

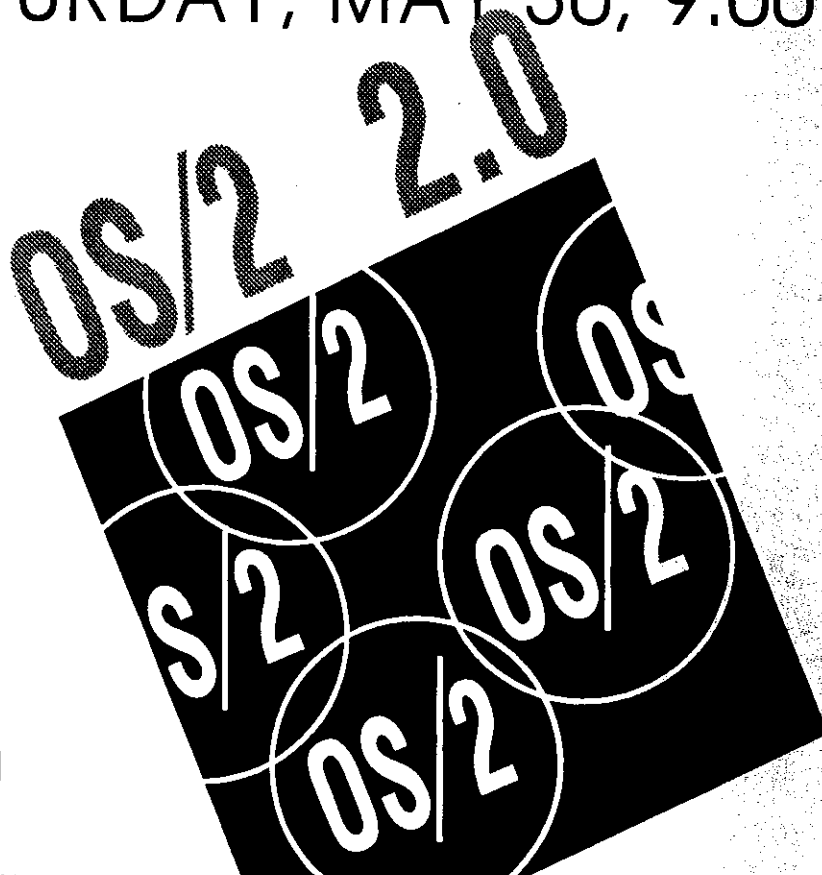
README.DOC

MAY 1992

ORANGE COAST IBM PC USER GROUP

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DETAILS
INSIDE ON
PAGE 23

THIS ISSUE

GENERAL MEETING REPORT - MARCH	1	OCIUG SUPPORT GROUP	14
PRESIDENT'S MESSAGE	2	BATCH FILE BASICS	16
ABCS OF THE BBS	3	MEMBER SURVEY	17
MICROSOFT BALLPOINT MOUSE	4	BOOK REVIEW - DESKTOP PUBLISHING SECRETS	19
BOOK REVIEW - POWER GRAPHICS	6	QUICK, GET THE RAID!	19
BITSTREAM'S MAKEUP	8	SIG REPORTS	20
INTRODUCTION TO PROGRAMMING	10	BOARD MEETING MINUTES - APRIL	22
COMPUTIMES	11	MAY GENERAL MEETING	23
HERB'S HANGOUT	12	TREASURER'S REPORT	24

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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.

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All items submitted for publication are subject to editing. We reserve the right to refuse any material submitted for publication.

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1. **UPLOAD** to the Bulletin Board in ASCII text format.

2. **5 1/4" DISK** mailed to the Editor in time to meet the deadline: P. O. Box 8224, Newport Beach, CA 92658.

DEADLINE FOR ALL SUBMISSIONS WILL ALWAYS BE 12 MIDNIGHT ON THE SATURDAY FOLLOWING THE GENERAL MEETING.

General Meeting Report

Harv Haight

From 8:50 to 9:05 a.m. on April 25, prior to the 86th General Meeting of OCIPUG, Past-President John Goodman chaired a Random Access. After first showing how to isolate systematically a bad SIMM of a set, John advised that the latest version of a mouse driver should always be preferred. He mentioned subtle inconsistencies with some keyboards when the shift key is used with other keys in WordPerfect. He recalled seeing a "Help" book at CompUSA for Arts and Letters. From the floor, the typical cost of repairing a hard drive is 40% of that for a new unit, with a guarantee for no more than six months.

Vice-President Richard Villa, in his opening, mentioned the donation to OCIPUG of a CD player (with software), won at Spring COMDEX. He was joined shortly by President Steve Burnside. After a recommendation by Steve of the recent INFO WORLD *Windows 3.1 Secrets* heavily discounted at the Price Club, Steve discussed computers, present and future, for some ten minutes. He emphasized that GeoWorks needs to get development kits to programmers; he regards portability to other systems as a major goal today of leading software producers.

Director Terry Currier next introduced Ty Carlson of Microsoft, together with member Dean Ossola (local Microsoft trainer). After a brief comparison of GeoWorks Ensemble and Windows 3.1, Ty gave a very detailed, quite thorough demonstration of Windows 3.1, showing its new features and explaining how

some of those problems that made Windows 3.0 less than perfect, have been resolved. Microsoft offers a very useful *Windows 3.1 Resource Kit* for \$19.95 (phone orders via 1-800-642-7676).

During the break, copies of Windows 3.1 Upgrade were made available at \$45 (counting sales tax), an appreciable discount from usual street prices.

Announcements by SIG leaders followed the break; with preformatted 1:1 interleaved IDE drives in most new units, "How to Low-level Format an IDE Drive" should get many members out to the Hardware SIG on May 28th.

The second of three presentations was made by Dean Ossola and Microsoft's Brent Epperson. This was a detailed demonstration of the features of Excel V4.0, as used with Windows 3.1; Dean and Brent han-

dled both demo and audience questions to the satisfaction of all.

Shawn Steiner of Panacea Inc. next showed us the major features of WinSpeed, a software-only display accelerator that for Windows 3.0 can decrease the time for buildup of graphic images to as little as 20% of usual. It supports any Super-VGA card that uses the Tseng Labs ET4000 chip, as well as cards from ATI, Paradise, and Trident. The program will shortly incorporate changes required for Version 3.1; interim upgrades are supplied for present sales.

Labeled ticket stubs again were used for the raffle that followed the meeting. Prizes were donated by Microsoft, Panacea, and others. Names of winners are shown elsewhere; OCIPUG members thank those who donated prizes. ■

Member Discounts

Jean Stevens, Editor

LOTUS PUBLISHING

LOTUS Publishing is offering all OCIPUG members a special discount on a one-year subscription to *LOTUS Magazine*. Member price will be \$16 instead of the regular \$24 rate. In order to receive the discount, all subscriptions must be processed through OCIPUG. Therefore, those interested please contact me; I will compile a list of subscribers and forward it to LOTUS Publishing for processing.

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President's Message

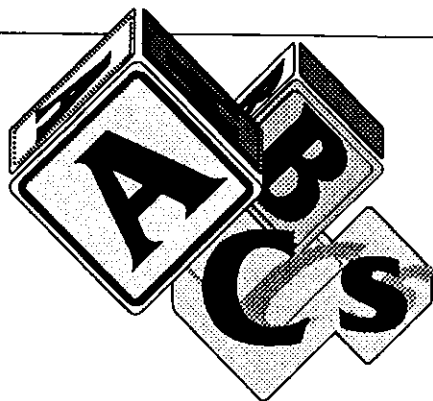
Stephen Burnside

At the last Board of Director's meeting it was pointed out that there are still two jobs in need of volunteers. Foremost, is the position of Advertising Manager for README.DOC. README.DOC consumes the greatest portion of our club funds and desperately needs an infusion of advertising revenues so that some of our funds can be rechanneled to other areas of need. Sunny Lockie placed an ad in last month's README.DOC soliciting an AD Manager and has had no response, as yet. Once again, I'm making an appeal for someone to come forward and volunteer to undertake this very important job. Sunny and Jean Stevens have their hands full getting README.DOC out every month so having someone take over as Advertising Manager would be a great help. Another job in search of a volunteer is SIG Space Coordinator. The SIG Space Coordinator is responsible for keeping track of the SIG space facilities and equipment. He or she will make arrangements for repairs, as needed, and will keep track of the status and whereabouts of club equipment. Our club has acquired a significant amount of equipment at the SIG space and elsewhere, and control of that equipment is needed so that we can be sure we are making the best use of the club's assets.

Along the same line is the realization that it's time we held a SIG leader meeting. At this meeting we will work out a plan for the most efficient use of the club's computer so that all SIG leaders can be assured the system is set up and working correctly for their SIGs. We hope to have a larger hard drive installed next month

and a tape backup drive. SIG leaders will be able to do a one-time configuration of the computer for their SIG and then save it to tape for their next meeting. We will have details at the SIG leader meeting which we are planning to hold in June. More details will be available at the June General Meeting.

One of my responsibilities as President is to keep reminding you, our members, that ours is an all-volunteer organization. No one in OCIPUG is paid for his or her services. Our only reward is the satisfaction we receive from helping one another to learn about, and enjoy, the use of computers, and the friendships we make. A very small percentage, less than 10% of our members, are actively engaged in the operation of OCIPUG. That includes SIG leaders and gurus, Board members and officers, volunteers at the membership table, and others. There really is room for a lot more of you to get involved, not only in the ways I mentioned above, but in new ways we haven't thought of. Maybe you have an idea for a SIG, a General Meeting topic, a presentation, a new activity, or anything else that would be of interest and help to our members. Let us know...We don't have all the answers. ■



of the BBS

Bob Otke

OCIPUG offers us all a lot of great things, doesn't it? This publication, *README.DOC*, for example. Have you ever thought of the countless hours that Jean and Sunny put in every month in getting it ready for the printer? And it always comes out looking so GOOD! My guess is that just about all of our members read a lot more than just the front cover. After all, when you have people like Mike Springer, Wendy Sarrett, Herb Huey, and so many others, spreading their pearls of wisdom for us all, how can we resist?

But less than half of our members take advantage of our BBS. Frankly, we are living beyond our means. If it weren't for the generosity of people like Thurman Wade, and the hard work of assembly by Jim Petit, OCIPUG could never afford the great setup we have now. Four nodes, with high-speed modems on each of them, almost 700 MB of hard drive space, and now a CD-ROM! What wealth! And we have a lot of people spending a lot of time to keep it running for all of you.

I suspect that many who don't use the BBS don't realize how easy it is. The recent survey of our members indicated that something like 80% of you have modems. Crank 'em up, folks, and come on aboard.....

From here on, I'm going to devote this message to those of you who need a bit more urging. The best way to start in telecommunications is to come around to the Modem SIG on the first Thursday of every month. We'll be glad to answer your questions, help you set up your modem, and even provide you

with all the software you need. There is a file on the BBS, *QCOMM492.EXE* that has the complete Qmodem Test Drive comm package, *Offline Express*, the offline mail reader, and *PKZ110.EXE*, the Phil Katz ZIP program. Another file, *WCNEWUSR.EXE*, will tell you everything you need to know about our BBS program and how to navigate, exchange messages, download the best and latest of shareware.

If you have a problem, this BBS is the best and most direct method of solving it. Just describe your problem in detail, and you'll have a prompt response from a guru like John Goodman or Bob Basaraba. Have you ever thought of what talent like that would cost if you hired one of these guys in their professional consulting capacity? But they'll answer your questions, and set you on the right track quickly. And remember, there are no STUPID questions..... We all can remember the time when we didn't know where the big red switch is, or what on earth is a "C prompt"?!?

But you don't have to have questions or problems to use the message base. Want to leave a note for a friend, or confirm an appointment? Just post the message and the job is done. And the conference areas let you chat electronically with other members with similar interests. We now have fifteen Conference areas available to the general membership, and will gladly add others if there is a need for them. This is YOUR bulletin board, and we'll set it up just the way you want it. Just let us know.

Software? The latest and the best of shareware is available just for the downloading. We try to get the very latest of anti-virus software and put it on the BBS within a day or two of release. There are some utilities such as *LIST* and *QEDIT* that many of us just couldn't live without. While they don't cost you anything to download and use, you have a moral responsibility to support those shareware authors who do so much for all of us. Registration costs are usually quite low, and will encourage more good stuff from the same source. When our CD-ROM is online, you will have available more software than you could ever use.

A few months ago, when I urged people to use the BBS more, I frequently heard "Never can get on" or "Its always busy..." Well, not any more! With three nodes on a rotary now available to any member, you will very rarely get a busy signal. Of course, we do welcome non-members on our BBS, but they miss a lot. They have no access to any Conference area other than Main, and their online time is reduced. If the non-member traffic gets too heavy, we will limit them to a single line, so there will not be any problem for the members.

What do you have to do to get aboard? Just dial 843-9248 and follow directions. The callback verifier works very well if you do exactly as the screens tell you. If you DO have a problem with that, just call me at 759-1515 and we'll get you going.... ■

MICROSOFT BALLPOINT MOUSE

Dave Lorenzini

I purchased my first new notebook computer to run Windows applications while away from the office. After all, it had a 386SX-20 microprocessor, a 60 MB hard disk, and a 32-gray scale backlit supertwist VGA display. However, the first time I set it up with my 5-year old serial mouse, I realized there was an unexpected problem. First of all, I couldn't find the cursor on the screen, and secondly, I had to use my only serial port which I needed to run my Postscript printer.

After several frustrating weeks, Microsoft came to my rescue. They suggested I try the Microsoft BallPoint Mouse to see what I thought. Well, it certainly solved the two problems I ran into, but it took a while to get used to it. Now that I have a "feel" for the BallPoint, I can use either type of mouse equally well.

The Microsoft BallPoint Mouse is a stationery pointing device that was designed primarily with a laptop or notebook type computer in mind. It's like turning the traditional Microsoft Mouse upside down and using it like a trackball. It attaches to either side of the keyboard, and doesn't need a flat surface for its operation. It works well on the tray of an airline seat. The BallPoint Mouse does everything you can do with other mice, including click and drag, but it has one feature that I cannot live without. It has a new software driver that makes the pointer highly visible, especially in graphics-based programs such as those running under Microsoft Windows 3.0 and 3.1.

Opening the box reveals the Mouse, a tilt mechanism, three different size clamp arms, a serial-to-PS/2 adapter cable, a 3.5-inch setup disk, and a carrying case. An optional Desktop Accessory Kit in-

cludes a 9-pin to 25-pin adapter, a 1.5-meter extension cable, and a 5.25-inch floppy disk for the software. These items are useful for someone with a desktop type computer.

The list price for the BallPoint is \$175 compared with \$125 for the traditional two-button Microsoft Mouse. You should be able to buy the BallPoint for \$125 at the discount computer stores. The Desktop Accessory Kit items may be purchased separately at \$2.50 for the disk, \$6.45 for the serial adapter, and \$11.45 for the extension cable. These prices include shipping, but not sales tax.

I was impressed with the quality of the components used to manufacture the BallPoint, and the price seems reasonable. The software alone is worth the difference in price from the lower priced mouse. The version of the software that comes with the BallPoint is more sophisticated than the new version that comes with Microsoft Windows 3.1. In other words, if you have the BallPoint Mouse software (Version 8.20), then you should use it to replace the mouse driver that came with Microsoft Windows 3.1. You can upgrade your Microsoft mouse driver from Version 8.0 or 8.1 for free, or from an earlier version for a \$25 fee. For details, call (800)426-9400 or (206)882-8080. On a laptop display, the right software could make quite a difference.

As with any pointing device, the BallPoint Mouse is directly linked to the display standard. It works with CGA/EGA/VGA/XGA and monographics cards in graphics mode, but monochrome only allows character-based programs. The PS/2 adaptor is not only useful for IBM PS/2 computers, but many notebooks, including my AST Pre-

mium Exec which has a PS/2 keyboard connector. By attaching the BallPoint to the keyboard connector, I have my serial port free to run my serial printer. In order for the computer to recognize the mouse, the connector must be plugged in before the computer is turned on. I also like the fact that the small black case can carry my BallPoint Mouse including the PS/2 adapter in spite of a rather large connector on the 9-pin end.

INSTALLATION

After attaching the BallPoint cable to the serial or keyboard connector on the notebook and turning the computer on, you attach the clamp on the BallPoint to the right or left side of the keyboard. In order to accommodate the various manufacturers' notebooks, you select the correct size pair of clamp arms. The BallPoint also has a tilt mechanism that adjusts to one of four positions. Relative to the horizontal, they are 0, 30, 60, and 90 degrees. I started out using 30 degrees, but switched to flat orientation so that I could more easily reach my PageUp and PageDn keys in the upper corner of my keyboard. The BallPoint also has a "breakaway" feature that is designed to release from the clamp without damage, in the event it is accidentally hit. You can also use the release feature to manually remove the Mouse without removing the clamps. The BallPoint is constructed so that manufacturers can provide a built-in receptacle that allows the tilt mechanism to be plugged in without a clamp.

SOFTWARE

The BallPoint software comes with a setup program that makes it easy to install the mouse drivers. A program called Control Panel

(CPANEL) allows you to set the sensitivity, double-click speed, acceleration, and orientation. It also comes with a separate orientation program called ORIENT that allows you to adjust the movement of the cursor to the location of the mouse on the left or right side of the keyboard. New for Version 8.2 is a utility that solves a problem some laptops have had with Suspend, or Sleep mode. MOUSEPWR is a TSR that watches for the computer resuming from Sleep mode and resets the pointer. This feature is only documented in the Readme.doc file and must be added manually.

USING THE BALLPOINT

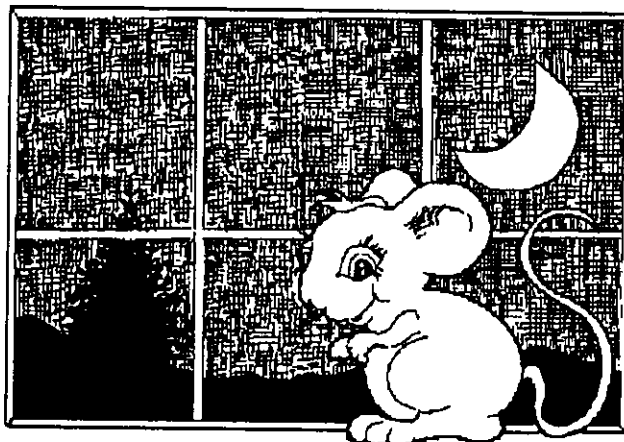
The BallPoint works like most other mice, except you grip it with the curve between your thumb and forefinger, using the thumb to roll the mouse ball on top, and the forefinger and middle fingers to press the primary and secondary buttons respectively. Dragging is possible by holding down a button and moving the mouse ball.

The operation that gave me the most trouble was in selecting the termination of the drag operation. The slower the movement of the pointer, the more friction that develops between the mouse ball and the internal motion detectors. Microsoft has been aware of this characteristic and has developed a heavier ball which seems to improve the feel and reduce the effect of overcoming friction. For existing BallPoint owners, the new ball and retaining ring, as well as the new software version, are free if you have sent in your registration form.

There are two adjustments to the movement of the pointer on the screen—sensitivity and acceleration. Sensitivity determines the relative speed between the mouse ball and the pointer. For example, by selecting a less sensitive setting, I could compensate for the movement problem I had with the dragging operation. However, I would have to use several thumb move-

ments to get the pointer across the screen. A regular mouse would have the same characteristics.

The acceleration refers to how far the pointer travels across the screen for a given speed of ball movement. The BallPoint comes with four supplied acceleration profiles—slow, moderate, fast, and unaccelerated. You can also create custom acceleration profiles. By choosing fast acceleration, I can make the pointer move across the entire screen with a single thumb motion.



If that's all there was to the BallPoint Mouse, it would still have a lot of competition from other manufacturers. I found two other features that made the difference for me. First, the new software driver allows a choice of normal, reverse, or transparent pointers. By selecting transparent, the pointer changes to the reverse of whatever background it is on. Version 8.2 added a "mouse trails" functionality which operates under Windows 3.1. It causes the cursor to leave a trail of cursors behind it when moving around the screen, adding to its visibility. With an LCD type screen on a notebook, I can easily see the pointer no matter where it is.

Second, you can turn the "growth" option on or off. When on, the pointer doubles in size as it is moved. After a slight delay, which is also selectable, the pointer returns to its normal size. Even if you did have trouble finding the transparent color pointer when sta-

tionary (or mouse trails in Windows 3.1), you can't miss the "exploding" pointer when you move it. The growth option affects every shape cursor, even the double-sided arrows used to resize windows.

PRODUCT SUPPORT

Besides the great software drivers, another important reason to select a BallPoint mouse is for the excellent customer support. Although the User's Guide is well organized and very complete, Microsoft Product Support staff is

available to help out with any problems. When I mentioned that it was an inconvenience to unclamp the mouse to close the lid on my notebook, they told me Microsoft offers alternative attachment mechanisms called "Custom Clips" for several popular notebooks. Currently, supported notebooks include AST, Compaq, Dell, NEC, and Toshiba. Now, when you're using one of these notebooks on an airplane and you have to close the lid to eat your meal, you can leave the BallPoint attached if you want.

In summary, the BallPoint is well designed, it has a quality feel, has a software driver to die for, and offers support for most of your concerns. As long as Microsoft wants to maintain its fine reputation as a supplier of mouse products, it appears they will find a new, or improved, solution before you even know you have a problem. ■

BOOK REVIEW

Power Graphics Using Turbo Pascal 6

by Keith Weiskamp and Loren Heiny.
Publisher, John Wiley & Sons, Inc.

Michael Cox

I have maintained an interest in graphics for a number of years. I wrote a number of graphics programs in APL for graphing mathematical functions and drawing art work at U.C.I. in 1967-72. From 1972-77, I directed a programming team at Golden West College for Computer Assisted Instruction using Tektronix vector graphics with APL on a large IBM mainframe and with stand alone CP/M microcomputers. This work won recognition from the National Computer Conference and National Science Foundation. I wrote a rather comprehensive chapter on graphics techniques for my text on Microsoft BASIC. Since I am currently using Turbo Pascal 6.0 for developing graphics simulations for first and second order differential equations for a National Science Foundation project, for the Math and Physics departments at Golden West College, I was looking forward to reviewing this book.

Power Graphics is a technical book, targeted to a user who is already familiar with Pascal in general and Turbo Pascal, specifically, and Mathematics through trigonometry. Consequently, some of my review must be a little technical. My first impression was not positive. After looking over the book for several hours I put it down, very disappointed. First, the programming techniques used, while sometimes acceptable in the C world, are not generally widely condoned in the Pascal/Modula/ADA world. Namely, the functions and procedures are not very modular. You cannot easily take a useful routine and paste it into your application. This is because the routines typically use other variables defined globally and not as part of the parameters. The functions often have side effects, which would modify other variables in your program. For example, this would be like trying to use a square root function

```
Y := 16;  
X := sqrt(Y)
```

only to find that in the process of calculating the result of 4, the value in Y would be changed as well. Speed efficiency is often lacking. Variables are used when constants would be more appropriate. The real log-exponential routine formula is used for calculating small integral powers of 2. Values are unnecessarily repeatedly calculated inside of loops or procedures, slowing down the graphics.

The book very early introduces an example of object oriented programming, but fails to use correct OOPs terminology or to use or motivate any of the features of OOPs which merit its use in the first place over tradi-

tional procedural techniques. (There is, however, correct usage of terminology in a subsequent figure.) The topic is then dropped for some time.

Power Graphics also uses too many examples with CGA graphics. It is highly unlikely that anyone having a computer with the memory and speed to run Turbo Pascal 6 graphics will be using CGA mode. The book only includes a paragraph description about the animation technique of drawing on a background plane while showing a foreground plane. I use this technique frequently and find that it's a little difficult to carry out, practically, thus meriting some examples.

So, with all these negatives, you can begin to see how I felt. But....feeling guilty about procrastinating in writing this review I kept picking it up again, and I began to see much positive about the text. It describes most of the intrinsic Turbo Pascal graphics functions thoroughly. It describes how you can construct your own fonts if you obtain the Borland font editor through CompuServe. It includes mathematical techniques for rotation and translation of figures in two and three dimensions, and projection and clipping of the three dimensional world objects onto a two-dimensional screen. While these techniques are standard in university level graphics texts, they are typically lacking in tradebooks. It illustrates the "in-betweening" technique of transforming one figure into another, which if carried to its extreme, would be like the "morphing" done in Michael Jackson videos or in Terminator 2. The book uses valid OOPs techniques to explain use of the mouse and creation of windows. It has a wide variety of examples covering animations, presentation graphics, and interactive drawing.

I did not have the benefit of a samples disk which can be obtained from *PC Techniques* magazine, which I think would be very useful. Overall, if you can put up with some of the lack of modularity and inefficiency and poor introductory examples in early chapters, the remainder of the book is actually pretty good and provides a useful reference.

Overall grade: B+ ■

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Sum

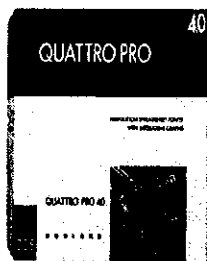
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Multi-variable solver	Yes	No	*
Easiest to Use	Yes		
SpeedBar	Yes	No	No
Print-To-Fit	Yes	*	*
Read Lotus 1-2-3 files, styles & macros	Yes	Yes	Yes
Best Performance	Yes		
All features in 640K	Yes	?	No
Price	\$495	\$495	\$595

* Yes, but almost no room remains for data.
* Yes, but requires attaching an add-in.

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B O R L A N D
Software Craftsmanship

Bitstream's MAKEUP... Formidable and Fun

Toni Federe

FIRST IMPRESSIONS HOLD TRUE

On the Federe scale of impressions, Bitstream's MAKEUP is a **Wow!Dazzler!** Bitstream has truly broken away from the mold with this streamlined, versatile and very affordable product. The manual is so straight forward that parts of it were a welcome replacement to my Windows manual. I came away from the tutorial exercises with a new confidence that I immediately employed in all the applications I use under Windows. MAKEUP was easy, fun and rewarding to learn.

There are no pre-designed presentation "Master Sets" devised for quick, non-original layouts. However, there is a reasonably priced (\$29.95) after-market product called INSTANT MAKEUP that includes a book, template disk, and Speedo Font. Bitstream doesn't offer MAKEUP as a presentation graphics program. They describe it as a "special effects for type made easy" program. That phrase is only the tip of the iceberg. They include five fonts (Americana Bold, Poster Bodoni, Bitstream Oz Handicraft, Revue and VAG Rounded) that are fully scalable and presentation wonderful. In either black and white or color presentations, the choices of effects are almost unlimited. Editing is uncomplicated. Speedy access, storage, and retrieval seem to have had an extremely high place on Bitstream's priority list in all phases of tool, color, pattern and/or effect manipulation. It's possible to quickly create, edit or restore back to default the tool, color, wash, fill and/or border settings. MAKEUP allows efficient creation, storage and retrieval

of "libraries" of user-defined files, clipart and shapes (into which text may be "poured"). MAKEUP allows file import in twenty-two formats! I imported WPG, TIF and PCX files with ease and perfection.

MARVELOUS FEATURES

Have you ever wished you could get an "embossed" look to your text? Add perspective easily? Get a 3-D effect? Stretch, flip, mirror, shadow, rotate? Change your mind and edit the look(s) in just a few clicks? Control kerning? Define character size, spacing and/or leading on a character-by-character basis? Change your mind and be able to edit any or all items easily? Have you ever wanted to blend something little and bluish-yellowish up to something large, with a special color palette wash? How many steps? Five? Great. Oh! You think it would look better with lots more stepped sizes? No problem! You're really getting into it, now! Color, fill...anything you want to edit is possible, and made easy, in MAKEUP.

Type your message and then select an amazing little item from the "Edit" menu called "Break Text" which "breaks" the existing text block into individual letters that can each be independently sized, tilted, filled, colored and/or warped to match those little twisty things hiding in the far corners of your mind! Are you just itching to create your own letter shapes? MAKEUP makes it fun, and as easy or complicated as your heart desires! Have you ever created something in another Windows application and wished you could copy it exactly as it appears in the original? For example: would you

like to take a "picture" of your windows wallpaper or something on the notepad? How would you like a "FotoShoot" tool that permits you to take a picture...in black and white or color...of the Windows work environment immediately behind the MAKEUP screen?! All this and more for a street price of from \$50 to \$99 depending on where the sale is today.

IT'S NOT PERFECT, BUT...

My PC is an IBM clone 386/25 with 4MB Ram and a VGA monitor. I'm using DOS 5.0, Microsoft Windows 3.0 and a Hewlett-Packard DeskJet Plus printer. I should be receiving my Windows 3.1 upgrade any day now. (If there are any significant changes, I'll do a follow-up article.)

Two of my high-class 486/33, non-interleaved SVGA, DOS 5.0, Windows 3.1 and true laser printer type friends told me that they didn't understand my delighted attitude. They were both having so many UAEs (Unrecoverable Application Errors) that they were going to return the product as defective. I asked technical support about their problems and was told that some of the very first shipments apparently went out with two early version .DLL files. These files definitely need to be updated if MAKEUP is to be used under Windows 3.1. The date of the files is not the "give-away." Check the sizes. The files (and their correct sizes) are: MUTEXT.DLL / 280,176 and MUOLE.DLL / 33,392. If your file sizes are incorrect, contact the place of purchase. They should have the correct files available. I wrote to Bitstream asking permission to upload the correct files to

the OCIPUG BBS and received verbal permission to do so late Friday, May 1st. These files can now be downloaded from our BBS under the file name MAKEUP.ZIP. The new files, from Bitstream, Inc. and Publishing Solutions, Inc., will greatly improve the use of True-type and OLE in Windows 3.1. Copy both files into the MAKEUP directory. My friends did, and boy! have their tunes changed!

I experienced UAEs when I applied the UNDO function to anything complicated or "cropped." This is a known problem and Bitstream is working on it. For now, I've given up on using UNDO. I'm using CLEAR, which is sometimes frustrating if I've got everything right but the most recent detail! The most visible personal benefit from this "undocumented feature" is that I've now retrained myself to use as many layers as possible until I've completed each project.

My biggest personal disappointment was the poor export filters. There are sixteen filters available. I had no problems with BMP or CLP files, but both output and size were unsatisfactory in EPS, CGM (Thanks again, Sunny!), WPG, TIF and the PCX formats that I was able to test. (I didn't test GIF, IMG, PIF, PIC, MSP, SCD, WMF.) I contacted technical support about this issue and was asked to send a disk with some of my original .MKU files. I was assured that they have been made very aware of the huge end user demand for working export filters. They are working on solutions. I was impressed with their thorough procedure for logging the details of my export failures. Bitstream seems very dedicated to resolving this issue as soon as possible.

I notice that the WINDOWS\TEMP directory (or the root directory if set temp is missing or incorrect in CONFIG.SYS) is left with a large amount of .TMP files at the end of each MAKEUP session. They can eat up hard disk

space at an enormous rate! I admit that I haven't read every page in the manual but I think I've been pretty thorough. I've found nothing in the MAKEUP manual or Read.me files to indicate the necessity to monitor and manually eliminate these files. However, the Windows manual *does* caution the user to *regularly clear out TEMP files*. They could present a real problem if they go unchecked.

...I'M STILL IN LOVE

In closing, I'd like to point out that Bitstream's technical support department has kept in touch with me. I'm satisfied that, as soon as they have a "fix" for the above mentioned problems, they will promptly forward the necessary information to me. At this writing, they have only had my disk of MKU files for a few days.

I love this product. I've been anxiously awaiting MAKEUP since I played with it at Fall Comdex/91. I was afraid that my expectations were unrealistic because I'd been dreaming up exotic projects for five months. I was sure that when reality caught up with me, MAKEUP could never measure up to my "wishin' and dreamin'." Such was definitely NOT the case. The suggested list price is \$149. If you order directly from Bitstream, you receive a free bonus gift of lots of extra clipart. MAKEUP is worth every penny. It is a **Wow!Dazzler!**

PRODUCTS FOR REVIEW

Jean Stevens, Editor

The products listed below are available for review by Club members. If you would like to be a reviewer for any of these products, or want more information, please give me a call at 644-1017.

The ground rules are that the reviewers are required to write a minimum 300 word review for README.DOC within thirty days of receiving the product. Upon receipt of a satisfactory review, the product then becomes yours to keep, subject to the manufacturer's license agreement, restrictions and limitations. These are complete applications with documentation, not demo disks.

SOFTWARE:

dBASE IV v. 1.5 - Latest upgrade to this database management system.

SITBACK FOR WINDOWS - Backup system that backs up newly created or modified files automatically.



Introduction To Programming

Wendy Sarrett

In this article we will start to discuss a character-based user interface. We will approach this with the methodology discussed in prior articles; determining requirements, specifying a design, and then tackling implementation. This month we will discuss our requirements for the interface and diagram a basic architecture. The purpose of the basic architecture diagram that will be presented is to impose a structure on our approach to the problem.

There are a number of different pieces that are needed for our interface.

1. Menu - These will be popup menus from which users can select various commands. Menus will display when requested, accept a selection, and then go away.

2. Message boxes - These will be simple boxes that display various messages to the user. Message boxes will display when called and go away after a number of seconds, or when the user strikes a key.

3. Dialog boxes - For the purposes of this project these will be done relatively simple. In particular, they will accept 1-10 items. The items will be stored as text. They will display when called, store the text entered into them, and go away after they are, either given the OK to process the data, or canceled.

Lower level objects will include:

4. Boxes - Again hide/show functions will be necessary.

5. Lines - Similar to boxes.

What are our other requirements? For one thing, this will all be done in character graphics; no graphic functions will be used. It should be simple to extend, or convert, to more sophisticated graphic modes when desired. Also it should run with a reasonable amount of speed. Portability between platforms (e.g. to a Unix machine) is not critical.

Note that the first three items, menus, message boxes, and dialog boxes are constructed from boxes and lines. With these facts in mind the basic architecture can be diagramed as in Figure 1.

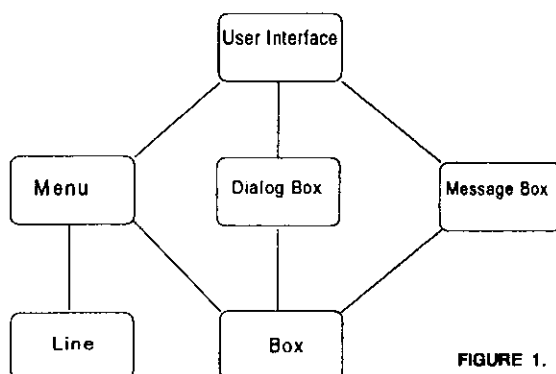


FIGURE 1.

Notice how in this diagram the user interface consists of menus, messages boxes, and dialog boxes. Furthermore, menus are shown as consisting of lines and boxes. Message boxes and dialog boxes consist only of boxes.

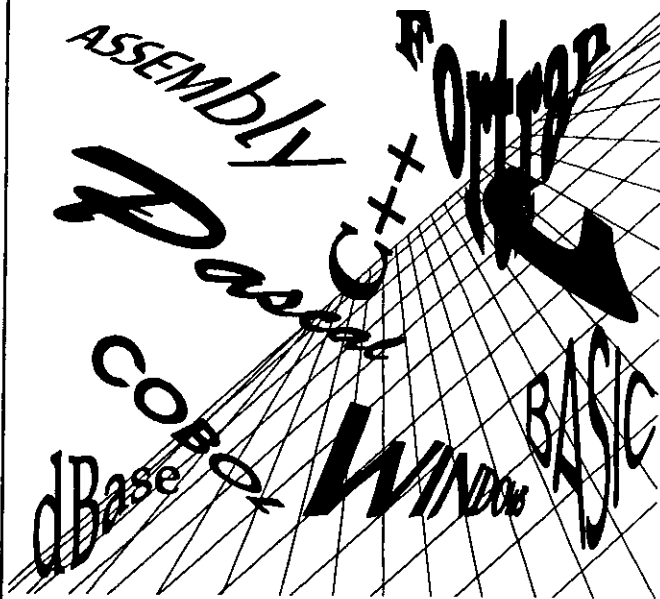
Note that this is only one approach to the problem. One could look at this in terms of classes of objects. In this view, "box" could be a base class (most general object) and menu, dialog box, and message box would be derived classes (more specific objects that come from—i.e. inherit the characteristics of "box"). In essence, in this view, menus, dialog boxes, and message boxes are "types" of boxes. This is in contrast to our approach where menu dialog boxes and message boxes "consist of" boxes. This is no less a valid approach, but I believe in this case the approach selected will be easier. For example, a dialog box could be displayed by showing the main box and the text entry boxes. This is advantageous as the calls for displaying boxes and hiding boxes can be used all over the place. Furthermore, a major part of effecting a change to a more sophisticated graphic system can be isolated to the box and line objects. The reason for this is that only the box and line modules need to know how boxes and lines are displayed and removed from the screen.

This discussion does lead to an important point. There is usually no "definitive" way of approaching a programming problem. There are often several valid approaches. Furthermore, the architecture presented above may change over time. Often these changes come about because of a change of requirements. Indeed, in our design we have tried to take into account the fact that the video mode may need to change.

Now that we have our basic architecture we can come up with a preliminary list of functions:

Line:

1. Create - Get and initialize the line parameters.
2. Display - Use the line parameters to put a line on the screen.
3. Hide - Remove the line from the screen.
4. Destroy - The line no longer exists.



Box:

1. Create - Get and initialize box parameters.
2. Display - Use the box parameters and put a box on the screen.
3. Hide - Remove the box from the screen.
4. Destroy - The box no longer exists.

Dialog Box:

1. Create - Get and initialize box parameters, create associated boxes.
2. Display - Use the dialog parameters and display all associated pieces.
3. OK - Return the data input and remove the dialog from the screen.
4. Cancel - Remove the dialog from the screen.
5. Destroy - The dialog no longer exists.

Message Box:

1. Create - Get and initialize message box parameters, create associated box.
2. Display - Use the parameters and display all associated pieces.
3. OK - Remove the message from the screen.
4. Destroy - The message box no longer exists.

Menu:

1. Create - Get and initialize menu parameters, create associated boxes and lines.
2. Display - Use the parameters and display all associated pieces.
3. Selection - Return the menu item selected.
4. Destroy - The menu no longer exists.

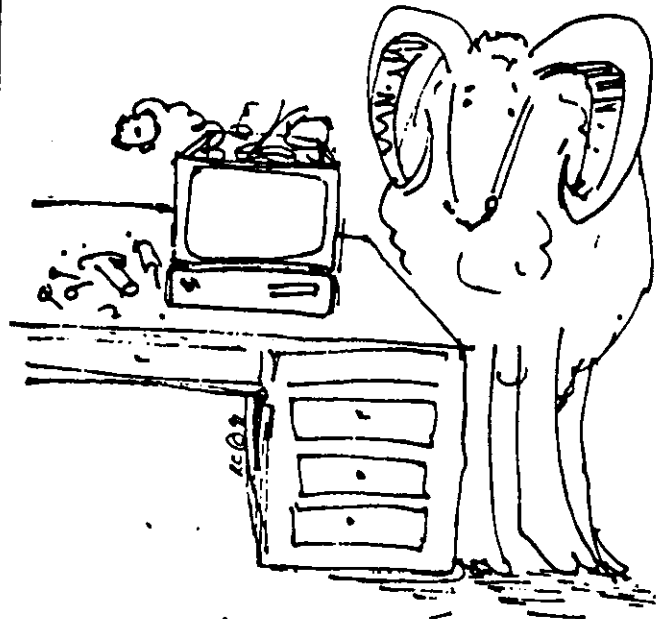
Notice that all the modules have a create and a destroy. This is because I am viewing them as objects. When modules are designed as objects, these functions are almost always present. In fact, C++, designed for such a style of programming has this feature built in. Furthermore, notice that the box and line modules

both have the same functions. In fact, one can use the concept of classes of objects (as discussed above) and have a base class of "geometric object" and derive "box" and "line" from that.

In summary, we have come up with basic requirements and a basic architecture for our interface. We have outlined a preliminary list of functions for each module. This is a jumping off point for developing a detailed design. In particular, we need to go through each of our modules and determine what data they may need to maintain, and the details of the above list of functions. While none of these modules will have many "visible" functions (functions that can be called by other modules), some of these functions can be fairly sophisticated. Next month we will go through each of these functions in detail. ■

COMPUTIMES by Clark & Harkins

Marvin builds his own computer.



"They said put plenty of ram in it, but I'm hoping one will be enough."



Herb's Hangout

Herb Huey

A CRIPPLED COMPUTER ON YOUR DESK

In the April 28, 1992 issue of *PC Magazine*, Tim Paterson, claiming to be the sole designer of MS-DOS Version 1.0 (actually he designed Seattle Computer Products' 86-DOS which was sold to Microsoft for \$50,000), wrote to the editors to correct a poor assumption made by many in the computer industry. Many computer experts assumed that MS-DOS Version 1.0 was designed to arbitrarily divide the first megabyte of memory into 640K of RAM for the operating system and software applications, and the remaining 384K for the hardware. According to Mr. Paterson, IBM decided to break up the memory in this manner for the hardware, crippling PCs for years to come.

In the early days of 8-bit computers, ROM or RAM reserved for memory-mapped hardware was routinely designed to start at the beginning of the memory address space. When I first examined the IBM PC architecture I gasped at its poor design. If IBM had only decided to follow conventional computer design practice by reserving the first 384K of memory for hardware concerns and the remaining 640K of memory for applications, memory management wouldn't be so messy today. Just think how clean it would be if extended memory was simply an extension of the top 640K of conventional memory! No nasty expanded memory, UMBs (upper

memory blocks), and no need for memory management software. Sorry, Quarterdeck!

Now, if Mr. Paterson is correct (and I believe that he is), then we have three companies to blame for the mess that we have today in the PC world, with memory problems and primitive operating systems. First of all, Microsoft is to blame for preserving the MS-DOS heritage and, of course, Windows. Second, shame on IBM for never bothering to improve the hardware architecture of the PC in regards to memory. Third, shame on Intel for insisting on maintaining backward compatibility with the original 8088 (actually the 8-bit 8080 for you purists) in all their 80x86 microprocessors. Come on guys, it has been ten years, since the introduction of the original IBM PC, to carry so much excess baggage. It almost makes you want to quit using PCs.

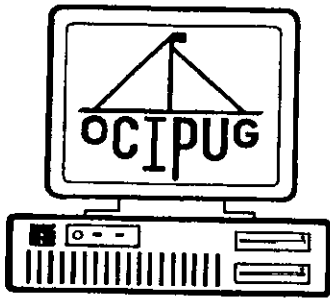
32-BIT OSs FOR REAL COMPUTERS

Microsoft recently announced the hardware requirements for its future 32-bit operating system (OS), Windows NT. Hold on to your hats, you'll need a minimum of a 486 computer with 8 MB of RAM and a 100 MB hard disk! Since only about 10% of all PC users own a 486 class computer, Windows NT clearly will not be the OS for everyone. Or will it? Perhaps Microsoft is sending a message that in two years, real computer users will accept nothing less than a

486 class machine!

Anyway, the requirements are not out of bed for a typical 32-bit OS. IBM's recently released OS/2 Version 2.0 requires a minimum 386SX computer with 4 MB of RAM and at least a 40 MB hard disk and takes up to an hour for installation time. But this minimum configuration will not allow for any applications and is guaranteed to run slowly. Change the hard disk minimum requirement to 60 MB. Shades of Windows 3.1! Isn't that what the experts say about Windows 3.1? For instance, *PC Magazine* recommends that you don't even think of using Windows 3.1 unless you have at least a 386SX, 4 MB of RAM, and a 60 MB hard disk with installation time around 15 minutes.

UNIX, the long-time 32-bit OS available for PCs by vendors such as Santa Cruz Operation (SCO), requires a 32-bit computer system as well and a minimum of a 60 MB hard disk. Four years ago, I installed UNIX on a Hewlett Packard workstation which used a Motorola 68030 microprocessor (equivalent to a 386). HP recommended a minimum of 4 MB of RAM and a 65 MB hard disk. For my image processing applications, I had 16 MB of RAM and a 330 MB hard disk. Installing UNIX on the HP workstation took over three hours! Don't be surprised to hear that Windows NT installation will take over an hour.



Orange Coast IBM PC User Group SIG GUIDE

A Calendar of Meetings & Events published by Richard Villa

For more information on membership, write to OCIPUG at PO Box 6100-211, Costa Mesa, CA 92628. Call Voice - 714/843-2048 or BBS - 714/843-0388

	SUN	MON	TUE	WED	THU	FRI	SAT
MAY	31	OCIPUG Board Meeting 6:30 PM	Spreadsheet	Multimedia	Modem	Games	New Users 9 AM DOS 1 PM
	7	MS Word	Database	Word Perfect	Graphics		Real Estate-8 AM Pacific Beach Escrow Programming 9 AM OS/2 1 PM
JUNE	14	GeoWorks-4PM @ member home Genealogy	BBS	Office/Basics 10 AM Windows 3.1	Windows Drawing 6:30 PM @ Graphix Zone		3D Studio/ Animator Pro 10 AM
	21		Personal Finance		Hardware	Geo-Works	9AM - OCIPUG General Meeting O.C.C. Science Hall
	28						
	29						
	30						

All Special Interest Groups (SIGs) are held from 7 PM to 10 PM at our SIG SPACE, located at 17632 Metzler Lane, Suite 211, Huntington Beach unless otherwise listed.

3D STUDIO/ANIMATOR PRO 3RD SAT

Co-SIG Leader: Bob Weil 714/953-2218
Co-SIG Leader: Karen Moyers 714/774-3234

NEW SIG! This SIG covers 3D Studio and Animator Pro with discussions on various related hardware and software products. At the June meeting and for the next few months we will be discussing the many exciting new features of 3D Studio release 2. This SIG meets at 10 AM.

BBS 3RD TUE

SIG Leader: Bob Ottke 714/759-1515

Monthly work party on the BBS. Meet in office area of SIG SPACE.

DATABASE 2ND TUE

SIG Leader: Bob Schmiedeke 714/536-1178

This SIG discusses various database programs, specializing in dBASE. Check the HOT-LINE for June's topic.

DOS and LANGUAGES 1ST SAT

Co-SIG Leader: Chris Lloyd 714/894-4837
Co-SIG Leader: Bob Peringer 714/633-3232
Designated Guru: John Goodman 714/895-3195

This SIG covers DOS, helping you to take command of your PC. Have you lost your memory? Come to the June meeting and our own John Goodman will discuss his new book, "Memory Management For All Of Us".

GAMES & ENTERTAINMENT 1ST FRI

Sig Leader: Richard Williams 714/891-8795

NEW SIG! At the June meeting Doug Zeffer, creator of Lance Stone will present 1st PC Comic by PC Comic, a computer-based comic strip.

GENEALOGY 3RD MON

SIG Leader: Stan Sabin 714/968-7307

For beginners to experts. If you know a little about Genealogy or a lot this SIG is for you. At the June meeting we will discuss tips and tricks using PAS and finding data errors. Please bring your questions. Everyone welcome!

GGEOWORKS 4TH FRI

SIG Leader: Bob Basaraba 714/559-6539

This SIG covers *GeoWorks Ensemble* and related topics. Check the HOT-LINE for June's topic.

GGEOWORKS (DAYTIME) 3RD TUE

SIG Leader: Reg Roberts 714/642-5399

NEW SIG! This Daytime SIG covers *GeoWorks Ensemble* and related topics each month, and meets in various members homes. Call Reg Roberts for June's meeting location and topic.

GRAPHICS 2ND THU

SIG Leader: David Carroll 714/775-3130
Designated Guru: Dave Lorenzini 714/496-3050

This SIG covers hardware and software products in computer graphics and animation. At the June meeting have a first in a series on image editing software: Photo Finish from ZSoft and PhotoStyler by Aldus.

HARDWARE 4TH THU

SIG Leader: Bob Basaraba 714/559-6539

This SIG is one of the most popular, judging by the strong attendance. Check the HOT-LINE for June's topic.

MODEM 1ST THU

SIG Leader: Bob Ottke 714/759-1515
Designated Guru: Rich Sabin 714/965-6734

Reach out and access the whole world of information through telecommunications. At the June meeting we will discuss and demonstrate RoboComm.

MULTIMEDIA 1ST WED

Co-SIG Leader: Dave Carroll 714/775-3130
Co-SIG Leader: Richard Villa 714/841-6991

NEW SIG. This SIG covers hardware and software products for use in Multimedia presentations, including the new MPC specifications. We will cover both end-user applications as well as development tools. At the June meeting we will discuss and demonstrate wave form audio. Come see what Multimedia is all about!

NEW USER/NEW MEMBER 1ST SAT

SIG Leader: John Lunsford 714/995-0947

This is the best SIG to attend first. The meetings run on a 4-month cycle and this month is number THREE in the cycle. You may start at any point in the cycle.

OFFICE/BASICS 3RD WED

SIG Leader: Anne Fawcett 714/968-5000

DAYTIME SIG for BEGINNERS!

10 AM to Noon: DOS & WordPerfect 5.1

Noon to 1 PM: Lotus 1-2-3 Ver. 2.2

Small Businesses! Free training! Buy memberships for employees to attend on company time. Learn the basics of these "industry standards." Bring any file problems on disk.

OS/2

SIG Leader: Dave Lorenzini 714/496-3050
 Designated Guru: Steve Schiffman 714/531-0376

Come learn about what OS/2 is all about and what this new operating system can do for you. Come learn about OS/2 2.0. At the June meeting we will help you with installation of OS/2 2.0. We will also discuss the latest information from various BBS on OS/2 2.0.

PERSONAL FINANCE

SIG Leader: Max Lockie 714/644-0103

This SIG discusses the various financial packages for the PC. At the June meeting we will do the second half of our discussion on Quicken 5.0 for DOS. This will be of interest to those who have experience with Quicken.

PROGRAMMING

SIG Leader: Wendy Sarrett 714/733-9906

This SIG covers various aspects of programming and programming languages. At the June meeting we will have a shoot-out between Microsoft C/C++ 7.0 and Borland's C++ 3.0.

REAL ESTATE

Contact Person: Jim Dickerson 714/536-8444
 Contact Person: Tom Sutro 714/754-7045

Jointly sponsored by OCIPUG and several local Boards of Realtors, this is one of our largest SIGs. At the June meeting Bob Ottke will discuss modems and using BBS's. Meets from 8 to 10 AM.

Beach Pacific Escrow, 16401 Gothard St. (NW corner Gothard & Heil), Huntington Beach.

SPREADSHEET

SIG Leader: Neil Carman 714/964-1901

This group covers popular spreadsheet programs, including *Microsoft Excel*, *Lotus 1-2-3* & *Quattro Pro* and shareware products, for both beginners and advanced users. At the June meeting we will be looking at graphs and macros.

WINDOWS 3.1

SIG Leader: Richard Villa 714/841-6991
 Asst. SIG Leader: Steve Burnside 714/722-0327

This SIG covers the *Microsoft Windows 3.1 Operating System* and with discussions on various related hardware and software products running under *Windows 3.1*. At the June meeting we will have a presentation by Lisa Okazaki of Zenographics on their SuperPrint and other Windows applications and a presentation by Dave Macintosh of Frame Technology showing the new Windows version of FrameMaker, a page layout program.

2ND SAT**WINDOWS DRAWING**

SIG Leader: Steve Burnside 714/722-0327

This SIG will cover intermediate and advanced topics relating to *Corel DRAW!* and other drawing packages. At the June meeting *Mannequin* by HumanCad and *Corel Draw! 3.0*. Please come with your questions. Meeting starts at 6:30 PM.

So. Cal. Graphics Resource Center (formerly the Graphix Zone), 38 Corporate Park, Irvine - Near Jamboree & Alton Pkwy.

WORD

SIG Leader (Word for Windows):

Michael Muller 714/650-4041

SIG Leader (Word 5.5):

Dave Lorenzini 714/496-3050

Both *Microsoft Word for Windows* and *Microsoft Word 5.5* are powerful and popular word processing packages. Note the Word SIG covers *Word 5.5* (DOS text & graphics) AND *Word for Windows 2.0*. In June, at the Word for Windows 2.0 (Latest version 2.0A) session: (1) We'll commence a building production of a master document to illustrate how to expertly use the multiple power features of the toolbar and speedkey combinations. At the Word 5.5 (DOS) session: Tips on using character sets, fonts, and mastering your printer output. Random access will follow each session.

WORDPERFECT

SIG Leader: Susan Novak 310/594-4144

W-310/491-3081

Contact Person: Jeff Sinn 714/775-2390

Come and learn about this popular word processing package. At the June meeting we will discuss format page items.

2ND WED**1ST TUE****3RD WED****IMPORTANT TELEPHONE NUMBERS**

Public Bulletin Board (BBS) - 843-0388

Private Line (Member BBS) - 843-9248

Hot-Line - For latest information - 843-2048

Emergency SIG SPACE number - 843-9678

Saturday, May 30th, 1992 - 9:00 AM to Noon

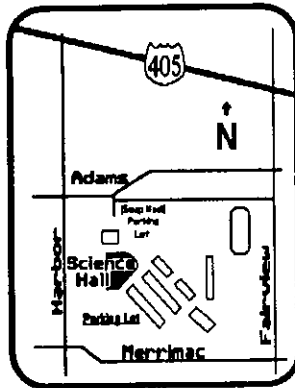
**GENERAL
MEETING**

IBM OS/2 2.0

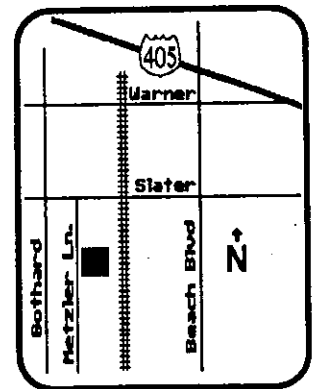
⇒ 8:40 to 9:00 AM - Random Access!

**MEETING
LOCATIONS**

Orange Coast College
Costa Mesa
2701 Fairview Rd.
General Meeting:
Science Hall (next to
Chemistry Bldg.)
Parking in campus lots
available off Adams or
Merrimac.



SIG Space
Huntington Beach
17632 Metzler
Lane, Suite 211
SIG Meetings:
Take elevator to 2nd
floor.
Parking in lot or on
street



**MEMBERSHIP
INFORMATION**

Orange Coast IBM PC User Group (OCIPUG) was formed in 1985, and has become one of the largest and most respected User Groups in the country.

OCIPUG, a non-profit corporation, is an all-volunteer organization which provides PC enthusiasts with an opportunity to gain knowledge and gives assistance to those who need it.

Membership includes:

- ✓ subscription to *README.DOC*, the monthly newsletter published by OCIPUG
- ✓ discounts on Public Domain, Shareware and User Supported software
- ✓ access to the OCIPUG RBBS private telephone line
- ✓ eligibility for monthly raffle at General Meeting

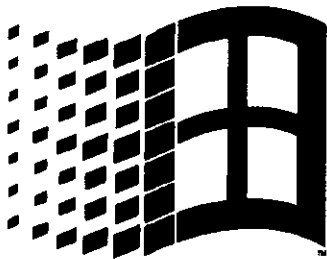
If you would like to become an OCIPUG member please call 714/843-2048 and request an application for membership, or write: OCIPUG, PO Box 6100-211, Costa Mesa, CA 92628-6100.

OCIPUG SIG GUIDE camera ready copy produced with: Microsoft Windows 3.1, Aldus PageMaker 4.0, Corel Draw! 2.0 & Publisher's Paintbrush for Windows using an HP LaserJet III with Pacific Data Product's PacificPage XL & PacificType PostScript-compatible cartridges, including Adobe downloadable fonts. Graphic illustrations by Richard Villa, Steve Burnside, & David Carroll.

Keeper of the Calendar: Richard Villa - 714/841-6991 - Deadline for June Calendar: Friday, June 12th

WINDOWS 3.1 SETUP WOES

Well I decided to join the blind masses by getting my copy of Windows 3.1 along with Bitstream's True Type Font Pack. I know that every article you read about Windows 3.1 will be a rave review. Several PC magazines report that Windows 3.1 installation is a snap. Unfortunately, I was not one of those lucky ones and after interviewing four other people at work I found only one user who had no problems with their Windows installation and I don't trust him.



In the file SETUP.TXT, Microsoft warns that a number of DOS commands such as APPEND, FASTOPEN, GRAPHICS, JOIN, and SUBST will not work properly or may cause problems with Windows 3.1. Microsoft also recommends that you disable third-party disk caches in favor of their improved SMARTDRive disk cache. Anyway, I installed Windows on my 386 machine with 10 MB of RAM. On the first installation, I noticed there were no icons included with any of the program groups prior to the end of the installation. Windows setup then asks you to reboot the computer. I received error messages that 6 files were missing. Naturally, I couldn't find these files among the compressed filenames on the six 3 1/2" installation disks.

After rechecking SETUP.TXT for any other potential trouble areas, I purged my Windows subdirectories and restored my Windows 3.0 backup (you do have a backup?) and tried again. I got a lit-

tle further this time. I saw the icons and even used the short Windows tutorial, but this time upon rebooting I was still missing four files. I finally succeeded in fully installing Windows 3.1 on an empty subdirectory at the expense of losing all my old program groups and about six hours of my time. Windows creates icons for anything it can identify as an application but it did make some incorrect identifications. As far as program stability goes, I have already observed Unrecoverable Application Errors (UAEs) on two occasions in my first two days of Windows 3.1 usage. Though pressing Ctrl-Alt-Del does get you out of the UAE instead of having to reboot, I had to click on several error warning windows before exiting Windows 3.1.

Another mystery from my Windows 3.1 installation problems concerns Stacker compatibility. On my final installation attempt, I created minimal configurations of my CONFIG.SYS and AUTOEXEC.BAT files on both my uncompressed C: drive and the Stacker compressed E: drive. Now SETUP.TXT says that STACKER will warn you that these files will differ between these two drive letters upon rebooting. However, after rebooting, I found instead that my original CONFIG.SYS and AUTOEXEC.BAT files were modified and were also identical in both drives! I'm still scratching my head over this one.

Oh! well. But Windows does work and it looks great. In every operation Windows 3.1 is much faster than the old 3.0. Excel 3.0 and Word for Windows 2.0 are now very snappy performers on Windows 3.1. Loading time for Windows 3.1 does take longer due to its increased size (9 MB for the full installation) over Windows 3.0. The True Type fonts look good on the screen and on paper. The Bitstream True Type Font Pack loaded with no problem and looks just as good. Despite my problems installing Windows 3.1, my overall

first impression of Windows 3.1 is very favorable.

SIGNING OFF

I recently read in a computer trade magazine that hard disk drives have been in short supply since Christmas, confirming suspicions about which I have written before. A representative from Hard Drives International said they had a hard time obtaining hard disk drives, especially in the 40 MB, 80 MB, and 210 MB sizes. Prices have actually risen enough that sometimes their wholesale price was actually higher than their ad prices! Most experts had predicted that the shortage would be over by April but now it looks like it will be early summer. I hope that this will be true by the time of the May ACP Swap Meet.

I've been receiving an average of 2-3 calls from the OCIPUG Support Group Hotline. This tells me that the Hotline is being used regularly and is a great idea. I recently received a call from a user looking for someone who could write a simple financial template in Lotus 123. Though I pointed him to someone, I encouraged him to try to write the template himself. Spreadsheets are wonderful tools and it is a shame if you invested a lot of money in a spreadsheet program without learning at least how to create a small spreadsheet. As I said last month most users only learn about 15% of a product's capabilities. But isn't this why you are a member of OCIPUG? To learn a little more about your computer system and how to use your hardware and software? So, I'll sign off by saying HAPPY COMPUTING!

■

PerForm

Richard Sinor 6 p.m.-10 p.m.....970-1323

Q&A

Mark Burrell 9 a.m.-12 noon..... 777-2130

Terry Currier 8 a.m.-9:30 a.m.
7:30 p.m.-9 p.m..... 774-2018

Quattro Pro

Preston Hill 9 a.m.-9 p.m.892-1291

Mark Burrell 9 p.m.-12 p.m..... 777-2130

Quicken

Preston Hill 9 a.m.-9 p.m.892-1291

Ron Ross..... 6 p.m.-10 p.m. M-F.....964-5137
Anytime Wkends

Quickpay

Ron Ross..... 6 p.m.-10 p.m. M-F.....964-5137
Anytime Wkends

Stacker

Harv Haight 9 p.m. - 11 p.m.....546-0820

Ventura Publisher

John Goodman 12 noon-12 midnight...895-3195

Windows

David Black..... 3 p.m.-8 p.m. M-F
9 a.m.-8 p.m. Wkends .830-9203

Mike Wierman 6-9:30 p.m. M-F
Anytime Wkends.....894-4040

Steve Burnside 11 a.m.-8:30 p.m..... 722-0327

Darren Major 8 a.m.-2 p.m. M-F
Anytime Wkends.....646-6904

Word

John Goodman12 noon-12 midnight .. 895-3195

WordPerfect Products

Susan Novak.....5-8 p.m. M-F (310) 594-4144

WordPerfect

Mark Burrell9 a.m.-12 noon 777-2130

Preston Hill.....9 a.m.-9 p.m..... 892-1291

Mike Wierman.....6 p.m.-9:30 p.m. M-F
Anytime Wkends 894-4040

Linda Leydekkers.....10 a.m.-4 p.m. M-F 968-0924

Susan Novak.....5-8 p.m. M-F (310) 594-4144

XTree

Richard Sinor6 p.m.-10 p.m. 970-1323

(Editor's note: If you would like to be listed here as a volunteer to help with any PC-related subject please give me a call at 644-1017 or leave a message on the BBS. We need volunteers in many more software and hardware areas. The success of this program depends on your help. Jean Stevens) ■

COMPUTERS

Same Location Since July 31, 1983

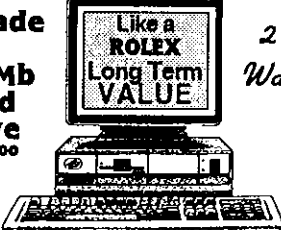
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5/92

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MASTERCARD

BATCH FILE BASICS

Michael Springer

There is only one batch file command that has not been covered in this series. In the right situation, it is a great command. But I have to be honest. I checked the 100-plus batch files in my \BAT directory, and I did not find a single use of the command. So, we'll take a look at what the command does and leave practical implementation up to you.

Replaceable parameters have been discussed and used numerous times. They add a significant amount of power to batch files. But, there are only ten replaceable parameter names, %0 through %9. Does this mean that one can only utilize nine pieces of data plus the batch filename on the command line?

The simple answer is that more than ten values of data can be utilized, but never more than ten at a time can be represented by the %n series of names. Now we need to see how this works.

Imagine that you are sitting at a piano; you are a great pianist, as long as the melody can be played with ten adjacent notes. You have labeled your fingers and thumbs from left to right as %0 (left pinky) to %9 (right pinky) with left thumb as %4, right thumb as %5.

You start with your left pinky on the leftmost white key, with one finger or thumb on each of the first 10 white keys. You can play any of those keys, in any order, as many times as you want. After a while, you get tired of such low musical notes, so you search for a way to play some different notes. The key (no pun intended) to the solution involves all those piano keys off to the right of your current hand position.

To play a different set of notes, you can move both hands to the right. You can move your hands just one, or more than one, key to the right before starting to play again. However, once you have moved your hands, you can NEVER move them back to the left. For any particular hand position, a particular finger always plays the same note. After moving your hands, the same note may be accessible by a different finger, or the note may be out of reach to the left. It depends on which finger accessed the note before the move and the distance of the move.

The unit of movement is the width of one piano key. Ten movement commands must be executed to move your hands to the first set of untouched keys.

Perhaps you just want to use your left ring finger (%1) to play the piano. One move command will provide access to the next note. All of the notes but the leftmost can eventually be played.

The batch command that moves the replaceable parameter names to the right along the data groups on the command line is **SHIFT**. The data groups are analogous

to the piano keys and the **SHIFT** command causes movement of the identified fingers (replaceable parameter names) one position to the right.

Now we need an example that will show the process in action. DEMSHIFT.BAT is an example of the one finger playing technique. Only %1 is used in the body of the batch file. The equality test breaks the endless loop when there are no more "unplayed" data groups. Since the batch language does not have any math capabilities, looping cannot be controlled by counting the number of operations. DEMSHIFT runs as many times as there are data groups and then politely ends.

```

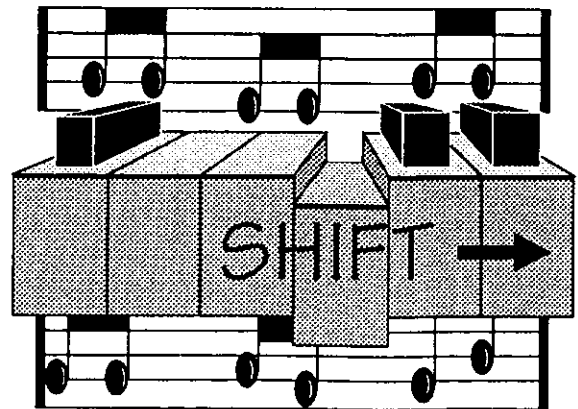
::DEMSHIFT.BAT
::shows use of SHIFT

@echo off
cls

:LOOP
  if %1==! goto :END
  echo Rep. Param. 1 is now ---- %1
  pause nul
  shift
  goto :LOOP

:END
  echo That's all folks!
```

If the operation in the loop needed the values from three adjacent data groups, you would see references to %1, %2, and %3; a total of three **SHIFT** commands in the loop; and an equality test of %3. Many repetitive operations might benefit from the ability to shift data and looping within a batch file. Being able to shift from 1 to 10 positions, according to need, makes the technique more useful. ■



Survey of Hardware and Software Program Suggestions for OCIPUG General Meetings

The purpose of this survey is to assist us in bringing you the programs you would like to see demonstrated at our General Meetings. Please take a few minutes to rate the following suggested programs by circling your choice of numbers 1 through 5, with 1 being no interest and 5 being very interested. If you feel a program would be better presented at a particular SIG, rate it accordingly. If you have a particular company or program you would like to see, please list it. Make any other comments or suggestions on the bottom. You can turn your survey in at the General Meeting or mail it to the OCIPUG Mail Box, P. O. Box 6100-211, Costa Mesa, CA 92658.

CUT HERE

	Interest					SIG	
	Low				High		
Accounting Programs	1	2	3	4	5	Y	N
Backup software	1	2	3	4	5	Y	N
Tape drives	1	2	3	4	5	Y	N
CAD	1	2	3	4	5	Y	N
CD-ROM	1	2	3	4	5	Y	N
Communications							
Software	1	2	3	4	5	Y	N
Modems	1	2	3	4	5	Y	N
FAX Modems	1	2	3	4	5	Y	N
CompuServe-GEnie-Prodigy	1	2	3	4	5	Y	N
Computers	1	2	3	4	5	Y	N
Desktop suggestion	<hr/>						
Notebook suggestion	<hr/>						
Pen suggestion	<hr/>						
Databases							
DOS database	1	2	3	4	5	Y	N
Windows databases	1	2	3	4	5	Y	N
Desktop Publishing	1	2	3	4	5	Y	N
Games	1	2	3	4	5	Y	N
GeoWorks 2.0	1	2	3	4	5	Y	N
Graphics							
Drawing Packages	1	2	3	4	5	Y	N
Image Processing Programs	1	2	3	4	5	Y	N
Presentation	1	2	3	4	5	Y	N
Education	1	2	3	4	5	Y	N
Finance							
Computer Investing Programs	1	2	3	4	5	Y	N
Checkbook Programs	1	2	3	4	5	Y	N
Taxes	1	2	3	4	5	Y	N
Monitors	1	2	3	4	5	Y	N

	Interest					High	SIG
	Low						
Networking							
Managers	1	2	3	4	5	Y	N
Hardware	1	2	3	4	5	Y	N
OCR (Optical Character Recognition)	1	2	3	4	5	Y	N
Operating Systems							
DOS	1	2	3	4	5	Y	N
Menu programs (DOS Shells)	1	2	3	4	5	Y	N
OS/2	1	2	3	4	5	Y	N
Windows (& Windows NT)	1	2	3	4	5	Y	N
Unix	1	2	3	4	5	Y	N
Personal Information Managers	1	2	3	4	5	Y	N
Pointing Devices							
Mouse	1	2	3	4	5	Y	N
Pen	1	2	3	4	5	Y	N
Trackball	1	2	3	4	5	Y	N
Printers							
DeskJet	1	2	3	4	5	Y	N
Dot Matrix	1	2	3	4	5	Y	N
Laser	1	2	3	4	5	Y	N
Programming software	1	2	3	4	5	Y	N
Project Managers	1	2	3	4	5	Y	N
Scanners	1	2	3	4	5	Y	N
Hand Scanner	1	2	3	4	5	Y	N
Desktop	1	2	3	4	5	Y	N
Sound Boards	1	2	3	4	5	Y	N
Spreadsheets	1	2	3	4	5	Y	N
Storage devices							
Tape drives	1	2	3	4	5	Y	N
Removeable storage	1	2	3	4	5	Y	N
Optical drives	1	2	3	4	5	Y	N
Utility Software	1	2	3	4	5	Y	N
Video Cards	1	2	3	4	5	Y	N
Word processors							
DOS	1	2	3	4	5	Y	N
Windows	1	2	3	4	5	Y	N
Informative							
Batch files	1	2	3	4	5	Y	N
SCSI devices	1	2	3	4	5	Y	N
Upgrading PCs	1	2	3	4	5	Y	N
Comments and Suggestions							

CUT HERE

BOOK REVIEW

DESKTOP PUBLISHING SECRETS

by Robert C. Eckhardt, Robert Weibel & Ted Nace
Peachpit Press 1992, Berkeley, CA \$27.95, 550 pp.
800-283-9444, 510-548-4393, FAX 510-548-5991

Jean Stevens

Publish magazine, one of the leading sources of information on desktop publishing, has two very popular columns that appear in their magazine each month, *Q&A* and *TIPS*. *Desktop Publishing Secrets* is a compilation of over 300 of their best and most popular shortcuts, tricks, tips, solutions, and techniques that have originally appeared in these columns over the past five years. However, all 300 of them have been rewritten, researched, expanded upon, and updated against the current version of software involved. The information covers both the PC and Macintosh environments, with each being clearly marked.

Desktop Publishing Secrets covers software and peripherals including, PageMaker, Ventura, Windows, WordPerfect, Word, FreeHand, Illustrator, CorelDRAW, and PostScript. You will find the book to be very reader-friendly with many illustrations. It covers a massive amount of easy-to-understand information, written for those who realize the power of desktop publishing and its vast capabilities. The software shortcut tips alone can save you many hours. *Desktop Publishing Secrets* also answers countless questions, relieving you of the frustration of having to make dozens of phone calls to technical support numbers. It even reveals capabilities of desktop publishing technology that you probably didn't know existed.

Chapters one through nine are organized according to subject matter, for fast and easy access, with titles such as: *Type & Typography, Graphics, Word Processing, Page Lay-*

out, Presentations, Paper and Printing, Hardware, System Software, and Publishing as a Business. Each of these chapters are organized in an orderly fashion with many sub-headings, allowing you to identify your problem at a glance.

In the tenth chapter, *Putting It All Together*, the authors describe the problems and set-backs they encountered while writing and pub-

lishing *Desktop Publishing Secrets* and how they solved these problems, using the tips and techniques outlined in the book as a guide.

Desktop Publishing Secrets can be called, without a doubt, an encyclopedia of publishing, and an important resource for anyone who creates newsletters, display ads, manuals, magazines, etc. It's a book that offers solutions to your most perplexing publishing problems. Adding *Desktop Publishing Secrets* to your reference library will make your publishing life a whole lot easier. ■

(Note: Member discount offer for this and other Peachpit Press books can be found elsewhere in README.DOC.)

QUICK, GET THE RAID!

Robin A. Clark

Sometimes there's a program so big, so great, so earth-shakingly important that we just have to stop the presses and tell you all about it. This is such a program.

First, some background. Every great computer has had a killer app behind it. You know, first VisiCalc made the Apple great. Then Lotus 1-2-3 brought the PC to life. And where would the Mac be without cute little pictures of trash cans? But this—and I stake a reputation worth at least as much as an entire 1992 copper-sandwiched dime on it—is the killer app that is going to make Windows great. Remember, you heard it here!

ROACHES.

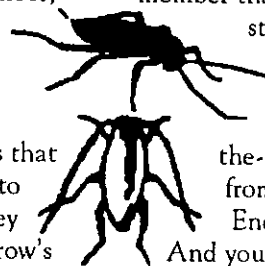
That's right, ROACHES.

Little creepy-crawly things that you set out motels for, to try to keep them comfortable so they won't eat too much of tomorrow's meal. (I like to turn the little sheets

down for them and put a mint on the pillows at night.)

This little program, called WinRoach, sends brown insects scurrying around the screen for your amusement, hiding under windows, running for shelter when you close a window...if you're fast enough with the mouse, you can even squish the little critters. Ah! yes...a fun little program that is sure to make Windows a household word, and lend new meaning to the phrase, "Daddy, there's a bug in the software."

So remember what I said, and remember that I said it first—you can stop waiting for the next killer app because it's here. Roaches. (Try to get this kind of up-to-the-minute information from the National Enquirer!) And you thought Solitaire was fun. ■



DOS

Chris Lloyd

The April DOS SIG was held at the SIG space Saturday, April 4. Michael Springer was introduced to give a presentation on CONFIG.SYS and AUTOEXEC.BAT files.

He started out with the boot process and what happens when the power is turned on. A summary of the seven steps in this process follows:

1. POST—Power On Self Test
2. ROM BIOS looks in drive A then drive C for a bootable disk
3. Bootstrap program from the boot sector of bootable disk then loads and runs IO.SYS
4. IO.SYS loads and runs MSDOS.SYS
5. CONFIG.SYS, if present, is read giving your computer a specific personality
6. With IO.SYS still in charge of the boot process COMMAND.COM is loaded and takes over
7. The AUTOEXEC.BAT, if present, is run

Michael then went into an examination of the CONFIG.SYS file and recommendations as to how it should be set up, but that really depends on your individual needs and computer. He explained how and why his CONFIG.SYS was set up, and gave information about each line therein. He stated that most machines are probably best set at BUFFERS=30 and that disk caching software replaces DOS buffers with significant improvement. By setting up LASTDRIVE in CONFIG.SYS you can use certain DOS commands such as SUBST. Files included in DEVICE= statements must be referenced with full path name and file extensions. Michael mentioned that most CONFIG.SYSs are not case sensitive, but that some device drivers might have case sensitive parameters. The order of the lines in CONFIG.SYS can be sensitive and can cause problems.

Michael then went on to explain AUTOEXEC.BAT and that it needs a minimum of two items, those being the PATH and the PROMPT lines; the rest of the file is there to help control the system setup. Other things that might be put in the AUTOEXEC.BAT file are: SET DIRCMD=/o/p so that directories will be listed in alphabetical order (MSDOS 5); and CHKDSK (without the F switch) for every hard drive partition.

On an unrelated topic Michael stated that he believes that FASTOPEN and RECOVER commands in DOS should be taken off your computer as they are

too dangerous and can be disastrous, even for the experienced user. It seemed like we just got started when four o'clock was here and the meeting came to an end. ■

PROGRAMMING

Wendy Sarrett

In April we saw tapes put out by Borland on Windows programming, using ObjectWindows and C++. We are still waiting to get Microsoft C/C++ 7.0 in order to do the shootout between this new product and Borland C++ 3.0. Thus, in May, David Black will present Microsoft's Professional Toolkit for Visual Basic. ■

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WORDPERFECT

Jeff Sinn

The April meeting of the WordPerfect SIG was devoted to the subject of fonts and font programs. Kathy Bauman and Bill Lindsay, from the local Adobe Systems office in Newport Beach, were on hand to talk about fonts and typefaces and how these are supported at Adobe.

In addition to designing its own original typefaces, Adobe licenses typefaces directly from type suppliers and makes them available in electronic form as outline fonts in Type 1 format. Since this is an open format, thousands of Type 1 typefaces are available from a number of sources. A Type 1 font is a special case of a PostScript language program that can be interpreted by a PostScript printer or by a software utility, Adobe Type Manager (ATM). With ATM, Windows applications can display and print any size text in a variety of typefaces on non-PostScript printers, such as the Hewlett Packard LaserJets. Although TrueType scalable typefaces are supplied with Windows 3.1, ATM and Type 1 fonts will continue to be compatible with this new release.

Mr. Lindsay also demonstrated Adobe Illustrator 4.0, a Windows drawing program which allows graphic artists, designers, and desktop publishers to create professional quality illustrations and designs. The package also includes ATM, 40 Type 1 fonts and other Adobe products.

There are also other programs available which allow the use of scalable fonts. Steve Schiffman demonstrated MoreFonts which ships with both DOS (which can be used on a variety of programs, not just WordPerfect) and Windows versions in one package, and offers 28 different typefaces, as well as, a number of special effects, such as outlines, shadows, and woodgrain.

Susan Novak installed Bitstream Facelift for WordPerfect 5.1 for DOS. This comes with 16 scalable typefaces in Bitstream's Speedo format, which produce high-quality fonts on most dot matrix and laser printers. While Facelift produces excellent printed results, the actual output cannot be viewed on the screen in WP/DOS, even in print preview (Shift-F7,(V)iew) mode. Bitstream also offers a version of Facelift for Windows applications.

Starting in June, the WordPerfect SIG will be returning to Mondays. This time we will be meeting on the FIRST Monday of the month. So bring your questions, and we will look forward to seeing you on June 1. ■

3D STUDIO/
ANIMATOR PRO

Karen Moyers

A new SIG has been born! We are the 3D STUDIO/ANIMATOR PRO SIG. Our game plan is to share experiences related to using 3D STUDIO and related hardware and software. We are excited about joining OCIPUG after being on our own for the first few months of our existence.

As a brand new group, we spent quite a portion of our April meeting discussing the pros and cons of joining OCIPUG, which ended in a unanimous YES! We were treated to videotapes from Martin Foster who showed us a commercial he did entirely in 3D STUDIO, which will be shown during CNN and MTV on a local cable company. We also watched a demonstration created by David Carroll which illustrated some fascinating opacity mapping techniques.

We have set up a schedule of topics over the next few months which includes: Going to Videotape, Video Post, External Processes, Texture Mapping, etc. It's going to be an exciting summer! We invite all 3D STUDIO/ANIMATOR PRO users, and anyone interested in animation or multimedia to attend. Feel free to bring examples of your work to share. If you have any questions, please feel free to call Bob Weil at (714) 953-2218 or Karen Moyers at (714) 774-3234. ■

NEXT
GENERAL MEETING
IS
MAY 30
SEE YOU THERE!

MINUTES

BOARD OF DIRECTORS MEETING

APRIL 27, 1992

As submitted by Ginger Buck, Secretary

BOARD MEMBERS PRESENT

Stephen Burnside, President	Jim Bonacci
Richard Villa, Vice President	Robin Clark
Ginger Buck, Secretary	Terry Currier
John Goodman, Past President	Sunny Lockie
Bob Basaraba	Bob Ottke

BOARD MEMBERS ABSENT

Preston Hill, Treasurer	Stan Sabin
Ben LeGare	

MEMBERS AND GUESTS

Tom Stolp, Parliamentarian	Dean Raustadt
Max Lockie	Thurman Wade
Jim Petit	

The Regular Meeting of the OCIPUG Board of Directors convened at 6:50 p.m. at the SIG Space with Stephen Burnside presiding.

APPROVAL OF MINUTES OF MARCH 30, 1992

Richard Villa moved to accept the Minutes with one minor correction, Bob Basaraba seconded and motion passed.

TREASURER'S REPORT

Preston Hill was absent and no report was given.

COMMITTEE REPORTS

BBS Committee Chairman Bob Ottke said our system is running almost unattended. Jim Petit has ordered two Hayes 14400 modems. Richard Villa stated that U.S. Robotics would like to make a presentation to our Club and donate one of their top-of-the-line modems. Bob Ottke has made several disks for his Modem SIG on May 7 and also put a copy on the BBS. Disks will be sold for \$5 each with proceeds going to OCIPUG after original investment is recouped. Publications Committee Chairwoman Sunny Lockie had nothing to discuss but asked for \$100 to purchase badge clips. Membership Committee Chairwoman Robin Clark reported 70 members up for renewal with 39 non-renewals to date. 33 new members signed up and we now have a total of 979 active members. Program Committee Chairman Terry Currier announced that we will have an auction in June. Steve Gibson will be the auctioneer and will also make a presentation. Our July speakers will be David DeGean

of ZIFF-NET and Qualitas, makers of "386 to the Max" software.

OLD BUSINESS

Stephen Burnside will buy a VCR and donate it to the Club. Bob Basaraba reiterated a need for a SIG Coordinator and an Equipment Monitor. He also recommended the hex lock system for securing equipment. Richard Villa said there are now 24 SIGs and questioned security measures. Richard Villa and Stephen Burnside agreed that after the General Meeting on May 30 there will be a SIG Leader Meeting to discuss this issue. Sunny Lockie mentioned that we are still in need of an Advertising Manager for *README.DOC*.

NEW BUSINESS

Richard Villa announced two new SIGs. The 3D Studio SIG will be held every third Saturday morning with Dave Carroll as guru. All attending 3D Studio Club members will join OCIPUG. Richard Williams will start a Games SIG. The date is to be arranged. Also, the WordPerfect SIG will move back to its original Monday night and the Windows 3.1 SIG will focus on beginners. Stephen Burnside discussed two ideas from Bill Burke of Garden of Eden regarding tracking distribution of our *README.DOC* newsletter from his store by stamping it and including OCIPUG memberships in the sale of his computers. Bill Burke would cover membership costs. Much discussion ensued regarding who is responsible for support after the sale and clarification of what OCIPUG is and is not. Stephen Burnside asked Bob Basaraba to draft a statement with John Goodman and Bob Ottke will be assisting him. The Board discussed newspapers, trade magazines, television, radio stations and electronic signs for advertising our Club. We could get free advertising based upon our non-profit status. Richard Villa stated that the Jovian box needs to be returned for an upgrade. He and Jim Petit are coordinating the removal with the SIG Leaders. The Willow card will be used until return of the Jovian box. Also, Kris Jamsa, author of *WordPerfect for Macros*, wants to use the SIG Space for a presentation. It would be open to the public. John Goodman asked if we could get "sponsored by OCIPUG" (spelled out) in the advertising and then moved that we let Kris Jamsa use the SIG Space for a public seminar at no cost with OCIPUG mentioned in the advertising and that it be open to the public. Bob

Basaraba seconded and motion passed.

Thurman Wade said his request for a letter of receipt acknowledging his donation to the Club went unheeded. Stephen Burnside is to handle this matter and check if filing an amended tax return is necessary.

John Goodman mentioned that we need to put a description of who we are in the Orange Coast College Awards Program now. We also need an invitation. Stephen Burnside had asked Dave Lorenzini to write an article regarding the Tim Smith Fund and it was read to the Board. John Goodman moved we give a \$500 donation to Orange Coast College and send it immediately. Richard Villa seconded and motion passed. Stephen Burnside is to let Preston Hill know who is handling this Fund so Preston can get in contact with him.

Stephen Burnside read a letter to the Board regarding comments about St. Silicon and efforts to increase our membership without getting too big. Stephen Burnside said the purpose of our Club is education and we must serve the new members. He and Robin Clark ad-

ressed the subject of having two audiences to serve (those just getting started and those who are advanced) and planning SIGs accordingly. Stephen Burnside also read another letter requesting donations of old manuals for use with older versions of software. One final letter was read from the Diocese of Orange asking for volunteers to provide assistance in several areas.

Richard Villa announced that due to his attendance at the Spring COMDEX Show, OCIPUG won the following items: a CD version of Corel Draw software, a CD ROM, cabling, a SCSI connector and a video tape. Discussion ensued regarding various caretakers of these new items. Sunny Lockie said we need to get a disclosure statement regarding what belongs to the Club.

Ginger Buck moved the meeting adjourn at 8:45 p.m., Robin Clark seconded and motion passed. ■

(Editor's note: The above minutes do not become official or certified until adopted by the Board at their next Board meeting.)

GENERAL MEETING MAY 30 - 9:00 A.M.

Terry Currier

For May '92 we will be showing OS/2. John Harcharik, Senior Systems Engineer from IBM, will demonstrate this true 32-bit operating system. The presentation will include upgrade promotions, DOS and Windows compatibility, and a demonstration of the function and performance of OS/2. When you can have multiple applications of DOS and Windows running concurrently, you have to be impressed.

Dave Lorenzini and Steve Schiffman will also demonstrate some OS/2 programs.

Our program for June will include an auction which we have been planning for some time. Several companies have generously agreed to donate some of their products for this event, allowing us to auction them off to the highest bidder. What will be auctioned off, and what else will be on the Program beside the auction?....Stay tuned, it will be great!!

At future meetings, to be eligible for the raffle, please check in at the front entrance and find the label with your name on it. Peel it off and apply it to a raffle ticket, and drop it into the box. If your name is drawn please be prepared to identify yourself with picture ID such as a driver's license. Why is that? It's to prevent someone from bringing a friend's badge to get two chances to your one. We've heard of some people doing just that, so we want to keep EVERYONE honest. Doing it this way, rather than the computer picking, gives us about another 10 minutes for the speakers. ■



PANACEA
WinSpeed

Jay Burchett
Robert Strader
Jean Rudenski
Robert Ottke
Jack Plotner
Roger Oshiro
Thomas Denny

MICROSOFT
Excel 4.0

Max Lockie (booooo!)
George Austin

PRODIGY
2400 Baud Modem and Prodigy Startup Kit
Richard Miller

SYMANTEC
Norton Desktop for Windows 1.0
Clifford Pratt

As a courtesy to OCIPUG members, the memberships up for renewal are published in README.DOC every month.

IS YOUR NAME LISTED BELOW? DON'T FORGET TO RENEW!!

THESE MEMBERSHIPS EXPIRE IN MAY

Delbert Aud	Darren Major
Miles Beck	Ann Martin
Richard Beckman	Arnold Montgomery
Jim Bonacci	Marlene Montgomery
Robert Bond	Kevin Moser
Arthur Boughey	Margie Nakamura
Solon Braff	Dale Nunneley
Larry Brockett	Robert Penewell
Susan Brockett	Ron Perkins
Dan Brostoff	Joseph Reister
Julia Conaway	Kelly Reister
Paul Conaway	Richard Sabin
Gene Conley	Robin Sabin
Bob Crippen	Martin Schmidler
Kenneth Curry	Jorge Schulz
Frank Cusenza	Dave Shickle
Teddy Edwards	Robert Shourt
Anne Engebretsen	Michael Singleton
Ragnar Engebretsen	Betty Springer
William Fleischman	Hugh Springer
John Gallie	John Squirrel
Marco Giammarinaro	June Squirrel
Allen Gibbs	Roger Stollenwerk
Margaret Goedeke	Mary Stone
John Goodman	Brian Sullivan
James Goodwin	Chris Teague
Dave Gryvna	John T. Tinney
Allen Kaplan	Thurman Wade
Gregory Kishel	Donald Wilgus
Brad Kreko	LaMar Williams
Carl Laird	Audrey Wolden
Tanis Lockwood	Ira Yawnick

APRIL 1992 FINANCIAL REPORT
Preston Hill, Treasurer

	Unrestricted Funds	Tim Smith Scholarship Fund
Cash Balance -March 31, 1992	\$ 7,537.43	\$3,999.32
INCOME		
General - Interest Income	\$ 15.83	\$ 2.78
Library - Sales	137.00	
Membership Dues - New	1,287.00	
Dues - Renewal	1,332.00	
Total Income	\$ 2,771.83	\$ 2.78
EXPENSES		
BBS - Software	\$ 414.09	
Computer/Peripherals	663.74	
Telephone	116.91	
General - Supplies	7.04	
Promotional	392.08	
Rental - OCC Science Hall	180.00	
Membership - Postage	25.00	
Supplies	23.67	
Bank Charge	3.00	
Newsletter - Printing	1,386.74	
Postage	200.00	
SIGS - Rent-SIG Space	802.00	
Total Expenses	\$ 4,144.27	
Net Change in Cash Balance	\$-1,372.44	\$ 2.78
Cash Balance - April 30, 1992	\$ 6,164.99	\$4,002.10

THESE MEMBERSHIPS EXPIRE IN MAY

Dennis Anderson	Max Crider	Tom Henry	Jean Middleton	Herbert Swanigan
Kit Arnold	Harvey Crow	Virginia Henry	John Morey	Ed Taylor
Reinhard Arnold	Dick Cruce	Preston Hill	E. Larry Noon	Joan Teston
Allen Ashley	Larry Cummings	Ken Hooper	Noreen Norris	Lee Tussing
Mark Bailey	Allison Dean	Hazen Hoyt	Randy Norris	Isabel Velasco
Cindy Baker	James Diefenbach	Alan Jacobs	Diana Parr	Julio Velasco
Colleen Baker	Bob Dingwall	Robert Jahncke	Bob Peringer	Lupe Velasco
James Baker	Frank Dudinski	William Jones	Kent Pierce	Raul Velasco
Tom Baker	Rocky Ford	Eugene Jovin	Steven Pierce	George Vint
Dayton Barnes	Linda Fox	Harry Kortnicki	Jim Powers	Vernon Wade
Phil Barr	Rosemary Gabel	Kim Kynlicka	Gary Rawlings	James Walters
Robert Basaraba	Bob Gauger	James Lee	Roger Richesson	Bill Warren
Diana Berry	Howard Gordon	Carl Lindholm	Prentiss Robinson	Ruth West
Melvin Birnbaum	Cathy Grammer	Mark Lindholm	Tim Saylor	Clark Westcott
Wm. E. Bracey	Jeanine Hansen	Alan Madden	John Scheerer	Robert Wheeler
Chet Brisco	Lawrence Hansen	Dolores Madden	Richard Sinor	Jeffery Wiegand
Don Burns	Evelyn Hanson	Thomas Martinez	Arlene Solomon	Jay Williamjon
Grant Burris	Howard Hecht	David McDougall	Barry Solomon	Ronald Wilson
Jack Cairns	Harry J. Heimer	Barbara Meguro	Sid Sowell	Bonnie Winslow
David Carroll	Margaret Heise	Bill Metcalf	Clifford Stanfield	Rudy Wolf
Stephen Chao	Reinald Heise	Chris Metcalf	Victor Stanley	
Harvey Chin	Shirley Hels	Jessica Metcalf	John Starcic	
Wendy Clifford	Albert Hemenover	Will Metcalf	Robert Strader	
Roy Cone	Gil Henderson	Ed Middleton	John Stuart	

1992 OCIPUG BOARD OF DIRECTORS

OFFICERS

President	Stephen Burnside	722-0327
Vice President	Richard Villa	841-6991
Secretary	Ginger Buck	534-7878
Treasurer	Preston Hill	892-1291
Past President	John Goodman	895-3195

DIRECTORS

Bob Basaraba	1993	559-6539
Jim Bonacci	1992	650-2922
Robin Clark	1993	786-7880
Terry Currier	1993	774-2018
Ben LeGare	1992	472-0944
Sunny Lockie	1993	644-0103
Robert Ottke	1992	759-1515
Stan Sabin	1992	968-7307

PEOPLE AND NUMBERS TO KNOW

Membership	Robin Clark	786-7880
SIG Chairman		
Program Chairman	Terry Currier	774-2018
Bulletin Board	Robert Ottke	759-1515
Library Committee	Jim Fort	550-9909

OCIPUG BBS & MESSAGE LINE NUMBERS

Public Line (1200/2400/9600)	843-0388
Members only (1200/2400/9600)	843-9248
OCIPUG Info & Message line	843-2048

OCIPUG General Meeting Dates 1992

Our General Meetings are held on the last Saturday of each month.

May 30

June 27

Membership Form

Bring to General Meeting or mail to return address on the back cover

New Renewal Information Update Date: _____

Have you ever been a member of OCIPUG? _____ If so, what is your member number: _____

Individual Membership \$36.00 per year Family Membership \$45.00 per year

Amount Enclosed: \$ _____

Title: Mr., Mrs., Ms., Dr. (Circle One)

First Name: _____ Last Name: _____ Family Members: _____

Address: _____ Unit No. _____

City: _____ State: _____ Zip Code: _____

Home Phone: _____ Work Phone: _____

I consider myself to be: Beginner Intermediate Advanced

My computer is a None 8088(XT) 286(AT) 386SX 386 486SX 486

OCIPUG Business Sponsorship Program



GARDEN OF EDEN
16485 Magnolia Street
Westminster 92683
841-4994

Your support enables us to better serve our members.

If you or your company would like more information on this program, please call Sunny Lockie at (714) 644-0103 or (714) 631-2880.

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Post Office Box 6100-211
Costa Mesa, California 92628

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RS-26-92

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