



North Texas PC Users Group

The May meeting has been changed  
to the SECOND SATURDAY.  
Mark the date —

**May 14th**

7.5

May 1988



# North Texas PC NEWS

(STARMAIL ADDRESS 51563)

Published monthly by members of North Texas Personal Computer Users Group for their use. Members each receive a free subscription; for others, price of the NEWS is \$2 per copy. Members are requested to notify the Membership Director in writing of address changes. Send all editorial correspondence to: North Texas PC NEWS, 2025 Rockcreek Drive, Arlington, Texas 76010.

Editor/Publisher  
John Pribyl (817)276-4109  
Assistant Editor  
Carlisle Phillips (214)348-2345  
Newsletter Exchange Editor  
Tom Prichett (214)690-9087  
Software Review Editor  
Dick Gal (214)234-8888

Advertising - Call the Editor (817)276-4109

The opinions expressed herein are those of the authors and do not necessarily reflect those of the Group or its members. Copyright © 1988 by North Texas PC NEWS. (Articles without specific copyright notices may be reproduced by other User Groups if credit is given to the author and the publication.)

### Deadline:

All advertising and other material for publication in North Texas PC NEWS must be received by the NEWS staff by the 15th of the month. See copy deadline below.

### Articles:

We would like to get more articles for publication in North Texas PC NEWS; guidelines follow.

Please do not right-justify, indent or otherwise code the copy. If column alignment is critical, send along a hard copy, or written instructions. Article submission is preferred by NTPCUG BBS, Startext MC 51563, or disk in ASCII format, unjustified. If you send a disk, please include a printed copy of the article to assure accuracy. If sending to the User Group Bulletin Board, use "mail" mode, to John Pribyl. Double spaced, typewritten copy is acceptable but must be received a week before the deadline. All material submitted will be considered for inclusion in the newsletter. The Editor reserves the right to edit as necessary to maintain standards of literacy, grammar, and length requirements.

### Circulation:

North Texas PC NEWS circulation is 1540.

Member distribution is 1203; remaining copies are distributed to PC user groups around the country, and to advertisers, prospective members and others with common interests.

This issue of North Texas PC NEWS was composed using Xerox Ventura Publisher. Repro was printed on a NEC LC-890 Laser Printer. Typefaces include: Times, Palatino, Helvetica, and ITC Avant Garde.

**DEADLINE**  
Copy deadline for June  
NT PC NEWS:  
Sunday, May 15th.

### Meeting Dates:

May Meeting - 2nd Sat. (14th)  
Jun Meeting - 2nd Sat. (11th)  
July Meeting - 2nd Sat.  
(tentative)

New...



## Editorial...

We want you to receive every copy of the newsletter.

It's inevitable that some members will change their address from time to time, this we concede. However, it's not inevitable that these members are entitled to more than their share of mail-out costs for the newsletter.

Let me explain what I mean.

When you move without notifying the membership director of your new address, you increase handling and costs of newsletter distribution. We pay the Post Office for address corrections (when they return them) and, depending on the timing, may send a replacement copy of the newsletter to be sure you get information about the next meeting. That equates to 8.5 cents initial mailing, 30 cents to the Post Office for the address correction notice, plus about a dollar for another copy of the newsletter and 65 cents to mail the second copy (which must go first class). That's about 8% of a year's membership dues down the drain, not counting all the volunteer time and energy wasted because you didn't take the few minutes to send us a change of address card.

Save a bundle of time and money for your User Group volunteers — send us a change of address card when you move.

## Table of Contents

President's Message . . . . .	1
Reagan Andrews, Ph.D.	
Apple v. Microsoft . . . . .	3
Alan Lintel	
On Complexity - No. 15 in a Series . . . . .	5
Jim Hoisington	
Microsoft PageView —	
Deliverance for WORD Users? . . . . .	6
Reagan Andrews, Ph.D.	
A FLOPPY TALE . . . . .	8
Dave McKeen	
Programming Style . . . . .	11
Sidney D. Nolte, Ph.D.	
Ask Doctor DOS No. 2 . . . . .	18
Pasadena IBM User's Group	
New Ventura Utilities Allow	
Easier Newsletter Preparation . . . . .	19
John Pribyl	
Membership Application . . . . .	10
Officers . . . . .	20
Agenda . . . . .	21
Meetings & Times . . . . .	21
Features:	
DOM Reviewer's Guide . . . . .	12
Disk of the Month . . . . .	13
SIG Reports . . . . .	17
SWAP SHOP . . . . .	19

**Prez Sez...**

**ICON WARS!**

Those funny little figures on PC screens – ICONS – aren't funny anymore.

First skirmish in the latest round of the ICON WARS broke out in March. Apple Computer Inc. would like the world (read that "courts" right now) to believe they (Apple) invented the concept of using ICONS with their development of the Lisa/Macintosh. It's part of their "Look and Feel" suit against Microsoft and Hewlett-Packard.

It all has to do with Microsoft Windows 2.03 and Hewlett-Packard's New Wave graphical interfaces. Apple claims both products infringe on Apple copyrights associated with the Macintosh. That's for the lawyers – probably lots 'n lots of lawyers. Apple would like the public to believe the whole idea of graphical interfaces and ICONS originated with them. Next week, they'll claim all rights to PC's.

Raises lots of interesting questions. How much blood is going to be spilled in this struggle? Who'll do the bleeding? Bill Gates -- is he really playing Luke Skywalker to Apple CEO Sculley's Darth Vader? Or,

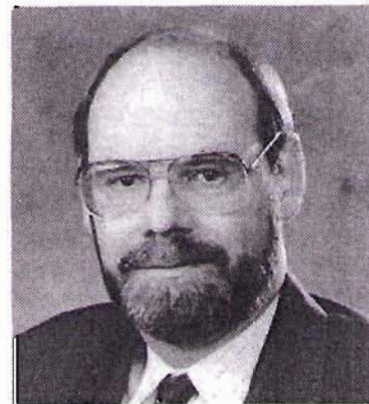
is it vice versa? And, is Xerox PARC waiting in the wings to ravish the survivor?

Xerox PARC? Yes, Xerox's Palo Alto Research Center (PARC). NTPCUG members who saw Alan Kay's presentation for the Computer Council of Dallas (CCD) at the May, 1986, meeting, may remember seeing some early film clips made at Xerox PARC in which graphical displays, including mice and ICONS, were featured long before development of Lisa/Macintosh.

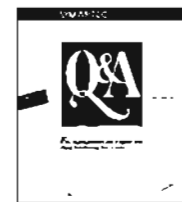
Waters became somewhat more turbulent and muddied in mid-April by AT&T and Sun's joint announcement that they had developed a true graphical user interface – without Microsoft's or Apple's help – for UNIX that would make UNIX truly easy to use for corporate applications. No stranger to cut-throat legal struggles, AT&T and Sun did the obvious. They went to XEROX and loaded their shopping bags with assorted licenses, patent rights, etc., prior to the interface development.

Apple's suit came as a major surprise to Microsoft and Hewlett-Packard. CEO's of Apple and Microsoft, John Sculley and Bill Gates, had talked the day before the suit was filed with no mention of the pending attack by Sculley. ▶

**SYMANTEC  
PRESIDENT  
SPEAKS.**



"Hi. I'm Gordon Eubanks, President of Symantec. At your May 14th meeting, I'll be hosting a demonstration and discussion of Q&A 3.0 (featured in the April issue of your newsletter) and GrandView, two exciting new software products from Symantec. The presentation starts at 10:00 A.M. I hope you'll be there."



**SYMANTEC™**

10201 Torre Avenue/Cupertino, CA 95014/(408) 253-9600

*Desktop Planning, Writing and Information Management*

*File Management with English and Word Processing that's Easy*

Recent history makes it even more surprising.

Apple released the Macintosh (128K version) amid great waves of advertising, hoopla, and other B.S. There were problems with the Mac. A 128K Mac really wouldn't do anything to brag about. Software publishers/writers stayed away in droves. It looked like the new machine would die the same death enjoyed by the abortive Lisa.

So who wrote most of the early Apple Macintosh software that put the Mac in the game? Microsoft. Microsoft Works and Excel (both originally written for the Mac before the PC versions came out last year) made the Mac a success in circles much wider than those narrow arcs inhabited solely by devout Mac hackers.

Why, then, would Apple bite the hands that supplied software succor when the Mac was starving? Nobody's sure about the answer to this question. There are several interesting speculations, though.

First of these, the one that appeals to me, is that Apple has fallen into control of the corporate "bean-counters" – fell gray men and women without souls who can only see P&L and ROI balances. (Given half a chance, us refugees from the '60's will blame this group for anything, even bad snow at Crested Butte, CO.)

Another view has to do with a second generic stereotype – folks who run around in circles wearing "Prodo Lives!" and "Save the North-Coast Sardine!" T-Shirts, sandals and adorned by beanies with propellers on top. I.e., the wienie-hackers have OD'd on Diet Coke and Twinkies, arisen from the bowels of Apple Computer Inc.'s labs and usurped control of the company by force. That concept is a bit too oxymoronic to really have much validity. (I do have to admit, though, the image of assorted bean-counters and other MBA's cowering in a dark, damp and chilly basement utility closet is enchanting.)

Old hands with long-time IBM experience just chuckle and say it's IBM's "FUD" (Fear, Uncertainty and Doubt) marketing strategy turned against them (IBM) and the forthcoming OS/2 Presentation Manager. Their scenario goes something to the effect that Apple hopes that Fortune 500 corporate buyers will hold-off on deciding for OS/2, PS/2 and anything-else-/2 until the suit is resolved – oh, in about five (5) years or so. In the meantime, perhaps they'll buy Mac's.

Why is all this important to PC users?

The answer is STANDARDS. Apple doesn't want an OS/2 - Presentation Manager repetition of 1981 when IBM/Microsoft MS/PC-DOS became the standard for the business market. The outcome of all this is

guaranteed to affect all PC users eventually – and greatly.

We're end users. We depend on the various manufacturers and software publishers to continue supplying us with ever more powerful products at ever lower prices to meet our computing needs. To achieve this, standards are necessary. Bill Gates wasn't just bragging in his March presentation when he claimed that the MS/PC-DOS standard had revolutionized the industry.

As software becomes more sophisticated and powerful, more programmer hours are necessary to design and write the code to produce the product. Without wide-scale distribution made possible by standards, the finished product would be prohibitive in cost. I remember paying roughly \$7,000 for our first PC, a little software and a printer in 1983 dollars. That would be equal to roughly \$10,000 today. The standards established by the IBM-PC bus and MS/PC-DOS make an equivalent system available for \$1,000 now.

Reagan a

Letters...

3/19/88  
Subject: Magazine discounts

I have recently learned of a discount program for user group members to subscribe to PC Magazine and PC Tech Journal. Price schedule as follows...

Mag	regular	discount
PC Mag.	22 issues/\$39.97	22 issues/\$21.97
PC Tech Journal	12 issues/\$19.97	12 issues/\$17.49

These rates are available by placing order directly with...

Ms. Deborah Black-Rodes  
Ziff-Davis Publishing Company  
One Park Avenue  
New York, NY 10016

Confirmation of these rates can be made by calling her at 212-503-5365.

To order you should cite your membership in NTPCUG and your membership number... (upper left hand corner of your newsletter mailing label)

I recommend we publish this info in the newsletter at the earliest opportunity. Please contact me if other information is needed.

Regards,  
Peyton Weaver

# Apple v. Microsoft

by Alan Lintel

At Bill Gate's presentation at the Infomart on March 8, I asked Mr. Gates whether developers should worry about being sued by Apple Computer for developing applications running under Windows, in light of the "look and feel" cases currently being tried. Mr. Gates answered that Microsoft and Apple had exchanged intellectual property rights, and therefore, developers need not worry about being sued.

On Friday, March 19, I called Microsoft's legal department on behalf of a client who is developing Windows applications programs to verify the terms of the agreement between Microsoft and Apple. Coincidentally, Apple had filed suit in U.S. District Court that morning in California claiming that Microsoft Windows 2.03 (and Hewlett Packard's New Wave) infringed their copyrights.

First, a few thoughts on the various ways a program can be protected. Most commonly, copyright protection is employed. The copyright statute, Title 17 of the United States Code, protects "original works of authorship...." The statute expressly disclaims copyright protection to "any idea, procedure, process, system, method of operation, concept, principle, or discovery, regardless of the form in which it is described, explained, illustrated, or embodied in such work." In other words, a copyright protects the expression employed by the author, but not the idea underlying the expression. For example, West Side Story has essentially the same basic plot as Hamlet, but it would not be infringing, since the expression of the plot is not at all similar. The duration of a copyright for works created after January 1, 1978 spans the life of the author plus 50 years, or 75 years for works made for hire.

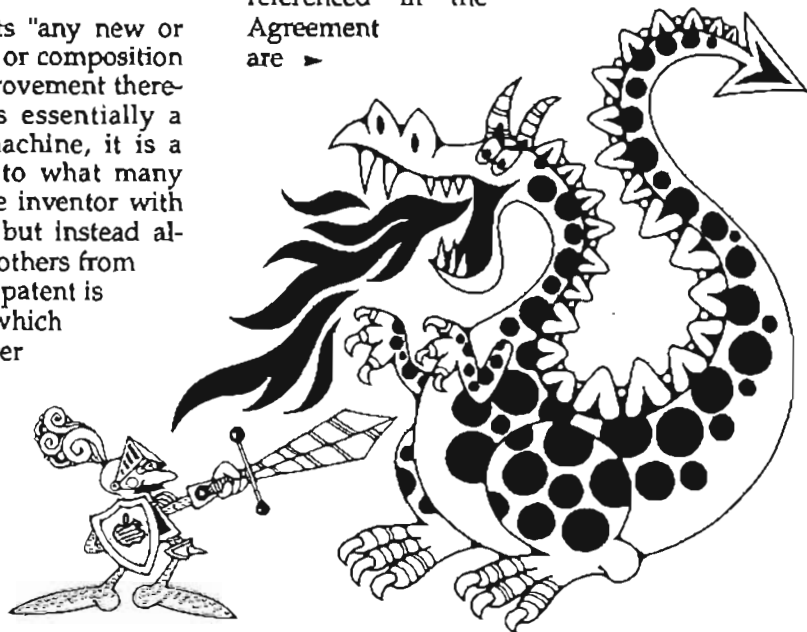
A patent, on the other hand, protects "any new or useful process, machine, manufacture, or composition of matter, or any new and useful improvement thereof...." Since a computer program is essentially a process, or an integral part of a machine, it is a patentable subject matter. Contrary to what many believe, a patent does not provide the inventor with an affirmative right to use the idea, but instead allows the inventor the right to prevent others from using the patented idea. The term of a patent is 17 years from the date of issuance, which generally occurs one to two years after filing a patent, if all goes smoothly.

For the time being I'll bypass trade secret protection and trademark protection, since they do not play a part in the Apple suit.

Details are still scanty on the Apple suit, but briefly, Apple's Complaint, filed in California, alleges that Apple has developed an innovative Audiovisual display "which makes the Macintosh distinctive and, in computer parlance, extremely 'user friendly'." To prove copyright infringement, the plaintiff, Apple, must show that Microsoft both copied Apple's expression (independent creation is not copying) and that the copying was impermissible. Permissible copying would include the copying of the idea, concepts, etc. outlined above.

Microsoft's Answer to the Complaint concentrates on three issues. First, Microsoft states that "Microsoft has a worldwide, royalty-free, perpetual right to use the visual displays, including graphic images, in present and future Microsoft products. The 1985 Settlement Agreement permits Microsoft to license the visual displays, including graphic images, to and through third parties for use in the third parties' software programs." Second, Microsoft characterizes any similarities between the programs as "ideas" rather than "expression." Third, Microsoft claims that the property that Apple seeks to protect is the work of another, and therefore is not "original works" to which copyright law applies. While the answer does not state the grounds on which Microsoft intends to show derivation from another, clearly the focus of attention will be on the Smalltalk operating system and the Xerox Star computer, among others.

I have recently read the 1985 Settlement Agreement, previously kept confidential by both Apple and Microsoft, which was referred to in Microsoft's Answer. The Agreement grants Microsoft "a non-exclusive, worldwide, royalty-free, perpetual, nontransferable license to use these derivative works in present and future software programs and to license them to and through third parties for use in their software programs." The "derivative works" referenced in the Agreement are >



Microsoft Windows 1.0 and three applications developed under a 1982 Agreement: Microsoft Multiplan, Chart and File. Quite frankly, I've seen much more carefully drafted agreements for matters which were not nearly as important as this.

And if things were not already confused, Apple recently received a U.S. patent covering pull-down menus. The reason the patent took so long to issue was that it covered both pull-down menus and a mouse design, the mouse being designed by an outside design firm. Apple forgot to include the real inventors of the mouse on the original application (oops!), listing only their own employees. Consequently, after the patent issued, Apple applied for a reissue patent which cured the inventorship defect. They also deleted a claim which broadly covered using the mouse with pull-down menus, based on prior publications which they supplied to the Patent Office, but several claims concerning pull-down menus remain. The patent was probably not a part of the Microsoft suit because the 1985 Settlement Agreement clearly grants a license of the relevant claims of the patent to Microsoft. However, anyone who does not have a license to these claims (either from Apple or Microsoft) may be subject to a suit by Apple. It will be interesting to see if Apple attempts to enforce these claims against anyone.

What does all this mean to software developers? With regard to the Microsoft suit, I think that developers should be careful when developing programs under Windows or the OS/2 Presentation Manager. First, if Microsoft settles with Apple, which I see as a distinct possibility, the settlement agreement will not necessarily protect the developers. The scope of a license granted by Apple in a settlement might apply only to Microsoft's products, in which case the developers would face the possibility of being sued by Apple. Further, the license may only apply to the extent of Microsoft's current version of Windows, thwarting further movement to the graphical interface. The dilemma is exacerbated by the likelihood that one of the terms of the agreement will be that the terms are kept confidential (this was a term of their previous agreement). In this case, no developer will know what his rights are when developing under Windows or OS/2.

Second, if the case goes to court, there is a possibility that Apple might win. If they do, Microsoft would have to revise Windows and OS/2 such that they would no longer infringe, which could take a long period of time. Subsequently, the applications programs would need revision to accommodate the revised operating systems. Also, in order to avoid

infringement, the revised operating system may be less desirable than the current versions.

My early opinion is that Apple is going to face an uphill battle in this case because of the pioneering of the graphical interface by Xerox. Therefore, I believe that the chances of Apple winning in a trial on the merits is unlikely. I do believe, however, that the chance of a confidential agreement in settlement of the suit is a real possibility. My suggestion to those developing under Windows or OS/2 would be to minimize any visual similarity between their program and the Apple system software which is not provided by the Windows or OS/2 environments. I would particularly suggest distinguishing the icons and menus used in the application programs from those in the Macintosh software. If you're the extremely cautious type, I would suggest that you not extend the graphical interface in your program beyond that provided by the system software (OS/2 or Windows) under which the program operates.

Unfortunately, there is no foolproof way to avoid a lawsuit by Apple. The uncertainty of copyright law as applied to software and the "look and feel" cases provide a colorable basis for Apple to sue anyone who develops a program with a graphical interface. Even though they may have little chance of winning a lawsuit, Apple may sue anyway, since few developers have the resources to fight them. Attorney's fees are rarely granted to copyright defendants who prevail, and no lawyer would take on such a lawsuit without a substantial retainer. Thus, Apple can be a bully, if it chooses.

As for the Apple patent, I have had several people tell me that pull-down menus were used long before the Macintosh (or Lisa). However, I have seen no proof of this as yet. One way to invalidate the Apple patent would be to show publication or use of the idea one year before the filing of the application (July 1982) by Apple. A patent is presumed valid unless proven otherwise.

Next month, I hope to have an article explaining how a developer can protect his or her own rights in a program.

Alan

■

*Alan Lintel is an attorney at Baker, Mills & Glast in Dallas, specializing in patents, trademarks and copyrights. He has a B.S. and a M.E. in Electrical Engineering from the University of Virginia. Prior to law school at the University of Texas, he worked at Texas Instruments as a digital design engineer. In his spare time, Alan programs database applications in Paradox.*

## ON COMPLEXITY

*No. 15 in a Series*

by Jim Hoisington

There was the word COMPLEXITY in the first line of an article on the cover of PC WEEK. Always on the lookout for a topic, I read the article several times, and it was a blockbuster. The basic thrust of the article was that hardware and software had gotten so complex that the dealers are barely able to sell the products and can no longer be expected to be able to support them. Wow, the personal has gone out of the Personal Computer!

Here's a common dilemma: Which is worse, not being able to get through on the help line or getting through to a person that doesn't know the product?

Let's start with hardware. Last month's column attempted to explain the difference between extended and expanded memory. Since I wrote that column, I learned that my EGA card was crippling my expanded memory and that I had to get a new device driver from the memory board manufacturer to cure the problem. Hardly what I would have thought was the solution when I start trying to solve the problem.

Have you ever tried to install a bus mouse in your computer? The documentation to the jumper setting reads like a bizarre PROLOG program written in reverse logic.

On the software side, we seem to be caught up in a tonnage war. One of the early criticisms of PC software was that it was lacking in documentation. The last 10 packages that have arrived at my doorstep have weighed in at over 25 pounds. One database package that I received recently had 18 manuals! It reminded me of receiving the manuals for a new release of IBM's MVS.

And the software products are bigger. A small package today wants 2 megabytes of your hard disk and some of the database packages are gobbling up 10 megabytes before you enter the first piece of data.

The dealers are right! They cannot be expected to provide expertise on every hardware and software product that they sell. There is just too much to

know and, because of the rapid change in the PC industry, knowledge becomes obsolete within 6 months.

This has thrown an ever increasing burden back onto the manufacturers of the hardware and software. And, if you've called a manufacturer's help line lately you know what has happened. They are not staffed to handle the volume of calls.

This past month I received a letter from the company that produces the spreadsheet that I use. They sell an optional support service to users that need help after the initial six month service period expires. The letter apologized to all those people who had paid extra for this service and were having their calls returned two to three weeks later!

To be fair to the vendors, PC software has always been priced significantly below equivalent software on mini-computers and mainframes, in part because it was thought that the level of support would be less. As the products have become increasingly complex, the price competition in the PC software industry has prevented the vendors from charging enough to build support organizations appropriate for their products.

In the long run, the price of PC hardware and software will have to rise to provide the kind of support required by the increase in complexity of the products. In the short run, people are turning to their local user groups for help. If you want proof of that, just listen to the questions that are being asked in your favorite SIG at the next meeting.

Jim

■



## Microsoft Pageview -- Deliverance for Word Users?

### Almost: Lots of Power, but some Flaws

by Reagan Andrews, Ph.D.

Let me begin this by stating that I'm an unabashed MS Word advocate. Have been since version 1.0. Like many others, I've tolerated (?come to love?) Word's idiosyncrasies because of its control over the printer in producing documents. There is so much power here, especially in 4.0, it's almost impossible to exaggerate its capabilities.

But, Word ain't too friendly on the screen when it comes to "tight" formatting. This is particularly true when you mix multiple-column page formats with single-column headers and/or footers. You'll do lots of "sample" printouts before you get the "perfect" version.

Pageview came to my attention at Fall COMDEX where it was being demonstrated by Microsoft on a PS/2-50. After talking about its ability to show formatted output in a graphical display, and watching it work, I was hooked.

I finally got my hands on a copy of Pageview 1.00 in early March. The following are first impressions.

What Pageview does is pretty straightforward. It "looks" at the formatted document and produces a true WYSIWYG graphical picture on the monitor screen -- with caveats. There are three display options, double-page, single page and "Zoomed" (an enlarged portion of the page). Only in the "Zoomed" mode is ALL type readable. Otherwise, you see "greeked" (I believe that's the term) representations of the copy.

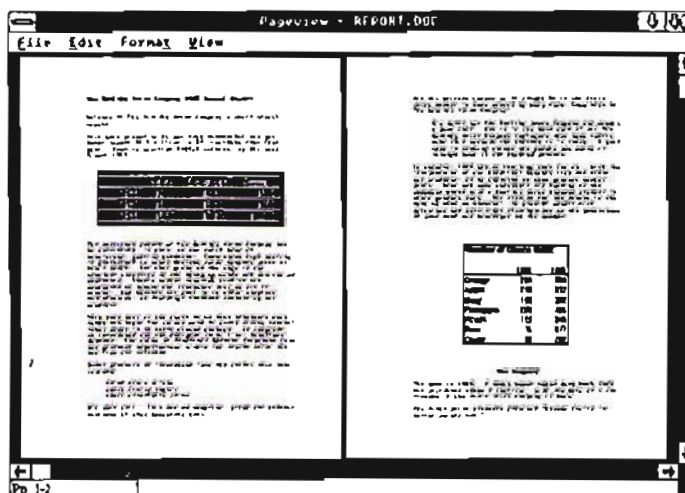
Pageview was designed to run under Windows 2.03 or Windows/386. If you don't have Windows, don't worry -- a runtime (without utilities) version of Windows 2.03 is included in the Pageview package. However, users running Pageview under Windows 2.03 or Windows/386 can take "art" from other programs such as Excel, Paint, Chart, etc., and copy it into the Pageview document via Clipboard. Pageview interfaces quite well with Win-

dows Write as well as Word. (More about that later.)

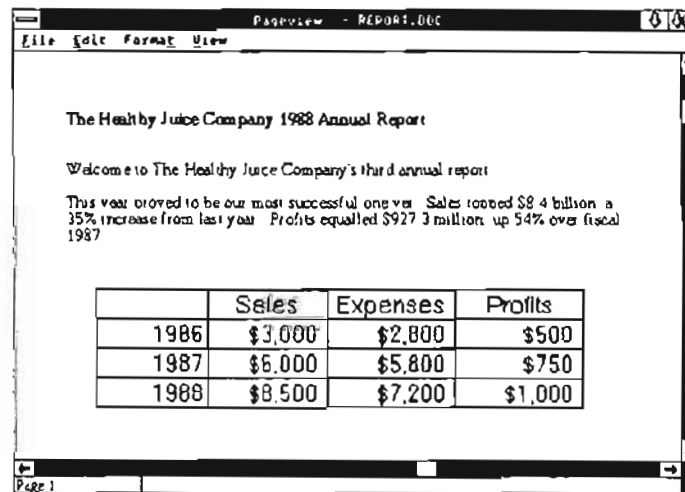
What's needed to run Pageview? MS/PC-DOS versions above 3.0, graphics-capability -- EGA, VGA or a Hercules monochrome card and monitor, and 512K of system RAM on an IBM PC/XT/AT or true compatible. (Although not mentioned in the documentation, you could run Pageview on a CGA card and monitor, but you probably wouldn't like it much since it really does need high-resolution capabilities.)

All told, Pageview comes on eight (8) 5.25", DSDD (360K) floppies. Installation is rapid and relatively painless considering the number of floppies involved. (Microsoft seems to have gotten the installation process for most of their products, except some of the languages, down to an art that is minimally intrusive and allows user discretion.)

Normal screen display



"Zoomed" screen display





If the user already has Windows 2.03 or Windows/386, installation amounts to copying PAGEVIEW.EXE and appropriate .PFF files to the Windows directory. Takes about 30 seconds.

Does it work? Yes, very, very well. Is it painless? No.

Once installed, Pageview can be used with either mouse and/or keyboard. It follows Windows "style" and is reasonably intuitive for most users who are willing take a little time to read the documentation first.

That's a caveat. You must read the documentation for a program with Pageview's power potential. Otherwise it's just a toy. Although designed for use with Word, Pageview really works with almost any file it can get too (read, that is). In this respect, it has sufficient power to format ASCII text files without much difficulty.

The real power here becomes apparent when you need to do something fancy — like take a long, very tightly-formatted document with critical page breaks originally created using multiple fonts on a dot-matrix printer, and convert to laser printer format. Pageview is a life-saver here.

First, Pageview supports just about every laser printer available, and quite a few dot matrix printers as well. This latter category can be a problem with both Pageview and Windows — especially for Word users accustomed to customizing via MAKEPRD.EXE in Word.

If the output is to a laser printer supported by Pageview, these problems are not an issue.

Pageview helps with both on-screen visualization of the printed page, and with its ability to format documents as well, adjusting margins, page numbers, headers, footers and page breaks. It also recognizes Word Style Sheets and works with/through them. At this level it's breath-taking. Add ability to import "foreign" art such as charts, graphs, symbols, etc., and the impact is substantial. This all works when you print from Pageview. If you slip back to Word for printing, the art doesn't print. Space is left for it, however.

Drawbacks? Yes, several, and some are major.

Pageview only recognizes Windows Write printer descriptions (.PFF's) and fonts (very limited). These significantly impact on the "formatting" determined by Pageview. If you have a Word document previously formatted under your favorite, custom printer .PRD, Pageview reverts to the closest generic available from Write's PFF's to do the screen formatting.

And, that's a problem for users with dot-matrix printers.

Using Word's MAKEPRD.EXE, a user could wring more out of their dot-matrix printer than with any

other product — even some things Microsoft didn't expect. Most Word users have taken the "stock" PRD files and refined, customized and honed them to perfection.

Since it's aimed at Word users, there should be some sort of conversion utility to produce similar PFF's from existing PRD's, right? Wrong. There is a very involved, convoluted attempt to explain how to move back and forth between Write and edit a file in Word to produce a PFF with some neat charts that relate fontnames to numbers, etc. It was more than I could easily understand from the Pageview documentation.

Attempting to do it did prove some points about Windows and Pageview, however.

Unless a user with an original, 4.77 MHz PC has a desperate need for Pageview, the pain of Windows on this machine will override any benefits available. Time. On a 4.77 MHz PC, Pageview and Windows involve a lot of just sitting around, waiting and staring at the screen. I expected some of the slowness. I wasn't prepared for the combination of Windows and Pageview, though. That's slow. No, make that all caps — SLOW.

You do get to see a neat, hour-glass ICON telling you that you are waiting for Pageview to do something. I saw way too much of it.

Actually, this latter criticism really isn't fair. It's well known that any version of Windows shouldn't be run from a "regular" old PC. On an AT, especially a "fast" AT machine, it's a very different story. You realize why these machines have become so popular after running Windows and Pageview.

Also, Microsoft has worked on the speed aspect, even for "old" PC's. The run-time version of Windows 2.03 makes full use of any expanded or extended (AT & 386 only) RAM the user has. Microsoft includes Windows drivers for most expanded memory boards available (both EMS and EEMS in addition to PS/2 drivers) and a version of their SMARTDRV disk cache program that works with either expanded or extended memory.

Bottom lines about Pageview.

A saving grace. (And, why Pageview is really worth the effort.) Making document conversions. I did finish the planned conversion from original dot matrix to laser format in spite of the slowness. I also saved an estimated 20 - 30 hours in the process using Pageview.

At this point, Pageview paid for itself many times over.

Although it comes close, Pageview isn't a replacement for a full-fledged desk-top publishing package such as Ventura Publisher or Aldus Pagemaker. At least, not in this version. But, at a list of \$49.95, it comes close enough for most purposes.

Reagan

a

## A FLOPPY TALE

by Dave McKeen

I recently bought a Toshiba 3 1/2 inch, 720k floppy drive for \$119 from a warehouse that sells software and other stuff. The place where I work had acquired a Model 60, and the new floppy was to go into drive B: of my home-bound Sabet (now extinct) Turbo XT clone so that I could do a little work at home and continue on the Model 60 at work. I was going to buy the Mitsubishi drive at \$79, but the helper in the window at the warehouse said that they were out of it, and I wouldn't have wanted it anyway, as it came with no mounting hardware.

Seeing the merit in the fellow's argument, I said I would take the Toshiba drive. He was gone for a while, then returned and handed me a drive— not in a box, but just in a clear plastic bag. Along with the drive, the helper gave me an open box containing the mounting kit. I could see a manual in the box, so I assumed I was being given all the documentation I needed.

Looking at my receipt on leaving the store, I nearly lost my footing as I read what seemed to say "You should be sure what you've bought contains what you thought you were buying and does what you think it is going to do, because if not, we don't want to hear about it!"

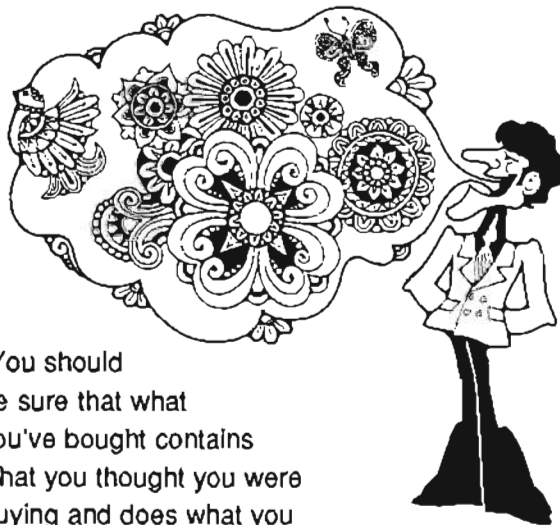
The Toshiba drive came with a nice looking set of mounting hardware and a comprehensive looking manual. I was somewhat dismayed by a passage in the manual that read, "TECHNICAL SUPPORT: Should you require any technical support, contact

your computer distributor. If your computer distributor is unable to answer your questions, THEY can call Toshiba Disk Products Division Technical Support, on your behalf. Toshiba WILL NOT except technical support calls directly from the end user." (The spelling of 'accept' is theirs.) There was no warranty anywhere to be found!

Fully understanding the implications of the message on the store receipt combined with the generous support admonitions in the manual, I cheerfully forged ahead. I pried the top off of the computer, removed the hard drive, and removed the A: floppy and the B: floppy. The assembly of the 3 1/2 inch drive and the 5 1/4 inch form factor mounting kit was straightforward. According to the instructions, I left a strap on the Toshiba drive board where it was, and moved a strap on the connector interface card from 'A' to 'B'.

The installation looked as though it was going to be a snap until I tried to secure the new drive in place with the screws removed from the old unit. The old screws were English, probably #4-40, and the new drive mounting bracket was threaded for METRIC screws. And the installation kit was short two screws! I had to borrow two screws from my son, who is into RC cars and had a couple extra carefully reserved.

It is fortunate that I already had a side plate to connect the A: and B: drives on the right hand side, as it was missing from the installation kit. It is also fortunate that this was not an installation in an AT, as a couple of special AT rails shown in the literature were missing. Let's see, that's two metric screws, a side plate, and two AT mounting rails missing. Not bad, I guess. ▶



"You should be sure that what you've bought contains what you thought you were buying and does what you think it is going to do, because if not, we don't want to hear about it!"

### Real Cooperation

Thinking that some day I might want to install the 3 1/2 inch drive in an AT, I decided to see if the store that sold me the kit would cough up the missing parts. I went in the store, but was intercepted by a guard who vectored me to an adjacent door labelled "Repairs and Service" or something like that.

The fellow inside acted irritated and said that Toshiba wasn't putting those parts in the kits any more. He said that he would give me a couple of HIS rails for mounting in an AT, went away, came back, and tossed the hardware on the counter. He said that I would have to get the screws in the hardware store. As for the side mounting plate, he said I would have to contact Toshiba. When I said that Toshiba didn't want to be contacted by end users, he said, "If you're diligent, you can locate them. I did!"

After buttoning everything up and connecting all the cables, it was checkout time. Having DOS version 3.2 already installed on my computer, I fired it up and it booted up from the C: drive. I then added 'device=driver.sys /D:1' to my CONFIG.SYS file and made sure that DRIVER.SYS was in my root directory. Alas, trouble was apparent right away. The activity lights on both floppy drives remained lit. Attempts to access the new drive, which the manual said should be addressed as the D: drive, resulted in nasty messages referring to 'write protect violation' (I tried the diskette write protect shutter in both positions) and some kind of 'drive incompatibility error'.

More attempts resulted in more messages, but no luck! I felt that it would be a waste of time to fool with the straps on the new drive. It was late Saturday afternoon and a call to my nearby family computer doctor assured me that he would be there for a few more minutes. The doctor has overcome problems with my Screwy Sabet machine before, so why waste time? Doc told me on the phone that if he could get it going he would charge me \$25.00. I dropped the computer off in a hurry.

Monday noon I went to see the family computer doctor. He said that he had worked all Sunday afternoon before he got the B: drive to play. He wound up installing DOS version 3.3 and a third party driver and format command program. I commanded a D: directory and was pleased to see the new drive go into action. I went home happy, minus the doctor's fee and the price of the goodies.

Now, as Paul Harvey would say, the rest of the story!

Happy as a clam, I set my computer up when I got it home. Using the strange format command "UMFORMAT", I formatted a disk in drive D:, or, I should say I formatted a disk in drive B: as drive D:. Or did I... well, you know, one of them is the logical drive, while the other is the physical drive. But they are really the same... er, sometimes they are the same, but at other times they are different!

Anyway, the Toshiba book said to treat the new drive exclusively as drive D:. I could make directories on the disk and copy files to it. I could read the directories on drive D:. Now came the test. If I have only one 3 1/2 inch drive, I had better be able to DISKCOPY D: D:. It wouldn't do it! Neither would it do a CHKDISK or a DISKCOMP on drive D:. Horrors!

The next day at work I checked with a fellow in my building who is most familiar with IBM PC related matters. He lent me an Everex floppy driver board and suggested that I try some things. He advised that, except for formatting, I could use the new drive as drive B:.

Charging home after work, I hurried to my computer to try out the ideas. I removed the strange driver from the CONFIG.SYS file. The command DIR A: gave an A: directory, and a command DIR B: gave a B: directory. I could switch to B: and COPY A:\*,

which worked fine. A command of DIR D: gave an 'Invalid drive specification', which was expected.

Next, the statement 'device=driver.sys /D:1' was added to the CONFIG.SYS file as per the original Toshiba instructions. A bunch of things now worked, including: 1) DIR B:, 2) DIR D:, 3) DISKCOPY D: D:, 4) DISKCOMP D:, 5) FORMAT D:, 6) CHKDISK D:, and 7) DISKCOPY D: D: to an unformatted disk. I could write to drive B:. All without installing the borrowed board. Things that didn't work included: 1) DISKCOPY B: B: and 2) DISKCOPY B: D:.

I cannot imagine why I had all the trouble, or why the computer doctor had so much trouble. Maybe DOS 3.3 was the answer and not the 3rd party driver. I did not change back to DOS 3.2, so I don't know if that was it. Maybe the admonition in the Toshiba instructions to avoid the B: designation caused confusion. I don't know if the computer doctor changed the A - B jumper or not.

I do know that I am very well satisfied with my new 3 1/2 inch drive. Try one and I'm sure you'll like it. Maybe you can buy yours at a store that promises to give you a hand if you need it, rather than one that promises it won't!

Dave

a

\$49

**CUT LASER  
PRINTING COSTS  
IN HALF**



Advanced Process Brings You The  
Long-Life Recharged Cartridge

- 100% guarantee
- 30% longer lasting
- FREE pick-up & delivery

**LRS**  
Lazer Recharge Service

(214) 437-4837



**MEMBERSHIP APPLICATION**  
**North Texas PC Users Group, Inc.**

The NTPCUG is a non-profit, independent organization of individuals learning to apply personal computers to practical problems. For additional information about the Group, call (214)746-4699.

NAME: (Last) \_\_\_\_\_ (First) \_\_\_\_\_ (MI) \_\_\_\_\_

ADDRESS: \_\_\_\_\_ (Suite/Apt) \_\_\_\_\_

OCCUPATION/PROFESSION: \_\_\_\_\_

CITY: \_\_\_\_\_ STATE: \_\_\_\_\_ ZIP: \_\_\_\_\_

PHONE: Home (\_\_\_\_\_) \_\_\_\_\_ Work (\_\_\_\_\_) \_\_\_\_\_ (Ext) \_\_\_\_\_ (Check Preferred. #)

Do you want access to the Club Electronic Bulletin Board? YES [ ] NO [ ] Already Have [ ]

Please INITIAL HERE \_\_\_\_\_ if you wish to have your address included on member lists sold for the club's benefit to advertisers of IBM compatible products.

The NTPCUG expects and encourages volunteer participation by members in helping put on the monthly meetings at INFOMART. This usually consists of a few hours of your time each year. If asked, would you consider assisting the Group with one or more of the following activities:

**[A] Working with NTPCUG Volunteer Committees?**

Volunteer Areas from [A] above (Please check all that apply.)

- |                               |                              |                                   |
|-------------------------------|------------------------------|-----------------------------------|
| [IB] Information/Registration | [NL] Newsletter              | [FB] Financial/Bookkeeping        |
| [NL] Equipment Setup          | [DM] Disk of the month (DOM) | [PR] (Publicity/Public Relations) |

**[B] Giving a talk or demonstration to a small group?**

**[C] Giving a talk or demonstration to a large group?**

**[D] Being a volunteer, informal "consultant" in your area of expertise for NTPCUG members?**

Would you be interested if the Group arranges instructional courses (at various levels) in any of the following areas at a cost per student of approximately \$5/classroom hour?

(Please circle or specify, indicating level preferred, i.e., beginning, intermediate, advanced)

- [A] Spreadsheet software – Lotus 1-2-3, Supercalc4, etc. (Please specify) \_\_\_\_\_
- [B] Data Base software – dBase, RBase, Reflex, etc. (Please specify) \_\_\_\_\_
- [C] Word Processing software – Word Perfect, Wordstar, etc. (Please specify) \_\_\_\_\_
- [D] Integrated software – Framework, Symphony, etc. (Please specify) \_\_\_\_\_
- [E] Programming Languages – APL, Assembly, BASIC, "C", Fortran, Forth, Pascal, (other) \_\_\_\_\_

**Do not write in this area — for use by NTPCUG — Check one from each column below.**

<b>Payment Received:</b>	<b>Membership Classification:</b>	<b>Application Status:</b>
Cash _____	Regular (\$24.00) _____	New Member _____
Check _____	Student (\$12.00) _____	Renewal _____
	(with ID)	Address Change _____

Detach below for record of payment.

Applications should be mailed to:  
 (Make checks payable to NTPCUG.)

North Texas PC Users Group  
 P.O. Box 780066  
 Dallas, TX 75378-0066

Payment: \$ \_\_\_\_\_ Check No. \_\_\_\_\_ Date: \_\_\_/\_\_\_/\_\_\_ by: \_\_\_\_\_

## Programming Style

by Sidney D. Nolte, Ph.D.

There is an elusive quality present in all good computer programs that make them as good as they are. That quality, I like to call programming style. There is a noticeable lack of programming style in poor computer programs. Yet when searching for what it is that really constitutes programming style, it is very difficult to quantize or to describe. In the following paragraphs, I will try to shed some light on what in my opinion is involved in the creation of really good programs and in so doing, will be talking about the thought processes necessary in their creation. This article is a summary of a presentation made to the North Texas PC Users Group C SIC and so some of the ideas will be in relation to the C language. Good programming style, however is noticeable no matter what the language.

Computers have been described as "engines of the mind" and indeed, a computer program tells a story about how its creator puts ideas together. A clear thinker relates clear thoughts in the program produced. The language used is merely a vehicle that reflects the thought process of the author. It is not necessary to read the code to tell that it is put together with style. One need only view the final product and what it achieves.

A speaker at the North Texas PC Users Group general meeting was describing all of the merits of his program. At one point, it was mentioned that the program possessed a very fine feature because it was "designed in" from the very start. That happens to be the primary requisite for a good program. The features are all laid out and planned before the programming is begun. Volumes have been written on software engineering and how to design computer programs. Much of it deals with the documentation of programming systems. I believe that to create a good program, you should start out by writing the user's manual first, the rest will take care of itself. In other words, it is absolutely essential to determine what the program is to do before undertaking the programming.

Have you ever obtained one of those user supported or public domain programs that turned out to be a disappointment to you? The subject was a good one but the realization was not what was expected. No

doubt, it was designed from the inside out or from the bottom up. The part of the program that solved the problem that the author had in mind was written first and the user interface came later. It was perfectly clear to the writer that the control comma key solved the world's pressing problems. It just was not natural for anyone else to use such computereze. A good idea got lost for lack of implementation skills.

As a matter of fact, it is not an easy matter to produce a good program. That is why there are so few of them in the presence of all the good ideas. It is particularly difficult when there are several people working together on a common program, the way most people work in software today. It is even difficult to look at the source code for a program written with style and to describe what it is that makes it great. In spite of those challenges, I will charge on and try to list those precious few things that in my opinion constitute programming style.

Most importantly, good programs and hence those produced with programming style give first consideration to the persons who will use the program. It isn't being written to please the author although well it might, that just is not the primary purpose.

Giving the user the first consideration means putting oneself into a state of mind that gives ease of use and human factors first priority.

Of major importance is attention to making the program fool proof, a difficult task. This means that no matter how the program is mis-used or abused, it will respond to those incorrect inputs with ease. Many call this "defensive programming" since it defends against the unexpected. The common practice of testing the divisor for a zero value is but a simple example of defensive programming. The purpose of beta testing is to allow others besides the author a chance to use the program and

to uncover those cases where use is different than might have been anticipated. Program testing should include tests of not how the program should be used but how it may be misused.

Despite my earlier statement about style being language independent, some languages support good programming practice better than others. In recent years it seems that they are all beginning to look alike. It is well known that the structured programming constructs improve software production considerably and so most of them like FORTRAN have



added them. Basic is the only one that to me appears hopeless. A newcomer like C has profited by the mistakes of the past and the wisdom of the present and supports good programming style.

It has been shown that of the programs in constant use, considering all of the cost of the program life cycle, about half goes into maintenance. About half of the nations programmers are in the business of keeping programs going and in improving and adding features to older programs. Did you ever notice how many versions of the best selling programs there are? The really good programs have a very large maintenance staff. This says something to those who produce the program in the first place. The person who writes the code so that the one who follows can read it clearly is the one who produces programs with style. It makes economic good sense. Unless you want to spend your career maintaining the program, write it so that someone else can read it. It means that the page should be readable from top to bottom with no jumping around with GOTO statements. Avoid overly clever or contorted code. Do not sacrifice readability for the sake of run time efficiency.

To make the program readable, the comments need not be knee deep. The purpose of comments is to leave a trail. When you think that an explanation is in order, do so with clear comments. Who knows, six months or so later, you may want to read it yourself.

Despite the best laid plans, changes will be necessary as you progress in the program production. Things may not work out as planned and added features have been specified for the program. Good programming style will be apparent when those changes are to be implemented. For the well written program, the changes will be easy to make. The well written program will not have any "hard coded" constants but rather will use the equate or define features of the language to allow changes to be made in only one place. For the C programmer, this means to use the include or header file to define all the array dimensions, the screen colors, pop up window sizes, etc.

Most programming languages have a standard. For C, this has been a default defined in K & R but will soon be very close to the proposed ANSI standard. Good programs utilize the features of the standard. This again makes good economic sense. The standard will be present in any compiler regardless of the machine that it runs on. Conforming to the standard will make it easier to port the program to other machines. Good programs are worthy of porting and demands will be made for it on many other machines.

Finally, it is my opinion that good programming style can be learned. The first program in a new language is almost certain to be embarrassing when viewed later with the benefit of experience. Each time a new

program is undertaken, it will be better than the last. We do indeed learn from experience. Learning good programming style is like learning to swim. It is necessary to jump right in and splash around for a while and to make some mistakes, the better to learn what not to do. So if you are disappointed with your latest product, take heart. The next one will be much better.

Most importantly, have fun at programming. People do best at what they enjoy doing. If you do not like to do it, then most certainly stay away from it. Good programmers regard each new program as an intellectual challenge to be attacked with eager anticipation. It is rewarding to know you have produced a program that others like to use, one written with style. Have fun!

Sid

a

---

### Disk-of-the-Month

## Review Guidelines

*These guidelines are for your information and action when reviewing Shareware, Demos and Public Domain Software for the DOM Library.*

Please **USE** the programs on your assigned disk... Then write an introductory READ.ME file in 50 lines or less giving the following information about the program(s).

- (1) Program title, Author, Version and Date.
- (2) What the programs do (and how well/poorly).
- (3) Known hardware and software requirements, e.g., CGA/EGA, min memory, Lotus 1-2-3, etc.
- (4) How to install/get started using the program or what files provide that information.
- (5) Optionally, an (annotated) list of the files.
- (6) The source of the disk (if known).
- (7) Your name at the end of the file.

Save the file in ASCII but do not JUSTIFY the right margin of the text. Keep the disk, but submit your READ.ME file (name it something that will connect it with the program being reviewed.) to my NTPCUG bulletin board mailbox:

Select (S)end message, then (S)end file, use (7) ASCII; then my name, Howard Hamilton.

or mail it to me

Howard Hamilton  
1410 Forsythe Drive,  
Richardson, TX 75081

Phone: 996-7139 (office) or  
644-5721 (home, 7:30-10:30)

Please notify me if you have to postpone the review.

Let me emphasize that readme files need to be "pure" ASCII text and NOT JUSTIFIED. A tab won't hurt, but justification causes someone to have to clean up after you. Thanks.

Howard

a



## Disk of the Month

Howard B. Hamilton, Jr., Ph.D.

The Disk of the Month for May 1988 is **Procomm Plus Test Drive 1.1**, 3/30/88, published by DataStorm Technologies, Inc., PO Box 1471, Columbia, MO 65205.

Procomm Plus Test Drive version 1.1 is a "try-before-you buy" version of Procomm Plus, based on the "shareware" concept. It includes everything you need to go on-line:

**Fully-Automated Dialing Directory.** The dialing directory can save 200 telephone-numbers. The dialing directory allows control of many variables for each telephone number. There are many enhancements over the Procomm 2.4.2 dialing directory such as "point-and-shoot" dialing, improved manual dialing capabilities, and remembering the last time you accessed the phone number.

**More File Transfer Protocols.** Procomm 2.4.2 included 9 protocols - XMODEM, Kermit, Telink, MODEM7, YMODEM, YMODEM, Batch, ASCII, COMPUSERVE B, and WXMODEM. Procomm Plus

has 13 standard protocols - the nine already listed and SEALINK, IMODEM, YMODEM-G, YMODEM-G Batch. You can also access three external protocols from the upload and download menus.

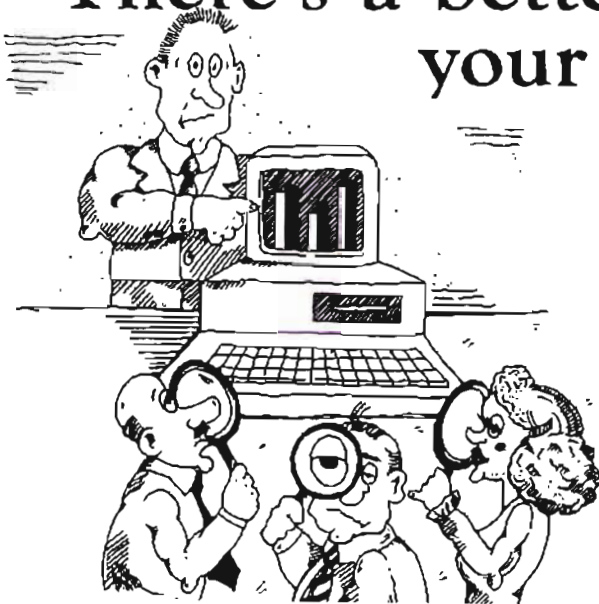
**The ASPECT Script Language.** Procomm Plus has a completely new script language called ASPECT. ASPECT is a full-featured programming language, but it is not completely compatible with the script language of Procomm 2.4.2. There are many added commands in the ASPECT language. One difference in the ASPECT language is that the return key is a "^M" instead of the "!" of Procomm 2.4.2. The difference in the return key will require editing most if not all Procomm 2.4.2 script files.

**ASPECT Learn Feature.** Procomm Plus has a "learn" mode that can be especially useful in recording login sequences.

**Terminal Emulation.** Procomm Plus emulates 16 different video terminals. Using the terminal emulations, you can interface with mainframes by using your PC as a remote terminal.

**Context-Sensitive Help.** Procomm Plus can give a user context-sensitive help by keeping track of where you are in the program. ▶

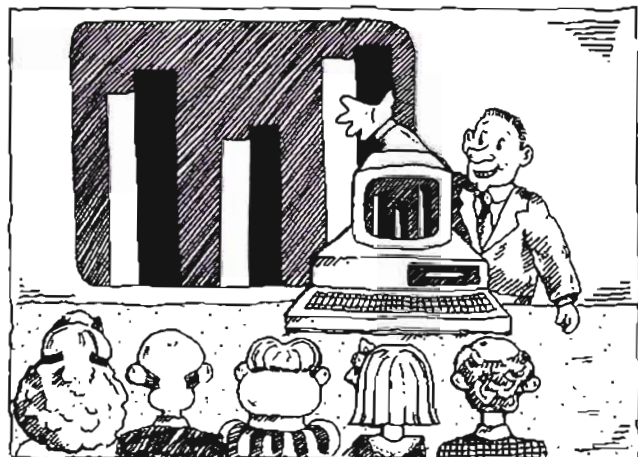
# There's a better way to magnify your computer screen.



CALL FOR A FREE DEMO:  
214/241-4101

Four Dimensions Inc.

- **LARGE SCREEN DATA PROJECTION**  
via PC Viewer LCD plate or Limelight projector
- **CONNECTS** to any PC, clone, laptop or Macintosh
- **IDEAL** for any presentation, demo, training or seminar



Other Features. Up to ten "global" macros, line settings from 300 baud to 115,200 baud, a more powerful host mode, support for up to 8 user-defined serial ports, split-screen chat mode, user hot keys, and multitasking under Windows, Topview, DESQview, and TASKVIEW.

If you are a Procomm fan, then you will truly enjoy Procomm Plus. If you are not a Procomm user, then you should seriously consider checking out Procomm Plus Test Drive. Version 1.1 corrects several "bugs" in version 1.0 of the Test Drive. Make sure you get Procomm Plus Version 1.1 this month at the Disk-of-the-Month table.

*This description is from the review by Mark Gruner.*

#### Other Highlights:

Disk 255 is a DEMO of MoneyMate 2.0, 8/87, a menu driven personal finance system published by Practical Garden Software, Inc., 131 N. Garden Avenue, Clearwater, FL 34615.

MoneyMate is a very user friendly, menu driven personal financial program which has the capacity to account for up to ten bank accounts, cash, credit cards, unpaid and repeating bills, assets and taxes. It allows for budget and cash flow planning. Over 100 categories of income, expense and asset items are pre-defined, though the user may define additional ones. The modules allow sub-routine call-up through function keys including HELP. Individual checks may be printed with amounts fragmented and posted to various categories.

The program may be used on any 8086/8088 or above; on any monitor from monochrome through VGA; with two 360K floppies, a single 3-1/2 inch or a hard disk system; and with any printer. The suggested list price is \$99.95. ComputerCraft is a local source.

*This demo disk was donated by NTPCUG member Jeff Lawson; the readme file was prepared by Müller Henley.*

Disk 256 is Magic Menus(tm) 1.00A, 10/87, "the Software Environment Manager(tm)," published by Custom Technologies, Panama City, Florida.

Magic Menus is a combination for a DOS Shell and an extremely well written and easy to use menu system. Magic Menus is packed with features that you will not find in any other menu program. It allows you to define your own pull-down and pop-up menus to control the functions of your computer, as well as offering powerful pre-defined functions. It has five pop-up windows that range from an instant disk directory to a "Window to DOS", and even includes a useful financial calculator.

Power users will enjoy the "Boot Options", which let you effectively maintain ten different sets of

AUTOEXEC and CONFIG files. Everyone will appreciate the intuitive layout and ease of setup and editing. It is a system that has something to offer everyone.

Some of the outstanding features include:

- Up to 100 user-defined applications in 10 user-defined menus
- Full screen editing
- Easy pre-defined "DOS" menu with common commands
- Five levels of password protection
- User configurable colors, messages, and sound
- Fast "direct" screen writing or optional "BIOS" writing for multitasking systems
- "Maximum Memory Mode" for large programs
- DOS shell
- Extensive, context sensitive on-line help

*This software was donated by user group member Dan Marmion. The readme file was prepared by Roy Bales.*

Disk 257 is QEdit Version 2.00 (Feb 88), "the quick editor," published by SemWare, C/O Sammy Mitchel, 730 Elk Cove Ct., Kenneshaw, GA 30114.

QEdit is Shareware with a \$39.00 registration fee (\$49.00 with printed manual). The program requires 128k memory, 47k disk, DOS V2 or higher, one diskette, color or monochrome display.

This is a key driven text editor that has a rich set of commands and both a novice and professional mode. The novice mode is invoked by pressing the escape key and is menu driven thereafter. The professional mode allows entry of commands by combinations of keys using the alt, ctrl, function and shift keys in combination with the alphabetic characters. On line help is available using ALT\_H. The editor is delivered with a default set of commands which can be added to or altered in less than a minute. The program uses all of available memory and will edit multiple files. A new feature is the addition of macros, which among other things allow you to invoke a compiler from the editor and return afterwards.

The most important features of the editor are:

It is FAST  
It is very FAST

*QEdit was donated by Jake Martinez and Hal Horton. The readme file was written by Bill Cotton.*

Disk 258 is LitigeX 1.0, 3/2/88, published by R. A. Kelly, Integra Computing,

This is a program designed to organize research, documentation and evidence. It will be principally of benefit to attorneys, but it may be useful to anyone who has to access, organize and locate information within a number of documents. It will allow you to quickly find information stored within its data base, and it will prepare reports that are sorted in a number of ways. It is a member of the ManageX series of



timekeeping, billing and bookkeeping software, and it requires an IBM-compatible PC/XT/AT with a hard disk, DOS 2.1 or greater and enough memory to devote 320K solely to LitigeX.

**Limitations.** This program will not directly handle text files created by Wordstar or other word processor software that sets high order bits. You will first have to convert the file to true 7-bit ASCII text format (the word processor may have an output option that allows this) or run it through a program such as UNWS.COM, which strips off the high bit.

**Ease of Use.** The documentation claims that LitigeX "is so simple, little explanation of its use is needed." Don't believe it!! A complete reading of the documentation, should be followed by extensive practice with test data. Then you will need a careful planning session to think through just how you want to organize and access your data, what kind of reports you will need and what meaningful subject abbreviations will be useful.

LitigeX is probably not a program that would be used routinely on every file in the office. A great deal of keying of data is required, and many decisions need to be made at the terminal, so probably this program will only be used for the big cases with lots of records, depositions and documents to keep track of, and enough money at stake to justify the effort.

*This software was reviewed by Preston Brashear.*

Disk 259 is a DEMO of the **NewViews Accounting System**, 5/87, published by Q. W. Page Associates, (416) 923-4567, One St. Clair Avenue West, Toronto, Ontario Canada M4V2Z5.

NewViews won the 1986 PC Magazine Award for Technical Excellence. NewViews is a wholly new approach to accounting modeled after the familiar spread-sheet. At the highest level is a window containing one or more companies (or company divisions). You select a company (or division) and open a window which contains all the top level reports for that company. By selecting a line item in a report, you open a window which contains the accounts that make up that line item. Select an account and you open a window to the transactions for that account. Transactions can be entered at this level or one level deeper - the transaction detail level.

NewViews is dynamic, that is, the results of entering a transaction appear immediately on all the appropriate reports all the way to the top level, just like in a spreadsheet. The transaction entry method automatically keeps the system in balance at all times.

The system has provisions for accounts receivable, accounts payable (with check writing), inventory management, and all common accounting functions and all of these features are dynamically linked into

the general ledger. An audit trail is provided, as are utilities for maintaining the chart of accounts, defining reports, etc.

If you are at all interested in small, user friendly accounting systems, you will probably benefit from running this demo. NOTE: This is a demo diskette only, not a fully or partially operational system.

**EVALUATION** If you are looking for a user friendly system, Newviews looks like it might be the answer to some of my problems. You really have to use an accounting system, set up your accounts and reports, and enter transactions for a while before you know how user friendly the system really is or how well it really meet your needs. This demo doesn't provide the in-depth experience.

NewViews costs \$695 retail. NewViews may be expensive, but this demo diskette gives the user a look in the possibilities of the program.

*This demo was reviewed by Jim Green.*

Disk 260 is **C\_WNDW Toolkit 1.03**, 3/88, published by Marietta Systems, Inc., P.O. Box 71506, Marietta, GA 30007.

The shareware version of C\_WNDW Toolkit is a small memory model library of a number of window routines and other screen input and output functions for Quick C and for Turbo C. Two ARC files each contain a library file and a number of sample programs. Also included are several batch files for installation and assistance in compiling & linking.

A 23 page text file manual is included on the disk and seems to be complete. The only memory models supplied were the small model, however, for a \$35.00 dollar subscription fee, a complete set of memory models is provided.

Dbase user's will notice a number functions that emulate Dbase, such as the accept function that allows formatted date input and output. The window routines were fast and seemed to perform as advertised in the manual.

The Quick C and Turbo C versions of the library were both evaluated, the Quick C version, more extensively. I have seen better window library's around, but none seem to include the array of functions included with C\_WNDW's. For example, besides the window routines, there are a numbers of routines for input and output to and from the screen, some general file handling functions, string handling functions and the like.

Compared to some of the other window packages, the window routines seem a little limited, in that some of the fancy features are not to be found. But all in all, C\_WNDW Toolkit seems to be a good

general purpose library, especially for someone who has a need to do more than just windows.

*This software was reviewed by Bill Petty.*

Disk 261 is PULL20 (Pull 2.0), 1/12/88, PullDown Menus for Turbo Pascal 4.0 written by James H. LeMay.

These Units allow anyone using Turbo Pascal ver 4.0 to create very professional pull down windows with almost no effort. These routines should work on any IBM PC or compatible using any currently available monitor.

This disk is furnished as Shareware, therefore if you plan to use these Units you must register your disk. By registering you also get a complete set of source code. There are different rates for registering depending upon how you plan to use the code. I strongly recommend that you register and get the source code if you plan to use these routines in any serious applications.

By reading the documentation, studying the demo programs and running the demo programs you can see how easy it is to use the routines. There is very little overhead given the amount of flexibility you have in creating windows and moving them around.

*This software was donated by NTPCUG members Dan Marmion and Don W. Chick. The readme file was prepared by Don W. Chick.*

#### Area Editors Prepare Master Disks.

We have initiated the use of Area Editors to assist in the preparation of the DOM disks. Their functions are to review the software, edit the readme files written by the reviewers, and prepare the master disks. Along the way, they have to solve many problems: to determine the version and date if the reviewer has not included those; what to do when the disk gets full (arc the largest file, whether to include an arc extracting program, or leave a file out); how to determine if the software is public domain or shareware (98% of non-demo software that we distribute is shareware).

In April, the following DOM committee members served as area editors: Kathryn Crawford edited Disk Commando; I edited MoneyMate; Harold (Hal) Horton edited Magic Menus and QEdit; Charles Carter edited LitigeX; Mark Gruner edited NewViews; and Kenneth Loafman edited C\_WNDW Toolkit and PULL20. Thank them for their efforts.

#### Volunteers Needed To Review New Software.

Now that we have area editors we need more reviewers to try out the software that has been contributed to the DOM library. Its not hard to do, but we need to know if the software works, what it does, and how to get started with each program. Each

review that you write entitles you to a blue token from DOM redeemable for one disk from the library. If you have not received a token for your latest contribution, please see me or Kathryn Crawford at the DOM tables.

Area editors are assigned to new software and can help neophyte reviewers who are having problem with their programs.

#### New Software Needed For Dom.

As I have reminded you before, the software in the DOM library is selected by you, the members. To be specific, it takes two members. The first one donates a disk with latest revision of one of his favorite shareware, public domain, or demo programs. The second member selects the program from the list that I maintain. This list is available in the DOM catalog disk (in the file named NEWDISKS), on the user group bulletin board (in a message on the DOM conference), and on a sheet of paper that I bring to each of our meetings.

So, if you have recently downloaded the latest version of a program that you think the rest of us might like to try out, why not make a copy and bring it to the next meeting. On the label please print the program name, version and date, on the second line, put a subtitle that tells what the program does, and in the bottom left corner, PRINT your name and phone number.

It won't cost you anything, and each DOM disk donor is entitled to a bluetoken from DOM redeemable for one disk from the library. If you have not received a token for your latest contributions, please see me or Kathryn Crawford at the DOM tables.

#### FIRE SALE CONTINUES.

The current inventory reduction sale will continue in April. We need to clean out the old disks and move them to mail order status to make room for all the new software. A few more disks will be added to those listed in the March Newsletter. As of this writing, I don't know what they will be. A list will be posted at the DOM tables and on the bulletin board (in the DOM conference), a week before the next meeting. Also, the new disks for each month will continue to be posted the week before each meeting. See you at the DOM tables.

Howard

▲

#### DOM Particulars

The North Texas PC Users Group copies these programs as a service to the club and its members. We try to test all the programs, but we do not warrant the programs in any way. You must decide if a program is suitable for your system and use. If you ask, we will tell you what we know about any program, but the final decision to

buy and/or use these programs is yours. We will gladly and without question exchange an unreadable disk for one of the same program.

**EXCHANGE:** All members of the club are encouraged to contribute copies of public domain programs to the club library. For each new disk of software contributed, you may select any disk in the club library in exchange. The contributions will be reviewed before credit is issued at the next meeting.

**MAIL ORDERS:** At prevailing prices plus \$1.00 for mailer and postage. Mail your orders to: NORTH TEXAS PC USERS GROUP, DOM Mail Order, P.O. Box 780066, Dallas, TX 75378-0066.

**PRICE:** Members: \$2.00 per disk (if the program is on two disks the price is \$4.00). Non-members: \$3.00 each disk

**CATALOG DISKS:** Currently the catalog is on one disk and costs \$2.00. The catalog disk has all of the readme files from each disk in the collection.

**MEDIA:** DSDD 5 1/4" Formatted as 9 sector data disks. Public domain software only, standard full disclaimers

**AVAILABILITY:** Disks sold out or not available at the monthly meeting can be obtained through the DOM Mail Order.

**DOM VOLUNTEERS:** If you would like to work the DOM Counter for an hour during the monthly meeting, contact Dwight Neal (214)985-7929 (home)

---

## Selected SIG Happenings

---

### News and Meeting Notes on Special Interest Groups

(Material for this column should be sent to Phil Chamberlain, SIG Coordinator before the 15th of the month.)

#### Science/Engineering SIG Discontinued

Because of the lack of a leader, this SIG is discontinued effective with the April meeting.

#### Cryptanalysis (Potential New SIG)

In May, we will have a meeting on Cryptanalysis. If there is sufficient interest, it will become a regular SIG. Check the overheads in the Infomart lobby for meeting times.

Cryptanalysis, or breaking codes, is both a fascinating art and science, ideal for applying PCs. As a science, it is an important branch of information theory, and draws on statistics and pattern recognition.

As a hobby, it has been called the aristocrat of puzzles. There is a wealth of cipher systems developed throughout the ages, once meant seriously, that are suitable for paper and pencil solution. But these systems really become fun with a PC to take the drudgery out of it. The SIG for Crypt-

analysis is especially interested in methods and techniques suitable for programming for PCs. We expect years of fun, not just solving ciphers, but also solving how to apply PCs to cryptanalysis.

You may want to learn what makes crypto-systems either strong or vulnerable so that you can evaluate data protection offerings for your own needs. There is nothing like breaking a few ciphers for yourself. It's an eye-opener.

Or, you may become interested in some of the famous unsolved ciphers, like the Beale ciphers which describe where a treasure in gold is buried if only you can crack them!

So come to the kick-off meeting. You don't need prior knowledge or experience to attend. Several of our members are experienced code breakers, and will be glad to get you started.

John K. Taber  
Metro 430-8173

#### LOTUS SIG

At the April Lotus SIG, Roberta Robinson from the Dallas office of Lotus Development Corporation demonstrated Symphony Release 2.0. Release 2.0 is the recently released upgrade. The most significant enhancements occur in

the word processing, communications, and database capabilities of Symphony. Roberta's presentation was excellent as usual. Roberta has offered to come back and present Lotus Release 3.0 to the entire group in one of the main meetings.

In the May meeting, we will be discussing the logical @ functions of Lotus 1-2-3 and Symphony. The logical functions are very valuable functions and can really speed up your model building.

If you have any questions concerning Lotus 1-2-3 or Symphony, come by and see us this month. We always have time to answer questions that users are having.

Peyton Weaver  
and Mark Gruner

#### Personal Users (beginners) SIG

Personal (versus professional) users, novices, beginners, new PC owners, soon-to-be PC owners... this SIG is for you!

Our second four-month "go-round" of classes started in April. (See the April newsletter for the complete 16-week schedule). However, you can benefit from any of the sessions without having attended all of the previous ones.

Bob Presley  
and Richard Terreo

## ASK DR. DOS No. 2

*Reprinted with permission from the Pasadena IBM User's Group.*

Dear Dr. Dos -

I recently bought an AT and I think I'm over my head. Computer users seem to use scads of esoteric words and phrases which are Greek to me. Can you help me and my fellow beginners by supplying some definitions.

**Buffaloed in Buffalo**

Dear B.B. -

You asked for it. Here's Dr. Dos' Computer Dictionary; Home Prairie Edition.

**Hard disk** - a floppy that's been left in the sun too long.

**Buss** - The owner of the L.A. Lakers.

**Expansion Boards** - City agency issuing building permits.

**Chip** - a thin piece of metal, wood, silicon or other material. Good with onion dip, salsa or a Corona. Never a light beer of any kind.

**Microsecond** - the time it takes to tell your three year old to stay away from the computer while he's drinking milk.

**Nanosecond** - the time it takes for your three year old to spill a glass of milk on the keyboard.

**Response time** - the time it takes you to realize you're hitting the wrong key thereby wiping out your hard disk but alleviating your need to back things up that day. Also known as waitasec.

**Nerd** - anyone who knows more about computers than you do.

**Your back up** - what you get when asked if you're "playing with the computer again?"

**Geek** - see *nerd*.

**Often-and-Early** - when you should pay attention to your spouse. **Zapped** - What you get when you don't do it often and early.

Dear Dr. Dos -

I program in Basic and do some really sophisticated gyrations getting my code up to some high standards. It seems whenever I get ready to execute some sophisticated language, that's when I have an unex-

pected interrupt. I try waiting until the last minute to squeeze out another line of code which will void the interrupt. Is this a coincidence or is something psychological occurring?

**Holding it in, Oshkosh**

Dear Gotta goto -

Actually it's quite a common problem among programmers. You see, many of us try to hold onto our creations. There's a childhood problem that makes us find it difficult to share. Freud talked about this in some detail and described it as retentive behaviour. Programmers are especially fraught with these kinds of personality quirks as they falsely believe someone is out to take their work.

A new public domain program is available on bulletin boards everywhere. It's a ram-resident program called P.COM. It's quite well behaved, some may say housebroken, and it only uses 5k of memory. Based on complex psychophysiological tests, it can determine when there is a need for the user to void.

A box flashes on the screen to alert the user of the impending danger. If the screen isn't flushed by pressing a hot key, an alarm sounds. The installation allows changes in color and tones. The message can be changed to display in Assembly, Basic or Pascal. Of these, UCSD Pascal is the preferred choice. Rather than create native code directly, this language produces P-code.



## New Ventura Utilities Allow Easier Newsletter Preparation

by John Pribyl

When newsletter articles are saved in Ventura Publisher, they are generally saved with a .TXT extension, and are incorporated into the issue as chapters. Ventura automatically generates several other files, depending on complexity of the article. A .TXT article suddenly has much company — all with the same name but different extensions. There are .CHP and .CAP and .CIF and .VGR and .STY, and .PUB files! And because Ventura Publisher (VP) stores each filename with the full path and imbedded cross references to other files/paths in the series, it's great for VP but is a monster when it comes to moving or renaming any of the files.

As I start each new issue of the newsletter, I copy the Style Guides and "boilerplate" files (application blank, rooms, etc.) from last month into this month's YYMM file\*. That's easy to say, but harder to do. All files associated with each article, and the imbedded references must be changed for the copy to be valid. True, VP provides a copy procedure in the OPTIONS menu that will do this, but it still takes some doing to get all the paths changed. For instance, in the past I have copied the files to disk to purge all path names, then copied them back to drive C: with the new path for the current month to get them in their proper place. This works, but as you can see it's not the most direct route.

Enter VPCOPY. This is a program that has what I've been looking for: a simple way to copy VP files. VPCOPY copies a specified chapter and associated files, including Style Guide, into a new path, changing all references within the files at the same time... all in one operation. Works GREAT!

VPCOPY is but one of a group of utilities in Ventura Utilities published by COREL Systems Corp. Kindred programs in the same package are VPSHOW and VPDEL. VPSHOW works like VPCOPY except that it simply shows all associated files on the screen. VPDEL is much the same but will delete the entire filename series one at a time after asking for confirmation of each. The confirmation is needed to avoid deleting a width table or style guide that is shared by more than one file.

Often I've wanted to have a hard copy of the contents of a style sheet, particularly the type specifications of each tag. (Tags identify the typeface, size, style, spacing, tabs and other factors affecting the appearance of the "tagged" copy.) As far as I know,

\* Articles for North Texas PC NEWS are usually kept on disk for approximately twelve months after publication. To facilitate this, each issue is put into a separate subdirectory at the beginning of the preparation cycle. This subdirectory is named YYMM (8805, for example). Two months after publication, the entire subdirectory is copied to floppy disk and removed from the hard disk.

this is not something you can get from the VP program itself. STYLER, another of the Ventura Utilities, lets you print out a summary of the contents of a style sheet giving a printed record of the values of all tag and global style sheet settings. This allows comparison and consolidation of similar tags, and deletion of duplicates. Because the tag settings are global within a given style sheet, a change affects previously formatted copy using this tag. You may be in for a surprise later if you need a slight change to some new material you're working on and change the existing tag. This makes me a little gun-shy such that I'll generally make up a new, slightly different tag to fit the new situation. You guessed it... the number of tags grows at an alarming rate. Haven't reached the limit yet, but I'm expecting an error message any day now. That's why I was happy to find a way to print the tags and style sheets for review and cleanup.

Another thing I've wanted but haven't found until now, is to be able to print ASCII text files through the Postscript program. PSPRINT, another of the Ventura Utilities does just that. As COREL describes it:

"PSPRINT is a program which lets you print standard text files to a Postscript printer without changing the thumbwheel switch on the side of the printer to Diablo emulation. This is especially convenient for network users who may not be beside the printer. As well, PSPRINT gives you extensive control over features such as typeface and font size."

I use PSPRINT quite often. It works well — a little slow sometimes, but not too bad for the short files I usually want to print out in this manner.

Two other programs included in this utility package are IK and TIMEOUT. IK is a memory resident program which allows easy entry of some special characters and symbols which do not appear on the keyboard. TIMEOUT is a special program which modifies the DOS communication parameters to allow you to print large or complex Postscript files.

So there you have it. The complete Ventura Utilities package. It sells for \$99 from COREL Systems Corp., 1600 Carling Ave., Ottawa, Ontario, Canada, K1Z 7M4. I recommend it if you use Ventura Publisher with a Postscript printer.

John

□

SWAP  SHOP

Four lines free each month to members; 5th through 10th lines at 30 cents per word. Larger ads at commercial space rates. Send check to the Editor for words exceeding the four-line limit. Free ads are on a space-available basis. Mail ads to the Editor.

WHY NOT HAVE A CPA PREPARE YOUR BUSINESS MONTHLY FINANCIALS FOR \$49 PER MONTH PLUS \$49 SET-UP FEE? Call BRUCE C. SCHUBERT for conditions at 348-5700



## North Texas Personal Computer Users Group, Inc.

P.O. Box 780066, Dallas, TX 75378-0066

Phone (214)746-4699 for recorded information about the User Group and meeting dates.

### Board of Directors

Reagan Andrews, Ph.D., Chairman	Jim Hoisington
Phil Chamberlain	Sid Nolte, Ph.D.
Kathryn Crawford	

The North Texas PC Users Group, Inc., is a non-profit, independent group, not associated with IBM or any other Corporation. Membership is open to owners and others interested in exchanging ideas, information, hardware, predictions, and other items related to IBM Personal and compatible computers. To join the Group, complete the application blank printed elsewhere in this issue, and send it with \$24 membership dues to the Membership Director whose address is shown at the bottom of this page. A subscription to the newsletter is included with each membership.

### Officials

President - Reagan Andrews, Ph.D. (214)828-0699 h	Treasurer - Joe Brophy (214)891-8187 w
President-Elect - Jim Hoisington (214)416-3101 h	Secretary - David McGehee (214)681-0202 h
Program Chair. - John Ogle (214)470-9267 w	Membership Dir. - Robert Kolodner (214)821-6015
- Timothy Carmichael (214) 376-5451 x5916 w	Disk of the Month - Kathryn Crawford (214)596-2539
	Group Statistician - Connie Testa

### Special Interest Groups

**SIG Coordinator**  
- Phil Chamberlain (214)243-5034 h

Artificial Intel. Arnie Strand (214)824-7894 h  
Astrometry - Arlin Collins (214)351-5137 h  
Assembler - Andrew Chalk, Ph.D. (214)226-3461 h  
Business Applic. Bruce Schubert (214)991-5967 w  
Enable - Jack Lundberg (214)596-8160 h  
- Susan Watts (214)416-0077 h

C Language - Sid Nolte, Ph.D. (214)233-6178 h  
Communications - Pete Testa (214)495-7506  
DAC Software - Mike Macaulay (214)956-7750  
DBase - David Hayden (214)380-8172 h  
DOS - Jim Hoisington (214)416-3101 h  
- Reagan Andrews, Ph.D. (214)828-0699 h  
Graphics - Don Crockett (214)255-6704 h  
Hdw Solutions - David McGehee (214)681-0202 h  
LOTUS - Peyton Weaver (214)462-0552 h  
- Mark Gruner (214)373-3147 h  
Personal Users - Bob Presley (214)867-1679 h  
Richard Terreo (214)307-1259  
Programmers - Jim Hoisington (214)416-3101 h

Stock Market - Cliff Murphy (214)279-7973  
Turbo Pascal - Don Chick (214)276-2524 h  
Windows - David Hayden (214)380-8172

*NOTE: To access the BBS by long distance,  
use area code 817*

**BULLETIN BOARD SYSTEM -461-0425 (Metro)  
461-0506 (Metro)**  
SYSOP: - Tom Prickett (voice) (214)690-9087  
Asst. SYSOP. - Maggie Moomey  
Technical Advisors: Fred Williams  
Pete Testa

### Address Changes, etc...

Payment of dues, address changes, and inquiries about membership should be directed to  
NTPCUG Membership Director  
P.O. Box 780066  
Dallas, Texas 75378-0066


(Check newsletter mailing label for your renewal date..)

## MEMBERSHIP CARD

This is your membership card in North Texas PC Users Group. You will need it for identification at Disk of the Month sales, group purchases and other activities. This card is valid only for you, the person named on the label on reverse side. It is valid through expiration date shown on the label.

When trimmed, the card will fit transparent badge holders available at your stationers.

Wear your membership card while attending meetings and other functions of the Users Group.

	<b>Membership Card</b> North Texas PC Users Group, Inc.
This card valid only for Individual named on label affixed to reverse side, only through year/month printed on the label; and only with proper identification.	
Print Name: _____	
Signature: _____	

Trim card to wallet size.

## Meetings & Times



9:00 AM to 9:45 AM

AUDITORIUM

\* STRATEGIC DATA \*

Jesse Brin, President of Strategic Data Corp. will give a presentation on substituting mini- and mainframe operating systems with local area networks.

10:00 AM to 11:00 AM

AUDITORIUM

\* SYMANTEC \*

Gordon Eubanks, President of Symantec, will be hosting a demonstration and discussion of Q&A 3.0 (File Mgt.) and GrandView (Desktop Planning, Writing and Information Mgt.).

## Special Interest Group Meetings...

*Scheduled SIG times could change. Check the Bulletin Board just before the meeting. Check room numbers on the overhead display in the lobby at INFOMART.*

9:00 - 9:55

Assembler  
DOS  
Graphics  
Hardware Solutions  
Personal Users  
Science/Engineering

9:30 - 9:55

Orientation

10:00 - 10:55

Astrometry  
ENABLE  
Personal Users

11:30 - 11:55

Orientation

12:00 - 12:55

C Language  
Personal Users  
Stock Mkt Investing

1:00 - 1:55

Artificial Intelligence  
Business Applications  
Communications  
LOTUS  
Personal Users  
Turbo Pascal


2:00 - 2:55

Advanced Programmers  
Cryptanalysis  
DAC Easy Accounting  
dBase Programmers

North Texas PC Users Group  
P. O. Box 780066  
Dallas, TX 75378-0066

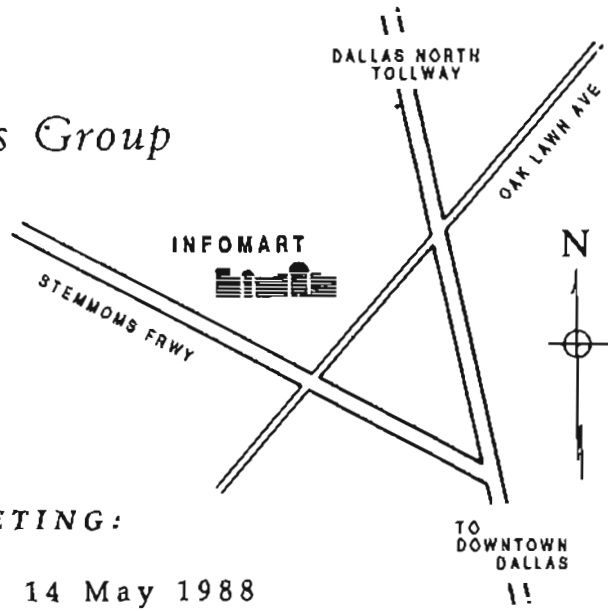
Non Profit Org.  
U. S. Postage  
Paid  
Arlington, TX  
Permit No. 823

Address Correction Requested.  
Postmaster: Send address changes to:

 North Texas PC NEWS  
2025 Rockcreek Drive  
Arlington, Texas 76010

[REDACTED]

North Texas PC Users Group



NEXT MEETING:

14 May 1988