Macintosh shareware you use.

Why use Macintosh shareware? It’s easy to do, complements or enhances what you are now doing on your Mac, and costs you very little. Plus it’s easily obtainable, and you get to try before you buy. Plus there is very little (if any) change required to your present setup, only a few precautions are involved, and there are numerous quality offerings in whatever category that interests you. In summary form, Macintosh shareware can save you a bundle in time (try before you buy), money (always less expensive than commercial offerings and even free), and effort (offer features and benefits not available in commercial offerings at any price).

This book will directly answer all the important Macintosh public domain/shareware software questions you have. After reading this book, you will be:

• Wise about where you get it. Commercial, CD-ROM, MUG, online, BBS and even your friends all offer advantages and disadvantages. This book tells you how to choose the best source for you.
• Educated about how to choose. Tried and proven software selection rules can be used when choosing public domain/shareware software—what they are and how they can help you.
• Knowledgeable about how to use it. Working with Macintosh shareware on a regular basis demands certain hardware (memory, storage devices, CD-ROM reader and/or modem, etc.) and software (virus protection, communications, etc.). I cover how to choose them and set up for success.
• Informed about what you need. Later chapters cover the best products from each category covering the broad spectrum of available offerings.

Plus, System 7 completely changed the Macintosh shareware ground rules versus System 6 and earlier Apple Macintosh operating systems. Some older Macintosh shareware products were obsoleted because their features were incorporated into System 7’s design. Other older Macintosh shareware products simply didn’t work at all. But System 7 also created a whole new set of needs. New Macintosh shareware solutions to meet the demand are being introduced every day. The book covers the best of these today and what to look for in the future.
Plus the book also treats you to a diskette jam-packed with the best of the System 7 compatible offerings... not only the “newest” that you want to be sure to have in your collection but also the latest versions of the “classics” that made Macintosh shareware so popular in the first place. This sampler diskette is bundled with the book so you can immediately enjoy the benefits of your reading on your own Macintosh.

Plus the book also features enclosed flyers and offers from the most popular Macintosh shareware sources so you can quickly get started building your own Macintosh shareware collection.

Plus I am also selling protection. That’s right boys and girls. You never get something for nothing—even in the shareware/freeware market—unless it’s a virus. The set up chapter explicitly covers the steps to protect yourself, including using some of the excellent Macintosh shareware packages available.

What’s the catch? You ultimately still have to choose the Macintosh shareware to meet your needs. And there are thousands of Macintosh public domain/shareware programs in all types and flavors... HyperCard stacks, demoware, Excel/PageMaker templates, clip art, and many, many others to choose from. While I know that every Macintosh owner/user without exception can benefit from using Macintosh shareware in one of its numerous forms, the rub is (and I’ll be up front in warning you about this) the process itself is addictive. If you are the least bit curious and inquisitive, you are better off to not even start.

Yes, you really should stop reading this book now.

Onward and upward

Too late.

A man’s reach should exceed his grasp or what’s a heaven for is how Robert Browning put it many, many years ago. Applied to this book, it means that there will always be something more that you want to do, say, or see regarding Macintosh shareware, but you must start from what you have in hand today.

In my Macintosh consulting practice, it never ceases to amaze me how willing seasoned Macintosh veterans are to devour new information about the Mac in any form—even a tiny sliver or snippet—and how Macintosh beginners are able to make gigantic intuitive leaps in initially learning about the Mac. My objective in this book is to accommodate those at both ends of this knowledge spectrum. Beginners can gather a complete Macintosh shareware overview to get started with; professionals can add new tidbits or factoids to their repertoire.

The rest of “Read me first” will give you a brief Macintosh shareware background and positioning overview, then lay down the navigation framework and chapter directions for the rest of the book so you can either go directly to the chapter that most interests you or read through it in sequence.

Macintosh shareware... for the rest of us

Think about why you originally bought your Macintosh. It offered you ease-of-learning plus ease-of-use in a seamless, fully integrated environment that enabled you to jump into what you wanted to do without having to worry about the process of how to do it. Macintosh
shareware has kept that vision alive and burning brightly. While commercial Macintosh software offerings have of necessity been forced to play the escalating one-upsmanship game (the adult version of the “my toy is better than yours” game we used to play as kids) and each newer revision of popular software products is more powerful but more ponderous than its predecessor, Macintosh shareware products have retained the original Macintosh goals and direction. Just about anyone can jump in and start using most of today’s Macintosh shareware offerings.

If you look at the numerous Macintosh shareware offerings more closely, you find that each one is the product of an individual working on something that really interested him or her, someone who kept plugging away at the software code until it was just right. In any field of activity, this meld of creative environment and spontaneous activity has always resulted in the most fertile ideas being brought forth. No wonder each month is always like Christmas to the Macintosh shareware enthusiast. New products keep coming out, and each one is more nifty than the previous one. Occasionally, there are real breakthroughs.

These real breakthroughs either become commercial products in their own right, find their way into commercial products as enhancements, or force changes in the status quo that drive major evolutions in operating system thinking like Apple’s System 7 versus its System 6 predecessor. In turn, these products are improved upon and superseded by others; the cycle goes on endlessly!

I think you can see where I am heading. Those that follow Macintosh shareware developments closely can say, “Hey, I was doing that years ago with (numerous products fill in this blank—take your pick).” A Macintosh shareware enthusiast can not only say, “I saw it as shareware first,” but can also lay claim to all the benefits and pleasures derived from using it for all that length of time.

When you add the fact that Macintosh shareware is simply a great way for Macintosh beginners to learn and for veteran Macintosh professionals to do something even better, plus the fact that it costs nothing for the privilege of taking a look to see if you want to use a product at all, you can see why shareware has grown so much in popularity.

The final caveat is how you get your copy. To get your trial copy, you deal with either a nonexistent or absolute minimum “channel of distribution” hassle. Maybe you got a copy on a diskette from a friend, neighbor, or coworker. Or from your friendly, local Macintosh user group. Or downloaded it from a BBS or online service. Or got it on a CD-ROM from an established provider. However you got it, it was painless and relatively inexpensive. Eventually, after you decide you like the program and it is worth the fee, you get to correspond with the author to get the latest and greatest version plus documentation, bug fixes, and maybe just tell the author of a way to improve the product. In this day and age of monstrous, impersonal, and stultified corporations and government, how much more personal and direct can you get? It is downright refreshing and satisfying.

**Organization and purpose**

Despite the wealth of information available on Macintosh shareware, few sources have ever gathered it together into one place. This is what you now hold in your hand. This book tells how to do it in many ways: how to find, choose, set up, use; about viruses; and even about payment ethics. This book provides you specific product information in 12 dif-
ferent shareware categories and includes a floppy diskette loaded with System 7 compatible shareware programs to help you get started.

No attempt has been made to present all the offerings in all the categories; the book would be out of date by the time it returned from the printers. Catalogs (both printed and electronic) from companies, user groups, and online services dedicated to Macintosh shareware already perform this task extremely well, and you will become well acquainted with them.

In brief, this book gives you the tools and foundation, the road map and guidelines, you can use over and over again in the future. What shareware you get is, of course, left up to you. Only you can make the final choice. But, by the time you’ve finished reading this book (or even just the sections on subjects that interest you), you are well-prepared to make the most informed decision. You might also be well on your way toward becoming a “Macintosh shareware trekkie”—one who actively ventures forth where no one has gone before in search of the ultimate Macintosh shareware . . . or creates it.

Chapter overview

This book’s 16 chapters are organized into 4 sections: philosophy, process, categories, and your turn. By the time you finish it, you will be armed with information, ready to charge into Macintosh shareware with confidence, enthusiasm, and zest. Figure I-1 gives you the overview in graphical summary form. Chapter 1 covers Macintosh shareware “philosophy” issues, chapters 2 through 4 the “process” of acquiring, selecting, and setting up to use it, chapters 5 through 15 bring you the best offerings from the different Macintosh shareware “categories,” chapters 5 through 7 cover Macintosh “System enhancements,” chapters 8 through 11 cover “applications,” and chapters 12 through 15 cover “tools and toys.” The last chapter, “Your turn,” covers the diskette enclosed with this book and builds upon it. Here’s the chapter lineup in more detail:

- Chapter 1 acquaints you with the subject of Macintosh shareware: why is it, what is it, what it is not, and how can it help you. It compares and contrasts Macintosh with DOS PC shareware.
- Chapter 2 is about where you get Macintosh shareware. It looks at the pros and cons of online, Macintosh user groups, distributors, BBSs, and even your friends as sources, plus special sources.
- Chapter 3 covers the hardware needed for Macintosh shareware success: CPU, RAM, drives, peripherals, and UPS.
- Chapter 4 examines the software needed for Macintosh shareware success: virus prevention, communication, compacting, cataloging, and backup.
- Chapter 5 is about how you actually obtain your Macintosh shareware. It discusses how you can organize for success, the actual downloading process for the three main online services, the process of choosing shareware, and payment ethics.
- Chapter 6 discusses Macintosh shareware for your System 6 users, starting with the finder and desktop, moving into the System folder, fonts, sounds, FKeys, inits, cdevs, desk accessories (DAs), and finishing up with system utilities.
- Chapter 7 discusses useful Macintosh shareware for System 7 users starting with the Finder and desktop, moving into the System folder, fonts, sounds, FKeys,
extensions, control panels, and Apple Menu Items folders and finishing up with system utilities.

- Chapter 8 gets into Macintosh ZTerm communications shareware plus compacting programs and related communication utilities.
- Chapter 9 covers business and productivity shareware starting with word processors, spreadsheets, databases plus applications and templates on the business shareware side to productivity shareware that assists any Macintosh user.
- Chapter 10 introduces you to the world of Macintosh graphics shareware applications: view, paint, draw, conversion, processing, storage, retrieval, and 3D programs.
- Chapter 11 has Macintosh education shareware applications by age group from young Mac users (kids) to school age (older kids) and the rest of us (big kids).
- Chapter 12 introduces the world of Macintosh HyperCard shareware and discusses stacks for Mac enhancement, business, education, and entertainment.
- Chapter 13 discusses Macintosh multimedia shareware (QuickTime) and its utilities plus the sources for getting MooV clips and tools for making your own.
- Chapter 14 discusses Macintosh shareware utilities for files, folders, drives, inventory, performance, memory, and documents plus ResEdit.
- Chapter 15 covers a few of my favorite Macintosh shareware games for kids of all ages by application category—arcade, adventure, cards, traditional strategy, sports, and word/picture puzzles.
- Chapter 16 covers unpacking, installing, and using the programs on the enclosed diskette. It also describes why you want to begin building your own tool bag to maximize your enjoyment of your Macintosh.
Chapter organization of the book.
Before launching into the fun, this chapter briefly overviews the subject of Macintosh shareware: why it is, what it is, and how it can help you. Along the way, I compare and contrast Macintosh and DOS PC shareware offerings and highlight the tremendous current Macintosh shareware advantage in multimedia and HyperCard.

Find a need and fill it

Why shareware? Easy. It fills a need. Actually, it fills many needs. Some say the shareware idea can be ascribed to the late Andrew Flugelman, genius emeritus and founding editor of *Macworld* magazine, but others say it simultaneously emerged from several different people at about the same time. Whatever its true roots, you can safely say its arrival, the product of good old Yankee ingenuity applied to the pressing problem of the moment, generated a classical positive “find a need and fill it” marketing response. A new channel of distribution was created and the concept of shareware was born as a result.

Why use Macintosh shareware? It’s easy to do, complements or enhances what you are now doing on your Mac, and costs you very little. Plus, it’s easily obtainable, and you get to try before you buy. Also, you need to make very few (if any) changes to your present Macintosh setup, only a few precautions are involved, and whatever category interests you has numerous quality offerings in it.

And, as Steve Jobs would say, “The journey is the reward.” Once you’ve delved into it a little, you will discover that Macintosh shareware is useful, entertaining, and economical. In the process of obtaining, trying, and using it, you can not only enrich your enjoyment of your Macintosh, but can also make new friends, join new groups, “do the right thing” by contributing to the free enterprise efforts of creative individual shareware authors (possibly even join their ranks and become one), and, in general, feel better about yourself and your Macintosh.
Macintosh shareware is the right stuff

Remember the story about the three blind persons and the elephant (or camel—whatever)? Each person grabbed hold of a different part of the creature's anatomy and described a vastly different creature. The same analogy holds with shareware. What you're doing with it colors what you think it is. Figure 1-1 tells the story. Shareware provides numerous software applications to users on fee, free, or demo terms. Add to this the “delivery” mechanism of multiple channels of distribution and you begin to assemble the picture. In equation form, it would look like:

Multiple products + Multiple terms + Multiple channels = Total flexibility

On the shareware authoring side, the process is infinitely adaptable by every shareware author to suit their particular needs of the moment. Moment means right now. Post (upload is the proper term) your shareware creation on a public electronic forum, and you will hear about it right away, good, bad, or indifferent. As a shareware author, what greater benefit could you receive than instant feedback that either strokes your ego or sends you back to the drawing board?

On the shareware consumer end, you use a modem, CD-ROM, or diskette to load a file into your Macintosh and save a bundle of time, money, or both. Or else you don't use...
it at all, and you have lost nothing. Maybe the benefit is to your psyche only; you obtained a game or diversion to help you balance your daily mental and physical workload. Whatever the product, either it benefits you or you don’t use it . . . and don’t pay for it. As a shareware consumer, what greater benefit could you receive?

In brief, that’s what Macintosh shareware is all about and why it enjoys such tremendous popularity. Provided you uphold your end of the deal as the shareware “consumer” and pay for what you use, it represents the ultimate form of business transaction: Everybody wins.

This subject of “compensation” is at once the supreme benefit and also the Achilles heel of shareware. Not everyone’s standard of ethics fits on the same scale—or even in the same universe as some would argue. I’m not talking esoteric, subjective stuff here, only the question of what is “fair.” You go to the grocery store and sample a grape to see if you want to buy the batch. At what point do you believe the store owner should be compensated? After one grape? Ten, a hundred, or a thousand grapes? What about those who would say, “Never, that’s what grocery stores are for . . .”? I’ll return to this subject later but the statement, “Let your conscience be your guide” only applies to those who have a conscience to begin with, and therein lies the rub! Fortunately, most people are honest and shareware has flourished.

Macintosh shareware definitions

Some definitions are needed as the first order of business because Macintosh shareware is definitely not always share. Can you spell p-a-r-a-d-o-x? That’s about the state of affairs because “shareware” software is a seemingly contradictory term often used interchangeably with the term “public domain” software. While this is acceptable in casual conversation, it is not true in print. Let’s define the terms for the categories shown on the right side of Fig. 1-1:

- Shareware software programs are not free, copyrighted, and are not in the public domain. Public domain software programs are free to all users, not copyrighted, and have been deliberately put into the public domain by the author, usually to make the code, process, or contents universally available to others for further modification.
- Freeware is a special case of shareware. The author initially makes the program available for free, but retains the copyright. If the program becomes popular, later versions with more features become shareware while the original is still available for free. With commercial software vendors this vehicle is used to fix, patch, or repair problems with products already on the market. Public domain software programs could be classified as the extreme case of freeware where even the copyright is given up.
- Demoware or crippleware is also a special case of shareware. The author, often of a commercially-produced program, makes it available for free. These can range from live video and sound demonstrations of commercial offerings to full-fledged real products that have been disabled in some way. Limitations might mean that you cannot print output, that the number of records they contain or the number of times you can use the program is restricted, or that the program has a predefined expiration date.
The category your shareware program falls under is usually immediately obvious. If not mentioned immediately on the program's startup screen, it is shown at shutdown and available from the “About this program” and/or “Get info” windows. Occasionally, it also annoyingly flashes during the execution of a program, which has given rise to still another (albeit derogatory) category: nagware.

**Macintosh shareware fills a need**

In every instance, shareware is a solution. It exists to fill a need on some level. That need could vary all the way from one perceived only in the mind of the shareware author to a global problem facing all Apple Macintosh users. Let’s take a look at a few of the categories shown on the left side of Fig. 1-1:

- **Pre-release** Usually a commercial product that a vendor wants to get into the hands of as many users as possible for evaluation and feedback. Apple made its QuickTime multimedia tools available as a freebie via bulletin boards and users groups in conjunction with its January 1992 MacWorld Expo announcement. When its QuickTime Starter Kit with more goodies was put on sale later in the year, Apple already knew it had a winner and exactly what its strengths and weaknesses were from the feedback received.

- **Commercial enhancements** A product released to extend the capabilities or correct the deficiencies of existing products. Perhaps the best recent example is Apple purchasing the rights to Mode 32 from Connectix and making it available as a freebie to quell the clamor of Mac SE 30 and IIcx owners for 32-bit clean ROMs. Mode 32 solved the problem.

- **Niche product** A product targeted at a unique niche too small, specialized, or difficult for larger commercial companies to tackle, or one developed either to fill a market need not served by any existing product, or to do the job better. Stuffit, the data compaction for transmission and archiving program, is perhaps the classic example. Raymond Lau never envisioned Stuffit's universal appeal and acceptance. He just kept plugging away to improve it until he got it right, and it became the de facto standard and opened the market for numerous other similar or related products.

- **Demo software** Usually an advertisement or marketing test for a commercial program as previously discussed. Numerous examples from Apple (and Claris) to WordPerfect could be given.

- **Public domain software** Usually done to make the program available to others as previously discussed. Early versions of commercial products (games, etc.) are retired to the public domain when the latest versions are proven in the market. Occasionally done by an already gainfully employed commercial software company author just seeking to provide a valuable and needed service. Numerous examples could be given.

- **Original idea** As opposed to fulfilling a defined market need, a clever approach, adaptation, or packaging of an idea originated by the author seeking not to give up interest and/or control of the creation while making it available to the public at a nominal profit. Macintosh HyperCard stacks are perhaps the best example of these, but programs range from business and education to games and utilities.
Macintosh shareware versus DOS PC

Let me digress briefly to contrast and compare Macintosh shareware with that for DOS PCs. While shareware existed for the DOS PC before the Macintosh (and for the Apple II before the DOS PC), there are no analogs for some Macintosh shareware programs because it was not easy to replicate some of the features of the Macintosh, which was built from the ground up to be an integrated graphics, text, and sound environment. Likewise, some DOS PC shareware programs are not found on the Macintosh. Let's take a brief look at some of these Macintosh versus DOS PC shareware anomalies.

Word/text processing and text-related programs abound on the DOS PC shareware side; literally hundreds of them are out there, but you can only find one shareware word processor (UpWord) for the Macintosh. Why? MacWrite came bundled free with every early Macintosh, and the first version of today's de facto Macintosh word processing standard Microsoft Word arrived shortly after the Mac's introduction. The Macintosh shareware authors didn't need to reinvent the wheel.

Spreadsheet programs are also in abundance on the DOS PC shareware side, filling in niches not covered by the dominant Lotus 1-2-3 DOS PC standard. On the Macintosh shareware side are only two (BiPlane, Mariner), because Microsoft's Multiplan spreadsheet was one of the earliest Macintosh programs and today's de facto Macintosh spreadsheet standard Microsoft Excel sewed-up the market after its arrival early in the Mac's lifetime. Again, Macintosh shareware authors didn't need to reinvent the wheel.

Database DOS PC shareware programs and utilities is another popular area that finds no equivalent in the Macintosh world. No all-pervasive dBASE standard exists on the Macintosh side, and it was more lucrative for Macintosh software authors to package their flat-file and relational database products as commercial software.

DOS shells, menu programs, and batch/command line utilities (all popular DOS PC shareware programs) have no meaning in the Macintosh world. Their counterparts are Macintosh Finder/System enhancement utilities. Although today's Windows 3 product represents the ultimate in DOS shell programs, it doesn't even offer the seamlessness and ease of use of Macintosh System 6. Meanwhile Macintosh shareware authors have further refined the Finder/System via enhancement utilities. The best of these have eventually become commercial products and/or found their way into System 7 as features.

Graphics/paint programs have few shareware counterparts on either platform, but for totally different reasons. Until the emergence of faster, more-powerful 80386/80486 CPU chips, larger and cheaper memory chips, Super VGA monitors, and Windows 3, the results of working with graphics on a DOS PC simply didn't justify the effort—certainly not for shareware authors. On the other hand, MacPaint came bundled free with every early Macintosh, MacDraw arrived shortly after the Mac's introduction plus desktop publishing, advanced drawing, and photographic image manipulation commercial software packages soon became available. With all this going for them, Macintosh shareware authors concentrated on making images rather than remaking the tools. As a result, an enormous amount of Macintosh shareware imagery is available.

Multimedia (text and graphics plus sound, full-motion video and interactivity) and its related cousin, HyperCard, is another domain where the Macintosh has historically enjoyed undisputed leadership over DOS PCs. Shareware offerings reflect this disparity. So you will not find equivalents for the over one million Macintosh HyperCard stacks and
various other integrated graphics or sound programs in the DOS PC world. While today, Windows 3 running on “multimedia class” DOS PC machines (i.e., a 33 MHz 80486DX with 8Mb RAM, 160Mb hard drive, Super VGA monitor) has proven to be a great leveler, HyperCard stacks can be converted to ToolBook books running under Windows 3 and many more DOS PC multimedia products are available, Apple’s QuickTime multimedia tools (not available yet on DOS PCs . . . but they will be) keeps easy-to-accomplish multimedia solutions tipped in favor of Macintosh and makes QuickTime movies a new hot spot of Macintosh shareware activity.

Other than these areas, if you compiled a listing of Macintosh and DOS PC shareware program categories and set them side by side, they would be nearly identical. For a beginner, the difference is Macintosh shareware, program for program, is actually far easier to use than its equivalent in the DOS PC world. That should not come as any surprise—it comes with the Macintosh turf. On either side of the street, there are “nuts and bolts” tools to tweak and diddle either platform to your heart’s delight plus productivity tools, utilities, and programs and applications. I have found very little difference in the caliber of the offerings.

The big news is that the increasingly Windows-dominated DOS PC shareware market is going where the Macintosh shareware market has already been. It has to happen. Macintosh shareware authors have traditionally improved upon the Macintosh System/Finder environment. Windows shareware authors (many having done the same for DOS) will do the same for Windows. Both will leave the more lucrative word processing, spreadsheet, and database markets to the commercial software vendors and continue to add value in the niche markets. In a few years, Windows 3 shareware offerings will resemble those of the Macintosh shareware market shown on the left side of Fig. 1-2. Only the product names and the timelines will be different. From my perspective in working both sides of the street, I believe the handwriting is already on the wall. So does Berkeley Macintosh Users Group (BMUG), the largest of the Macintosh user groups. They announced formation of a Windows 3 special interest group and followed up with a November 1991 conference.1

All this is a precursor to my real message: Don’t worry about Macintosh versus DOS PC shareware. In 10 years, Macintosh versus DOS PC shareware (or Windows PC shareware) will be a meaningless oxymoron. Video, audio, graphics, and text will be available across all platforms. Macs and DOS PCs will still be around at the turn of the century, but the best shareware offerings will run on hottest new chips whose slick new operating systems (or maybe Unix System XIV?) will run all the older Macintosh, DOS, and Windows environments even faster—but only in emulation mode!

**How Macintosh shareware can help you**

Earlier I mentioned that shareware offers something for everyone. There is no Macintosh owner or user anywhere in the universe that cannot benefit from using at least one of the thousands of shareware programs available. Four powerful benefits you can receive in three diverse shareware application categories are summarized in Fig. 1-2. The right side shows the benefits, the left side shows the application areas. I’ll start with the applications.

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6  *The why, what, how of Macintosh shareware*
Macintosh shareware applications

As Fig. 1-2 shows on its left side, Macintosh shareware applications help you in three categories: Systems, applications, and tools and toys. Later chapters cover the specific products in each.

- System enhancements embrace the whole area in which Macintosh shareware authors have further improved upon the Macintosh’s basic System/Finder environment. Apple System software developers could not possibly anticipate all the diverse applications to which their end product would be applied. But Macintosh shareware authors working from the end goal have imparted the extra needed functionality via shareware. Some System 6 shareware enhancements even achieved the ultimate recognition status—they have been incorporated into System 7 as features. Whether you are working in a System 6 or System 7 environment, you will find a wide assortment of shareware offerings for custom-tailoring your Macintosh to help you do your work better.
Macintosh shareware application areas range from those developed to address market needs (communications products are a good example) to those innovated out of pure shareware author creativity (HyperCard stacks are the shining example) with productivity/business and education shareware offerings generally being a mixture of these two types. Your payback is that you are highly likely to find a Macintosh shareware product or products that help you do your job better.

Tools and toys encompass the latest-and-greatest and the earliest-and-simplest of the Macintosh shareware offerings, with everything else in between. First are the Macintosh shareware utilities, which by definition are typically smaller, single-task-dedicated programs that comprise the broadest area of available products. Next are the multimedia/graphics offerings headlined by the new QuickTime product. Last, but by no means least, is the whole multifaceted category of games. The tools and toys area of Macintosh shareware is a target-rich environment where you can unquestionably find something to help you.

Macintosh shareware benefits

I cannot begin to tell you how many times I’ve stepped back and looked at a Macintosh shareware offering and exclaimed, “Wow, that’s really neat stuff!” Or maybe I used a more visceral epithet, something the TV networks would ban. But I couldn’t help it. You won’t be able to either. Free from the limitations of organizational structure and protocol, shareware author’s minds are free to tap the entire contents of the known universe in bringing you products. The results on many occasions are products that are just plain nifty and useful in addition to being inexpensive.

Plus Macintosh shareware represents the epitome of the “high tech/high touch” product John Naisbitt was talking about. You get the latest and greatest in software technology and can communicate with someone about it. How much better can life be?

The four powerful benefits of high tech/high touch Macintosh shareware are shown in Fig. 1-2. As Fig. 1-2 shows on its right side, the benefits of Macintosh shareware are that it’s easy to do, easily obtainable, costs very little, and you have numerous quality products.

Easy to do

Get the product, try it out, send in your money if you like it and want to use it. What could be simpler or more timesaving? Wait, it gets better.

As the Macintosh computer has moved into the mainstream, many of its most popular commercial software offerings have become so powerful and feature-laden that you actually have to read the manual to get the most benefit out of them. Shareware offers a refreshing alternative to the bloat and you rarely need a manual other than the few pages of help text that already accompany the program. A more formal or updated manual is usually provided to you after you send in your shareware fee directly to the product’s author.

Embedded into the process of sending in your shareware fee is the heart of Macintosh shareware’s success. A “high-touch” personalized relationship with the shareware product’s author. Where else can you get instant feedback on a product from a person not only

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most qualified to give it, but also most interested in your success with it? Besides, direct accessibility to and two-way dialog with shareware authors is also the soundest mechanism for making good products even better.

**Easily obtainable**

I cover this topic in detail in chapter 2, but for purposes of this section Macintosh shareware is quickly and easily obtainable from numerous sources ranging from friends to local Macintosh user groups, BBS/online services, and dedicated shareware vendors.

**Costs very little**

Macintosh shareware is not free. Even if you got your copy from a friend, it probably cost you one or two diskettes to do so. More typically, you downloaded it from an online source or bought it on diskettes or a CD-ROM from a user group or specialty distributor. But Macintosh shareware can save a bundle three ways. Trying it out beforehand takes less time—and time is money. Buying it costs less because shareware fees are much lower than commercial software costs. Using it is the clincher; a shareware product that makes you more efficient can easily return you its purchase cost many times over.

A hidden agenda item in buying a low-end Macintosh is the software cost. You can spend $1500 for your Macintosh hardware, but the outlay for a full complement of commercial software packages can easily double your investment. Macintosh shareware offers a cost-saving alternative here too. Buy the one or two commercial packages you need and compliment your purchase with Macintosh shareware instead. By doing so, you give up very little and save a bundle.

**Numerous quality products**

Macintosh shareware is one of the last bastions of free enterprise. The quality is uncommonly good because shareware authors "sign their work." This symbol of pride and craftsmanship is fast disappearing from some segments of our society.

While some could argue shareware does not offer the uniformity and "peace of mind" of commercial software offerings, today's Macintosh shareware offerings almost universally stand far above their earliest shareware counterparts in quality and performance. Don't forget the tremendous advantage mentioned earlier that Macintosh shareware authors are more accessible than their commercial counterparts.

Almost anything you can do with commercial Macintosh software programs (and a few things you cannot do!) can also be done with Macintosh shareware, but its highest and best use is to selectively complement or supplement what you are doing with commercial Macintosh software.
Now that you’ve learned about Macintosh shareware, its benefits and how it can help you, the burning question in your mind is: “Where can I get it?” While shareware is unquestionably less expensive, the conundrum is always where to get it and what to get. This chapter will answer the “where,” the rest of the book will deal with the “what.” My objective in this chapter is to provide you with the Macintosh shareware sources, contrast their benefits, and highlight the process of matching the right source to your needs.

Anywhere-ware

We generically call it Macintosh shareware, which doesn’t always apply. Why not call it Macintosh anywhere-ware? It may be a longer name but it’s also closer to reality and always applies. In chapter 1, I said that Macintosh shareware was “easily obtainable.” That’s probably one of the better understatements of all time.

No matter where you get your Macintosh shareware—a diskette from your friend down the block, your friendly local Macintosh user group, a BBS or online service across the city or country, or via a packaged CD-ROM from a dedicated shareware vendor—its try-before-buy benefits are instantly available to you.

Getting Macintosh shareware is easy but, as with everything else in life, tradeoffs are involved. Are you in a hurry to get a specific Macintosh shareware program or to build up a large collection of Macintosh shareware programs? Or can you leisurely do either? Do you want the latest and greatest, or do you just want to look at and experiment with any Macintosh shareware you can get your hands on? Are you concerned with viruses or not? The tradeoffs go on and on. I’ll focus on three of them: “time” (as in “vintage,” or when was the program written and what is its version or revision level), acquisition “cost,” delivery “speed,” and leave you to deal with the rest. Let’s look first at the sources.

Where to get sources overview

Figure 2-1 gives you the whole picture in a nutshell. You can obtain Macintosh shareware from online, Macintosh user groups, distributors, special distributors, bulletin board sys-
Where to get Macintosh shareware

Online
CompuServe
AOL
GENie

BMUG
BCS
Local

Distributor
Educorp
Quantum Leap
Public Domain Exchange

Special
Softdisk
Nautilus
Heizer

BBS or friend
Numerous

International Dataware
Wayzata

2-1 Sources of Macintosh shareware.

tems, and friends. Here’s a quick snapshot:

• Online CompuServe, America Online, and GENie are the main providers of Macintosh shareware. You are only a modem and a phone call away from whatever you need. But it costs you search time and connect charges.

• Macintosh User Groups (MUGs) The two megagroups are Berkeley Macintosh Users Group (BMUG) and Boston Computer Society (BCS), then all the rest. Membership in your local MUG probably gets you almost all the Macintosh shareware you need over time on the monthly installment basis. Membership in BMUG and/or BCS gives you an additional source.

• Distributors The one megadistributor is Educorp, then there’s all the rest. Quantum Leap and Wayzata are best known for their CD-ROMs, International Dataware (Diskette Gazette) and Public Domain Exchange for their diskette sets.

• Special distributors Softdisk Publishing (Diskworld) and Metatec (Nautilus) bring you “proprietary” shareware-style software programs on the monthly installment plan using diskettes and CD-ROM media, respectively. Heizer Software specializes in “proprietary” shareware-style HyperCard stacks and template software.

• BBS/friends Numerous bulletin board systems around the world have shareware programs available for the asking—subject to certain rules and restrictions. Your Macintosh friends and associates in MUGs, other groups, companies, schools, and government offices are another good source.
Time versus money versus speed

One of my favorite U.S. Post Office counter persons at the local branch used to ask, "How do you want it to go [be mailed]—fastest or cheapest?" Add one word, "latest," and you have the Macintosh shareware selection matrix. Getting the most for your money might not get you the latest and greatest shareware program versions. Getting the latest and greatest usually implies paying more for it. It also costs you extra if you want it now. Figure 2-2 looks at the sources versus the tradeoffs. This figure shows you the tradeoffs for the three main sources: online, MUG, and distributors.

![Diagram of Time, Money, and Shareware Vintage Tradeoffs]

**Latest vintage**

Online wins easily. Virtually all the quality shareware, freeware, and public domain programs except for those in the special or proprietary category can be found first online. Authors know this is the quickest way to get their products out plus the frequency of downloads gives them a measure of how well they’re doing.

MUGs have librarians and other volunteers who regularly download shareware programs and repackage them for the user group's disk-of-the-month or other shareware diskette distribution programs. But this all takes time, and you get an earlier version.

Commercial distributors do the same as MUGs but on a larger scale (obviously, I'm not talking about the mega-MUGs BMUG and BCS here). Duplicating a commercial quantity of diskettes or pressing a CD-ROM takes still more time, and you typically get an even earlier version than the MUGs provide.

*Time versus money versus speed*
For example, when this was written, System 7-compatible version 3.4 of Robert Polic's popular and regularly updated SCSI Probe shareware utility was available online. But MUGs were offering version 3.2 and distributors version 3.0 and earlier 2.x System 6-compatible versions. While the changes were small between versions 3.4, 3.3, 3.2, 3.1, and 3.0, if the newest product’s features were important to you, you should first look for it online.

**Acquisition cost**

Distributors have the lowest cost. Certainly on CD-ROM distributed shareware. The 2,000 shareware programs—650Mb worth—available on a typical $99.95 to $199.95 CD-ROM are overwhelmingly the best acquisition cost bargain. Do the arithmetic—that’s less than $0.10 per program! On a regular 800K shareware diskette, you’re getting 10 to 20 programs and typically paying $5 to $10. That’s between $0.25 and $1 per program.

MUGs offer about the same diskette pricing. The difference is in breadth of selection (again, not talking about the mega-MUGs!). Only a few of the larger MUGs can offer CD-ROMs.

Online cost is a different ball game entirely. A 20K program that took you 3 minutes to download with a 1200-baud modem or a 120K program that took you 10 minutes to download with a 2400-baud modem, winds up costing you a lot more than if you bought it on a shareware diskette with other programs from a MUG or distributor. Without bothering with the exact rates, let’s just say that you have an annual “fixed” cost associated with the service, a “training” cost associated with your learning how to use it, and then the “downloading” cost for a specific program which involves your modem speed, program size, time-of-day, etc. I believe you get the picture. As a one-shot deal, downloading your trial shareware (at this point, you don’t even know if you want to use it yet) can be prohibitively expensive. Used on an ongoing basis and viewed as a surgeon’s scalpel tool (a program to fit a need) rather than as a building contractor’s D9 Caterpillar tractor tool (programs by the yard), it is very cost-effective and actually pays for itself over time.

**Acquisition time**

Online wins again, hands down... unless you are totally new to the online world, don’t own a modem, and/or don’t plan to get one. The same principle that makes “Yellow Pages—let your fingers do the walking,” effective is also at work here. Once you’ve developed fluency or proficiency, using online services gets you the latest and greatest shareware programs PDQ (pretty darn quick!).

On the other hand, maybe you need to quickly find a specific, older shareware program. In this case, I would advise calling one of the shareware distributors. The program undoubtedly exists on one of their earlier catalog diskettes, and they can help you find it.

Or maybe you are looking to quickly build your shareware collection. If you own a CD-ROM drive, searching a CD-ROM is a lot easier than rummaging through hundreds of diskettes to find the best offerings. You can have a shareware CD-ROM disk in your hands the next day via a phone call and expedited delivery service.

**Special distributors**

These companies lie outside of the tradeoff envelope because you aren’t really talking shareware here. Their offerings bring you products from authors who are either on payroll
or who receive their fees direct from the company. In any event, you’ll receive the latest, commercial-grade, quality products either via your monthly subscription mailing or the regular mail order channels.

**BBS/friends**

I was careful to place “online” and “BBS” into separate categories, because they are not the same. The issue is quality control. While all of the online services, MUGs, and distributors have quality and service standards, the BBS/friends category does not. Anyone with a computer, modem and software can start up a BBS. Other than commercial BBSs or those affiliated with the MUGs, you can’t always be sure of what you are getting. Same with Macintosh shareware you obtain from a well-meaning friend. In either event “caveat emptor” is the order of the day and have your virus-checking software handy.

**The details of where to get sources**

The next few sections highlight the details of dealing with the sources shown in Fig. 2-1. You will also find coupons at the back of the book to expedite the process of “connecting” with the sources mentioned. To briefly give you a road map:

- **Online** Best source of newest Macintosh shareware. Lowest expenditure of money/time/effort to get a few and/or the latest shareware programs. Not cost-effective for obtaining numerous shareware packages in bulk or a single package as a one-shot deal.
- **MUG** On the balance, your best source of shareware programs and information. On a local level, the MUG librarian is an invaluable resource, and you can talk to other experienced shareware users at meetings, etc. The largest MUGs, BMUG and BCS, elevate this experience to an even higher plane.
- **Distributors** Usually lowest acquisition cost for Macintosh shareware on a per/program basis via their diskette catalog and CD-ROM offerings. Best source for finding older programs no longer carried by the online services.
- **Specialty distributors** Best source for monthly software programs by mail that allow you to build up your software collection over time without heavy involvement on your part. Or, alternately, the best source for quickly obtaining the HyperCard stacks or Works/Excel templates you need.
- **BBS/friends** Potentially the most convenient and least costly sources if you are dealing with a commercial or professionally-run BBS. On the other hand, you really don’t know what kind of shareware you are getting when it’s obtained from unprofessional BBSs or even well-meaning friends. It could be outdated, buggy, or even virus-infected. Be careful.

**Online sources**

CompuServe, America Online, and GEnie are the main providers of Macintosh shareware (others with smaller collections include Delphi, MacNet, etc.). Each does it with a slightly different twist. If you have the money, the best answer is use them all. Although there is much overlap, there are also unique programs and features indigenous to one
provider—because a shareware author belongs only to it or a particular feature has proven popular with that online service’s membership. Because of this, you owe it to yourself to at least try them all. Your trial period will prove very educational, even if you don’t continue your subscription. You will learn that each service has unique “personality;” the trick is to get the best match to fit your needs. I’ll briefly position them for you here (you’ll see how to do an actual download from each in chapter 4), but I duck the whole issue of “how-much-will-it-cost-me” because the rates change over time and vary according to how you use the service. As a rough rule of thumb, plan on spending $30 to $50 per month as a typical user/downloader, or about the same as it costs you to watch cable TV with a couple of premium channels monthly in most parts of the U.S.A.

**CompuServe**

5000 Arlington Centre Blvd.
Columbus, OH 43220
(800) 848-8199, (614) 457-0802

Far and away the largest of all the online consumer information services (over a million users) and the only worldwide service, CompuServe also has the largest selection of downloadable Macintosh shareware programs. Accessing it is a breeze if you use the CompuServe Information Manager program (its latest incarnation is CIM version 1.6) or take advantage of CompuServe Navigator (now at version 3.1) to automate your online tasks by pointing and clicking to select what you want before you logon. Quite simply, the CompuServe Macintosh Forums or MAUGs (MicroNet Apple Users Group—CompuServe invented this art form) along with their conferences and shareware libraries set the standard of excellence for all other online services. From beginner to expert, if you had to choose only one service, chances are all your needs could be met by CompuServe.

**America Online**

8619 Westwood Center Dr.
Vienna, VA 22182
(800) 227-6364, (703) 448-8700

AOL was Macintosh-oriented from the very start. Although AOL is not nearly as large in its breadth of offerings as CompuServe or GEnie, the combination of these two factors—ease of use plus not as much real estate to cover—makes it easy to get up to speed on AOL. I’m not saying that you don’t get as much; you receive the full menu of forums, news, entertainment, stock quotes, and online services, just not to the same depth. A single phone call or letter gets you your AOL software diskette in the mail. All you have to do is point and click your way through the choices and the easy-to-use AOL menus take you the rest of the way.

**GEnie (General Electric Network for Information Exchange)**

411 N. Washington St.
Rockville, MD 20850
(800) 638-9636, (301) 340-4000

This online service has the second largest collection of Macintosh shareware after CompuServe. About the only thing Macintosh users can chip about is its text-oriented interface which suffers in comparison with the others. But its interface doesn’t affect its shareware downloads at all, and, once you get the hang of it, it’s probably easier and quicker to get what you need off GEnie than from any other service. Plus the GEnie Macintosh Round
Tables (the name for forums on GENie), Bulletin Boards, and Real-Time Conferences are unique as are the caliber of Macintosh experts they attract. I believe GENie's interface makes it appeal to a broad class of power users who are fluent across multiple platforms in addition to the Macintosh. For this reason, whatever your Macintosh shareware subject, the price of a phone call probably gives you access to more heavy-duty Macintosh expertise, quicker on GENie than anywhere else . . . because it's where the heavies go to mingle.

MUG sources
Regardless of the service provider, exact rate charges, and program in question, please accept as a given that its going to cost you more to get it via the online services. On the other hand, you may have a local Macintosh User Group near you that is ready, willing, and able to help you get started in Macintosh shareware—plus is anxious to do so as part of the normal service they provide. Plus you have two mega MUGs: BMUG and BCS-Mac Group and a host of larger regional MUGs. Support your local MUG first and strongly consider joining either (depending on which matches your location/needs better) or both mega MUGs and possibly one or more of the regional MUGs for additional resources.

I consider myself fortunate to be a member of PMUG, the Portland (Oregon) Macintosh Users Group. While its 1000+ members might only put it into the top 50 in membership rank among MUGs worldwide, it has everything I needed to get started sharewarewise. An informative monthly newsletter that includes descriptions of the new programs on this month's shareware disk of the month, a local BBS number to call for downloads, an office with a shareware library I can physically go to for downloads, and a large resource base of informed shareware advisers—any one of whom could have written this book. You should find the same situation (or close to it) in the MUG nearest to you. Wherever you go, you will universally find MUG volunteers are just ordinary people doing an extraordinary job. Support them, proselytize for them, join them. You can’t help but benefit from the experience. Now let’s position the mega and a few of the larger regional MUGs for you sharewarewise.

Berkeley Macintosh Users Group, Inc.
1442A Walnut St. #62
Berkeley, CA 97409-1496
(510) 549-BMUG
Easily the largest in terms of Macintosh membership and services, BMUG has an outstanding shareware library, publishes its own Macintosh shareware and QuickTime Movie CD-ROMs, plus a shareware directory and semi-annual newsletters (each the size of a small telephone directory), plus has a great BBS of its own. For your membership fee, BMUG gives you access to more resources than any other group—especially in the Macintosh shareware area.

Boston Computer Society—Macintosh Group
48 Grove St.
Somerville, MA 02144
(617) 625-7080
BCS is the oldest and the largest. It has over 50 groups catering all kinds of computer special interests from Amiga/Apple II/Atari to IBM/NEXT to ZI/TEL (formerly Kaypro/Osborne/CPM). Macintosh is one of them. Even as a subgroup, the Macintosh group ;
one of the largest. A great Macintosh shareware library, BBS, monthly newsletter (*BCS Update*), plus Macintosh users have their own monthly (*The Active Window*).

**New York Macintosh Users Group, Inc.**
688 Sixth Ave., 3rd Floor
New York, NY 10010
(212) 691-0496
NY MUG, perhaps the classiest of the regional MUGs, publishes the monthly *Mac Street Journal* newsletter, plus has its own shareware CD-ROM which features an extensive collection of System 7 “clean” shareware.

**Washington Apple Pi, Ltd.**
7910 Woodmont Ave., Suite 910
Bethesda, MD 20814
(301) 654-8060
Their monthly Washington Apple Pi newsletter has long been a favorite “read” of mine in the local PMUG library.

**Arizona Macintosh Users Group**
P.O. Box 10593
Scottsdale, AZ 85271
(602) 892-2402
AMUG’s *BBS in a Box* (now in its fifth edition) is one of the most creative Macintosh shareware CD-ROM offerings, plus this extremely active group (a favorite among guest industry speakers) also has outstanding BBSs (featuring standard and Mac-like interfaces) and a great newsletter called *AMUG News*.

**Los Angeles Macintosh Group**
12021 Wilshire Blvd. #349
Los Angeles, CA
(310) 278-LAMG
Their monthly *Mac Digest* newsletter has long been another favorite “read” of mine in the local PMUG library.

**San Diego Macintosh Users Group**
P.O. Box 12568
La Jolla, CA 92039
(619) 576-1820
Their monthly *Resources* newsletter is yet another favorite “read” of mine in the local PMUG library.

**Portland Macintosh Users Group**
P.O. Box 8949
Portland, OR 97207
(503) 228-1779
This is the PMUG I have been talking about. It has a great newsletter called *PMUG Mouse Tracks*, plus great monthly meetings, Mac Camp, Macintosh shareware library, and just a great bunch of people giving of their time and effort!
Distributor sources

Now we come to the people who distribute Macintosh shareware for a living. By any comparison you wish to use, the leading distributor is Educorp, followed by all the rest (others not listed here have smaller collections). What you get from the vendors featured here is either diskettes (Public Domain Exchange and Diskette Gazette) or CD-ROMs (Quantum Leap and Wayzata) or both (Educorp). Regardless of the vendor you deal with, you can be assured your diskette(s)/CD-ROM disk(s) are virus-free and that your satisfaction is high on their list of priorities. Vendor catalogs range from Educorp’s thick catalog (even with newsprint pages!) now in its tenth edition to Wayzata’s mini-sized 16-page CD-ROM listing that you can slip into your wallet or Daytimer (hey, everything you really need is on the CD-ROM disks!). Diskettes are typically under $10 each or under $5 each in volume. CD-ROMs typically range from $99 to $199. As mentioned earlier, the biggest distributor benefit to you is lowest cost per shareware program (from $0.02 to $1 each) for you to try it. The other benefit is speed. You are only a phone call away from getting whatever you need via expedited carrier.

Educorp Computer Services (A Division of Gazelle Technologies, Inc.)
7434 Trade St.
San Diego, CA 92121
(800) 843-9497, (619) 536-9999
Easily the oldest and the largest of the distributors, Educorp has raised the entire process of shareware delivery to Macintosh enthusiasts to an art form. Their catalogs (over 1.5 million are delivered each year) make shareware selection easy. Buying their entire collection as a 2-volume CD-ROM set for $199 brings it to you inexpensively.

The Diskette Gazette (International Datawares Inc.)
2278 Trade Zone Blvd.
San Jose, CA 95131
(408) 262-6660
The Diskette Gazette’s unique offering is—the Diskette Gazette! As a customer, this tabloid-sized newspaper is delivered to you six times a year and features reviews, products, and announcements all dedicated to Macintosh and shareware.

Public Domain Exchange
2076C Walsh Ave.
Santa Clara, CA 95050
(800) 331-8125, (408) 496-0624
The Public Domain Exchange’s unique offering is their The Best Mac Deal: Volume II book (more like an encyclopedia) of Macintosh shareware. As a customer, you receive it free along with quarterly updates that keep you current. Plus PDE has been around for a long time, knows the business, and might just be the best source for that special “older” shareware program you wanted and just can’t seem to find anywhere else.

Quantum Leap Technologies, Inc.
1399 SE 9th Ave.
Hialeah, FL 33010
(305) 885-9985
Quantum Leap’s CD-ROM software comes in many flavors: *CD7 Super-Library, Giga-ROM 2.0 Archives, Macademic Educational Library*, and other disks. For an investment in the $149 to $199 range, any of the three listed offerings can bring you hours of perusal pleasure. You are sure to find something to meet you exact needs among the thousands of programs on each.

**Wayzata Technology**
P.O. Box 807
Grand Rapids, MN 55744
(800) 735-7321, (218) 326-0597
Wayzata offers *GEM-Public Domain II, CD Fun House 7.0, MACnificent 7.0 Education and Games*, plus other clip art, photo, sound CD-ROMs plus distributes *BBS in a Box* for AMUG. All disks are in the $119 to $199 range. Plus Wayzata offers numerous other non-shareware CD-ROMs. Give them a try.

**Specialty distributor sources**

Now for another kind of shareware distributors, who don’t necessarily distribute shareware at all! Each of them provides a unique service that might be exactly the solution you are looking for. Let me move directly to the details.

**Diskworld**
Softdisk Publishing
P.O. Box 30008
Shreveport, LA 71130
(800) 831-2694, (318) 221-8718
For an $89.95 annual subscription, Softdisk’s Diskworld brings you a software diskette each month. It is not shareware but a collection of business, utility, game, art, and other shareware-like software programs created by their own programming staff. Typically you get 10 to 20 items on your diskette each month and occasionally they are programs you cannot find anywhere else at any price. When you look at the numbers, even if you only find one program a month useful (or even a year), it’s a real bargain because there’s nothing else to pay—you’ve already paid it. For example, their chess program which I’ll review in Chapter 15 is a real find. It compares favorably with commercial versions costing far more than your entire subscription price yet was only one program on one of your 12 subscription period diskettes. Plus members have access to the entire collection of previously published diskettes at a good price. Plus you get to build up a very respectable software library over time.

**Nautilus CD-ROM**
Metatec Corporation
7001 Discovery Blvd.
Dublin, OH 43017
(800) 637-3472, (614) 761-4110
For a $119.40 annual subscription (12 times $9.95), Metatec’s Nautilus CD-ROM brings you 300Mb-plus of goodies every month. It includes pre-tested Macintosh shareware, plus images, clip art, sounds, news, and technical discussions. While the quality of each individual item might not be as good as the Softdisk offering, you get a lot more items and
really increase your chances for a super shareware find. By bringing a CD-ROM to you each month (it’s like your birthday present monthly), it cuts out a lot of the searching legwork and allows you to accumulate a substantial library of useful software over time.

**Heizer Software**  
P.O. Box 232019  
Pleasant Hill, CA 94523  
(800) 888-7667, (510) 943-7667

Heizer doesn’t offer shareware. It acts as a clearinghouse instead. You pay them, and the authors get paid direct. By specializing in HyperCard stacks and MS Works and Excel spreadsheet templates, Heizer can bring you only the best of these offerings—prescreened. Heizer attracts a continuous good supply of quality programs because the authors know they are going to get paid for each sale. Heizer’s idea has proven to be a clever one as they have grown steadily over time. You wind up paying only slightly more than you would for shareware, and each of their quarterly catalogs brings you an updated list of goodies that you are only a phone call away from getting via expedited carrier.

**Working the boards . . . The Good, the Bad, and the Ugly**

Electronic bulletin boards sources offer the most diverse array offerings. Taken collectively (there are thousands of them), they represent the largest source of Macintosh shareware available. The problem lies in the diversity—perhaps disparity is a better word—among the caliber of the individual BBS operations. To use a sports analogy; it’s as if you had a Major League World Series caliber baseball team and Little League baseball team on the same playing field. No slur intended, but that’s how wide the gap is between the best and the worst of the BBSs.

To be fortunate and live next to a great local BBS can give you instant access to the latest programs, downloads, and news, while costing you only the price of a local phone call. At the other end of the spectrum, dialing into a nonprofessional BBS over a long distance line can cost you money, waste your time, and possibly bring you the latest and greatest in virus-infected software. I won’t name names here, but I’m not talking about BBSs run by MUGs and other corporate or professional associations.

The highest and best use of a good BBS is to use them mostly as a fill-in (take only the software you need so others also have a chance to download), reciprocate in kind by occasionally uploading good shareware programs you’ve obtained elsewhere, and tell others about the great BBS you have found.

**Friends, Romans, countrymen . . . loan me your shareware diskette**

What could be simpler than getting your shareware on diskette from a friend? It’s probably the least expensive way, too. Just be careful to ask your friend to check the diskette for viruses before he or she gives it to you and/or this is the first thing you do with the diskette before loading the programs on it into your Macintosh. While you’re at it, ask about and/or check the age of the programs you are getting. Older shareware probably does you no good as a System 7 user. Newer shareware might not work for you if you are an early version System 6 user.
While nothing stops you from downloading Macintosh shareware with your original Mac 128, Apple 300-baud modem, and MacTerminal 1.0 software, there are better and easier ways to do it today. You really want to step back and take a good look at your entire Macintosh hardware and software setup before you start into acquiring shareware. You need the “right tools to do the right job” and to “put your own house in order first,” as they say. This chapter gives you hardware recommendations to make your life easier while chapter 4 covers the same ground for software. While nothing of what is said here is immutable law, taking it as a whole and applying it to the parts of your unique Macintosh circumstances as needed will greatly increase your ease and ability to acquire and run Macintosh shareware.

More, faster, and bigger is better

You wouldn’t want to go into the ring at a championship boxing match with one hand tied behind your back, would you? Why would you—why should you—undertake the task of collecting Macintosh shareware on a Mac Plus with an Apple HD 20 drive and Apple 1200 modem? Sure, they work great. Sure, you got them at a good price and they are already paid for. But why handicap yourself unnecessarily? Why fight with one hand when you can use both? That is the whole premise of this section.

Time moves very swiftly in the Macintosh computer field because Apple moves very swiftly; they have to keep pushing the outside of the technology envelope so that next year’s sales (and profits!) are better than this year’s. The way they (and all the third-party Macintosh vendors who assist them in this effort) do it is to offer you a Macintosh model that does something more at the same price or less than the previous year’s model.

Let’s use a business example to drive the point home. You can depreciate your rental property and the building(s) will still be around and usable in 50 years, long after they are fully written off. You write off your Macintosh computer equipment over 3 to 5 years. After that time it’s worth zero on your books and not a heck of a lot more in resale value. You paid $2495 for the first Mac 128 in 1984 (in 1984 dollars, by the way). And you had to stand in line to get one at that price; they were hardly ever sold at a discount. Today, you
can buy a Mac IIci with 3Mb of RAM, a 40Mb hard drive and 13-inch color monitor for about the same $2495—discounted, of course. Your original Mac 128 is worth next to nothing today. It has no value except as a doorstop, bookend, or Andy Warhol-style living room decoration. Not because it isn't working—amazingly many still operate today—but because it is a dinosaur, technology-wise, next to today's Mac IIci.

As a casual Macintosh shareware user, sure, you could use the Mac Plus configuration mentioned at the beginning of this section. But by not using more powerful hardware today you set yourself back—productivity-wise—far more than what it cost you to buy new equipment. Even if you only dabble casually and can get by with a Mac Plus configuration, sooner or later, it will lock you out of some shareware that you really want to use.

If you're using your Macintosh to earn you a living, if it's your bread and butter, you need to use updated hardware and associated peripherals, period. You need the new equipment because time is money in business and the new Macintosh hardware not only does it faster and better at a lower cost, but does things older Macintosh hardware could not do at any price and enables you to again start depreciating a new asset on your books.

The whole point here is your productivity is directly tied to the kind, size, and speed of your Macintosh CPU and the peripherals you have attached to it, plus one very important noncomputer device. Figure 3-1 gives you the hardware areas you need to focus on at a glance. Whether you are involved with Macintosh shareware as a hobby, out of curiosity, or to fulfill a business need directly, you will maximize your ability, enjoyment, and return from it by using the right hardware. I am not talking top-of-the-line, top-dollar models here. I am only talking middle-of-the-road targets that you should be moving toward. In many cases, you already own one or more of the pieces, and all you have to add are a few more items. Let's get into the details.

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3-1 Hardware components to add or upgrade for Macintosh shareware success.

24 Hardware for Macintosh shareware success
Get a 68030 CPU

While some may think I’ve sold out and gone with the Apple corporate message here, the simple facts of life are not only this is where the world is today but at some point in the not too far distant future, it will be the low end! Table 3-1 tells you the whole story on Macintosh CPU models. As of this writing, Apple has only one less than 68030-based model, the low priced Mac Classic, and the handwriting is on the wall.

Table 3-1 New or (used) price for Apple Macintosh CPUs.

<table>
<thead>
<tr>
<th>CPU type</th>
<th>68000</th>
<th>68020</th>
<th>68030</th>
<th>68040</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Discontinued models</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Mac 128—128/1f</td>
<td>(50)</td>
<td>—</td>
<td>—</td>
<td>—</td>
</tr>
<tr>
<td>Mac 512—512/1f</td>
<td>(200)</td>
<td>—</td>
<td>—</td>
<td>—</td>
</tr>
<tr>
<td>Mac Plus—1/1f</td>
<td>(400)</td>
<td>—</td>
<td>—</td>
<td>—</td>
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<td>Mac SE—1/2f</td>
<td>(600)</td>
<td>—</td>
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<td>—</td>
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<tr>
<td>Mac LC—2/40</td>
<td>—</td>
<td>(1200)</td>
<td>—</td>
<td>—</td>
</tr>
<tr>
<td>Mac II—1/1f</td>
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<td>(1400)</td>
<td>—</td>
<td>—</td>
</tr>
<tr>
<td>Mac SE 30—1/1f</td>
<td>—</td>
<td>—</td>
<td>(1500)</td>
<td>—</td>
</tr>
<tr>
<td>Mac IIcx—1/1f</td>
<td>—</td>
<td>—</td>
<td>(1700)</td>
<td>—</td>
</tr>
<tr>
<td>Mac IIx—1/1f</td>
<td>—</td>
<td>—</td>
<td>(1800)</td>
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<td></td>
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<td>Mac Classic 4/40</td>
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<td>—</td>
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<td>—</td>
<td>—</td>
<td>2469</td>
<td>—</td>
</tr>
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<td>—</td>
<td>3299</td>
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<td>5099</td>
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<tr>
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<td>—</td>
<td>—</td>
<td>—</td>
<td>5699</td>
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<tr>
<td>Mac Quadra 900 4/1f</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>7199</td>
</tr>
</tbody>
</table>

1Taken from Apple’s price list for current models and used equipment vendor average prices for discontinued models as of April 1991. Discontinued model used equipment prices appear in parentheses. Configuration with memory/hard drive size or number of floppy drives appears after CPU type. Portable models are not included.

Today your best choices are the discontinued SE 30 or Mac IIcx models or the popular Mac IIci. All of them give you color and future expansion capability in about the same price range. For slightly less, you can buy Apple’s newly introduced Mac LC II (think of it as a Mac Classic II in a Mac LC case); you give up only a little in performance and expansion. For slightly more, you can buy a Mac IIci and just about have everything you’d ever need. For greater performance, you can get the Mac IIfx—although you’ll undoubtedly do better price wise if you wait until after they discontinue it in favor of a much-talked-about hotter Mac IIci model.
By the way, I am not prejudiced against the 68020-based Mac II and Mac LC. The point is you have to add to these to get where the 68030-based machines are already, which is why Apple discontinued the Mac LC in favor of the Mac LC II. If you get a great deal on either one of these machines, by all means jump on it.

My recommendation is to wait on the top-of-the-line 68040-based Quadra 700 and 900 models. While offering you great performance and clearly being the future direction Apple is going towards with the Macintosh line, today’s software has not yet caught up with its advanced high performance hardware and you potentially open yourself to needless time spent fooling with incompatibility problems, problems that just won’t be around two years from now after the newer “patched” 68040-compatible versions of all the popular shareware and commercial applications software are released.

The 68030 third-party accelerator board upgrades offer you yet another path to better performance. I went into the topic in detail in my upgrade book. Although they cannot provide color on the noncolor Macintosh 68000-based models, they definitely improve performance and extend the lifespan of the Macintosh you are using today. Additionally, they usually cost less than buying the equivalent-performance new Apple Macintosh model. Ditto for hotter 68030 accelerators added to 68020 and 68030-based models.

What more can I say? You will definitely be happier with the immediate speed and performance gains a 68030-based Macintosh gives you, your shareware will run better, and you’ll be able to enjoy things in color and use lots more memory if you have to. Treat yourself.

Get 4Mb memory

While a 68030-based Macintosh CPU might only fall into the nice-to-have-someday category for a few folks, at today’s prices 4Mb of RAM is available to every Macintosh owner. With 1Mb RAM SIMMs going for under $50 and 4Mb RAM SIMMs at under $150, there’s no reason why you cannot upgrade. The money isn’t the only issue here; System 7 will hardly run any applications in under 4Mb. Ditto for System 6 and MultiFinder. Ditto for System 6 Finder if you just want to set up a simple shareware RAMdisk application. Don’t let anybody tell you different: More memory is always better. Even if you swear by your original Mac Plus model, it does everything you need, and you have no intention of going to a newer model ever, upgrade it to 4Mb of RAM. You’ll believe you’ve died and gone to heaven.

Get 100Mb hard drive

A bigger hard drive is always better for the same reason that more RAM is always better. Actually, your perception of how fast your Macintosh is controlled to a great extent by the speed of your hard drive because it’s probably involved whenever you do anything with your data files open, close, search, sort, print, etc. Undoubtedly, you are familiar with the hard drive corollary of Parkinson’s law: Data expands to fill the space available for it. Also, when you get into shareware, you wind up accumulating still more goodies and

1Bob Brant, Upgrade Your Macintosh and Save a Bundle, Windcrest/McGraw-Hill, 1991.
don’t always have the time to purge your rejects. This tends to eat up disk storage space rapidly, especially if color or graphics files are involved.

The remedy is get a larger hard drive. Those who know me or have read any of my earlier books know I am only slightly biased toward Quantum products (ho-ho-ho!). In my hard drive book, I recommended the Quantum LPS 52 model (52Mb formatted storage capacity) as a minimum. Today, for anyone planning to do any work with downline loading and shareware, I would recommend the LPS 105. Internal-mount versions of these drives are available from numerous mail order sources for under $400, and approximately $100 more premounted in external housings depending on the vendor. If you want to get a still larger drive, by all means indulge yourself. Quantum’s LP 120S or LP 240S are great alternative choices, as is the still-larger Pro 425S.

By the way, if you’re shopping for a hard drive, you should know that I am more than a little biased toward Alliance Peripheral Systems (APS) as a supplier. Their ordering flyer appears at the back of this book. I’ve done business with them for years and neither I nor any of the clients I’ve recommended to them have ever been disappointed.

Get 1.44Mb floppy drive

Shareware players need a backup device. Get the original Apple article here—the Apple FDHD SuperDrive. It does three things for you. By the way, this is no big deal for any model introduced after the Mac Plus. If you are a Mac SE or Mac II owner, you order the $449 list-priced Apple upgrade kit with drive and ROMs; you might even be able to get it at a discount. For all the newer Macintosh models, it’s a no-brainer because you already own it. Back to the benefits.

First, you can store more on each diskette. High-density 1.44Mb diskettes average $0.75 today while double-density 800K floppies average $0.50, so that works out to a definite savings.

Next, the Apple FDHD SuperDrive reads and writes Mac 1.44Mb, 800K, and 400K diskettes in addition to DOS PC 720K and 1.44Mb diskettes. You can read or write DOS PC diskettes in your Macintosh. With the addition of Soft PC software, you can even load and run DOS PC programs on your Macintosh (from Insignia Solutions, 526 Clyde Ave, Mountain View, CA 94043, (800) 848-7677).

Finally, you can do backups easier and quicker. Backups are always important, and this is even more true for shareware users. You’ve downloaded the program, looked at it, can’t use it today, but will be able to in the future. Meanwhile you don’t want it on your hard drive. You want to take it off and store it somewhere. The word is archival storage. With the 1.44Mb floppy drive and 1.44Mb diskettes, you can store the most stuff in the least space and minimize shuffling floppies in and out of your drive.

The better backup solutions lie beyond floppies. Tape is definitely not one of them because you have to serially search through it to find what you are looking for—not my idea of a good time. If you are into serious downloading and collecting of shareware, you want a disk-based solution. The lowest entry-cost solutions are the SyQuest removable hard drives. Either 44Mb or 88Mb—take your pick. These will cost you under $500 or

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$700 today, respectively, with the accompanying media cartridges going for under $75 and $125, respectively. Beyond the SyQuest lies the optical world. A 3 1/2-inch MO read-write removable optical drive and its media go for about $1500 and $75, respectively. The 300Mb 5 1/4-inch MO optical drives and media go for about twice that.

Get a larger monitor

Nothing is inherently wrong with the classical Macintosh bit-mapped 9-inch paper-white CRT monitor screen. It’s razor-sharp text fonts and graphic images were the envy of the DOS PC world for years. While critics often disparaged the Macintosh’s smaller 9-inch screen versus the larger and even color monitors on the contemporary DOS PC systems, once you got into working with it, you never even noticed the difference in size. Plus the paper-white solution was certainly superior for your eyes versus the amber or green on black monitors of the day. What you saw (on the screen) was exactly what you got (on the printed page); WYSIWYG, as it’s called today, was an overwhelming advantage. Color was a moot point as most of the work was done with black and white printed output as the goal.

While it was always possible to share data between different Macintosh applications via the clipboard, more powerful applications and MultiFinder environment operating systems (culminating with today’s System 7, which operates permanently in MultiFinder mode) made jumping back and forth between applications more of an everyday operating reality. For the average user, this meant becoming more adept at programming macros and function keys or going to a larger monitor to cut down on the mouse strokes required to move about on his or her Macintosh desktop. Larger monitors won out.

Understand the real important benefit that a larger monitor gives you: productivity. If you take the original Macintosh 512 by 342 pixel (175,104 picture elements or distinct addressable points) screen and blow it up in size until it covers the wall in your room, you still haven’t done anything for yourself; it still takes the same amount of scrolling strokes to get at the different areas of the screen. Now if you go to a larger monitor like 640 by 480 (307,200 points) or 1024 by 768 pixels (786,432 points), you get more resolution, more area on your screen to place information on. It’s the equivalent of having 4 or 5 classical-sized Macintosh screens. The result is that you can have several programs open at once on your desktop, moving between them is a breeze, and no time is wasted scrolling around.

Beyond screen resolution, two more items particularly important to you are pixel density or dot per inch (dpi) and refresh rate. The 72 dots per inch was the classical Macintosh standard and also what the Apple ImageWriter dot matrix printers put onto the page. Above 72 dpi, your text appears smaller on the screen—greatly above and it becomes hard to read. Refresh rates below about 65 Hz (the screen is redrawn 65 times a second) make it appear to flicker to your eyes; those above 70 Hz appear rock solid.

Now, the monitor itself. As a shareware user, at least treat yourself to a larger 14 inch monochrome monitor with 640 by 480 resolution. Apple makes an excellent product. Ideally, look into the one-page 640 by 870 resolution monitors. Apple, Radius, Mobius, and Lapis all have excellent products. A two-page monitor just adds icing on the cake. Get one from the same vendors if you are doing heavy graphics or other screen-intensive work.
with shareware. Mobius even offers matched full-page (or two-page) display plus 68030 accelerator board combination packages that are excellent.

Color is an extra added bonus on the Macintosh—use it if you need it for your shareware work. A grayscale monitor is basically a color monitor—minus the color! When color was first introduced with the Mac II models, Apple set the industry standard for sharpness and clarity versus the monitors of the time. That same Apple’s Sony Trinitron-based 13-inch 640-by-480-resolution RGB monitor model (introduced in 1987) is still the standard by which all other Macintosh color monitors are judged today. You cannot go wrong by using it. If you need more screen, the Sony Trinitron-based E-Machines 16-inch and SuperMac 19-inch models have both proven to be very popular. The Radius color Pivot monitor (an extension of its highly popular monochrome model—think of it as a full-page display that alternates from the portrait to the landscape mode with a touch of your hand) is also an excellent choice.

Costwise, plan on spending at least $500 for a full-page monochrome monitor and card, and maybe up to $2000 for an Apple two-page monochrome monitor and card. Mobius’ exciting display/accelerator packages will cost you somewhere in between. Plan on spending at least $1000 for a 13-inch color monitor and card. At the upper end, plan an outlay of $5000 for a 19-inch color monitor and high-performance 24-bit card.

**Get 2400 bps modem**

You could get by with a 300 bps (bits per second) modem at first. Then 1200 bps modems were the standard. Today, you certainly don’t want to use anything less than a 2400 bps modem for downloading your Macintosh shareware from online services and BBSs. And the world is moving towards 9600 bps modems. That’s simple enough. Where most people hang up (oops!) is because of today’s proliferation of modem “alphabet soup” terms. Let’s clear up the confusion.

Computers speak a digital language of “ones” and “zeros” while your telephone line is an analog device. The modem is a *MODulator/DEModulator* that converts digital signals from the computer into analog signals for the phone line. You really need two modems—the second does the same conversion in reverse at the other end of the phone line. Modems also speak a language of their own (*a protocol*), and it is vitally important that your modem and the one it is talking to speak the same language or, better still, speak a common language. There are three protocols you must be aware of:

- Modulation.
- Error correction.
- Data compression.

In addition, you should be aware of three main file transfer protocols used when downloading Macintosh shareware (two others, ASCII and Kermit, are mainly used for ASCII text files only and for between minicomputers and mainframes, respectively):

- Xmodem.
- Ymodem.
- Zmodem.
Modulation protocols

The language your modem speaks, or the exact way the data transmitted or received by your modem is encoded, is called a modulation protocol. These protocols are governed by Bell (USA) and CCITT (International) standards. Transmission at 300 bps is governed by Bell 103 in the USA and CCITT v.21 overseas. At 1200 bps, transmission is governed by Bell 212A in the USA and CCITT v.22 overseas. CCITT v.32 governs 9600 bps transmission. CCITT v.22bis governs 2400 bps transmission and CCITT v.32bis is the standard for 14400 bps modems. A v.32bis modem can “fall back” to operation at 12000, 9600, 7200, and 4800 bps—“bis” is a French term meaning next in a series—and is also downwardly compatible with v.32 modems. CCITT is presently working on the v.fast protocol covering 19200 bps transmission.

Also, some modulation protocols are proprietary to just one company like U.S. Robotic’s HST (High Speed Technology), Telebit’s PEP (Packetized Ensemble Protocol), Hayes’ Express 96 (also called Hayes “Ping Pong” protocol), and CompuCom’s CSP (CompuCom Speed Protocol). Unlike modems that adhere to “universal” Bell and CCITT standards, the disadvantage of “proprietary” standard modems is that in order for communication to take place, the modem at each end of the line must use the identical proprietary modulation protocol. A Courier HST modem cannot talk with a CompuCom CSP modem or even a Courier v.32bis modem, although all operate at 9600 bps. But two v.32 modems from any manufacturer can talk to one another at 9600 bps, two v.32bis modems from any manufacturer can talk to one another at 14400 bps, and a v.32 and a v.32bis modem from any manufacturer can talk to one another at 9600 bps.

Error correction protocols

Until the recent proliferation of combination 2400 bps modem/fax products, only high-speed modems (those that support 9600 bps or more) could support error correction and data compression protocols. The two error correction protocols are CCITT v.42 and Microcom’s proprietary MNP-4 (Microcom Networking Protocol—you might also occasionally hear of the older MNP-2 and MNP-3 protocols). The v.42 modems support the LAP-M (Link Access Procedure for Modems) error correction scheme plus MNP-4. So a v.42 modem can establish error correction with an MNP-4 modem, but two MNP-4 modems can only establish error correction between themselves. Ditto for all other non-standard error correction protocols, like Hayes’ LAP-B protocol used on their V-series Smartmodem 9600.

Data compression protocols

The two data compression protocols are CCITT v.42bis and Microcom’s proprietary MNP-5. The v.42bis modems require v.42 error correction as a prerequisite. The MNP-5 modems likewise require MNP-4 error correction as a prerequisite. Virtually all high-speed modems incorporate both the v.42bis and MNP-5 standards in their design. In theory, MNP-5 and v.42bis protocols can achieve compression ratios of 2:1 and 4:1, respectively. This is the source of the ads claiming your v.32 9600 bps modem can operate up to 38400 bps.
File transfer protocols

Unlike your modem's modulation, error correction and data compression protocols (which are active all the time), file transfer protocols are active only during file transfer when they automatically detect and correct errors that occur. The receiving system "automatically" sends a message to the sending system and requests a retransmission if a block of data is received incorrectly and any resulting errors are displayed in the communications software program's file transfer status window.

Xmodem  Xmodem and its variant Xmodem-1K are the most widely used file transfer protocols. The original Xmodem protocol uses 128-byte packets and a simple "checksum" method of error detection. Xmodem-CRC uses the Cyclic Redundancy Check (CRC), a more secure method, for error detection. Xmodem-1K is Xmodem-CRC using 1K (1024-byte) packets. Xmodem protocol always attempts to use CRC first. If the sender does not acknowledge the requests for CRC, the receiver shifts to the checksum mode and continues its request for transmission.

Ymodem  Ymodem is essentially Xmodem-1K that allows multiple batch file transfer. On some systems it is listed as Ymodem Batch. Ymodem-g (a variant of Ymodem) sends and receives 1K packets in a continuous stream without acknowledgement between blocks until completion. If any block is unsuccessfully transferred, the entire transfer is canceled. This protocol does not provide software error correction or recovery, and therefore can be used only with modems that support error control.

Zmodem  Like Ymodem-g, Zmodem does not wait for positive acknowledgment after each block is sent, but rather sends blocks in rapid succession. Unlike Ymodem-g, Zmodem is extremely efficient and also provides crash recovery. Canceled or interrupted Zmodem transfers can be resurrected later, and the previously transmitted data doesn't need to be re-sent.

What modem you should buy

It depends upon what you plan on doing. At least get a 2400-bps modem. You can pick one up for $100 to $200 today. Or, if you are keeping an eye to the future get a high-speed modem that supports v.32 (9600 bps) or v.32bis (14400 bps). A v.32 modem costs you under $500 today and a v.32bis modem typically $200 more. A v.32bis modem will pay for itself if you are downloading shareware directly from long-distance numbers. If you are just using a local number to dial into the online services to download your Macintosh shareware, get a v.32 modem and save your money; none of the packet switching networks currently support v.32bis.

By all means get a high-speed modem that supports v.42 and MNP-4 error correction protocols. The bonus is you not only get error-free transmission but also a 10 to 20% improvement in throughput. Faster throughput means faster transmission time, which means more money in your pocket.

For downloading Macintosh shareware from online services, v.42bis and MNP-5 data compression protocols probably do little for you, and you shouldn't pay extra for them. They can even work against you! Particularly avoid 2400 bps modems with v.42bis...
(online services don't support v.42bis on their non-high-speed modem lines, and your 2400 bps modem cannot talk to their high speed 9600 bps line). Most of the time you are downloading files already compressed with Stuffit or Compactor. A v.42bis or MNP-5 modem cannot compress a file that is already compressed by software. MNP-5 modems by continuing to compress a precompressed file actually expand it and wind up slowing down the file transfer. While you might transfer plain text files at a compression that doubles the modem's 9600 bps speed, it is extremely unlikely that you will ever be able to transfer files at 38400 bps.

On the other hand, software compression programs such as Stuffit or Compactor (both of which typically compress programs by 30% to 50%) not only save you space on your media (hard drive, floppy, etc.) but can be transmitted that much faster and save you phone line costs. Plus it is always faster in practice to download a compressed file without data compression than to download a standard file using v.42bis or MNP-5—sometimes overwhelmingly faster! The only downside is you have to uncompress the file when you get it, but this you can do at leisure without the meter running.

Before leaving the subject of file transfers, Zmodeem is generally the best protocol to use if the online service you are calling supports it. It works with any modem, performs its own error checking, and is over twice as fast as Ymodeem in actual file transfers.

Get a LaserWriter printer

You've just downloaded a simple 25-page long text-only file, and you'd like to print it. Would you rather take an hour to print it on your dot matrix ImageWriter or about five minutes on your Apple LaserWriter Plus and have it look ten times better in the process? Uh-huh, I thought so. Me too. Yeah, but the price is way out of my league, you say. Not true anymore. A broad range of new and used Apple LaserWriters can help you at a price to fit everyone's budget today. Let's quickly look at some of the benefits:

- **Speed** Even the slowest LaserWriter is much faster than any ImageWriter.
- **Appearance** Professional-looking LaserWriter output is superior to dot matrix printouts.
- **Noise** LaserWriter is far less noisy, better for office environments.
- **Expansion** LaserWriters easily accommodate additional users via LocalTalk networking.
- **Cost** You're looking at $1300 and up for full PostScript functionality.

This list doesn't begin to even do the subject justice, but it's a start. With a LaserWriter at your disposal, you can stop worrying about how much it's costing you and start thinking up yet another way for you to make money from it. None of my LaserWriter-owning clients (almost every one of my clients!) has ever regretted their decision to purchase a LaserWriter or gone back to their old ways afterwards. It's a Macintosh life-changing experience.

Apple LaserWriter plus PostScript

With apologies to Hewlett-Packard, QMS, NEC, GCC, and all the others who make great products, if your prime use is working around Macintosh shareware, you are best served
by sticking with the genuine Apple article. Second, you want only a PostScript LaserWriter. Let's deal with these two in sequence.

Enough is always happening between new Apple System and third-party application software releases to assure a continual flow of glitches and hiccups between Apple's own computer and printer products. Going to third-party printers just compounds your problems. When you introduce yet another variable (Macintosh shareware) into the equation, you can almost guarantee that fellow Murphy is looking over your shoulder. Most software, including shareware, is tested using a standard Apple LaserWriter. Why needlessly complicate matters by adding other potential problems if you don't have to? With all the used Apple LaserWriters on the market today at great prices, don't spend your money on a non-Apple LaserWriter printer.

PostScript printers simply work better. They relieve the Macintosh of most of the workload involved in printing a page and their internal font technology delivers a better printed image to the page more quickly. Having said that, let me add there are all types of PostScript, font types, and imaging technologies used—even within just the Apple LaserWriter family models—and not all are created equal. But the point is any PostScript LaserWriter model does more for you than its equivalent QuickDraw cousin, and it more than makes up any difference in initial cost over time. Don't spend your money on a non-PostScript printer.

**Used LaserWriters**

"Old soldiers never die they just fade away"—same with LaserWriters. Most of the guts that are subject to wear and tear are inside the replaceable toner cartridge. They get passed on down the Macintosh food chain to another class of user. At 100,000 copies, most of the original LaserWriter and LaserWriter Plus models are just beginning to warm up and aren't even breathing hard yet. While the second-generation LaserWriter II models are a little more mechanically delicate, 100,000 copies isn't a midlife crisis for them either. Here's today's street prices for the recommended used Apple Postscript LaserWriters:

- LaserWriter Plus at $1100.
- LaserWriter II NT at $1600.
- LaserWriter II NTX at $2200.

The LaserWriter Plus represents an outstanding value for the Macintosh shareware enthusiast today. Its 8-page-per-minute Canon LBP-CX printer engine eats downloaded text files for breakfast and reliably reproduces them by the reamful. While its PostScript version 38.0 is getting a little long in the tooth compared to some of the newer offerings, its supplies cost is very low, rated at 3000 copies per cartridge (refillable cartridges, which are available everywhere, cost under $50) and, treated with care, it should last you well into the next century.

The LaserWriter II NT is perhaps an even better value for the Macintosh shareware enthusiast today. It features the identical 68000 CPU under the hood as the LaserWriter Plus, with the identical 35 typefaces plus more memory (2Mb RAM) for greater speed. Its 8-page-per-minute Canon LBP-SX printer engine delivers blacker blacks, and its rated cartridge life is 5000 copies. Plus it weighs less, takes up less space, has a flat paper path option for heavier paper and envelopes, and is upgradeable to the II NTX, IIf, or IIg models.
The LaserWriter II NTX is perhaps the best value for the Macintosh shareware enthusiast today. It features a Mac II-style 68020 CPU under the hood with 2Mb or RAM expandable to 12Mb. Equipped with 35 typefaces to start, its SCSI port permits access to a virtually unlimited number of disk-resident fonts. With the identical physical packaging and 8-page-per-minute Canon LBP-SX printer engine as the II NT model, it's hands down the fastest second generation Apple LaserWriter and also upgradeable to the IIf or IIg models.

**New LaserWriters**

Apple hasn't exactly been sitting on their hands in the LaserWriter department. The company that started it all has expanded its LaserWriter line downward in price and upward in performance with its newest offerings. Today's list prices for the recommended new Apple PostScript LaserWriters are:

- **Personal LaserWriter NTR** for $2199.
- **LaserWriter IIf** for $3599.
- **LaserWriter IIg** for $4599.

The recently announced Personal LaserWriter NTR is Apple's latest and greatest at the low end. With a 16 MHz AMD 29005 RISC chip under the hood, 3Mb of RAM, the usual 35 resident typefaces, Adobe's PostScript Level 2 (Type 1 and TrueType also supported in ROM), the NTR is both faster and less expensive than the NT model it replaced. On graphics-intensive jobs, it almost approaches the IIg in print speed. Although its 4-page-per-minute Canon LBP-LX printer engine won't give you the long-document printing performance of the earlier models, it spits out that first page a lot faster. This all combines to make it a pretty tough choice for Macintosh shareware enthusiasts today because the used LaserWriter Plus, II NT, and new (discounted) NTR models all fall in the same price range. Which one do you buy? Hey, try them all, and take your best shot. Have a nice day.

The LaserWriter IIf and IIg models continue the physical packaging and 8-page-per-minute Canon LBP-SX printer engine tradition of the LaserWriter II family, but from there take off to "where no LaserWriter has gone before" land. Think of the IIf as a Mac IIfi in a printer box—20 MHz 68030 power, 2Mb RAM—and the IIg as a Mac IIci in a printer box—25 MHz 68030 power, 5Mb RAM. Both models are upgradeable to 32Mb of RAM, both come with SCSI port for quickly downloading extra fonts, and both come with PostScript Level 2 plus Apple's latest print technologies: FinePrint and PhotoGrade. FinePrint all but does away with the font "jaggies;" PhotoGrade delivers unbelievably great halftones at 300 dpi versus the II NTX, the IIf and IIg benchmark about the same on text, and 20% to 40% faster on graphics with much better looking output. Macintosh shareware enthusiasts can pick up a IIf at a street price around $2700 (a shade above a used II NTX) and a IIg at a street price of $3400 ($1000 more than a used II NTX). The IIf and IIg are both available as aggressively priced LaserWriter II family upgrades at $1549 and $2549 Apple list price, respectively. Buy either one if your business justifies it today, or think about how nicely a used $1000 LaserWriter IIg will complement your shareware collection in 1996.
Get a CD-ROM

If you are a serious Macintosh shareware collector—if the ability to periodically gather thousands of shareware programs on a disk you can put into your coat pocket is important to you—you need a CD-ROM (Compact Disc-Read Only Memory) reader. CD-ROM readers, the computer cousin to today’s all-pervasive audio CD players once found only in “Star Trek” episodes, now number over 6 million installed with over 2000 generic CD-ROM publications out with over a hundred in the Macintosh area, including the shareware CD-ROM offerings! With application software like Soft PC, Macintosh owners have access to numerous other DOS PC CD-ROM discs. CD-ROM as an information medium has finally taken off, and rapid growth over the next few years is expected. Even if you are only a casual Macintosh shareware user, but still an information user, you should have little doubt in your mind that CD-ROM can help you. To quickly summarize its benefits:

- Saves you acquisition time. Numerous programs are already on disk.
- Saves you money. Programs can be acquired in bulk less expensively.
- Puts new information sources at your fingertips.
- Gives you access to DOS PC-based information and programs (with Soft PC software).

In the Macintosh world, CD-ROM readers are simplicity itself to set up and use. They come in an external case with their own power supply. You connect them to your Macintosh via the SCSI cable provided, load their driver software inits and cdevs into your System folder, reboot your Macintosh, and you are in business. Put your favorite CD-ROM disk into a caddy, pop it into the drive, and you can start.

There is little difference among Macintosh CD-ROM players today. Toshiba, NEC, Apple, and others all offer nominal 300 millisecond plus access times and are available in the $500 to $600 price range. It boils down to personal preference. The Toshiba XM-3301 from Alliance Peripheral Systems I am now using would be an excellent choice for anyone.

Unlike the LaserWriter, CD-ROM hardware is an optional step for your Macintosh shareware collecting—that’s why it’s drawn dotted in Fig. 3-1. However, like the LaserWriter, it opens up whole new Macintosh worlds for you to explore and conquer, and you will never be able to return to your old ways.

Get a UPS

It’s a bright sunny day or a clear moonlit night—you pick it. You’ve just completed 25 minutes worth of a 28-minute download, and suddenly the lights flicker and the power goes out—taking your Macintosh and your download with it. To add insult to injury, when the lights come back on, your Macintosh just sits there with the dreaded blinking question mark icon. The power hit also knocked out your hard drive and/or scrambled the data on it.

Possible? You betcha. Sad? Double “you betcha,” because it could all have been avoided had you been using a UPS.
UPS means *uninterruptible power supply*. Think of it as a surge protector plus a battery connected to an inverter plus some simple electronics to tell whether the ac line voltage is present or not. When the ac power goes away, it quickly switches over to the inverter that provides replacement ac power from the battery uninterrupted as if nothing had happened. Your Macintosh and any other electronics device connected to the UPS never know the difference because everything happens so quickly. A hard drive is a necessity on all modern Macintoshes, and the same goes for UPS units. You simply cannot afford to plug your Macintosh and hard drive into the wall or into a surge suppressor and forget about them. Your oversight here can cause you great pain and suffering.

This is not an advertisement for a UPS company. When you are working on something that's important to you—Macintosh shareware or otherwise—it's just plain common sense to have a backup plan. A small UPS (an investment of $200 to $400) can absolutely save the day for you. This is not a nice-to-have-someday item. It should be second on the list right after you purchase your Macintosh. In every case, your UPS will pay for itself in only one power outage. If nothing else, you will sleep better at night. And you can continue collecting Macintosh shareware—uninterruptedly—to your heart's delight.
For a healthy body, you watch what food you put into it, exercise and maybe take vitamin supplements. For a healthy Macintosh, you do roughly the same. You watch the kind of software you load into it, back it up frequently, and use the right software to help you. Your Macintosh vitamin supplements could be considered the vaccines you use to guard against viruses.

Like having the right Macintosh hardware, having and using the right software tools can make acquiring Macintosh shareware faster, easier, and safer. This chapter begins with a discussion of viruses and how to protect yourself, then moves into the software tools you need for virus protection, communication, compacting, cataloging, and backup.

Software tools mean less is more

Unlike the hardware discussed in chapter 3, where more, faster, and bigger is better, in this chapter you learn that only a handful of software tools are needed to make your Macintosh shareware experience more enjoyable. The secret is to become proficient in the use of a few key software tools, rather than have one copy of every software tool ever created in your library. This chapter brings you the commercial and shareware tools you need to acquire and keep your Macintosh shareware collection.

Figure 4-1 shows you the areas to concentrate on: virus, communication, compacting, and backup tools. Far and away the most important tools to your Macintosh shareware collecting are the virus prevention, detection, and eradication tools—so you get to look at them first. Next are the communication tools that allow you to download shareware, the compacting tools that enable you to download efficiently and store it, and finally the cataloging/backup tools that enable you keep track of it.

Figure 4-1 shows System 6 separate from System 7 because they are separate entities. These two rather different products only look alike on the surface. Over time they will grow increasingly farther apart in capabilities. System 6 will stabilize at its present feature-set. System 7 should grow by leaps and bounds. The single set of tools that handles them both today will need to evolve into two separate toolkits. Start your search.
A word about viruses

Let's first put the whole subject of this section in perspective for you. All the virus hoopla notwithstanding, it's likely that most readers of this book will never encounter a virus—even if you're fairly active in Macintosh shareware. When and if you do, most likely it will be a benign strain that you can easily remove with Disinfectant or some other anti-virus tool. The whole field of Macintosh virus detection and removal is a living, breathing entity that only those with access to electronic online services and BBSs can fully appreciate. Two new viruses were discovered while this book was being written: INIT 1984 and CODE 252. Within days of discovery, each of these triggered off a round of updates in the tools mentioned in this section—giving a "real-time" demonstration of the responsiveness and ability of the anti-virus tools community to help us defend our Macintoshes. Despite your low probability of risk, viruses do occur, cures are developed, and it is prudent to take precautions—especially if your data is valuable to you. The tools offered to you in this section are a great place to start.

If you look in the dictionary, you learn that viruses refer to a broad class of submicroscopic infective agents, capable of growth and multiplication only in living cells, that cause diseases. In your Macintosh, it means a program or executable code that entered without your permission, infected, replaced, or attached itself to healthy code and spread (multiplied) to other programs. In any language, viruses cause problems and mean trou-
ble. Actually, Macintosh computer viruses are more annoying than harmful, although the occasional destructive one makes up for all the rest.

Viruses should not be confused with Trojan horses (a label borrowed from the disguised item the Greeks used to sneak their soldiers into the city of Troy in the fable). Trojan horses are stand-alone applications that cannot replicate themselves but are almost always exceedingly destructive to your Macintosh’s disks and files if allowed to execute. If you think you’ve encountered a Trojan horse application (a good virus detection program will tell you), don’t execute it, and it cannot harm you.

Like depletion of the ozone layer, destruction of the rain forests and traffic jams, Macintosh computer viruses are just another “something” you have to put up with. Unlike the other “somethings,” if you’re going to frequently be downloading or exchanging floppies with other Macintosh shareware aficionados, you can take several proactive steps to protect yourself.

If you’ve seen the Michael Crichton movie thriller, Andromeda Strain, you are familiar with how viruses work. After early 1992’s DOS PC Michelangelo virus scare, if you owned a radio or TV set in the free world, you are by now also familiar with computer viruses. But the next section acquaints you with a few of the Macintosh variety and talks about their cause, spread, types, and cure—both the products available and the steps you need to take.

**Computer viruses caused by subhumans**

Unlike those occurring in nature, computer viruses are caused by people, non-normal type people. “Subhuman” is a better term. A person who wreaks physical, mental, and emotional damage on hundreds of thousands of people (or more) sight unseen just to satisfy a personal whim has to have a screw loose somewhere. A consultant called in to assist a client with a virus problem often thinks the death penalty is a suitable reward for virus creators; viruses can be nasty and time consuming to fix. Clients would also prefer to see a “Mussolini-style” public flogging after the death; viruses cost money to repair and can irreplaceably harm valuable data. Fortunately, a community of “virus-fighters” has evolved (all linked together via instant electronic communication despite their wide geographic dispersal) with an even stronger mutual need to preserve and protect valuable data.

**Computer viruses spread by innocent humans**

Viruses are usually spread by unsuspecting users. The higher the traffic, the higher the probability. This accounts for the fact that viruses are most often found around high-traffic service bureaus, universities, online systems, and BBSs (whose system operators do not check their programs for viruses) by Macintosh shareware enthusiasts trading games and even from commercial software manufacturers inside “shrink-wrapped” packages.

Macintosh shareware has received the black eye as the virus source. Some companies have even implemented a policy of forbidding Macintosh shareware entirely. This policy is akin to “throwing the baby out with the bath water” because numerous Macintosh shareware programs that could be highly beneficial to those companies are never even considered! This makes no more sense than blaming your fork for the poor meal that you ate: You should instead check the food source and preparation!

*A word about viruses* 39
The problem is not a quality control issue. The overwhelming majority of today's Macintosh shareware authors use the same high quality control standards as do commercial authors. Macintosh shareware authors are even more public, accountable, and traceable to their user community, which is another reason why they are highly unlikely to be virus creators.

The problem lies in the distribution of software. A subhuman, not wanting to be discovered or prosecuted, is highly unlikely to package a virus creation with his or her name attached. So viruses are usually attached to harmless software in public high traffic and commercial software manufacturer's production areas. No one, from the most isolated Macintosh user to the most public corporate conglomerate, is totally immune here. It is only a matter of frequency.

The solution is not to ban Macintosh shareware. The solution is complete incoming inspection of all goods, the shareware corollary to the "ounce of prevention is worth a pound of cure" adage you learned from your mother's knee. Everyone should check out whether software is received, whether it is shareware or commercial, for viruses as soon as the box is opened (or download completed, etc.)!

**Macintosh virus types**

Many virus types exist. Some display only harmless, albeit annoying, messages. Others merely spread and replicate themselves. Others attack specific applications and make them inoperative. Some even attack data documents. The most virulent attack and destroy your system software and/or wipe out your hard drive.

As you recall from the definition, viruses are not stand-alone applications but code that requires a receptor or host program to attach itself to. Viruses spread when the host program or resource is executed. The host could be an application (even Microsoft Excel), an executable System resource (any init program), or a DEFinable procedure resource (host for the WDEF, CDEF, MDEF viruses).

The last category of viruses, while not deliberately harmful, are particularly virulent because they spread so easily. These viruses infect the desktop file, which is one of the first resources your Macintosh looks to for instructions. Fortunately, that characteristic also makes them easy to repair; you can merely rebuild your desktop file.

Unfortunately, other virus types are not so easy to repair. In fact, even if you've used the best anti-virus software tool on a virus-infected program or file, it's always better to replace rather than to repair it. The problem is you don't know what bits and pieces of the virus code the repair program left behind. Any of them can come back to haunt you later. This gives you a whole new perspective on the importance of backups, doesn't it?

Here's a partial list of the most well-known viruses. I've deliberately ignored several destructive types whose authors don't deserve the recognition.

- **nVIR** Nondestructive virus (nVIR A, nVIR B, MODM, nCAM, prod, zero are clones) that infects application and system files, and can cause crashes.
- **WDEF, (WDEF A, WDEF B, etc.)** Named for the Window DEFinition resource it uses to infect, this virus was the first to spread from an infected disk without any operator action. It infects only the desktop file, the file used by every Macintosh's finder. Not intentionally destructive.
• **Zuc**  The “Zuchinni” (Zuc A, Zuc B, Zuc C, etc.) virus is a resource-modifying virus like earlier INIT 29 and ANTI strains. It causes erratic cursor and desktop behavior and can easily spread to other applications and across networks. Not intentionally destructive.

• **MDEF**  The “Garfield” (MDEF A, MDEF B, MDEF 2, MDEF C, MDEF D, etc.) virus is similar to MDEF but instead uses the Menu DEFinition routines to propagate. Not intentionally destructive.

• **CDEF**  A virus similar to WDEF and MDEF except uses Control DEFinition resources. Not intentionally destructive.

• **HC**  A data virus that infects HyperCard stacks and causes the Mac to make strange humming sounds. It’s no joke.

### Macintosh virus prevention

The good news is if you get a virus, you are more than 98% likely to get one of the types just mentioned. And they all have cures! The other good news is while there is no Macintosh virus cure software a subhuman virus author cannot work around, there is also no Macintosh virus that a “good guy in the white hat” programmer cannot defeat. Macintosh virus prevention involves four steps. All steps require your involvement, the last two involve your software:

- Caution.
- Attention.
- Technique.
- Programs.

#### Use caution when exchanging shareware

If you are working on your Macintosh in isolation, have used the same software for years and only occasionally and carefully introduce new software to your setup, you have already (albeit inadvertently) fulfilled all the necessary due diligence steps. The rest of us need to exercise caution in our Macintosh-related dealings. If this section does nothing more than to raise your virus-awareness, my job has been done. “Maybe I should be a little careful here,” is not a bad thought to keep in mind when operating in high-traffic areas or trading Macintosh shareware with your friends. Far from being radical or paranoid behavior, it refocuses you into a common-sense, self-preservation mode.

#### Pay attention to your setup and procedures

Now that you know of the problem, the next step is to solve it. The solution is to isolate, protect, and back up your present Macintosh setup and pay close attention whenever you introduce something new to the environment.

- **Isolate** means you keep your Macintosh “working” system apart from your Macintosh “shareware gathering” system. A second, older Macintosh is great for this purpose. A second, separate hard drive, used by itself to acquire and check new programs for viruses is equally attractive.
• **Protect** means using available virus-preventative programs to their full extent and capability, especially if you’re introducing new shareware to the only Macintosh you own.

• **Back up** means you keep one, two, or more backup sets of critical programs and data in case anything “goes wrong.” Always lock or write-protect your “master” commercial or shareware program diskettes as soon as you receive them and before inserting them into your Macintosh. By doing this, you ensure that you have a “clean” copy to use in case of a future infection. You should also make a clean copy of all applications presently on your hard drive separate from your backup copies because viruses can inadvertently get backed up along with your applications and data.

• **Procedure** means one time scanning of everything you own—every hard drive, removable, backup, original distribution diskettes, etc., to find and destroy any virus-infected copies. Then, install the anti-virus software program(s) you will be using. From then on always scan any new floppy for viruses before you copy any of its programs to your hard drive and regularly scan (monthly, weekly, daily, etc.) your hard drive for viruses just for insurance to make sure nothing has slipped by. Complement your anti-virus procedure with a regular and comprehensive backup procedure so that you still have clean applications and data to go back to in case the anti-virus software could not solve the problem.

**Use the most sensible virus-removable technique**

Manual or automatic—use whatever works for you. While experienced ResEdit users can do their own “curative” surgery, the manual labor involved means a specialized cure program is often a better use of your time. Sometimes only specialized programs will work. The complexity of some viruses and their permutations makes them far too difficult to restore manually. Your surgery might have eliminated the virus, but the patient died (you could not get the System or application to run again). For some viruses the only cure is to reformat the drive or diskette and reinstall a “clean” backup.

**Use virus-preventative programs**

Today’s anti-virus programs operate in the three categories of detection, prevention (protection), and eradication (cure or removal). In brief, detection programs scan files for the unique “pattern” or “signature” each known virus presents and sends up a flag once it is detected. The problem is it can only detect known viruses.

Prevention or protection programs detect shape changers and intercept or stop any programs that alter the appearance of known good resources. The good news here is unknown new viruses can be trapped automatically. The bad news is some resources are altered anyway in normal operation, and this type of detection program is the first target of subhuman workarounds.

Eradication or cure/removal programs replace the damaged or defective code string with a new or good one.

**Anti-virus software**

Today’s best anti-virus program is a shareware program called Disinfectant. It might just be the best of all shareware programs. To me it’s ironic that the same companies that
mindlessly forbid Macintosh shareware because of virus concerns lock themselves out of three of the best products that could help them that just coincidentally happen to be shareware (or even freeware). All five programs recommended here detect, prevent, and eradicate viruses, but not all of them work the same way nor do they all work as well. While in this category you clearly give up nothing by going only with shareware tools, on balance you are best served by looking at both the commercial and shareware programs and picking one (or two) that work for you. Obviously this try-before-you-buy approach is easier done with the shareware programs.

**Symantec Anti-virus for Macintosh (SAM) 3.0.8**
Symantec Corp.
10201 Torre Ave.
Cupertino, CA 95014
(800) 441-7234
$99.95
This is one of the most popular commercial anti-virus programs from one of the largest vendors. It detects viruses via the shape changer method; it looks at anomalies they create in standard Macintosh files. The version 3-release features enhanced repair capabilities and faster scanning. The init portion acts in background mode, the cdev portion allows precise control and customization, and an audit trail is provided to let you know what happened. Symantec is exceptionally responsive in updates for new virus developments. The 3.0.8 update covering the new CODE 252 virus was literally available within "hours" on their BBS and via the online services.

**Virex 3.8**
Microcom, Inc.
P.O. Box 51489
Durham, NC 27717
(919) 490-1277
$99.95
Another popular commercial program, Virex detects and repairs files infected by all known Macintosh viruses, is user-configurable to diagnose new ones identified by its Record/Scan feature, and the companion Virex init continuously monitors for virus infection and can perform repairs instantly. Microcom is also a highly responsive vendor. Its 3.8 update covering the new CODE 252 virus was also available within "hours" on its BBS and via the online services.

**Disinfectant 2.8/Disinfectant Init**
John Norstad
Academic Computing and Network Services
Northwestern University
2129 Sheridan Rd.
Evanston, IL 60208
Freeware—worth much more!
Disinfectant is hands down the best virus application you can use. Its scanning and repairing functions set the standard by which all other anti-virus programs are measured. The only downside is its interception init only protects you against known viruses, not unknown new virus strains. The work-around is easy. Use it in conjunction with either the
Virus Blockade II or Gatekeeper/Gatekeeper Aid Inits. The international consortium that works with John Norstad is better-equipped than any other resource in dealing with fast breaking new virus developments. This group is quickly able to "process" a virus: Tag its characteristics, develop a repair response, and make the update available as soon as part of the Disinfectant package itself—proven once again by its rapid release of version 2.8, targeted at the CODE 252 virus. The need for a shape changer interception Init detector is eliminated once you have the virus tagged and loaded in your scanner comparison file. This is simply a great product to have in your toolkit, whether you use it in a stand-alone or complementary mode or only just parts of it—and the price is certainly right!

**Gatekeeper 1.2.5/Gatekeeper Init/Gatekeeper Aid Init**

Chris Johnson  
3311 Red River #305  
Austin, TX 78705  
Freeware—worth much more!  
This is another popular anti-virus program. Its latest vintage from Chris Johnson also protects you against WDEF-style viruses that invade the desktop when you use the Gatekeeper Aid Init. It employs the opposite approach from Disinfectant; it automatically detects viruses via the shape changer method, stops suspicious operations, and notifies you of the results. Used together with Disinfectant, it gives you full protection. First check for known viruses with Disinfectant, then invoke the Gatekeeper to let you know if anything suspicious is occurring. Chris' group of dedicated Gatekeeper "testers" has made this version a superior product, and Chris is available online for further comments and questions. The 1.2.5 release added INIT 1984 virus protection and was the only product known to reliably stop the new CODE 252 virus from spreading until updates to the other anti-virus tools were announced. Users will have to wait for the 1.2.6 version to "remove" the virus, but the update is not needed for their continued "protection."

**VirusDetective 5.0.4/VirusBlockade II 2.0**

Jeffrey S. Shulman  
364½ Patteson Dr. #300  
Morgantown, WV 26507  
(304) 598-2090  
Shareware—$70 for both—and darn well worth it!  
Here is another popular anti-virus program. Use of this latest vintage from Jeffrey Schuman as a tandem duo gives you complete detection, prevention, and eradication capability. The combined products give you the best of both protection worlds as the scanner (VirusDetective) and interceptor (VirusBlockade) products complement one another. Plus Jeffrey's group mails registered users updated search string information within days of any new virus announcement and offer telephone support, updates, and bug fixes. His release 5.0.4 response to the CODE 252 virus was the quickest of any the noncommercial tools to be available (to online services, etc.)—and even beat some commercial vendors! On balance, the high degree of user support and frequency of updates combined with the product's ease-of-use and special customization features give it the overall edge in the shareware category—and you get all these benefits for less money vis-a-vis any commercial offering.
Next on your list should be the communications software that enables you to download Macintosh shareware using your modem. It tells your modem what to "do"—what communication, terminal, and file transfer "settings" to make and even provides automated "scripts." CompuServe and America OnLine make life easy by providing customized communication programs that automatically interface your Macintosh to their service (icons and all!) inside their starter kits. For other services, you need to use your own communication program to interface to their text-based services. Any of the three communication programs recommended here are an outstanding choice. Two programs are commercial, and the third is a shareware program. My counsel would again be to try them all then settle on the best choice for your needs.

**MicroPhone 1.6**
Software Ventures Corp.
2907 Claremont Ave.
Berkeley, CA 94705
(800) 336-6477
$99

MicroPhone, used in the GEnie downloading example in chapter 5, is a tried and proven commercial communications package that allows you to do data transfers between Macintoshes, Mac to DOS PC, Mac to mainframe, and Mac to online services/BBSs. While being extremely easy for beginners to learn to use in the manual mode, its scripting ability allows you to automate communication sessions such as logon/logoff sequences, data transfer routines, and transmission/reception of electronic mail. It works great under System 7, has a built-in text editor, and supports MacTerminal, Xmodem, Xmodem-1K, and Ymodem transfers. While not offering the sophistication (or much higher cost) of its bigger brother, MicroPhone II, it has 90% of what you'd ever want to do, is painless to set up and use, and is completely reliable and bulletproof.

**White Knight 11.12**
The FreeSoft Co.
105 McKinley Rd.
Beaver Falls, PA 15010
(412) 846-2700
$139

White Knight is the commercial successor to the legendary Red Ryder shareware telecommunications program. It represents a considerable step up in capability from MicroPhone without a corresponding increase in cost. In brief, it's a great value. It supports all the popular terminal emulations (including QuickDraw and large monitors) and numerous different file transfer protocols including four styles of Xmodem, three styles of Ymodem, Zmodem, three styles of Kermit, and Flash. Its command procedure language has over two hundred commands and allows complete customization of dialog boxes, windows, and menus. It runs under System 7 and (as of this writing) comes bundled with a free subscription to GEnie.
ZTerm 0.9
David P. Alverson
5635 Cross Creek Ct.
Mason, OH 45040
Shareware—$30—an unbelievable value!
ZTerm has an entire chapter (chapter 8) devoted to it. The easiest comparison to give you is to say that it does everything MicroPhone does and much more at a much lower cost; it’s a tremendous value. While its main advantage is support of the more efficient Zmodem protocol (hence, it’s name ZTerm) in addition to several shades of Xmodem and Ymodem, it also supports CompuServe's unique and efficient B-Plus/Quick-B protocols. It supports VT 100 and ANSI-BBS terminal emulations (including color) and a resizable 9- or 12-point text terminal window, has a highly efficient scrollback buffer (limited only by available memory), features a convenient Phone List file to hold settings and runs nicely under System 7. Plus it comes with a giant easy-to-follow manual (39 single-spaced 8 1/2 by 11 pages) that clearly explains its scripting and many other features. It doesn't get much better than this.

Compacting/uncompacting software
Software that compresses files so they take less time to transmit over a phone line is next in order of importance to Macintosh shareware user. A byproduct benefit is this same software also makes these files take up less space when stored on your hard drive or floppy diskette. Speech patterns, telephone data, and computer files are filled with redundancies, dead zones, and void spaces that can all be removed, the information transmitted without them, and then added back at the other end—all without any information lost. In principle, it's simple. If you want to transmit ten ASCII characters of the same type, you send the character followed by its “multiplier” instead of transmitting the same character repeatedly. In practice, compaction programs are a little more sophisticated, but you get the idea.

In addition to saving the space that one file occupies, multiple files can be combined into one “archive” to further save space. Archives can, in turn, be made into the “self-extracting” variety where you need to click on their downloaded icon to extract or uncompress them—again saving space because the original compaction program is not even needed! For a twist, you can “encrypt” the data (scramble or encode it with a special key that you’ve been assigned) at the same time you compress it to make it “secure” so no one else can get at it. For example, Stuffit Deluxe offers encryption using U.S. Government standard DES algorithms—don’t forget your key, or you could be a while figuring it out!

The three compaction programs recommended here (Stuffit Classic/Deluxe, Compressor, and Disk Doubler) are the de facto standards in common use today. In this case, my counsel would be able to use and become familiar with all. You will certainly encounter all of them, and each offers a little something special to meet your needs.

Stuffit Deluxe 2.0
Aladdin Systems, Inc.
165 Westridge Dr.
Watsonville, CA 95076

46 Software for Macintosh shareware success
When Raymond Lau began, all he was doing was filling a need for the Macintosh community. The compression utility of that time, PackIt, was not up to Mac standards, and Ray thought he could do better. He borrowed concepts from IBM’s Arc program, Unix’s Compress program, and PackIt to synthesize the product he called “Stuffit,” offered it as shareware in 1987, and the world has never been the same.

Segue to today. Stuffit Deluxe 2.0 is the commercial version of the industry-standard program from Ray’s company that simply does file compression, archiving, and encryption better than anything else. Plus Ray is singlehandedly responsible for adding the term “Lempel-Zev” (a compression scheme choice that appears in the Stuffit action window whenever you stuff/unstuff) to the English language. And, as you just noticed, Stuffit itself has become a noun/verb joining the distinguished ranks of Xerox, Polaroid, Kodak, and Kleenex among others.

Stuffit Classic 1.6 is the latest shareware version of Stuffit minus a few of the bells and whistles, but lacking none of the functionality at an incredible $25! It offers you archiving, compression, creation of self-unstuffing archives, decoding/encoding of BinHex4 (standard file transmission protocol), unpacking of PackIt II/III .pit files and decoding of Stuffit Deluxe files. Plus, like its bigger brother, Stuffit Classic comes with a convenient installer to load it into the right places on your System 7 or System 6 based Macintosh for optimum performance. This program is a must-have for any Macintosh shareware toolkit.

**Compact Pro 1.32**
Bill Goodman
109 Davis Ave.
Brookline, MA 02146
Shareware—$25

In the entrepreneurial tradition of build a better mousetrap, Bill Goodman improved upon Stuffit. Compact Pro added speed (it compresses and decompresses programs faster than any other Macintosh archiver), smaller archives (file sizes typically small than those available via Stuffit), and was also among the first to go to self-extracting archive format. Because of all these features and convenience, Compact Pro has become extremely well known in online, BBS, and CD-ROM circles today. On a typical service, you will find 90% of the files archived in Stuffit (xxx.sit) or Compactor (xxx.sea) format split 50-50 between them (the remaining files are archived in Disk Doubler format). So this is another “must have” for your Macintosh shareware toolkit.

Bill has also developed another freeware product called Extractor 1.21 in its latest vintage. It allows you to unstuff files stored in either the Compact Pro or Stuffit 1.5.1 format. This is particularly useful if you are strapped for disk space, and you want only one program to do it all. System 7 owners need only drag and drop files over the extractor icon to watch the action begin.

**Disk Doubler 3.7.3**
Salient Software, Inc.
124 University Ave. #103
Palo Alto, CA 94301
Far from bringing up the rear, Disk Doubler is an outstanding product in its own right. It’s fast, generates small archives, and makes them available in self-extracting format. It doesn’t have the history and widespread distribution of the other two products, but it’s not shareware. What it does offer is a unique capability. When combined with a companion software product called Auto Doubler (also $79.95), you can get on-the-fly compression and decompression directly off your hard drive. Because compression ratios are typically about 50%, this means you effectively double the capacity of your hard drive using software only. It is definitely a nifty product to have if you are pressed for drive space, and it doesn’t appreciably slow your Macintosh.

Cataloging software

The Macintosh shareware aficionados dilemma is where to put all the goodies you collect and how to keep track of them. Chapter 5 covers the organizing aspects; this section offers you the tools. Catalogers come in all sizes and shapes, and you undoubtedly will develop your own favorites, but here’s three of them to get you started. One sorts out and keeps track of everything on your hard drives or removable media. Another gives you a quick snapshot of how much space is taken up by the files you have. Another automates the process of labeling your floppy diskettes. Once again shareware and freeware(!) come to the rescue. I’m not aware of any commercial utilities that do the job better than these, and the price is certainly right.

**FileList + 1.0b20**
Bill Patterson
805 Division St.
Greenville, TX 75401
Freeware
This is simply a great utility for cataloging what’s on your disk drives and giving you a printed report. Chapter 14 covers it in more detail. While fully utilizing its many features requires a learning period, it is well-behaved under System 7 and rewards you with a powerful cataloging program that, incredibly, is still freeware. This is a must-have shareware tool for anyone’s Macintosh shareware collection.

**ShowSizes 2.1**
John Pugh
814 North Livermore #104
Livermore, CA 94550
Shareware—$20
This is another great utility to give you a quick-and-dirty picture of the contents of your hard drive, removable drive, or disk/diskette volume in terms of how much space it takes up. Because many of us occasionally miss the forest for the trees, you will find this an invaluable tool to complement your other cataloging tools; nothing else is quite like it. The program displays your HFS volumes as folders with percentage used, wasted, or actual
bytes displayed plus choice of graphical desktop view or by tree chart and more. It is well-behaved under System 7 and fast.

PhantomLabeler 1.0
Tom Wimbish
507 North Spring St.
Greensboro, NC 27401
Shareware—$10

This is a HyperCard stack that is well-behaved under System 7 and HyperCard 2.1. While some will complain because it requires HyperCard, this stack does the straight-ahead diskette cataloging job for you better than any other program, plus it offers outstanding graphics and label printing flexibility—including LaserWriters. While somewhat steep in the learning curve department (for a utility) because there is just so much of it to learn, your efforts are richly rewarded. I say it's another must-have shareware tool.

Backup software

Last but by no means least are the backup software tools that you as a Macintosh shareware collector need even more than the average user. By this point in the chapter, I'm sure I no longer need to convince you. In this department, two commercial products stand head and shoulders above the rest: Retrospect and Fastback. Retrospect does it all. Fastback almost does it all, but does it faster. Use either one of these products—again less is more, proficiency is better than redundancy here—in conjunction with the other tools covered in the chapter to ensure the integrity of your Macintosh shareware collection and its continued existence.

For example, Fastback and Retrospect both offer data compression. Fastback delivers it with more speed. If you're already using Stuffit or Compac Pro on your files, neither of these products will shrink them appreciably more. But you might elect to bypass the Stuffit-type tools on your desktop entirely in favor of doing it in one pass at backup or archive time. It's a case of these backup tools giving you the flexibility to custom tailor your operation into what makes the most sense for you.

Retrospect 1.3
Dantz Development Corp.
1400 Shattuck Ave. #1
Berkeley, CA 94709
(510) 849-0293
$249

The beauty of Retrospect, in addition to painless backup abilities to any media, is its ability to create software archives on any of these media. Unlike the straight backup and restore function, archiving allows you to remove all the—in this case the unused Macintosh shareware—files from your primary media, place the shareware on the backup media, and gain access to any or all of them at any later date. You find this especially useful when you start accumulating hundreds of megabytes worth of Macintosh shareware. You don't particularly want it all residing on your hard drive anymore, but you want
to get it reasonably quickly when you need it. The Retrospect archive feature allows you to pick the best storage medium (floppy diskettes, removable SyQuest, or optical cartridge or tape), establish your alternate storage location on it, add to it as you offload additional programs, and quickly access the contents via a master index whenever you need a program.

Fastback 2.6
Fifth Generation Systems, Inc.
10049 North Reiger Rd.
Baton Rouge, LA 70809
(800) 873-4384, (504) 291-7221
$189

The beauty of Fastback for Macintosh shareware users is twofold: speed and growth. Speed is easy to deal with. Whatever medium you’re backing up to (except tape), Fastback will let you go onto at it a megabyte per minute or more (backup to floppy diskettes at 1Mb per minute, hard and removable drives at 2Mb to 4MB per minute). Growth in this case means learning curve; Fastback offers three levels. Express menus get you started; anyone can learn to use Fastback without a manual. More advanced Fastback offers have more capabilities and can even fully automate the backup process via macros.

Which product to choose here is highly subjective. If tape and archives are important to you, Retrospect gets the nod; if speed and learning flexibility are your prime, Fastback has the edge. The point is to definitely use one of these tools.

Software for Macintosh shareware success
You’re at the last stage of your preparation. After this chapter, all that remains is for you to do it. Chapter 2 told you where to get Macintosh shareware, and chapters 3 and 4 covered the tools you need. This chapter looks at the process. After here, you’re on your own. The rest of the chapters cover working with actual programs in the different application categories. You can go to the chapter that most interests you and read up on how to use the programs, or you can tear out the enclosed diskette and plunge into Macintosh shareware directly from here without ever turning another page—unless you get stuck.

The process of getting your Macintosh shareware involves three distinct phases: organizing, downloading, and choosing. This chapter covers all three aspects, gives you some thoughts (a gentle nudge) on the subject of Macintosh shareware payment ethics, and closes with a section on how to get the most out of the application chapters and the enclosed diskette. Race you to the finish . . .

Organize for Macintosh shareware success

Chapters 3 and 4 talked about Macintosh hardware and software shareware tools. You have no trouble agreeing that even the best tools do you no good if you can’t find or use them. The same holds true for your Macintosh shareware itself. Once you get interested in Macintosh shareware, you are likely to become addicted (I cautioned you strongly about this in the book’s introduction—it’s too late now!) and wind up with a modest collection. The smallest collection I’ve seen occupies one diskette storage box completely! The two largest I’ve personally seen belong to local PMUG members. One, all on diskettes in boxes, occupies a wall of a room in his business; the other, all on SyQuest cartridges, occupies a full bookcase shelf in his office at home. This is what you have to look forward to.

While my admonishing you to organize your Macintosh shareware effort might sound impossible to some, unnecessary to others, and even insulting to the extremely well-organized few, go with me on this one. Talking Macintosh shareware only, there are more versions of more programs from more sources floating around than there are pieces of paper in your office. You know where I’m heading on this. You need a plan.
I favor the KISS (Keep it simple, etc.) principle. Viewed objectively, it puts me one step removed from the keep-the-receipts-in-the-shoebox school. But it “works for me,” as Hunter would say on the TV series. And that’s the whole point. I’ve got clients with unbelievably slick setups to handle their extensive shareware collections. I’ve got clients who believe that there is elegance in simplicity. And all shades in between. But the common denominator is they all have a plan. At the heart of each client’s plan is a method to quickly lay his or her hands on the needed program, file, or diskette. You need to take the same approach in organizing your Macintosh shareware.

Figure 5-1 gives you the Macintosh shareware organization picture at a glance. You can see it consists of four elements: location, media, classification system, and regular updates. Let’s discuss each of these in turn.

5-1 Key elements to Macintosh shareware organization.

**Common location**

Putting all your Macintosh shareware diskettes (or other media) in the same location is at once the simplest, easiest, and most effective thing you can do. Heck, if you don’t want to deal with the matter at all, you can literally throw your diskettes into a shoebox (briefcase, filing cabinet, barrel, etc.) and forget about them. At least you know where to look later. Hey, I’m serious about this. You’ve just painlessly solved your number one organizing problem: the where-did-I-put-that-anyway issue.
Of course designer-colored stackable plastic diskette boxes are more aesthetic than a grubby cardboard box from the grocery store. But truthfully, kept away from heat, cold, moisture, and magnetic fields, your diskettes will never notice what box they are in. If you can't maintain the "box" discipline or if your collection starts to grow quite large, at least try to localize it to a "spot" or an "area." Keep it in the same room if nothing else.

The exception to the rule here is, of course, backups. The whole purpose of having a backup or safety set is insurance against the rainy day that might come and flood your whole office. So sensible backup policy demands you store your backup media in a different location from your primary media. But not everyone will have this level of need for their Macintosh shareware collection.

Common media
The next major organization area you will derive both immediate and long-term benefits from is the put-it on-the-same-media approach. As your Macintosh shareware collection grows larger (and it will), it's hard enough to keep track of what's on your diskettes without compounding the issue with, "Let me see, did I put that on diskette, cartridge, or tape?" It's easy to do the expedient thing of the moment and throw the oddball diskette, cartridge, or tape into the box with everything else and forget about it. It's not so easy to come back later and find out what you have. You might no longer even have the drive that was compatible with that media!

You've got to make an "up front" decision on what media you're going to put your Macintosh shareware collection on and stick with it. You can always make a changeover later. But you must stick with just one media. It basically involves more routine than discipline. After you've made the commitment, it's no more difficult than your decision to brush your teeth every evening before bedtime.

Classification system
This is the heart of your Macintosh shareware organizing system. Don't think you have to be a rocket scientist to do a great job in this area. Look to others who have done it before for guidance. At its most basic level, your collection is a library. How does your local MUG organize its shareware collection? How do other MUGs do it? How do CD-ROM vendors do it? How do the online services and BBSs organize their Macintosh shareware libraries. Heck, how did I organize this book? Just look around.

Look to these libraries as a role model. How do they organize their collections? Don't they use something like subject, title, author, source, and revision date (or version number)? Online sources typically also include the size of the file and when it was uploaded. Plus the libraries themselves are usually numbered, which gives you the breakdown by subject area. How can you bend these schemes to your way of doing business or your needs is the question you must answer. But keep in mind there is no right answer. There is only the best answer for right now. Look at the alternatives, pick an organizing method that suits you (and has growth potential), and go with it. Anything is better than nothing and you can always change it later.

In chapter 4 you met a few cataloging tools that can help you. Use them or use others that you've discovered and like better. But do make use of one or more of the numerous
cataloging tools that are available. On a micro level to determine the contents of a diskette, it's obviously a lot easier to simply read the label of the diskette in your hand rather than having to stuff an unlabeled diskette into a Macintosh to view it. All it takes is a small learning investment on your part to set up and use a diskette labeling program. On a macro level, it's overwhelmingly easier to look up a file in your Macintosh online catalog and determine where it's stored (maybe make the catalog available in hard copy form for friends or visitors!) than it is to go rummaging through a pile of diskettes in a box.

Regular updates
This is the lubricant that makes the whole machine go round and round. This one area does take discipline. But whether you do it daily, weekly, or monthly, think of your regular Macintosh shareware library updating routine as an infinitesimally small price to pay for all the benefits (speed, convenience, availability) you receive. Here, regularity is more important than frequency. If you break the pattern, you might never be able to recover. In other words, don't strain to do it daily when weekly is adequate, and don't put it off for a few months until you are so totally buried in what you've gathered that you haven't a clue as to what you have or where to start. Although years from now, looking back on the outstanding Macintosh shareware collection you've assembled is reward enough, do periodically reward yourself for your conscientiousness in this department. A beer and pretzels or a brownie and cafe latte after your regular Friday afternoon shareware update seems fair enough to me.

The gentle art of downloading
While offloading from diskette or CD-ROM presents no unusual difficulties, downloading is a whole new world if you are new to it. In this section, you'll look over my shoulder as we download Macintosh shareware files from each of the three major online sources: CompuServe, America Online, and GEnie. (If you're a seasoned online "pro," you can jump ahead.) The methods and techniques with each service are slightly different, but the results in each case are the same: You get a copy of the exact Macintosh shareware file you want on your own Mac, ready to try out. Let's cover the setup and generic introduction to downloading first.

Setup for your first date (online!)
To prepare for your first online visit, first review your hardware and software setup. Ideally, you are using another Macintosh, not your main one, as your "downloading engine." Such a setup gives you maximum isolation and protection from any viruses and allows you to do your work while downloading, which most of the time requires no involvement on your part. Make sure your modem (2400 bps or greater . . . please!) is hooked up and working, and your Macintosh/modem combo is powered from a suitable UPS. In the software department, all you really need to begin with is the communication software package of your choice (MicroPhone, White Knight, ZTerm, CompuServe's CIM 1.6, etc.). All the other software tools of chapter 4 can be added later.
The downloading process in three easy steps

Let's first visit the downloading process from a generic point of view. Figure 5-2 shows your overall strategy. It has only three key steps:

- **Logon or logoff**  Start or end the process.
- **Go to shareware area (step 1)**  Navigate to the area that has the software you want.
- **Get a programs list**  For the first time you visit or if you haven't visited in a while, get a list of the programs you want and review it offline for your download candidates to save money.
- **Get the program you want (step 2)**  Optionally, check its text description.
- **Download the program you want (Step 3)**  Optionally, download any others you want.

5-2  The downloading process in generic form.
That's all there is to it. The three key steps are to get where you want to go, get what you want, and download it. If you're doing it on a regular basis, you can even use scripts and macros to help you automate the process.

Great, you say, but that's in theory. What about the actual process? No different. The three downloading sections that follow will acquaint you with each of the main online Macintosh shareware providers and allow you to compare them. Along the way, you'll look at the following 10 screen shots for each, but it still takes only 3 key steps:

- Opening screen.
- Logon sequence.
- Welcome screen.
- Departments.
- Forums (Round Tables on GENie).
- Libraries (step 1).
- Library files (step 2).
- Download a file (step 3).
- Where to save it on your hard drive.
- File transfer meter.

**CompuServe**

CompuServe hasn't grown to be the biggest and the best without a reason. While they offer more of everything for everybody, they have been quick to pick up on the graphical interface aspects so close to every Macintosh user's heart. The vehicle is the CompuServe Information Manager (CIM) version 1.6 in its latest incarnation. You get it as part of the CompuServe introductory kit at $39.95 list, plus you get a usage credit coupon with it giving you free time. Opening the kit and loading its diskette's contents onto your hard drive gives you the friendly Macintosh desktop of Fig. 5-3.

Double-clicking on the Information Manager icon brings up the opening windows shown in Fig. 5-4. You are not online yet; notice it still says disconnected in the small window at the bottom. CompuServe has preloaded the two larger windows for you. The one on the left contains the icons for all the main places you are likely to visit. The one on the right is your Favorite Places To Go window; you get the default set listed and can add to or subtract from it as you prefer. At this point, once CIM is running, your first step is to customize it with your CIM account number, password, and local access telephone number. Then all that remains is to double-click on either the area of your choice in the window on the left side (here Computers has been chosen) or double-click on the exact subject in the window on the right. CIM automatically dials for you, logs you on, checks your password, and takes you to the destination you have chosen.

Figure 5-5 shows the result. Now you are online; notice the small window at the bottom says connected and continuously advises you of your time. The window for the Computing Support Area you requested to go to is open on the left. The Favorite Places To Go window is still open on the right. This time you select Mac Developer's Forum from its list of options and double click on it.

Figure 5-6 shows you now in the Mac Developer's Forum. Notice you have many options available to you once in a forum. You can read your new messages (of course you can write them, too!), look at new notices, join a conference and see who's in on it, and
5-3 CompuServe Information Manager components.

5-4 CIM opening screens (disconnected).
5-5 CIM opening screens (connected).

5-6 CIM Mac Developer's Forum screen.

58 Getting your Macintosh shareware
browse through recent forum messages. Finally, you can browse through the library, the location where each forum's downloadable software is kept. Because that is the object of our exercise here, double-click the Browse Libraries (or you could choose Browse from under the Libraries menu).

The Libraries Sections window of Fig. 5-7 is the result of your choice. You are finally at the place identified with our step 1 in the preamble section—choosing your library. These are all the libraries associated with the Mac Developer's Forum. Once at this window, if you wanted to look at some system files you would double-click on Apple System Files, Library number 8.

The window shown in Fig. 5-8 corresponds with our step 2 of choosing the particular program you want to download. You can scroll through the lower part of the window until you find the file of your choice. CIM presents you with a number of action icons across the top of the window to take the next step.

If you wanted to look further at the QUICKT.SEA file (the topmost one in the scrolling portion of the screen), you would double-click on the Abstract icon at the top. That brings up the File Abstract window for the QUICKT.SEA file shown in Fig. 5-9. This window allows you to verify that this is the file desired for download. In this case, the Quicktime 1.1.SEA file was what I wanted, so the Retrieve icon was double-clicked at the top of the window. This corresponds to our step 3 of downloading the actual file you want.

Figure 5-10 shows you the dialog box that CIM returns as a result of the request. It asks you where you want the file put on your hard drive. After you click on the CompuServe Downloads button at the top of the box (or otherwise instruct it), CIM proceeds with your download automatically.

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Figure 5-11 shows the dialog box CIM displays while it is downloading your file. All the relevant parameters are displayed: the name of the file (just in case you didn’t get the right one, a cancel button is provided at lower left), its size, the estimated time to download, the portion (amount) of the file downloaded so far, and the time remaining.
When the download is completed, CIM advises you that you have successfully done it, and you are back at the library file area again if you want to do another.

While slick and painless completely describe the CIM download process and looking over my shoulder here has undoubtedly been instructive, it no way does justice to the real thing. You have to experience a CompuServe download for yourself to fully appreciate it. Only then can you enjoy the gentle sound of your hard drive and/or Mac fan motors whirring, bask in the glow off your CRT monitor, be entertained by the sight of your modem lights blinking, and watch the CIM program in action on your screen. (You might want to enjoy the smell and taste of a bowl of popcorn if it’s a long download.)

**America Online**

America Online is a great place for Mac beginners to start and for all Mac users to meet and mingle. It works like a direct extension of your Macintosh; if you didn’t see your modem light blinking you might forget you were online—that’s how Mac-like and user-
friendly it is. America Online is always offering special promotions; currently you can order AOL version 1.0a at $9.95 via the mail (the new version 2.0 should be available by the time you read this). Opening the AOL kit and loading its diskette's contents onto your hard drive gives you the friendly Macintosh desktop of Fig. 5-12.

Double-clicking on the America Online icon the first time connects you to an "800" number, which brings up your local access phone numbers. Your next step is to logon to the local access telephone number provided and customize AOL with your account number and password. That's all there is to it; now you are ready for action.

Figure 5-13 shows you the Welcome screen you first encounter after you double-click your setup icon. The only item you have to provide during the logon sequence is your password (so be sure to have it handy), because everything else is done automatically. Click on any of the Welcome screen icons that interest you or click on the Departments button if you want to download software.

Figure 5-14 shows the America Online Departments screen you next encounter. These are all the areas available to you. Notice the strong resemblance to the CompuServe offerings last shown in Fig. 5-4. Click on the Computing & Software button if you want to download software.

When you do that, Fig. 5-15 shows you the Computing & Software window. All the various Macintosh forums are available to you via the scrollbar on the left. The icons on the right of the window give you additional options: Macworld Online, Industry Connection, News & Reference, Conference Center, and System 7 Resource Center. If you want to download software, click on the Software Libraries icon just to the right of the scrollbar.

Figure 5-16 shows you the result of your action, the Software Libraries window. You are again at the first step of choosing your library: place. The basic options here are to search for a file if you know its file name, browse through all the files for targets of opportunity, or checkout what's hot. For example, if you wanted to look at a hot Mac system file you would double-click on the Macintosh - Top 20 Files icon.
Figure 5-17 shows you the result. Again you are at the second step of choosing the program you want to download. You can scroll through the scrollbox in the upper portion of the window until you find the file you want. CIM presents you with a number of action icons across the top of the window to take the next step. The buttons at the bottom of the window give you more choices. In this case to look further at a file, you would click on the Get Description button.
Doing that brings up the description window for the file you are interested in—in this case the System 7 Pack! 2.1 file shown in Fig. 5-18. Now you are again at the third step of downloading the actual file you want. In this window, you can verify this is the file you want to download. If it's a "go" decision, click on the Download File button at the bottom of the window.

Figure 5-19 shows you the next step. The dialog box AOL returns asks you where you want to put the file on your hard drive. After you click on the AOL button at the top of the box (or otherwise instruct it), AOL proceeds with your download automatically.

Figure 5-20 shows the dialog box AOL displays while it is downloading your file. AOL tells you the estimated time to download and the diamond shape index moves along the ruler advising you of the percentage of the file downloaded so far. When the download is completed, a nice soothing humanlike AOL voice advises you it's successfully completed, and you are put back at the library file area again in case you want to do another.
Did you notice how smooth and Mac-like the whole AOL downloading process was? And the individual steps were almost identical to the CIM download steps. Downloading is not a difficult art to master and putting another online service under your belt is not difficult at all. You simply build upon what you already know.
GEnie

GEnie adds the icing on the cake. The beauty of GE is its flexibility. Beginners can use its menu-driven interface to attain instant mastery. While Mac users might complain that it is text-oriented (that might change), if you can type in a number and hit the Return key you can get around in GEnie. Experienced users can move into advanced mode and rapidly move through GEnie with their requests. GEnie's biggest advantage is the blazing speed with which you can accomplish anything once you learn its ways.

With GEnie you use the communications software you have. I used MicroPhone in the examples. To initiate the process, set your 2400 bps modem for half duplex (local echo), 8 bits, no parity, 1 stop bit, and dial one of these two toll-free numbers:

- In USA: (800) 638-8369.
- In Canada: (800) 387-8330.

Immediately after connecting type HHH, GEnie returns the U# = prompt. When you see it, type SIGNUP and hit the Return key on your Macintosh's keyboard. Have a major credit card ready, and you are in business. You wind up with your GEnie account number, password, and local access telephone number. All you have to do is load these into your communication program. MicroPhone makes an automatic template for you as shown in Fig. 5-21. Then click on your MicroPhone template as shown in Fig. 5-22.
5-21 Microphone components for GENie use.

5-22 Microphone screen active while dialing GENie.

Figure 5-23 shows the TOP (Page 1) GENie menu you get once you are online. Notice its great similarity with its equivalent CompuServe menu in Fig. 5-4 and America Online menu in Fig. 5-14. The features are the same, only its appearance is different. Because you want to download a file, enter 5 and press your Return key.

Enter #, HELP 5

5-23 GENie TOP menu (page 1).
This brings you to the COMPUTING (Page 510) GENie menu as shown in Fig. 5-24. Notice the forums on GENie are called “RoundTables.” Because you want to download a Macintosh file, enter 3 and press your Return key to go to the Apple/Macintosh Round Tables.

Enter #, <P>revious, or <H>elp?3
5-24 GENie COMPUTING menu (page 510).

This brings you to the APPLE (Page 511) GENie menu as shown in Fig. 5-25. Because you still want to download a Macintosh file enter 3, and press your Return key to go to the Macintosh Round Table.

Enter #, <P>revious, or <H>elp?3
5-25 GENie APPLE menu (page 511).

This brings you to the MAC (Page 605) GENie menu as shown in Fig. 5-26. Because you still want to download a Macintosh file, enter 3 and press your Return key to go to the Macintosh Software Libraries. Now that you’ve gone through this process once, let me tell you of a very powerful GENie feature. The Move command (or simply M or m) moves you to the next screen without the menu. The Move command along with the Previous command (or simply P or p), which takes you back to the previous screen, are the only two you really ever need to know on GENie. You can bypass the entire scrolling through menus by simply typing M605;3 (as shown at the bottom of Fig. 5-26) when you first enter GENie—a very powerful feature.
1. Macintosh Bulletin Board
2. Macintosh Real-Time Conference
3. Macintosh Software Libraries
4. About the Round Table
5. Round Table News (920326)
6. Newsbytes News Network
7. [**]GEEnie Lamp Macintosh Newsletter (920401)
8. [**]ENTER The Outbound Systems Contest
9. [**]Feedback to the Mac RT

Enter #, <P> previous, or <H>elp? M605, 3

5-26 GEEnie MAC menu (page 605).

Figure 5-27 shows you in the Mac Round Table Software Library at the first step of choosing your library. You have 12 options available to you. To initiate the Download a File process, enter 6 and press your Return key. More than likely, you will want to view the Directory of Files (enter 2) or Browse through Files (enter 4) first.

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Leaving GEEnie Basic Services

GEEnie Mac Round Table Software Library
Library: ALL Libraries

1. Description of this Library
2. Directory of Files
4. Browse through Files
5. Upload a New File
6. Download a File
7. Delete a File You Own
8. Set Software Library
9. Save Current Software Library
10. Instructions for Software Exchange
11. Directory of New Files
12. Join/Ignore Library Category

Enter * or <P>revious? 6

5-27 GEEnie Mac Round Table Software Library options.

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Figure 5-28 shows the result of selecting the directory option. This is a very powerful feature because all you have to do is turn your communication software's "capture" feature on, and you have an instant text file of the scrolling contents of the screen saved to your Macintosh. You can obviously do this with the browse feature as well, but it just takes you more time and consumes more storage space.

Figure 5-29 corresponds with the second step of choosing the program you want to download. Here you have targeted the GEOVISTA DEMO.SIT file (GENie # 22712) and are looking at its file description text to verify that it's indeed the file you want. To make the "go" decision and initiate action, enter D and press your Return key.

Figure 5-30 corresponds with the third step of downloading the actual file you want. Here GENie has asked you to select your download protocol. Since Xmodem with 1K blocks is most efficient for the MicroPhone communication software, 2 was entered. With White Knight or ZTerm you could go with the faster Ymodem and Zmodem choices.

Figure 5-31 shows the GENie response. It tells you how many blocks in the file, how many 1K Xmodem packets and tells you the file is ready. You respond by invoking the Receive MacBinary XMODEM command from MicroPhone's File Transfer menu (previously you told MicroPhone where you wanted the file stored using the Select Receive Volume command directly above it in the same menu).
5-29 GENie file description for GEOVISTA DEMO.SIT file.

5-30 GENie action after requesting GEOVISTA DEMO.SIT file be downloaded.
Figure 5-32 shows you the MicroPhone’s File Transfer dialog box. It tells you: the name of the file, its size, the estimated time to download, and the bytes transferred so far. An Abort button is provided at lower right just in case. MicroPhone advises you when you have successfully completed the download, and you are again returned to the dialog area if you want to do another.

While lacking the bells and whistles of the graphical CompuServe and America Online interfaces, this brief excursion in GEnie has to have convinced you that it lacks nothing in the functionality department. In fact, you might even gain a little speed in the process. Perhaps this accounts for the heavy percentage of experienced Mac users who favor GEnie. Perhaps it’s the 24,000 plus files GEnie offers. Obviously they are doing something right!

Choosing Macintosh shareware

Macintosh shareware almost always costs less, but money isn’t the whole story. The point is “What does it do for you?” If it’s an application, does it increase your productivity? If it’s a utility, does it save you time? If it’s a game, does it entertain you?

Of course the real beauty of Macintosh shareware is that unlike purchasing most commercial programs, you get to test the program with your data on your machine. No room
for “Yeah, it’s a Mac IIfx, but it’s the only machine we had,” and “Well, our test data is pretty much just like yours” demos. It’s highly likely that in the comfort of your own setup you’ll be able to sort things out pretty quickly.

You’ve got a wide range of shareware to consider—anywhere from a tiny init program to the world-class Quicktime and Disinfectant offerings. What criteria do you use? Easy. Look for four things when choosing a new piece of Macintosh shareware. I like to call it the “4S” test: stable, standard, simple, and share. Figure 5-33 tells the story.

Stable
The first thing you do (after you check it out with Disinfectant or other anti-virus program) is load your new Macintosh shareware program into your machine and check it out. If it bombs, that tells you something right away. If it doesn’t, you keep working with it, using it, playing with it to check its “stability.” You want to know how compatible it is with whatever System 6 or System 7 version you are running, how compatible it is with your inits, cdevs, rdevs, and DAs, and if it is kind to your data. If it flunks or barely passes the stability test, you are best served by waiting for the next version (a game if you have a stand-alone Mac might be the possible exception here). It’s not worth the risk in a business environment.
5-33 The 4S's criteria for choosing Macintosh shareware.

**Standard**

While you're testing your new Macintosh shareware acquisition, the next question you're seeking to answer is does it adhere to the Macintosh interface standards and does it do things in a "normal" way? What about its menus? Everyone else puts the Quit command on the File menu; why does this program put it on the Special menu? How come this game hangs you up rather than quitting to the desktop as in all other well-behaved programs? You get the point. Check out all the interface anomalies of your program and verify that it doesn't hang up in some critical area for you.

**Simple**

Hey, this is what Macintoshes are all about. If you need to use a manual for a full-featured commercial program that's one thing. If you can't figure out a piece of Macintosh shareware without the manual, something is definitely wrong! Here I'm talking "not being able to figure it out" despite your best efforts—not referring to the accompanying reference manual for an occasional answer. Rather than it being your fault, the problem could be that you are working with a poorly designed program. Toss it.

**Share**

This test is the acid test for some Macintosh shareware programs that pass all others. While possibly acceptable when the Mac was young, today it's vital that all programs share data with others. While it is not necessary that your Macintosh shareware applica-
tion support all the features of System 7, it is a nice touch when it permits importing and exporting of data, supports standard saving and printing conventions, and at least functions in a System 6 MultiFinder or System 7 environment.

A word about ethics

You’ve come a long way. You found out about the Macintosh shareware program you wanted, loaded a copy on your Mac, used it, liked it, and decided to incorporate it into your setup. While some shareware authors circumvent the entire process and force you to pay before obtaining a fully working program (crippleware is the common label for their products), most still leave the choice up to you.

You do want good karma. Whether you call it good ethics, karma and retribution, or just plain good manners, the decision to send in your money to pay for what you are using has far-reaching consequences. If you don’t pay the taxes on your house, eventually it catches up with you. If everyone in your town does not pay their taxes, everything eventually comes to a screeching halt. Same with shareware.

“You get what you pay for” is the obvious flip side to the example of the previous paragraph. In the ideal case, users’ contributions to a shareware product’s author help to make that product even better. Good products get even better, and not-so-good products either come up in caliber or die of natural causes.

In brief, shareware is the microcosm of “survival of the fittest” from the animal kingdom. Shareware users, voting with their wallets, collectively decide which product survives or does not. By not sending in your money and exercising your vote, you are interfering with the natural order of the universe. Somewhere in the heavens your action has been recorded, and you have sealed your fate.

Getting the most from the application chapters and enclosed diskette

The rest of the book, chapters 6 through 15, cover specific Macintosh shareware application categories. My prime directive was to include programs that genuinely improve your “productivity,” except for the games area where my goal was to increase your “enjoyment.” I’ve spent time with the programs so you don’t have to. I stand behind these programs. My name is on the cover of this book, and you can certainly track me down if you have complaints. I receive no compensation whatsoever for recommending any of them so you are getting an honest evaluation from a neutral party. Even if you only wind up using a handful of the programs examined here, you will have saved a bundle on “legwork” charges alone. And you will have really saved a bundle versus what bringing me into your facility at my hourly consulting rate costs. Hey, that’s what books are for!

Each of the application chapters stands alone. You don’t have to read through the book in sequence from this point. Use the table of contents to go directly to the chapter that interests you. At the beginning of each chapter, use the chapter guide as a handy reference to that chapter’s contents. That way you can really zoom in quickly to your targets.
Chapter 16 covers the enclosed diskette and gets you started with building a Macintosh shareware toolkit of your own. In theory, buying an inexpensive Macintosh and this book gives you everything you need to get started. The fees for the Macintosh shareware programs on the enclosed diskette are quite modest by commercial standards, so you get the best of all worlds: low-cost Macintosh hardware combined with low-cost Macintosh shareware covering all your major application areas.
The Macintosh desktop metaphor is at once its supreme benefit and its Achilles' heel. Individual Macintosh users have found parts of it too "restrictive" in carrying out their particular mission. The "problem" was (and is) every person's Macintosh mission was (is) different from every other's. The result was elements of the Macintosh interface were optimized in the exact opposite directions (often at the same time) to meet diverse user needs. For some users, the Macintosh desktop and icons selection offered too many choices and not enough speed; programs evolved to bypass the Finder and desktop and go directly to the application. For other users, the standard Macintosh desktop and icons selection was not enough; programs evolved to offer even more icon and desktop location choices. As a result, over the years virtually every element of the Macintosh interface has been optimized by "someone" seeking to do his or her "something" a little bit better.

As a Macintosh user/owner, you know this is not a problem at all, but only part of the beauty of working with your Macintosh. By now, you also know that the "someones" are the Macintosh shareware authors and the "somethings" are their Macintosh System 6 utility shareware program creations, the subject of this chapter.

This chapter gives you the best of the Macintosh shareware tools for controlling and customizing your Macintosh System 6 desktop to your heart's delight. It covers the subject via three broad areas: Finder/desktop; the world of DAs, cdevs, and inits; and inside the System folder. System utilities are covered in chapter 14.

System 6 lives on . . . and will continue

If you are only using your Macintosh in a single-user environment for writing, spreadsheet, small database, and simple graphics/desktop publishing, Apple's System 6 is perfectly suitable to the task. Keep in mind that Apple's System 6 was once suitable for all users—it was the only alternative until Apple's May 1991 System 7 announcement—and it suffers only in comparison with System 7's much more robust feature set.

If you are only going to operate in single-user mode always and use only simple applications software, you have two advantages in staying with System 6. My "don't fix it if it
“ain’t broke” philosophy summarizes the first. Change always involves you with new hardware, software, training, support, and other areas you never even think about until you are in the middle of them. Second, it takes time to “iron the wrinkles” out of any new product. System 7 is no exception. If you have no pressing immediate need and can afford to wait, the System 7 version you do move into down the road will be an even more rewarding investment.

My goal in this chapter is to give you System 6 Macintosh shareware tools that increase your productivity. To accomplish that goal and focus the list, I targeted this chapter’s shareware product lineup at System 6 users whose profile is:

- **Not a MultiFinder user**  
  System 7 is a far better solution if you need to constantly switch back and forth between applications today. Unlike System 6 MultiFinder, System 7, which only operates in MultiFinder mode, is completely stable and not prone to frequent crashes.

- **Not a ResEdit user**  
  No programming experience is required to fully utilize any of the shareware tools presented in this chapter. ResEdit is covered in chapter 14.

- **Not a casual user**  
  The shareware tools presented in this chapter are aimed at improving productivity. Space didn’t permit inclusion of all the clever, nifty, and even outrageous (funny) tools, but you will find them. Games are covered in chapter 15.

One other caveat here. All the most wonderful Macintosh shareware productivity-enhancing tools in the world (or commercial software tools) cannot help users who are total slobs in organizing their Macintosh files. Throwing everything into one folder on the desktop simply isn’t the best way. At least an attempt should be made to organize every Macintosh desktop by system, applications and data folders. (I did a book, *Macintosh Hard Disk Management*, that describes several alternative System 6 organizing approaches in its chapter 6.) With that message from your sponsor out of the way, let’s meet System 6 and find out what shareware authors have done to make it even better.

**Meet System 6 up close and personal**

The statement, “leave no stone unturned” is the most appropriate statement to describe what Macintosh shareware authors have done to Apple’s System 6. Let’s begin the story with Fig. 6-1. It shows you the components of Apple’s System 6 desktop with the major parts identified. Here they are:

- **Finder**  
  This is the part you don’t see, the application program responsible for creating the graphical desktop environment and keeping track of the items on it.

- **Desktop items**  
  This is the part you do see, including the menus, the disk, trash, folder, file plus application (not shown) icons, the windows, and the desktop pattern itself—even the mouse cursor.

- **Apple Menu Items**  
  The items on the pulldown menu under the Apple on the menu bar.

- **Desk accessories (DAs)**  
  Other items that can be added to the Apple menu.

- **Control devices (Cdevs)**  
  Other items that can be added to the System folder that appear in the Control Panel on the Apple menu.
All of these areas have become fertile targets of opportunity for Macintosh shareware authors to improve upon. Figure 6-2 groups them into five enhancement areas of Finder, desktop, Apple Menu Items, System folder, and System. This guide introduces you to the Macintosh shareware tools that can make life even better for you. In each of the areas a shareware tool either makes "something" easier or faster to do or improves upon the process completely. Combining the shareware programs together has a multiplier effect; you can really begin to reap major productivity benefits from using them. While I'll whet your appetite by introducing you to a few of the best programs here, remember that there are thousands more for you to choose from.

**Finder-for-me enhancements**

Here your concern is speed and organization. The beauty of the Macintosh desktop is that it easily permits a wide range of customization. All that flexibility is not good for all users. Some just want to get down to business. Some want to know all the details. I've got three great solutions covering the entire spectrum for you.
Guide map to System 6 Macintosh shareware enhancements.
Layout 1.9
Michael C. O’Connor
CompuServe 74004, 1447
Public domain
Layout is for users who like the Apple Finder, but want to use it even more efficiently. It allows you to control the way the Finder displays the desktop precisely. This widely acclaimed program is now legendary. Apple incorporated many, but not all, of Layout’s features in System 7 but (unfortunately) radically altered its desktop management method so the Layout program is no longer usable with System 7. System 6 users can still benefit greatly.

Figure 6-3 shows Layout’s Icon View window. In it, you can precisely control the spacing and alignment of desktop icons along with the font style and size of desktop items.

The Adjust menu (shown to the right of the desktop for clarity) shows how Small Icon View and Text View options are also available. In Text View, column width and justification can be set for the by Name, by Size, by Date, and by Kind options. Even the long or short date format can be specified! Default Window controls the size, position, and view of all new windows. Grid, when checked, adjusts icons to align with the changes made in the Icon or Small Icon view mode. All Layout’s changes automatically become part of the Finder and can be transferred just by copying the Finder file over to the new target media.

The Options menu shows some of the additional customization available:

- **Use Zoom Rects** Either pop or zoom (normal) open a desktop window.
- **Always Grid Drags** If checked, icons snap to Layout’s invisible desktop grid without needing to invoke Clean Up command.

Finder-for-me enhancements 81
• Skip Trash Warnings  This is not recommended, but it does exactly that when checked.
• Title Bar Click  If checked, double clicking on a window’s title bar causes its parent window to come to the foreground.
• Use Physical Icon  If checked, icons controlled by attached media; if not, standard “default” icons are used.
• Copy Inherit  Folder characteristics such as color size and view inherited from parent folder when copy is made if checked.
• New Folder Inherit  Characteristics such as color size and view are inherited from the parent folder when a new folder is made if checked.
• Watch Threshold  Controls delay in the wristwatch cursor display.
• Max Windows  Controls the maximum number of windows the Finder can open at one time. More windows require more memory.
• Color Style  When used on Macintoshs with Color QuickDraw, this option controls the color of icons and is in Finder’s Color menu.

Oasis 2.02
Jan Eugenides
RR1, Box 9463
Waterbury Center, VT 05677
Shareware—$15

An oasis is a place in a desert that brings you great pleasure when you find it; ditto the Macintosh shareware product. Figure 6-4 only begins to show why. Using buttons (that you can create, size, move, delete, etc.) instead of icons, Oasis allows you to cut through all the clutter of files on your hard drive—to bypass the hassle of organizing it entirely—and puts just the essential items you need in front of you. You don’t even have to deal with the Finder; it and all your other files remain intact in the background but conveniently accessible in case you occasionally have to use them. Oasis provides you instant access to all your important files, applications, DAs, and even FKeys (or macro commands)—everything you normally need—without having to rummage through folders. Think of it as the 80/20 rule applied to your desktop. Just click once on the item you need on your Oasis, and it takes you there.

In Fig. 6-4, I organized my “desktop Oasis” into three groups of items (notice the optional time and date display on the selection bar). In the first column went “documents” that I am presently working on plus the Control Panel DA that gets used a lot. The second column contains all my heavily used applications. The last column has a button that gives me instant access to the Finder, the daily backup program, and the screen shot function key. You obviously have enormous flexibility to design your own desktop here. And the whole process is extremely quick (it takes only a few minutes) and painless.

Not shown are the Oasis menus File, Edit, Utility, and Special above its window that allow you to customize its features. The Oasis window can be further customized with a PICT file of any size and color. You can create PICT files with MacDraw, SuperPaint, etc. Use it to help separate the buttons and provide more functionality, or just for aesthetic reasons. Oasis runs under MultiFinder but its highest and best use is for dedicated Macintosh operators whose application set remains simple and stable over time, such as writers, business persons, professionals, etc. The Oasis icon resides in your System folder. Nor-
mally you select Oasis as your startup application and place its Launch Oasis icon on your regular desktop under the hard drive icon. That way, going to the Finder is easy either from the Oasis menu command or a button you’ve created and you come back via the Launch Oasis icon. All in all, Oasis is probably the best value you’ve ever received for your software dollar.

Max Files 1.1
Keisuke Hara
2-9-18-409, Aobadai
Mindori-Ku, Yokohama-Shi
Kanagawa, JAPAN
Freeware
Max Files is not a Finder replacement at all. In fact it’s a DA, and one of the best I’ve ever seen. While Layout allowed you to exercise your creative ability to the fullest and Oasis let you get directly to it, Max Files is the ultimate for the left-brained analytical crowd. It includes full sound effects and color to keep you amused while working. Invoke this little freeware DA jewel any time, not only to launch applications and documents as suggested by Fig. 6-5, but also to copy, move, rename and delete files and o-r-g-a-n-i-z-e your files, applications, and folders down to the detailed nitty-gritty level. This amazing little 143K DA allows you an astounding number of navigation goodies and puts information on available memory and heap sizes at your fingertips, very useful for programmers. And nothing stops you from using Max Files with Oasis to get the best of both worlds of directness plus details.
Desktop enhancements
give you a new view on Mac life

You can enhance your Macintosh desktop in four ways: better windows, better menus, Desktop Secretary, and prettier icons/patterns. The first two enhancements directly affect your productivity. Desktop Secretary helps you only if you need its capabilities. The last enhancement only affects appearance, but you might work better because your “surroundings” are nicer. I’ll focus on the five window and five menu Macintosh shareware tools that can provide a megaboost to your productivity, discuss Desktop Secretary, and save changing icons and patterns for chapter 14’s ResEdit section.

In the windows area, I recommend you use all five of the shareware tools together for maximum productivity boost. Although they come from diverse creators and have different time origins, they coexist wonderfully in a single-user System 6 Finder environment—with a few minor exceptions. They are also just plain fun and nifty to use. In the menus area, I also recommend you use all five tools together for the maximum productivity boost. On balance, having popup or tearoff menus available anytime, anywhere is simply the greatest productivity builder you can have. Of course, using all ten windows/menus tools together is the best of all and this is no problem—except for the long line of cdev and init icons marching along the bottom of your screen at startup!

Windows 2.1
Joachim Lindenberg
Sommerstrasse 4
7500 Karlsruhe 1 GERMANY
Shareware—$10
This is the foundation tool for your shareware window enhancement efforts. Load this cdev into your System folder and reboot. It provides both a menu and function key for controlling the placement of windows on your desktop. In the Control Panel, you have options for:

- Enabling/disabling the windows program.
- Showing dialog windows (default on this is off).
- Sorting windows alphabetically (default on this is on).
- Holding down Shift key causes actual window to zoom when window name in window menu is selected with mouse (default on this is on).
- The Command-L key is default for toggling through the windows.
- Elect whether window is pushed from front to back or pulled from back to front in normal operation.

Figure 6-6 shows you the Windows 2.1 menu that gets installed in the menu bar but only begins to illustrate the usefulness of this goodie (the Windows 2.1 icon appears to its left for information only; it must reside inside the System folder to work). Imagine you have your normal jumbled clutter of windows opened on your desktop. Whip up to your Windows menu and click on the window you want; presto, it’s now open on your desktop before you. Or else repeatedly toggle the Command-L key and pull (or push) your windows to the top in the sequence you’ve preassigned. It’s simply wonderful.

Window Cleaner 1.32
Satoshi Nishi
4-17-13 Shimizu
Minami-ku 201
Fukuoka, 815 JAPAN
Freeware
Window Cleaner is the perfect complement to the previously-discussed Windows tool. Again, load its cdev into your System folder and reboot. It allows you precise control over alignment of the windows on your desktop. In its Control Panel, you have options for:

- Animate the windows For zooming effects while arranging.
- Keep size option The windows are reordered without altering their size. Holding down the Option key temporarily overrides this option.
- Do Now This button precisely controls where windows are placed to test your arrangements.
- Disk This button saves your selections.

Desktop enhancements give you a new view on Mac life

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Figure 6-7 shows you Window Cleaner 1.32 added to the Special menu after its installation with its Clean It Up! and Command-K options. Invoking it produces the results shown in the background. Now your desktop window mess is arranged in a nice, orderly fashion with the windows marching across it from top left to lower right. You can quickly grasp the possibilities of using this in tandem. Now you quickly can get sorted, neatly-arranged windows, etc. Plus the “K” and “L” keys are right next to one another on your keyboard. It’s really handy to toggle back and forth between them. Quickly sorting through windows was never so easy.

![Figure 6-7 showing Window Cleaner 1.32 added to the Special menu.](image)

**Window Shade 1.2**

Robert Johnson  
1720 NW River Trail  
Stuart, FL 34994  
Public domain

Window Shade 1.2 again complements both the previously-discussed windows tools. It’s also a cdev you load into your System folder and reboot. It “rolls up” any window to its title bar so you have more room. In its Control Panel, you have options for:

- Number of mouse clicks to draw the window closed.
- Modifier key options, such as what combination (default is none) of Command, Option, Control keys invokes operation.
- Enabling/disabling the program.
- Displaying/not displaying startup icon.
Figure 6-8 shows Window Shade 1.2 in operation. The HyperCard window has just been drawn up so that only its title bar is visible. This greatly frees up the space and visibility of/into windows on your desktop and is quickly invoked by your mouse click(s). Again, you can quickly grasp the possibilities of using this in combination with the other windows tools mentioned thus far. Desktop windows can be sorted, arranged, and/or moved out of the way at will. Even used by itself, it's a way to "clean up" your desktop fast because you can quickly gain visibility to what you need.

![HyperCard window image](image)

**Window List 1.3**
Dean Yu
1720 NW River Trail
Stuart, FL 34994
Shareware—$5
Window List 1.3 offers still another complementary tool to those previously discussed. It's an init you load into your System folder and reboot. It drops a list of the open "parent" windows to the one you're now using under its title bar, and you can go directly to them and bypass any desktop jumble in the process. Fig. 6-9 shows it in operation. By holding

![Window List image](image)

**6-9** Window List's menu functions are highlighted by arrow.
down the Command key, the HyperCard window's parents, the Applications and HD 40 windows, are shown just beneath the HyperCard window's title bar. Clicking on either one of these choices brings them instantly to the top on your desktop. Think of Windows/Window List in tandem as a quick way to get most of the functionality of Max Files to sort through your windows.

**PopWMenu 1.0**
Douglas S. Wyatt
Freeware
This exciting little goodie, another init you load into your System folder and reboot to activate, completes the five-program windows shareware set by giving you something to open and close windows with. With the init shown in Fig. 6-10 loaded, hold down the Option key and click on a closed window to pop it open immediately and pop its parent window behind it closed. So, if you're rummaging through a pile of folders 15 levels deep to find something, keeping your finger on the Option key with PopWMenu keeps only the last window open. It complements the standard way of closing all your windows (by holding down the Option key and clicking the close box); only you now have this for a single window and your aim doesn't need to be as good!

**MFMenu+ 1.3**
Fred D. Reed
IMI Software
121 14th Street
Seal Beach, CA 90740
Freeware
This program is world class anyway, plus you get it as freeware—that combination is hard to beat. MFMenu+ was almost identical to its 1988-vintage On Cue commercial counterpart. The only thing given up was the ability to save menus between restarts. A greatly enhanced System 7-compatible version of it survives today as MultiMaster, part of the commercial Now Utilities package. In any of these forms, you no longer have to return to the Finder or search through numerous windows/folders when launching applications and their documents. The applications and documents are always instantly available via a pull-down menu or a popup window.

You install MFMenu+ 's init into your System folder and reboot to activate it. Figure 6-11 shows the menu that drops down automatically when you slide it over to the left edge of the menu bar; no need to click. An identical one is conveniently available at the right edge. Notice the Preferences... Menu Item. It gives you options to:
6-11 MFMenus+ drop-down menu and configuration screen.

- Drop menu automatically from icon.
- Drop menu by clicking anywhere with options for Caps Lock, Option, Shift, Command key activation in any combination.
- Activate upper left corner.
- Deactivate menu bar icon.
- Displaying/not displaying startup icon.

Notice the Configure... Menu Item. Invoking it brings up the screen shown on the right of Fig. 6-11. Select the application from its folder as shown in the scrolling window on the left. Click the Install button to list it in the window on the right, which then becomes your menu list. Attach documents to your application using button below right hand window when you configure your menu or at any time later by just holding down the Option key when you launch any application from the MFMenu+ menu. After configuring, all your installed applications/documents are instantly available no matter what you're doing at the moment. You only need to try this program once to fall in love with it.

**Boomerang 2.02**
Hiroaki Yamamoto
Zeta Soft
2425B Channing Way #492
Berkeley, CA 94702
Shareware—$30

This is another world-class menu program. It compliments MFMenu+ perfectly, which is perhaps why a greatly enhanced System 7-compatible version of it also survives today as part of the commercial Now Utilities package. Boomerang is smart. It automatically remembers the files and folders you went after in any of your Open/Save file dialog boxes and gives you three ways to instantly access them: popup menus, command keys, and wildcard fast search. Boomerang also has the unique “rebound” feature that gives it its...
name; it goes back to the exact same folder, file, and even position in the scrolling window that you last called a file up in. (P.S. Boomerang strongly conflicts with another appropriately-named shareware program called Rebound, so don’t use the two of them together.)

Boomerang has three components you drop into your System folder then reboot to activate cdev/init, preferences, and help files. Your next step is to configure Boomerang from the Control Panel. It gives you options to:

- Select the maximum number of opened temporary files/folders.
- Set startup and runtime options.
- Select online help.
- Add predetermined applications/DAs.
- Exclude certain applications/DAs from appearing in Boomerang’s menus.
- Enable/disable the program.

The left side of Fig. 6-12 shows the little Boomerang icon that appears on your Open/Save file dialog boxes after it’s activated. Your next step is to go about business as usual. Boomerang quietly accumulates what you’ve been doing and is ready to help. The upper
right shows the menu that opens from the Boomerang icon in your Open/Save file dialog box (or Command key) after a little bit of activity. In this case, I moved back and forth between seven folders and Boomerang kept track of them. Now I can instantly go to any one with just a keystroke or mouse click. The lower right menu shows some of the other Boomerang options available. This is another program you’ll only have to try once to fall in love with.

AccessBoom 1.0
Joe Sewell
Public domain
You’ve fallen in love with Boomerang. And you’ve also found it comes packaged with a handy FKey (its default setting is Command-Shift-9) you can invoke at any time. This little public domain DA lets you do the same thing from the Apple menu. As Fig. 6-13 shows, you can conveniently access the Apple menu at any time and have the Save/Open Boomerang dialog box available to use. It’s a very handy complimentary product.

PopUp! 2.0
Robert Stromberg
P.O. Box 1788
Sandy, UT 84091
Shareware—$10
Now what would be the next great feature you’d like to have? Pop up menus, right? This handy little init that you drop into your System folder and reboot to invoke does the job. If you prefer, it also has a DA version. You can be in any program; just press the Command and Shift keys and click anywhere on the screen. Figure 6-14 shows the results that you get when you do it from the Finder desktop. Notice the Apple menu in Fig. 6-14 has AccessBoom installed. When used in conjunction with PopUp!, this gives you Boomerang access from anywhere on your screen. My only caveat here is—unlike the rest of the programs mentioned in this section—this program gets a little erratic around later versions of

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Microsoft Word (particularly when you might also be using a third-party accelerator board product). Just be careful how you use it when (if) inside Word and you should enjoy a tremendous productivity boost, especially if you own a big screen display.

**TOMInit 1.0b4**
 Rod Magnuson and Steve Kiene  
Bad Boys’ Software  
P.O. Box 57399  
Jacksonville, FL 32217  
Shareware—$20

Finally, wouldn’t it be great to have tear off menus you could place anywhere on the screen, use with any application, and even use with System 7? TOMInit 1.0b4, does exactly that—after you drop this world-class init into your System folder and reboot. Figure 6-15 on the next page shows the results when you “tear off” a few menus from the Finder desktop. Just hold down your mouse button and slide the menu off the menu bar. Grab the menu by its title bar if you need to reposition it later. Notice that all menus have close boxes on them so you can put them away when done (hold down the Option key and click on one and you close them all). This is a well-thought-out, heavily tested, highly stable product that falls into the “must have” category for all big screen display owners. Plus, because it works inside any application, there’s no question it adds to your Macintosh productivity no matter what kind of display you use. I highly recommend this one.

**Desktop Secretary 1.0**
 Tom Lippincott  
2117 Haste St., #310  
Berkeley, CA 94704  
Freeware

This init shown in Fig. 6-16 you will never need if you always work on a single hard drive with only a few hundred items on it. But if you regularly work with CD-ROMs and large hard drives, it can save your life.
Tear-off menus can be positioned anywhere on your desktop.

Innocuous Desktop Secretary icon.

The Apple System 6 Desktop Manager stops working (its resource manager cannot track the desktop database) when you go beyond 2727 items. Actually it can noticeably start to "run out of gas" anywhere over 1000 files, depending on your particular Macintosh CPU, hard drive, and software setup. When you install the Desktop Secretary init in your System folder and reboot, it painlessly fixes the problem for you. Now even your Mac plus can open 600Mb CD-ROMs (of course you need the right CD-ROM driver software!) and you can actually "see" the 5000 programs on your 300Mb hard drive. By the way, in working with large volumes such as these, be sure to rebuild your Mac's desktop (hold down the Option and Command keys at startup or after restarting to get the dialog box) more frequently than you normally would. Hopefully, you're doing this at least once a month now.

Add Apple Menu Item enhancements to your menu

The standard seven Apple Menu Items that Apple provides with every copy of System 6 (Alarm Clock, Calculator, Chooser, Control Panel, Find File, Key Caps, and Scrapbook)
are really quite useful and good. But Macintosh shareware authors have added greatly to your options here, and you can choose from hundreds of desk accessories. In keeping with the "improve-your-productivity" theme, this section introduces you to nine superior shareware solutions—a Clock, Calculator, Calendar, Find File, Keycaps, Notepad, Puzzle, Scrapbook, and a Clipboard product—that can be used as additions or replacements for the original Apple Menu Items. While none of these will help you as much as the Finder, window, and menu items just discussed, they will add to your productivity; use one or two or all nine as you need.

SuperClock! 3.9.1
Steve Christensen
CompuServe 76174, 1712
Freeware—Donation to:
    Stanford Children’s Hospital
    520 Sand Hill Rd.
    Palo Alto, CA 94304
One glance at Fig. 6-17 tells you why this product is appropriately named SuperClock! It does more than the original Apple version and then some. The program itself is a cdev you
drop in the System folder. It places the clock on the upper right corner of your menu bar when you reboot. You toggle between its three flavors of time, date, or timer displays (as shown in the middle of Fig. 6-17) by clicking on them with your mouse. SuperClock! gives you numerous options in its clock, timer, or alarm modes. If you need a full-featured clock on your menu bar, this should be the one you choose. Plus you can give your donation and help out a few children in the process.

**MegaCalculator 1.0**  
Jonathan Whitman  
Freeware

Remember the first *Crocodile Dundee* movie? When they were attacked by the thug with the switchblade, Paul Hogan pulled out his 12-inch Bowie knife and said, “That’s not a knife; this is a knife.” Substitute calculator for knife in that quote, and you have my feeling on MegaCalculator (shown in Fig. 6-18). This calculator leaves all others behind in terms of the breadth and scope of what it can do. Business, list, math, and programming functions are all available plus you get a “paper tape” window that sends results either to printer, clipboard, or file. It works with numbers in normal, dollars, hex, date, or time mode. Its five memory registers offer memory, hex, binary, integer, and scientific notation readout. It has time, date (it can time/date stamp the paper tape), timer, and alarm functions and even features a calendar. Let me see ... have I left anything out? Aha, a great condensed help sheet shows you how to use it. Get this one, and learn how to use it just to impress your friends!

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![MegaCalculator](image-url)

6-18  MegaCalculator shows it lives up to its name.
Not included in the standard Apple Menu Item set is a calendar. But Macintosh shareware calendars came out only shortly after the first Mac 128 models were introduced and have appeared regularly ever since. Figure 6-19 shows how Smart Calendar goes them all one better. It not only gives you a standard calendar function with a to-do list for a certain date, etc., but actually “reminds” you of the event—and does it in a handy everything-on-a-page-before-you format. If you need the text, you can copy it into your favorite word processor for printout. This one is bulletproof and really works. Plus, it shares the Mac-like quality of being easy to learn and easy to use. What more can you ask for from an Apple menus item DA?

6-19 Smart Calendar and its option screens.
The standard Apple Menu Item’s Find File function is okay, but it is not graphic and doesn’t show you the overall picture at a glance. Enter the HFS File Find freeware goodie. As Fig. 6-20 shows, it gives you a graphic tree of what’s on any volume. Using it, you can quickly scroll through your hard drive volumes to find out how you’re organized and change things for the better if you don’t like what you see. When you use it in a straight file-finding mode, as in the case of looking for the Car*Pict file shown in Fig. 6-20, it shows you graphically via the bullet to the left what folder(s) your file is located in. It’s another valuable addition to your Apple Menu Item’s lineup and takes only three buttons to learn.

ASCII Chart 4.2
Jon Wind
2374 Hillwood Dr.
Maplewood, MN 55119
Shareware—$10
Keycaps is a great Apple Menu Items DA, but sometimes it is just not enough. That’s where ASCII Chart 4.2 shareware comes in. It shows you everything associated with
every font file in your Macintosh and even lets you get printed output. Figure 6-21 gives you a brief feel for it. In this case the uppercase letter C has been highlighted on the chart to the left, the main ASCII Chart window, and you are shown the character and told how to invoke it from the keyboard. The menu on the right shows some of the features ASCII Chart makes available. Programmers, writers, artists, or any Macintosh user needing details of the Macintosh font/character set interface will find this shareware DA a welcome addition to their Apple Menu Items collection.

![ASCII Chart main screen and Output option off Chart menu.](image)

NotePad ++ 1.3
Alexander S. Colwell
520 Avenue B, #4
Redondo Beach, CA 90277
Shareware—$20

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Included as an option to the standard Apple Menu Items set is a plain 8-page Notepad. It was the distant great-grandparent that germinated the need for this absolute masterpiece of a shareware goodie called NotePad++ 1.3. Figure 6-22 attempts, but doesn’t begin, to do justice to its capabilities. NotePad++ has 35 separate pages of capability. Each page is a complete self-contained document just like the Apple original. All similarities cease after that point. This goodie’s pages each have 32,000 character capability, with rulers, fonts, sizes, styles, and numerous import/export and text editing options. Figure 6-22 shows just one, the Count Text option. The text itself is only a shallow reflection of the use to which such a handy Apple Menu Items tool can be put, but it did fill the space nicely in the 24-point Times font. The real beauty of NotePad++ is that it always resides just a keystroke away on the Apple menu for either System 6 or System 7 users and makes a tremendous repository for those thoughts that you always seem to have when you are in the middle of doing something else.

Dear Mom,

Having lots of fun at school.
Please send more money soon.

Love your son,

Bob

MaCube 2.1
Kim Gillies
P.O. Box 42344
Tucson, AZ 85733
Freeware

Add Apple Menu Item enhancements to your menu 99
Remember I said I was saving games for chapter 15? Well, not completely. If Apple's two-dimensional Puzzle was fit to be included as an optional part of their Apple Menu Items set, then the three-dimensional Rubik's-cube-style freeware MaCube puzzle should be a good enough addition to augment it. Figure 6-23 shows the completed puzzle and the four buttons that control it. I don't show the complete on-screen help function nor can I begin to convey the challenge you will encounter in solving this goodie. Besides, when your boss says solving this puzzle doesn't increase your productivity, have him (or her) try it. Then you'll be off the hook—you'll both be addicted!

![MaCube's main puzzle screen and four control buttons.](image)

**New Scrapbook 2.2**  
Tim Wasko  
4832-49 Avenue NW  
Calgary, AB T3A 0R9 CANADA  
Shareware—$5  
New Scrapbook 2.2 greatly extends the capabilities of the standard Apple Menu Items Scrapbook. While several multiple-scrapbook shareware programs are available, New Scrapbook is one of the few that lets you deal with the data—either graphics or text—in
other than the "all or nothing" standard Scrapbook approach. As Fig. 6-24 shows, you can take only the part of the scrapbook image or text that you want, just as if you were in a graphics program. And as you grow, you can create additional scrapbooks just as with the original Apple version by simply renaming them. A worthwhile shareware addition to the collection of any heavy Scrapbook user, it'll pay for itself in only a few uses.

**Clipboard Magician 0.70**

Ed Lai
lai@apple.com
AppleLink: Lai 1
Freeware

The Clipboard, which has nothing to do with the standard Apple Menu Items, is something we all take for granted in Macintoshland. The Clipboard is just a waystation for data en route to some other destination. Using it, you can move text, graphics, or whatever between applications—it's just there when you need it. The unique Clipboard Magician shareware program allows you to do much more with your Clipboard. Figure 6-25 gives

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you a brief overview. The Clipboard Magician window on the left shows you the text (copied from the NotePad++ example) contains 92 bytes and also contains style data. The menu on the right shows the options available to you. To make an analogy, the Clipboard used to be like a pipe conveying a liquid through it; using Clipboard Magician is like putting a valve on that pipe and using it to divert the water to another location where you can analyze and store it. Inside your Macintosh, this shareware goodie now lets you save, add to, modify, and print your formerly ephemeral Clipboard data. Clipboard Magician allows you to make more productive use of your Clipboard. The exact uses to which you can put this new-found capability are limited only by your imagination.

![Clipboard Magician window](image)

System Folder enhancements make a difference

While most of the Apple Menu Items discussed in the previous section were DAs, one was a cdev (SuperClock!) and one also contained an init (Clipboard Magician). System 6 users manipulating DAs with the Font/DA Mover (version 3.8 is in most common use today) tend to blur the fact that DAs, cdevs, and inits all share a common heritage inside the System folder—they in some fashion enhance what the System does. Apple remedied this artificial situation in System 7: Apple Menu Items still appear on the Apple menu, but these items reside in a separate Apple Menu Items folder in the System folder (and the Font/DA Mover is no longer necessary!); cdevs reside in a separate Control Panels folder in the System folder; and inits reside in a separate Extensions folder in the System folder. I'll go with the more logical System 7 organization here.

Thousands of shareware DAs, cdevs and inits have been written. Many of them can help you, but using too many at one time is like walking through a minefield—your next step can kill you. Both moderation and common sense should rule your use of these items. Because I cannot sight unseen recommend the best of each of these relevant to your partic-
ular setup, I'm going to give you three tools to help yourself with here—one for each area—and leave the actual choosing up to you.

**Test DA 1.51**

Raymond Lau  
c/o Aladdin Systems, Inc  
165 Westridge Dr.  
Watsonville, CA 95076  
Shareware—$5  

DAs are great. The problem is there are so many of them. How do you choose? Enter Test DA 1.51. It provides a convenient way of first testing all your DAs to see if they work, if you like them, etc., before going through the laborious process of loading them into your System with the Font/DA Mover. Figure 6-26 shows how easily it works. It’s an application, so just double click on it to open and then pull down the File menu as shown at the left of Fig. 6-26. In this case, I only wanted to open one DA so I made that choice. Then I selected the DA I wanted to test, in this case the DA Draw program. Presto, Test DA automatically installed it on the Apple menu and I could play with it all I wanted, just as if it was really installed.

![Image](6-26 Test DA's steps easy as 1-2-3: choose menu, select DA, open Apple menu.)

A few other DA notes here. Many shareware programs “extend” your Apple menu beyond its 15-item limit. While these are wonderful when they work, they can be a real hassle when they don’t. The problem is today’s System 6/System 7 mixed environment has introduced so many new and newly modified DAs, it’s difficult for DA “extension” pro-
grams to keep up with all the changes. If you really need this functionality, you are best served by a commercial program (Suitcase, etc.). Meanwhile, have fun with DA Test. I’ve found only a few programs unfriendly toward it, and it’s a real time saver!

**UnScrolly 1.0**  
Frederic Miserey  
nOne Corp.  
Freeware

Now for dealing with your cdevs. Here your problem is maintaining law and order among the rabble or simply even seeing what you have—so, UnScrolly to the rescue. As you can see from Fig. 6-27, if you had 20 cdevs loaded, you could spend your time just scrolling through what you had before you even got to use it. UnScrolly lets you choose between a much more compressed text format and the conventional icon format in your Control Panels window. It’s no big deal; it just saves you quite a bit of time with no pain on your part.

![UnScrolly Control Panel](image)

**Figure 6-27** UnScrolly saves space by making icons onto text listings.

On the subject of pain, avoid all shareware programs that purport to bring you ease of use by changing the loading order of your cdevs (or inits) because they will cause you pain sooner or later. Also avoid Control Panel “substitute” programs because they cannot possibly be tested to work with all of the newest cdevs—which just might include the one that you really need. If your cdevs are working, leave them alone. Don’t make them group

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together prettily in your Control Panel menu but nonworking! Do use UnScrollly if it saves you time in scrolling through a packed Control Panel list. Now, was that difficult?

**Init Cdev 3.0**
John Rotenstein
P.O. Box 165
Double Bay, NSW 2028 AUSTRALIA
Freeware—Send picture postcard of home town

Inits, even more so than cdevs, can quickly become unruly because, once loaded into your System folder, the “out of sight, out of mind” phenomenon takes over. You don’t look at inits every day like you do with your DAs and cdevs, so they tend to build up over time. Then one day when you least expect it, you add one more init goodie and then nothing works. Enter a marvelous cdev to help you called, init 3.0 (shown in Fig. 6-28). It enables you to activate and deactivate all your many init, cdev, and rdev (Chooser) files. When

![Control Panel](image)

6-28 Init Cdev gives you precise control over your inits and cdevs.

dea ctivated, they no longer automatically load at startup. Once init 3.0 gives you a list of all init, cdev, and rdev files in your System folder, you can selectively turn them off until you find the offending culprit. It even gives you a “temporarily” mode for convenience in testing. It’s totally compatible with and saves gobs of time over the tried and proven method of solving your init problems of removing everything (turn everything off in init 3.0’s case) and adding items back in one by one (turn everything on one at a time in init
3.0's case). With init 3.0, you don't waste time moving icons in and out of your System folder all day long, so you can move on to more productive things!

### Enhancing the buried treasures inside your System

Residing inside your System (System icon) are its valuable font, sound, and FKey resources. As a Macintosh user, you are undoubtedly familiar with all of these—maybe not so much with FKeys. Shareware authors have been hard at it in this area too, offering up a rich vein of motherlode to improve your productivity. Again you'll have to discover the specific goodies for yourself; all I can give you here are some tools. The tools are substantial, and, with them, you'll really be able to take charge of your System environment.

**FontView 1.3**  
Simon Brown  
2190 15th Street  
San Francisco, CA 94114  
Shareware—$8

You are already familiar with the Font/DA Mover. It helps you move your fonts into and out of the System folder. What tool could you use that best complements its capabilities? How about something to look at the details of every font you have and tells you about the fonts? You've just had FontView described for you. FontView, shown in Fig. 6-29, enables you to examine—in minute detail—the characteristics of all your loaded fonts. In
keeping with the Macintosh graphical interface, it gives you an exact on-screen representation of the fonts you have—the families, sizes, and styles. Also, it provides the excruciating details on type font and family information: Type 1, True Type, FONT or NFNT resource, bitmap only, hexadecimal code, . . . on and on. It’s invaluable in saving you time when you’ve gotten a job back from the service bureau, and you need to find out why your fonts didn’t print as you expected—maybe you had different FONT/FOND resources in your System. FontView will provide the details. An outstanding complement to Font/DA Mover and a real time-saver in a pinch, it pays for itself in one use.

SoundMaster 1.7.3
Bruce Tomlin
15801 Chase Hill Blvd., #109
San Antonio, TX 78256
Shareware—$15

Sound has always been the Mac’s forte. SoundMaster makes the best use of it in a way that is at once both practical and entertaining. SoundMaster plays sounds directly connected with various Macintosh “events.” Look at the events list in SoundMaster’s Control Panel window on the left side of Fig. 6-30. Notice the events: Startup, Restart, Shut Down, etc. How about Clint Eastwood saying “Make my day” when you startup your Macintosh? Or Arnold Schwartzzenegger saying “I’ll be back” when you shut down? Or something appro-
appropriate from the 2001: A Space Odyssey (unless your name is Dave). These and thousands of other sounds—millions if you want to do the recording—can be yours. It's simply a great sound tool. This tool is practical from the “reminder” point of view. Also, you instantly know if your Macintosh is not behaving correctly because you stop getting the expected sound. While this program is definitely the “class” of the pack—almost the de facto shareware standard (this version is also System 7 compatible)—and you will figure numerous practical applications for it, be sure to also check out the many other sound Macintosh offerings too!

**MenuMaster 1.0**
Fred D. Reed
IMI Software
121 14th Street
Seal Beach, CA 90740
Shareware—$5
Think back about what else you’d like to have installed on your menus—wouldn’t a Command-Key equivalent be great? MenuMaster is the shareware goodie that can do it for you, simply and efficiently. Figure 6-31 shows how. When you invoke the MenuMaster DA, you get the window on the left of Fig. 6-31. Just put in the title, menu item, and Command-key equivalent for what you want. In this example, I wanted the Trash to be emptied with the Command-T keystroke combination so I filled in the appropriate entries on the MenuMaster screen and, lo and behold, it appeared on the Special menu after the Empty Trash command just as I requested. This one will definitely save you some time; it’s unbelievably simple to use, and I recommend it heartily.

![MenuMaster 1.0](image)

**FKEY Master 1.0**
Adam Stein
Insanely Great Software
126 Calvert Ave. East
Edison, NJ 08820
Shareware—15
FKeys (function keys) are a lost art on the Macintosh, and I’ve never really understood why. Maybe because it was perceived as "difficult" and "involves programming." Nothing could be further from the truth. If this outstanding little shareware goodie doesn’t convince you, there is no hope. Look at Fig. 6-32. It shows you the "slots" available for FKeys in your Macintosh. In most cases slot 3 and slot 4 will be occupied like mine are in

![FKey Master - Unregistered Copy](image)

6-32 FKey Master steps make adding any FKey easy.

the example. How do you “program” another FKey? You click on slot 5 (for example), toggle the Install button when the little window comes up, and you go and find yourself an FKey to install; I used Andrew Welch’s Flash Formatter in this case. When you click on the FKey you want, FKEY Master installs it before you can blink and gives you the screen shown on the right of Fig. 6-32. Save it, reboot, and you’re in business. Now if you think that was hard, maybe we ought to talk. Seriously, it is a wonderful program, very efficient (only takes up 9K on disk), and it makes quick work of all your FKey needs!

FKey Lackey 1.0
Alex Chaffee
36 Western Ave.
Burlington, VT 05401
Shareware—$5
Nine slots certainly don’t sound like a lot. Maybe that’s why FKeys never became that popular. If you could only figure out a way to store the FKeys you aren’t using in a convenient spot so you can get to the ones you want when needed, but so that the keys don’t take up any valuable slots when not. Guess what? FKey Lackey does that and more. Figure 6-33 shows that using it is as easy as one-two-three. Take the Flash Formatter FKey

Enhancing the buried treasures inside your System 109
installed in the last example. When FKey Lackey is opened, the File menu shown in the center of Fig. 6-33 becomes available. Step 1 is to make a "suitcase" file to store your FKey in. In this case, the file *New FKeys-5/92 was made. Step 2 is go to the System file where the FKeys are stored, click on Flash Formatter, and click Install. For step 3, when the dialog box asks you where, indicate the new suitcase file you created in step 1. Hey, you're done. You've stored an FKey in a suitcase file. You can store a lot more the same way, make other suitcase files, etc. This makes whole new FKey vistas open up to you. At least give FKeys a try. I think you'll be in for a productivity treat!
System 6, the evolutionary offspring of Apple’s first Macintosh operating system introduced in 1984, has revolutionized the way we do computing today and spawned numerous look-alike competitors running on other platforms.

Yet as slick as System 6 is today, there is plenty of room for improvement. For openers, it would be nice to have a noncrash-prone MultiFinder environment. Obviously, it would be nice if the interface was made “easier for users to use” while “more tools for software developers” were provided to architect “more powerful applications.” Next, the Macintosh shareware authors should be followed in making the desktop easier to “navigate,” making applications easier to select via “menus,” organizing and streamlining the “System folder,” and adding some sort of online “help.” Next, it would be really slick to extend the Macintosh desktop metaphor to a “seamless and automated method of exchanging information” between different applications on the same Macintosh, two or more connected Macintosches, and between the Macintosh and different computers. Next, it would be nice to have online screen fonts be consistent with and have the same high quality of the PostScript output fonts Macintosh users have been enjoying for years. Finally, it would be nice to set the stage for the future by incorporating virtual memory capability into the Macintosh so it—like its mainframe, minicomputer, and workstation brethren—can begin handling really big applications. By now you’ve guessed the good news; Apple has given competitive imitators an even higher target to aim at by incorporating all these benefits (and more) into System 7.

System 7 is not only Apple’s future, but is clearly where the “action” is for users, developers, and Macintosh shareware authors. Once you try, buy, install, and use it, chances are very high your productivity will increase. And guess what? You can add Macintosh shareware applications that make it even better. That’s what this chapter is all about. This chapter gives you the best of the Macintosh shareware tools for controlling and customizing your Macintosh System 7 desktop to you heart’s delight. Starting with the basic topic of how you keep up with System 7 upgrades, it covers the subject of enhancements to System 7’s Finder/desktop; to the Apple Menu Items, Control Panels, and Extension folders; and to the inside of the System suitcase itself. System 7 utilities are covered in chapter 14.
System 7 is today and the future

Regardless of what you are doing today, from the smallest dedicated text processing job to the largest networked video production house, Apple’s System 7 can handle the task. That’s why Apple bundles it with every new Macintosh sold. System 7’s much more robust feature set increases your productivity. The price you pay for that productivity increase is the more powerful hardware to run it on, more updated software applications to take advantage of it, and closer attention to your collective environment of applications and backups. This is true for single Macs and overwhelmingly true for networks.

While Apple bundles System 7 with its Mac Classic, you’re only shortchanging yourself by not running it on a 68030-based Macintosh with 4Mb (or more) of memory and a current-vintage 100Mb (or more) hard drive. And color definitely has its advantages. This means the new Mac LC II, IIsi, IICi, and up models and the used Mac SE 30, IICx, IIx, and IIfx models. If you already own an older, non-68030 Macintosh, either upgrade it or trade it in a 68030-based model.

The “fear factor” struck into the heart of many Macintosh System 6 users preventing their migration to System 7 was that all their applications would crash and burn along with their data. I’m not sure of the origins of this rumor, but it’s simply not true. In fact, most of the major applications users now have running under System 6 work fine under System 7—although they might not support all its advanced capabilities.

Environment and backups is where the rubber meets the road for all System 7 users. While System 7 laughs at System 6’s maximum number of desktop files limitation of 2727 (it can easily accommodate many times that), more files also means more room for problems—unless you have organized to accommodate them. Organizing, in this case, simply means having a plan for introducing any new application from the smallest shareware utility to the largest commercial offering into a controlled environment. Run it off a separate drive or Macintosh first to see what happens before you introduce it to your money-making machine. Backing up means just that; it’s more important than ever, especially to owners of Macintosh networks.

My goal in this chapter is to give you System 7 Macintosh shareware tools that increase your productivity even more. To accomplish that goal and focus the list, I targeted this chapter’s shareware product lineup at System 7 users whose profile is:

- **Not a network user** System 7 is a superior solution for all network users. It’s simply not possible for me to recommend the best Macintosh network shareware solution (or any solution!) to you sight unseen. What works great for Dave might not be so good for Sally, and might make Sam’s network not work at all.
- **Not a ResEdit user** No programming experience is required to fully utilize any of the shareware tools presented in this chapter. But System 7 and the shareware tools in this chapter make it easy to make aesthetic changes and get ResEdit-style results. ResEdit is covered in chapter 14.
- **Not a casual user** The shareware tools presented in this chapter are aimed at improving productivity. Space didn’t permit (but was oh-so-tempting) inclusion of all the clever, nifty, and even more outrageous (funny) tools, but you will find them. Games are covered in chapter 15.
Changing to System 7 involves you with new hardware, software, training, support, and numerous other areas to think about. System 7, like anything new, is undergoing its break-in period during which time the bugs get worked out. Many times the changes come fast and furious, even from Apple itself. My first goal in this chapter is to start you off on the sequence that allows you to come “up to speed” on System 7 changes quickly as upgrades to System 7 provided as online “freeware” by Apple occur.

Meet System 7 up close and personal

“Having fun building on a new foundation” is the most appropriate statement to describe what Macintosh shareware authors are doing with Apple’s System 7. Like the foundation of a house, System 7’s foundation is substantial, yet you’re not aware of it until you look closely.

Figure 7-1 begins to give you a glimpse by showing System 7’s desktop with the System folder opened to reveal its contents. While the desktop retains the friendly look and feel of System 6 (contrast it with Fig. 6-1 in chapter 6 if you like), numerous substantial improvements have been made. Here are the major parts and changes:

- Finder. You don’t see this part, the application program responsible for creating the graphical desktop environment and keeping track of the items on it, but now it works permanently in MultiFinder mode.

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• Desktop. The part you do see appears initially to be identical in appearance with its System 6 predecessor; the familiar menus, the disk and trash icons, the windows, mouse cursor, and the desktop pattern itself are all carryovers. But notice the menu bar additions: a Label menu has been added, plus new Finder Application and Balloon Help icons invoke their respective menus when you click on them. Plus new icons in the Apple Menu Items menu tell you something has definitely been added there. And a new “alias” icon makes its debut—the Word alias icon on the desktop can launch its parent Word application whenever it is double-clicked. And all icons can be customized via their Get Info window.

• Apple menu. Major changes here. The Font/DA Mover is no longer necessary. Applications, aliases (such as the Control Panels alias shown), and DAs placed in the Apple Menu Items folder automatically appear as items on its corresponding pulldown menu under the Apple on the menu bar.

• System folder. Major changes here, too. Notice new Apple Menu Items, Control Panels, Extensions, Startup items, and Preferences folders. DAs, cdevs, rdevs, and inits that control System 7 operation are now logically grouped in their respective folders rather than scattered all over the inside of the System folder. Also, notice the new Scrapbook, Notepad, and Clipboard files.

• Apple Menu Items folder. Reserved for DAs, applications, aliases, and other items that appear on the Apple menu.

• Control Panels folder. Reserved for cdevs, rdevs, and other items that appear in the Control Panel on the Apple menu.

• Extensions folder. Reserved for inits and other items that execute at startup to modify the Finder’s resources.

• Startup Items folder. Reserved for items that must launch at startup and/or take precedence over other inits in the startup sequence.

• Preferences folder. Reserved for files defining explicit characteristics of your applications.

• System icon. This icon is now a suitcase; you can look inside it merely by double-clicking on it. Fonts, sounds, and FKeys are inside as before, but now can easily be moved in and out by copying or click-and-drag techniques. The Font/DA Mover is no longer required here either.

This list puts a lot on your plate, but you haven’t really scratched the surface yet!

Macintosh shareware authors have tackled virtually all of these areas and already begun making improvements. Figure 7-2 groups them together into six enhancement areas—the updating process, Finder and desktop, Apple Menu Items folder, Control Panels folder, Extensions folder, and System suitcase—and introduces you to the Macintosh shareware tools that either make “something” easier or faster to do or improve upon the process completely in each of the areas. Combining the shareware programs together has a multiplier effect; you can really begin to reap major productivity benefits from using them. I only whet your appetite by introducing a few of the best programs here, but remember there are many more for you to choose from even though System 7 is still in its infancy. Good luck and good hunting; may you find the System 7 shareware program(s) of your dreams!

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7-2 Guide map to System 7 Macintosh shareware enhancements.
Camp online for System 7 success

To expedite the process of upgrading System 7, Apple has instituted a policy of making its upgrades available via the online services. CompuServe, America Online, and GEnie all carry System 7 updates and information. Using one or more of these services on a regular basis to keep yourself updated as to System 7 changes can really pay dividends for you. Shareware plays a role because the updates from Apple are typically provided as “Image” files, and one outstanding little utility makes quick work of these for you. My goal here is to go through the process and show you how to do it; the update example I’ve shown might be out of date, but you’ll still be able to use the process, tools, and techniques.

System 7 Tune-Up 1.1.1
Initially available to online users after April 20, 1992, this Apple System 7 upgrade has three specific benefits:

- Makes more memory available and manages it better. You’ll immediately notice fewer “out of memory” messages.
- Printing is faster and more reliable, particularly for LaserWriter Plus owners and Personal LaserWriter LS owners using the enclosed Personal Laserwriter LS software version 7.1.
- The “disappearing folders and files” problem that a few users experienced is prevented by a patch in Tune-Up 1.1.1 and procedures are provided in the documentation to diagnose if you even have this problem using the System 7 Disk First Aid utility; recover missing files and folders using Find File; and rebuild your hard drive using Apple HD SC Setup or your own hard drive utility program.

Regardless of your online source, you will probably receive this as a compacted archive that you first have to extract. In this case it was received as “System 7 Tune-Up.SEA” from GEnie. Figure 7-3 upper left shows the folder window of what you have after extracting it from its archive with the System 7 Tune-Up.image file, Read Me First!, and Disk Copy 4.2. Read Me First! tells you how to use Apple’s Disk Copy 4.2 program to make a usable installation diskette from the (at this point) unusable System 7 Tune-Up.image file. What it doesn’t tell you is that Disk Copy 4.2 is a nice program, very friendly with 800K diskettes, but it’s not always that kind with larger image files requiring 1.4Mb diskettes. Nor does it tell you you are going through this entire process only to create a diskette most users are likely to ever use only one time. Is there a better way? You bet! Shareware to the rescue.

MountImage 1.1B3
Steve Christensen
CompuServe 76174, 1712
Freeware

Steve Christensen, the father of SuperClock, brings you another astounding little goodie—also freeware—called MountImage that quickly takes care of all the muss and fuss associated with image files. The rest of the story unfolds from Fig. 7-3. After you’ve dropped MountImage’s cdev in your Control Panels folder and rebooted, click on one of the icons in its Control Panels window, select the System 7 Tune-Up.image file when the dialog box comes up, and the result is Fig. 7-3 top right. When you click on the cdev icon you’ve just
Mount Image makes quick work of adding image format updates.

created, the window shown at Fig. 7-3 bottom left opens, just as if you had the real floppy diskette mounted on your desktop! Click on the installation icon and installation proceeds normally; System 7 Tune-Up 1.1.1 is installed over any previously-installed earlier versions. The Tune-Up Parts folder, shown opened at Fig. 7-3’s lower right, gives you the new System 7 Tuner 1.1.1 and the other parts for tweaking up your System 7’s performance. Using the installer automatically puts everything in the right place. Using Mount-Image makes everything happen at lightning speed with no 800K or 1.4Mb floppy diskettes to fool around with. After a few updates, you can’t imagine how you got along without it. Just trash whatever image file and anything else you don’t need when you’re done or save a copy on a diskette if you want to pass your download on to your local MUG for distribution.

System 7 Finder and desktop improvements

With all the new productivity enhancements System 7 has in it, some might think there is little room for improvement. They couldn’t be further from the truth. Here you find six areas where Macintosh shareware authors have developed products to help you:

- **Menus**  Four products are featured here, including one world-class freeware item, that can provide a megaboost to your System 7 productivity. *Plus* I recommend chapter 6’s Tear Off Menus goodie to complement them.

- **Windows**  Two products are featured here that boost your speed and organization. *Plus* I recommend chapter 6’s PoPWMenu goodie.

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- **Balloon help**  Most users either love or hate this new feature of System 7; here is a goodie that helps you reach a middle ground.
- **Aliases**  This most wonderful byproduct of System 7 can also become its most unruly annoyance or tedious chore. Here you meet two products that help you manage their creation and elimination.
- **Trash**  System 7 gave users options for managing the “trash” feature but not all users like what they got; here you meet a product that gives you Trash customization and control to whatever extent you need.
- **Icons and patterns**  System 7’s ability to allow you to aesthetically modify the desktop via the Views menu and by changing icons without using ResEdit is simply wonderful. Here you meet the icon-changing process via a generic overview, plus three products that give you specific additional icon customization control and one product that gives you desktop pattern customization control—all without using ResEdit!

The even wider range of customization permitted by System 7 is part of its beauty and appeal. You have the flexibility to tweak it to your heart’s delight in customizing its Balloon help, Alias, or Trash features. You can use the designer tools to make its icons and patterns just as “pretty” as you like. But you get the maximum productivity boost from the menus and windows shareware tools, particularly if you use them all together; they coexist wonderfully with a few minor exceptions. Using System 7 plus the shareware tools mentioned here is simply the greatest productivity boost your Macintosh can receive. And all you give up is a line of cdev and init icons marching along the bottom of your screen at startup!

**Apollo 0.8b3**
Jeremy Roussak
40 Cross Rd.
Bushley, Watford WD1 4DQ ENGLAND
Freeware (this beta version)
Shareware—$30 (finished version)

Apollo is the most significant piece of software any System 7 owner can add to his or her Macintosh. And right now it’s freeware! Later on, the complete shareware version of it will still only cost $30! What more can I say? This beauty increases your System 7 productivity by leaps and bounds all by itself. Apollo is a world-class application launcher that quickly lets you sort through the maze of applications, files, and folders on your desktop and get right to the one you want via a handy menu that either pops up anywhere or drops down from the menu bar.

Apollo is actually two programs: the Eagle application that’s placed in the Startup Items folder and the Apollo application that’s placed in the Extensions folder. Apollo can function without Eagle, but Eagle’s only purpose is to be used by Apollo to open control panels and folders under System 7.

Figure 7-4 shows the Apollo menu on its right side, but doesn’t begin to do justice to this program that simply has to be experienced to be appreciated. At the top of the Apollo menu is Current apps, or what applications System 7 has currently active. Next, the Apple Menu Items are displayed. Next, all the applications you chose are displayed; here my “hot five” list appears. Next, an other applications selection gives you a window to
get at whatever you want. Finally, the Apollo menu choices About, Configure..., Preferences..., and Application settings... let you custom-tailor its numerous features.

Apollo also lets you put DAs and cdevs in menus and lets you define “groups” of applications, documents, DAs, etc., that appear as a submenu off the main menu. Groups come in handy for those working in diverse environments. You might set up one to accommodate your “writing” work, another when you are doing “graphics,” and another when you are doing “financial” tasks. Or you might want to define groups that consist of all your cdevs DAs, and so on.

The top left side of Fig. 7-4 shows the Apollo Configure... window. The left part of the window is your “selection palette” of items to choose from in handy standard Open / Save dialog box format. The center of the window is the menu you’re configuring now. In this case, the Applications menu is shown, but you could also be working on Desk Accessories, Control Panels, Folders, or Documents. The right part of the window contains the document(s) associated with the application, unless you are in the document mode, in which case it contains the application to open that document and a Change application alternative to open it from another (you might want to open a MacWrite document in Word, etc.).

![Image of Apollo Configure... window]

7-4 Apollo’s pulldown menu at right with configuring and preferences screens.
The bottom left side of Fig. 7-4 shows the Apollo Preferences... window. Here you get General, Menu, and Switching options; the General window is shown. Here you personalize Apollo and tell it how you want menus to operate, where they appear on the menu bar left, right, both, none — only if popup menu options are activated), what keys activate the popup menu process (from left to right: Command, Shift, Option, and Control), what fonts and sizes you want them to display in, what default documents you want connected with applications, and even whether the optional menu of what applications are currently running displays at the top of the regular Apollo menu, as a submenu, or as a separate menu.

The Apollo 0.8b3 beta version of this program performed flawlessly for me. I can think of few other shareware packages that do so much for you. If you can only choose one program from this book, this should be the one. It is a “must have” and should be at the top of every System 7 owner’s list.

Finder Palette 1.0
R. Beecher
Anchor Beech Software
8131 Fairwood Cr.
Anchorage, AK 99518
Shareware—$20
Finder Palette is the ideal solution for those wanting both an aesthetic and rapid file launcher. Its interface contains an attractive array of three-dimensional buttons or cells that form its “launch palette” and look exceptionally good on color monitors displaying 16 colors and up. The palette, designed with navigational speed in mind, gives you immediate access to all your frequently used applications, folders, desk accessories, and even control panels. In addition, you can invoke any of its functions from the keyboard including check boxes, radio buttons, and push buttons in dialog windows.

Figure 7-5 on the left shows a 5-column by 2-row configuration of cells that I’ve loaded with my top five applications in the top row and mixture of DAs and cdevs in the bottom row. Because Finder Palette is an application, you can park it in the Apple Menu items folder and invoke it from the Apple Menu whenever needed. Or you can leave it on permanently because it takes very little memory — under 150K. From the Finder Palette menu, shown on the right of Fig. 7-5, you launch specific applications or their attached documents from its top half selections and custom tailor Finder Palette from its bottom half selections; you can move the palette, specify its window size (up to 100 cells in any
combination), and drag bar location (top, left side, or hidden) and invoke specific preferences such as hot keys, hot corners, and background options. Extensive online help on the product is available from under the Balloon menu. This is quite a nifty application either as a stand-alone or a complement to Apollo. Keep Finder Palette handy on your desktop where you can quickly tap its buttons (or use its keystrokes) for access to the application you need.

MenuChoice 1.1
Kerry Clendinning
P.O. Box 26061
Austin, TX 78755
Shareware—$15

MenuChoice is my choice for hierarchical menus. It gives you the ability to quickly open applications, documents, and cdevs from your Apple menu as many levels deep as you have your folders nested (!), and it gives you recent item recall. Figure 7-6 on the left
shows you some of its possibilities. In this case, an alias was made of the hard drive HD 105 icon and placed in the Apple Menu Items folder. Invoking MenuChoice quickly lets you access a HyperCard application nested three levels deep.

MenuChoice is a cdev you drop into your Control Panels folder and reboot your Macintosh for it to take effect. The right side of Fig. 7-6 shows its simple Control Panel window. Invoking Separate Folders makes folders appear below other items when listed in a menu. Deeper Menus lets you access menus as deep as you want to go—bypassing the Macintosh 5 simultaneous menus limit. Disable MenuChoice simply lets you turn it off. When you select any item from a submenu, it is added to the list of the 10 most recent items used that you can access from the Recent selection shown on the Apple menu in Fig. 7-6. MenuChoice by itself makes quick work of launching anything on your hard drive; even deeply nested folders can’t escape. When used in conjunction with Apollo, the combination is simply an awesome productivity multiplier.

**AutoMenus 5.52**
Michael J. Conrad
377 E. Eaglewood
Sunnyvale, CA 94086
Shareware—$13

AutoMenus provides the final link in the menu chain. It gives you drop-down menus that stay open when you slide over them without having to hold your mouse button down. All you then have to do is click your mouse once to invoke your selection; this greatly reduces your chances of selecting the wrong menu item. For those that like this feature (this seems to be another love/hate item with a few users in the gray zone), it’s an outstanding productivity enhancer—especially for owners of large screen monitors.

AutoMenus is a cdev you drop into your Control Panels folder and reboot your Macintosh for it to take effect. Figure 7-7 shows its Control Panel once loaded. The check boxes allow you to turn it off and on and display its icon as part of the marching icon parade along the bottom of your startup screen. Options gives you a number of customization choices, the most important of which is Menu Activation Time, or the delay or lag time AutoMenus takes to drop down a menu after your mouse cursor is positioned over the

![AutoMenus](image)

**7-7** AutoMenus drop-down menus (right) and cdev options screen.
menu bar (default is 2/60 of a second). Keys allow you additional customization features, the most important of which is to be able to disable AutoMenus on the fly. Auto Termination lets you set the timeout after which AutoMenus deactivates automatically; you can only hold the menus down for so long, etc. Help gives you access to complete online help in using it. By itself or used in conjunction with the other products in this section, AutoMenus is a powerful productivity enhancer.

Scroll2 2.1.11
Mayson G. Lancaster
1492 W. Colorado Blvd.
Pasadena, CA 91105
Shareware—$15
Scroll2 is a scrollbar accelerator. It “doubles” your scrolling power by giving you double-ended arrows at one location on the screen and the ability to customize your window’s scroll bars.

Because Scroll2 is a cdev, it takes effect after you drop it into your Control Panels folder and reboot your Macintosh. Figure 7-8 shows the Scroll2 Control Panel on the left and a typical scrolling window created by it on the right. Notice the Quick arrow, the sec-

ond arrow on the scroll bar right next to the first. The Control Panels window lets you turn Scroll2 on and off, display its startup icon, and adjust its arrows and scroll bar features, including the size of the window necessary to activate it. It also allows you to list applications you’ve found it to be obviously incompatible with so it doesn’t come on when those are invoked. Once you try this little goodie, you’ll wonder how you lived so long without it. It really cuts down the time it takes to move around in your windows

7-8 Arrow points to “quick arrow” that Scroll2 adds to desktop windows.
ZoomBar 2.1
Brian Westley
1026 Blair Ave.
St. Paul, MN 55104
Shareware—$5
ZoomBar allows you to shrink active windows down to only their title bar by pressing in
the grow or zoom box of a window with the Shift key down. Then merely clicking on
the title bar pops the window back to full size. This feature is great to have on any Macintosh,
and an absolutely outstanding one for Mac Portable, Mac Classic, and any other medium-
to small-screen Macintosh owner.

The ZoomBar cdev takes effect after you drop it into your Control Panels folder and
reboot your Mac. Figure 7-9 shows it in action along with its Control Panel. Here I’ve
elected to position the title bars at the upper left of the screen as specified in the Control
Panel. Holding down the Option Key shrinks/unshrinks all current application’s windows
(those with zoom boxes), Group keeps zoom bars from the same application grouped
together. AutoZoom makes any click unshrink the zoom bar, even for those with nonactive
title bars. Customize lets you adjust a number of features, the most important of which is
those keys that invoke ZoomBar’s opening and closing window operations. ZoomBar is
simply a great little cdev that should be in everyone’s Macintosh shareware collection.

7-9 ZoomBar stacks windows in screen’s upper left corner via their title bars.

Helium 2.1.1
Robert L. Mathews
P.O. Box 21271
Oakland, CA 94620
Shareware—$7
Apple’s System 7 Balloon Help does not create “love/hate” relationships with users. Most
people universally dislike it, not because it’s inherently bad, but because it’s always
there—even when you don’t need it—and it slows down everything in the process. If only there was a way to turn it on briefly just when needed, and a way to change its default font to something larger and more readable would also be nice. Helium to the rescue!

This little cdev that you drop into your Control Panels folder and reboot your Macintosh to activate does precisely those two things. Figure 7-10 tells the story. The left side of its Control Panel is used to set the Hot Keys in whatever combination of Option, Shift, Control, and Command you want to use to allow you to pop up the Balloon Help menus only when you need them. The right side of its Control Panel is used to set the font and size of the Balloon Help information window display; notice how much difference making it a little larger makes. This cdev is another must-have goodie for your Macintosh System 7 shareware collection. Using it only a few times will make you a believer.

7-10 Helium turns off Balloon Help until you invoke it via the keyboard.

MyAliasMaker 1.0
Steve Krouse
1179 Lilac St.
Broonfield, CO 80020
Shareware—$5

System 7’s alias feature is a wonderful thing. An Alias icon lets you think it’s the real application, file, folder, or disk icon. You can double-click on it to activate as you would the original, and you can make an unlimited number of aliases of each item and locate them anywhere conveniently needed. Unfortunately, most users tire of going to File menu to invoke the Make Alias command each time one is needed, moving the alias to a new folder or location, then deleting the italic alias word that System 7 automatically appends to the name of each alias icon to prevent naming conflicts.
A byproduct of the Alias feature is especially useful if you regularly store your data on other hard drive volumes or on removable cartridges or floppy drives, such as you might do if you were archiving your Macintosh shareware collection! You load or mount your archiving hard drive, cartridge, or diskette; create aliases for the files and/or folders on it; save these aliases in a special folder on your main hard drive; then eject or dismount the archiving volumes. Later on, when you need the program or folder, you click on its alias in the special folder on your hard drive and it tells you to Please insert the disk: and provides the exact name of the volume you archived the file/folder on; you no longer have to go rummaging through your entire disk collection! Unfortunately here, you're talking about a serious number of trips to the Make Alias command on the File menu to even put a dent in the average-sized shareware collection if done manually.

MyAliAsMaker (to the rescue) is an application so you can keep it on your desktop, perhaps right above the Trash icon as shown in Fig. 7-11. When you want to make an alias, slide your application, file, or folder over the MyAliAsMaker icon on your desktop and it magically appears, as it did the ZTerm 0.9 icon above the MyAliAsMaker icon in Fig. 7-11. Notice the alias appendage is missing, so you don't have to waste time deleting it. You can go directly to the next step of placing your alias where you want it. If you want to make more than one alias, select all of the items and slide over the MyAliAsMaker icon. In this case, you get a MyAliAsMaker folder with all your alias icons in it—the topmost item on the left in Fig. 7-11.

MyAliAsMaker also makes quick work of your multiple alias creation needs for archival work. When you double-click on the MyAliAsMaker icon, the Yes MAAM 1 window appears as shown on the top right in Fig. 7-11. Here the application ZTerm 0.9 was
archived on a floppy diskette labeled #1 Storage Floppy. Clicking on the Yes MAAM button in the window caused MyAliAsMaker to archive it and place a folder on your hard drive labeled #1 Storage Floppy. Later on when you opened that folder and clicked on the ZTerm 0.9 alias in it, the dialog window at the bottom of Fig. 7-11 told you exactly what disk to insert to find it on. This really slick product is a tremendous timesaver if you do much alias work.

**Alias Assassin 1.3.1**
Bill Monk
MonkWorks
CompuServe 72267,2124
Freeware
The other side of the System 7 alias picture is that it has no formal provision for getting rid of aliases! Just because you deleted the application, file, or folder used in their creation, aliases strewn all over your hard drive nested several layers deep don’t automatically dis-
appear. If you’re not careful, you can actually choke your hard drive to death from an overaccumulation of tiny, little 2K Alias icons! You would hopefully notice the problem before it gets to that stage.

In this case, the freeware application appropriately named Alias Assassin provides the solution to all your “getting-rid-of-those-pesky-alias” problems. As shown at the top of Fig. 7-12, its fast search engine first tracks down aliases no matter where they are located—your primary hard drive, backup drive or unmounted drive, or floppy diskette. Then it tells you where you have problems using the window at the bottom of Fig. 7-12 (I had no problems in this case, but I got the window to appear using the List All Aliases checkbox). Your remaining step is to take corrective action; you can either delete them or connect them to the correct item which might now be located somewhere else. You’ll fall in love with this goodie after you use it a few times. It’s another indispensable System 7 user’s tool.

TrashPicker 1.0
Bill Johnson Ron Duritsch
1549 Teakwood Ave. 6982 Devon Dr.
Cincinnati, OH 45224 Middletown, OH 45044
Shareware—$5 Shareware—$5
(Please send separate $5 checks to both)

System 7 trash-handling is another area most users find offensive. It doesn’t empty automatically! The converse of conventional Vulcan logic seems to have been used in this System 7 feature’s creation, so “the needs of the few outweigh the needs of the many.” Most users only infrequently (if at all) throw something they really need away and several utilities are available to recover “trashed” items if necessary. But all users are now saddled with the unfortunate System 7 “two-step” trash routine: first drag your items into the trash, then go to the Special menu and select the Empty Trash . . . command. Surely there’s a better way . . . , isn’t there?

7-13 TrashPicker lets you assign a command key to empty the trash automatically.
You bet, sweetheart (and don’t call me Shirley)! It’s called TrashPicker. While other solutions are also available, TrashPicker is a tidy cdev that doesn’t require you to locate another icon or alias next to the Trash icon to take care of matters for you—your desktop gets crowded enough as it is, and besides, that spot might already be earmarked for your alias-handling application. Figure 7-13 shows you the breadth of TrashPicker’s features. It offers numerous options for both “immediate” and “automatic” mode Trash users. But on the most elementary level, to get rid of anything, drag it to the Trash icon (in the example shown) while holding down the Option key. Presto, it’s gone with no more trash “two-step.” I like this feature very much because I drag things to the same Trash icon normally used, and if I’m not sure of something I just don’t hold down the Option key so it sits in the Trash until I’m ready. TrashPicker is a wonderful product that you will almost certainly want to add to your permanent System 7 shareware collection.

**Ooo-la-la, the System 7 Finder and desktop appearance**

In the aesthetic category of System 7 options are the provisions it has for “customizing” the icons of anything plus changing its desktop patterns.

To change icons, all you do is pull up that item’s Get Info window (the Command-I keystroke sequence), copy (Command-C) the icon you’ve made (it can be a color or black-and-white icon made with any paint-type program, but hopefully it’s 32 pixels square), click on the existing icon in the item’s upper left hand corner Get Info window and then do a paste (Command-V). Voilá, the new icon you’ve made appears at the old icon’s place in the Get Info window. Close the Get Info window and the new icon appears for real on your desktop, now newly representing the item you chose. Hard to do? No. Sound like fun? It is. Sound like work? It is. Have shareware authors found an easier way? Yes, they have. Is ResEdit in any way involved? No.

To change desktop patterns is even simpler. Just continue to use the General Controls icon in the Control Panels folder. Are your choices limited? Yes. But is it quick and easy to use? Absolutely.

The good news is Macintosh shareware authors have made changing both your desktop icons and patterns into a useful and fun task. The next few sections introduce a few choices available to you.

**Folder Icon Maker 1.0**
Gregory M. Robbins
109 Crocker Ave.
Oakland, CA 94610
Freeware

Folders are something you deal with every day when using your Macintosh. Wouldn’t it be nice if there were some easy way to “dress them up” without taking a lot of time or patience? The Folder Icon Maker creates folders with custom icons automatically for you. Set this application on your desktop (if used frequently) or merely keep in its folder. Either way, it produces the results shown in Fig. 7-14. Drag the application or document onto the Folder Icon Maker icon and presto, a new folder is created in the same directory (or desktop) with the icon you want on it. Nothing could be simpler. To remove the icon,
select the folder's Get Info window, select its icon in the window and choose Clear from the Edit menu. That's it. Folder Icon Maker even gives you options for creating the folder on the Clipboard (press C while dragging), creating the folder icon on parent folder (press F while dragging) and making the folder transparent (press T while dragging), among others. It's a neat product and a time-saver.

**Visage 1.0.1**
Scott Searle
9025 61st Place W.
Mukilteo, WA 98275
Shareware—$25
Visage is a nifty shareware product that makes it easier to select new icons for your disk drives. Figure 7-15 shows the process. On the left, you click the hard drive whose icon you want to change, then substitute one of the icons for it from the screen on the right. Visage immediately displays its new icon in the window, but your hard drive icon does not appear on the desktop until after you reboot—that's it. Numerous Visage icon files assure you that you are never at a loss for new material. The only caveats are that Visage icon files must contain one or more `ICN#` resources, its file type should be `ICNS`, and its creator should be `VISG`. Beyond that, if you brush up on your ResEdit skills, the icon choices in the Visage window can be changed and added to indefinitely, so this is one product that should never grow obsolete. Also, Visage obviously has a fun value even beyond its utility value.

![Visage](image)

7-15 Visage lets you customize your hard drive icon without using ResEdit!
Kick The Can 1.0
True Value Software
Santa Monica, CA
Freeware
As opposed to Folder Icon Maker and Visage, both of which are fully functional first and can then be frivolous, which side comes first is more of a tossup with Kick The Can. What Fig. 7-16 does plainly show is that it's very easy to modify your Trash can icons with it.

![Choose one pair of icons](image)

Do you really want to go ahead and change the trashcans on Alliance Drive™'s desktop to look like this?

- Go ahead!
- No thanks!

7-16 Kick The Can lets you choose between several alternate Trash icons.

Of course, you cannot do this on your working System (HD 105 in the figure), so the Finder containing the Trash icon on the Alliance drive was used as the test case. You can also import icon designs to extend the functionality of Kick The Can. Of course, ResEdit aficionados already know they can just change Finder icons ICN# 130 and 134 directly to replace the trash icons, but this nifty little goodie accomplishes the same result without your having to know anything about ResEdit.

Desk Pattern 1.0.1
Brian Lowry
30 Renwick Heights Rd.
Ithaca, NY 14850
Shareware—$5 or 1.4Mb floppy of 32-bit art or patterns
Desk Pattern is a cdev that does for your desktop pattern what the three previous shareware goodies did for your icons—it makes quick work of installing different ones with one big difference—Desk Pattern is a major-league pattern-chooser with full functionality to do whatever you want to do with patterns, and it is not limited to only certain types. In fact, Desk Pattern should only be run in 16- or 32-bit mode on Macintosh models using System 6.05 or later with color QuickDraw 1.2 or later (in other words, your 68030-based Macs). The reason is simply that it works better with more colors and higher-resolution systems. Desk Pattern comes with three documentation files, its Desk Patterns counterpart icon that must also reside in the System folder, and over 200 patterns. Figure 7-17 shows Desk Pattern's Control Panel on the left. Scroll through the patterns till you find the
Desk Pattern lets you create 32-bit color patterns for your desktop.

one you want then click the Install button, and the results are shown on the right. No picture in a book can possibly do justice to what 32-bit patterns with full dithering capability can do for your color monitor. You at least owe it to yourself to try this one.

Launchpad to the universe . . .
the System 7 Apple Menu Items folder

System 7's Apple Menu Items folder is a great improvement over System 6—no more Font/DA Mover. To move a DA into the System, just drag its suitcase over the closed System folder, and System 7 automatically puts it into the Apple Menu Items folder (minus its suitcase) and from there, it automatically appears on the Apple menu. To remove a DA, just open the Apple Menu Items folder and drag it out. This also takes it off the Apple menu, and you're done. Overall, a clever slick design on Apple's part. To complete the package, Apple assembled a great set of "starter" DAs as Fig. 7-18 attests on the next page. Macintosh shareware authors don't rest on their laurels either. In this next section, I've assembled a collection of DAs that greatly enhances Apple's basic set and increases your productivity. A few are pre-System 7 vintage; most are newer; all run just fine under System 7 in its latest incarnation.

MacAClock 2.0
Zikif Hamdy
P.O. Box 782
Corvallis, OR 97339
Freeware

MacAClock 2.0 is the outstanding latest addition to the distinguished line of fine timekeeping devices for the Macintosh. It's there when you need it, not when you don't, comes in color and black-and-white flavors, and has numerous display features and options. As
Fig. 7-19 shows, it's basically your garden-variety, highly-readable clock with date function attached that you can tweak, diddle, and make larger and smaller to your heart's delight. What more can any one ask for in a Macintosh timepiece?

AutoClock 1.1.2
Jean-Pierre Gachen
11, rue du Port-Vieux
64200 Biarritz, FRANCE
Freeware
What can you give to the Mac man or woman who has everything? How about an init that sets his or her Mac's time and date to coincide exactly with that of the U.S. Naval Observa-
tory in Washington, D.C. and does the whole process automatically once it's set up! This amazing little freeware goodie is just the ticket to keep you on time with your Macintosh affairs, if not giving you the most accurate Macintosh clock in your entire community. Of course, it takes a modem, but you probably already have that; it's a lot harder to download this item without one. Figure 7-20 shows a few of its setup screens and menus. The first time, you set it up for the time zone you are in and any automatic dialing features you want.

7-20 AutoClock provides numerous options to automate Macintosh clock setting.

This init comes preloaded with U.S. Naval Observatory's phone number as shown. After that all you do is invoke it—either manual or automatic mode—and you get a running log of the date the correction was made and how much your Mac clock was off. It's kind of neat to watch it in action as it automatically pulls your Mac's clock digits around, and you can reset all the rest of the clocks in your house or office afterwards.

**Calculator II 1.05**
Joe Cicinelli
4477 West Taro Dr.
Glendale, AZ 85308
Freeware

Calculator II is a color multifunction calculator that happily runs in System 7 alongside any other application you may have. Figure 7-21 hardly does it justice. In addition to offering trigonometric, base ten, natural logarithms (and their inverses), hex-to-decimal and decimal-to-hex conversion, and internal memory registers (all functions beyond those offered by Apple's standard Calculator DA), it allows you to invoke functions using the Extended Keyboard FKeys (F5 through F15) and offers online Balloon help under System 7. It's quite a neat little goodie that you really have to try to appreciate. Also, everything is done the way you are used to working \((2 + 2 = 4)\), not in reverse Polish notation style \((2, 
\text{Enter}, 2, +)\).

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7-21  Calculator II has extended functions yet is compact and colorful.

Network Calendar 1.3.3
Tad Woods
T & T Software
109 Tee Cr.
Salem, VA 24153
Freeware—single user version; Shareware—$10 per network key multiuser
With System 7, your Macintosh is more likely to be involved in a work group networked together with other Macintoshes. Network Calendar is just the ticket to keeping your operation running smoothly. As Fig. 7-22 attests, it provides you with a nice Calendar

[Calendar diagram]

7-22  Network Calendar is a shareable calendar with high utility for individuals too.

Launchpad to the universe . . . the System 7 Apple Menu Items folder  135
screen, notes window, and an extensive menu that allows considerable functionality, flexibility, and custom-tailoring. Used in a network, it allows everyone to keep track of the group’s program or track what Fred or Jane are doing. Used as a stand-alone it’s just a great productivity tool, considering the class of the calendars being offered today, and it’s freeware!

Notify 2.2
Steve Stockman
1325 W. Bewick
Fort Worth, TX 76110
Freeware
If you’re like most Macintosh users, when you get involved in a project, you really get involved. Bombs and rockets could drop around you and you might not notice. That includes little tiny alarm bells going off and a blinking on your menu bar. What you need is Notify. When this baby goes off, there’s no getting around it. And when you think about it, that’s what you really need. Anything else you can effectively ignore; this you cannot. Maybe because of its being relatively close in appearance to the Apple “bomb” box, this baby gets your attention. Figure 7-23 shows you how easy it is to load and go. The Notify menu at top right comes up when you invoke it. If you’re making a new message, you hit the New button and the window on the left comes up (this version lets you store up to 64

![Image of Notify 2.2 interface]

7-23 Notify’s bomb box (lower box) delivers any message in unmistakable style.
messages—that ought to keep you occupied for today). This window lets you load in your message, sound, time, repeat, and timeout parameters and slides quietly into the background after you invoke it. Then when you least expect it—kaboom!—your preprogrammed message shown in the bottom dialog box window pops up front and center on your screen along with accompanying sound fanfare and commands your attention. Hey, you’ve been “notified.”

Search Files 1.0
Differential Development
P.O. Box 1044
Harvard Square Station
Cambridge, MA 02238
Shareware—$12
Apple’s System 7 Find function is world class, and head and shoulders above its System 6 search engine. It quickly enables you to find what application, file, or folder you are looking for across multiple volumes connected to your Macintosh and lets you direct your search to a specific volume with a specific keyword or sequence. It’s great. Now what you really need is to augment the Find function’s capabilities with the next thing you are most likely to want—the ability to search for a text string embedded inside a file somewhere.

The shareware goodie Search Files delivers what you need. As shown in Fig. 7-24, you specify a text string, give it a hint of where to look, and instruct it to search. Search files returns all the probables. It’s almost as fast as the Apple’s System 7 Find function unless you’re looking through numerous deeply nested folders. This one is well worth a look if you need this capability.

Search Files extends Fast Find capability to text strings.

PopChar 2.5.2
Gunther Blascheck
Petzoldstrasse 31
A-4020 Linz, AUSTRIA
Freeware
Okay, PopChar is a cdev, not a DA. But it perfectly complements the Keycaps function by providing you access to all sorts of useful information about any font family loaded in your Macintosh. As the bottom of Fig. 7-25 shows, it resides as a tiny square “activation area” on your menu bar, typically the extreme upper left next to and above the Apple menu icon.

When you click on this square to invoke it, the window shown at the top of Fig. 7-25 pops up, and with it the capability to quickly obtain details about any character in that font’s family: hex code, ASCII code, keystroke sequence to invoke, etc. It’s neat, painless, doesn’t take up space anywhere until you need it, and freeware!

**Note Pad II 2.2**
Arthur Britto II
1850 Arch St. #3
Berkeley, CA 94709
Shareware—$20

When you ask yourself what you’d most like to add to Apple’s 8-page fixed Notepad offering, you’d like more room and organization by categories. Note Pad II delivers it. In Fig.
7-26, I’ve added a number of the categories I typically use to Note Pad II’s default About Note Pad II first category, and I’m sure you can think of many more. For each category you get lots of room and a scrolling window, and you can just cut and paste whatever you need to print it. It’s a lot faster than Apple’s Notepad (because of the categories), plus you can organize it “your way” because it’s totally free-form. It’s also not encumbered by a lot of features that you might not need; anything more heavy-duty, and you’d just open your word processor. Try it; it might be just what you need.

7-26  Note Pad II has scrollable window fields organized by topics you choose.

ScrapIt DA 1.3
John V. Holder
2862 Lowell St.
Eureka, CA 95501
Shareware—$15
ScrapIt does it all; it’s hard to think of anything you’d want in a scrapbook file that ScrapIt doesn’t deliver. It allows you to open/create different scrap files, import/export Paint (import only)/PICT/TEXT files, find a text string in any file, select portions of PICT or TEXT items, play sounds, name each scrap item in a file (for later recovery), resize the Scrap viewing window, and provides numerous viewing options for looking at the contents of different scrap files. Have I left anything out? Figure 7-27 shows its window on the left; notice the resizing handle at lower right and its menu on the right, and notice how many features it contains. If you use a heavy-duty System 7, why settle for anything less than a heavy-duty scrapbook to go with it?
Control yourself with
System 7 Control Panels folder

System 7's Control Panels folder is a great improvement over System 6's unruly conflagration of cdevs scattered all over the inside of your System folder. Figure 7-28 shows the new look and 12 of the 19 Control Panels provided by Apple with System 7 that you're most likely to use; network-related items are omitted per my initial assumptions for this chapter. Notice there is no longer a requirement for a special cdev to “compress” or “adjust” the way cdevs are viewed; you look at them the way you view any other System 7 window: by icon, small icon, name, date, etc. The Control Panels alias in the Apple Menu Items folder lets you open this window from the Apple menu whenever you need it. This method is identical to the way you invoke Control Panels under System 6.

What is still needed is a method to “control” the cdevs and inits you utilize under System 7 and this section will introduce you to a simple product that accomplishes this task in elegant fashion. My best counsel here is “don’t overdo it” with your System 7 cdevs and inits—shareware or otherwise. Even though you'll find System 7 much more tolerant and stable than System 6 in this department, “less is more” should still be your prevailing thinking.

Extensions Manager 1.6
Ricardo Batista
CPU/System Software
Apple Computer, Inc.
20525 Mariani Dr.
Cupertino, CA 95016
Freeware—In accordance with Apple licensing restrictions

7-27 Scrapit DA does it all and features extensive menu options.
This little freeware goodie gives you vernier control over your extension files and is specifically made with System 7 in mind. It is itself a cdev you drag into your System folder; reboot for it to take effect. Figure 7-29 shows the Control Panel you get when you invoke it. This cdev has a main scrolling window listing all its init files. To activate an init (to make it launch at startup time), just make sure it is selected or highlighted in this scrolling window (none of them are in Fig. 7-29) to make the picture more readable. That's all there is to it. Control Panel cdevs, Chooser extension rdevs, and both System and Startup document inits can all have extension files associated with them. You'll notice Extensions Man-

Control yourself with System 7 Control Panels folder 141
ager creates four new folders inside your System folder:

- Control Panels (disabled).
- Extensions (disabled).
- Startup Items (disabled).
- System Extensions (disabled).

When you “deselect” or “don’t highlight” an item in the Extensions Manager scrolling window, you can find it in one of these folders instead. What could be simpler?

Extensions Manager’s Recover extensions feature even gives those who moved extension file documents over from System 6 that were “disabled” with another program the ability to turn them back on again. Plus, Extensions Manager allows you to configure your extension file documents into sets that you can define, a useful feature when moving back and forth between totally different environments/programs on your Macintosh. This is another must-have keeper for your shareware collection.

Your initial experience is the System 7 Extensions folder

System 7’s Extensions folder is also a great improvement over System 6’s approach, which allowed inits and rdevs to multiply unchecked inside of your System folder. Figure 7-30 shows how a typical System 7 Extensions folder might be filled. In this case, the Extensions Manager init, EM Extension, occupies a spot to the upper left, and moving down from it you have various printer-related and CD-ROM programs, virus inits, application inits, and Desktop Reset (discussed in this section). All in all, the Extensions folder lets
you maintain things pretty much under control. The one thing it doesn’t do is assure you
that your System 7 desktop file is uncorrupted. For that, you need Desktop Reset.

**Desktop Reset 1.1**
Lloyd L. Chambers
Salient Software, Inc.
124 University Ave. #300
Palo Alto, CA 94301
Freeware

Desktop Reset is an init that gives you the highest assurance of the integrity of your System
7 desktop. It does that by simply deleting the desktop file first, forcing System 7’s Finder
to rebuild it from scratch and (hopefully!) giving you a good rebuild in the process. As
shown in Fig. 7-31, you load it into your System folder, get the Extensions dialog box in
the process, and reboot. After you get the normal Welcome to Macintosh dialog box, hold
down the Option and Command keys as you normally would to invoke a desktop rebuild.
This time you’ll notice a brief hitch as Desktop Reset erases your present desktop file,
followed by your normal rebuilding status window as shown in Fig. 7-31. As a product to
use, Desktop Reset is simplicity itself. Anything that increases your chances of success
and costs you nothing in the process is a must-have in my opinion.

![Desktop Reset](image)

**Extensions need to be stored in the Extensions folder in order to be available to the Macintosh.**

Put "Desktop Reset™" into the Extensions folder?

[Cancel] [OK]

![Rebuilding the desktop file](image)

7-31 Desktop Reset always delivers complete desktop file rebuilds.

*Your initial experience is the System 7 Extensions folder*
A font smorgasbord of System 7 suitcase fonts

System 7’s fonts are no longer buried inside its System folder like those of System 6, inaccessible to all but Font/DA Mover, font-moving applications, and ResEdit. As Fig. 7-32 shows, System 7’s fonts are there for all the world to see—and use! This improvement is great because you simply drag whatever fonts you want to add from out of whatever font suitcase they came in, slide them over the closed System suitcase icon, and your work is done. Well, not quite. While it’s okay to store hundreds of font items inside your System suitcase, pretty soon it begins to look like your old System 6 folder did. Is there a better way? You betcha. Apple’s already provided you with it.

Font/DA Mover 4.1
Apple Computer Inc.
20525 Mariani Dr.
Cupertino, CA 95016
Freeware—in accordance with Apple licensing restrictions

While you don’t need Apple’s Font/DA Mover 4.1 to move things around in System 7, keep it (or download it, etc.) because it comes in mighty handy in two ways. First, it lets you create handy suitcases for storing your fonts or DAs. Second, these suitcases enable you to transfer fonts or DAs to System 6-based Macintoshes. Figure 7-33 shows the example for fonts. Font/DA Mover lets you create a new font suitcase HD 105 Temp Fonts when you respond to its standard open window dialog box by clicking the New button rather than just directing it to an existing font suitcase. The only proviso is you have to load this newly created suitcase with something at the time you create it. A subset of the Courier family is shown being loaded in Fig. 7-33 lower left. You can open your font suitcase just like you open your System suitcase. The lower right part of Fig. 7-33 shows the font items you just loaded neatly residing inside your HD 105 Temp Fonts suitcase. If you wanted, you could now load the fonts inside the HD 105 Temp Fonts suitcase into a System 6 Mac using standard Font/DA Mover technique. To me, keeping Apple’s Font/DA Mover 4.1 handy still makes a lot of sense.
Sounds really good System 7 suitcase sounds

You cannot go anywhere without hearing about System 7's sound capability, multimedia, embedded sound in documents, MIDI sound, etc. Sound is clearly the wave of the future and center stage in Apple's plans. Sounds are also easily loaded as fonts into your System 7 System suitcase, as Fig. 7-34 attests in showing the default sounds Apple provides. In this section, I introduce you to four world-class shareware sound products, the counterpart to the great shareware sound product you met in chapter 6, the de facto sound-moving product that operates on sounds much the same way as Font/DA Mover operates on Fonts and DAs, and two new complementary System 7 products that fill the essential need for converting and playing the sounds converted from other sources.

SndControl 1.1.3
Riccardo Ettore
67 rue de la limite
1970 W-Oppem, BELGIUM
Shareware—$20
SndControl is the counterpart of the SoundMaster shareware program introduced to you in chapter 6 for the same reason some people prefer Ford and others prefer General Motor products. This program makes the best use of it in a way that is at once both practical and
entertaining. SndControl is an init/cdev that gives you the Control Panel window shown in Fig. 7-35 and complements System 7’s advanced sound functions perfectly by playing Apple’s default sounds or whatever other sounds you choose in connection with various Macintosh events: Startup, Restart, Shut Down, etc. One or both of these programs is definitely a “keeper” (two cars in every garage is the accepted American standard, so why not use both programs?).
Sound Mover 1.74
Riccardo Ettore
67 rue de la limite
1970 W-Oppem, BELGIUM
Shareware—$20
Sound Mover’s function and appearance is almost identical to Font/DA Mover’s, but this tool only moves sounds. While this product’s history stretches back to its initial release back in October 1987, it has been consistently updated and works great under System 7 today. In Fig. 7-36, I am moving a downloaded sound from the movie Hunt for Red October into System 7. If you know how to use Font/DA Mover, you already know how to use Sound Mover. The sound’s waveform is displayed at the bottom just as a font would normally be displayed. In this case, you need to click on the speaker to make the sound “happen.” Beyond these similarities, however, Sound Mover does much, much more. You can adjust the volume of your played sounds, select a subportion of the sound only, adjust its sampling rate, copy format 1 or format 2 (HyperCard) sounds, and reach into just about any sound-bearing application for its goodies. Sound Mover comes to you with a couple of neat startup inits and some sample sounds to play with; numerous others are available from the author. You only have to try it a short time to appreciate why it’s become the de facto standard.

7-36 Sound Mover is Font/DA Mover for sounds and much more.
SndConverter 1.1
David Lambert
Dejal Userware
12 Scorpio Pl.
Auckland, NEW ZEALAND
Shareware—$20
Half a world away from Mr. Ettore, it sounds like shareware author Mr. Lambert is on the same wonderful upscale soundtrack. His products and documentation are outstanding, and I learned a new word—TANSTAAFL or “There Ain’t No Such Thing As A Free Lunch.” All shareware authors can take that to heart! SndConverter is a fully System 7 friendly application (balloon help, Apple Events, etc.) that enables you to take items from SoundEdit data files, System 7 sound files, Snd suitcases (created by Sound Mover), applications, HyperCard stacks, and the System file and move them back and forth into any other format. Figure 7-37 shows it in operation. The screen shot doesn’t do justice to the animated icon in upper left that keeps you amused while SndConverter “does its thing.” If you plan on working with sounds, this wonderful tool should be part of your sound toolbox.

SndPlayer 1.1
David Lambert
Dejal Userware
12 Scorpio Pl.
Auckland, NEW ZEALAND
Shareware—$20
Now that you have obtained your sound from whatever source and brought it home to your desktop, you need an equally friendly application to play it. SndPlayer, the companion product to SndConverter, provides the solution. In Fig. 7-38, I am using it to play the Con - Sonar new contact sound (mentioned earlier from the movie Hunt for Red October). You
This application allows you to quickly and easily listen to sounds, whether they are stored in Sound Mover suitcases, SoundEdit™ files, System 7 sound files, or hidden within an application or HyperCard™ stack. It is System 7-friendly, supporting Apple events (file, folder and disk dropping), balloon help, aliases, and other features.

This application is Shareware. If you use it, please register.

Playing the snd file document
"Con - Sonar new contact" (only one sound)...

7-38 SndPlayer plays different sound formats at your command.

can play your sounds via either the standard Save/Open dialog box or you can use the "drag and drop" technique where you just drag the icon of the sound to be played over the SndPlayer icon. Of course, you can also adjust the sound's playback volume. This function in no way interferes with the System volume setting when you quit the application. You have to appreciate SndPlayer for both its simplicity and its elegance; this wonderful tool should also be part of your sound toolbox.

Your keys to productivity are the System 7 suitcase FKeys

System 7's System suitcase is also home to FKeys (function keys). Once thought to be a dying breed, the two fantastic shareware products of this section show you how FKeys can multiply your productivity like nothing else going. FKeys help you for the same reason that "power typists" are so rapid—because fingers never have to stray far from the keyboard. Rather than stopping to use the mouse to go to a menu, FKeys are ready right there "at your fingertips" for instant use. I never could understand why FKeys were not more popular, and still don't, but these two products you are about to meet should go a long way toward bringing them back in the mainstream. I'm sure you'll find a use for them.

Finder 7 Menus (Part of System 7 Pack! 3.0)
Adam Stein
Insanely Great Software
126 Calvert Ave. E.
Edison, NJ 08820
Shareware—$30 for entire System 7 Pack! 3.0

Adam Stein, who you met in chapter 6 as author of FKEY Master, has innovated a nifty FKey delight for System 7 users that by itself will return many times what you paid for it in productivity gains—yet it comes in a package with over a dozen other nifty products called
System 7 Pack! 3.0. When you launch System 7 Pack, it asks if you want to Quit the Finder (for safety and stability reasons?). Answer Yes, and you move into the application that reproduces the standard Finder menu bar. Figure 7-39 shows you a "standard" Apple Special menu you could pull down on the left. In this case, I wanted the FKey sequence Command-J (for junk) to empty the trash. So I merely selected it from the menu, told System 7 Pack I wanted a J to represent the desired function as shown, made the change, and quit the application. Voilá, Fig. 7-39 shows the result at top right. This couldn't be simpler to do, and I cannot begin to tell you how much I appreciate and use this one FKey's convenience. You will find numerous other applications for this FKey feature and still more for the others in System 7 Pack. Try it for yourself!

![System 7 Menus painlessly assigns FKeys to System 7 menu functions.](image)

**Easy KEYS 1.5**  
Kerry Clendinning  
Box 26061  
Austin, TX 78755  
Shareware—$20

I believe I saved the best of all for last. This little cdev can save you monstrous hunks of time once you become acquainted with it. After you slide Easy KEYS 1.5 over your System folder and it goes in the Control Panels folder and you reboot, Fig. 7-40 shows it applied to a simple example. You merely instruct its Control Panel that you want to Assign a key function. When you do that, the second window below appears, and you tell it you want to launch an Application. After you do that, the standard Save/Open dialog box appears, and you select your application. In this case, I wanted to have the clock appear.
Then you press down on the actual keys you want to make the event happen. Here I wanted to invoke it with the Shift-Command-7 sequence. Hey, you're done. Close the Control Panel (it won't work until you do) and hold down the keys you just programmed. Notice I said hold down; it might take a moment if your application is nested 11 folders deep! And darned if your application doesn't open just as you planned it.

Easy KEYS 1.5 gives you lots of key combinations you can use with Shift, Control, Option, Command, numeric keypad keys, and function keys (on extended keyboards). Think of all the possibilities these combinations can give you for opening applications, DAs, other FKeys from your keyboard. And you never even had to go near your System folder or FKey Mover program. Once you try Easy KEYS 1.5, you will see for yourself what fabulous productivity enhancers FKeys can be and wonder how you ever got along without Easy KEYS.
Communications means different things to different people in different contexts. The Macintosh communications model is easy; its goal and the reality is Macintosh talks with just about anything ever built, computer-wise. Whether you want to communicate with a mainframe or mini, exchange data with another computer, download data from online services, network to other Macs (or other computers), or set up your own BBS, you can always find Macintosh commercial and shareware products to help you.

Because your shareware communication interest will most likely be online and BBS, that's where this chapter focuses. The shareware tools you need to do this job include communication/terminal emulation, unstuffing and utility programs, and bulletin board programs if you want to set up your own BBS.

I introduce you to the best of the Macintosh communications shareware in this chapter. You begin by meeting a world-class communication tool, then look at two products that have become the de facto standards for all stuffing/unstuffing needs, next look at a utility product that helps you keep track of your online charges, and finally look at a BBS program that delivers almost everything you could possibly want in setting up your own bulletin board system.

Communication shareware, do you read me, over

Online and BBS is where the "action" is at today for Macintosh shareware aficionados. And guess what? You can add Macintosh shareware applications that make it even better. That's what this chapter is all about.

The heart of the matter is you can find the latest and greatest shareware offerings online, plus engage in "spirited" conversations with others that share your interests and can possibly assist or give you a new perspective on any Macintosh problem areas you might be encountering. Equally likely is your ability to scan the news for the latest-breaking Macintosh stories that keep you ahead of the pack and can mean extra dollars in your pocket. All the online services featured in this book: CompuServe, America Online, and GEnie (and most of the other online services, too) provide news areas that you can jump
into, get what you need (save the file for later reading offline), then jump out of to go somewhere else.

The BBSs—the professionally run ones—can even be more exciting and useful. Either you've plugged into a "niche market" BBS that gives you more information than you could ever get from the pages of any manufacturer's manual (the manufacturer might sponsor the bulletin board for just this reason!), a "target market" BBS that brings together numerous parties sharing a common interest area often with synergistic results, or a "geographic market" BBS that provides parties in an area information access for the price of a local phone call and can coincidentally offer much more by virtue of their geographic heritage (for example, a Cupertino, California, BBS in Apple's home town). You might enjoy "BBS-ing" so much that you decide to start your own to fill a specific need that you perceive. Be forewarned that to do a really good job takes hard work and involves a certain level of skill, but certainly products that can help you are available, and a fertile field of experts are accessible to help you via the online services that have already "trod the path."

My goal in this chapter is to give you communication shareware tools that increase your productivity even more. While hundreds of products are available and I encourage you to look, you can do quite well with just the four I focus on here:

• **Communication/terminal emulation** CompuServe (CompuServe Information Manager, Navigator) and America Online (AOL Macintosh Software) provide tools to make communicating with them easier for you. For GEnie, BBSs, and most of the others, you have to bring your own tools. Here you meet the one world-class shareware communication product called ZTerm that can do it all for you.

• **Stuffing/unstuffing** Regardless of your downloading source or uploading destination, you will unquestionably encounter the need for stuffing/unstuffing products. The two covered here, Stuffit Classic and Compact Pro, are the de facto standards and will cover almost all your needs.

• **Utility** While numerous utility products exist, you are mostly concerned with "viewing" and "massaging" your data, and "accounting" for your online time. Here you will meet one product called ComIT that helps you account for your online time so you can manage it better. Chapter 9 has products to help you massage text files, and chapter 10 has those that enable you to view graphics files.

• **Bulletin board** If you are interested in starting your own BBS and decided you want to run it on Macintosh hardware you already own or can obtain, then all you need to do is add the BBS software Hermes featured here that does all the rest.

Figure 8-1 summarizes this chapter's offerings. The ZTerm and stuffing products fall into the must-have category for everyone. The online time accounting product is optional; use it only if you find it helpful. The BBS product is only for those embarking on the non-trivial step of starting a BBS.

**Z-name of z-game is ZTerm**

Communication or, as some prefer to call them, terminal emulation programs are those that help you move the data into and out of your Macintosh. These programs make your
Macintosh act like a video display terminal that displays incoming data from the other remote computer and lets you send data or the characters you type on the screen to the remote computer. Going and coming, one of these programs controls the hardware devices, usually your Macintosh’s serial port(s) and attached modem through which the data flows. Any modern-vintage program also provides you with an easy-to-use method of automating the dialing sequence (and saving the names of frequently-dialed services) and some sort of scripting or macro ability that allows you to automate the whole process. Communication programs also provide protocols for efficient transmission/reception of uploaded/downloaded files and scrolling or scrollback buffers for efficient capture of on screen text.

Chapter 4 has two outstanding commercial communication programs called Microphone (used as the example in chapter 5 to communicate with GENie) and White Knight (whose shareware predecessor, Red Ryder, was the de facto standard of its day). Here is the one shareware communication program that does it all.

**ZTerm 0.9**
David P. Alverson
5635 Cross Creek Ct.
Mason, OH 45040
Shareware—$30

While its shareware author originally developed this product to “fill a gap” in existing communication product offerings, his innovations and upgrades have resulted in the product that is clearly world-class and head-and-shoulders above anything else available today. ZTerm derives its name from the fact that it supports the more efficient Zmodem protocol, which gives you the immediate benefit of speedy and reliable downloads, although it also supports several shades of Xmodem and Ymodem and CompuServe’s B-Plus/Quick-B protocols. ZTerm is a remarkably full-featured product that can only begin to be appreciated by using it. In the space available here, I can only attempt to show you the richness of its feature set by dissecting a few of its menus. Believe me, this description pales in comparison with operating the genuine article yourself and using the 39-page single-spaced 8½-by-11 manual that comes with it.
The heart of ZTerm is the Zmodem transfer protocol it offers. Zmodem is probably one of the best general purpose file transfer protocols for personal computers because all Zmodem transfers:

- Are batch. Multiple files can be sent per batch because each file is sent with its name, file size and date of last modification.
- Have crash recovery. An interrupted file transfer (modem disconnect, etc.) can be restarted and will pick up where it left off.
- Have auto download. The receiving software automatically detects and initiates the receive file transmission sequence.
- Are reliable. Its internal 32 or 16 bit CRC’s error check all data blocks and control messages.
- Are efficient. Transfers take place in streaming mode. The receiver only talks when it detects an error.

Working with ZTerm begins with setting it up. This happens from the two-part Setting menu. Its upper part contains the settings for each service, and the lower part contains the “global” settings that affect all services. Let’s begin with the lower part shown.

Figure 8-2 shows that the lower half Settings menu General Preferences... item brings up a menu that lets you select how text files created by ZTerm are to be designated (TEXT, MSWD, etc.), whether you want to log file transfers, and if you want the command keys to be active. ZTerm’s Terminal Preferences... item lets you select terminal window type size (9 or 12 point), set cursor to underline or block, hide terminal window in background (to reduce screen clutter with System 7), define how you want the command key to be used, how you want text captured, and the duration of the break signal (in 60ths of a second). The Printer Preferences... item controls the printer font, size, and margins used and turns Print Headers on/off. The Modem Preferences... item selects which serial port to use, the initialize (begin-session) and deinitialize (end-session) modem setup strings, and any dialing specific codes to be used: tone/pulse, dial timeout, and/or codes to shut off call waiting (*70) or activate the outside line (9). Color Preferences... lets you control screen appearance on color monitor and even lets you reverse screen background color on services that like to present colored text on a black background. Receive Folder... lets you choose in which folder on your hard drive received file transfers/downloads are stored.

Figure 8-3 shows that upper half Settings menu operation. The Connection... item brings up the dialog box where you enter the name, phone number, any modem commands you want sent before dialing the service, store account and password values (these can later be accessed by script commands), data rate, and communication settings. Check Local Echo if you are using GENie; few other services require it. XOn/XOff is usually left checked because virtually all services support it. Hardware handshaking should be checked if you have a high speed modem that supports it, if you have the correct cable between your later-vintage Macintosh and this modem that supports it, or if the service you are dialing supports it. The Terminal... item lets you select PC ANSI-BBS or DEC’s VT100 terminal (VT100 mode usually dictates that you select the Auto Line Feed off, VT100 Keypad on, Send RUBOUT for Backspace/Delete on and Destructive Backspace on emulation options. The Text Pacing... items control the ASCII character send and
ZTerm's Settings menu preferences (lower half) is where the action begins.

paste functions. It has a 5-second timeout for host character echo and/or you can select Delay between characters or lines to control this function. The Transfer Options... let you set the default send and receive transfer protocols for the service. You would normally use Zmodem, but you could use others as circumstances dictate (i.e., CIS B+ / Quick-B Protocol if you were dialing CompuServe). The ZModem Options... controls the advanced option settings such as Zmodem subpacket length, window limit, and escape character controls.

After you set up ZTerm for the services you want and the equipment configuration
you have, then you are usually most involved with the Dial, Edit, and Misc menus and the Dial Directory and main ZTerm communication windows shown in Fig. 8-4. You can dial any of the services you have set up from either the Dial Directory window or from the Dial Marked or that service's name on the Dial menu. The scrolling window, whose characteristics you have previously defined from the Settings menu, is where all the action takes place.

Figure 8-5 showcases ZTerm’s scripting and macros features. The main window shows the text file with the same name as the service, GEnie.zts in this case, that ZTerm looks for in its folder when it connects to a service. In this case, the simple script shown automates the logon process using ZTerm’s scripting commands and built-in variables. A number of macros can also be defined from the Macro menu. Here, a macro called Con-nect Genie has been set up to be invoked by the Command-2 keystroke sequence from
your keyboard. The string (GEnie.zts tells GEnie to run the GEnie.zts script when you invoke the macro command.

Figure 8-6 showcases ZTerm's downloading and capture features. The main window, "captured" via ZTerm's powerful scrollbar buffer, shows the typical dialog you might encounter on GEnie when you request to download a specific Macintosh file, in this case the MAXAPPLEZOOM 1.43.SIT file. GEnie prompts you if you want to download, and you answer yes by typing D. GEnie then prompts you for your download protocol, and you type 4 to request that Zmodem be used. From there you go the rest of the distance on autopilot; Zmodem does everything else. The window at the bottom of Fig. 8-6 shows you what's going on during the file transfer download. The moving bar and other changing items (filename, type, size, how many bytes received, the efficiency, and the time elapsed/ left) keep you amused. The Efficiency figure, shown in characters per second, is simply the bytes received divided by the time. The percentage given is the cps times ten (bits per data byte) divided by the baud rate. This raw data drives the moving bar at the top of the window that graphically shows the percentage of file sent and amount left to download.

This brief tour has introduced you to the various components of ZTerm. I hope you've gained some measure of appreciation for the richness of its feature-set. ZTerm is the only must-have shareware communication product for your collection; everything else offers either a subset of its capabilities or is an extension of them in one specific area only. I give it my highest recommendation in whatever rating system you want to use: five stars, four thumbs-up, three gold stars, etc.
Superior solutions to your stuffing/unstuffing needs

Stuffing/unstuffing software "stuffs" or "compresses" your files into smaller files or archives that take you less time to download and that occupy less space on your storage media. When you want to use them, you reverse the process and "unstuff" or "uncompress" them back to their original size. Depending on the type of file you are operating on and the resources it consumes, you can expect typical compression factors in the range from 30% to 70%; half the space is a good rule of thumb. A byproduct of the process is you can also enclose multiple files into one archive to further increase your transmission or storage efficiency. Chapter 3 discussed the two de facto standards in stuffing/unstuffing market today called Stuffit Classic and Compact Pro. Stuffit is more widespread, but you'll frequently encounter Compact Pro. Between them, they can take care of just about anything you need because Stuffit also uncompresses "foreign" files. The only commercial product in the running, called Disk Doubler, gives you self-extracting archives that
ZTerm's downloading and capture features are extraordinary.

require no additional software. My recommendation here is you'll need both products, so my mission is to give you a brief look at how each works.

Stuffit Classic 1.6
Raymond Lau
Aladdin Systems, Inc.
165 Westridge Dr.
Watsonville, CA 95076
Shareware—$25

Stuffit Classic puts its money where its mouth is; it comes to you in the form of a self-extracting archive with an installer for loading it on your System 7 or System 6 hard drive. The reason is functional and not just aesthetic. Version 1.6 compares with its earlier version 1.5.1 relative like the space shuttle compares to a V2 rocket. Over a dozen files are installed in various places on your hard drive compared with the earlier version’s one. Figure 8-7 shows you Stuffit Classic in operation once you have it installed; all that had to be done was to double click on (or drag and drop over the Stuffit Classic icon in System 7) the DISINF.SIT file to be unstuffed in this case, and it opens up to the window shown in the upper left with
Stuffit Classic gives you the most for your money.

the action palette of choices under it. When you select the item (or all the items) to be unstuffed and select Unstuff either via the palette or via the Archive menu command or its keyboard equivalent as shown lower left, you get the Save/Open window shown lower middle asking you where you want the unstuffed files to be put. After directing Stuffit Classic to put your files in the location of your choice, click on the Unstuff button, and sit back and watch the action (for a few seconds) in the window at lower right. As the menu at upper right attests, Stuffit Classic also has the ability to do archiving, compression, creation of self-unstuffing archives, decoding/encoding of BinHex4 (standard file transmission protocol), unpacking of PackIt II/III.pit files, and decoding of Stuffit Deluxe files. This program is a must-have for any and all Macintosh shareware enthusiasts.

Compact Pro 1.32
Bill Goodman
109 Davis Ave.
Brookline, MA 02146
Shareware—$25
Look at Compact Pro as a "better mousetrap" version of Stuffit. Although lacking Stuffit’s overall functionality, Compact Pro compresses and decompresses archives faster,
makes smaller archives, and is, with its one file, easier to install. For these reasons, plus
the fact that it was among the first to go to self-extracting archive format (xxx.sea), Com-
pact Pro is equally popular with Stuffit in online, BBS, and CD-ROM circles today. Fig-
ure 8-8 shows Compact Pro in operation. In this case, you’ve double clicked on the
MaxAppleZoom 1.43.cpt icon (or dragged and dropped over Compact Pro’s icon in Sys-
tem 7) and the window at upper right opens up; it is remarkably similar to that of Stuffit’s.

Click on the file (or files if there are more than one) to be uncompressed, go to the Archive
menu, and select Extract or use its keyboard command equivalent as shown at upper left to
get the Save/Open window shown lower left. Compact Pro is asking you where you want
the uncompressed files to be put. After directing Compact Pro to put your files in the loca-
tion of your choice, click on the Extract button and sit back and watch the action (for a few
seconds) in the window at lower right. That’s all. Compact Pro is another must-have prod-
uct for any and all Macintosh shareware toolkits.

Accounting for your online time

After your need for a communication program to download your shareware and unstuffing
programs that put your shareware into a usable format, you probably want to look into
getting an accounting program that tracks your online time and charges. This need might
vary from completely unimportant to critical with you, depending on your circumstances.
Of the products available, ComIT offers you the best blend of functionality, reporting, and friendliness under System 7.

**ComIT 1.5**

Michael L. Weasner  
3802 West 185th St.  
Torrance, CA 90504  
Shareware—$20

ComIT stands for “COMmunication Integration Tool.” It lets you monitor connect-time costs for voice and online services phone calls. ComIT is System 7 friendly and 32-bit clean. Figure 8-9 gives you a brief snapshot. Using ComIT mostly involves you with its Service and Configure menus shown at upper left. You can have as many as 10 services on the menu or none if you want to use it strictly for voice. There you select the service and/or voice parameters, such as name, data rates, rate charges, rate periods, etc. You can also control its aesthetic operation, including window position saving, logging methodology, file usage, etc. ComIT also has extensive abilities to create directories for area codes, in-state codes, and frequently dialed phone numbers. The beauty of ComIT is you load this data once (of course, you modify it periodically as the rates change and you add/delete services), and it takes care of the rest. You invoke ComIT either by double-clicking on that
item in the Service menu, using command key equivalent for that item, or by double clicking on its name in the Summary screen shown lower right. This action brings up the Service dialog window at upper right where you load in the parameters for that session, including time, date, and duration. The large field below the parameter entry fields holds up to 255 characters of text. When you click the Save button, you save your data to a file. If you’ve enabled logging, data is also saved to a TAB-delimited TEXT file that can be used by other programs. You can also conveniently launch your communication application or transfer to other applications from the File menu shown to the lower left (below it shows where ComIT has asked for confirmation to launch ZTerm). The tidy report Summary screen shown lower right becomes a valuable addition to your financial reporting and estimating procedures after only a few uses. I definitely recommend you look at ComIT; it could be a great timesaver for you.

A bulletin board you can call your own

After using online and BBS services for a length of time, some Macintosh owners (who are not shy or overly modest to begin with!) become quite opinionated in their response: “Boy, I could sure do a better job than that.” Other Macintosh owners have a unique service to offer and would prefer to run it on the Macintosh hardware they already own. Hermes, a bulletin board system that runs on Macintosh hardware, has solutions for the entire spectrum of System operators (or Sysops), including both classes just mentioned. However, Hermes is not something you are going to double-click on and know all about it in five minutes, so my recommendation here is conditional. If you have the proper equipment, setup, and commitment to investing the time it takes to learn it, Hermes can pay you rich dividends and be an extremely rewarding experience. If not, forget it. With Hermes, even experienced Macintosh users wind up asking for help about some aspect. Fortunately a lot is available both via AOC Software direct (Hermes, of course, has its own BBS) and online via CompuServe, America Online, and GEnie. You can get answers from Sysops currently using it. Hey, this is a great product. But think of it as an Indianapolis race car. Not everyone coming in off the street is suited to drive one.

Hermes 1.9
Frank Price
Attn: Hermes Registration
AOC Software, Inc.
612 Doheny Rd.
Beverly Hills, CA 90210
Shareware—$75

To say that Hermes is rich in both features and flexibility is actually an understatement—it has an almost overwhelming amount of both! Hermes is simply a superb BBS program for the Macintosh. It supports 10 phone lines, the full gamut of Xmodem, Ymodem, and Zmodem batch upload/download protocols, ANSI color, and extended ANSI graphics, up to 300 message bases with threading, complete logging functions, remote Sysop capability, and much, much more. In Fig. 8-10, I pulled up only two of its configuration windows to show you what you are up against. What it boils down to is that you have an enormous number of setup choices to make. It starts with your hardware; you need the right modem
and correct cable to go with it, and you are unwise to run it on less than a 68030-based Macintosh. Hermes prefers System 7 and 4Mb to 5Mb of memory to run in, and you should seriously consider a 200Mb or greater hard drive. Configuring Hermes is far beyond the scope here, but in theory it is easy. Just march down the list of setup choices and attack them one by one. Experienced Sysops are well aware of the large number of setup choices to be made and can act nonchalant about it today, but believe me the first time you do one of these—mama mia! After all is said and done though, Hermes delivers more for your money than any other product I have seen. Plus you get to try it before you buy. Is that a deal or what?
All through the book so far, I've talked about how shareware can improve your Macintosh productivity. This goes double for Macintosh shareware application programs that are actually in the business and productivity categories. Not only do these programs save you time and effort in searching for them and trying them out, but they almost always wind up costing you less while efficiently serving you in their particular market niche.

You shouldn't expect—and there aren't—Macintosh shareware equivalents to the highly complex and sophisticated Microsoft Word (word processing) and Excel (spreadsheet) commercial software programs. How many of us wind up using more than a fraction of their capabilities in everyday service anyway? But shareware word processing and spreadsheet programs deliver almost all of what you need for day-to-day work at a price you can afford. It's the practical application of the 80/20 rule.

The fun doesn't stop with word processing and spreadsheets. Macintosh business shareware programs exist for database, outline processing, page processing, project management, and more. In this chapter, I introduce you to the best of the Macintosh shareware for business and personal productivity enhancement.

**Business and productivity shareware**

Earlier in the book I stated there is no Macintosh owner anywhere on the planet that cannot benefit by using Macintosh shareware in some form. Here's where you're particularly likely to find a solution to your small-business automation needs. In fact, one of the least expensive ways to get started is to buy a low-end Macintosh and several of the shareware programs in this chapter (word processing, spreadsheet, etc.). You'll save a bundle and give up very little!

While what I just said is unquestionably true, I also stated earlier that the highest and best use of Macintosh shareware is to complement, not replace, commercial software offerings. If you're in the information systems area of a larger firm, think of how you can improve the price/performance of the entire company (and your own paycheck!) by introducing just one complementary Macintosh business shareware product.

How can I make these two seemingly contradictory statements only one paragraph apart? In some application areas, you can find some great Macintosh business shareware
programs whose features and price are not duplicated anywhere else—commercial or otherwise. In other application areas, you can find that Macintosh business shareware programs actually fill your needs better than commercial programs that have become "bloated" over time from fighting the "feature-comparison" wars. Using Macintosh business shareware programs in this instance merely comes down to judicious application of the 80/20 rule. Why pay more for features you never need?

As you'll see in a moment, Macintosh business shareware products exist to fill nearly every niche. My goal in this chapter is to introduce you to the best of the Macintosh business/productivity shareware tools across the board. Figure 9-1 shows you the outline of the 24 products I focus on here; all of them are System 7 compatible. As always, you're encouraged to look at the hundreds of other business shareware programs for additional matches to your unique needs.

9-1 Guide to Macintosh business and productivity shareware.
Business shareware

Here you meet 19 of the best for:

- **Word processing**  UpWord does it all for the average user, and McSink is a world class editor that can serve even commercial word processing package owners. Add/Strip can help anyone to massage text going and coming. DOCMaker makes files that require no application software to read.

- **Spreadsheet**  BiPlane and Mariner both deliver more than the average spreadsheet user is ever likely to need, yet both are priced hundreds of dollars less than commercial products.

- **Database**  Meet one product, Retriever Light, that does most of what any of us look for in a flat-file database, yet is only a freeware advertisement for its more robust bargain-priced bigger brother.

- **Outline processing**  Idealiner lets you rearrange and organize your ideas at a shareware bargain price—a wonderful productivity tool.

- **Page processing**  I cover two products here. EZPage is a freeware tool that gives you simple page layout capability—and runs under both System 6 and System 7. Form It is a world-class tool that can automate your form filling-out procedures.

- **Project management**  Graphically analyze and manage critical elements of any project’s schedule with Project Leader.

- **Financial**  One recording and two calculating tools here. CK is a personal checkbook program powerful enough for small businesses. Amortization calculates schedules to meet your every whim and delivers the output to printed page or screen. And HP12C DA is just that for quick and dirty complex calculations on your Macintosh.

- **To do**  Do It All certainly lives up to its name; it might be the finest “things to do tracker” you can buy anywhere at any price. Calendar is an outstanding tool for those of us who still manage the old-fashioned way and need a calendar to put our to do items on.

- **Lists and mailing**  Address Book is the most recent vintage of this continuously-improved product that simply lets you do anything you want to with all your names and addresses. MacMailing does an outstanding job in its dedicated area of managing your mailing list. FastEnvelope makes quick work of putting names and addresses on your envelopes along with messages, bar codes, etc.

Template shareware

Here you meet two prime contenders from the wonderful world of templates—custom-tailored turnkey applications designed to run under popular commercial software packages. BizPlan Builder gives you all you need to get started writing your own with a little help from the commercial Microsoft Word and Excel products. ProposeIt gives you an inside track on winning your next job by giving you a pre-done template in Word.

Personal productivity shareware

The three products here are each the best in its class. Journal gives you a world-class diary for recording your daily thoughts on your Macintosh; you can even padlock it to keep pry-
This chapter covers the products in the sequence just mentioned. Read it straight through or jump to the ones that interest you most.

**Macintosh business shareware means business**

I am genuinely enthusiastic about introducing you to these Macintosh shareware business tools. In fact, I've even included a few on the diskette that accompanies this book. In a few words, many of them are just lean-and-mean money-saving machines that get the job done. For some of you, "reading about" these professional-caliber Macintosh shareware business tools for the first time might be an enlightening experience. Let me assure you that "actually using them" for the first time is a life-changing experience. I cannot encourage you strongly enough to try them out for yourself. At the very least, you should learn that life not only "exists" beyond the veil of commercial Macintosh business application offerings, but also "thrives" in new, cost-effective, and highly-productive forms that could make commercial vendors "green" with envy! And speaking of "green," please don't forget to compensate the authors of these shareware products for their efforts—so we can receive even better ones in the future!

**UpWord 1.2**
Jeffrey P. Turnbull
P.O. Box 517
Fairfield, IA 52556
Shareware—$35

MacWrite was bundled with every early Macintosh. Microsoft Word came later and satisfied most of the beyond-MacWrite users. But today, the sheer bulk and girth of Word and its contemporary competitors overflows your diskettes. The problem seems further exacerbated by the rush to make all commercial Macintosh products DOS Windows-like. Is there a way out of this conundrum? Try UpWord to see if it doesn't fill all your stand-alone word processing needs.

UpWord gives you a professional word processor at shareware prices. Figure 9-2 tells the story. While it at first seems to be a relative of MacWrite, UpWord is much faster and has more advanced features such as:

- **Import/export of text only files.**
- **Supports standard Cut/Copy/Paste/Clear commands and a powerful Undo command that also works with most menu commands, recent typing, and format changes.**
- **Features a fast and powerful search and replace function.**
- **Has powerful Select All, Set Default, Preferences, Show/Hide Clipboard, and Show/Hide Special Characters like carriage returns (paragraph endings).**
- **Its Format menu features powerful line and paragraph spacing (leading adjustment), extra space around paragraphs and underlining, border (frame) drawing around paragraphs, leader tabs, numerous text styles from plain to extended, and even supports color text on Macintosh models that support color.**
• Its Size menu features standard sizes from 6 to 24 points and even lets you select your own point sizes.

• Multiple fonts, styles, and point sizes anywhere in document, rulers that reflect current paragraph’s format, four tab types (left, center, right, and decimal), tab/ruler changes displayed/manipulated visually, first and continuation line indent adjust, and left/center/right/full justification.

• Offers Script Manager compatibility today and customizable module extensions for math, science, engineering, etc. Contact the author.

UpWord’s power and flexibility combined with its stability under either System 6 or System 7, its many advanced features, and its author’s commitment to future customizable extensions and expansion could make it the ideal word processor for all your business needs.

**McSink 7.0A**

Dave McWherter  
Signature Software  
c/o Preferred Publishers, Inc.  
5100 Poplar Ave., #706  
Memphis, TN 38137  
Shareware—$45

Text editors are a different breed entirely from word processors. Both share the common ground of processing text, but text editors exist to serve the need where content is more important than appearance. While there are numerous text editors and to some extent it boils down to personal preference, McSink has served legions of Macintosh users for years for a reason.

To put it mildly, McSink, today the shareware counterpart of the commercial Vantage product, is one of the more incredible Macintosh DAs you can encounter on the planet. It’s
fast, it has loads of features, and you'll wonder how you got along without it once you give it a try. The fact that McSink is now in its 7.0 incarnation says something in itself. Figure 9-3 begins to tell the story. In it, you see that opening McSink gives you a window that you may further control either from a menu on Apple's menu bar or from the functionally identical menu bar inside its own window. Notice the extraordinary capabilities afforded you by the selections on McSink's Format and Convert menus. Not shown is the fact that McSink's File menu gives you access to its File Info (type and creator) and Read (paste) commands, its Edit menu gives you access to its powerful Balance (match brackets, braces) and line editing commands, and its Layout menu gives you access to its font type/size/style and window display adjustment commands.

9-3 McSink offers numerous options as its main menus and screen attest.

Even if you own a commercial word processor today, I hope you can see that McSink gives you access to an enormous range of capabilities not found anywhere else in one handy DA package that sits at your fingertips ready to serve. And at a bargain price!

Add/Strip 2.9.2
Jon Wind
2374 Hillwood Dr.
Maplewood, MN 55119
Shareware—$25
The need for the numerous text and word processing utility programs will be accelerated by Apple's newly announced Macintosh PC Exchange product that legitimizes DOS-Mac.
cross platform document exchange. But to "clean up" text document from one application, you mostly use the same tricks of removing carriage returns, stripping spaces, adding tabs, etc. Add/Strip puts all the text manipulation tricks in the book at your disposal in one handy utility package.

Add/Strip, whose main window is shown in Fig. 9-4, serves text processing users at both ends of the spectrum—occasional and power user—and at all bands in between. It’s for the user who prefers working in his or her home word processor and just wants to get the document "into shape" for further processing.

An excellent example would be the user who creates documents in WordPerfect format on a DOS PC and wants to massage them in Microsoft’s Word on a Macintosh. Either Apple File Exchange or Macintosh PC Exchange gets the document into your Macintosh, then it’s time for Add/Strip to process your document. In this case, you strip extra line feeds and control characters from your WordPerfect-generated DOS document (earlier WordPerfect 4.2 documents actually arrive "cleaner" than current-vintage WordPerfect 5.1 documents); select Strip Characters from your Add/Strip menu, make the appropriate other choices and stand back and watch the action.

If you don’t want to learn or use a text editor, Add/Strip pays for itself in handling just one file one time versus your alternative manual approach with your word processor of choice. After several uses, it’s impossible to put a value on its worth; you simply wouldn’t want to be without it.

**DOCMaker 3.9**
Mark Wall
Green Mountain Software
9404 Valley Ln.
Huntsville, AL 35803
Shareware—$25
How many times did you want to attach some documentation to a file or add some extra words about the contents of a diskette you were sending? Or were there occasions when
you wanted to give people documentation on your product, but didn’t know what word processor or editor they had or if they even had access to Teach Text? When you use DOCMaker, the stand-alone document maker and reader, all your worries are over.

DOCMake adds a new dimension to your capabilities by allowing you to create stand-alone, self-running document files. As shown in Fig. 9-5, they can contain either text or graphics. DOCMaker lets you have as many as 30 chapters in a document, each with up to 32K of text and 20 graphics in it. When chapters are uniquely named, the table of contents allows you to jump to the chapter of your choice. DOCMaker opens up any text or other DOCMaker files, prints all or part of any file, allows you to add to an existing file via its Append file feature and supports all font styles, types, and sizes plus color.

Try DOCMaker. It’s just a great way to distribute information whether it be to a friend on a diskette, a client about your product/service, an adjunct to an upload/download, or over your intracompany network.

BiPlane 2.05
Night Diamonds Software
P.O. Box 1608
Huntington Beach, CA 92647
Shareware—$59

For some reason, many Macintosh users are unfamiliar with the fact that shareware spreadsheet products even exist. I attribute this to the excellent advertising and PR work done by the commercial spreadsheet vendors. I remember back to when MultiPlan was the answer to all my needs. Using it on an early Macintosh was certainly an improvement over 1-2-3 on a DOS machine and unquestionably an improvement over VisiCalc on the Apple II. Excel in its early incarnations was simply the greatest thing since sliced bread. But somewhere along the line, things got out of hand. Users now have this wonderful 1.2Mb Excel 3.0 product, but how many use more than a fraction of its capabilities? Is there another alternative? You betcha!
BiPlane gives you a professional spreadsheet software package at shareware prices. It’s everything most users ever need in a spreadsheet, and it comes as a DA and as an application for additional convenience. It even works like the Excel or other spreadsheets you’ve been using. Figure 9-6 shows you the richness of its features and the ease and ability to create any spreadsheet you could possibly want. It even gives you charting ability! All you really give up if you are leaving the behemoth commercial spreadsheet are macros and a few advanced features.

![BiPlane's main spreadsheet window and high-functionality menus.](image)

Try BiPlane and see for yourself. Hey, don’t worry, you can still keep your commercial spreadsheet around to open compatible files.

Mariner 1.1
William Paar
1903 Fox Trail Dr.
LaGrange, KY 40031
Shareware—$40

Macintosh business shareware means business
Why do some people like Fords and others prefer Chevies? I’m sure the same rationale applies to different word processors and spreadsheets. Design, functionality, price—it all boils down to user preference. The same applies to Macintosh spreadsheet shareware programs; both of these two had to be included.

Mariner is BiPlane plus speed, menu bar, and a more graphical interface minus the DA feature. True comparisons are impossible; is your right hand better than your left hand? Figure 9-7 shows Mariner at work. If you’re more graphically inclined, you’ll appreciate the ease with which Mariner lets you create graphic charts, pie, column, bar, line, high-low-close, etc. Plus, it’s absolutely no slouch on calculation speed or the ease with which it allows you to create new spreadsheet functions.

Let’s just say that the needs of the majority of today’s spreadsheet users can be easily accommodated between these two marvelous shareware spreadsheet products. Please, if you try nothing else from this book, try these spreadsheets out and decide for yourself.

Retriever Light 1.0
Exodus Software
800 Compton Rd., #9240
Cincinnati, OH 45231
Freeware (manual—$20), Retriever II—$49
Wouldn’t it be nice to have a fast and powerful Macintosh shareware database application that was easy-to-use and let you share data with your other applications? Retriever Light is a fully functional System 7-compatible flat-file database DA distributed free of charge as a promotional advertisement for its bigger brother Retriever II. Their advertising promotion is simply your gain, although you’ll undoubtedly wind up getting Retriever II or at least ordering the manual.

Retriever Light comes closest to what OverView or Panorama users are used to, but neither of these is available as a DA. As Fig. 9-8 shows, it’s the real thing as a database with the full-fledged ability to enter, order, sort and find. Its name derives from its ability to “retrieve” and manipulate lists of information without leaving the current application.
Most handy is its ability to import/export to text files (with tabs) as that allows you to instantly generate a Retriever Light database from other sources (word processors, spreadsheets, databases) you might have or be using now. Conversely, it lets you mail merge from (or even migrate from) Retriever Light at any time in the future without losing your data.

Speed is what Retriever Light really offers. You can sort the database of Fig. 9-8 or find any record in the blink of an eye because it's memory resident. Individual records can be moved to any application via the clipboard. You should really take a look at this product; it might give your productivity a real boost.

Idealiner 3.2
Attic Software
P.O. Box 219
Goleta, CA 93116
Shareware—$40

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Speaking of productivity boost, what is something you do every day that even a small improvement in rewards you with disproportionate paybacks? The answer is organizing: your time, your projects, your ideas, your to-do list. The solution is Idealiner.

As you can see from Fig. 9-9, the “Running To Do List” example prioritizes your things to do for the day and allows you to expand into copious detail on any point such as “Meeting with Fred.” Topics can be expanded, deleted, reordered, and moved with only a few keystrokes or mouse clicks. The real power of Idealiner is its ability to import text from other applications and to save itself into them. Idealiner has printing capabilities and an extensive “preview mode” that you’ll enjoy using very much. Try it yourself, and see if it’s not an Idealiner whose time has come!

9-9  Idealiner organizing and expanded topic windows plus File and Outline menus.

EZPage 1.0
Paul M. Hyman
Freeware
While clearly not in the same league as PageMaker or QuarkXPress, EZPage reminds me of an early vintage Ready-Set-Go product. It’s a very plain-yet-functional page-layout pro-
gram that you can use to make flyers for the company picnic or generate a simple newsletter, etc. Figure 9-10 shows you its ease of use. Point your mouse to the area on the screen where you’d like your text to appear, hold down the Command key, and you create a text block that you can size and move to your heart’s delight. Ditto with graphics imported via the clipboard. Within any text block, you can intermix font types, styles, and sizes without limit. Also, you can import text from your word processor or other text source. The price for all your fun is certainly right—it’s freeware!

Form It! 1.65  
John V. Holder  
2862 Lowell St.  
Eureka, CA 95501  
Shareware—$50

Form It!, a form and data managing package, is simply an amazing piece of shareware and one that can save you much work if you frequently do repetitive forms. Figure 9-11 on the next page shows you a simple form—in this case a certificate—you can put it to work on. Make up the form with any page layout, draw, or paint program you prefer, or scan in one of your existing forms. Now use Form It! to create data blocks you can use to enter your data online or from a text file you’ve created. Think of it as allowing you to do a mail merge function with a graphics document. Because Form It! also allows you to create calculated fields, its utility extends from the simplest of certificates and party invitations to the most complex of purchase orders, invoices, and even tax forms!

At the very least, Form It! allows you to type in your data online to a preprinted form that automatically calculates the result for you and you can spit it out on your printer. At best, you can preaddress and personalize professional-looking graphic forms to be sent to an important client list. This wonderful capability more than pays for itself after only one implemented application or mailing. Try Form It!; it might be just the productivity ticket your business needs.
This is to certify that

John Formholder

has completed all the requirements of the Software Learning Institute and successfully finished a course in the study of Form It!

Blue Lake California

Janice Smith
Instructor

9-11 Form It! delivers outstanding forms creation and control as this certificate attests.

Project Leader 1.08
John Taves
1535 Lago St.
San Mateo, CA 94403
Shareware—$25

Most of what we do in the business world can be defined as a “project.” It has defined beginning and ending dates, with people, resources, and milestones involved during its execution. Wouldn’t it be nice if you could track your projects graphically with a piece of shareware? Project Leader to the rescue.

As Fig. 9-12 shows on the next page, this simple yet efficient program gives you all the tools you need for getting a handle on graphically managing your projects: tasks, resources, projects, dependency lines—even vacation time is shown. All this according to a calendar with work days established or customized by you. What Fig. 9-12 doesn’t show is Project Leader gives you everything in color if your Macintosh model supports that feature. Of course, it supports numerous font types, sizes, and styles, and you get a printed output. Project Leader is well worth a look.

CK 2.2r3
Fernando Salazar
7101 Kurth Ln.
Seabrook, MD 20706
Shareware—$15

180  Macintosh shareware for business and productivity
General-purpose, stand-alone financial accounting packages is the one area where you find a dearth of shareware offerings, perhaps because it’s so lucrative to turn even mildly useful programs into commercial products. Happily, one product called CK that I’ve tracked through several revisions might meet your needs. Although its author calls it a “personal checkbook keeper,” you’ll also find this goodie suitable for your small business.

Figure 9-13 tells you the story about CK via a “Sample CheckBook” example and its menu snapshots. Step one is of course to set up your accounts for posting; this is done via the Categories View (not shown, but similar to the Make Entries screen). The categories are on the right of the Make Entries screen shown at lower left in Fig. 9-13. Here, they are set up for an individual’s needs, but you could just as easily set these up to correspond to the needs of a small cash-based business. The Make Entries screen is then used for recording all your checking transactions. The solid dots in front of the account names on the right indicate those accounts that have been posted to. After a few transactions, CK accumulates a running log, and you can review your activities via the Reconcile View shown at middle left. The Review View shown at top left lets you look at everything by category. The Report command on the Command menu lets you create entries, categories, budget, and tax reports that you can export to other applications. Massage CK data in your spreadsheet to track your personal or small business progress.

As you can see, CK is no toy. It is a very robust and complete package that works great under System 7 and is well worth its shareware fee.
9-13 CK's multiple windows and menus make balancing your checkbook a breeze.

Amortization 4.0
David B. Reynolds
2214 Arbor Forest Trail
Marietta, GA 30064
Shareware—$15
While shareware amortization programs abound in both template and stand-alone form, Amortization is a handy little goodie that appeals to me because it is fast, easy to adjust and quickly delivers output either to the screen or printed page.

Figure 9-14 shows its main and reporting screens. By the way, Amortization sets up for use either on 9-inch or larger monitors as you prefer. It's simplicity itself to use. Plus you can tweak and retweak the numbers until the results meet your needs. Slick.
9-14  Amortization makes quick work of generating any amortization schedule.

**HP Twelve-C 1.1**
Richard Reich
Dreams of the Phoenix, Inc.
P.O. Box 10273
Jacksonville, FL 32247
Shareware—$39.95
While shareware calculator programs also abound, very few come up to the HP Twelve-C either in performance or results—especially when you add the memory function that this particular version gives you. Figure 9-15 shows you its familiar face and main menu. Your

9-15  HP Twelve-C brings this powerful calculator to your Macintosh desktop.
benefit here is this handy little goodie lets you do all manner of calculations, financial and otherwise, just like the genuine article. It even lets you peek at all its memory registers in the process. Although it’s been around for quite a while, it works great with System 7. Use it for all your quick business calculations anytime. Needless to say, it makes a great accessory for any Mac PowerBook portable.

Do It All! 2.1
J. Christopher Bell
jXopher Labs
1830 Austin Ave.
Los Altos, CA 94024
Shareware—$10 to $50
This appropriately named shareware product “does it all” for you—except your work of course. Although the to-do and reminder software field is filled with offerings, this remarkably complete product has to rank among the very best available—commercial products included!

Figure 9-16 shows Do It All! with a few of its windows and menus and a sample “Joblist” opened. Basically you enter items as jobs (the main category), appointments, or schedules. You tell it the plan, and it unalteringly reminds you of what was done so far and what needs to still be done. You can view/print lists of all jobs—current, postponed, and done, as well as future/past appointments and items to do schedules. The upper win-

![Image of Do It All! software interface]

9-16 Do It All! has comprehensive screens and menus to track all your activities.
dow shows the superb online help available to you which jump starts the Do It All! learning curve.

Of all the programs shown in this chapter, this is the one that can improve your productivity the most—after you learn it. Well worth the investment, fun to use and definitely beneficial. What more can I say? This program's a "10" winner!

**Calendar 2.5.1**
Jim Studt
LunarWare
342 W. Madison
Kirkwood, MO 63122
Shareware—$15

At the opposite end from "do it all" is "do it yourself." Here, you can write it on your calendar and cross it off as it gets done. Figure 9-17 shows you the Calendar I'm talking about. This nifty application creates a genuine calendar on your screen (you can print it out at any time) that you can enter items into: done, to be done, milestones, reminders, appointments, etc. You can adjust the on-screen calendar to any size you want, pick any date, and choose any font type, size, and style to display your calendar and your on-calendar notes. While having a calendar with notes on it seems beneath the dignity of any modern "for the rest of us" Macintosh owner, if you hide it in your appointment book, nobody will ever know!

<table>
<thead>
<tr>
<th>File</th>
<th>Edit</th>
<th>Year</th>
<th>Month</th>
<th>Format</th>
<th>Font</th>
<th>Size</th>
<th>Style</th>
</tr>
</thead>
</table>

![Calendar 1992 Schedule](image)

9-17 Calendar keeps a customizable calendar as close as your Macintosh desktop.

**Address Book 3.3.2**
Jim Leitch
61 Shaughnessy Blvd.
Willowdale, ON M2J 1H9 CANADA
Shareware—$30

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How would you like an address book that you can take with you, print label envelopes or even Rolodex cards from, and even have dial phone numbers for you? Address Book, the application and/or DA whose main windows and menus are shown in Fig. 9-18, does all that and more. The foreground screen on the left is the data entry screen for each record, the background screen is your main name list that you can pull up names and companies from.

This product’s been around for a long time, and it just keeps getting better with age! Maybe you just want a subset of your list to do a mail merge from. No problem! Just mark your entries and save the subset list for export. Or change your export list’s file creator, and you can open it up in another application just by double-clicking. Address Book is a mature, fast, slick product that works great under System 7 and gives you a real handle on controlling the lifeblood of your business—your names and addresses.

Mac Mailing 2.2
Tony Buscaglia
IsleSoft
2497 W. River Rd.
Grand Island, NY 14072
Shareware—$20
Suppose your need is for a simple application to maintain your client mailing list for periodic mailings? Mac Mailing, shown in Fig. 9-19, might just be the solution for you. It’s perfect for maintaining mailing lists of up to 2500 clients. Just looking at its main data entry screen and menus almost tells you everything you need to know about how to use it. Search, sort, and print your labels exactly how you want them. Plus Mac Mailing’s ability to Export/Import and do Word mail merges is a real bonus. The Import function even lets
9-19 Mac Mailing entry screen and menus make managing mailing lists a breeze.

you cheat and get data from applications that aren’t as good at generating printed label output as Mac Mailing! It’s a great single-purpose program, so take a look at it.

Fast Envelope 2.0.1
Vertical Solutions
P.O. Box 1150
Beaverton, OR 97075
Shareware—$10
Suppose your need is simply to print an envelope from the keyboard when inside any application? The Fast Envelope DA, shown in Fig. 9-20, might be the answer. Pull up Fast Envelope, pull up the envelope template you want, load in the name and address you want (either from the keyboard or Fast Envelope’s 450-name storage area), and hit the print key.

9-20 Fast Envelope makes quick work of generating neatly labeled envelopes.
That's all there is to it. Not really; there's much more. You can customize Fast Envelope to your heart's delight, you can import names and addresses easily, you can select return addresses, messages, and bar code features. Plus its author company has a number of companion products you might find interesting. Well worth its shareware fee!

Choose a pattern for success with shareware templates

Templates, or custom-tailored turnkey applications, abound for all the major Macintosh commercial software packages. You can find them anywhere you look whether cruising the online services or browsing through the pages of a catalog. Needless to say, they come in all sizes, shapes, and states of usability (or unusability as the case might be when you try to open up your lovely PageMaker 2.0 templates with PageMaker 4.0, etc.). So many spreadsheet templates exist as to actually numb the senses. I've found some of the best Excel/Works templates from Heizer software, the source mentioned in chapter 2. You pay up front, but you know what you're getting and it performs as expected. Two of the best Word templates are featured right here in this section. With all templates, first look for the author's name. Unless you find it, you could be in for a rough time trying to find out why an earlier version doesn't work with your software or how to unload the outdated material, etc.

BizPlan Builder 4.0a
JIAN Tools For Sales, Inc.
127 Second St.
Los Altos, CA 94022
Freeware
Everyone needs a plan for their business. Most who don't have one usually do not because of a preconceived notion of its complexity or a lack of understanding of the benefits. BizPlan Builder solves both problems and jump starts the entire process for anyone. A review of its documentation and spreadsheet templates (its table of contents and break-even spreadsheet is shown in Fig. 9-21 on the next page) is like taking a university-level cram course in business. If you decide you need a plan for your own business, BizPlan Builder gives you all you need to get started writing your own.

Propose It! 1.0
Grand Universal
David A. Works
7061 E. Wesley Ave.
Denver, CO 80224
Shareware—$25
Everyone also needs a plan for their business proposals. You already know where I'm heading with this; most of us can easily call up “the crummiest proposal I ever got” war story from our memory banks. All of that could have been avoided by one thorough review of Propose It!. Propose It!, shown in Fig. 9-22, gives you an inside track on winning your next job by using its premade Word templates and examples. Even if you never use it to write an actual business proposal, Propose It! unquestionably helps to clarify your thinking about whatever product or service you might be marketing to better present its benefits to potential clients.

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9-21 | BizPlan Builder’s pre-made forms and templates jump start your planning process.

9-22 | Propose It! gives you the roadmap to your next winning proposal.

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Macintosh shareware improves your personal productivity

Personal productivity programs abound in the Macintosh shareware arena—although your definition of what constitutes “productivity” might differ drastically from that of the next person’s. I just go for the simple niche that says a personal productivity program makes you “better” at something you might want to do. On that basis, the three programs I’ve chosen here are each at the top of their class. I encourage you to look far and wide for additional personal productivity programs to fit your particular needs. In this area, the quest is part of the fun and is always educational.

Journal 3.0
Mel Patrick
8056 - 164A Street
Surrey, BC V3S 7S7 CANADA
Shareware—$20

Whether for business or pleasure, keeping an accurate diary is often a highly useful project. Journal gives you a world-class diary for recording your daily thoughts on your Macintosh. Figure 9-23 only begins to scratch the surface as to the potential of the profes-
sionally-done shareware product. The File, Special, and Views menus show you can print your results, password protect it to keep prying eyes away, and sift/sort to get quickly to the information you want. The calendar view quickly gets you to your main objective, which is a freeform data entry screen for entering your thoughts, comments, and observations on that particular day—or looking at them later. You have to use this marvelously complete product to fully appreciate. Another “10” winner here!

**Household Shopper 2.2**
Charles R. Vass
5416 Galley Ct.
Fairfax, VA 22032
Shareware—$25
Grocery shopping is a chore for many of us, and you aren’t sure who “won” after you left the store. Despite your best intentions with newspaper ads and coupons, did you still get “snookered” by the store’s loss-leader promotions and computer-driven price schedules to pay more than you needed for your staples? Household Shopper, shown in Fig. 9-24, might just give you the edge you need. Basically, this program lets you pit your computer against the store’s computer. And since you have a Macintosh, no question who’s going to win! Household Shopper gives you a model for a cost-effective approach to shopping; you just plug in the numbers and continue to work your plan while watching your savings mount up. This is a marvelous productivity-improving and money-saving package and lifts grocery shopping from the world of drudgery into an art form. Try it.

![Household Shopper 2.2 screen](image)

9-24  Household Shopper’s screens optimize your shopping sprees.

**Biorhythm II 7.2**
David A. Bailey
7030 Enright Dr.
Citrus Heights, CA 95621
Shareware—$15
Supposedly your physical, emotional, and mental rhythms all have their fixed cycles that are predefined in length and are initiated when you are born. Maybe it’s hooey, and maybe
it's not. I've met staunch advocates on either side. One thing's for sure though; Biorhythm II shown in Fig. 9-25 is a neat little program. You load in two birthdates and names (it automatically picks up today's date), tell it to calculate the biorhythms and tell it to plot the physical, emotional, and mental plots or all three together. Biorhythm II then plots your likely peak and valley performance days so you can prepare accordingly; it even does it in color (ooo neatol) if you have a Macintosh model that supports color. Hey, do it, then form your own opinion. If it's close to the mark, waiting till your peak performance day before going in to hit your boss up for a raise might be the best decision you ever made!

9-25 Biorhythm instantly delivers plots with numerous options on your Macintosh.
Shareware for graphics

Graphics makes the world go 'round on your Macintosh. What MacPaint started, MacDraw added to, and increasingly sophisticated graphics programs have built upon ever since. But where does Macintosh shareware fit in? Everywhere.

Whether you need a fast or unique paint program or its draw program equivalent, a viewing program to quickly look over the images you have, a conversion program to adapt them from other formats, a processing program to make your images look better, a program to catalog and store your images, or even a 3D drawing program, Macintosh shareware tools can help you.

Of particular importance, you can find Macintosh shareware graphics tools to help you where no commercial graphics products even exist: Macintosh graphics shareware has increasingly evolved to take care of the needs of the online and BBS users, where the GIF format originated and today dominates.

In this chapter, I introduce you to the best of the Macintosh graphics shareware programs that help you be more productive from paint and draw to 3D. You meet some world-class graphics tools along the way whose capabilities cannot be duplicated/replicated anywhere else, yet amazingly are shareware or even freeware offerings.

Macintosh graphics shareware for the rest of us

One of the nifties of trolling online and sifting through shareware catalogs is you can find thousands upon thousands of paintings, drawings, photographs, images, and clip art (plus fonts, sounds, etc.—but that's not the subject here) to help you at work or play. These digital images come in line art, halftone, grayscale, and color flavors, and in dozens of formats.

When introduced in 1984, Macintosh was really responsible for letting the graphics "genie" out of the bottle. It resulted in a competitive response from other computing platform vendors whose never-ending upward spiral has brought us to where we are today—nearly drowning in a sea of different graphics standards used by the different platforms. While some hid and wished for a graphics standard as widespread as the ASCII standard for text, others like CompuServe (who faced the problem early on) attacked it head on
with multi-platform solutions like GIF. The best answers have again come from Macintosh shareware authors who innovated "Swiss army knife" approaches. Having only a few of these Macintosh shareware programs in your toolbox positions you to acquire, examine, and modify nearly anything you're likely to encounter.

Once again, the highest and best use of Macintosh graphics shareware is in a complementary role to the many superb and sophisticated commercial products. For heavy-duty graphics needs, you are clearly best-served by using commercial software and filling in the gaps with shareware. On the other hand, if you have light or even medium-duty graphics needs of a particular type, you can be fully serviced by the graphics shareware tools covered here.

My goal in this chapter is to give you graphics shareware tools that increase your productivity even more under System 7 or System 6; Fig. 10-1 summarizes the chapter's offerings. While I encourage you to look at the many additional products, I focus on 16 of the finest here that you can use for:

- **Paint** Lightning Paint is the first of the world-class programs in this chapter; it's everything you ever wanted in a paint program, only faster. Block Paint helps Mac artists develop "futuristic-looking" paintings. MacBillboard still uniquely offers

![Diagram of Macintosh graphics shareware tools](image-url)
its large output canvas to you on today’s most modern Macintoshes, albeit via its vintage 1986 small window.

- **Draw** XVT Draw brings you commercial drawing capability at shareware prices. DA Draw gives you a handy drawing package you can invoke anytime that’s easy to learn and delivers professional results. Designer Draw gives you the unique ability to organize flow charts, organization charts, project work charts—anything using graphical format tools.

- **View** Here’s where the action is. In the GIF area, GIF Converter is another of the world-class programs of this chapter and the leader of this market category; it does it all. GIF Watcher offers you the unique and useful ability to watch GIF files as you download them. ViewPaint simply lets you get at and look through your Paint and PICT files better and faster than anything else. PICTuresque is a handy DA that extends Paint and PICT file viewing to EPS files.

- **Convert** Remember the great variety of Macintosh foreign-platform graphics files I alluded to earlier? Imagery, in its latest 1.7 version, is the one product that takes all of them and presents you with usable Macintosh TIFF, PICT2, and GIF files as a result.

- **Process** Image, in its version 1.41 incarnation today, is simply the finest product of its kind that you can encounter anywhere. Calling it world-class doesn’t seem adequate enough—and it’s freeware! It does just about anything you could conceivably want to do in digital image processing.

- **Store and retrieve** Image Catalog is another of the world-class programs of this chapter. It “automatically” marches through your graphics folders and archives your graphics images into photographic contact sheet-style pages that you can quickly later view to select the image you want. Media Filer requires your manual supervision, but gives you a remarkable product for storage of graphics (up to 24-bit PICT images), sounds, and text into an automatically compressed archive for later retrieval by name or the keyword search terms you assign.

- **3D** Mac Concept gives you a full-blown 3D drawing package with sophisticated drawing and viewing tools at a shareware price. The 3D Edit program is an introductory package that quickly and easily gives 3D drawing capability to everyone.

A few of these shareware products fall into the must-have category for everyone: Lightning Paint, GIF Converter, Image, and Image Catalog come quickly to mind, plus GIF Watcher, View Paint, PICTuresque, and Imagery if you have or anticipate a large multiplatform digital image collection. Others can be utilized to complement the commercial graphics programs you already own. All of them can help you achieve greater productivity in their market niche. Let’s meet them individually and find out how.

**Paint it better with Macintosh shareware**

Numerous Macintosh “paint” programs exist, all patterned after the ground-breaking bit-mapped MacPaint original. Not all programs let you do it as “fast,” as “futuristically,” or as “large” as the three shareware programs featured here. If you’re just starting out, treat yourself to an inexpensive and wonderful paint product for your Macintosh. Even if you’re
a Mac expert, take a look at all three and see if they don't deliver something not covered by your commercial paint program of choice today.

**Lightning Paint 1.1**
Humayun S. Lari  
14117 Frontier Ln.  
Burnsville, MN 55337  
Shareware—$14

Lightning Paint is the world-class program that MacPaint should have been! While Fig. 10-2 shows its richness of features, it doesn't demonstrate its speed—although you might have already suspected that from the name. The feature list includes moveable patterns, inks, and even mouse location (not shown) palettes; numerous line and object shading controls plus special effects; all sorts of editing features on its Goodies menu including: Lighten, Darken, Reverse, Fill, Frame, Pickup Blend, and Shadow; plus you get Flip Horizontal/Vertical, Rotate Left/Right, Smooth, Trace Edges, Fisheye It(!), Nudge, and Stretch; plus it gives you an adjustable screen window area to work in; a choice of matching your printer dpi output; a choice of Save As formats; a choice of screen colors to work in; and much, much more. This program would be a value at any price; at $14 it's incredible! Plus, you're sure to fall in love once you start using it. It brings respectability back to paint programs.

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Block Paint
Kendall J. Redburn
BugByte, Inc.
3650 Silverside Rd., #3
Wilmington, DE 19810
Shareware—$15
I like to say that Block Paint is futuristic. After looking at it in Fig. 10-3, others might say it's Byzantine. Either way, it allows you to manipulate blocks—icon sized, pattern sized, etc.—as picture elements and make very original creations from them. You can even do it in color! Not shown in Fig. 10-3 are the hundreds of additional choices available off the Pictures menu. Also not shown is the fact that you can make the patterns "smart" so that you can draw them in a continuous line with your mouse. You can envision numerous uses for this program—anything from substrata layouts to office plans to shopping mall design. Plus it's just plain fun to play with.

MacBillboard 4.01
Don Brown
CE Software, Inc.
P.O. Box 65580
West Des Moines, IA 50265
Shareware—$39.95

10-3 Block Paint makes designing futuristic works of Macintosh art easy.

Paint it better with Macintosh shareware 197
MacBillboard is well-known for its capabilities, if not legendary. Not too much has been done for it since April 1986 when version 4.01 was introduced, but why spoil a good thing? While some might not appreciate using it in System 7 confined within the limitation of its original-Mac-sized window, it still delivers the results—personalized greeting cards, signs, banners, stationery, iron-on transfers, and more at enlargement levels of up to 32 times the original's size (about 500 square feet!). Figure 10-4 shows its best and its worst. The small working window is negated by its great condensed on-screen help and its outstanding File menu billboard output choices. If you have a need in any of its just-mentioned specialty areas, this just might be your best solution.

10-4 MacBillboard is a great solution for creating oversized art on your Macintosh.

Draw it better with Macintosh shareware

Numerous Macintosh "draw" programs also exist; these are patterned after the groundbreaking object-oriented MacDraw original. But in the interim, MacDraw and related programs have bulked up considerably. Do you really need to outlay over 1Mb of disk drive storage space and hundreds of dollars just to do simple drawings? Absolutely not. Macintosh shareware again to the rescue. At slightly over 100K in file size, XVT Draw brings you a rich-featured, easy-to-use drawing package at shareware prices. DA Draw delivers professional results from an easy-to-learn desk accessory drawing package you can invoke anytime. Designer Draw is a specialized product. Its unique graphical tools and menus make quick work of developing and organizing any type of chart or block dia-
gram. Is there a need for Macintosh drawing shareware product in your future? Read on and find out the answer.

**XVT Draw 1.25**
Mark J. Rochkind
Advanced Programming Institute Ltd.
P.O. Box 17665
Boulder, CO 80308
Shareware—$25

XVT Draw is everything the average user ever wants in a draw program and takes up only 120K of disk drive space! It’s easy to learn and easy to use plus features online help for those who need it. As Fig. 10-5 shows, everything is available from its pull-down menus. Want a line, shape, pointer, or zoom? Select that feature off its pull-down Shape menu as shown in Fig. 10-5 and go. Its Layout and View menus are packed with handy manipulating commands, the Pen menu controls everything you want to do with lines, the Fill menu everything to do with patterns and the Font and Style menus do it all for your type fonts. What could be easier? Take a look at it if you have only occasional drawing needs and/or don’t want a gargantuan draw program permanently taking up space on your hard drive.

![XVT Draw Interface](image)

**10-5** XVT Draw puts Macintosh drawing capabilities within reach of anyone.

**DA Draw 2.5**
Gunther Blaschek
Petzoldstrasse 31
A-4020 Linz, AUSTRIA
Shareware—$30

As Fig. 10-6 conveys, DA Draw is nothing less than major league—except maybe its slightly unorthodox way of saving and opening files. In every other way, this program has every other feature you would expect to have in a draw program, plus offers it in the con-
10-6 DA Draw puts instant drawing capability on your Apple menu.

venience of a DA that you can use at any time. All its features are available from the combination of the palette to the left of its main window, its pull-down Draw menu and the keyboard commands covered in its online help screen. This one’s for the really occasional draw program user or one who needs a DA. Vielen Dank!

**Designer Draw 4.4**
Paul Hyman
CompuServe 71340, 1210
Freeware
Designer Draw, as Fig. 10-7 shows, serves up a unique drawing capability. It’s a boon to anyone who wants to do layout, procedure, process control, schedule, organization

10-7 Designer Draw makes drawing flow charts and procedures a breeze.
charts, or block diagrams. Define your box elements, shapes, lines, arrows, and text/fonts/styles, and do your thing. Change it if you want. Then print your results. Several commercial programs offer this capability, but not all offer it with as "clean" an interface and none at this price! It's an ideal complement to Idealiner in chapter 9 for business; lay out the steps, features, programs in Idealiner and graphically illustrate them in Designer Draw.

View it better with Macintosh shareware

Graphics files created on the Macintosh started as a trickle with black-and-white MacPaint files, and soon became an avalanche as MacDraw, PageMaker, and numerous other commercial offerings added their own specialized formats. Then color came along. Also, the popular GIF format became a new standard because of its online popularity and convenience. Where do you turn to examine the myriad files in different formats when searching your collection for the one you want? Shareware, of course. Here, only a handful of programs can do it all. GIF Converter almost enables you to do it all by itself. GIF Watcher uniquely peeks at online downloads in-process so you can decide whether to continue or not. View Paint views Paint and PICT files at lightning speeds. PICTuresque looks into Paint, PICT, and EPS files via a handy DA viewer. One, if not all, the programs featured here are excellent candidates for your shareware toolbox.

GIF Converter 2.2.10
Kevin A. Mitchell
P.O. Box 803066
Chicago, IL 60680
Shareware—$40

10-8 GIF Converter delivers out-of-this world GIFs to your Macintosh.
As online services like CompuServe grew in popularity, a better way was needed for storage and display of graphics files, one that could easily be used across different platforms. Enter the Graphic Interchange Format or GIF for short. It efficiently and rapidly delivers the capability to display complex color or black-and-white graphics across different platforms using different monitors. Great, you say. CompuServe’s CIM gives me a handy way to view weather maps, stock charts, and GIF files online, but how do I manage the GIF files in my own collection?

GIF Converter is your world-class shareware program answer. As Fig. 10-8 shows, it opens all manner of different GIF formats, displays the results, allows you control over modifying your images via its Display and Image menus and its Save As capability exports to numerous other file formats including GIF Converter’s standard GIF, Paint, PICT, Startup Screen, TIFF, and EPS among others. What Fig. 10-8 cannot show is GIF Converter’s stability, utility, and flexibility while doing its job. It’s far and away the most complete GIF program today. If you can only choose one program for your Macintosh graphics shareware collection, GIF Converter should be at the top of your list!

**GIF Watcher 2.0.3**
Kerry Shetline
5 Custer Cr.
Nashua, NH 03062
Shareware—$15
CompuServe’s CIM makes it easy; you can view many GIF files before downloading (if you have sufficient memory!). But with other services and BBSs, viewing is not so easy. GIF Watcher is hard to beat for showing you the contents of a GIF file as it downloads. It saves you time and money if you don’t want the file. From the action point of view, it’s a

10-9 GIF Watcher lets you preview GIFs while downloading.

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great program for its entertainment value alone. The left side of Fig. 10-9 shows you why; you can see from the partially filled-in scan lines if this is the GIF you want (other GIF files might do a partial image fully filled-in instead). GIF Watcher can also be used to review and manipulate your collection of GIF images as its GIF Watcher menu on the right of Fig. 10-9 attests. While not in the same league as GIF Converter in terms of robustness of features and access to/saving of formats, this great little program doesn’t cost you as much either and does what it does very well.

**View Paint 1.7**
Steve Dagley
c/o SSA Designs
P.O. Box 360096
Melbourne, FL 32936
Shareware—$5

View Paint couldn’t be simpler. Double-click on the View Paint application to open it then double-click on the selection of your choice in its Open/Save dialog box when it comes up as shown in Fig. 10-10. It quickly brings up the Paint or PICT image of your choice to full screen display as shown in Fig. 10-10 on the right. Holding the mouse button down within one inch of a picture’s border “drags” the picture in that direction on the screen. Clicking one anywhere on an open picture returns you to the Open/Save dialog box for your next selection. It’s incredible how quickly you can move through a collection of images with this product and look at them all. Any Macintosh Paint or PICT users should certainly consider this goodie for their shareware toolbox.

**PICTuresque 1.9.1**
Two Bits Worth, Inc.
454 S. Avon, #20A
St Paul, MN 55105
Shareware—$20

View it better with Macintosh shareware
PICTuresque is View Paint, plus it looks at EPS files, allows the flexibility of multiple open sizable windows, and offers the convenience of all this in a desk accessory. On the down side, PICTuresque is not as fast as View Paint and offers more conventional Macintosh scrolling methods. Other than that, it operates nearly the same as Fig. 10-11 attests. This product is another valuable addition to your Macintosh shareware toolbox, particularly if you do a lot of work with EPS files.

Convert it better with Macintosh shareware

Soon after interoperability became a household word, the demand grew for conversion tools so that graphics created on foreign-platform could be utilized on your Macintosh. The questions: What do you do if you want to view Amiga IFF/ILBM files on your Mac? How about DOS-PC Paint PIC and clip, ZSoft PCX, and Windows BMP files? What about Unix Sun Raster files and X-Window bitmap and dump files? How about CompuServe RLE files? And the increasingly popular JPEG files? The answer: Imagery 1.7 and its companion product Imagery JPEG 0.6. This is the only goodie you really need in this department. And it’s freeware!

Imagery 1.7
Jeff Lewis
CompuServe 76217, 2241
Freeware

As author Jeff Lewis explains in his excellent documentation, he just wanted to build a better tool for himself to migrate his Atari graphics image collection to his Macintosh. In the process, he built a better tool for everyone. The heart of Imagery is its strong TIFF (tagged image file format) engine. The author explains why having heavyweight support (Aldus and Microsoft), plenty of built-in “hooks” (tags, tag directory, flexible format and extensions), and a strong yet open-ended specification (TIFF 5.0 plus amendments) makes TIFF the de facto conveyance of his choice.

As Fig. 10-12 shows, Imagery 1.7 converts Atari ST, Amiga, MS-DOS/Windows, Unix, and several generic graphic formats into Macintosh TIFF, PICT, and GIF format files. While I didn’t count all the individual tested and untested formats supported by the
current version, it has upwards of 50 at the very least. A companion module, Imagery JPEG 0.6, even converts from JPEG to GIF and back! What all this means to you is if you’re going/coming from/to your Macintosh with graphic images from other platforms, other online services, other Macintoshes, or even other ends of your own collection, you probably want to have this goodie and its JPEG companion in your shareware toolbox. And the price is certainly right!

Process it better with Macintosh shareware

Next on the agenda after loading and viewing your digital graphics images is enhancing them. Sooner or later you encounter this need. While numerous commercial programs exist to create and manipulate images, the one program that stands alone at the pinnacle in the shareware domain for image processing is Image 1.41. And it’s freeware!

Image 1.41
Wayne Rasband
National Institutes of Health
CompuServe 76067, 3454
Freeware
Image wins top honors over all other programs in this chapter’s collection of the best graphics shareware, including the other world-class candidates. This superb program and its outstanding 60+ pages of documentation shows you the results of what can happen when you are in love with your work—as Wayne Rasband obviously is!

This is one program you must try for yourself and read its documentation. A HyperCard stack for an earlier version helps you out with its keyboard command set. And get a hold of the Wayne Rasband interview by HighKey magazine (volume 1, #2)—its extract thread is available on the the online services—that gives you an inside look at Image from the author’s viewpoint.

Image is a digital image processing and analysis program that enables you to acquire, display, edit, enhance, analyze (as in totally dissect), print, and animate images. Although it loves TIFF images, it’s also at home with PICT and paint formats. It is equally adept at color or grayscale, and the only kicker is you need a Mac II with at least an 8-bit graphics card and monitor that supports 256 shades of color/grayscale to run it. Oh, yeah, and 4, 5,
or 8Mb of memory on your System 7 Macintosh. Once you open the program, you can quickly understand why.

Figure 10-13 is but a shadowy reflection of the real thing, but it gives you an inkling of the possibilities to come when you examine it yourself. Here, the by now familiar Paint car image was enhanced in one pass using the Smooth command; it almost looks like a photograph on the original screen at full size. What more can I say except find it, own it, learn it, and become the image processing guru for your local Macintosh community!

![Paint car image](image)

10-13 Image delivers world-class image processing options.

**Store and retrieve it better with Macintosh shareware**

All right, you now have all these graphic images, tweaked exactly as you want. But how do you catalog, store, and retrieve them so that the process doesn’t consume hours of your time the next time you go to find a file? Two products can help you here: Image Catalog—use it once and you’ll find out why I assigned it a world class handle—and Media Filer—it stores your graphics, text, and sound for later keyword search retrieval, and it adds compression in the bargain. Image Catalog is freeware, Media Filer is shareware, but either product can enhance your productivity by leaps and bounds.

**Image Catalog 1.0b3**
Tom Bereiter
4613 Shoalwood Ave.
Austin, TX 78756
Freeware
Using Image Catalog can become your favorite pastime, if it’s not completely addictive! Figure 10-14 shows why. You’re probably familiar with the contact sheets that photographers use. Image Catalog lets you create one on your Macintosh screen with you providing the dimension for the mini-picture “cell” sizes and the row and column “window”
arrangement you want on the screen using the New Contact Sheet... screen shown in Fig. 10-14 lower left. Then open the folder where all your GIF files are stored using the Scan Folder command, click on the file you want to start with, and sit back and watch the action; Image Catalog does the rest. You can add files one at a time using the Enable Single File Scan command. The top of Fig. 10-14 shows you the before and after views. Save the finished catalog window at upper right, and you are in business. The next time you open it, it shows you mini-picture of all your graphics images. Click on the one you want, and it instantly opens to its original size on your screen. This product is wonderful and earns a world-class label from me. It's a must for your shareware toolbox. The fact that it's freeware makes it the best present you can ever get for yourself.

10-14 Image Catalog lets you quickly catalog, retrieve, and view stored images.

Media Filer 1.0
Matt Burch
Hacker Softworks, Ltd.
2216 Roach
Salina, KS 67401
Shareware—$15
Media Filer lets you: store a picture, sound, or text item via cut and paste; label it for later retrieval by name and keyword; and compress it for less storage space on your disk drive. Figure 10-15 shows its main screen in action with the car Paint file. The commands to the left of the picture couldn't be easier; they group into files (top four buttons), finding items, moving through file (middle four), and adding/deleting items (bottom four). The List button to the right of the picture opens another window that enables you to scroll quickly and easily to the file of your choice. The compression feature is a neat but transparent-to-the-user bonus; everything just takes up less space after being pasted into the Media Filer.
archive. This high value-added shareware goodie just might find a permanent home in your collection after you try it.

3D it better with Macintosh shareware

For the majority of Macintosh users, 3D commercial drawing programs have always occupied the ethereal realms of “I’ll look at it tomorrow” because of either being too expensive, too intimidating, or both. Macintosh graphics shareware has a delightful surprise for you. Here are two nifty programs—one is powerful, the other is intuitive and easy-to-learn—that’ll get you started so 3D will never again be a mystery and might even prove useful to you!

Mac Concept 3.2vo2
Klex Software, Inc.
25633 Branchaster
Farmington Hills, MI 48336
Shareware—$40

Double-clicking on Mac Concept’s icon to open it brings up the unexpected bonanza shown in Fig. 10-16. Just look at the features available. While the manual (you get it for payment of your shareware fee!) is highly recommended on this one, you can make passable drawings with only a little bit of practice. In other words, it is indeed Mac-like and most of the items on its palette and menus are relatively self-explanatory. The item I enjoyed most was incremental variable control over an object’s rotation (the pointing hand surrounded by the four arrows at the bottom of the palette); you get the ability to wander
Mac Concept gives you full functionality 3D graphics at shareware prices.

around the objects in a 3D room scenario you might have created and visualize things from different points of view. This product is not a toy. You can create serious 3D output if you’re willing to invest the time and effort to learn it.

3D Edit 1.5
Colin Olson
Rt. 1, Box 287K
Van Alstyne, TX 75095
Shareware—$15

With 3D Edit, you can very quickly come up to speed in 3D-land. Unlike Mac Concept, 3D Edit has fewer features, less flexibility, and is far easier to learn. Anyone familiar with the three views of a mechanical drawing—your house plans, for example—can master 3D Edit in only a few minutes. Figure 10-17 shows why. You draw your item in the front, side, and top view windows and plot the result in the 3D window at upper right. After you’re finished, transfer your 3D drawing to a full-screen window with the click of your mouse for viewing, printout, or back-to-the-drawing-board repairs. It’s fun, neat, and painless—but it’s not Mac Concept. But maybe you only need a starter 3D program . . . .
10-17 3D Edit's windows, tools, and options let even novices create 3D drawings.
11
Shareware for education

Macintosh is education. Hardly ever before in the history of the planet has one device done so much for so many. Assigning an "education" category to Macintosh applications is difficult because they all "educate" you.

While numerous Macintosh commercial educational applications exist (many of them quite excellent), even more Macintosh shareware educational applications have been developed because anyone with expertise in a field can bring forth his or her ideas in one Macintosh format or another to share with others. Macintosh shareware educational applications not only improve your productivity, they go right to the heart of (just about) anything you might be doing and help you to do it better.

The Macintosh education shareware field is too large to fit into one chapter (it could fill a book of its own), so you’ll only glimpse the high points here. Its products appear in two flavors: non-HyperCard programs are in this chapter; HyperCard educational stacks appear in chapter 12.

Setting up a framework for bringing you this chapter’s Macintosh educational shareware offerings was a challenge in itself. I used the KISS principle and took the lowest common denominator approach. In this chapter, I introduce you to the best of Macintosh educational shareware for only three categories: kids, larger kids, and big kids.

Teach me, my Macintosh

When you’re young, when you’re a kid, the “three R’s” head up your list: readin’, ’ritin’ and ’rithmetic. Psychologists would say you’re operating at your maximum cognitive association and assimilation level. In layperson’s terms, you’re absorbing through every pore like a sponge and learning a heck of a lot of basic data. Macintosh educational shareware can help you.

This chapter, as the top third of Fig. 11-1 shows, introduces shareware that allows the youngest youngster to begin painting basic shapes and designs on the Macintosh (even in color!), then covers shareware that lets slightly older youngsters learn patterns, words, mathematics, and geography.
Guide to Macintosh education shareware.
When you become older, when you’re a larger kid, you become more interested in the “things” (these I’ll cover) in the world around you and the “boys” and “girls” (these I’ll leave to you!) in it. The native American Indian inhabitants of our land categorized things for their young as: earth, air, fire, and water (and they may have “known” far more about these than later historians were able to put between pages of a book!). Today, we call it chemistry, economics, geography, mathematics, physics, etc. It’s basically the same stuff presented in a way to suit the times we live in today. Macintosh educational shareware can help you here, too.

In this chapter, as the middle third of Fig. 11-1 shows, I cover shareware that helps you to help yourself, such as tutoring programs that work on the basic subjects you need to drill on. Then onward and upward. Because shareware is available to assist a student in any subject area, I had to narrow the field to the best case (or worst, depending on your view). So I only profiled shareware of use to science/electrical engineering majors here: First, two shareware programs that help you with virtually any formula or area in mathematics. Next, on to the physical sciences: Only two programs can help you with learning all about the elements, the basic building blocks of our universe, and computing conversion factors from one standard to just about anything else. Next, on to astronomy: One program shows you what’s “overhead” at any time or place and another lets you create your own universes. Then three programs for the EE majors: PSpice, the king of all the circuit analysis programs, now runs on your Mac, plus Dr. Circuit and DigiSim for analog and digital designers, respectively.

When you become still older, when you’re a big kid (aren’t we all?), the “four L’s” that Darwin Gross mentions in all his books head up your list: love, life, laughter and loyalty. You’re interested in making your way in life, making the most of it, while living life to the fullest in the present (hey, that’s why you own a Mac!) and occasionally looking with curiosity to the past and to the future. Macintosh educational shareware can continue to help you throughout life.

In this chapter, as the bottom third of Fig. 11-1 shows, one shareware program lets you look back; this genealogy program assists you in categorizing and analyzing your family’s roots. Several programs let you handle the needs of today better; travel, job, money, home, and health can all be assisted by Macintosh shareware. For the future, I included a shareware program that tells you all you need to know about your future. Or does it?

Macintosh shareware helps kids

The graphical nature plus easy-to-learn, easy-to-use abilities make the Macintosh a natural for instruction of the very young. Plus studies have shown that one of the “barriers” to learning computers is “intimidation” by them. Children are simply not intimidated by computers (or anything else!), and having a Macintosh around to work with at a very young age just adds positive reinforcement to the matter. Macintosh shareware addresses this area via a broad array of programs that lets you customize the learning niche you want to focus on, anything for pure graphics for the very young to learn about USA geography.
Kid Pix 1.0
Craig Hickman
615 E. 39th Ave.
Eugene, OR 97405
Freeware, color upgrade—$25
Kid Pix 1.0 is the original freeware version of the popular commercial product. Although in black and white (a color upgrade is only $25 from the author), kids can do just about anything with it. Figure 11-2 shows how easy it is and emphasizes its "wacky pens" feature where whatever line you draw is embellished with bubbles, cracks, droops, expanding circles, squiggles, you name it. The palette of choices for each tool selected on the left is offered across the bottom plus its pull-down menus have large graphic icons that reinforce their use. It’s a great starter paint program for your youngster, and the price is right.

Easy Color Paint 0.4
Bruce Ballard
55 Clinton Ave.
New Providence, NJ 07974
Freeware; documentation—$2
If you must have color to begin with, Easy Color Paint gives you a palette of 16 to choose from plus much, much more. As Fig. 11-3 shows, you can have colors (both basic and extended mixtures), patterns and tools all available to you via convenient movable palettes, and its menus deliver all the basic functions plus powerful image manipulation capabilities. As the painting of Fig. 11-3 attests, even young children can create "works of art" with it.
11-3 Easy Color Paint lets kids exercise their full painting creativity in colors.

**Pattern Blocks 1.0**
Nerdworks
195 23rd NE
Salem, OR 97301
Shareware—$10
After your basic paint programs, your children need training in association of basic shapes and designs. As shown by Fig. 11-4, Pattern Blocks delivers the capabilities your child

11-4 Pattern Blocks' main screen and menus let kids build association skills.
needs to accomplish this. Basic patterns can be built up on the grid at right by sliding them across from the palette at left (Undo is the top item on the Edit menu if you change your mind) plus the palette patterns themselves can be edited in a fat bits mode to anything else you want. It's just a great starter graphics association program for youngsters.

Natalia's Dots 1.0
Laurence W. Veinott
Rt. 2, Box 378
Lisbon, NY 13658
Shareware—$5
Talk about great starter programs! Natalia's Dots has to be at or near the top of the list. First your child has to connect the dots; these are either keyed in alphabetic or numeric sequence. Just touching them with your mouse cursor does the trick, and you can learn by touching all of them until the right next item comes up. Then the completed item pops into view with its name spelled out in big letters—word association this time. Then an animation sequence moves many of the items off the screen until you click to bring up the next dot pattern. Figure 11-5 gives you a rough idea of the order of events with a minivan as the object. Believe me, this is a great program at a great price. I learned a lot!

Spelling Tutor 1.0
Steve Parrott
1812 SE East Dr.
Bartlesville, OK 74006
Freeware
How about a spelling program that you can personalize to the needs of your youngster plus even "speaks" the words to be spelled? Spelling Tutor, as shown in Fig. 11-6, delivers it all. Not only does it "personalize" in terms of your child's name (Molly, in this case), but you get to choose the words you want to work on and make your own list. Plus, with the assistance of the MacInTalk module provided, you get to make up the sentence describing/including the word to be spelled. This program delivers a great benefit on up the age scale. More difficult words are accommodated just as easily as simple ones. A must program for future spelling bee champions.
Math Mountain 1.0
Gary Dauphin
334 Markham Dr.
Slidell, LA 70458
Shareware—$10

Moving over into the math kingdom, how about something that makes learning addition fun? Math Mountain, shown in Fig. 11-7 on the next page, does the trick. From letting you choose the difficulty of the numbers, to the ease of making a choice to the reinforcement of getting a question right (or wrong), to the animation and sound while watching the climber move toward the top of the mountain, Math Mountain has it all. The benefits to your child from this great program really add up.

Math Mud 1.0
Gary Dauphin
334 Markham Dr.
Slidell, LA 70458
Shareware—$10

The same author’s companion program for learning multiplication, Math Mud delivers speed, sound, and thrills while helping you learn. Here the objective is simply to stay out of the mud at the bottom of the slide area shown in Fig. 11-8 by providing the correct answer to multiplication problems whose degree of difficulty you have chosen—just like you chose the numbers in Math Mountain. Only Math Mud provides you with a time limit;
11-7 Math Mountain builds rote addition skills with graphics and sound.

11-8 Math Mud builds rote multiplication skills with graphics and sound.
you only have until the person goes off the slide to come up with your answer or else go plop into the mud! A thoroughly entertaining and useful program to multiply multiplication skills.

**Mac 'N' States 2.1**
Ed Neu
6761 Deerwood Ln. N.
Maple Grove, MN 55369
Shareware—$15

Before you are able to figure out where you are going in life, it helps to know where you are and what are the options. Mac 'N' States is a useful variant on a normally dull U.S.A. geography theme, but you're bound to learn more and faster with this program as your companion. As Fig. 11-9 shows, your lessons are made easier by breaking the states and their capitals into regions; here Oregon, its capital Salem and its abbreviation OR are shown in the Northwest region. You knew that of course—didn’t you?

**Options Region**

```
This is: Oregon
Its capital is: Salem
Its abbreviation is: OR
```

11-9 Mac 'N' States builds geographic awareness on a regional basis.

**Shareware for larger kids**

Growing up and going to school today from elementary through university involves the "three R’s" but different from when you were a just-learning child: rote, research, and redo are the order of the day. You are either memorizing something outright, looking up
something to play it back in a written report or test essay answer, or practicing something over and over again via variations until you get it right. The same techniques apply regardless of the subject. Again the graphical nature of the Macintosh plus its easy-to-learn, easy-to-use abilities come to your rescue. While I’ve homed-in on the needs of the engineering student in this section, equally elegant Macintosh shareware exists to satisfy the needs of virtually any student’s specialty. For student needs from rote self-teaching tasks on up through the most difficult advanced engineering simulations, Macintosh shareware can make life easier for you.

Flashcard 1.1
Bob Ellison
Rice Macintosh Development Team
Freeware
Think of Flashcard as an electronic Mac-based version of the flashcards we’re all familiar with or the all-utility version of Spelling Tutor. Rather than just words on a list, you pick the subject, the answer, and even the order of the questions. Figure 11-10 shows you how open-ended Flashcard is. Assemble the perfect drill to strengthen yourself for an upcoming test, etc. Its application is limited only by your imagination.

11-10 Flashcard provides a customized learning environment on any subject.

220 Macintosh shareware for education
Hangman 10.0
Ken Winograd
2039 Country Club Dr.
Manchester, NH 03102
Shareware—$10
Hangman is another game we’re all familiar with, but it’s just an unbelievable learning tool. You get so many chances to guess the correct answer and each miss builds up more of a hangman’s gallows until—gulp! Plus you get to pick how many tries and the subjects with this thoroughly delightful Macintosh shareware version. Figure 11-11 shows it applied to a States mode— anybody know a state with 9 letters and 4 “e’s” in it?

11-11  Hangman is hard to beat as a practical vocabulary-building tool.

Memory 2.1
Jean-Paul Paulin
210, Mercier
St-Jean-sur-Richelieu, PQ J3B 6H3 CANADA
Shareware—$10
While some may dismiss it as a mere game, Memory is another challenging variant of a rote learning tool, and one that will definitely improve your own memory with repeated use. Figure 11-12 shows its main elements. You can peek at the underlying puzzle of each new game and play against the Mac another person or observe two Macs opponents in action versus one another. Plus control the sound, music, peek time, pause, etc. Another thoroughly entertaining, yet highly useful, Macintosh educational shareware item.
Memory exercises your short-term memory skills.

**Number Crunch 1.41**

Jim Mahoney  
P.O. Box 347  
Marlboro, VT 05344  
Freeware, HyperCard manual—$17

Number Crunch, available as both a DA and an application, is one of the most unique and useful Macintosh math programs you'll encounter. Think of it as a poor person's Mathematica. Pop in any equation or equations and Number Crunch can plot them graphically over the range you choose and even isolate key results such as intersections! Figure 11-13 shows you the point with a quadratic and sin x equations plotted over the same range with their intersection circled and valued in x,y coordinates at upper right. In just a few words, it is a "must" program for all Mac mathematics students.

**Area Properties 2.15**

William Weiss  
2500 Ptarmigan Dr., #1  
Walnut Creek, CA 94595  
Shareware—Open amount

Just when you thought it couldn't get any better, along comes Area Properties. This amazing shareware goodie, shown in Fig. 11-14, not only figures out the area of any object you can describe via a paint or PICT image Area Properties can import, but also gives you its perimeter, volume, surface area, weight, centroids, and moment of inertia when you pro-
11-13 Number Crunch plots and solves any equation in a handy DA window.

11-14 Area Properties gives you the area of any Paint or PICT shape you can import.

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vide the material it is made from and its thickness. To say that you will find this useful is the epitome of understatement. Try, buy (give whatever you think is fair), and enjoy!

Elements 1.2
Flight Engineering
P.O. Box 661133
Miami Springs, FL 33266
Shareware—$20

All science students need a periodic chart of the elements; how much better can it get than to have one on your Macintosh with additional information on any element available to you at the click of a mouse? Elements shareware delivers this to you as shown in Fig. 11-15. The conventional chart is a screen on your Macintosh and expanded information on any element, in this case Helium, is available at the click of your mouse. Quick, easy, slick.

11-15 Elements puts the periodic table at your Mac fingertips.

Convert 1.3
Flight Engineering
P.O. Box 661133
Miami Springs, FL 33266
Shareware—$15

The other item all science students need is a handy conversion table; you are forever going from angstroms to metric to decimal, etc. The shareware author of Elements again comes to your rescue with Convert, which included everything on any conversion you’d ever want right at your fingertips. Just plug in the number and look at the results. Figure 11-16 shows how 40 acres has been converted to square kilometers, meters, miles, yards, and hectares with a single mouse click. Quick, useful, inexpensive, thank you.

---

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### MacAstro 1.3.1
Nicolas Mercouroff  
P.O. Box 390929  
Cambridge, MA 02139  
Shareware—$20

Astronomy student or not, how about a Macintosh shareware program that calculates the appearance of the sky from any spot on earth for any time from 1900 to 2100? If that's your desire, MacAstro's your answer. Figure 11-17 gives you a glimpse of the possibilities. Drop in your location's coordinates, provide the time and date, and MacAstro does the rest, including the planet positions, constellation names, and names of the brightest stars. Astronomy buffs will appreciate the savings in not having to fumble through numerous star charts; casual astronomers will appreciate the convenience of having a particular factoid at your fingertips when you need it—what the sky will look like this upcoming October 22nd, etc. Awesome is the best I can say about this one.

### Gravitation Ltd. 4.0
Jeff Rommereide  
343 Elm Ave.  
Laurel Springs, NJ 08021  
Shareware—Open amount

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#### Conversion Table

<table>
<thead>
<tr>
<th>From</th>
<th>To</th>
</tr>
</thead>
<tbody>
<tr>
<td>ACRE</td>
<td>GALLON</td>
</tr>
<tr>
<td>ANGSTROM</td>
<td>GRAD</td>
</tr>
<tr>
<td>ASTRONOMICAL UNIT</td>
<td>GRAIN</td>
</tr>
<tr>
<td>ATMOSPHERE</td>
<td>GRAM</td>
</tr>
<tr>
<td>B.T.U.</td>
<td>HECTARE</td>
</tr>
<tr>
<td>BOARD FOOT</td>
<td>HORSEPOWER</td>
</tr>
<tr>
<td>BUSHEL</td>
<td>HOUR</td>
</tr>
<tr>
<td>CALORIE</td>
<td>INCH</td>
</tr>
<tr>
<td>CARAT</td>
<td>MIL</td>
</tr>
<tr>
<td>CENTIMETER</td>
<td>MILLE</td>
</tr>
<tr>
<td>CENTIPOISE</td>
<td>MILLIGRAM</td>
</tr>
<tr>
<td>CENTISTOKE</td>
<td>MILLILITER</td>
</tr>
<tr>
<td>CUP</td>
<td>MILLIMETER</td>
</tr>
<tr>
<td>DAY</td>
<td>MILLIMETER</td>
</tr>
<tr>
<td>DEGREE ANGLE</td>
<td>MILLIMETER</td>
</tr>
<tr>
<td>DEGREE CELSIUS</td>
<td>MILLIMETER</td>
</tr>
<tr>
<td>DEGREE FAHRENHEIT</td>
<td>SQUARE METER</td>
</tr>
<tr>
<td>DEG/SEC</td>
<td>SQUARE METER</td>
</tr>
<tr>
<td>ERG</td>
<td>SQUARE METER</td>
</tr>
<tr>
<td>FOOT</td>
<td>SQUARE METER</td>
</tr>
<tr>
<td>FOOTCANDLE</td>
<td>SQUARE METER</td>
</tr>
</tbody>
</table>

ACRES =  
0.161874256 Square kilometers  
0.161874256 Square Meters  
0.0625 Square Miles (statute)  
193600 Square Yards

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11-16 Convert moves between measurement systems at the click of your mouse.
When looking at the universe is too boring(!), how about creating your own and learning about celestial mechanics in the process? Gravitation Ltd. in its 4.0 incarnation is your answer. While Fig. 11-18 gives only a glimpse of the possibilities (I had to do it in reverse video so it didn’t appear as a black blob on the page—the white cursor arrow should give you a clue), imagine the same scene animated with the bodies moving every which way in eccentric synchronicity per your programming instructions. You have plenty of examples to choose from and rolling your own is a snap—just adjust a few variables and watch the universe you’ve created expand, steady-state, or collapse—poof! Learning about why certain functions do certain things is even more fun than just watching as Gravitation Ltd. puts your creations through thousands of iterations on your Mac’s screen.

**PSpice 5.1**
MicroSim Corp.
20 Fairbanks
Irvine, CA 92718
Freeware
Spice has been the de facto electrical circuit simulator of choice for decades; PSpice shareware brings it to your Macintosh. While not Mac-like, not user friendly, and not for the nonelectrical engineering student, PSpice (shown with its companion plotting program Probe in Fig. 11-19 on p. 228) gives you an inkling of the power of your Macintosh today. Many of us remember giving our early Spice programs to mainframes on punched cards.
Gravitation Ltd. lets anyone create their own stellar systems and watch.

and getting the answers back the next day (or next week!) on computer printout paper. Today, the Mac does it all for you in seconds. Cost/time constraints force nearly all of today’s designs to be modeled before production plus it’s great for students to know their circuit creation’s a “worker” before the grades are given out. Get beyond mere apple-polishing into the realm of “one-upsmanship” when you load PSpice/Probe onto your (68030 please) Mac!

Dr. Circuit 1.4
Bruce Lawton
8367 Trout Ln.
Richmond, VA 23236
Shareware—Open amount

No sense in using a sledgehammer when a jeweler’s hammer will do. Ditto in design of simple analog circuits; sometimes you only want to know the voltage response at the output given a certain input function. Dr. Circuit, with dozens of circuits in its library as shown in Fig. 11-20 on p. 229, gives you the answers in a hurry. Pick the circuit model, change the values to suit your needs, and plot the results. If it works, go. If not, tweak again and retry. This productivity tool is marvelous for students and paid designers as well. Plus it’s far easier/faster to learn than Spice. A must for every EE student’s shareware toolkit.
PSpice and its companion Probe lets your Mac help you with circuit design.

Digital Logic Simulator 2.5
Brian Rauchfuss
8915 N. 13th Ave.
Phoenix, AZ 85021
Shareware—$20

Macintosh shareware for education
Dr Circuit graphically evaluates your circuit design's response to stimuli.

Digital Logic Simulator does for digital designers what Dr. Circuit does for analog designers. The only difference is this is a student tool rather than something a Motorola designer would use to work on a next-generation 68060 chip problem. But its cost is also several orders of magnitude less. Figure 11-21 shows it in all its glory; pick the component you need from the palette at the left, build up the circuit you need in the main window, and simulate the results. Again, go if it works or tweak and retry. Another must for every EE student's shareware toolkit.
Digital Logic Simulator tests digital circuit designs on your Macintosh.

Shareware helps big kids

Adults is really a misnomer; scratch the surface of any grownup and all you’ll find is a big kid. I’ve used the proper label here. Once you get to the “big kid” stage, most of us are totally preoccupied with getting ahead in life. Winning the game of life involves using the right approach coupled with the right tools. The “four L’s” mentioned in the Darwin Gross books—love, life, laughter, and loyalty—give you the right approach. The Macintosh shareware mentioned here can give you the right tools. Most of us are concerned about life’s basics, such as travel, job, money, home, and health. And we all occasionally look to the past and future. I’ve homed in on these needs in this section, one tool for each, as an example of how Macintosh shareware can help you.

MacRoots 7.3
Bruce W. Muckala
Itasca Softworks
Rt. 1, Box 408
Bagley, MN 56621
Shareware—$45

“Tradition” is shouted to the rooftops by Tevya in *Fiddler on the Roof*. It’s the same for all races, creeds, and peoples everywhere. While it doesn’t carry the same weight with all peoples (for the same reason that some people take off their hat upon entering the home while others take off their shoes!), most of us value our ancestral heritage and at least like to keep track of it over the last several generations. MacRoots provides a handy Macintosh solution. As Fig. 11-22 shows, plug in the individual data on one screen, link the family
members in their proper relationships on another (father, mother, son, daughter, etc.), and display the results in the Pedigree format shown or others. It provides space for birth, death, and marriage data plus additional notes. A program useful for formal genealogy students or casual inquiry only. Try it.

![Pedigree format](image)

11-22 MacRoots windows make Macintosh a powerful genealogy tool.

Road Atlas 1.0
Jim Moore
Inspired by Vic Hasselblad article
copyright 1985 by Microsparc, Inc.
Freeware
Where are you going is the prerequisite travel question before how are you going to get there. Road Atlas comes in DA and application flavors, and it gives you quick and painless answers. The application version, shown in Fig. 11-23 on the next page, gives complete route itinerary and intracity distances; all you do is click on the destination and origin points. Although dated today, it works great under System 7 and is still the quickest and slickest distance calculator going.

Sample Resume #108
Yana Parker
P.O. Box 3289
Berkeley, CA 94703
Freeware; 20-template commercial package $39.95
Road Atlas makes quick work of figuring USA roadmap distances.

Sample Resume templates give you professional results in minimum time.
Getting a job is the most significant step each of us take several times in our lifetime. Having a good resume is the de rigueur prerequisite step. Macintosh shareware can help you here via templates for MS Word users. Yana Parker’s are among the best and give you resumes with flair, style, and panache. Figure 11-24 gives you an inkling. Hey, why reinvent the wheel? Why not start with a good thing and make it better? To get the best job, start out with the best resume, and let Macintosh shareware help you!

**Financial Inquiry Tools 1.0**  
Rock Solid Software  
P.O. Box 7257  
Mountain View, CA 94039  
Shareware—$20

Money and its management is a subject close to all our hearts. Financial Inquiry Tools is a single application or collection of four DAs that allows you to manage your Savings, Loans, Sales, or Consumer financial tradeoffs better. In a nutshell, FIT replaces all the pens, pads, calculators, interest tables, and other paraphernalia associated with evaluating financial alternatives in the traditional way. Instead, as Fig. 11-25 shows, you get a neat, tidy entry screen, plug in some numbers, and your answer quickly comes up as is the case with the savings example shown. When time is money, FIT is a shareware goodie that quickly earns its way. An indispensable tool for your shareware toolkit!

11-25  Financial Inquiry Tools delivers the answer to any financial question.

**Home Qualifying Comparison Documents 1.0**  
Ralph Massella  
17904 Georgia Ave., #100  
Olney, MD 20832

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Home Qualifying Excel templates make the house-hunting task easier.

Shareware—$2
Right behind job and money is home; we all usually face that all-important which house to buy and how to pay for it decision several times in a lifetime. Macintosh shareware can help you here via templates for MS Excel users. Ralph Massella's are among the best and give you financial templates that take the guesswork out of ARM versus conventional as shown in Fig. 11-26 and FHA, conventional, and jumbo tradeoffs. To get the best house with the best financing, Macintosh shareware comes to the rescue.

Diet Helper 2.0
Dr. Stephen Dubin, et al.
Biomedical Engineering and Science Institute
Copyright 1986 by Drexel University
Freeware
Right behind job, money, and home (and ahead of them for some) is health. You want to be thinner, bulk up, or something in between. Use Diet Helper 2.0 to help you. Plug the variables into its main screen (in this case, percentages of carbohydrate, fat, and protein plus total calories), shown in Fig. 11-27, and it supplies the missing answers (in this case, grams of carbohydrate, fat, and protein). Armed with this information you can now adjust your daily diet accordingly. Hey, ain't life grand?
11-27 Diet Helper provides quick answers to your "how much" questions.

Astro-Lo 1.0a
Jean-Marc Rivas
Freeware
And speaking of life being grand, all of us would like to divine its plan for us in advance so we can take the shortcuts. Some say what we need is an oracle. Its author says Astro-Lo is an oracle. While I don't know about that, I do know that when I asked it no questions and just hit the Return key, the inspirational screens of Fig. 11-28 came up. Oracle or not, you could use the sage advice at the bottom of each card as a contemplative kernel of wisdom for the day or to build a better life.

11-28 Astro-Lo’s oracle gives you inspirational answers to tough questions.
HyperCard is an information manager extraordinaire. It's the logical extension of the Apple Macintosh easy-to-learn, easy-to-use interface to software. But the real benefit of HyperCard is its do-it-yourself capability; any of us can become HyperCard stack authors via its scripting language and tools.

While anyone can easily create a HyperCard stack, mastering the process is no less challenging than the effort to become a CPA, doctor, engineer, or any other highly trained professional. Nevertheless, because it's a doable-by-stages process that's available to all of us, well over a million HyperCard stacks have been produced to date—in various stages of completion and not all created equal, of course. Calling HyperCard a "phenomenon" is obviously appropriate.

Which brings us to this chapter and my new ground rules. With HyperCard shareware, one cannot say what HyperCard stacks are "better." You might find ten stacks better than each one listed here that just didn't make it into a "public" forum. So the direction I've taken in this chapter is these are the best stacks I've seen, but they are only here to give you ideas, guidance, and inspiration to do a better job yourself. This chapter's best of Macintosh HyperCard shareware is covered in four categories: Macintosh, business, education, and entertainment.

Hyper, hyper, HyperCard

HyperCard, originally created by Apple genius-emeritus Bill Atkinson and now in its 2.xx version vintage, puts text, graphics, and sound together in a way that anyone can define, program, and control. Think of it as the "Swiss army knife" of all Macintosh applications.

While not all HyperCard stacks are programming works of art, they don't have to be. The sublime secret of HyperCard is it's whatever you make it. Use it to store text, graphics, animation, and sound. Modify it to access, link, order, display, print, and transmit or receive this information any way you want. Customize it by tweaking an existing stack; using bits and pieces of tools, cards, buttons, scripts, and commands taken from numerous other stacks or rolling your own from scratch. And the beauty of it all is while it may take years to become an accomplished HyperCard programming guru, anyone can become a successful user of HyperCard within minutes.
While selecting the best HyperCard shareware for this chapter was a daunting task (your own search across online, BBS, MUG, and other sources might lead you to believe there are more partial and completed HyperCard stacks than atoms in the known universe!), I was assisted by the chapter’s basic premise to treat the HyperCard stacks that appear in each category as foundations to build or improve upon, not as end goals of themselves.

The one area you will not meet in this chapter is HyperCard programming and developer tools, XCMDs, XFCNs, etc. By itself, this makes up the largest listing category of any HyperCard stack source you browse through. While the subject is not covered here because it might not be germane to everyone reading this book, if you’re interested in the area, there’s absolutely no problem in finding what you want.

With these directions imprinted clearly across your forehead, look at the contents of this chapter’s four categories shown in Fig. 12-1. Notice the HyperCard shareware collection spans nearly every category of the book, underscoring the fact that HyperCard stacks can do anything for anyone. But my professional HyperCard counsel is “less is more,” and HyperCard’s highest and best use is when judiciously employed to complement your other applications. Is the HyperCard stack or straight application better for address lists, periodic tables, flash cards, or resumes? Only you can decide. Sometimes two great alternatives make it a tough choice. A great application obviously tips the balance in its favor. But a HyperCard stack may be easier to customize, and the balance tips again. Ain’t Macintosh life grand?

The three stacks you meet in the Macintosh category are the best of the reference, action, and home stacks. Which Mac Should I Buy? is a superb tool to help you with a tough decision. Phantom Labeler is simply the best solution to your diskette labeling problems—period. Home Desk, while a bit long of tooth today, is still among the most innovative of home stacks I’ve seen and should be a great source of future inspiration.

In the business category, the emphasis was on tools, the goodies that help you out daily, and reference, the goodies that give you an overview to organize better. Three HyperCard stack examples in each subcategory get you started.

In the education category, the three classifications of chapter 11 were modified slightly; now you have youngsters, students, and the rest of us. HyperCard dominates the educational category today, mostly because its inherent ease-of-everything characteristics instantly and superbly adapt it to any educational task. Think of any application category and, chances are, there’s a HyperCard stack that can help you. Three stacks for youngsters, four stacks for students, and five stacks for the rest of us prove the point here.

At its core level, HyperCard is entertainment; the five examples of this category, from maintaining your audio and video collection, through genealogy and astrology to games, prove the point.

Before jumping into the actual HyperCard stack examples, remember that anything I can say or show you in this chapter pales in comparison with operating the actual goodie on your own Macintosh. I strongly encourage you to do it for yourself and not just look at the words and pictures here—it just isn’t possible to convey the essence of HyperCard via the pages of a book! Any of the stacks mentioned here are perfectly happy under HyperCard 2.x and System 7.x.
HyperCard is at its best when helping you with your Macintosh whether it's learning about a new piece of software or hardware (via a reference stack), manipulating text, graphics or diskettes (via an action stack), or serving as the base of operations for your whole Macintosh setup (via a home stack). Why? Because a living, breathing HyperCard stack simply captures the essence of your living, breathing Macintosh better than anything else. A proliferation of Macintosh HyperCard stacks can assist you with all things Macintosh. This

Meet your Macintosh

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holds true for Apple—its System 7 HyperCard tutorial is among the best stacks on the planet—commercial vendors large and small and certainly for shareware. This section covers three world-class stacks for reference, action, and home use: Which Mac Should I Buy, Phantom Labeler, and Home Desk. While I’ve included these three as examples to show you the possibilities among the many others that exist, do take the time to seek them out—you will be rewarded!

Which Mac Should I Buy? 1.1
Danny Goodman, Shef Syed, Rik Myslewski, et al.
MacUser Labs staff
Copyright 1992 Ziff-Davis Publishing Co.
Freeware
Which Mac Should I Buy? is among the most useful of stacks you’ll encounter because it takes an amorphous process—one that sometimes defies your ability to put your arms around—and turns it into a delightful learning experience. Figure 12-2 shows why. The tradeoffs and their ranges are already there. Just plug in your specifications and go. The answers are given in graphic form on a “suitable” to “very suitable” scale. Painless and slick. What more can I say? Even if you pass on all the other goodies in this chapter, you owe it to yourself to try this one!

12-2 A few Which Mac Should I Buy? cards tell you this is a great stack.
Phantom Labeler 1.0
Tom Wimbish
Immedium Design
507 N. Spring St.
Greensboro, NC 27401
Shareware—$10
Phantom Labeler is simply the greatest tool for all diskette owners to have period. You will not find a better one at any price. Serious words? You betcha. And Phantom Labeler, shown in Fig. 12-3, can back them up. Pop in your diskette, and it literally does the rest. Aside from just being nice to look at and having online help for every button (I counted at least 20) and function, this is one heavy-duty workhorse stack. Pick your label appearance (the default one was not too shabby!), icon, text display, and print options. Phantom Labeler saves each diskette’s contents on a card or doesn’t—per your instructions. Operate it as a labeling engine or a complete online cataloging system as you wish. This is a must-have for your shareware toolkit.

Home Desk 1.0
Russell A. Lyon
CompuServe 71735, 632
Public domain
Ahhhh, for the good old days of huge rolltop desks with mucho cubby hole space and cavernous storage compartments. Home Desk, shown in Fig. 12-4, brings it back to life for your HyperCard-equipped Macintosh. From the wall switch shown at the right edge (you
have to “activate” it to undarken your screen) to the panic button above the telephone on the left inside of the desk (don’t press it ... oh well, I told you not to) to the myriad of functional fields you can click on to invoke real-life operations, this goodie is a winner. While you may have to do a little “cleanup” to update Home Desk to your present setup (it’s hard to believe this is a 1987-vintage program), basically you rename and substitute this in place of your original home stack and go. All the items are ready to launch the programs you use daily today including address book, clock, calendar, dialer, etc. The drawers open up to application program icons and more possibilities. There’s even a safe and the documentation provides you the combination. There’s no place like home.

Manage your business

HyperCard is also at its best when helping you with your business, either tools to help you do the job better or reference stacks that put a world of information (or new stack tools/templates) at your disposal. While I could only hit the high points here, the three tool stacks (Address Ace, Area codes, Zip codes) and three reference stacks (Stack templates, Sales tax, Bar codes) are representative of a myriad of Macintosh shareware HyperCard stacks available to assist you with any facet of business. Seek them out, try them, and use them. Tell others of your success, or live long and prosper in private. Macintosh HyperCard shareware means business.
Address Ace 2.5
Ken Schles
224 Avenue B, #10
New York, NY 10009
Shareware—$20
Address Ace is nearly to finding, keeping, using addresses/phone numbers what Phantom Labeler is to diskettes. Hey, what better compliment could I give? Figure 12-5 gives but an inkling of its true promise, but it looks neat even in repose. Simply put, this shareware HyperCard goodie delivers anything you’re likely to find in any of the commercial address book managers but at a shareware price. And embedding these features in HyperCard stackware, combining instructions and operation, means it’s hard to get any more efficient. Whether it’s name and address search, extended comment fields, quick access phone numbers or incredible mailing label and record printing capability that turns you on, Address Ace is a winner. Do try it.

12-5 Address Ace is an outstanding stack for tracking contacts.

Area Code & Time Finder 2.0
Kinetic Press
2351-D3 Westwood
Arcata, CA 95521
Shareware—$20
Beyond having the capabilities of something like an Address Ace at your fingertips, what
else could you use everyday in business? You guessed it, an area code and time finder! HyperCard shareware or not, this one's the best. As Fig. 12-6 shows, Area Code & Time Finder 2.0 is also the easiest. It just sits quietly in the background until you need it then click-click for instant access to city from area code or area code from city for anywhere in the world. Plus time zone information. For anyone who has ever searched through directories to accomplish in minutes (if at all!) what this program does in a second, it's a full pardon and reprieve from drudgery. But a warning: It's addictive. You won't want to be without it once you use it.

12-6 Area Code and Time Finder provides area codes at a click of a mouse.

U.S. Zip Codes 2.6
David McGregor
P.O. Box 562
Chandler, AZ 85244
Shareware—$10
What else could you use every day in business? How about a zip code finder? U.S. Zip Codes 2.6, the HyperCard shareware stack shown in Fig. 12-7, is the best of its class. Like Area Code & Time Finder, it's also the easiest, sits quietly in the background until you need it, then click-click for instant access to city from zip code or zip code from city for anywhere in the U.S.A. Plus it handles partial string data, so you can put in a few letters if you don't know the spelling. Or put in the city plus state separated by a comma with no spaces for all the zip codes in that area. For heavy mailers, this is even more of a blessing because zip code directories are far more of a hassle than phone books to search through. You'll probably recover your total shareware investment in time savings the very first time you use it. Because difficult zip code answers pop up in seconds with this mar-
U.S. Zip Codes provides city or zip code info at a click of a mouse.

velous 700K stack (that’s a lot of data, a lot of answers), U.S. Zip Codes 2.6 is even more addictive once you use it. Don’t do it unless you are sure. Oops, too late!

Stack Templates (HC 2.0)
Apple Computer, Inc.
20525 Mariani Dr.
Cupertino, CA 95016
Freeware—In accordance with Apple licensing restrictions
Stack Templates is not a gift from the gods—it comes from Apple—but it comes awful close. As Fig. 12-8 shows, this one goodie provides you with e-v-e-r-y-t-h-i-n-g you need to get started in your Macintosh HyperCard-based at-home or small business. The stacks are not only easy to create, as Fig. 12-8 also shows, but are easy to use once you’ve set them up plus plenty of online help is available. It is w-o-n-d-e-r-f-u-1. Seek this one out.

Sales Tax & Income Report 1.2
Ken Schles
224 Avenue B, #10
New York, NY 10009
Shareware—$20
Only one rung down the hassle ladder of accounting and income taxes issues faced by every small business are the sale tax issues. This shareware HyperCard stack helps you contain and manage your sales tax “problems” so you can save your rage to vent elsewhere. Sales Tax & Income Report 1.2, shown in Fig. 12-9, is brought to you by the same
12-8 Stack Templates gives you numerous handy templates.

12-9 Sales Tax and Income Reporting makes figuring sales taxes a breeze.

246 Macintosh HyperCard shareware
shareware author that brought you Address Ace, and its robustness and completeness likewise shows in every department from data entry to reporting. If computing and tracking sales taxes are an important aspect of your business, then you need to add this stack to your repertoire. You will more than recover its cost in your first reporting window.

The Bar Code Stack 1.0
Jeff Lewis
CompuServe 76217, 2241
Freeware
The Bar Code Stack will clear away the mystery behind bar codes for you forever. As Fig. 12-10 shows, it covers the field quite thoroughly, then moves on to do the same in detail for any particular button topic. Beyond the subject matter, it's a great source of ideas for features you'd like to see incorporated on other HyperCard shareware reference stacks—like those you might design yourself.

Master your education

It's not difficult to see why HyperCard has become the dominant medium of choice in the education category or why HyperCard shareware has become the dominant distribution vehicle. Flexibility, accessibility, economy, portability, ease of modification and use—all these reasons and more have lifted HyperCard shareware stacks to the top rung on the edu-
cational ladder. While a HyperCard stack solution can help you in any educational category today, this section is organized into three classifications to give you a clearer picture of shareware stacks for youngsters, students, and the rest of us. Three great shareware stacks for youngsters (Pippin Puss, Bookbinder, Math Flash Cards) hint at the range of graphics, reading, and math possibilities. For students, four stacks (Word Builder, HyperNote Tutor, Periodic Table, Convertor) provide great solutions today and great sources for tomorrow's stackware innovations. For the rest of us, five great stacks (Resume Enhancer, Home Finance, Investment Tracking and Plotting, Home Hunter, Nutrition) show there are no limits to HyperCard's usefulness in daily life.

**Pippin Puss 1.0**
Bill Neville
506 Oakdale Rd.
Jamestown, NC 27280
Shareware—$12
Want a delightful shareware stack to keep your youngster amused for hours? Or maybe you just want to present your boss with a new "mug" on your memo emphasizing what you think about the subject. Either way, Pippin Puss, shown in Fig. 12-11, is your "person." P-e-r-s-o-n-a-l-i-z-e is the operative word and whether you're doing it or your youngster, it's sure to prove entertaining, fun, and educational. It gives young and old alike a way to express themselves and often opens insights to areas that you might not have seen before. It's great fun for all ages for hours.

*PippinPuss*

**12-11** Pippin Puss is great fun for kids of all ages.

**Bookbinder 1.0**
Ralph Gonzalez
P.O. Box 54
Newark, DE 19711
Freeware
Bookbinder gives you the makings to roll-your-own book-in-a-HyperCard-stack creation
with minimum fuss and time. It’s included here because it gives parents a great vehicle to create a text and graphics presentation to underscore a basic point or principle you want your child to pick up on. Figure 12-12 shows its strengths. It comes prepackaged with layouts, formats, and instructions. Just copy it to a fresh stack (save the original for future works!), add graphics and text, and go. Obviously, this is suitable for “grownup” projects as well. With Bookbinder, anybody can be a bonafide author.

![Bookbinder Features](image)

**12-12** Bookbinder lets you quickly make your own HyperCard books.

**Math Flash Cards 1.0**  
Milton G. Mersinger  
5110 Frich Dr.  
Pittsburgh, PA 15227  
Shareware—Open amount  
You met Flash Cards in chapter 11. Obviously, HyperCard flashcards are better because you even get a “real” card to play with. Math Flash Cards, shown in Fig. 12-13, is the essence of simplicity for your youngster to use in drilling on the basics of addition, subtraction, multiplication, and division. Use its hundreds of examples as is, make it into a game, or add additional enhancements. Any way you do it, it’s a great learning tool.

**Word Builder 1.0**  
T-Cube Enterprise  
37 Lyman St., #2  
Waltham, MA 02154  
Shareware—$29.95
Word Builder is a world removed from Flash Cards. Frankly, using it the first time was an embarrassing experience for me. Figure 12-14 on the next page hints at why it might be the case for anyone. But whether you’re on your way to preparing for a Rhodes scholarship or just cramming for your equivalency diploma or GRE exam, this HyperCard shareware goodie is unquestionably the great equalizer. I liked the bar chart feedback it gives you on your progress, too—instant payback. It unquestionably strengthens your synonym and antonym muscles. Amaze your friends. Embarrass your enemies. And nobody has to see the results while you’re learning. And all this for only $29.95. Such a deal.

HyperNote Tutor 1.4
Kerry Magruder and Mike Keas
c/o History of Science Dept.
University of Oklahoma
601 Elm, #622
Norman, OK 73019
Shareware—$10
Becoming an English language whiz is not at the head of every student’s priority list today (I don’t understand why!). Perhaps it’s because that slot is already occupied by note taking and how-in-the-world-can-I-do-this-better issues. HyperNote Tutor to the rescue. This HyperCard shareware goodie is everything you ever wanted your notebooks to be and more. A glance at Fig. 12-15 shows you why. At least as important as what you write is how you classify and store it and what sort of an “emergency backup” way to retrieve
12-14 Word Builder has both Synonym and Antonym quizzes plus scoring.

12-15 HyperNote Tutor is a world-class note taker with numerous features.
your notes by just the barest thread or sliver of information when you have to. Let me see, did I file that item on circumlocution under "navigation" or "English?" HyperNote Tutor is the best. Even if you don’t wind up using all of its world-class features, it gives the most flexible and handiest of repositories for all your notes and stuff. And you can get them back!

**Periodic Table 1.0**

Weber Engineering  
2485 Northridge Dr.  
North Mankato, MN 56001  
Shareware—$5.50

There are periodic tables and there are PERIODIC TABLES. This one’s in the latter category. You first met a periodic table back in chapter 11. Well, no slur intended, but any of the HyperCard shareware versions elevate it to an art form. Figure 12-16 shows why Weber Engineering’s version is my favorite—more data at your fingertips. Other versions give you lots of stuff, but this one gives you everything. But, as a student, you might want to (or have to!) present your data a different way, so take a peek at all the periodic tables alternatives, HyperCard and non-HyperCard. Macintosh is an equal opportunity employer.

![Periodic Table 1.0](image)

12-16  Periodic Table puts elemental info at your fingertips.
You also met Convertor's equivalent in standard application form back in chapter 11. The Convertor HyperCard shareware stack, shown in Fig. 12-17, is just, well, sexier. It delivers its results with more panache and style, and it offers slightly greater flexibility in the process. Convertor is a useful and valuable addition to the Macintosh HyperCard shareware toolkit for student and nonstudent alike.

12-17 Convertor provides conversions for nearly everything.

Resume Enhancer 1.0
Edward K. Kopec
P.O. Box 1602
Edgartown, MA 02539
Public domain
Get a job. Get a life. Resume Enhancer helps you on your way. Forget about that plain paper item. Impress the socks off your potential future employer when you march in with this little goodie custom tailored to your specs, of course! Figure 12-18 hints of greater things to come. The stack is already professionally set up; you don’t have to really change a thing, just load in your data. Again HyperCard shareware offers a superior solution to a real world problem. The nicest part of all is that this stack is a public domain item. Plus you might even make money by charging your prospective employer for the loan of your Mac to read your HyperCard resume stack (er, well, that’s up to you—how much do you want the job anyway?!).
Résumé Enhancer is a great way to impress your future boss.

Home Finance 1.1
Tim Constantine
Do As I Say Software
2118 Robinwood, #A
Toledo, OH 43620
Shareware—$15

Every once in a while, a program comes along that defies superlatives and sets a new standard for excellence. Phantom Labeler, covered earlier, was clearly one such program. Home Finance is another. Figure 12-19 shows you its component checking, savings and billing stacks plus a navigator to move between them. While it's called Home Finance, this HyperCard shareware stack set is really personal finance elevated to a new plateau.
Clearly the equal of many commercial programs costing much more, Home Finance brings these capabilities to you in the convenience of a HyperCard format with excellent documentation. It's head and shoulders above its nearest competitor in capabilities. Try it.

Investment Tracking and Plotting 6.0
Riley J. Elwood
11705 Basswood Dr.
Laurel, MD 20708
Shareware—$20

Investment Tracking and Plotting brings the powerful data gathering and graphic capabilities of HyperCard together to create an extremely useful tool for anyone to track and manage their investments. While Fig. 12-20 shows it in operation, this is another stack you have to try in a hands-on mode to fully appreciate. Having all the data at your fingertips on any investment allows you to make the most qualified judgments. Having all your investments roll up to one summary sheet shows you exactly where you are. Having everything available from your HyperCard-equipped Macintosh desktop for instant access is conve-
Investment Tracking and Plotting simplifies managing your investments.

Convenience beyond your wildest imagination and a massive return on your $20 initial investment. I cannot say enough about it except HyperCard, shareware, comprehensive, convenient, profitable, addictive, gimmee-gimmee.

Home Hunter 1.0
Randy Brooks
Freeware
Closer to home is the subject of your home. Which house to get (from a number of choices), can you afford it (are the ratios right), and how to finance it (what payments to expect) are among a few of the answers delivered by the marvelously informative HyperCard freeware stack. Figure 12-21 shows you but a few of its many informative screens; headings to others appear as tabs across the bottom of the window. You should run, not walk, to acquire this goodie if you are or are soon to be in the market for a home.
Nutrition 2.1
Richard D. Lasky
Big Byte Software
25 Blake St.
Needham, MA 02192
Freeware—Demo; Extended program—$79
While its price tag clearly puts it near the top of all shareware offerings in the book (earlier versions went for $10 and $49) the prevailing thought forms are you can never be too young or too thin, and nutrition directly connects you with both. So, on balance, it’s a small price to pay. And this is just a fun stack; it does everything except prepare your meals! Figure 12-22 gives you a taste (oops, sorry!). You plug in your personal data (age, weight, height), food preferences (either preplanned, from a selection menu, or new data entry), select your meal(s), and Nutrition does the rest and provides you with reams of data about your choices—data you might not always like; data that might drive you to make new choices. I’ll bet you didn’t know that your two cups of shredded wheat and one quart of whole milk chaser was laced with sodium to the tune of over 1000 milligrams! This HyperCard stack is an eye opener and a tummy shrinker. Try it; I think you’ll fall in love.
Nutrition provides complete management of your food intake in detail.

**Make your entertainment day**

While some find the Macintosh to be the all-pervasive and only entertainment needed in life, others of us still find need to be amused by life’s other baubles. The traditional wine, women (men), song come quickly to mind as other possibilities. Regardless of whether your focus lies off or on your Macintosh, HyperCard shareware stacks provide you with the premier method of tracking or participating in your own unique and personal entertainment jollies. Here you’ll meet some great stacks in the entertainment categories of the audio and video (reference), past and future (action), and games (Macintosh). Reference stacks could just as easily have included those on sports teams or hobbies. Action stacks could also have included those on travel, theater, movies, or the arts. Macintosh game stacks are, well, the sky’s the limit. Here are a few stacks to “entertain” you, whet your appetite, and serve as a source of future inspiration.

**Audio Video Library 1.15**

Henry Hsu  
14 Commonwealth Ct., #9  
Brighton, MA 02135  
Shareware—$15
For those of us who enjoy CD, record, tape, or VCR tape collections, Audio Video Library is the last HyperCard shareware you’ll ever have to buy to keep track of all of them. Figure 12-23 shows why. Audio Video Library 1.15 is the most remarkable, complete, and comprehensive library program you’re ever likely to encounter. Track CDs, records, tapes, video, and easily search your collection to find what you need, artist information, etc. Plus, it makes labels for any or all of these media. It doesn’t get any better than this. It’s an incredible $15 shareware value!

12-23 Audio Video Library impresses you even before it collects your data.

HyperTree II 1.4
John Washburn
P.O. Box 30091
Des Moines, IA 50310
Shareware—$20

Speaking of “it doesn’t get any better than this,” “world-class,” and some of the other superlatives I’ve used in this chapter, here’s a program for genealogy connoisseurs and also for the rest of us. This program gives you up to 12 generations of tracking and reporting plus pictures. Figure 12-24 on the next page shows its data entry screen and reporting and picture menus. Notice the breadth of options available. Its tree or pedigree charts as genealogy experts like to say let you draw chart lines all over your page nested every which way organized 32 ways from Sunday. Seriously, this is a professional-grade stack, easy enough for casual users to learn available at an exceptional shareware price. Check it out.

Astrologer’s Toolbox 2.2
Gerald Baron
2733 Country Club Blvd., #180
Stockton, CA 95204
Shareware—$20
HyperTree II is a world-class genealogy program.

While the very mention of the word astrology gathers up the hackles on some folk's backs and others confuse it with the science of astronomy, the fact of the matter is it's great entertainment. The other fact is Astrologer's Toolbox 2.2 is a great HyperCard shareware stack. Figure 12-25 shows why. You input your name, birthdate, city or location, and it

Astrologer's Toolbox 2.2 makes creating horoscope charts easy.
does the rest. It’s pure entertainment just watching it go through its paces for the two to three minutes it takes to make the diagrams. Plus, if you knew anything about such matters, these products are undoubtedly of great value. And if you don’t particularly care to learn about astrology, just farm your services out to the local astrologer. You’ll save him (or her) hours of work for each chart and make a few bucks to keep you in the latest of Macintosh HyperCard shareware stacks!

**Puzzle 1.0 (HC 2.0)**
Apple Computer, Inc.
20525 Mariani Dr.
Cupertino, CA 95016
Freeware—In accordance with Apple licensing restrictions
This simple freeware puzzle stack is among my all-time favorites. Figure 12-26 shows why. Take any picture, disassemble it, and put the pieces back together. It’s great fun for young and old alike, and the ability to use your own pictures keeps it fresh and challenging. In simplicity there is elegance.

**HyperJack 1.0.1**
Jimmy Sun
310 Rodgers Rd., #S204
Athens, GA 30605
Shareware—$10

12-26 Puzzle is entertainment at its best for kids of all ages.
HyperJack, full-featured with all the bells and whistles, is at the opposite end of the Macintosh HyperCard shareware game stack spectrum from Puzzle. As Fig. 12-27 shows, it’s Blackjack in color (the future legacy of the new genre of HyperCard stacks today), features animation and sound, plus supports betting, high scorer recall, and online help. It’s everything I’d go to Las Vegas to enjoy, right here on my Mac today, minus the smoke and (unfortunately?) the money! You’ve got to get this and try it!

12-27 HyperJack is Blackjack in full living color with numerous options.
QuickTime is Apple’s tour de force in multimedia. It extends the Apple Macintosh easy-to-learn, easy-to-use interface capabilities to the dynamic data world. QuickTime permits anyone to cut, copy, and paste moving images (video, sound, animation, etc.) the same way Macintosh text or graphic objects are manipulated today. QuickTime’s ultimate benefit is that all Macintosh applications can incorporate multimedia; any of us can place a movie clip in a word processing, spreadsheet, database, desktop publishing, or presentation document to convey the point better.

QuickTime has sent developers scurrying and left all who have seen its results in action drooling for more. It brings the same radical innovation to dynamic video data interchange in 1991 that HyperCard brought to information management in 1987 and that the Macintosh itself created with its graphical user interface in 1984. While QuickTime is not shareware (anymore than HyperCard was/is) Apple fully underscored the importance of and gave recognition to the shareware distribution forum—online, BBS, MUG, et al—by placing the first release of its newest creation into this domain as freeware. The results of this action probably exceeded Apple’s wildest expectations. Today hundreds of QuickTime movie clips are available in the shareware distribution arena, even CD ROM sets.

This chapter introduces you to QuickTime and a few associated products so that you can begin to enjoy and participate in this new phenomenon yourself. My objective is to make you self-sufficient in viewing QuickTime movie clips and adding them to your own documents. For those whose QuickTime appetites are whetted, I direct you to several great sources of QuickTime movie clips. For those who demand still more, I make a few hardware and software suggestions for getting started in making your own QuickTime movies.

Gimmee, gimmee, gimmee QuickTime

You met multimedia in chapter 12. HyperCard is multimedia—text, graphics, animation, and sound. What could be better? Well, if you liked text, loved Paint and PICT, then you will become absolutely ecstatic over MooV. Pronounced “movie,” MooV is the Apple-created file format for dynamic data, such as video, sound, animation, and other types of
time-varying data. MooV is an integral part of QuickTime. QuickTime is simply an init you drop into your System 7 Extensions folder (or System 6.07 and up users just place in the System folder) that permits you to do neat “multimedia-type” things without the need for additional hardware or software.

If your Macintosh application supports QuickTime today, you can illuminate key points for your document’s audience by using a live video clip. Paste the QuickTime movie clip into your document just like you would a Paint or PICT graphic. Are you talking about your product’s benefit? Show it in action. Making a point about an assembly process? Show the steps in a clip. Making a point about your division’s last quarter’s growth? Let your division manager proudly explain the results in a clip. The possibilities that QuickTime opens up are limitless. Let’s drop back for a few points of clarification in three areas: QuickTime, its movies, and the hardware.

**QuickTime**

Of itself, QuickTime just provides the medium, the envelope, the de facto file format standard for the dynamic data interchange transaction to take place. You still need a software program to “view” your movies plus additional hardware and software to “make” your movies after you “capture” the raw images and audio that comprise them.

While HyperCard is a tool, QuickTime is an engine—four engines really—that other applications use to accomplish their tasks better. Behind the innocuous little QuickTime icon you merely drop into your System folder, the four engines work in close-coupled unison to accomplish QuickTime’s tasks:

- **System software elements** These are Movie Toolbox (high-level system-software service routines that let developers easily write applications to create/incorporate QuickTime movies), Image Compression Manager (high-level system-software service routines that let developers easily incorporate third-party image compression/decompression schemes) and Component Manager (identifies and categorizes attached third-party devices such as digitizer cards, system extensions, and peripherals).

- **Apple compressors** There are four Apple compression and decompression algorithms for storage and playback of digitized photographs, computer-generated images, compressed digitized video, and 8-bit still images or movies.

- **File formats** These are the MooV format plus PICT extensions for image compression and previews.

- **Human interface elements** These are the standard MooV controller and the standard file dialog with Preview.

**QuickTime movies**

Let’s discuss what QuickTime movies are, are not, and future possibilities. Today’s QuickTime movies typically give you approximately postage stamp-sized (160 by 120 pixels or one-sixteenth of a 13-inch Mac 640 by 480 pixel screen) at 15 frames per second max with monophonic sound on a Quadra 900, and maybe only 5 to 10 frames per second on a slower Mac II family model.
This is certainly not what you see in a movie theater and not even as good as you get on your TV set (30 frames per second with stereo sound). So what’s the point? Many years ago Marshall McLuhan said, “The medium is the message.” QuickTime proves that fact today. Whatever your Macintosh document is about—a product, a process, fiscal results, etc.—the heart of the issue, its key subject, or core content can be be conveyed so much better by a MooV clip. It doesn’t have to be a stereophonic, high resolution, wall-sized image to accomplish the job. A simple graphic with sound annotated to your text, spreadsheet, or presentation document—a MooV image—does a fantastic job. It’s “what” your MooV clip is saying not “how” it says it that is important. Couple this with the fact that the receiver of your document requires no special hardware or software beyond a base-level QuickTime setup, and you can begin to appreciate the elegance, simplicity, and power of this product. To fully appreciate QuickTime, you just have to use it.

By the way, nothing says that QuickTime performance stays as it is now either. The first Mac 128 was a far cry from the Quadra models of today. Expect the same to happen with QuickTime movies. And if you’re already using it, you’re just that much further ahead.

QuickTime hardware requirements

While future technological innovation might bring QuickTime capabilities to the realm of the Mac Classic and other 68000-based models, today’s reality dictates that you view QuickTime movies on a color-capable Mac II-class machine (68020 and up) with 4Mb of memory minimum and, of course, a hard drive. To make QuickTime movies, you really need a Mac IIci and up machine with 8Mb of memory and a 300Mb hard drive—in addition to the specific additional software (capture, creation) and hardware (NuBus card(s), VCR, video camera, etc.) required.

My goal in this chapter is to introduce you to QuickTime and its related multimedia tools that can increase your productivity today. Figure 13-1 shows the four products and approach I focus on here. The QuickTime, Simple Player, Popcorn, and Wild Magic software products and where to find MooV clips precedes a brief introduction to making your own QuickTime movies.

Adapting QuickTime to your use

Before going any further, let me again reiterate that QuickTime is not shareware. Its earliest versions were freeware released to developers (QuickTime 1.0 appeared on the Apple QuickTime CD-ROM for developers) or to selected online services (QuickTime 1.1.sit appeared online). In late May 1992, Apple began shipping its $169 QuickTime Starter Kit package. QuickTime is included here only because its earliest versions were freeware (subject to the Apple licensing restrictions, etc.), appeared in the public forums normally frequented by the shareware aficionado readers of this book (online, BBS, MUG, et al) and is quite necessary to view the increasing number of MooV files that appear in these same forums. And, of course, QuickTime is the future. What greater service can be performed than to inform readers and potential additional shareware authors about it? With this message from your sponsor tucked under your belt, let’s get on to how you acquire, set up, and use QuickTime.
Acquiring

While you can get your copy of QuickTime off Apple’s developer CD-ROM, most likely you will acquire it via one of the online services, the scenario documented in Fig. 13-2. As a QuickTime 1.1.sit file, your first step is to unstuff it with Stuffit Classic. This leaves you with a QuickTime Extras.image file that you can most conveniently get at with the Mount Image freeware product you already met in chapter 7. Doing so leaves you with the QuickTime Extras folder and its contents on your hard drive as shown in Fig. 13-2. Notice the folder contains 7 items: QuickTime plus its Read Me and TeachText files, Simple Player, and Wild Magic that you can read more about shortly, and Scrapbooks for System 6 and System 7.
I am not sure why Apple included System 6 in QuickTime. Logically, it appears to only be there for damage control and defusing the obvious emotional question of “why didn’t you include QuickTime for System 6 users” its absence would bring. Apple’s developer CD-ROM included a patch to prevent System 6 from crashing and scrambling your hard drive with certain QuickTime configurations, plus Wild Magic requires System 7 to run. My experience with System 6 and QuickTime is it creates more problems than it solves. You can see where I’m heading with this. If you love QuickTime and plan to use it regularly, it’s your best-ever excuse for migrating to System 7.

**Setting up QuickTime**  While System 7 will run on any 2Mb or more Mac Plus or greater hardware, QuickTime dictates that you have a color-compatible (Mac II class) Macintosh with at least 4Mb of memory and preferably a 100Mb or greater fast hard drive. While Apple’s QuickTime multimedia system extension itself consumes less than 500K of disk space, the MooV files which typically consume upwards of 500K each are the problem. Anything less than 4Mb on your memory and you cannot open even the smallest MooV file at all. Use a small 40Mb hard drive and you find yourself constantly swapping MooV files you want to look at on and off its platters. If it’s also a slow 40Mb hard drive, you cannot “view” a MooV file in less time than it takes to boil a hard-boiled egg in Denver. And if you’re “creating” a MooV file on an original Mac II with a 40Mb hard drive combination, the time comparison is more akin to watching the grass grow in your yard.

I’ll assume you’ve taken my advice and are ready to do the next steps on your color-equipped System 7-based 4Mb Mac II-class system with a fast hard drive. Setting up QuickTime then proceeds to be a snap for you. Drag the QuickTime icon over the System folder icon on your System 7 desktop and you’ll get the Extensions dialog box message shown in Fig. 13-3. Click OK. Next drag the System Scrapbook 7 icon over the System folder icon on your System 7 desktop, and you’ll get the dialog box asking to confirm that the Scrapbook be placed in the Apple Menu Items folder. Click OK. Another dialog box asks you to confirm if your new Scrapbook should replace your old Scrapbook. Your safest bet here is to click No and go back and rename your old scrapbook first (unless you are absolutely sure you will need none of its contents in the future). After successfully installing your new Scrapbook, restart your Macintosh. Hey, you’re done.
Using QuickTime  After installing QuickTime, you need to use a viewer to look at the already-created MooV files. Among the simplest of these is the appropriately named Apple Simple Player and Popcorn applications.

Simple Player 1.0
Apple Computer, Inc.
20525 Mariani Dr.
Cupertino, CA 95016
Freeware—In accordance with Apple licensing restrictions
Simple Player, provided in the QuickTime Extras folder, makes quick work of examining any MooV files and shows you the universal QuickTime movie interface in operation. Figure 13-4 shows the process. Double-click on the Simple Player icon to launch the application, select Open from its File menu and bring up the Open dialog box and click to open the Golden Gate Bridge MooV file chosen in Fig. 13-4. The standard MooV window appears as shown at lower right.

Figure 13-5 shows you the Simple Player Movie menu and normal- and double-size MooV windows. Notice with either variation, the same lineup of controls appears across the bottom. These are for adjusting sound volume (no sound accompanies this clip so the sound control icon is dimmed), playing the clip, a moving bar which shows your position...
Simple Player gives your Movies multiple size options.

in the clip at any time (which image in the sequence you are looking at), a single-step backup control, a single-step forward control, and the familiar grow box (drag to adjust the window size) control. Notice the degradation of the image in moving from the normal to double size option; this perceptibly slows playback in addition to distorting your view with its larger pixels. Selecting the Fill Screen option from the menu makes each image into a nearly unrecognizable blob that might take five seconds to redraw on a Mac IIci.

**Popcorn 1.0.1**
Leonard Rosenthal
Aladdin Systems, Inc.
165 Westridge Dr.
Watsonville, CA 95076
Freeware
Popcorn, usually available online as a Popcorn.sea file that you must uncompress before using, is another excellent yet simple viewer application. Figure 13-6 shows its key elements. Double-click on its icon to launch it and bring up the simple screen shown at the left. Select Open from its File menu and to again bring up the Open dialog box, and click to open the Golden Gate Bridge MooV file. Notice the Simple Player and Popcorn dialog boxes are identical; both have the Show Preview option (highly useful when you're rummaging through many files in the same folder), as are their MooV windows. Almost all MooV files you encounter in your travels are in either Simple Player or Popcorn format.

**Wild Magic 2.0**
David Fischer
Developer Support
Apple Computer France
Freeware—in accordance with Apple licensing restrictions
Wild Magic makes it possible for any System 7 application that supports the Apple Scrapbook to contain operating embedded QuickTime files. Assuming your correspondent friend has a similarly equipped System 7/QuickTime/Wild Magic color Mac II configuration, all you have to do is send him (or her) your application document and MooV file. Figure 13-7 shows the simple process.
13-6 Popcorn offers an alternative to Simple Player.

13-7 Wild Magic embeds MooV formats into any application.

270 Macintosh multimedia shareware
You must first install the Wild Magic cdev (put it into your System 7 Control Panels folder) and reboot. After rebooting, select the key you want to activate the QuickTime "button" in your document's graphic via Wild Magic's Control Panel window.

To place a QuickTime MooV clip into any application, first open your application document; a simple MS Word document WM Test Doc-Word was used in the example of Fig. 13-7. Choose the MooV file you want after first selecting Select All (this ensures you get the whole MooV and accompanying sound file, not just the single graphic scene in view) then Copy from the Simple Player or Popcorn Edit menu. Then activate your application document and select Paste from its Edit menu after you figure out where you want it. The graphic appears on your document just as a PICT or Paint file would, only with a little MooV icon at its lower left corner.

To view a QuickTime MooV clip in any application, hold down the control key you selected and click on the MooV icon in the graphic’s lower left corner. Like Wild Magic, it opens to the standard MooV window shown in Fig. 13-7 at the lower right and plays the MooV clip. In a book, I can tell you this was impressive. When you do it the first time (and every time!), this is IMPRESSIVE! Now you know why QuickTime is the future.

Hey, tell a friend. Better still, send them your application document and MooV file!

Back to the future

Now that you are at least curious (if not somewhat excited) about QuickTime and have seen how easy it is to use, your two most logical questions are “Where can I find some MooV files to play with?” and “How can I make my own MooV files?”

CompuServe, America Online, and GEnie all have special (and growing!) sections devoted to QuickTime movie clips. While their stuffed QuickTime clips still average 300K to 600K in size, the downloads are usually more than worth it. If you have a CD-ROM reader, you’ll be hard pressed to do better than acquiring BMUG’s “TV-ROM,” which contains over 100 PICT files and 400 MooV files of people, places, animals, and things to spark your future QuickTime movie projects.

Making your own QuickTime movies is a harder issue to deal with because the answers are far more subjective. For openers, you need a Mac IICi (a Quadra if you’re serious) with 8Mb RAM, a 300Mb hard drive, and a 16- or 19-inch color monitor for increased productivity. Next, you need a NuBus video capture board. Here you’ll be hard pressed to do better than SuperMac’s Video Spigot board. It comes in 8-bit or 24-bit NuBus flavors and lets you capture video from VCR, video camera, TV, or your monitor. For sound (unless you have a Quadra with built-in sound recording capability), you’ll be hard pressed to do better than MacroMind/Paracom’s (now one company) Sound Recorder. For video editing software, try Adobe’s Premier—especially if you’re using the Video Spigot board (Premier was originally developed at SuperMac as ReelTime—for the Video Spigot board!). Premier lets you import QuickTime clips, sound and video or still images and assemble them into a completed QuickTime movie with finished sound track and even special effects.

Try to take advantage of bundled pricing when you buy these three products. The Premier/Video Spigot combo is a long-standing bundled option, and you can occasionally also find the Spigot & Sound combo.

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While these three products are of themselves excellent, don’t expect to become an overnight sensation at making your own QuickTime movies. You’ll initially put hours into making your first 10-second QuickTime movie. But your successive efforts will be easier to do and look more professional. With continued practice, you’ll even be able to hire yourself out as a consultant. And if QuickTime is your forte, I don’t think you’ll go hungry in the mid 1990s.
Want to check out your Mac’s performance? Quickly duplicate a diskette? Reset your PRAM? Enlarge your monitor’s viewing area? Edit a resource? Catalog your disk? Mount another drive? Chances are highly likely whatever you want to do “better” with your Macintosh, there’s a Macintosh shareware utility to help you.

In fact, utilities are what most people think of first when you talk about Macintosh shareware, maybe because there are so many of them spanning the cdev, init, DA, and application categories. Or because numerous individual programs have become popular by doing just one thing and doing it well in areas not profitable for commercial software vendors to compete. Or because they offer new solutions to pressing needs not fulfilled by any other software. Innovative shareware authors can offer products months or even years ahead of commercial versions.

You’ve already met many Macintosh shareware utility cdevs, inits, DAs, and applications in earlier chapters that improve your life with systems, business, graphics, or education. The best of the rest are in this chapter to enable you to monitor, control, and enhance your Macintosh life to the fullest.

Shareware utilities to the rescue times seven

Like HyperCard stacks, where there are so many good stacks to choose from that too much of a good thing almost becomes too much period, more can almost be less with Macintosh utility shareware, too. You need to step back and look at what is really important to accomplish, to set up a framework that helps you separate the forest from the trees. This chapter provides you with one. Once you have these under your belt, you’ve got your primary bases covered. Then you can work on doing better in any specific area or branch out into others.

What’s most important in Macintosh utility shareware? Think of how you work. You’re mainly concerned with your files and folders, then your disk drives, taking inventory of your Macintosh setup, measuring the performance of your software and hardware, utilizing and controlling your memory, working with your documents, and modifying and customizing your Macintosh’s interface. As Fig. 14-1 shows graphically, this chapter
14-1 Guide to Macintosh utility shareware.
introduces you to the Macintosh shareware utilities in these seven areas (all run under System 7) that can help you become more productive.

**What you won’t see here**

Some even more important utilities that you will not meet in this chapter are security and backup utilities. Some great shareware solutions are available, but if some product glitch hangs me up, I want a large organization with many people and deep pockets to go after. You also won’t meet any screen capture or screen-saving utilities. While they are out there, these are of necessity closely coupled to your system software and typically require frequent updating; several commercial vendors have made solutions for these specific areas into an art form so I’ve deliberately passed them up. You also won’t meet any virus utilities because these were already covered in chapter 4. And you won’t again meet the font, sound, FKey, or other system utilities (inits, cdevs, DAs, etc.) already covered in chapters 6 and 7.

**What you will see**

Let’s quickly summarize where this chapter will be going:

- **Files and folders** System 7 has made working with files and folders easier than ever, but these powerful listing (FileList+ and IndexMaker inventory what you have), showing (ShowSizes quickly overviews what’s stored in your folders), and typing (FileTyper and File Fanatic show type and creator of your files) utilities complete the picture.

- **Disk drives** When working with hard drives, you want to quickly and easily mount them and identify what’s attached (SCSI Probe) plus check up on the storage space available (Disk Status). These two great shareware utilities make life grand. When working with floppy drives, your primary activities are formatting (QuickFormat!), copying (DiskDup), and labelling (Loodle) them. These three great utilities save you time and effort.

- **Inventory** You always want to know the details about your own Macintosh setup, and TattleTale tells you everything about what’s in your system, connected to it, plus version numbers, etc.

- **Performance** Two areas are important to you here: software that tells you what tasks are running and how are they doing (Task-It) and hardware that tells you how your Macintosh setup is performing and how it compares with other Macs in absolute terms (Speedometer).

- **Memory** Using a RAM disk (both RamDisk+ and AppDisk are covered here) gives you an extra performance edge. Being able to adjust your PRAM on the fly (PRam does it) is a very useful capability.

- **Documents** Utilities that help you control printing (DTPrinter), viewing (MaxAppleZoom, Scope, Mouse2), saving (Sav-O-Matic, SaveAll, DataShredder), manipulating (Text Merger, Columbo) and even voice annotating (Tell-Me) your documents make you more productive.

- **Tweaking** Customizing your Macintosh environment to your needs can increase both your productivity and your fun. Here you meet the undisputed champion of customizer utilities (ResEdit) and acquire a healthy respect for its capabilities.

*Shareware utilities to the rescue times seven* 275
Okay, Mac, show me your files and folders

While System 7 gives you access to unprecedented flexibility in viewing your files and arranging your folders and desktop, you need to do more. Most frequently you need to just inventory what you have on your drives and diskettes just to figure out what to do with it next; maybe you even need a hard copy listing. Two utilities help you accomplish this here in short form or long form version. Next, you meet a very handy utility that shows you the storage space taken up within the folders on your desktop or within any of the folders nested with the folders. Finally, you meet two utilities that tell you the type and creator of any file in either a short form or a long form version.

**FileList+ 1.0b20**
Bill Patterson
805 Division St.
Greenville, TX 75401
Freeware

When it comes to delivering the goods on your files: sorting, sifting, searching, listing, exporting to text files, etc., FileList+ does it all. Yet it's freeware! Figure 14-2 acquaints you with but a few of its powerful screens. Whether you're searching a massive hard disk...
volume, looking at any type of removable disk media, or simply examining a floppy diskette’s contents, this unbelievably comprehensive and powerful utility delivers the results. Yet it is remarkable easy to use because of the way it is organized. As its Sort menu shown in Fig. 14-2 suggests, all its menus give you access to an enormous range of flexibility in your requests. And it does it all very quickly. If keeping track of what you own is important to you, then FileList+ is the one utility you should own to help you.

IndexMaker 3.0
Lon McQuillin
P.O. Box 1676
San Mateo, CA 94401
Shareware—$15

Sometimes you don’t need a lot of capability, and just a quick printout of what you have will do. IndexMaker 3.0, shown in Fig. 14-3, is your answer. Clearly at the other end of the features scale from FileList+, IndexMaker’s goal is to give a printout or screen listing with minimum muss and fuss. In Fig. 14-3, no options were specified, so IndexMaker made the simple text file listing for viewing in (or printing by) the MS Word window on the right. A fast, painless shareware solution to finding out what files you own.

Show Sizes 2.1
Jon Pugh
814 N. Livermore, #104
Livermore, CA 94550
Shareware—$20

You’re familiar with the “can’t separate the forest from the trees” analogy; unfortunately it applies quite accurately to your files and folders, especially on larger hard drives. Show Sizes 2.1, shown in Fig. 14-4, is your solution. This shareware gem quickly gives you the picture of how your hierarchical files and folders are organized. Armed with its informa-
Show Sizes delivers instant visual recognition of your folder contents.

In FileTyper 3.1, shown in Fig. 14-5, you can homing in on the big picture is great, but exactly what are the characteristics of one particular file? FileTyper 3.1, shown in Fig. 14-5, tells you. Featuring full System 7 compatibility and online help, just “drag and drop” any file over FileTyper’s icon, and it opens into the window shown at the right in Fig. 14-5. There you are free to change its type, creator, characteristics, or even rename it. Its capabilities become very handy when foreign file formats imported into your Macintosh set are not viewable by any of your applications (i.e., a MacWrite II document in a Word environment). Just change the file types and/or creator (do it on a copy of the document . . . please) to match the application you have. Often this is the only way to get around sticky document incompatibility problems.

Think of File Fanatic 1.1, shown in Fig. 14-6, as the short form version of FileTyper. While it also offers you simple System 7 drag and drop ease of determining and changing file type and creator, you no longer have access to changing all the other file characteristics (visible/invisible, bundle bits, etc.), or the ones that can put you in serious trouble.
14-5 FileTyper provides comprehensive information about any file.

14-6 File Fanatic gives quick drag and drop feedback on file type and creator.

You might consider making File Fanatic available to all the users on your network, whereas you would want to make FileTyper available to more experienced users. Also, you typically find you have need to change file type and creator more than you have a need to change any of its other characteristics. Even if you’re not changing anything, File Fanatic is just handy to keep around to view the origins of those mysterious files you occasionally receive that none of your applications seem to open.

Okay, Mac, show me your files and folders 279
Get more out of your disk drives

Meet several Macintosh shareware utilities that make life easier for you when working with hard drives or floppies. One of the most well known and useful of all shareware utilities enables you to quickly and easily identify and mount any hard drive and/or removable volume. Another useful utility lets you see space available/use on all mounted storage volumes at a glance. Three great shareware utilities make formatting, copying, and labeling your floppy diskettes a breeze.

**SCSI Probe 3.4**
Robert Polic
Freeware
SCSI Probe, now in its version 3.4 incarnation, is unquestionably one of the most well-known of all Macintosh shareware disk drive utilities and one of the best. It's a great example of a shareware author making a good thing better and better. Figure 14-7 shows that it's a cdev and simplicity itself to use. Call it up, and it tells you what's online and connected to your Macintosh. Most frequently, you need this when working with removable media (that's undoubtedly why the SyQuest moniker appears in this version); when you first boot your Macintosh, your removable platter (magnetic or optical) isn't loaded and doesn't appear on the desktop. Therefore you invoke SCSI Probe to mount it. In Fig. 14-7 SCSI Probe shows the identifying labels and even ROM versions of everything attached to your Macintosh's SCSI bus. SCSI Probe is clearly a high-priority "must have" utility for your Macintosh shareware toolkit.

![SCSI Probe 3.4](image)

**Disk Status 1.2**
Eric Bloodworth
Morpheus Systems
P.O. Box 10991
Blacksburg, VA 24062
Freeware
How many times have you wondered how much actual space in megabytes or what percentage you had used/available on your hard drive? Disk Status, a nifty little utility shown

![Disk Status 1.2](image)

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in Fig. 14-8, tells you that and much more. It also lets you customize how and where you want the information displayed. Using it tells you at a glance you’re about to exceed your 50% of space preset limit and need to make some adjustments, or how much space is available for copying over the contents of that removable platter. In short, it makes needed disk space information instantly available to you that helps you work—in the way that you work—better.

QuickFormat! 7.01
Michael J. Conrad
955 Escalon Ave., #505
Sunnyvale, CA 94086
Shareware—$15
Whatever you do with your Macintosh, one of the things you undoubtedly wind up doing more of is formatting floppy diskettes. QuickFormat! makes quick work of this basic task; it saves you 50% of the time and lets you get on to other, more important matters. Figure 14-9 shows you its all-inclusive main screen. Not shown is its extensive audio and visual warning screens, so you don’t accidentally format a diskette that has vital information on it. Whether you elect to format a whole box of 800K or 1.4Mb diskettes in batch mode or merely one at a time as you need them, you’ll find QuickFormat! a valuable and time-saving addition to your shareware toolkit.

Disk Dup+ 2.1
Roger D. Bates
10899 NW Valley Vista Rd.
Hillsboro, OR 97124
Shareware—$20

Get more out of your disk drives 281
14-9 QuickFormat! makes quick work of bulk formatting chores.

Whether you’re making another diskette copy for a friend, multiple server startup diskettes for your department, or need to make copies of your fantastic new shareware product for the world, you find Disk Dup + 2.1 ready, willing, and able to help you. Figure 14-10 on the next page shows its main screen. Plug in your master diskette (or use your hard drive’s master copy), then plug in duplicate 400K, 800K, or 1.4Mb diskettes until either you or your Macintosh gets tired. Plus you can copy 800K masters onto 1.4Mb duplicates (for extra space), copy disk images from your hard drive, verify and count the copies you’ve made, and much, much more. This is another wonderful and time-saving diskette utility.

**Loodle 5.2.2**
Josh and Nick Franco
Tru Value Software
1117 Kagawa St.
Pacific Palisades, CA 90272
Shareware—$10

After formatting and duplicating comes labeling your floppy diskette creations. Quite simply, Loodle is labels. Loodle 5.2.2, shown in Fig. 14-11, does everything most of us would ever want to do with a label and then some. Beyond its convenient design and automated label creation features are its powerful printing to numerous standard and custom label stock format abilities, extensive documentation, and even HyperCard stack indexing features. This is one heck of a labeling program that can save you loads of time on any custom labeling job and is an absolute must for any production labeling runs. Try it and become a believer and a loodler in your own right!
Disk Dup+ quickly sector copies your diskettes.

Loodle delivers labels with numerous formats and options.
Take full measure of your system

Whether you are taking inventory for your department or just keeping track of your own personal Macintosh, an inventory program is an indispensable tool. Why? You certainly don't want to take apart every Macintosh you own to find out what's in it. Besides, some things, like determining a ROM version, are more easily discovered by electronic interrogation rather than by holding the ROM chips in your hand. The one world-class inventory-taking tool in this section takes the place of a bagful of separate tools.

**TattleTale 1.3.2**
John Mancino
Decision Maker’s Software
1910 Joslyn Pl.
Boulder, CO 80304
Ecoware—Contribution to environmental cause requested

Want to hear the whole story about your Macintosh? Listen to TattleTale. The one screen shown on the left in Fig. 14-12 hardly does justice to its capabilities, but its menu shown on the right begins to give you a hint. Look at the comprehensiveness of the CPU Related screen. It's just one of the screens available under the System Hardware menu, and you are not even looking at all of it! Screens for Volumes + Drives, Monitors, NuBus Devices, SCSI Devices, ADB Devices, and Serial Ports are equally comprehensive. Then you can move to the System Software, File Related, and Other (Active Processes, etc.) parts of its menu. Do you begin to get the picture? This one product can tell you all about your Macintosh, alleviate the need to get any others, and save you loads of time in your let's-inventory-our-Macintosh process. And consider the contribution for it—to an environmental

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cause you're probably donating to anyway—as a further saving. Check it off as a must addition to your shareware toolkit.

**How fast it is . . .**

Right on the heels of “what have I got?” is “how is it performing?” Two tools, one for software and one for hardware, tell you the straight skinny. The software tool falls in the “quick and dirty” department; invoke it any time to see what's happening and change things if they’re not to your liking. The hardware tool falls in the world-class category and gives you a comprehensive evaluation of your Macintosh on a stand-alone basis as well as versus other Macintosh platforms using the same standardized criteria. Both tools can be valuable productivity boosters.

**Task-It 1.0d11**  
Pete Helme  
Apple Computer, Inc.  
20525 Mariani Dr.  
Cupertino, CA 95016  
Freeware—In accordance with Apple licensing restrictions

While invoking About This Macintosh at any time from the System 7 Finder mode tells you what’s running and how much memory it is taking, Task-It, shown in Fig. 14-13, gives you much more data. Armed with its data and statistics, you can review any task and take the appropriate action. Task-It is not world-class; it's just handy.

**Speedometer 3.06**  
Scott Berfield  
Parity Productions  
26043 Gushue St.  
Hayward, CA 94544  
Shareware—$30

Speedometer 3.06, shown in Fig. 14-14, is world-class. You will not meet a finer tool.
14-14 Speedometer gives a performance readout on your Mac and comparisons with others.

anywhere on the planet for measuring your Macintosh’s performance and comparing it with that of other Macs. If full-color graphics (you’ll love its full-color LED-style readout shown in Fig. 14-14’s Performance Test window in action) and its highly animated tests are not impressive enough, then perhaps you’ll find its extensive suite of benchmark comparison tests impressive. No dry text-only display of a few benchmark figures here. Speedometer delivers five meaningful (CPU, Graphics, Disk, Math, and overall Performance Rating) performance figures for your own Macintosh in near-arcade game fashion, then lets you use this data to measure the results of a recent hardware/software addition you might have made or compare your Mac configuration against others from a Classic to a Quadra including the PowerBooks. An outstanding addition to your shareware toolkit.

Build your memory power

Whatever you’re doing with your Macintosh, its memory is intimately involved with the process. RAMdisks (a part of your memory set aside to act like a very high-speed disk), often very flaky under System 6, become useful speed and productivity boosters under System 7’s more stable environment. Plus newer, higher-performance Macintoshes and higher-capacity SIMMs enable you to have up to 256Mb of real RAM online; now you’re talking about some serious space for your RAMdisks and corresponding boost to your performance. You meet two flavors of RAMdisk tools in this section, comprehensive and quick. PRAM (Parameter RAM, a small part of your Mac’s RAM set aside to store certain of its attribute characteristics) controls customizing features of your Macintosh beyond those available from its Control Panels General screen. The PRAM tool in this section transforms the once-accessible-only-with-great-difficulty PRAM area into something you can easily manipulate at your whim.
RamDisk+ 3.14
Roger D. Bates
10899 NW Valley Vista Rd.
Hillsboro, OR 97124
Shareware—$35
RamDisk+ 3.14 is the mature, comprehensive version that works with either System 6, MultiFinder, or System 7 and across all generations of HFS Macs from Mac 512s to Quadras. It works upon rebooting your Mac after specifying its parameters from its cdev panel. The window it creates on your desktop looks just like another disk drive. As Fig. 14-15 suggests, you have a lot of options available to you: copy to RAM at startup, automatic copyback of new files to disk, auto-eject startup floppy and switch to RAMdisk, auto-creates crash saver to protect against bombs, and automatically allows you to allocate up to 128Mb for RAMdisk space. And extensive online help. For System 7 Mac owners with 8Mb and up of RAM memory (you want to be able to at least put the System, Finder, and one application in the RAMdisk—plus have room to run!), this is a phenomenal productivity booster that gives you top-of-the-line accelerator board performance for the cost of the shareware plus a few RAM SIMMs. A true supercharger for your Mac!

14-15 RamDisk+ gives you a fast disk customizable via its control panel.

AppDisk 1.4
Mark Adams
Maverick Software
11215 Research Blvd., #2136
Austin, TX 78759
Shareware—$15
AppDisk is a new, System 7-dependent RAMdisk that doesn’t have all the features of RamDisk+, but does support autosave, allows you to allocate up to 256Mb for RAMdisk

Build your memory power 287
space, and works immediately upon creation from the desktop without the need for rebooting your Macintosh. As shown in Fig. 14-16, it too creates a window on your desktop that looks just like another disk drive. While not offering the help, maturity, and stability of RamDisk+, if you are running System 7 and need a RAMdisk on-the-fly and/or a massive 256Mb-capacity RAMdisk, take a long and serious look at AppDisk.

PRam 1.0
Brian Novack
110 Bellington Ln.
St Louis, MO 63141
Shareware—$15
PRam 1.0, shown in Fig. 14-17, does everything you ever wanted to do with your PRAM, features an outstanding easy-to-use interface, and lets you operate in a read-only mode or make changes then save your settings. It also lets you revert to default settings if you accidentally change something and you’re not sure of the consequences. I especially enjoyed its ability to change the system’s default font easily; this feature alone saves you having to use another separate utility just for doing this task by itself. Try this for yourself to become a believer. It’s the only PRAM software you’ll ever have to buy.

Better document control means productivity

Working with your Macintosh means working with documents, all sorts of documents. Think about what you mostly do with them then—printing, viewing, saving, manipulating text, and even voice annotating. The shareware tools of this section make you more productive in all these departments.

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PRAM’s numerous options elevate zapping your PRAM to an art form.

DTPrinter 1.1
Leonard Rosenthal
Aladdin Systems, Inc.
165 Westridge Dr.
Watsonville, CA 95076
Freeware
You probably have more than one printer attached to your Macintosh. When you want to switch printers, you go to the Chooser, etc. The same shareware author that brought you Popcorn (in chapter 13) also made a wonderful freeware goodie to make your printing life simpler: DTPrinter, shown in Fig. 14-18. Set DTPrinter up on your desktop in some convenient spot (say under your hard drive icons as shown in Fig. 14-17). Then pull up DTPrinter’s menu and direct its printing output to the appropriate spot. Relabel DTPrinter as appropriate (laser1, laser2, image1, etc.). Duplicate its icon and repeat the process. Now when you want to print, all you do is drag and drop your document icon over the printer icon(s) you’ve just created and presto, it happens painlessly. It’s wonderful.

MaxAppleZoom 1.43
Naoto Horii
BP 1415
B-1000 Brussels, BELGIUM
Shareware—$25
This shareware utility of all those in the chapter is the one that you’ll find hardest to live without once you try it. Figure 14-19 shows the reason at a glance. It makes your Macintosh 640 by 480 color 13-inch monitor into a 704-pixel-wide by 900-pixel-high display.
14-18 DTPer's icon on your desktop makes drag and drop printing a snap.

14-19 MaxappleZoom’s larger viewing area brings you increased productivity at lowest cost.

290 Macintosh shareware utilities
Talk about productivity gains—this is awesome. While I had to add the standard 8-bit card back into my Mac IIci to use it, you have to figure you’ve gained at least $1500 in this transaction over buying the equivalent color monitor. How does it work? Well the 704 pixel wide trick just pushes your monitor screen out to the edges, which for some reason weren’t even utilized before! The vertical trick is accomplished in the same way—pushing it out to 512 pixels. Then moving your mouse to the upper or lower extent effortlessly scrolls the screen in that direction to its 900-pixel limit. While only 16 colors are supported in this portrait mode when using an 8-bit board, you can get 256 colors and portrait with an 8 by 24 card, and 8-bit, 4-bit, or 1-bit black-and-white modes are fully supported. Plus the author’s sprinkled-with-occasional-humor documentation and attention to detail was outstanding. Treat yourself to the bigger picture and try this product.

Scope 1.6
Tom Lippincott
Freeware
While not everyone will be able to use MaxAppleZoom (it won’t work on your Classic, which doesn’t support 8-bit color cards), Scope will zoom in on what you need for any Mac user. Figure 14-20 shows it in action. Its pallet items across the top set your zoom magnification, grid drawing, targeting, and timing with the first icon, control freeze frame action with the second, time delay with the third and the fourth gives you info. Plus Scope

![](image)

14-20  Scope enlarges any part of the screen plus has handy options.
gives you a viewing window that you can grow as large as you want. Scope is an absolutely delightful product that enables you to pull up smaller details off any application across any Macintosh model. It's works particularly well with high-resolution images of any sort like GIF or PICT graphic files.

Mouse2 1.4a
Ryoji Watanabe
P.O. Box 160191
Cupertino, CA 95016
Shareware—$5
Mouse2 is an incredibly simple yet incredibly addictive shareware goodie that you find nearly impossible to live without once you try it. While Fig. 14-21 shows Mouse2’s couldn’t-be-simpler cdev panel, it doesn’t show the incredible and instant productivity gains that being able to move your mouse twice as fast bring. The simplest way I can explain it to you is to try the opposite extreme standard Control Panel settings for your mouse. Makes quite a difference, doesn’t it? Now imagine a new setting that gives you the same difference boost over the standard top-end mouse speed option. Now you have Mouse2. It’s really something to use. If you try it, it’s almost sure to cost you $5.

Sav-O-Matic 1.51
Bruce Partridge
1209 S. 25th St.
Lincoln, NE 68502
Shareware—$20
While printing is something you do with most of your documents, saving is something you do with all of them. Sav-O-Matic 1.51, whose cdev control panel is shown in Fig. 14-22, just makes the process easier. Load up your applications, tell it what saving interval you want, and Sav-O-Matic does the rest. You never again have to worry about accidental power outages or cockpit errors causing you grief, because all your documents for that application are saved automatically as you work.

SaveAll 1.1
Boris Tsikanovsky
SoftSquare
P.O. Box 7024
Colorado Springs, CO 80933
Shareware—$35 (RewardWare)

SaveAll is Sav-O-Matic with compression and smarts. Shown in Fig. 14-23, SaveAll is for the user who wants to save multiple distinguishable revision versions of the same document, but doesn't want to fill up the entire hard drive with the process. It transparently does the job in the background and offers up to 100:1 compression ratios along the way. This great utility falls more in the nice-to-have-if-you-need-it category.

14-23 SaveAll gives you an audit trail for your documents.

Better document control means productivity 293
DataShredder 1.0
Piranha Tech
Freeware
Sometimes saving isn’t everything. Sometimes, as in real life, you need to feed your creation(s) to the shredder for security or other reasons. If that’s your need, then DataShredder, shown in Fig. 14-24, is your tool. Double-click on its icon, choose the document you want, and go for it. Be really sure and really careful of what you are doing and the Mac document you are doing it to because, like its real world counterpart, you won’t be able to put Humpty-Dumpty together again once he goes through this Macintosh DataShredder. Another nice-to-have-if-you-need-it category utility.

14-24  DataShredder eliminates your documents so retrieval is impossible.

TextMerger 1.02
Kaz Matsuki
Freeware
If you frequently find yourself assembling bits and snatches of your text creations together for further review and edit, maybe you should look at TextMerger, shown in Fig. 14-25. In the tradition of DTPrinter, TextMerger is a simple System 7 drag-and-drop-style utility that simply requires you to drag your text files over to combine them. So painless, you wonder how you overlooked it before. Another nice-to-have-if-you-need-it goodie.

Columbo 2.1
David M. Craig
48 Cedar Cr.
Randolph, MA 02368
Shareware—$15
If you frequently find yourself loading text files into Excel after struggling to convert them to tab-delimited format, Columbo 2.1 is your man. Figure 14-26 at the top shows the process. First, import your text document into Columbo, specify the location of the tab
Drag and drop multiple TEXT files (2 - 255) onto the TextMerger icon under System 7. TextMerger will automatically create a single combined TEXT file.

TextMerger 1.02

TextMerger Kaz Matsuki

OK

14-25 TextMerger adds any document to any other via simple drag and drop.

Better document control means productivity 295
Tell-Me 1.0
Jochen Meyer
Sandfurter Weg 11a
D-2900 Oldenburg, GERMANY
Shareware—$5
Tell-Me is the early vanguard of what’s sure to be a wave of System 7 speech capturing utilities in the future. Figure 14-27 shows its elements. This application takes up astonishingly little space—even with sound data enclosed—so you just double-click on its icon to open it and leave it open on some convenient place on your desktop. At its simplest, Tell-Me is a notepad, so record your thoughts into it on various subjects as they occur or speak into it if you have a sound-microphone-equipped Mac LC, IIci, or Quadra. Your text and audio is preserved for posterity and later retrieval. Try this if it fits into your work style and notice the author’s sound byte when you do. You might just catch the wave of the future early.

14-27 Tell-Me adds voice annotation to your note taking.

Tweaking for kids of all ages

Total control over your Macintosh environment and appearance is every Macintosh owner’s secret dream. ResEdit, the undisputed king of the Macintosh tweaking utilities, can make this dream a reality for you. While I can only scratch the surface of its capabilities here, ResEdit can make everyone’s creative dreams come true. When used with care and diligence, ResEdit’s simply a wonderful addition to every Macintosh owner’s shareware toolbox.
ResEdit 2.1.1
Apple Computer, Inc.
20525 Mariani Dr.
Cupertino, CA 95016
Freeware—In accordance with Apple licensing restrictions

The simple jack-in-the-box icon of ResEdit's latest version 2.1.1 incarnation, shown at the left in Fig. 14-28, hides much under its surface. Not only does it open up the world to you of what's under the surface of any application (as in Andrew Welch's Oracle shareware application shown opened in ResEdit at the right in Fig. 14-28), but it enables you to modify it. ResEdit (Resource Editor) lets you look at and modify resources wherever they are.

14-28 ResEdit's examination of the Oracle application shows many intricacies inside.

Resources are the magical part of Apple files that greatly shortcut, simplify, and speed up operations. Programmers don't have to reinvent the wheel each time a function is needed; they can just call up that resource. So you can use ResEdit to view, modify, and move resources in your System, Finder, applications, icons, menus, fonts, sounds, FKeys, and
more. The control and visibility it gives you is almost scary. All you must give up in return is a commitment to study its ways and use it wisely.

Wisdom begins with the simplest steps. Only work on backup copies of a file; don't change type, creator, bundle bits, and owner ID until you know what you are doing; don't remove a resource until you are absolutely certain it's not used elsewhere; and keep your creations to yourself because the innocuous change you made in your system might bring an unsuspecting friend's system to its knees (because it uses the same resources—differently).

Wisdom also begins with repeated application and experience. So use ResEdit to become familiar with it. I suggest you start out with something simple like modifying icons. Figure 14-29 hints at the almost unlimited opportunity available to you in the icon-modification realm. Although Apple has created the new System 7 ic18 (256-bit color) and icl4 (16-bit color) to add to the existing ICN#, ICON, ics#, and SICN black-and-white icons, the icon world has actually become simplified with System 7 because in the new icon "families" the separate resources are created for you automatically. So pick an icon, any icon, and make a copy; then open up ResEdit and enjoy yourself. And if you want to accelerate your learning curve, pick any one of a number of good books on the subject.

14-29  ResEdit is at its finest when modifying icons such as icl4s or ics4s.
While games you play on a small box hooked to your TV set are great, those you play on a full-fledged microcomputer are, by definition, better still. And when your microcomputer just happens to be a Macintosh with full text fonts, color graphics, stereo sound, plus animated movie and multimedia capability, you’ve reached the top of the mountain. Add to this the accessibility, affordability, and innovativeness of shareware, and you can begin to appreciate why, for a class of users from under 5 years old to over 95 and all ages in between, Macintosh game shareware is what life is all about.

Because Macintosh game shareware fits the profile of doing one thing and doing it well, most people think of games right after utilities and shareware authors offer shareware games months or years ahead of commercial versions. And because you have so many Macintosh shareware games to choose from, you’re almost guaranteed to find one that exactly matches your talents, interests, enthusiasms, and temperament.

In this chapter, Bob’s “top 40” Macintosh game shareware hits are covered for you under six easy-to-locate categories: arcade, adventure, cards, traditional strategy, sports, and puzzles.

Let the games begin

My agenda in all previous chapters was to help you become more productive; the modus operandi for this chapter is just pure fun and games brought to you courtesy of Macintosh shareware’s “top guns,” its game shareware authors. And it’s real easy to justify to your boss (or yourself) too... now that you’re more productive, you’ve got more time for fun and games!

While the gulf that separates casual or neophyte Mac games users from serious gamers is no less than the chasm separating proponents of opposing political or religious parties, there exists no better way to learn about your Macintosh and programing than via getting involved with games and/or creating your own. Few other ways can bootstrap you to recognition as rapidly as becoming a known expert game(s) player or an author of your own games. And few other categories can offer the depth of online forum or roundtable experts to get you started or help you along such as Gann Matsuda’s popular Games and
Guide to Macintosh games shareware.

Mac games shareware
Entertainment RoundTable on GEnie. Whether you’re taking your first look, already use shareware games as a relaxant/diversion from work, or have professional gamer aspirations, may this chapter’s offerings encourage you as a player.

I included only 40 Macintosh shareware games (all of them run just fine under System 7) to choose from in this chapter—I hope it’s enough! Seriously, my intention was only to get you started. It’s impossible to pick a “best” because Macintosh games are a totally subjective category. Let’s just say that it’s highly likely that you should find at least a few that become your favorites among the top 40 of my favorites presented for you here. But much, much more Macintosh game shareware awaits your discovery, and part of the fun is your quest for the ever elusive “perfect game.” If you haven’t delved into Macintosh shareware games recently or never investigated them at all, be prepared for a real treat. Gone are the days of the simple black-and-white game on the 9-inch Mac screen. Many of today’s action offerings are in full color with sound on your 640 by 480 color monitor in true arcade quality, and they absolutely rival their commercial counterparts.

As shown in Fig. 15-1, this chapter’s top 40 Macintosh game shareware hits are organized into six categories and subcategories to help you quickly sort them out and move to your area of interest. You should strongly consider a similar indexing-by-category arrangement for your own shareware game collection before you become buried under the avalanche of offerings. I would also strongly suggest you cross-reference your games by date (tracking both the version number of the game and date it was written are best) and your personal preference (one star, two monsters, three periwinkles, etc.) so you can easily later retrieve the most current versions of your favorites.

Arcade

Arcade games clearly lead the Macintosh shareware pack in numbers, both in numbers available and in avid fans. Full color, motion, and sound arcade shareware games not only exercise your Macintosh to the limit, but also push the human operator. While those shown here span the gamut from the simplest of black-and-white games to full color and sound masterpieces, all share the formidable ability to addict their adherents for hours (if not thousands of hours) while carrying them off the planet into the pure game realms. To access your type and style of arcade game easier, they are further divided into subcategories:

- **Single action**  With games in this category, your attention is focused on manipulating a single object with a single tool. That doesn’t always make it easier, as Stuntcopter, Brickles Plus, and Diamonds readily prove.
- **Multi action**  In this game category, you need to be aware of multiple events and responses, and your sensory input/output apparatus is tested to its limits. Beam Wars, Chips & DIPS, Glypha, and Solarian II are sure to keep you entertained for hours (days, weeks, etc.).
- **Matching**  In this category, you provide the action with your fingers but your brain gets a real workout as you attempt to match tiles to remove them via clicking on them (GunShy) or jumping over them (Stained Glass).
- **Tetris style**  Most have heard of the commercial Spectrum Holobyte Tetris game; these two shareware equivalents are no less aggravating. Drop the tiles (Dropper) or hexagonal objects (Bikaka) into the container in order.

*Let the games begin*  301
• **War**  Games in this category are available to suit everyone's warring alter-ego taste from the simplest of artillery duels (Artillery), to an arcade-class battle game (MacBZone), to a full-fledged strategy game (Armor), to a complete battle mission scenario (Iraq Attack).

• **Environment**  Games in this category have an ulterior motive of environmental awareness. Test your IQ and reaction time with Recycle, then give your senses a full workout with the Tetris-like Toxic Ravine.

### Adventure

Adventure games come in two flavors, **arcade** and **scenario**. In either type, you are forced to be aware of not only the events of the moment but to keep track of past/future actions/possibilities. Planning, recall, and present conundrum adds several dimensions to an adventure game over its linear counterparts and explains why this category has more than its share of above average intelligence as well as ego-masochistic adherents. The Orb Mazez and Trek arcade games and the classic Scarab of RA scenario game can keep your attention so totally fixated in other worlds that only meal and bodily function breaks can revive you.

### Cards

Although real-life card games at first glance appear totally innocent, they are easily the most addictive of all entertainment forms. Ask any Las Vegas dealer. Their Macintosh game shareware equivalents are no less potent. To access your type and style of playing card addiction, they are further divided into subcategories:

• **Solitaire**  This one's mine, guilty as charged your honor. Chinese Puzzle's (as in Chinese water torture) premise is just make the two decks of cards' eight suits line up in order on one try—ho, ho, ho! Klondike, easily the most popular of all Macintosh shareware games, obediently and obligingly assists you as you attempt to raise your puny human score.

• **Blackjack**  The good news is MacJack can save you money at the gaming tables. The bad news is you might find it another difficult-to-break habit.

• **Other**  As with their real-life counterparts, the realistic Cribbage, Spades, and Pinochle Mac games can keep you entertained for hours.

• **Casino**  Vegas Poker can save you the trip to the city. But who is going to pay your rehabilitation fees from addiction to it?

### Traditional strategy

Ahhh, to retire to the pleasant world of traditional strategy games you grew up with as a kid (and some of us have never outgrown!), and you never have to leave your Macintosh. Increasing level of skill games from Tic Tac Mac to 3D Checkers to Chess can keep you entertained ad infinitum. The combined chance and skill games of Triple Yahtzee and Monopoly are not far behind. Choose the form of your own time-consuming demise!
Sports

While Macintosh is never far from most of our hearts and minds, for many adults neither are the three sports of football, baseball, or basketball. Your Macintosh can bring you a greater understanding of and just plain self-indulgence in any of these via these three great shareware games: MacFootball, Best Baseball, and Slam Dunk! Plus no conditioning is required, and you can even bring your popcorn!

Puzzles

Right behind card games in real-life addiction quotient are word and picture puzzles; they've even developed board games and TV game shows around this theme. Now you can do useful work and enjoy word or picture puzzles without ever leaving your Macintosh. The puzzles game shareware subcategories are:

- **Word** CMaster is a roll-your-own or use the example's full-fledged crossword puzzle program. Think of CrossWise as the Scrabble game for your Mac. And the only things missing from PhrazeCrazePlus is the Wheel of Fortune name, the money, and the real Vanna White!

- **Picture** Puzz'l is an import-your-own PICT or Paint pictures or use the example's full-fledged picture puzzle program. Polyominoes brings you the best of picture puzzle and domino worlds—if you could only avoid the snicker when the computer is about to win . . .

Only a few steps to your own arcade

Arcade games are the essence of what Macintosh gaming fun is all about. Nine of the 17 games featured here rival commercial Macintosh games in quality, yet are available at shareware prices. The Diamonds, Beam Wars, Chips & DIPS, Glypha, Solarian II, Stained Glass, MacBzone, Armor, and Iraq Attack Macintosh arcade shareware games are simply hard to beat anywhere at any price. While not quite as exotic, the other arcade games of this section's single-action, multi-action, matching, Tetris-style, war, and environment categories are sure to deliver hours of gaming enjoyment.

Many of the best of those appearing here require a color Mac II-class machine with 4Mb of RAM under System 7 to show off their full color, motion, and sound capabilities; maybe you could justify its purchase on the fact that this type of Macintosh makes you more productive (it does). After you're more productive, you'll have more time for games (the fact that you really purchased your hot new color Mac II to run games to begin with can be your little secret). While you're in the market for new hardware, also be sure to add an ADB-compatible joystick, control column, or other game-style pointing device to your Macintosh setup—preferably one that can be quickly and unobtrusively hidden behind your Mac on those occasions when the boss drops by to chat. Here's where another real benefit of System 7 emerges: All it takes is a click of your mouse (or from that "other" pointing device you're about to hide!), and your spreadsheet or word processing document pops back into the foreground for surprise boss visits. "The journey is the reward" saying
had to be coined by a Macintosh arcade gamer. How better can one describe efforts to upgrade a Macintosh than to run them, actually running them, and later discussions with other ardent practitioners of the sport (in gamespeak) about running them?

While there's no way to capture the essence of any Macintosh shareware game on the pages of a book, this applies even more strongly to full motion and sound color arcade games. Consider the black-and-white pictures and text offered here only as invitations to begin your own journey and receive your own rewards. Enjoy!

**StuntCopter 2.0**
Duane Blemh
HomeTown Software
100 S. Durham
Ulysses, KS 67880
Shareware—Open

This simple, yet elegant game, shown in Fig. 15-2, was one of my early favorites in an earlier vintage and continues to be fun to play in its latest incarnation. Just drop the little man hanging from the helicopter into the hay at the back of the wagon. Landing on the wagon's driver or horse counts against you as does, obviously, landing on the ground. Don't let StuntCopter's black-and-white simplicity and the fact that it runs on even the earliest of Macs fool you. If your mouse dexterity is not up to par, you're in for an aggravating time. But occasional miscues with the horse and driver should keep you grinning from ear to ear.

![StuntCopter](image)

*15-2 StuntCopter is great fun, but don't drop the man in the wrong spot.*

**Brickles Plus 2.1 (Brickles 10.0 B & W)**
Ken Winograd
Space-Time Associates
20-39 Country Club Dr.
Manchester, NH 03102
Shareware—$10

This is another of my all-time favorites that's been around for a long time. Its Brickles Plus
color implementation just makes it better than ever. As Fig. 15-3 shows, you’re looking at a ping pong style game whose objective is to hit the ball with the paddle and eliminate all the bricks above without letting the ball drop onto the area beneath the paddle. The big paddle, big ball, and slowest speed makes it great for even the most uncoordinated of beginners. The tiny paddle, tiny ball, and fastest speed takes a real arcade wizard with a joystick to keep up with it.

15-3 Brickles ball, paddle, and speed are adjustable to keep everyone interested.

Diamonds 1.6
Oliver Dreer
Im Egg 35
CH-4147 Aesch, SWITZERLAND
Shareware—$20
Diamonds is Brickles elevated into the thinking person’s realm. Although Fig. 15-4 does little justice to this magnificent full-color game with sound, it does show that your bricks now have values and importance (colors and changers) assigned to them, there are items to be collected (keys and diamonds) that help you in your quest, items to be dealt with (locks), and an item to be avoided (killer brick). After you collect all the bricks on one level, you move to the next. This is a world-class, fabulous game that you only have to play once to develop an affection for much, much more.
Beam Wars 2.3.1
Steven Crutchfield
Polaris Software
3000 N. Sheridan Rd.
Chicago, IL 60657
Shareware—$15
Beam Wars is another magnificent full-color-and-sound game (Fig. 15-5) that is really intended for four players gathered around one Macintosh, each with their own ADB keyboard controlling their own beam. The object here is to prevent any part of your beam from colliding with any other or with the walls. You really have to think and move fast; it’s a true arcade game at its finest brought to your color Mac II-class machine. Enjoy it with your friends.

Chips & DIPS 1.0
James W. Winter
P.O. Box 1152
Waldorf, MD 20604
Shareware—$10
Chips & DIPS is another full-color-and-sound game whose objective will almost instantly be recognized from its portrait in Fig. 15-6. Yup, your robot gets to climb ladders and move through the warehouse to collect the valuable RAM chips guarded by the Digital Intelligent Protective Servants (DIPS) and either zap or be zapped by these DIPS in its quest. Fast moving fun for all ages.

15-4 Diamonds’ options make the ball game even more interesting.
BeamWars lets up to 4 players independently control their beams.

Glypha II 1.0 (Glypha 3.0 B & W)
John Calhoun
Soft Dorothy
P.O. Box 442258
Lawrence, KS 66044
Shareware—$10
Fast-moving fun is the epitome of what this magnificent full-color-and-sound game is all about. As Fig. 15-7 suggests, you fly your winged steed (ostrich?) around and collect points for eliminating the bad guys, gathering eggs, and zapping the mysterious eye at opportune moments while avoiding being zapped by the bad guys (you must always be higher than them) and falling into the nasty acid bath pool. If you do get zapped, you get several reincarnations via the lightning bolts to help you continue with building your score. Glypha II is a fabulous way to spend your Macintosh quality time.

Solarian II 1.04
Ben Haller
Stick Software
32 Deerhaven Dr.
Ithaca, NY 14850
Shareware—$25
15-6 Chips and DIPS has the by now familiar arcade-game look.

15-7 Glypha II requires you to pilot a winged ostrich at your skillful best.
Now we come to the undisputed king of all the Macintosh shareware arcade action games, Solarian II. This world-class shareware game has spectacular full-color graphics, sound, and fast arcade-style action. Nothing I could possibly put on paper could do justice to it, so Fig. 15-8 only suggests that it is one huge game with full accompanying documentation having something to do with objects in space. That it does, my friend. Think of it as a fabulous Star Wars type game where you get to blast all the bad guys as they move into kill range of your spacecraft in order to advance to the next level of play. I strongly advise you to not even attempt a try at this highly addictive Mac II color game unless you have already made room for it in your collection. Oops, too bad!

![Solarian II](image)

**15-8** Solarian II is huge in size and thrills compared to almost all other games.

**GunShy 1.3 (GunShy 1.2.1 B & W)**

E. C. Horvath

UniMac, Inc.

Box 237

Holmdel, NJ 07733

Freeware

Phew! Finally some relief from the full action arcade games—or is it? With GunShy 1.3 shown in Fig. 15-9 (the color version), all you’re doing is trading one form of addiction for another. GunShy’s objective is to match the (color or black and white, depending on the version) icon tiles to remove them and uncover the screen beneath. You can even modify the game and add your own icons and final screen. Needless to say, this game's final
Gunshy requires you to match the icons to uncover the picture underneath. The goal is much easier said than done, and it can keep those from 9 to 90 entertained for hours while caught up in the quest.

**Stained Glass 1.01**

Nick Schlott  
1016 East El Camino Real, #227  
Sunnyvale, CA 94087  
Shareware—$25  

Stained Glass, shown in Fig. 15-10, reigns as the undisputed king of all the Macintosh shareware arcade you-do-the-action games. Think of it as GunShy combined with checkers. In this full-color masterpiece, your objective is to jump over the color tiles to remove them from the board and leave only the pale blue window pane remaining beneath. Tiles come in red, blue, and yellow primary colors, but panes can also contain two tiles and be purple, orange, or green in color. And only primary colors tiles can jump. You've got 108 panes to start with, so how many moves (fewer is better) will it take you? Or are you even up to the challenge? Test your mettle for hours, weeks, months with this beauty. And for those with insomnia, this absolutely beats the heck out of counting sheep or paying for medicated cures.

**Dropper 1.1**

C. K. Haun  
Ravenware Software  
22045 McClellan Rd.  
Cupertino, CA 95014  
Shareware—$5
Stained Glass is a great color game, but its simple goal requires high proficiency.

Dropper, a full-color game shown in Fig. 15-11, should really be called grabber. Play it for a while, and it really grabs you. Its objective (like Tetris) is to pile up the same color tiles in order at the bottom of the vessel. You get points for stacks of four tiles of the same color and even more for diagonal patterns. You move the tiles from side to side and quickly drop them via keyboard commands. Simple enough, but as you move up in levels, the tiles keep coming faster and faster until you're really challenged and the task becomes all but insurmountable. This is the ideal color game with a simple entry level, but no upper limit of play. It's a sure pleaser for kids of all ages.

Bikaka 1.2
Ingemar Ragnemalm
Arrendeg 102
S-58331 Linkoping, SWEDEN
Freeware
Think of Bikaka as Dropper played with patterns of colored hexagonal blocks instead, as shown in Fig. 15-12. No more mister nice guy. Now you have to maneuver these odd-shaped (you can also rotate them in any direction using the keyboard) blocks to occupy the minimum space as well as making adjoining patterns in your vessel for the highest score. And the next level only advances play. But, I somehow don't think it will stop you from trying and trying and trying and . . . . You can really pat yourself on the back after scoring high on this one.
Dropper is a wonderful color Tetris-like game.

Bikaka is another tantalizing Tetris-like game played with hexagonal blocks.
Artillery 2.0.1
Kirk Crawford
1214 19th St.
Hermosa Beach, CA 90254
Shareware—$10
Artillery, shown in Fig. 15-13 (unfortunately minus its full-color graphics), is the simplest of the war-style arcade games, but that doesn’t lessen its fun one iota. You and an opponent can amuse yourselves for hours while setting up your artillery pieces at the right angle and with the right velocity to rain down on top of your opponent’s headquarters. Artillery provides multiple terrain backdrops and sound to keep the challenge interesting. An instructional game, too, as you witness the laws of physics being played out with real consequences before you. Another great goodie for kids of all ages.

15-13 Artillery lets two opponents match ballistic skills.

MacBzone 1.3.1
Randy Frank
1936 Northridge Dr.
Coralville, IA 52241
Shareware—$10
If you’ve ever wanted to secretly be a tank driver, this is the game for you. I guess I did, because this is one of my favorite action-arcade war-style Mac shareware games. Featur-
ing full color, sound, and stick figure graphics as shown in Fig. 15-14, this puts you inside
the turret/gunsight of your own tank and you get to maneuver in a virtual 3D reality using
the unidirectional throttle control on your lower right (controlled by your mouse). Ahhh,
but there are enemy tanks out there and you’ve got to knock them off before they do the
same to you. You can get temporary shelter by maneuvering behind any one of the objects,
but you’ve always got to keep moving and on the alert. Become the hunter and not the
hunted as you become proficient at MacBzone and its ways. This one should definitely be
at or near the top of your must-have shareware games list.

15-14 MacBzone is a true tank battle in a realistic 3D arcade environment.

Armor 2.0
Brad Sanders
10930 RockyMount Way
Wheaton, MD 20902
Shareware—$10
Armor takes you out of your own tank and puts you in charge of the overall battle plan. Its
full-color graphics and sound are only dismally displayed in Fig. 15-15. Now you’re a
general instead of a mere tank-driving grunt. But you also have more responsibilities—
both lives and weapons. Are you up to the task of taking the enemy headquarters on the
right, or do they have a better plan and execution? Truly test your mettle or prepare for
West Point with this goodie. Good clean warfare fun for hours and hours and nobody
really gets hurt!
Armor lets you command the whole battlefield to destroy the enemy bunker at right.

Iraq Attack 1.0.2
Mark Adams
11215 Research Blvd., #2136
Austin, TX 78759
Shareware—$10

Iraq Attack moves the battlefield off the desert floor and adds the air and sea battle theaters of operation. A full-color and sound action-arcade war game wonder, its objective is to annihilate the scourge as shown in Fig. 15-16 on the next page before the same is done to you; only now you’re playing with fast-moving aircraft and missiles instead of tanks and artillery. In this case, as in real life, your mission success depends on your proficiency with the controls (a high manual dexterity quotient and quick reflexes help tremendously here) and your understanding of the rules. A great game for pure war game fans and anyone who likes action and adventure.

Recycle 1.0
Ben Resner
P.O. Box 14922
Berkeley, CA 94701
Shareware—$10

After you’ve won the wars, it time to take steps to win the peace . . . and save the environment. Recycle, shown in Fig. 15-17 on p. 317, is at one level a marvelous game: You sort the goodies into compost, glass, metal, paper, plastic, and toxic bins as the belt moves
Iraq Attack is a highly realistic color arcade game that simulates battle missions. Faster and faster and you finally run out of reflex time. At another level, Recycle is an outstanding educational tool to raise the awareness of kids and adults alike to a very hot issue of how to save the planet earth from the atrocities of the humans that currently inhabit it.

Toxic Ravine 1.1
Glen R. Wichman
1128 Briarcroft Rd.
Claremont, CA 91711
Shareware—$5

Think of Toxic Ravine as Dropper played with Recycle overtones, as shown in Fig. 15-18. While you'll have loads of fun and suffer no real genetic exposure in the process, as one of a special cadre of blimp pilots you'll help Orlando Poon, Jr., in his mission to clean up the...
15-17 Recycle builds your environmental awareness and your hand-eye coordination.

15-18 Toxic Ravine is a Tetris-like game played with an environmental overtone.
spawn of highly toxic genetic engineering labs ravine waste dumps and rescue their friendly but mutated PANG (Politeness And Niceness Gene) inhabitants. While bombing the waste to smithereens is your mission, your first priority is to rescue any PANGs—who give you definite notice of their presence—without crashing your blimp into any of the dangerous obstacles in the ravine or its walls. Delightful entertainment for all ages as you get caught up in the story.

Adventure games for the rest of us

Adventure games are the next level up in Macintosh gamesmanship. An arcade-type adventure game like Orb Mazez or Trek test your ability to combine planning with action and instant recall. A scenario-type game like Scarab of RA is a pure intelligence test in N-dimensions. Because of the level of player involvement, adventure games command the highest addiction factors of all. A truly hooked adventure gamer might only stop when essential bodily functions call. Many Macintosh shareware adventure games are out there, and their level of excellence often rivals commercial offerings. The three sampled here are among the best in their respective categories.

**Orb Mazez 1.0b1**
Stephen Wilson
SMW Software
RMB 27 Radcliffe Circuit,
via Queanbeyan, NSW AUSTRALIA 2620
Shareware—$10
Orb Mazez is a full-color-and-sound game for two players. The screen is divided into two parts, and the objective is to accumulate the maximum number of points and outwit your opponent in the process. Figure 15-19 gives you a look at its main view and help screens. You’re dropped into a maze where you accumulate points for stars, kills, and ground covered. You pick up ammo packs; invoke scrambler windows, maps, distance, direction, and ground covered indicators to help you; and always keep your fingers near the forward, backward, turnaround, left, right, fire, toggle map, and scramble keys during your quest. If you remember where you are, what you have, and keep going, it’s pure fun.

**Trek 1.4.2**
Robert A. Koch
15212 Harney Cr.
Omaha, NE 68154
Shareware—$12
Trek is a pure Star Trek action adventure. Of course, the objective is to kill Klingons, but you don’t want to disturb the friendlies along the way. Figure 15-20 on p. 320 shows its main screen, menu, and instruction screen. When you start, you have your full complement of weapons, fuel, and time. You receive messages as to developing “situations,” can travel to distant environs at warp speed to resolve them, and can raise/lower shields or toggle between short and long range scans at will. But if you don’t plan your moves care-
OrbMazez lets two players compete on working through the maze and building points. You could be ultimately killed or captured even though you've killed your share of bad guys. Great fun for Trekkies of all ages.

Scarab of RA 1.3
Rick Holzgrafe
Semicolon Software
P.O. Box 371
Cupertino, CA 95015
Shareware—$10

Scarab of RA is pure scenario adventure in three dimensions. Figure 15-21 shows the main screen available to you as the indefatigable archeologist, Mississippi Smith. The Pyramid of RA has been uncovered by a sandstorm, but no previous archaeologists have returned to tell of their findings. Now it's your turn to navigate its maze-like passages and find the three sacred talismans... and anything else that can help you along the way. Indiana Jones, eat your heart out! Not shown are the extensive menus offering online Help (starting with "What's Going On"), Hints (what to do to make the best of a situation), Inventory (what you've got and what you want to do with it), Speed (how fast do you move and do you keep track of your movements), Map (where are you now), and Game control. The instructions congratulate one player who made it to level 199—are you up to the task? If so, say goodbye to your family and begin...
Card games for one and all

Card games are easily the most popular of Macintosh shareware games—and the most addictive. Most of the real-life card games are available in Macintosh shareware form. I've included a few of the best from the Solitaire, Blackjack, Casino and other categories.
Scarab of RA puts you in the great pyramid with only your wits and your Mac.

here. The beauty is your learning curve is really short and sweet on most of these goodies because you are already familiar with the real-life game. The hidden agenda is the games are so much fun, so easy to learn, and so painless to play that they can quickly absorb you for hours on end and you don’t even notice the passage of time.

Chinese Puzzle 1.0
Andrew Kirby
CompuServe 72560, 373
Freeware
Chinese Puzzle is my personal time-consuming nemesis. The premise of this solitaire-style game is simple: Take two decks of cards and arrange them in ascending suit order from their aces up through the kings in three tries or less; doing it in one try is the goal. While the author helps you with excellent documentation and online “hints,” the real-life act proves to be far more demanding. Figure 15-22 on the next page shows the best of my efforts to date of two tries with no hints. I would personally like to shake the hand of anyone (or even just touch) who is able to do it in one try with no hints. Simply a great game for temporary brain diversion!

Klondike 5.0.1
Michael A. Casteel
Unison Software, Inc.
675 Almanor Ave.
Sunnyvale, CA 94086
Shareware—$10
Many of us can remember Klondike from its earliest vintage back when the Mac was first introduced. The author's frequent and fabulous revisions have resulted in Klondike becoming the most popular of all Macintosh shareware games. This full-color System 7-compatible version with animated card turning and the brief Player sound strip from The Sting movie only makes it better. Figure 15-23 gives but a pale reflection of the action of Klondike's cards on the tableau. You are playing this solitaire-style game against the clock and get the most points for maximum card movement in minimum time. You'll quickly want to improve on your personal best, and it's at this point that Klondike becomes highly
addictive. Add to this Klondike's extensive menu options to suit playing style and preference, and you easily have all the underpinnings for a lifelong gaming occupation.

MacJack 4.0
Lance S. Gharat
2581 California Park Dr., #206
Chico, CA 95928
Freeware

Talk about addictions. Blackjack of itself more than does the trick. MacJack adds the dimension of not only letting you very realistically play it on your Mac, as shown in Fig. 15-24, but also offers an amazing array of options and trains you in the finer aspects of the game. With full dealer, player, card, deck, betting, and casino options, it is one of the finest Blackjack training tools around. The fact that it is also freeware is just icing on the cake. If you're already a Las Vegas devotee, obtaining and using MacJack could overwhelmingly be the best investment you ever made!

Cribbage 2.4
Chris Christensen
Elegant Solutions
6901 Chiala Ln.
San Jose, CA 95129
Shareware—$5

Cribbage fans, store your boards. This beautiful color Macintosh shareware implementation lets you do Laying Away, The Play, and The Show to your heart's delight with your
Mac set to either standard or expert opponent levels. While Fig. 15-25 does little justice to the color cards and beautiful implementation, it does show you the realistic cribbage board, card layout, and crib layout. The online help for this particular implementation and the author's love of the game clearly shows through with all the attention to small details. A fantastic shareware value that will return you hours of Cribbage-playing pleasure and can be a wonderful Cribbage-learning tool for the whole family.

Spades 0.50
M. Wolf
DimensionF Software
409 Sixth Ave., #8
Coralville, IA 52241
Shareware—$5
Spades, shown in Fig. 15-26, is as realistic a version of the game as you can get short of holding the actual cards in your hand. It gives you complete bidding, playing, and scoring flexibility and features extensive online help, including an introduction for new players. A great way to spend the hours—or a lifetime, if you love Spades!

Pinochle 1.0
YOERIC
R4, Box 426
Rustburg, VA 24588
Shareware—$5
Spades is another highly realistic simulation for your Macintosh.

Attention Mac Pinochle players of the world (for others, this is the game that you play with the funny card deck that only has the high-value cards in it), this Macintosh shareware Pinochle game shown in Fig. 15-27 on the next page has it all. Bid, meld, assign trump, play, and aggregate meld and high point take points at the end toward your bit points; this is wonderful Macintosh Pinochle implementation for newcomer (features extensive online help) and expert (features realistic play) alike. Try your hand at it . . . and you don’t even have to hold all the cards!

Vegas Poker 2.1
Glen Seemann
P.O. Box 149
Destrehan, LA 70047
Shareware—$10

To describe this full-color Poker implementation as anything less than beautiful and fabulous is the supreme injustice. While shown in Fig. 15-28, it really has to be experienced to be appreciated. On a color Mac II, let's just say it brings the whole video poker game to your desktop. You play only for Macintosh money, so your losses are not so painful and your high winning Macintosh-dollar totals can be just as valuable in bragging rights to your work group peers or household. For those who enjoy poker, this shareware game is a wonderful pastime.
15-27  Pinochle is yet another highly realistic simulation for your Macintosh.

15-28  Vegas Poker is a full color game that's just like the real thing.
Mac-upsmanship for traditional strategy games

While some of us recall playing early computer chess implementations on university mainframes, Macintosh shareware authors have raised the level of chess and all the other traditional strategy games into an art form that’s available to any Macintosh owner’s desktop. From simple Tic Tac Mac to 3D Checkers and Chess skill games or from simple Triple Yahtzee to Monopoly combined chance/skill games, you can indulge your gaming whim to the fullest and never leave your Macintosh. Some of the finest in this category are covered here, but they are only the tip of the iceberg of available offerings.

Tic Tac Mac 2.0
Peter B. Bozanich
18 Roger Rd.
Saint Cloud, MN 56301
Shareware—$10
While Tic Tac Mac’s beautiful full-screen color implementation clearly has highest appeal to kids (Fig. 15-29 does it little justice), let’s just say that it greatly broadens the appeal of the timeless tic-tac-toe game to all generations. Choose whether you or the Mac goes first, choose the boy or the girl icon to represent you, and go for it. A great starter, demo, or pastime tool for young and old alike.

15-29 Tic Tac Mac’s full-screen color implementation makes it the best in its class.
3D Checkers 5.1
Fred Moulden, Jr.
Moulden Enterprises
11109 Riaza Sq., #9
St Louis, MO 63138
Shareware—$15

Checkers is a great pastime. Having them in 3D on your Mac is just that much better. This wonderful shareware game, shown in Fig. 15-30, offers you all the traditional checkers features you're used to, but presents you with an unrelenting opponent—your Macintosh. Fortunately, you can choose Easy, Medium, or Hard options from the Difficulty menu, but are you up to beating your Mac even when it has been throttled back to Easy? This fabulous shareware implementation of a time-honored traditional game should find a spot in every Macintosh game enthusiast's collection.

Chess 1.0b5 (Disk #42)
Lynda Fowler
Softdisk Publishing
P.O. Box 30008
Shreveport, LA 71130
(800) 831-2694, (318) 221-8718

This wonderful chess implementation is not shareware at all, but is brought to you as part of the Softdisk Publishing subscription service introduced to you back in chapter 2. Figure 15-31 does little justice to its beautiful full-color implementation. It has sculptured white
Diskworld’s Chess is a wonderful color implementation of a classic game.

pieces versus sculptured blue pieces on your monitor. The figure also does not show the extensive online help and just plain ease of play from any level from novice to expert. It supports orientation of the board (white on bottom or top), levels of play (from 1 to 5 in difficulty), king or queen side castling, and even gives you hints of the next move you should make (plus shows your opponent computer’s countermove search depth). And this is only one of the marvelous games you get from Softdisk Publishing for their low monthly membership fee.

Triple Yahtzee 3.0
John Sullivan
Freeware
Triple Yahtzee, the addictive chance game played with five dice, familiar to us all since we were youngsters as Fig. 15-32 attests, was never better played than with this absolutely superbly crafted Macintosh implementation. And it’s freeware! Let your Mac roll the dice, quick or slow, with sound or quiet, and take your best shot at filling the boxes on your way to the highest score. Or invite your friends over and break out the popcorn. But Triple Yahtzee on your Macintosh invites hours of friendly camaraderie or solo playing pleasure with or without the popcorn!

Monopoly 4.03a
Thomas E. Fosson
445 Back Hollow Rd.
Waverly, OH 45690
Freeware
If you talk about games familiar to all of us since we were youngsters, Monopoly has to appear high on your list. While this nifty black-and-white dialog-style Macintosh imple-
15-32 Triple Yahtzee is like the real thing and even easier to play.

15-33 Monopoly is almost like the real thing.

330 Mac games shareware
mentation, shown in Fig. 15-33, comes awfully close, I guess I just miss the board, all the colorful pieces, and the aromas of sweaty palms around me. But this being a freeware goodie certainly eases the pain, and playing it really brings back great memories. Maybe it will be much more for you when you set it up on your PowerBook in an airport waiting room and invite that attractive person sitting next to you to a challenge.

**Mac shareware that gives you a sporting chance**

Football, baseball, and basketball are the sports from which the fabric of native Americana lore is created. You cannot watch TV, listen to radio, pick up a paper, visit a bar, or go to your place of work without encountering them in some form. No wonder, when we’re away from them, why we miss them and yearn for more. Macintosh game shareware to the rescue. Now three great shareware games: MacFootball, Best Baseball, and Slam Dunk! can keep these three sports always as close as your Macintosh.

**MacFootball 2.2**
Ed Urcich
Emerald City Software
2104 SW 306th Pl.
Federal Way, WA 98023
Shareware—$10

Mike Ditka, John Madden, or Don Schuler never had it so good. With MacFootball’s full color implementation, you can get the overview, test your offensive strategies and tendencies, and play the game on a friendly green turf that always results in no injuries. Figure 15-34 shows it in monochrome form with its menus for Offense, Timeouts, and Punt/Kick options. You can even save your game stats. Plus no conditioning on your part is required, the crowd is never a factor, and you can play any pair of teams at any time you want. Great all-year-round fun for the Macintosh football fan.

**Best Baseball 3.5**
Charles Best
160 W. North St.
Waynesboro, PA 17268
Shareware—$15

For America’s favorite pastime, what could be more appropriate than this nearly totally realistic Macintosh shareware game played with last years’ (1991) actual team and player statistics/tendencies and also offering simulated playing action? Figure 15-35 does it little justice; only playing it gives you the full experience. I especially enjoyed the players circling the bases on hits and, like the real thing, nothing beats hitting the big one out of the park. I also enjoyed the full set of stats I was able to collect on all players after the game. A must have game for Mac baseball nuts both young and old.

**Slam Dunk! 1.61**
Patrick Halvorsen
980 Eisenhower Rd., #10
Hiawatha, IA 52233
Shareware—$25

*Mac shareware that gives you a sporting chance* 331
MacFootball gives you plays, teams, and much, much more.

Best Baseball is nearly unbelievable with all its options and features.
If real basketball is totally physical, its Macintosh shareware Slam Dunk analog is totally cerebral and definitely a dream tool for future basketball coaches. Figure 15-36 shows for a Bulls/Blazers matchup using 1992 team stats (as a current Portland, OR, resident this particular choice still leaves an aftertaste!). You scenario the whole game based on tendencies on a play-by-play basis, quarter-by-quarter with numerous menu options. And if you want stats, no other shareware game on the planet gives them to you like Slam Dunk. Plus, for those who prefer to never lose, you can create your own teams and players for which even Michael Jordan and the Bulls are no match! Slam Dunk is absolutely a slam dunk winner for all Mac basketball fans.

15-36 Slam Dunk! brings all the basketball moves and stats to your Mac desktop.

**Word and picture puzzles for every Mac person**

Puzzles are a real-life addiction for many folks. Just look at the magazines, game shows, and board games. Via the miracle of Macintosh shareware authors, now you can enjoy any and all of them on the privacy of your own Macintosh screen. Three superb word and two outstanding picture puzzle games get you started here. The continuation of the quest is up to you.

**CMaster 0.4**

Patrick J. Stevenson
920 6th Ave. North, #204
Fargo, ND 58102
Shareware—$20
If you enjoy crossword puzzles and also enjoy your Macintosh, then playing and creating crossword puzzles on your Macintosh is absolutely the neatest thing going since sliced bread. CMaster, shown in Fig. 15-37, is the nifty shareware goodie that virtually brings the heavens to earth for all Macintosh crossword lovers. Create, configure, solve, decipher, you name it—CMaster does it. And whether you look at it as a valuable training tool or merely a great diversionary pastime, you can depend on CMaster to deliver shareware word puzzle goods to you hour after pleasurable hour.

CrossWise 1.4
Michael D. Speir
P.O. Box 6835
Tampa, FL 33608
Shareware—$10
If you love Scrabble, then playing its shareware look-alike, CrossWise shown in Fig. 15-38, on your Macintosh is simply the best of all worlds. Not only does it have nearly all of Scrabble's regular features, but it has player, scoring, timer, and word options plus, of course, a dictionary that you can add to online. This is simply great individual, family, or workgroup-on-lunchbreak fun, and the price is absolutely right.

PhrazeCrazePlus 1.0
Brad Pettit
E. 4210 10th St.
Spokane, WA 99202
Shareware—$10
CrossWise delivers a Scrabble-like game with many extras for Macintosh owners.

If you love the Wheel of Fortune TV game, then the sights and sounds of its shareware look-alike called PhrazeCrazePlus should definitely appeal to you. As Fig. 15-39 on the next page shows, the board, the word puzzle, the wheel, the vowels, the scores are all there—everything you need (except the money and Vanna White—I don’t know the brunette’s name on the screen but she’s cute too!) is available on your Macintosh for you to enjoy this game at your leisure on your own Macintosh. Now all you need is a few sponsors...

Puzz’l 1.1
Duane Blehm
HomeTown Software
100 S. Durham
Ulysses, KS 67880
Shareware—Open

Puzz’l shareware is to pictures what CMaster shareware was to words. With it you can create and solve a whole library of available and self-created puzzles. Figure 15-40 begins to tell the story: Import the by-now familiar car PICT file and choose your own puzzle shapes. Not shown is the nifty window Puzz’l creates for solving the puzzle—just like you might have set up on your kitchen table—and also the picture (the original you imported), status (an elapsed timer, average time per piece, pieces used, pieces remaining), and patterns (to further customize your own puzzles) windows that automatically open to help you along. If you’re a Mac picture puzzle lover, this is sure to be among your all time favorite shareware acquisitions.
PhrazeCrazePlus clearly shows its Wheel of Fortune heritage in play, too.

Puzz'1 gives picture puzzle fans the ultimate thrill of creating plus solving your own.
Think of Polyominoes, shown in Fig. 15-41, as dominoes combined with a picture puzzle game. Only your opponent is your Macintosh, and the object is to add pieces to the grid (they can all be rotated and mirror-image flipped) until no more can be added. The last one to add wins. To add insult to injury, your Mac tips its hand with a loud snicker of laughter (often several moves ahead) when it knows it's going to win. Of course, this causes you to redouble your efforts the next time. Thoroughly fun for all ages. Try it and see.
Enclosed diskette and final words

Hopefully, your journey through the book has already been a reward for you. This chapter gives you two future building blocks: shareware you can use immediately on the enclosed diskette and how to build your own shareware collection.

Pull tab to open

The enclosed diskette is a 1.4Mb high-density type. When you slip it into a compatible Macintosh drive and double click on it, the screen in Fig. 16-1 emerges. Its contents are initially contained in a single self-extracting archive icon. All you have to do is double click on this icon and select the destination hard drive onto which you want its uncompacted contents to be installed. After you do, the process proceeds automatically and results in a folder whose contents correspond to the list shown in Fig. 16-2 appearing on your hard drive.

Using the shareware on the enclosed diskette is almost as simple as the title to this section. Figure 16-2 lays out the enclosed diskette’s contents in the by-now-familiar block diagram format. Notice you have a little something of the flavor of each chapter on the diskette except for chapter 11, 12, and 13 whose education, HyperCard, and QuickTime multimedia files would consume a diskette by themselves. My intention was to create a useful diskette to get you started. Let’s look more closely at the contents and my rationale:

- Chapter 6’s PoPWMenu and Tear Off Menus are two outstanding productivity builders for System 6 owners that can also be used by System 7 owners, so their inclusion on this diskette serves a dual role.
- Chapter 7’s Apollo is the best possible gift I can give any System 7 owner, so it’s included here. Easy KEYS saves you time and MacAClock lets you more efficiently figure out how to spend your newly found gains.
- Chapter 8’s ZTerm, the king of the communication packages, appears here because it is the best gift I can give any potential Mac online communicator.
- Chapter 9’s UpWord, the powerful shareware word processor; Marines, the almost-commercial-grade shareware spreadsheet; and Retriever, the shareware
database package premier the offerings of this chapter, plus I added the latest and
greatest in Biorhythms to make your day.

- Chapter 10’s GIF Watcher and View Paint packages are included here to save you
tremendous amounts of time in the number one task you’re likely to be doing most
of in shareware circles: looking through graphics files.
- Chapter 14’s Speedometer, SCSI Probe, DiskDup, RamDisk+, Mouse2, PRam,
and MaxAppletoom are included on the diskette to give you your basic collection of
first-class products for working with your Mac system, hard drives, and diskettes.
- Chapter 15’s selection was chosen so that at least one of the diskette’s collection of
basic game StuntCopter, GunShy, Chinese Puzzle, Klondike and 3D Checkers
should appeal to you, possibly whetting your appetite to get more and larger games
on your own.

![Mac Shareware Book Disk](image)

16-1 Icon you’ll see on diskette.

Building your shareware toolkit

While you should find the enclosed diskette’s contents to be fun, nifty, and highly useful,
consider it only a start toward building your own shareware collection. As with anything,
a little care and planning can save much time later, so I would counsel you here to reread
the guidance of chapter 4 and establish the foundation of your shareware collection on the
firm foundation of products to help you with:

- **Anti-virus** Disinfectant, GateKeeper, and Virus Detective are world-class share­
ware programs, but you can also use a commercial product.
- **Communication** You already have ZTerm via the diskette; CIM (CompuServe) or
AOL software are all you really need to add.
- **Compaction** Stuffit or Compact Pro shareware is the de facto standard.
- **Cataloging** You get Phantom Labeler via the diskette; add a shareware indexing
program and/or Show Sizes.
- **Backup** I recommend using a commercial program here.

These will get you started. Now what do you do? Easy. Build upon your base in the direc­
tion of greatest productivity. This means starting to plug your efficiency holes with either
System 6 or System 7 shareware utilities. Get acquainted with the shareware goodies that
let you do it better, faster, cheaper. Next, work on acquiring the other utilities of chapter
14 that give you whopping performance gains. Then, look at business items (chapter 9) or
HyperCard items (chapter 12) that help you be more productive or Education items (chap­
ter 11) if that’s your specialty. Finally, add zest and spice to your life with the multimedia
(chapter 13) or games (chapter 15) offerings. And know, throughout your ongoing share­
ware acquisition process, your only limitation to future growth and efficiency gains is
your own ability to scrounge, ferret out, and uncover totally new and updated shareware
items as they are introduced.
That's it. I hope you had as much fun reading about shareware philosophy, the using and acquisition process, various dos and don'ts, plus the specific shareware products as I had in assembling all the material together, using the products, and writing about them. I hope too that now that you're ready to put the book down, I've left you with the firm conviction that there is no Macintosh owner anywhere on the planet that cannot benefit by using Macintosh shareware in some form, and that you have now discovered this for yourself and will spread the message to others out of your own enthusiasm and good will.

One last caveat. Do remember to pay your dues to the unsung heros and heroines of this book—the shareware authors; keep the sparks of individuality burning brightly. Remember karma.
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