

# README.DOC

\$2.00

A monthly newsletter of the  
Orange Coast IBM PC User Group

This month's General Meeting features:

**AST Research's**  
**demonstrates**  
**Premium/386 Computer**  
**along with**  
**Flambeaux's DOS HELP!**

Inside: A Tale of the Keyboards  
LaserMaster CAPcard Review  
Library Program Reviews

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Articles may be submitted via modem to the OCIPUG BBS or on paper or an IBM format diskette (5-1/4" 360kB format preferred). We will accept them in any of several formats, although we strongly prefer "pure ASCII" files. Other acceptable formats include DCA, Microsoft Word, Multimate, WordPerfect and Wordstar. Submissions on paper should be double-spaced and typed. All items submitted for publication are subject to editing.

#### DEADLINE:

Articles and advertising must be received by the twentieth (20th) of the month prior to publication.

#### ADVERTISING:

All advertisements must be camera ready and prepaid; rates and deadlines for commercial advertisements are available on request. Classified ad are free to members, but cannot be used for business purposes. Deadline for classified advertisements is the same as for articles.

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Address all inquiries, editorial copy, advertising, and address changes to: README.DOC, P. O. Box 6100-211, Costa Mesa, CA 92628

PAST EDITOR TOM SUTRO 1985-1987

#### ADVERTISING POLICY

Members are allowed to place an advertisement for personal items in the README.DOC newsletter at no cost. There will be a limit to the amount of advertising placed in the newsletter; all submissions will be placed on a first come, first served basis.

Commercial advertisements, from members and others, is also welcomed. For information concerning advertising rates and requirements, contact:

Steven Dela (714) 775-8373 or write to Advertising Manager, OCIPUG, P. O. Box 6100-211, Costa Mesa, CA 92628.

#### PURPOSE STATEMENT

The purpose of the ORANGE COAST IBM PC USER GROUP is to provide a forum for members to share information and experiences that will help other members obtain maximum benefit and enjoyment from the use of their IBM PC and compatible personal computers.

# May General Meeting

## Saturday , May 21, 1988 9 A.M. to Noon

### Orange Coast College, Science Building Lecture Hall

#### MAY GENERAL MEETING

*Dave Lorenzini and Tim Smith*

#### 20 MHz 386 SYSTEMS

Jerry Bower, Manager of New Market Development, Systems Marketing, AST Research, Irvine, California, will present the AST PREMIUM/386, recently rated highest in a review of 20 MHz 386 systems by InfoWorld.

Mr. Bower, who was in charge of the development of the Premium/386 development project, will describe the unique and innovative Multi-Master SMARTslot Architecture, which offers the functionality of IBM's Micro Channel Architecture without giving up compatibility with the AT-style addin boards.

#### HELP WITH DOS

How many times have you been working on your computer, in the middle of your work session, when you need to read your DOS manual to figure out the syntax of some arcanae DOS command? Dan Rollins of Flambeaux Software will demonstrate his companys' software product called DOS HELP!. This software supplies instant easy to understand information about the IBM PC Disk Operating System. Whether you are a PC genius or a newcomer to the PC, you can get rid of that hard to understand DOS manual.

There will be a suprise guest speaker to round out our General Meeting, so we look forward to seeing you there.

#### MAY PRIZE DRAWINGS

This month's prize drawing looks like it will be another winner for our membership and those companies that support our Club.

With AST and the people from Flambeaux Software visiting our General Meeting for product presentations, I'm sure that they will have some of their software or hardware products included in our raffle. Since the representative from AST will be talking about their new FASTSLOT architechure systems, you never know what will turn up.

I'm sure by the time the general meeting arrives, there will be additions to the list. Plan on attending. Everyone present has an equal chance.

#### APRIL RAFFLE PRIZES

Thanks to several generous donors we were able to give away some super prizes. Dan Likins' new raffle program did the same good job it had last month, picking winners from among the list of all our paid-up members. The countdown bar sure kept people on their toes if their name was drawn. Thanks to Steve Schiro for his help in loading our membership list in the computer so the drawing could proceed.

The winners of major prizes at last months raffle were:

Prize	Donated by
Lars Anderson Sidekick	Borland
Ed Middleton Turbo C	Borland
Victor Camfield Superkey	Borland
Claude Sibert Turbo Basic	Borland
Jean Collins Quattro	Borland
Jerry Menton Sidekick Plus	Borland

Other prizes went to our members such as T-shirts all donated by Borland International.

Congratulations to all our winners, and a great big thank you to Borland.

**FROM THE EDITOR'S DESK**

We in OCIPUG are not alone in pondering where our members interests lie. In a recent editorial in PC Report the Boston Computer Society comments that its *new* PC members appear less concerned than others with the very latest machines and technologies. They apparently want rather to use their existing PC's more in everyday life. To quote "...they are less interested in following the latest technology around than in finding out how to use today's

software and hardware to accomplish more..."

Until you demand change, this is the broad direction of README.- DOC editorial policy. At the same time we do also try to keep you informed of the latest products. In the last few issues you will have observed not only this general policy in operation, but also the progressive stabilization of the lay-out of our newsletter. If you have favorite reading, you will be able each month to turn directly to it. Should you need some

information in a hurry you will likewise know where to find it.

These two items, policy and lay-out are critical and inseparable attributes of our production. We cannot change one without effecting the other. If you have strong feelings on either aspect, or both, let us know your views. How you may proceed to do so is detailed below.

**LETTERS**

There has been a slight change in page assignment. This page will devoted to letters to the Editor and perhaps several other matters. Page 13 will be a single page dealing with the Club Bulletin Board: it will be handled by a new Associate Editor.

SIG reports will appear as usual, but on pages 14 & 15. The Technical Corner will normally cover pages 16 through 19: John Goodman, Associate Editor, will produce this section.

It takes a little time for a Club to feel comfortable with a new overall lay-out for its newsletter. We have not been entirely surprised by the early dearth of letters to the Editor. Indeed until now no formal space was even allocated for such use. During this pause we have appreciated your restraint. Do not however feel that you need to hold off any longer. Here, if you wish to present

your views, is what you can do.

A letter to the Editor should be addressed as follows :

The Editor, README.DOC  
P.O.Box 6100-211 Costa Mesa, CA  
92628

Letters received by 20th. of a given month will receive consideration for publication in the following month's issue, or later.

Should you prefer to leave your copy on the BBS, archive your file and name it LETRxxxx.ARC, the x's being something unique so that your file does not clash with any item already uploaded to the BBS. Do not put a forward slash in front of your file's description after you have uploaded it. Then the appropriate person on the editorial board can pick it up, and you will not also have to leave us a message.

Whether you choose written or

electronic mail, please sign your name and give your members number. If you prefer to use a pseudonym, please indicate what this should be *after* you have supplied your real name, which will not then be published.

Should your letter be heavy in techie language or topic, or really be a Random Access query, send it along in the same way but addressed additionally to our Technical Corner, where John Goodman is waiting to hear from you.

Please keep the length of your letters down to no more than a half-column of our standard format. If you cannot get it done in that, consider putting it in the form of an article and submitting it as such. Either way and either place it will be welcome. A.B.

**BUSINESS SPONSORSHIP PROGRAM**

We at Orange Coast IBM PC User Group, wish to thank the following company for their sponsorship. This will enable us to better serve our members by providing the necessary support through donations such as this.

**Garden of Eden Computers**

Westminster, California

If you or your business would like more information on this program, please give one of the following people a call:

Steven Dela 775-8373

Arthur Boughey 951-6888

**PRESIDENT'S MESSAGE**

It's hard to believe that the "elective year" is half over, at least it will be by the time that you read this newsletter. Your current officers and directors took office starting the first of November and have been "running" ever since. Most of you will never realize how much work these people have been doing behind the scenes to help this club be as successful as it has. I know that there have been a few times when something didn't go right, but on the whole they have done a great job. It's very hard to please everyone, but they have really tried.

This column is not a farewell by any means, as we have another 6 months to carry on our various responsibilities. However, it is time to look forward to next year. I will soon be appointing a Nominating Committee to recommend names for candidates for next years Board of Directors. This used to be a somewhat simpler task. When our group was smaller it was easier for everyone to know everyone else. It was a lot easier to discover talent among the members. Our increased size has brought us a great deal of benefits, but it has diminished our capacity to know each other and what talents or knowledge (or ability to learn)

each has, or their willingness to help their fellow members, etc.

I know that there is a great deal of talent among the members and we need to know who is willing to share their abilities with the other members. You don't have to be a "guru" about computers to help out. Certainly, we do need computer experts in some of the positions, but many times we also need people who have other talents. We need people who can organize people or projects and people who can help carry out those various tasks.

As an example, we need help in the Membership Department. People to help keep up the database, people to make the membership badges, people to help out on Saturday mornings to help sign up new members and answer questions about the club, people to take "flyers" to their local computer stores and offices, people to help with the Bulletin Board, people to help us locate meeting places, people to help on the README.DOC staff. I could go on and on, but the point I am trying to make is that this club is a success because others have been willing to give up their time and efforts to make it work. Those of us who have done so have been happy to do it, but we need YOUR help. We also need to let some others have the opportunity to help the club progress even more. Of course

some jobs take more time than others, but if everyone would help, it wouldn't take very much time for most of the positions.

Please let us know if you are willing to help out, and if there is some particular job you would like to do. I agreed to run for President when I had very little knowledge about computers but wanted to learn and also wanted to help out in any way I could. We have had many members who know a lot about computers and they have helped me and you. We have also discovered people with a lot of talent that at first we were not aware of. People like STEVE DELA, ARTHUR BOUGHEY, JOHN GOODMAN, and DAVE LORENZINI have done wonders with this newsletter. At first I was not aware of their hidden talents. DAVID CARROLL is doing a fantastic job as SIG Coordinator and I was not aware of what a dedicated person he is until he accepted his present assignment. There are many who deserve mention and I will do so at another time.

But the question for now are:

HOW CAN YOU HELP??

WHAT ARE YOU WAITING FOR ??

As I said before, come on, jump in, the water's great!!! STAN SABIN  
OCIPUG PRESIDENT

## GENERAL MEETING CALENDAR

**General Meetings are held on the last Saturday of the month except in the months of May, November and December. In those months the meetings are held one week earlier because of the holiday falling near the end of each of those months. These special meeting dates are marked in the list below with an asterisk.**

### OCIPUG General Meeting dates for 1988

January 30th  
April 30th  
July 30th  
October 29th

February 27th  
May 21st(\*)  
August 27th  
November 19th(\*)

March 26th  
June 25th  
September 24th  
December 17th(\*)

## REPORT ON APRIL 1988

### OCIPUG GENERAL MEETING

Linda Leydekkers

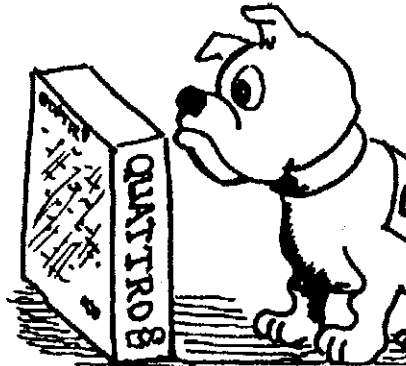
The general meeting was gain a great success. Twenty-five new members signed up at this meeting!! Look out world we are really growing. Stan Sabin, our club president, opened the meeting then turned it over to Tim Smith, Director and Program Chairman. Tim introduced our guest speaker, Stephen A. "Steve" Schiro, Southwest District Manager, Borland International, with the words "...Over the last year or so it's hard to think of a software publishing company that has experienced the growth and has seen such a dynamic change in the type of products that they have been producing. Borland International is the developer of a 1-2-3 look-alike product, *Quattro*..." Borland has also recently released a new version of one of their most popular products, *Sidekick*, and has acquired a company that produced *Paradox*, a relational data base system.

Steve explained that *Quattro*, a professional spreadsheet program had the look and feel of "the other" spreadsheet, but works faster, and has other enhanced features he would be going over in the demonstration. *Sidekick Plus*, he said, was more than just a upgrade for the original *Sidekick*. It takes the same concept as *Sidekick*, but is an extremely powerful desktop manager. *Paradox 2.0* has been on the market for a couple of years. It has changed the way people view and use relational databases.

Beginning with *Quattro* Steve said, "I'd like to start off by telling you a little of what the world is saying about *Quattro*. The whole idea behind *Quattro* was, seeing is believing, which you will be doing here today. It has twice the speed, twice the power at half the price." A show of hands reveled that a majority of the audience used a spreadsheet with Lotus 1-2-3 represented as the one most used to date. *Quattro* (among others, of course) are out to change this situation; one of the beauties of *Quattro* is that you **DO NOT HAVE TO RETRAIN**. The time it takes to relearn a new product has been a good reason in the past *not* to change. Here are a list of features from the brochure provided at the meeting:

- Built-in graphics capability
- Ten types of presentation-quality graphs
- Compatible with 1-2-3, dBASE, Paradox, and other spreadsheets and databases.
- Unlimited macros
- Easy installation
- Includes SQZ! Plus data compression
- Modifiable menus and keystrokes
- Supports PostScript printers and typesetters
- Not copy protected

"Borland knows that you have made an investment already," Steve went on, "both in purchasing the product, in terms of the data that you already have there, in terms of learning how to use the product, and we really wanted to innovate from the standard. We wanted to be able to give a migration so that you could go to the next better tool without any pain. That you files come over, that you macros run, and even if you want you can use the same



interface. You don't have to learn a new product. I think that is one of the main benefits of *Quattro*. Now you can have a good macro debugging environment. Now you can have extremely good quality graphics. Now you can have very good speed with no pain. You can take what you are doing exactly today, and be productive very quickly."

The equipment available for Steve to use during the demonstration was a Compaq 286, 8MHz (a typical AT type machine) with 640K RAM, no expanded memory, no coprocessor, CGA output and a 20 Mb hard disk. *Quattro* is able to use a mouse for those of you who are into mice.

According to Borland, there is only one thing that Lotus 1-2-3 version 2.01 has that *Quattro* does not: COPY PROTECTION. *Quattro* installs itself. This program is intelligent folks! I wish all

the programs I have put on my hard disk went on this easy. *Quattro* has the ability to look at your equipment and just make itself right at home with the use of INSTALL command. This had me paying attention. Steve went on to show the Lotus 1-2-3 users how to change the menus to work the way they were already familiar with. What was interesting to me, was that in our audience (by show of hands), former 1-2-3 users adapted to the way *Quattro* menus function anyway in most cases.

Actually, there are two negatives to the product that came out later in the demonstration. *Quattro* takes up about 50K more memory so with large spreadsheets you're going to have a problem. Borland is coming out with a maintenance release in the next 30 to 60 days that will eliminate this problem. There are over three million legitimate Lotus 1-2-3 users out there and Borland must live within that environment. Now Borland has 170,000 purchasers of *Quattro*, so that it can begin to consider standards of its own.

*Quattro* is smarter not only in how fast it calculates, but how fast you can move around the spreadsheet. How fast you can move around the model is *very very quick*. *Quattro* is smarter at recalculation. With most spreadsheets each time a formula needs to be recalculated, the program recalculates every formula in the spreadsheet. But *Quattro* recalculates only the formulas whose elements have changed.

How many of you have deleted a column instead of a row, or vice versa? Makes for a very frustrating situation! *Quattro* can bring it back for you just as it was before the fatal keystroke. If you forget to close and save your spreadsheet, or if there's a power failure, no need to worry. The Transcript add-in (included with *Quattro*) remembers your keystrokes so you can retrieve work you thought you'd lost. Impressive? Sure, but it also comes with SQZ!, a data compression program, for more efficient disk storage. When you retrieve your file, *Quattro* automatically expands it to its original size.

How are you at creating macros? As much fun as walking your dog in a "no dump" zone and having to clean it up, right? *Quattro* can create macros instantly by recording your actions and storing them in the spreadsheet. And the number of macros per spreadsheet is unlimited

(Lotus allows only 27). To make things even easier Quattro includes a set of more than 40 macro commands that make up a programming language. The built-in macro debugging environment makes it so much easier to find and correct problem areas. Steve showed how you can even run a portion of the macro, step through the section you suspect contains a bug, correct it, then run the balance.

There really are many more features to this product. If you were not able to attend the meeting and missed the demonstration, or you would like to see more before you buy, call 1-800-543-7543 for the location of a dealer that can give you a personal demonstration. The suggested retail price is \$199.95, but I suggest you shop around.

Several of the major magazines have done some very nice reviews discussing not only Quattro but comparing it and many of the other spreadsheets currently on the market. One I looked over at the library was the April 1988 issue of PC WORLD, "Quattro takes on 1-2-3." I also saw a copy of PC REVIEW at Crown Book Store that gave a review of Quattro. I believe I saw one by PC MAGAZINE as well. All had good things to say. I recommend you look at as many of them as you can stand if you are planning to put your cash into a spreadsheet program.

The next Borland program demonstrated was *Sidekick Plus*, The Professional Desktop Manager. The suggested retail price for this program is \$199.95. Borland has tried remove many of the things that plagued Sidekick and in the process has really created a new generation desktop manager. Some programs were not real compatible with Sidekick working in the background. Sidekick Plus should prove to be better at this. It is not the memory hog that the previous version was either. You can configure it so that only the kernel is in memory (about 70K) and it will work off the disk for the balance of the program.

The original Sidekick is still being maintained on the market. Sidekick Plus is not an upgrade, according to Steve, and when you register the copy you have purchased, Borland will rebate \$25.

Here are some of the features outlined in the brochure:

- **The File Manager** Copy, move, rename or view files and directories at any time, over any program.

- **The ASCII Table** Find any mathematical symbol or foreign character quickly and easily (this feature does not have to be installed if you don't think you will use it).
- **The Phone Book** Keeps your names, addresses and phone numbers at your fingertips (even if you don't have a modem), picks up your electronic mail, and much more.
- **The Time Planner** Does everything from scheduling your phone calls to running programs in the middle of the night, and it will give you a chart that shows how you're spending your day so you can spend it more profitably.
- **The Notepad** A editor with a WordStar-type interface that lets you create up to nine files at once over any other program you're working in. This means you can answer memos, leave yourself notes, attach comments to your files or PhoneBook—all at the same time.
- **The Clipboard** Lets you transfer information from one program or file to another with a single keystroke. No matter what application you're using, you can always call up the Clipboard to cut and paste information from any document to your disk.
- **Outlook: The Outline Processor** Organizes your thoughts, lists your priorities, outlines long reports and minds your agenda. It can automatically number reports, produce tables of contents, and build charts. All at the touch of a key.
- **The Calculator** Four specialized calculators: Business, scientific, programmer, and formula (which has all the functions of the other three combined). Acting like a one-cell spreadsheet, it can store three permanent formulas for calculations your repeat over and over. All four calculators have variables, memories and editable tape function.

Steve mentioned that Borland will be coming out with their own word processor in June, called *Sprint*. It will have what is called a *chameleon interface*. In other words, you can use the interface of the program you are trained in, such as, WordStar, WordPerfect, Multimate, or MicroSoft Word. You can use the Sprint interface, or any of the others without sacrificing functionality. This will be a great help to large organizations with people trained in various programs. As with Quattro the company can invest in one software that can be used by all employees without the expense of retraining. This is fine too for the individual user. Migrating to higher technology becomes less painful and frustrating for everyone. You can take what you already know and expand on that instead of completely retraining (it's about time!!).

After the break Steve told us about *Paradox*, The Complete Database (Release 2.0). It comes with about 15

files. Everything about Paradox comes with it: Data entry tool kit, personal programmer which is an applications generator, and also PAL (Paradox Application Language). Steve gave the definition of the word Paradox as, "two seemingly contradictory set of terms that in reality are very true. As it relates to data base management, these two seemingly contradictory terms are ease of use and functional richness. In the past we had to sacrifice ease of use for powerful capabilities or powerful capabilities for ease of use. We think with some very special technology that Paradox has alleviated that. The product from Borland is actually a Paradox itself, both easy to use and very powerful."

Paradox comes with all the major components required in a high end relational data base. A complete report generator (WYSIWYG). A complete forms generator. Scripts, a natural facility which has a learning mode, and is the window into the programming environment. The programming language *PAL* (Paradox's application language) is very rich, with 137 commands, 148 functions, and unlimited memory variables.

Paradox allows the user or the application developer to get started without a lot of predefinition. Typically in data bases you really need to know how you want to get the information out before you start designing your data base. To create a data base in Paradox you simply go to create and name the table you want to create. A second benefit of Paradox is that it is a very good data analysis tool. It allows you to create information as you learn more about the application as you examine the data.

Paradox has very familiar cursor control movements, utilizing the cursor control keys. Information can be viewed as a table or a form. The cursor will locate on the exact data in either format as you toggle back and forth. Paradox allows a lot of visual data analysis. There is an import/export capability with: Lotus 1-2-3 (1A and 2.0), Lotus Symphony (1.0 and 1.1), dBASE II, III and III Plus, PFS Professional File (IBM Filing Assistant), VisiCalc (DIF), and ASCII (delimited and text).

This is a very fast and impressive program that will function just as well for the single user as in a Network System.

*continued on page 12*

# Feature Articles

*Arthur Boughey*

Many of us will live the next year or so in a state as it were of suspended animation. We are waiting for the new operating system OS/2 more fully to impact both hardware and software products. Some of us have already proceeded partly on our way. We had valid reasons for progressing to 286 machines. Wherever we stand fleetingly on this slippery upgrading slope, there is at this moment an opportunity to take stock of our own position. *What do we want our computers to do for us?*

In these columns and in OCIPUG presentations, and from many other sources we have learned that existing applications programs that operate under DOS will have to be rewritten in order to run under OS/2. This circumstance has provided us with this temporary breathing space while the big software houses adjust to this situation. There is little point in our moving to OS/2 until a significant number of our favorite programs are available in a form that will operate under this new system.

Thus it behooves us at this point to examine the several categories into which programs are currently divided, and decide which program in each of the categories that concern us we will elect to follow into its OS/2 version. In the nature of things it is unlikely that a significant number of entirely new major programs will be produced in the first year or so of general OS/2 operating life. Similarly it is unlikely that we will be able to handle properly more than one program in each applications category. Most individuals or businesses settle on *one* wordprocessing program *one* data base program *one* spreadsheet and so forth.

I believe that our choices are therefore not as bewildering as they might be. We have, as already said, to determine what we want from our machines. We have to interpret these needs in terms of program categories, and we have to select single programs within each category. Then we can sit back and wait for the software houses to produce their OS/2 versions of each, before we move further to upgrade our machines.

Last month Dave Lorenzini reviewed *Procomm Plus*. The previous month we had a presentation of *WordPerfect v. 5.0*.

Now Phillippe Kahn tells us that Borland is about to release *Sidekick Plus* and we will have a presentation of this at the May General Meeting. The question has been posed before in this column, what can we hope to achieve with all these new "Plus" programs? Should we watch for the appearance of their OS/2 versions?

You may remember when you first got *Sidekick*, or its shareware equivalent *PC-Deskteam*. Can you also remember when you last drew down the *Sidekick* calculator in its binary mode, or used its ASCII table? How many notebooks did you create? *Sidekick Plus* boasts that it can have 30. Maybe somebody can fill that many.

These are not idle questions. They are precisely the kind that we presently have a few moments to ask. For example, in the category of programs to which we currently assign *Sidekick*, "Desk Top Organizers" there is now a low end to high end gradient, just as in other groups of applications programs. I myself place *Sidekick* towards the low end, I use it almost not at all to get myself organized. As I badly need to be put in order, I thought I would try a middle of the gradient Desk Top Organizer that has

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## We are waiting for the new operating system OS/2 more fully to impact both hardware and software products.

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been around for a year or so "*Thinktank*". Details of *Thinktank* can be had by writing *Living Videotext* 117 Easy St., Mountain View CA 94043-9974, or calling 415-964-6300. *Living Videotext* is a Division of Symantec Corporation.

When I first brought up *Thinktank* it immediately struck me that in one of its features it closely resembles *PC-Outline*. Both these programs permit the construction of hierarchical outline schemes that can be juggled around until they have a satisfactory structure. For *PC-Outline* that is all it does. *Thinktank* proceeds from this outline to develop many additional note and "to do" list functions. It will, as listed in the Manual, enable you to:

- List & track daily action items
- Write & file ideas, notes & memos

- Manage on-going projects
- Maintain a daily calendar
- Store names, addresses & phone numbers
- Check off & record completed tasks

These items are contained in what is called the *status template*. Other templates can be used or constructed, including one for personal matters.

Who needs this kind of program? I can perceive two groups; both are involved in complex operations. The first group contains individuals who are computer literate, and operate alone. The calendar, ideas, memos, addresses etc are for his or her sole benefit. The second group is composed of corporate project managers. They need not be computer literate, someone else can design their *Thinktank* set-up for them. They need to get messages and instructions out to others, and to receive back information. The problem with a middle of the grade program like *Thinktank* is that it may be too complicated for the needs of the first group, and insufficiently featured to meet those of the second.

In this last respect it must be noted that SYMANTEC has now also produced a *high end* Desk Top Organizer, "*Grandview*". Some of you may have seen presentations of this program on TV computer shows. Its macro facility and graphics appear superior to those of *Thinktank*. But the basic questions remain the same. To what degree must you get yourself organized, and to what extent do you need notes and directions passed to others in your company? It appears to me that users of high end Desk Top Organizers will require a computer literate secretary just to maintain the data in the organizing program. Why not cut out the computer and simply have an honest-to-God secretary? She or he may be just as effective, and possibly much more refreshing to look at than a sterile blinking screen! However he or she might just demand their own computer organizing program to keep you rolling along smoothly!

Meanwhile, having no company colleagues and thus no need for a high end organizer, I plan to persist with *Thinktank* for a while, and see whether it enables me to keep my affairs in better shape than did *Sidekick*.



## Steven Dela

At any General Meeting you will have noticed a few people around sporting *blue* name badges. These blue name tags identify individuals as OCIPUG Officers or other special members. They may be able to supply you with more detailed information on a given topic or direct you to a source of the information.

Prominent among these "blue-badges" you will observe a tall slim man who is to be found at every General Meeting from well before it starts to long after it has finished, often standing in the lobby *rapping* with individuals or small groups. This is **Steve Dela**, the *Publisher* of our newsletter.

Steve is one of the earlier members of OCIPUG. He was elected to our Board of Directors for a two-year term in 1987. At the first meeting of the new Board that year, he was appointed as *Publisher* of the OCIPUG newsletter README.DOC. Steve had some previous experience of publishing, but perhaps even that did not prepare him for the amount of time that he, along with a few others, would have to invest in launching README.DOC in its new form within a few short weeks. Not only did he have to locate qualified people willing to help him, he had to set up the necessary hardware and software to prepare camera-ready copy of README.DOC for printing. Some of this hardware can be read about on page 18 of this issue where he reviews the LaserMaster CAPcard.

This herculean publishing task would have daunted most members, but Steve has stuck doggedly to his purpose. You can see some of the results for yourself in the five issues that have now been produced, and on time each month. We are all very grateful to him for this determined efforts.

Monstrous as this task is, the publication of our newsletter is not Steve's only input to OCIPUG. Besides his other duties as a Director he has long been a contributor of the Modem SIG group. Back in the early days, this group met in Richard Sabin's house. I do not know how his wife Robin tolerated so pleasantly the monthly invasion of their home. Steve was always there helping Richard and Terry Currier, usually bringing along his own computer to supplement the available equipment.

Steve is another of our California native sons, although he has lived at times elsewhere. He holds a degree in Business Administration from Long Beach State University, with a Physical Sciences background. He is employed in outside sales for Nalco Chemical Company, a manufacturer and supplier of specialty chemicals.

He lives in Westminster with his charming wife Laura and two young daughters Melissa and Jennifer. Laura endures with grace the invasion of her home by members of the README.DOC Editorial Board, often on several occasions each month. Unfortunately we have to continue such impositions on the spouses of our members until some sort of "shop" can be established for the use of the Club. We thank you Laura, and all the other long-suffering spouses out there.

In his present position in OCIPUG, Steve considers it as an opportunity for him to promote good relations with other user groups and with other newsletter publishers. Although he is too modest to mention it, he also spends a lot of his time patiently assisting other OCIPUG members who have run into computer problems. Thank you Steve for your efforts.

A.B.

## Of Interpreters and Compilers

Steve Gibson

Being a member of OCIPUG you're probably at least dimly aware of the two different types of language processing technologies: **INTERPRETATION** and **COMPILATION**. You've probably heard the BASIC has traditionally been an *INTERPRETED* language while the "C" language is typically *COMPILED*. So let's examine, compare, and contrast the fundamental functioning of these two approaches.

We know that computers deal exclusively in the somewhat arcane realm of binary arithmetic and opaque machine language, with nothing but 1's and 0's for company. Two fundamental approaches have developed which allow non-binary humans to express our needs to these algorithmic enigmas: Language Compilers and Interpreters.

**SOURCE CODE** is the universal term for that "stuff" which we write for computer digestion. While none of it looks like anything we'd term "language" (and people who actually speak it are notoriously poor company), it is in fact a language resulting from a compromise between the needs of the computer - and our needs (however, we made most of the concessions!).

With the program's *source code* written, we're ready to have the computer take action - producing the results as we have carefully instructed. Here there's a choice: The computer can either *INTERPRET THE MEANING* of the source code step-by-step **AS** it performs the actual work of the program, or it can first *COMPILE THE MEANING* of the entire program into its **OWN** arcane machine language (known as the *OBJECT CODE*) and **THEN** execute this new program. **This is the meaning and distinction between interpreters and compilers.**

Looking at it another way, the total job for the computer is in two parts: **DETERMINING** what it is that we want done, and actually **DOING** that work. A compiler gets the job of determination completely out of the way before beginning to do any of the program's work, whereas an interpreter keeps it

mixed, determining what we want step-by-step **AS** it is done.

From this understanding we can see why different niches have evolved for Interpreters and Compilers. Compilers (and Assemblers which are really just low-level compilers) once had the whole industry to themselves. Then the popular Interpreted language **BASIC** was created. Being Interpreted, BASIC did not require a "compile phase". A program could be run immediately after being entered since it didn't require compiling and the associated delay. What's more, the Interpreter made many "semantic" checks as each line of the program was being entered, catching many "typos" while the programmer's attention was still there. The interpreted program could also be easily interrupted while running, allowed the user to "look inside" and examine the state of things.

This high level of interactivity, the ability to edit the program, give it a try, interrupt it to see what's going on, then edit and try again, has created a firm foundation for today's modern interpreters.

But Interpreters are not the end-all answer. Since they mix the determination of the task with its execution, they're

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**These newly sophisticated compilers actually take multiple passes through the work they've done looking for clever ways to make the final output faster and/or smaller.**

---

forever bound to operate more slowly than the code produced by a compiler - where execution is completely separated from the task determination. An interpreted program is also inherently less secure (which could be an issue) since the original source code is always around being interpreted and could be "borrowed" by unscrupulous competitors. Finally, while the unique write it, run it and edit it cycle afforded by Interpreters make a lot of sense during the development of a program, they don't make nearly as much sense after program development has been completed. This is the time to bring out the compiler, letting it take all the time it wants, producing a compact, super-fast executing program ... which is precisely what frequently occurs.

There are now BASIC compilers that boast **SOURCE CODE COMPATIBILITY** with the popular BASIC interpreters. This means that exactly the same source code that was being happily Interpreted during development can then be compiled **WITHOUT CHANGE**, for repeated maximum performance use.

Interactive-mode development can be so effective, in fact, that Interpreters have even been developed for successful compilers! The popular **COMPILED** systems language "C" has recently acquired a bevy of **SOURCE CODE COMPATIBLE** "C" language interpreters to support an interactive development phase of large "C" language projects.

The concept of "letting the compiler take all the time it wants" to perform the translation of the program from the original *SOURCE CODE* into the computer's own super-fast *OBJECT CODE* is an important one. Recent large commercial products like *dBase III*, *FrameWork*, *WORD*, *EXCEL*, and most others are today written in "C". The final bottom-line performance of these packages is crucial to their marketplace success, and the quality of the translation job performed by the "C" compiler is a big factor. In the future you'll hear more and more talk of **OPTIMIZING COMPILERS**. These newly sophisticated compilers actually take multiple passes through the work they've done looking for clever ways to make the final output faster and/or smaller.

I'll leave you with an annoying "Chicken and Egg" puzzle to ponder: There are several very successful programming environments such as UCSD Pascal, Forth, and Smalltalk which were actually **WRITTEN IN THEMSELVES!!!**

Yep, UCSD Pascal was written in UCSD Pascal and Forth is famous for having been written in Forth. The problem is, of course, that after writing all of the source code for the language's implementation of itself ... you couldn't run it unless you already had the language running ... at which point you wouldn't need to run what you had written because it already would be. I think I'm going to go have a chat with a chicken.

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**JUNE 1988**

SUN      MON              TUE                      WED                      THU                      FRI                      SAT

			<b>1</b> 7 pm Desk/Pub WEH Computers	<b>2</b> 7 pm Modem OCC, Admin. & Counsel, Bldg, #106	<b>3</b>	<b>4</b> 9 am to Noon New Users New Horizons
<b>5</b>	<b>6</b> 6:30 Board Meeting UAC	<b>7</b> 7pm Spreadsheet New Horizons	<b>8</b> 7 pm DOS OCC, Admin. & Counsel, Bldg, #106	<b>9</b> 7pm CAD New Horizons  7 pm Network- ing Coastline Comm. college	<b>10</b>	<b>11</b>
<b>12</b>	<b>13</b> 7pm BBS Support	<b>14</b> 7pm Dbase New Horizons	<b>15</b> 7pm Investor New Horizons	<b>16</b>	<b>17</b>	<b>18</b>
<b>19</b>	<b>20</b> 7 pm Accounting OCC, Admin. & Counsel, Bldg, #106	<b>21</b> 7pm C Lan- guage New Horizons	<b>22</b>	<b>23</b> 7pm Hardware New Horizons	<b>24</b>	<b>25</b> 9 am OCIPUG General Meeting, OCC Science Hall 12:15 WordPerfect
<b>26</b>	<b>27</b>	<b>28</b> 8am Real Estate NH-CM Board	<b>29</b>	<b>30</b>		

**MAY 1988**

<b>S</b>	<b>M</b>	<b>T</b>	<b>W</b>	<b>T</b>	<b>F</b>	<b>S</b>
<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>
<b>8</b>	<b>9</b>	<b>10</b>	<b>11</b>	<b>12</b>	<b>13</b>	<b>14</b>
<b>15</b>	<b>16</b>	<b>17</b>	<b>18</b>	<b>19</b>	<b>20</b>	<b>21</b>
<b>22</b>	<b>23</b>	<b>24</b>	<b>25</b>	<b>26</b>	<b>27</b>	<b>28</b>
<b>29</b>	<b>30</b>	<b>31</b>				

**JULY 1988**

<b>S</b>	<b>M</b>	<b>T</b>	<b>W</b>	<b>T</b>	<b>F</b>	<b>S</b>
					<b>1</b>	<b>2</b>
<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>8</b>	<b>9</b>
<b>10</b>	<b>11</b>	<b>12</b>	<b>13</b>	<b>14</b>	<b>15</b>	<b>16</b>
<b>17</b>	<b>18</b>	<b>19</b>	<b>20</b>	<b>21</b>	<b>22</b>	<b>23</b>
<b>24</b>	<b>25</b>	<b>26</b>	<b>27</b>	<b>28</b>	<b>29</b>	<b>30</b>
<b>31</b>						

**ACCOUNTING**

Coordinator: Ed Halsted (714) 840-7027  
 Coordinator: Karen Swanson (714) 846-2059  
 Come to this SIG if you want to know more about how to use your PC in a small business or home accounting application.

Monday 20 June 1988, 7-10 pm, [Location to be announced. WATCH FOR IT.]

**BBS SUPPORT**

Contact Person: Richard Sabin (714) 968-3539  
 The system operators (SYSOPs) always need help sorting through the uploaded files we get. Bring blank disks and take home copies without needing to download them!  
 Monday 13 June 1988, 7-10 pm, at 19651 Sanderson Lane, Huntington Beach.

**C LANGUAGE**

Coordinator: Joel Charbonnet (714) 856-1591  
 We will be conducting the SIXTH session of our C tutorial and finalizing our discussion of pointers and structures. We will also try to demo Window Boss, a shareware program found on the BBS. Each session will include material for beginners.  
 Tuesday 21 June 1988, 7-10 pm, at New Horizons Learning Center [Inset Map 2].

**CAD/GRAPHICS**

Coordinator: Richard Moser (714) 541-6801  
 Designated Guru: Dave Lorenzini (714) 852-8663  
 This group covers all graphics programs, as well as specialized hardware of interest to our members. During the next few months we will be looking at various CAD programs on the market. Check the Hot Line for June's presentation.  
 Thursday 9 June 1988, 7-10 pm, at New Horizons Learning Ctr. [Inset Map 2].

**DATABASE**

Coordinator: Bob Schmiedeke (714) 536-1178  
 Come to this group to learn more about dBASE III+ and other popular database programs. Both beginning and advanced topics will be covered.  
 Tuesday 14 June 1988, 7-10 pm, at New Horizons Learning Center. Inset Map 2].

**DESKTOP PUBLISHING**

Coordinator: Richard Villa (213) 439-8110  
 Preparing attractive documents is the primary purpose of Desktop Publishing. At this SIG we will demonstrate and answer questions on Pagemaker, Ventura Publisher, Fontware, and other desktop publishing software.  
 Wednesday 1 June 1988, 7-10 pm, held at WEH Computers [Inset Map 3].

**DOS**

Coordinator: Steven Pierce (714) 631-2120  
 Designated Guru: John Goodman (714) 895-3195  
 Come to this group to learn more about how your PC works and how to get it to do what you want. We will continue our presentation of .BAT files. Kim Betterly will speak on Paths and Subdirectories.  
 Wednesday 8 June 1988, 7-10 pm, at Unit A-6, 1560 Placentia Avenue, (near corner of 16th Street), Newport Beach. [Inset Map 4].

**HARDWARE**

Coordinator: Dan Likens (714) 953-5663  
 [New Coordinator needed. Call Dave Carroll at (714)775-3130 to volunteer.]  
 This SIG includes explanations of every aspect from trouble-shooting a sick PC to designing your own home automation system. You are welcome even if you have never tried to read a schematic diagram or solder a circuit board. We are trying to schedule Roger Andelin of AST Research, who will speak on video boards. CHECK THE HOT LINE.  
 Thursday 23 June 1988, 7-10 pm, at New Horizons Learning Ctr. [Inset Map 2].

## INVESTORS

Coordinator: Ralph Minarich (714) 494-2209

Contact Person: Gordon Savage (714) 533-3986

This group explores the world of software designed especially to help investors of stocks, bonds, and commodities. This month will be a continuation of our May workshop, but we may have a guest speaker on "equalizer" programs or "long term" bonds.

**Wednesday 15 June 1988, 7-10 pm, at New Horizons Learning Ctr. [Inset Map 2].**

## MODEM

Coordinator: Terry Currier (714) 774-2018

Designated Guru: Richard Sabin (714) 968-3539

Reach out and access the whole world of information through telecommunications.

Our focus this month will be a demonstration of a communication program between a PC and a MAC! DON'T MISS IT.

**Thursday 2 June, 7-10 pm, Orange Coast College [Inset Map 1].**

## NETWORKING

Coordinator: Jim Mansfield (714) 751-2243

Coordinator: Andy McGill (714) 731-2951

Come to this SIG and see a new networking system demonstrated each month. The actual type will be announced the week before, so stay tuned to the Hot Line and the BBS.

**Thursday 16 June 1988, 7-9 pm, at the Costa Mesa Center, Room 7, Coastline Community College, 2990 Mesa Verde Drive East (corner Baker Street), Costa Mesa.**

## NEW USER / NEW MEMBER

Coordinator: John Lundsford (714) 995-0947

This is the best SIG to attend first. The meetings run on a 3-month cycle, presenting an orientation to OCIPUG the first month followed by an introduction to DOS and the IBM family of personal computers (and "clones"). This month is number THREE in the cycle. NOTE EARLIER START TIME

**Saturday 4 June 1988, 9 - 12 am, at New Horizons Learning Center [Inset Map 2].**

## REAL ESTATE

Contact Person: Stan Sabin (714) 968-7307

Contact Person: Tom Sutro (714) 650-1121

Jointly sponsored by OCIPUG and several local Boards of Realtors, this is one of our most popular SIGs. June's topic will be announced on the Hot Line one week prior to the meeting. Public domain & user supported software will be available for purchase before and after the meeting.

**Tuesday 28 June 1988, 8 am (in the morning!), at Newport Harbor-Costa Mesa Board of Realtors, Boardatorium, 401 North Newport Boulevard, Newport Beach. (Coffee and software at 7:30am).**

## SPREADSHEET

Coordinator: John Alesi (714) 770-1130

Designated Guru: Neil Carman (714) 964-1901

This group covers Lotus 1-2-3 and other popular spreadsheet programs, including shareware products for both beginners and advanced users. This month's 2-part format will feature Cell Formats for beginners and String Functions for advanced users. Tune in to the Hot Line for a description of the product demo to be presented.

**Tuesday 7 June 1988, 7-10 pm, at New Horizons Learning Ctr [Inset Map 2].**

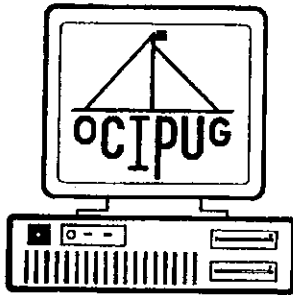
## WORDPERFECT

Coordinator: Jim Pieratt (714) 969-4782

Contact Person: Taoward Lee (714) 646-5557

Wordperfect is both suitable for both beginners and advanced users. June's 3-part format includes Macros for beginners, Macro Editor for advanced users, and a Question & Answer session with a representative of WordPerfect Corporation.

**Saturday 25 June 1988, 12:15 to 3 pm, at OCC Science Hall (after the general meeting). SEE YOU THERE.**



# The Orange Coast IBM PC User Group SIG / GUIDE

*A Calendar of Meetings & Events edited by Dave Lorenzini and Robert Siegenthaler*  
For more information on membership, write to OCIPUG at P.O. Box 6100-211, Costa Mesa, CA 92628. Call Voice Line (714) 898-7998 or BBS (714)964-2034.

## GENERAL MEETING

### SUPERMICRO 386's

Jerry Bower, Manager of New Market Development / Systems Marketing, AST Research, tells us how AST developed the SMARTslot to challenge Micro Channel Architecture while preserving the compatibility of your AT-type boards.

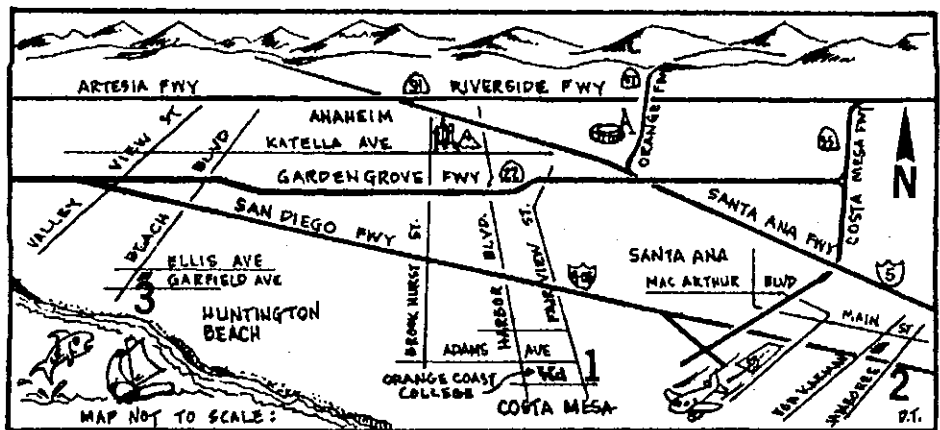
### HELP!

Dan Rollins of Flambeaux Software presents Popular Program's DOS HELP on-line assistance utility program.

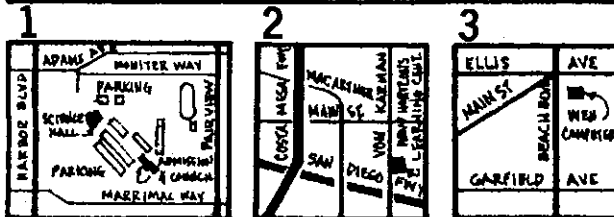
**BE THERE Saturday MAY 21, 1988 at 9:00 am at OCC. Science Hall.**

## LATE BREAKING NEWS

Before attending a SIG meeting or other event, check with the OCIPUG Bulletin Board or the 24-hour Voice Hotline for last-minute changes in time or location.



## LOCATIONS



**Inset Map 1:** Orange Coast College -  
General Meeting & WordPerfect SIG: Science Hall (next to Chemistry Bldg).  
Other SIGs: Room 106, Admissions and Counseling Center (next to Fine Arts).  
**Inset Map 2:** New Horizons Learning Center, 17900 Von Karman, Suite 100, Irvine (near Main, north of San Diego Freeway).  
**Inset Map 3:** WEH Computers, 18682 Beach Boulevard, Suite 150, Huntington Beach (between Ellis and Garfield).



## PROGRAM REVIEW

## IMAGEPRINT

During the brief reign of the personal computer we have witnessed a number of revolutions. Some of these, such as the introduction of the OS/2 operating system, have been accompanied by much bombast. Others have proceeded almost unheralded, but have nevertheless forced upon us the most profound changes.

The latest of these quiet revolutions involves the nature of our hard copy output. In some ways Desk Top Publishing was an integral part of this revolution, but it was not its fundamental cause. We were already becoming radically dissatisfied with our hard copy output. Witness the explosion of "near letter quality" products marketed when we realized that daisy wheel printers were doomed to extinction by their own inflexibility.

For some years microcomputer hard copy output was limited to the characters expressed within the first 128 members of the ASCII code. People, myself included, would become infuriated by the experience of having lines on our monitors printed out as `DDDDDDDDDDDD` or something similar. Still worse, when we held down the Alt key and typed a number in the ASCII code from 128-255, what then appeared on our screen was *not* what later printed out in our hard copy.

I wrote letters to editors of Computer Journals, I went around User Group meetings, asking always why I could not print these so-called *high bit* or *extended set* characters. I even posed this question in an OCIPUG Random Access session—all to no avail.

The answer, had I but known, was sitting right there in our Librarian's disk collection. This program that would indeed permit me to print the high bit characters was not immediately recognizable as such because its creators had not labelled it that way. They still do not. The reason the program may even now often be overlooked is that its producers emphasize the *font diversity* rather than the printing of high bit characters. I never did identify it for what it is from its descriptive label. I backed into it when I paid \$10 for what proved to be a shareware "distribution" program of **IMAGEPRINT**, became a registered user with access to 7 different fonts, and bought for a third expenditure of funds, the final six then available fonts.

I have rarely been as excited with any

computer program as I was with **IMAGEPRINT**. *Not only did it provide me with 13 different fonts (#0-#12), but I could print out all the extended characters* that are printable, and quite a few of the 0-31 characters too. There is now more. A fourteenth font (#13), called the *graphics* font provides access to a series of *special characters* over and beyond the standard 0-255 ones. These include rounded box corners, solid and hollow arrow-heads, bullets, and further mathematical, drawing and foreign language symbols. Font #14 is designed for use in spreadsheets; font #15 gives Clifton, the largest font.

When I first got **IMAGEPRINT** I went into a frenzy of exploration. I drew all kinds of boxes and wrote Greek and other characters inside them as well as various messages. I printed up on my 3-year-old Epson RX 80 with its perpetually thread-bare ribbon, all those programs that had lines in them. I printed out the tree structure of my hard disk with real *lines* instead of the aggravating `DDDDDDDDDDDD`. I even captured and printed out the boxed main menu lay-out that Richard Sabin has on our BBS, which, thank-you Richard, is very nicely displayed there. I recently gave Bonnie a few samples of these hard-copy outpourings because I understand she wants to post them at the May General Meeting so that people can get some idea of what can be done with this wonderful program. A further sample is contained within the insert on this page.

**IMAGEPRINT** is designed to work with an IBM Graphics Printer, an Epson or a compatible dot-matrix printer. The list of compatibles includes some Okidata, Canon, Citizen, NEC, Panasonic, Star Micronics, Tandy & Toshiba machines. It will work with many others, even beyond the list provided in the on-disk manual. The best thing to do is to obtain the share-ware distribution disk and try it out on your printer. You need a graphics board to print the bit-mapped graphic created by **IMAGEPRINT**.

One difficulty with the **IMAGEPRINT** program is that you must print from an ASCII file, unless your output is coming from a restricted number of word-processors, including PCWrite. Another is that it slows printing. Normally to achieve near letter quality printing, the print head will make three passes. If your printer runs at 90 cps, this slows it down to about 30 cps. Should you select proportionate spacing and the highest quality output possible, the head will make six passes over the same space. At 15 cps you will be running at about the same speed as a daisy

wheel. You will hardly distinguish the two outputs.

**IMAGEPRINT** also comes in a memory-resident version called **METATEXT**. With this installed, you can print directly from many word-processing programs instead of going via an ASCII file. Moreover the Metatex program will respond to most of your standard embedded word-processing printer commands such as *bold*, *wide*, *elite*, *underline* and so forth. Fewer fonts can be loaded with Metatex, only two with a smaller version of it. This part of the ImagePrint story is too long further to describe it here. So are the backlash and dot commands that permit the choice of fonts and page format and so forth to be set in the text as embedded commands.

One word of warning—**IMAGEPRINT** *only works with genuine ASCII files*. I ran foul of this rule when I tried to run files from the Norton Editor through it. I had mistakenly thought that the output of this handy line editor was genuine ASCII. The word-processor that **IMAGEPRINT** seems to like best is PC Write. The manual explains why..

The big software houses have not been slow to detect this quiet revolution in hard copy output demand. As we heard at our General Meeting in March, WordPerfect v. 5.0 contains a significant desk top publishing feature. Others can hardly be far behind. Within perhaps one year, or maybe two, we shall have become accustomed to *designing* our hard copy output, making full use of available fonts and graphics. This will be a little rough both on our abilities and on our pocket-books. Meanwhile, for those wishing to enter gently into this new and exciting world of hard copy design, try out **IMAGEPRINT**. It is really a very low end desk top publishing program. You do not even have to purchase another printer to enter this brave new world. **You will be able to print all the printable characters of the 256 unit ASCII code and more, and choose from 16 different fonts.**

Bonnie Ulanovsky has the latest **IMAGEPRINT** distribution disk program, in fact she has had older versions for some time—the latest it seems is version 1.7. I find the version numbers of these disks and manuals a little confusing, and I may still have it wrong here. You can become a registered user for \$89.95 and obtain a printed manual—latest version 3.2— and six fonts. The other fonts are available at \$5 each. Contact Image Computer Systems, P.O.Box 647, Avon, CT 06001, (203) 678-8771. AB.

**LOGO GOLF SHIRTS READY**

*Dave Lorenzini*

The OCIPUG logo which has been appearing on the SIG/GUIDE insert since February 1988 is finally available on golf shirts. Be sure you stop by the logo booth on the front patio during the May 21, 1988 General Meeting to order one for yourself.

The design of the logo was approved by the Board of Directors in mid-1987. Members of the OCIPUG Handbook Subcommittee developed a sailboat design consisting of simple triangular sails with a hull formed by the letters Q-C-I- P-U-G. The Board of Directors framed the sailboat with a display monitor and placed it atop an AT style computer case.

The computer identifies the relationship of our Group with the IBM standard, and the sailboat symbolizes our location along the coastline of Southern California.

The golf shirts are made of top quality 50/50 Pique Knit material with fashion collar and rib cuff. Sizes will be Small, Medium, Large, and Extra Large. The official member color is white with the logo embroidered in 7 colors on the left front.

The cost of the golf shirts are \$18.87 each plus \$1.13 sales tax, and must be paid in cash. Orders placed by May 21, 1988 will be available for pick up at the June General Meeting. Shipping cost is \$2.00 for those who prefer to receive their shirts by mail prior to the meeting.

The expense of developing the graphics was handled by a local graphics firm called Renob Graphics. The proceeds will be used to fund additional logo merchandise items. The Group does not endorse nor benefit directly from the sale of any products, but will make use of the logo artwork for use on OCIPUG stationery, business cards, and similar materials.

This is your chance to show your sprit at meetings and other Group activities. A coupon is enclosed in this newsletter for those who can't attend the meeting.

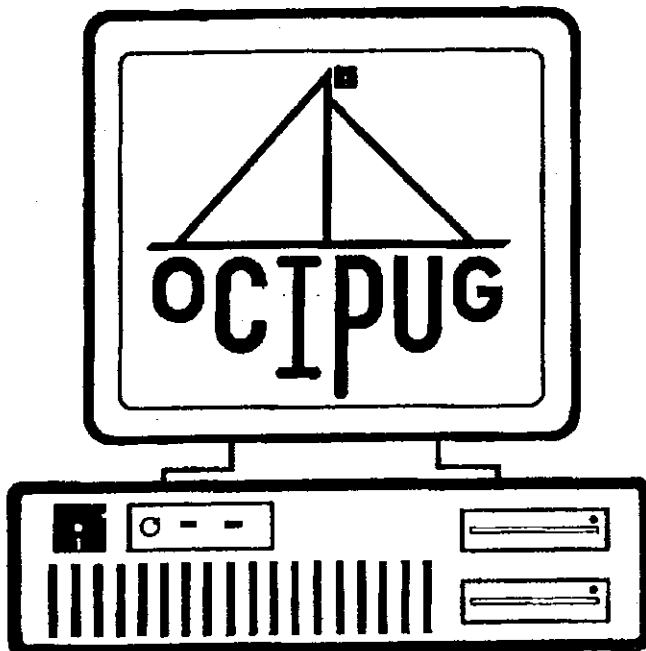
*continued from page 5*

System requirements should be consulted,

of course, and before I purchase such a system I would want to have a dealer demonstration as well. There are some of you wizards out there that would be very comfortable with just jumping right in with this one, but I'm really taken aback at this point. Artificial intelligence and unique design approach allows Paradox to perform the most technically complex operations behind the scenes, according to the brochure. It is a little scary when your computer gets to be smarter than you are. This program gives me that feeling, but at the same time it is very exciting to see what has evolved. This is available right now--today--just think of the possibilities. Just think of the future.

Again at the library, I believe it was PC MAGAZINE the May 17, 1988 issue had an excellent article: "The Changing Shape of Databases." It compared 38 programmable databases and 5 SQL databases using PC Lab Benchmark Tests to sort out the best. The only thing that impresses me more is the fact that this club has brought all this information right here within reach and you know what else.

The General Meeting closed with a few announcements and the usual exciting draw for ever more valuable prizes, the winners selected by an increasingly fine-honed program.



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**ON-LINE**

Ed note - this page in future will contain articles relating to Bulletin Boards, including our own, and other on-line services. For the preparation of this page we have brought aboard another Associate Editor Terry Currier. Terry is already well known to many of you as the Co-ordinator of the Modem Sig. He has contributed items to the "new" Readme.Doc, and assists our Club in several other of its activities.

We should also welcome here a second new Associate Editor Linda Leydekkers, who will take over the Features Editor responsibilities, likewise as from our June issue. Linda needs no introduction to you. She has produced the General Meeting Report in every one of our "new" issues.

The appointment of these two new associate editors characterizes an editorial policy that we are now following both to spread the load and to introduce new blood from the younger sections of our Club. Nevertheless we should not lose sight of the fact that we are still very dependent upon some of the older original editorial members, without whose continuing and unstinting help our newsletter simply would not presently fly.

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# SIG Reports

## REAL ESTATE REPORT

*Tom Sutro*

BILL HUTCHINGS with BAM SOFTWARE demonstrated his "REAL ESTATE OFFICE MANAGEMENT" program which completely automates the Management functions of a Real Estate Brokerage.

This fully integrated program is EASY to use, 100% IBM COMPATIBLE and AFFORDABLE.

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This very flexible program can be used by large, multiple branch operations or the small, 4-person office. It can be installed as a single terminal or networked with multiple terminals. This program is designed so a secretary or administrative assistant can operate the different functions including the account system.

"REAL ESTATE OFFICE MANAGEMENT" may be purchased outright, or a Lease/Option plan is available for as little as \$ 50.00 per month. If you are interested in only one particular aspect of the program, like FLOOR SCHEDULING, it is available separately.

Another program offered by BAM SOFTWARE is "THE REAL ESTATE PROFESSIONAL" which is designed to address the day to day functions of a Real Estate Agent.

If you would like more information about either one of these programs please contact: BILL HUTCHINGS, BAM SOFTWARE, (714) 854-8855

The next SIG meeting will feature MARK BURRELL who will provide some "TRICKS & TIPS FOR YOUR COMPUTER". This information will help you better understand the workings of DOS and AUTOEXEC.BAT files. If you have any specific questions you would like addressed, please put them on the OCIPUG Bulletin Board in the REALTOR conference area.

## DOS REPORT

*Kevin Moser*

Our new SIG Coordinator, Steve Pierce, welcomed 18 members to the first session of the DOS Special Interest Group at its new meeting place, **The Ebb Tide Community Room, 1640 Placentia Ave., in Costa Mesa.** Ample free parking was close by, space and seating were adequate, and no one had to seek out an official to get a key to the meeting room. Steve provided cookies and coffee and indicated that this room could be the SIG meeting place for the next year if it met approval of members. The DOS SIG concerns itself not only with DOS but also with programming languages for IBM based microcomputers.

Steve introduced Dan Likins whose topic for the evening was "The BASIC Language Explained for Beginners." While getting the computer and projector set up Dan gave an explanation of the differences between interpreted and compiled BASIC and took a variety of random access type questions dealing with the different kinds of BASIC now at large and the source of good references/texts on the subject. (Answer: Try Microsoft's QuickBASIC 4.0 for a complete BASIC language reference, a text on programming, plus a copy of a very good compiler.)

Dan began his discussion of BASIC by demonstrating the direct and indirect modes, the use of the BASIC command LIST, and an explanation of variables and string variables. He then proceeded to build a short illustrative program. Line by line he wrote on the screen, tested and corrected as necessary the growing collection of statements needed to construct the program. He demonstrated and explained a variety of editing techniques as the program took shape. He programmed directly on the screen exactly as if writing on a blackboard - a very smart blackboard which permitted information to be edited, erased, or moved around, identified programming errors, and gave instant answers. The completed product SPEEDTST.BAS, a program to measure the speed of a computer by determining how high it could count in one minute. SPEEDTST accomplished this by plucking out terms of the time string and printing a numerical count in columns on the screen until one minute had elapsed. The last number counted is a measure of the speed of that machine. SPEEDTST will be uploaded to the

bulletin board.

Even if you missed this valuable meeting, you have another chance. Come to future meetings. Ask questions. We will be talking about what interests you! In particular, Dan Likins made the point that BASIC will continue to be talked about in future meetings till either people don't want to hear about it any more or we form a separate SIG on BASIC.

## SPEEDTEST.BAS

100 ' A short tutorial program showing some aspects  
of BASIC  
110 ' Prepared for the DOS SIG by Dan Likins  
120 ' 13 April 1988

```

130 =====
140 '
150 '
160 'T$ = TIMES' Get the system time as a string
of characters.
170 'PRINT T$' Show what you got.
180 '
190 'MIN$ = MID$(T$, 4, 2)' Extract the minutes
field to a string.
200 'MIN = VAL(MIN$)' Now convert it to a
number.
210 'MIN = MIN + 101' Add a minute (use 101 to
get a leading zero).
220 'MIN$ = STR$(MIN)' Convert back to a
string.
230 'MIN$ = RIGHTS$(MIN$, 2)' Lop off the
leading one.
240 'MID$(T$, 4, 2) = MIN$' Replace in the T$
string.
250 'PRINT T$' Show what we have now.
260 ' Now find out how high we can count in a
minute:
270 'WHILE TIMES T$ 310 N = N + 1
280 'PRINT N;' Show count; this takes some time
[Optional].
290 'WEND
300 'PRINT N
310 '
320 '
330 ' Let's do it again, this time in just a single line of
code.
340 'T$=TIMES:PRINT
MID$(T$,4,2)=RIGHT$(STR$(VAL(MID$(T$,4,2)
)+101),2):PRINT T$:WHILE TIMES
$:N=N+1:WEND:PRINT N 380 ' There! We did
it, but it sure is less readable.
390 'NOTE: It runs more than twice as fast,
though!!

```

## PC NETWORKING REPORT

*Jim Mansfield*

The PC Networking SIG met on a rainy April 14th to learn about Western Digital's ViaNet 3.06. ViaNet is a peer to peer network operating system with a reputation for being easy to install. To prove the point Dean Hartley began the demonstration with the network hardware and software still in the box. While explaining the virtues of Vianet, Dean installed an Ethernet interface card in his PC, connected a coaxial cable between his PC and a second PC, and configured the network software all in about 20 minutes. He then proceeded to demonstrate how easily Vianet allows a user to access files from other PCs, transfer files between systems, and set up inter-system print jobs.

After the demonstration Mary Galvin, Account Manager for Western Digital, highlighted some of the features of ViaNet. Because ViaNet is a fully distributed system, all nodes may be servers; hence, any disk files and printers on any network node can be made available to every user. ViaNet is fully compatible with DOS 3.x file and record locking (which prevents two people from simultaneously updating the same file or record). ViaNet's easy to learn commands, simple setup procedure, and low cost make it ideal for 2-10 user networks, according to Mary.

Following the ViaNet presentation a suggestion was made that the SIG move its meeting night to the third Thursday of the month to avoid conflict with the CAD/CAM SIG. There was general agreement; hence, the June meeting will be held on June 16th with subsequent meetings also on the third Thursday.

Come join us to learn about networking, one of the hottest topics in the PC industry. And bring your ideas about network hardware, software, diagnostic tools, cabling, or other topics you'd like to see presented.

## INVESTOR REPORT

*Ralph Minarich*

An alternate location for the April meeting was necessary, as NEW HORIZONS had to cancel due to a scheduling problem. We were fortunate to have THE COMPUTEARN facility available. Dave Carroll was shuttling guests, back & forth, hanging signs, in an effort to guide them to the new location. Thanks Dave!!

We began with a round table discussion on the commercial programs we've been using, along with the relative successes realized. Ron Markel had made copies of a 9 & 13 Day Stochastic chart. Gordon Savage and several others spoke about Tele Scan as an effective tool as well. Any successful trade, stock, mutual fund, commodity, etc., should be examined on the most popular programs currently in use. The obvious conclusion was that no one is using all the bells and whistles present in any of the programs. Fred Haney is quite happy with "OW JONES (thats 'OW') MARKET ANALYZER PLUS". It can do most anything!

Some call October a "DIP" ...hhhhmmmmmm. All I know is that interest rates have gone up STEADILY since our Muni-Bond Guests said they wouldn't back in January. On of the worst Election Year, results we've seen for many years.

Here is another computer/investor related magazine that might be helpful to you. WALL STREET MICRO INVESTOR, for \$7; Trends, Channels, Bars, RSI. (212)884-5408 or RIVERDALE STATION BOX 6, RIVERDALE N.Y. 10471.

Hope to see you on May 18th back at New Horizons.

## WORDPERFECT REPORT

*James Pieratt*

The WordPerfect SIG met Saturday, April 30 and discussed the use of the merge. James Pieratt opened the meeting at 12:15pm as is going to be done in the future. We had 51 in attendance during the beginning session of which 27 remained for the advanced learning session. The meeting adjourned at 3:00pm.

Toward Lee passed out a questionnaire to get a feel as to the levels of WordPerfect usage, professions and equipment usage of those in attendance. This will help us develop overall objectives for the group. Toward is doing a fine job on compiling the information on these forms. For example, we have nine people willing to assist in running the SIG.

The meeting was divided into three sections. The first hour was dedicated to the beginners. We explained what a merge was and how it could help productivity in the office. Next, the components of the merge were discussed and then demonstrated. After a short break, there was a question and answer period for half an hour. The last section dealt with using Library to create the secondary merge files for the merge. For anyone doing merges in WordPerfect, the Library program by WordPerfect is a must.

Our next meeting will be held right after the general meeting on May 21st. Plan on attending if interested.



# Technical Corner

## Every Keyboard Has A Tale

*John Goodman*

Nearly every computer keyboard has a tail: the cord by which it is connected to the computer. *Every one of them* also has a tale: one by which it is connected with its owner. Let me tell you a part of mine. Along the way I will explain some of the issues involved in keyboard design and also review a keyboard I recently bought, one manufactured by Chicony.

People interact with their computers at two points when doing data processing: Once when data goes into the computer and once when it comes out. The dominant ways we get data from the computer is by seeing something on the screen or by having it printed on paper. People pay a lot of attention to which sort of display and also to which sort of printer they are going to buy. Only a few of them give equal attention to the other half of the story. Far and away the most common method of interacting with your computer for input is by using a keyboard. The mouse and graphic digitizing pad are distant runners-up.

I feel about my computer keyboard much the way Paul Newman's character, Fast Eddy, felt about his pool cue in the movie "The Color of Money": passionately! I don't usually go to my client's offices carrying my favorite keyboard in a zippered velvet case, but I often wish I had.

I learned to type on a manual typewriter. Much later on I found the IBM

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**People interact with their computers at two points in the data processing process. Once when data goes into the computer and once when it comes out.**

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Selectric typewriter and, once I had, I never wanted to go back. I don't know anyone who has had extensive experience typing on an Selectric typewriter who would not love it if they could get a computer keyboard with almost exactly the same key sizes, shapes and positions

(plus the extra keys needed for a computer) and with the same touch. That seems to me perhaps the ultimate standard in terms of a keyboard's "look and feel." Apparently it can't be done. At least not economically. I think IBM has come the closest in terms of the feeling

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**Far and away the most common method of interacting with your computer for input is by using a keyboard.**

---

with its original PC keyboard. Just recently several of the clone keyboard makers have done a creditable job of imitating that feel, some having a feel that at least certain people think is even nicer. No one has yet done the key layout right though, to my way of thinking.

An electro-mechanical wonderland

Have you ever looked inside a Selectric typewriter? It is an electro-mechanical wonderland! There is a motor in there that turns constantly and a collection of drive shafts that carry power from that motor to all parts of the typewriter. In that regard it is much like a 19th Century factory with energy being brought in from the mill-wheel or steam engine outside and distributed internally by drive shafts and belts to all the machines throughout the factory floor.

When a key is depressed in a Selectric a finger extends and catches hold of one of the many drive shafts which in turn pulls this and pushes that; doing all the many carefully timed things that must happen before the type ball finally whacks the paper through the ribbon in just the right attitude to impress the correct character on the page.

A computer keyboard is different. Much different. When a computer key is pressed no heavy machinery must be set into motion, at least not directly. All that is required is that an electrical impulse be generated to signal to the computer that a key has been pressed and which one.

This can be done in many ways, but most commonly it is done by making one piece of metal touch another. In other words, by closing a switch. Just like

turning on a light.

One of the more common variations on this theme is the membrane switch keyboard. Here the keyboard is printed on a membrane with some sensitive areas. When you press on one of the sensitive areas the attached electronics detects that fact. *You* cannot tell whether or not you have pressed a "key"; you have to wait for the computer to tell you.

These keyboards are pretty much invulnerable to the slings and arrows of outrageous fortune, or at least to dirt, dust and various fluids. So for equipment intended for installation in factories or home kitchens they often are the best choice. You probably have one at home on your microwave oven.

For input to a general purpose computer in an office, however, a membrane keyboard is usually very nearly the worst possible choice. In an office situation what one wants is a keyboard that helps the user enter large numbers of keystrokes rapidly and accurately.

Looking at the inside story

When you depress a key on your computer's keyboard there are typically three ways you know that you have done

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**For the keyboard on a general purpose computer in an office, however, a membrane keyboard is usually very nearly the worst possible choice.**

---

so. Ideally they all would tell you the same thing at the same time, but in practice that does not always occur. First and most important, really, the computer shows you on the screen what keys you have pressed. I say most important since the purpose of pressing all those keys is to tell the computer something. When it echoes back that same something you know it got the message.

There are several things wrong with depending on this alone. Experience with membrane keyboards has shown that typists, especially speedy touch typists, make many fewer mistakes when they can feel and hear each keystroke as well as see its effect on screen or paper. Many times you will need to be watching a page from which you are copying something instead of the screen. Worst of all, with our computers, we have the possibility of something called "type-ahead." This

means that we can go on banging on the keys far faster than the computer can finish reacting to those keystrokes. Usually it will just store up the extras and act on them when it gets around to it.

Have you ever heard your computer

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**DOS normally keeps a type-ahead buffer that is only large enough for 16 keystrokes.**

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beep at you because you had typed ahead too far? DOS normally keeps a type-ahead buffer that is only large enough for 16 keystrokes. Many fairly fast typists can get at least that far ahead of the computer; thus the beeps. This is such a common problem that a number of popular programs provide an enhanced keyboard buffer to let you get 100 or more keystrokes ahead. So how can you know what you have typed as you type it when the computer will not tell you about those keystrokes for perhaps several seconds or even minutes to come? Simple: By feeling and hearing what you are doing as you do it.

When you will your finger to press a key your muscles contract. A force is exerted against the key and, depending upon how it is built, it may move a bit. You have nerves in your hand that detect that motion. This is an aspect of your "kinesthetic sense." Without looking you can tell that you pressed a key. But did you press it enough?

The better keyboards provide one or two kinds of feedback to you to answer that question. With most (all except with membrane keyboards) you can feel the key move and at some point that feeling changes. With luck that is at the same point in its motion at which the contact is made, so you can learn that this particular feeling means you have caused the switch to close. You can also, on some keyboards (and I think these are the best ones), hear the point in the key's motion that means the switch is closing. The first mechanism is called tactile feedback. The second is auditory feedback.

We can further divide the tactile feedback provided into two more classes. In one design the key resists your increasing finger pressure only slightly up until the switch closes and then it "hits bottom" and the resistance to further motion goes up sharply. In the other design the key resists your increasing

finger pressure up to some point and then, rather suddenly, it "gives way," falling down substantially and reducing the force with which it resists your finger's pressure. This continues for some distance and then it too hits bottom and stops moving.

In the first type you know you have closed the switch the same way you know if you have hit someone when you take a swing at them. You feel the collision. In the second type you feel the switch action much as you might on a common room light switch. It "snaps" from off to on and back again. Mostly the first kind of tactile feedback is associated with a lack of auditory feedback. These are the silent "mush-boards." I hate them.

The others, keyboards with a snap action, are sometimes called "tactile feedback" keyboards, although I note that all keyboards except the membrane ones also have some sort of tactile feedback. The issue is not do they give it, but what kind do they give. Most experts seem to agree that a snap action is better feedback than the hitting bottom kind. Some snap action keyboards are also "clicky." That is, they provide a sound that adds to your ability to detect when you in fact have pressed that key hard enough.

Here is the rub

There is something importantly different in the snap action of a light switch and that in a computer keyboard. In a light switch a very important design issue is not letting the electrical contacts

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**There is something importantly different in the snap action of a light switch and that in a computer keyboard.**

---

linger in a not quite closed and yet not quite open position. If they do an arc may develop and burn the contacts. In a computer keyboard the voltages and currents are so much smaller that this is a non-issue.

When any switch closes or opens it does so in a very messy way, if you look at it closely enough. (To see the effects I am thinking of requires looking at the process on a time scale of milli-seconds; very fast by human standards, but positively glacial in computer terms.)

When you close the switch the contact will likely close very briefly at first, then bounce back open again. A short time later it closes again, then bounces again,

etc., till finally the energy of the snap action is dissipated and it settles down to being closed. When you go to open it a similar thing may happen, although usually for a shorter time.

These multiple closings and openings for what is meant to be a single switch closure or opening could confuse your computer, so their designers have included one or another clever "de-bouncing" circuit. With these circuits one can make a single signal happen each time the switch is opened or closed and it is not necessary to make the switch close particularly decisively to accomplish that. This, and the lack of arcing in these switches allow them to be designed with little if any snap action.

The snap feeling and the associated sound, if any, in an ordinary light switch is a direct consequence of the mechanism which forces the contacts together quickly when you turn the light on and which forces them apart again, also quickly, when you turn it off. In the very best, and apparently too expensive, computer keyboards the same thing is true. In the rest the electrical contact mechanism, the tactile feedback (snap action) mechanism, and the sound producing mechanism are two or even three entirely separate things. You want the second and third ones to "do their thing" at precisely the same moment that the first one sends the signal to the computer. After all you really are depending on these latter two to tell you about the former one.

Usually they pretty well do. Unfortunately, not always.

These are the general facts about our keyboards. In next month's conclusion to this article I shall get down to cases, presenting some information on certain particular keyboards including my newest acquisition, made by Chicony.

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**PRODUCT REVIEW**

**Dreamer Add-on Keyboard**

*Terry Carrier*

The Dreamer is a function pad keyboard for the IBM PC, XT, and AT, and all true plug-compatibles. It is manufactured by TS MicroTech Inc. 12565 Crenshaw Hawthorne, Ca, (213) 644-0859.

The company describes the Dreamer as a pad device since it plugs in between your computer and the keyboard with a Y connector. Mine is programmed for WordPerfect 4.2 and has 5 rows with 6 keys across with the functions being double layered. You get to the second layer of commands by pressing the PAGE- (minus) or PAGE+ (plus). I have 60 functions available with only one or two key presses required.

I had been using it with Microsoft Word for over a year at home and had gotten used to it. My employer states that WordPerfect is the new corporate standard and retraining would be necessary. I mentioned this product and

they asked me to do an evaluation of the Dreamer.

I really see why people hate to change from one word processor to another. While learning the new one you're saying things like "that sure is a dumb way to do it." The Dreamer at least made it easier for me to learn WordPerfect. While it still was not easy, I think you can see I had less remembering of keystrokes to do.

It still is a chore since you must find all those other keys that are not on your keyboard. The reach is not bad and I find that locating the other keys is no harder than doing the split finger function command that I would have to do otherwise. To be fair, I went over the learning process with their book *Learning WordPerfect in 4 Hours* with the Dreamer and without using the plastic template. Actually the book is misnamed, for it would have taken me that long just to read the it.

Given that choice of learning WordPerfect again, I would again choose the Dreamer; it's just easier. It's not perfect. One of the things I mentioned to their representative was that the numeric

pad should be on the right side since you are buying it for the function keys. They said that they had already responded to this and were eliminating it altogether. They only other complaint they had gotten, they said, was on the book. It is getting a complete rewrite now with graphics.

The Dreamer is not for everyone. It costs \$199.00, which many may not wish to spend. Primarily, it is for the business people who have to do a lot of typing using WordPerfect. It would probably be better suited for those who are just learning wordprocessing than those who already know it. If you learned one set of keystrokes you can surely learn another.

Microtech also makes a Dreamer keyboard for Lotus, MultiMate, Enable and combination Lotus and word processor, plus 30 and 50 key programmable models to allow you to do with it what ever you want. A version for Word Perfect 5.0 is in the works.

If you need a specialized keyboard, take a look at this model and see if it meets your needs.

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## PRODUCT REVIEW

LaserMaster CAPcard

Steven Dela

One of the most difficult tasks that arise when you decide to enter the Desktop Publishing arena is how to find suitable output for the copy you have carefully created. After using either Ventura Publisher or Aldus Pagemaker, you want to have a document that stands out from the rest of the publications. This was one decision that the newsletter staff faced when we decided to change the format of the OCIPUG README.DOC monthly publication.

We began to search for the hardware that would enable our newsletter to take on this new appearance. After several contacts, we were fortunate to get some feedback from Steve Gibson on this subject. Steve had been designing the pamphlet and shipping cover for his new product SpinRite using Ventura Publisher. After a short demonstration of his choice of hardware and software, we were convinced that this was the choice for us. His system consisted of Ventura Publisher running through a LaserMaster CAP card coupled to a Hewlett Packard LaserJet II. The wide variety of typefaces and sizes that were available along with the speed with which it could print sold us right there.

We contacted the LaserMaster Corporation in Eden Prairie, Minnesota for more information on their product. It confirmed our decision, as did the information in the book *Ventura Tips and Trick* by Ted Nace. A short time later our new CAPcard the shipment arrived. The CAPcard controller occupies one of the slots inside your computer. It comes with up to 2 megabytes of onboard memory, along with Bitstream outlines to produce PostScript compatible fonts on the LaserJet. It is guaranteed to be compatible with all PC, XT, AT, or 386 computers. It supports the HP LaserJet, HP Series II, Canon LBP-8III, Apple LaserWriter, the Ricoh 4080E, and the Xerox 4045 laser printers.

The speed at which a page is printed is what initially attracted us to the LaserMaster card. When putting together any document, several trial runs need to be generated and proof read. Using a LaserJet without benefit of the LaserMaster card, a page with graphics

and pictures can sometimes take several minutes to print. With the CAPcard, this was reduced to seconds, mainly due to the way the board handles images and its 2 megabytes of onboard memory. The card connects through a special cable to a LaserMaster supplied I/O card that is inserted in the LaserJet printer. This provides much faster communication than through either the parallel or serial ports of the LaserJet. Also, no additional memory has to be installed in the LaserJet printer, since all the memory needed is on the LaserMaster card.

The installation procedure for the hardware and software is relatively simple. Once the hardware is installed, the LaserMaster software is run to set up the system. The only glitch that I encountered during the automatic setup was that the install program thought I had a 386 computer (I have a Zenith 150, a PC-XT compatible). Two calls to the support group at LaserMaster quickly solved the problem. I renamed one of the drivers, and I was off and running. I must say the the support was great. Very few companies will give you a call at 7PM their time, getting back with the right answer. Once this was done, it was time to create the font outlines.

This is where the LaserMaster CAPcard has the competition beat. Most cards and printers rely on the memory in the printer to store the fonts. This is true for all PostScript compatible printers on the market. To utilize the Bitstream fonts that are purchased with the CAPcard, it is necessary to create the outlines that will be used. This gives you the ability to create any size of font "on-the-fly" while you are printing the document. Rather than be limited to the sizes specified in the WID tables that come with Ventura Publisher, you can create almost unlimited font sizes for use in the document. These outlines are created and stored on the hard disk in their own directory for use at the time they are printed. The instructions are clear and concise as to how to create a new WID table with these fonts. It can take several hours to initially compile the font outlines depending on how many are chosen and what sizes are specified. Later, during the use of Ventura or PageMaker, the outline drivers automatically create any custom size of font requested. The user doesn't have to know which bitmap fonts have been actually been pre-compiled and stored on disk. This saves space on the hard disk usually taken up by large point size fonts. Up to 254

point size fonts are now possible using Ventura. Once the outlines are installed, you are ready to go.

As an example of the speed that you can achieve with the LaserMaster card, several benchmarks are illustrated. (These numbers are taken from the information supplied by LaserMaster.)

Using the "SCOOP" page in Ventura, The J Laser card took one minute to print, the Apple LaserWriter took 3:06 minutes and the CAPCard took 18 seconds.

Under Pagemaker, the PM productivity page took 10:47 minutes with the J Laser card, the HP LaserJet+ took 10:04 minutes, and the CAPcard took 57 seconds.

The best speed is obtained when printing multiple copies of the same page. I have seen them print every 5 to 7 seconds, with full graphics and images on the page. This is accomplished by the onboard memory, since it doesn't have to go back and recreate the page every time an additional copy is required.

The LaserMaster CAPcard represents an economic alternative to buying an expensive PostScript laser printer, especially if you already own a laser printer. It has made our job on the production staff of the newsletter more enjoyable since we purchased the LaserMaster CAPcard. If your desktop publishing needs are substantial, the LaserMaster card is worth investigating.

If you would like more information about the card, you can contact the newsletter staff or LaserMaster directly.

LaserMaster Corporation

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**OCIPUG FINANCIAL REPORT**

Because of the early deadline for this month's issue, the April and May financial reports will be consolidated in the June issue.

*We would like to welcome the following New Members to OCIPUG:*

David Acquah-Asare  
Daniel Bloom  
ROC Burrell  
Stan Cowen  
Kenneth Curry  
Albert Ellenbogen  
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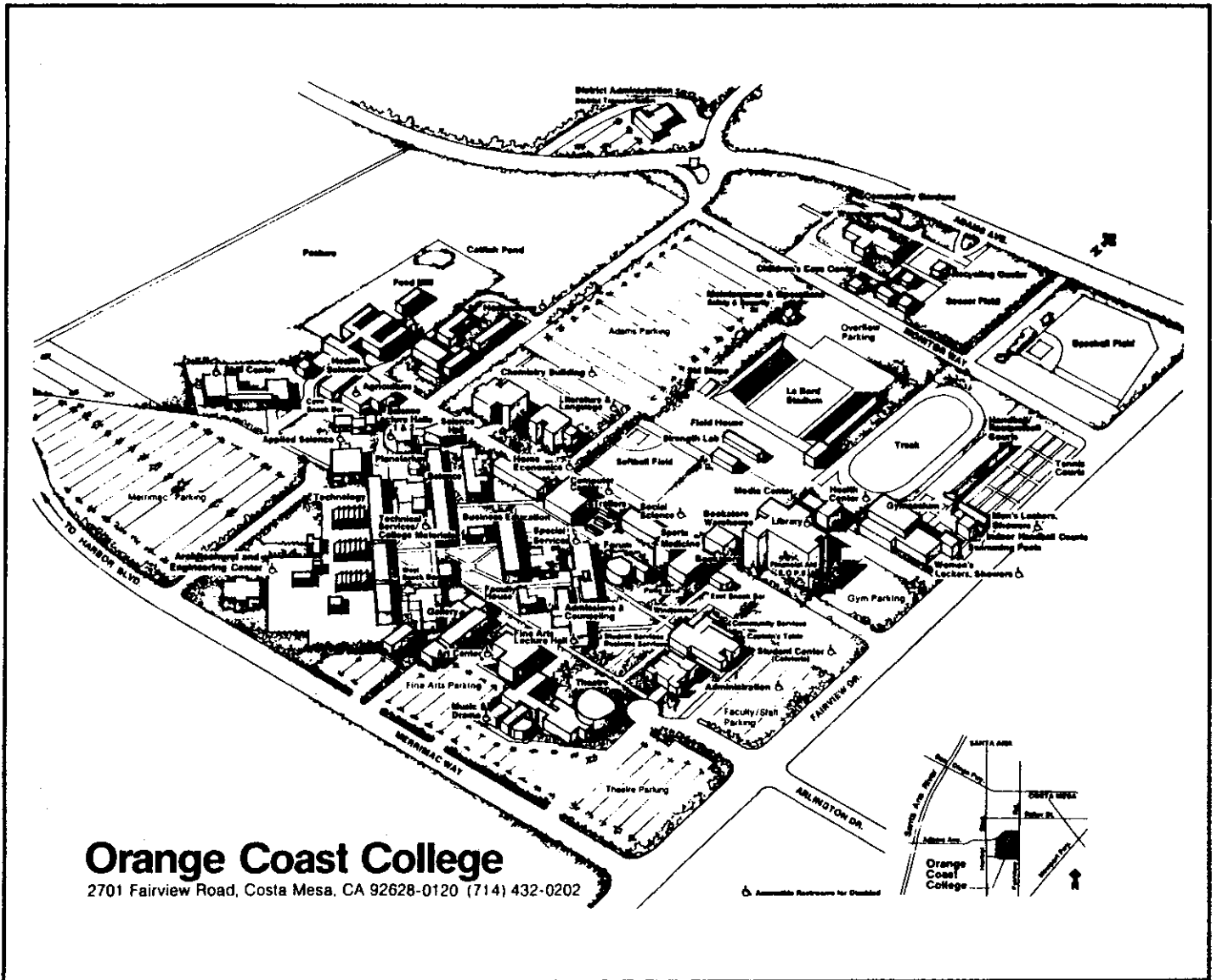
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