Today's Weather: Not bad, considering

FREE to Beagle Bros Customers

Beagle Bros Bulletin

Volume 0, Number 4½

Summer/Fall 1984 Update (next issue, November)

DOUBLE HI-RES GRAPHICS LIVES!

Beagle Graphics

You've probably heard the "rumor" that your Apple IIc or 128K IIe is capable of 16-color 560-dot wide graphics. Well, it's true IF you've got the right software. Mark Simonsen's BEAGLE GRAPHICS makes it all possible.

Mark let all sorts of hi-res tricks out of his sleeve when he wrote this disk—Color fills and mixes, Cut & Paste editing, Mouse/Joystick/Keyboard compatibility, multiple-style typefaces... For the programmer, there are 33 brand new Applesoft commands that let you draw, type and fill shapes from your Basic programs. See page 4 for more details.

Triple-Dump & Fatcat

Two more Beagle disks arrived this summer. **TRIPLE-DUMP** (page 5) lets you transfer any screen image from your Apple to almost any dot-matrix printer. Alan Bird's new **FATCAT** program (page 11) will read all of your DOS 3.3 and ProDOS™ library file names into one or more "Master Catalog" files, for sorting, searching and printing. Isn't is about time you got organized?

Bestseller Report

Beagle disks landed FOUR OF THE TOP 24 spots in Softalk Magazine's recent 1983 MOST POPULAR APPLE SOFTWARE poll, competing against software from all Apple categories, including Business, Games, Education and Utilities. Two other disks, GPLE and Apple Mechanic, now hold spots on the ALL-TIME TOP-30.

Softalk's UTILITY-10 bestseller list is our favorite reading material. Mainly because we place between 7 and 9 disks on it each month. And let's keep hearing it for Beagle Bag; found almost every month on the "Arcade" Top 10.

New Freebies

Our new disks all come with the latest version (6/84) of our Peeks & Pokes Chart, plus (on the back) a full-color Apple Color chart and ASCII Values chart, both valuable additions to your Apple arsenal.

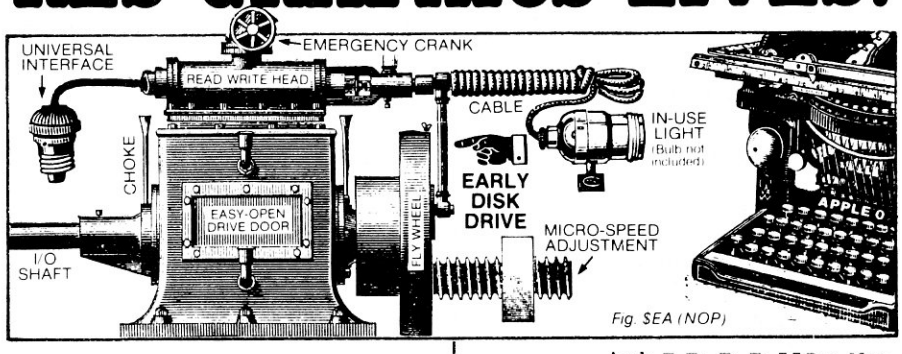


Fig. SEA (NOP)

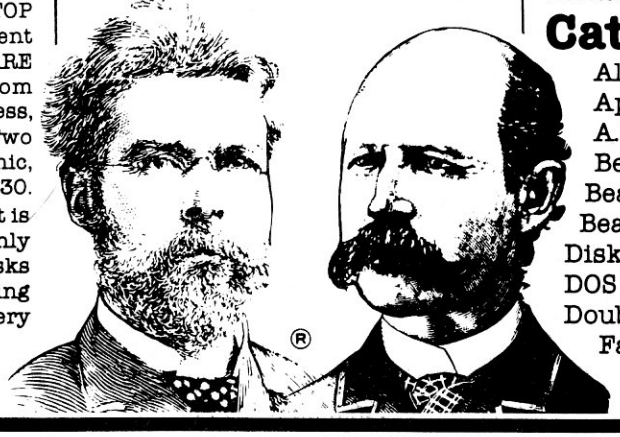
Apple & DOS Compatibility

The chart at the right tells you which Beagle Bros disks are compatible with which version of Apple and DOS (3.3 or ProDOS™). The "Mem" figure tells you the minimum amount of memory necessary to use the disk.

Our newest disks come with both DOS 3.3 and ProDOS versions of the main programs. Many of the Applesoft programs from other disks may, of course, be converted to ProDOS with Apple's Convert program.

Apple didn't ask for our comments on how we like ProDOS, but we printed them anyway on page 9.

	Apple II	II+	IIe	IIc	3.3	Pro	Mem
Alpha Plot	●	●	●	●	●	-	48K
Apple Mechanic	●	●	●	●	●	-	48K
A.M.Typefaces	●	●	●	●	●	-	48K
Beagle Bag	●	●	●	●	●	-	48K
Beagle Basic	●	●	●	-	●	-	64K
Beagle Graphics	-	-	●	●	●	●	128K
DiskQuik	-	-	●	●	●	-	128K
DOS Boss	●	●	●	●	●	-	48K
Double-Take	●	●	●	●	●	●	48K
Fatcat	●	●	●	●	●	●	48K
Flex Type	●	●	●	●	●	-	48K
Frame-Up	●	●	●	●	●	-	48K
GPLE	●	●	●	●	●	●	48K
ProntoDOS	●	●	●	●	●	-	48K
Silicon Salad	●	●	●	●	●	-	48K
Tip Disk #1	●	●	●	●	●	-	48K
Triple-Dump	●	●	●	●	●	●	48K
Utility City	●	●	●	●	●	-	48K



The Beagle Bros Catalog:

Alpha Plot 5
Apple Mechanic 3
A.M.Typefaces 3
Beagle Bag 6
Beagle Basic 6
Beagle Graphics 4
DiskQuik 10
DOS Boss 10
Double-Take 7
Fatcat 11
Flex Type 11
Frame-Up 11
GPLE 12
ProntoDOS 12
Silicon Salad 13
Tip Disk #1 13
Triple-Dump 5
Utility City 14

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Beagle Bros
MICRO SOFTWARE INC.

3990 Old Town Avenue, Suite 102C / San Diego, Ca 92110 / 619-296-6400



```
1 FOR A=768 TO 785: READ B: POKE
  A, B: NEXT: POKE 54, 0: POKE 55, 3:
  CALL 1002: DATA 201, 141, 240, 9, 32,
  240, 253, 32, 16, 252, 76, 16, 252, 169, 39,
  76, 100, 252
2 PRINT CHR$(4);"CATALOG"
```

Beagle Bros Product Feature Index

DISK (CODE) **PAGE**

Alpha Plot (APLOT) **5**
Draw and type in normal hi-res. Scrunch images.

Apple Mechanic (AMECH) **3**
Create animation shapes and hi-res fonts.

Apple Mechanic Typefaces (TYPE) .. **3**
26 fonts for Apple Mechanic.

Beagle Bag (BBAG) **6**
12 games on one disk.

Beagle Basic (BBASIC) **6**
Re-word Applesoft and add new features.

Beagle Graphics (BGRAPH) **4**
Draw and type in 16-color double hi-res.

DiskQuik (DQUIK) **10**
Acts like a disk drive in your Apple IIe's memory.

DOS Boss (DBOSS) **10**
Change DOS commands and customize DOS.

Double-Take (DTAKE) **7**
Listings & catalogs scroll 2 ways. Powerful utilities.

Fatcat (FATCAT) **11**
Multiple-disk catalog and disk organizer.

Flex Type (FLEX) **11**
Variable-width hi-res text with normal commands.

Frame-Up (FRAME) **11**
Create presentations on your Apple.

GPLE (GPLE) **12**
Edit Applesoft program lines. Add escape functions.

ProntoDOS (PRONTO) **12**
Triple the speed of disk access. New DOS features.

Silicon Salad (SILSAL) **13**
Many mini-utilities plus Tip Disk #2.

Tip Disk #1 (TIP1) **13**
100 Tip Book programs on one disk.

Triple-Dump (TDUMP) **5**
Transfer any image to your dot-matrix printer.

Utility City (UCITY) **14**
21 useful utilities on one disk.

Alphabetize catalogs ..... *FATCAT*
Append two programs ..... *DTAKE/UCITY*
Applesoft alter/enhance ..... *BBASIC*
Automatic line-numbering ..... *DTAKE*

Banner printer ..... *TDUMP*
Beagle Menu, program selector .... *BBAG/TYPE*
Bell (control-G) modification ..... *BBASIC*
Bload addr. finder ..... *DTAKE/PRONTO/UCITY*
Bload addr. print after Bload ..... *PRONTO*

Catalog, ctrl-C break .. *DTAKE/PRONTO/UCITY*
Catalog, custom ..... *DBOSS/UCITY*
Catalog, multi-column ..... *DBOSS/FATCAT/UCITY*
Catalog organizer/sorter ..... *FATCAT*
Catalog, two-way scroll ..... *DTAKE*
Catalog, vol. heading change ..... *DBOSS*
Catalog, vol. number change ..... *FATCAT*
Command change ..... *DBOSS/BBASIC*
Command hider ..... *UCITY*
Command Chart *TIP1/SILSAL*
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Condensed hi-res type, 56/70-columns .... *FLEX*
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Control-G bell modification ..... *BBASIC*
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Cross-reference, variables & line nos. ..... *DTAKE*

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Date Search ..... *BBAG*
Decimal to hex converter ..... *DTAKE/UCITY*
Demo programs to teach hi-res ..... *AMECH*
Disassemblies w/bi-directional scroll .... *DTAKE*
Disk drive emulator ..... *DQUIK*
Disk scanner ..... *SILSAL*
Display/presentation utility .... *FRAME/BGRAPH*
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DOS mover ..... *GPLE/PRONTO*
DOS speed-up ..... *PRONTO*
DOS Tool Kit fonts compatible .. *FLEX/BGRAPH*
Double Loader, 2 programs in mem. ..... *UCITY*
Drawing programs ... *APLOT/AMECH/BGRAPH*

Edit Applesoft ..... *GPLE*
Eighty column screen save ..... *BGRAPH*
ELSE command, follows IF ..... *BBASIC*
Error message changer ..... *BBASIC/DBOSS*
Escape-cursor, flashing plus-sign ..... *BBASIC*
Escape functions ..... *GPLE*
Expanded hi-res type ..... *FLEX/BGRAPH*
Extra disk storage, 15 more sectors ... *PRONTO*
Extra memory (10K), move DOS ..... *PRONTO*

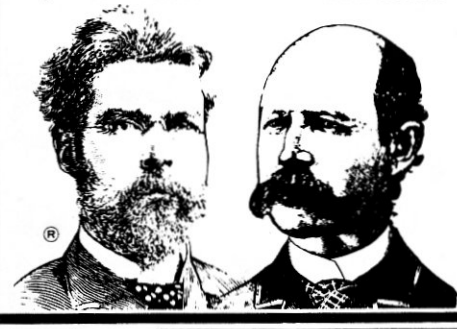
Faster disk access ..... *PRONTO*
File names, trick & invisible ..... *UCITY*
Find program line in memory ..... *UCITY*
Flashing cursor, omit or replace ..... *DTAKE*
Font editors ..... *AMECH/BGRAPH/FLEX*
Fonts, hi-res ..... *APLOT/AMECH/FLEX/TYPE*
Free cash ..... *PAGE 17*
Free-space during catalog .... *DTAKE/PRONTO*

Games, twelve on one disk ..... *BBAG*
Global search and replace ..... *GPLE*
GOTO/GOSUB foll. by variable ..... *BBASIC*
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Hex to decimal converter ..... *DTAKE/UCITY*
Hi-res drawing ..... *APLOT/AMECH/BGRAPH*
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Key clicker ..... *SILSAL*



Kill active Text and Exec files ..... *PRONTO*
Kill catalog with ctrl-C ..... *PRONTO/UCITY*

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List formatter ..... *DTAKE/BBASIC/UCITY*
Locked-up programs ..... *NONE*
Lo-res page 2 usage ..... *BBASIC*

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Mixed hi-res colors ..... *APLOT/BGRAPH*
Monitor disassemblies, 2-way scroll ..... *DTAKE*
Music routines ..... *AMECH/BBASIC*
Menu programs *BBAG/DBOSS/TIP1/TYPE/UCITY*
Merge two Applesoft programs ..... *DTAKE*
Monitor disassemblies, 2-way scroll ..... *DTAKE*
Move DOS ..... *GPLE/PRONTO*
Music routines ..... *AMECH/BBASIC*

Peeks, Pokes and Pointers Chart ..... *ALL*
Picture utilities ..... *APLOT/AMECH/BGRAPH*

All Beagle software is COPYABLE, making it easier to back-up and friendlier to use. THANKS for not giving copies of our disks away. You support us and we'll support you.



Picture pack, save space ..... *APLOT/BGRAPH*
Print any image ..... *TDUMP*
Printer utilities ..... *DTAKE/TDUMP/UCITY*
Presentations with your Apple ..... *FRAME*
Program line editor ..... *GPLE*
Protect programs ..... *BBASIC/DBOSS/UCITY*

Replace strings & variables ..... *GPLE*
Renumber Applesoft programs ..... *DTAKE*
Reverse-scroll listings & catalogs ..... *DTAKE*
Rotatable type ..... *APLOT/AMECH/TYPE*
Run counter reports no. of executions .... *UCITY*

Save command disable ..... *DBOSS*
Screen editor, text ..... *BBASIC/FRAME/UCITY*
Scroll up and down ..... *DTAKE/BBASIC*
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Seventy-column text, no extra hardware ... *FLEX*
Shape table editor for animation ..... *AMECH*
Sixteen color double hi-res ..... *BGRAPH*
"Slide Projector" presentation utility ..... *FRAME*
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Text screen editor ..... *BBASIC/FRAME/UCITY*
Tip Books ..... *APLOT #4/AMECH #5 BBASIC #6/DBOSS #2/GPLE #7/UCITY #3*
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Tip programs, more *SILSAL/TIP1*
TONE command, easy music-writing ... *BBASIC*
Two-track catalog ..... *SILSAL*
Two-way scroll, listings & catalogs ..... *DTAKE*
TYPE command, prints text files ..... *PRONTO*
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Undeleter ..... *SILSAL*
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Volume number change ..... *FATCAT*
Wowzo ..... *BBAG*

Xlister list formatter ..... *UCITY*

Beagle Bros MICRO SOFTWARE

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APPLE MECHANIC

SHAPE EDITOR/HI-RES FONT DISK

by Bert Kersey

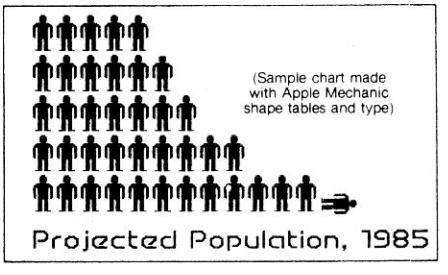
$29.50 Compatible: Apple II, II+, IIe, IIc, DOS 3.3
Includes Peeks & Pokes Chart and Apple Tip Book #5



Apple Mechanic's features and functions range from hi-res animation to title pages to computer music to "disk zapping". Combined with our 60-page documentation/Tip Book, this is one of the best Apple software bargains anywhere.

Shape Editor

Your Apple is capable of displaying and manipulating hi-res drawings that are stored in memory in the form of "shape tables". These drawings are called to the screen from your programs with Applesoft's DRAW and XDRAW commands. Shape tables are excellent animation tools used in a variety of applications, from games to animated titles, charts and graphic presentations.



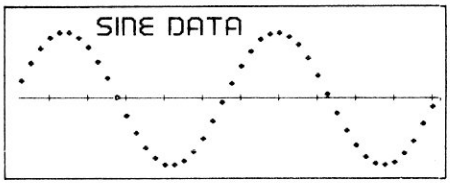
Apple Mechanic's Shape Editor makes shape construction a snap. You plot your drawing from the keyboard as it is simultaneously displayed in same-size and enlarged forms on the hi-res screen. Your shape is then automatically converted into shape table data and stored on disk for you. The hassle is gone and your creativity is released (that's what computers are *for*, right?).

The Shape Editor's keyboard-plotting system is simple and fast. A correcting feature lets you erase by "backspacing" over your in-progress drawing. Any shape you don't like may be redrawn. A shape may be "pre-plotted" on the screen and then traced with slight changes for animation purposes.

No Charge for using these routines in your programs.

Apple Mechanic will professionalize your programs. If you are writing programs for sale, you may use Apple Mechanic's routines and type fonts WITHOUT CHARGE. Just give Beagle Bros credit on your disk title page and in your documentation—

"HI-RES TYPE FROM APPLE MECHANIC COPYRIGHT (C), 1983 BEAGLE BROS"

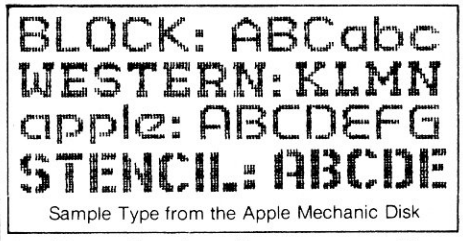


A Hi-Res Learning Tool

The Apple Mechanic disk features three Demo programs that teach a ton about using shape tables and hi-res in your Applesoft programs. The documentation gives you a complete rundown of Apple's hi-res and shape table commands, including some not covered in your Applesoft manual. Tip Book #5, part of the documentation, has tips on "More Room for Hi-Res Programs", "Hi-Res Flix", "560-Plot Hi-Res", and so on.

Hi-Res Character Editor

Apple Mechanic lets you create and edit hi-res "shape fonts" which may be typed directly on the screen or be accessed from your Applesoft programs. Six 96-character fonts are included on the Apple Mechanic disk (see *Apple Mechanic Typefaces*, next page, for more).



Sample Type from the Apple Mechanic Disk

Shape Font benefits are many—Proportional spacing (more characters per line, easier to read); fast printing speed; no Vtab or Htab restrictions (characters may be placed *anywhere*, rotated if you want); and the ability to "Xdraw" words over multi-colored backgrounds.

SCREEN COPY MAY BE PRINTED EXACTLY WHERE YOU WANT IT.

APPLE MECHANIC TYPEFACES

26 SHAPE TABLE FONTS

by Bert Kersey

$20.00 Compatible: Apple II, II+, IIe, IIc, DOS 3.3
Requires Apple Mechanic disk
Includes Peeks & Pokes Chart

Here are more hi-res fonts for Apple Mechanic's *Xtyper* and *Hi-Writer* programs. There are 26 fonts total, both large and small, all proportionally-spaced and positionable anywhere on either hi-res screen.

Most are full 96-character fonts, ranging from Ordinary to Artistic, many with special graphic characters.

Each character (from "!" to "□") of every font (from "Ace" to "Zooloo") is editable with Apple Mechanic's Font Editor. You may add or alter special characters (arrows, boxes, etc.) to a font, and re-save it under a new name.

SAMPLE FONTS
(26 Typefaces Total)



Note: Apple Mechanic and Apple Mechanic TYPEFACES may be used in your programs without charge. Just give Beagle Bros credit on your title screen and documentation.



Also on the Disk

Our useful **Beagle Menu** utility, described under *Beagle Bag* (page 6), is on the *Typefaces* disk too. It could become the most-used program in your Apple library.

BEAGLE GRAPHICS

DOUBLE HI-RES GRAPHICS DISK
by Mark Simonsen

$59.95 Compatible: Standard Apple IIc or 128K Apple IIe, DOS 3.3 *and* ProDOS
(Apple IIe requires EXTENDED 80-Column Card)
Includes Peeks & Pokes Chart

NEW!

Double Hi-Res for the Artist

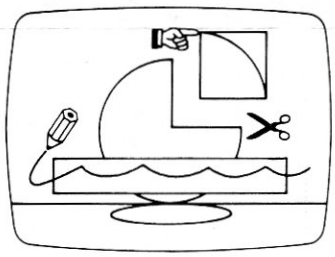
Beagle Graphics makes the most of the best features of your Apple *IIc* (or 128K *IIe*)—**16 Hi-Res Colors** and a 560 x 192-pixel screen—*twice the resolution* of normal hi-res. All standard hi-res functions, including shape tables, are supported and enhanced.

Many Ways to Draw

Beagle Graphics lets you draw or "paint" directly on the double hi-res screen using 16 different paintbrushes. Hi-res ICONS (pencil, scissors, etc.) make drawing and editing pictures a snap.

Cut & Paste

Beagle Graphics' "Cut and Paste" feature speeds up screen layouts by letting you move or duplicate any section of an image anywhere on any picture. Plus, any portion of a picture may be inversed, flipped vertically or flopped horizontally.



FAST ICON-ASSISTED DRAWING WITH "CUT & PASTE" FEATURES
Move or duplicate any image section.

Mouse-Control or...

Beagle Graphics' "Double Plot" drawing program supports keyboard control (no extra hardware required), *or* the **AppleMouse™**, Joystick, Paddles, KoalaPad™ or Apple Graphics Tablet.

Fill Shapes Fast

Beagle Graphics lets you FILL double hi-res shapes in 16 solid colors. Or choose from over 200 color mixes for a wide range of effects.

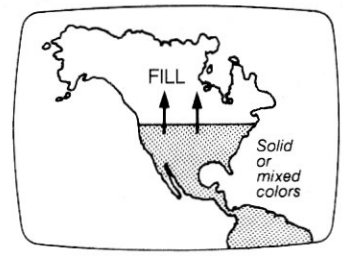
Changeable Typestyles

Add normal or wide type to your double hi-re images in various typestyles, including those from the DOS Toolkit™ disk (included on the Beagle Graphics disk). Redefine any character with Beagle Graphics' character editor, so that any character may be any symbol you like.

Double Hi-Res for the Programmer

Beagle Graphics lets you enhance your Applesoft programs with new commands that draw fast circles, lines and shapes.

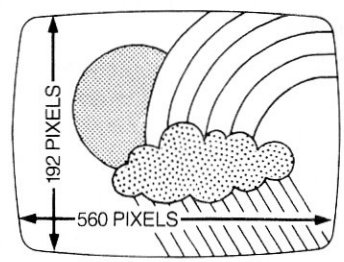
33 new commands are included to give you and your 128K Apple *incredible* double-resolution graphics power.



DRAW AND FILL SHAPES FAST!
All draw and fill routines are usable in your Applesoft programs.

Scrunch and Save

Double hi-res picture data may be "compressed" to save disk space. (Most pictures end up taking less than 50% of their original space on the disk.) Plus, **any rectangular part of an image** may be saved and loaded to and from disk.



Twice the resolution of normal Apple graphics

Convert Pictures & Programs

Beagle Graphics lets you convert your existing hi-res programs (including *Apple Mechanic*) so they work in double hi-res. Convert normal hi-res pictures to double hi-res too (half- or full-width).

Double Lo-Res Too

Beagle Graphics supports double lo-res graphics with its 80 x 48-pixel screen.

Hi-Res Help

Every Beagle Graphics package includes a full-color 11 x 17 "Apple Graphics" color-selection chart, a useful "Help Card" covering all double hi-res commands and procedures, an 8½ x 11 photo-copyable hi-res screen layout grid *and* a 100-page step-by-step instruction manual.

Q's & A's About Double Hi-Res:

Q. Can Beagle Graphics' double hi-res images be printed on my printer? And what about regular hi-res pictures like those made with Alpha Plot and Apple Mechanic?

A. You need two things—a dot-matrix printer capable of printing graphics, and "dump" software like Triple-Dump (next page).

Q. Are double hi-res images saved as two file names?

A. Yes, unless you compact the image's data with Beagle Graphics' "Double Scrunch" program. Then there will be only one file that takes about half the disk space as the two original files. The space saved depends on the complexity of the image.

Q. Exactly how do I convert my existing graphics programs to double hi-res?

A. Just Load your program and type one simple CALL statement.

Q. How can Beagle Graphics "mix" the 16 double hi-res colors when it fills shapes?

A. In two ways— by printing every other horizontal LINE in a different color, and by printing every other DOT in a different color. The result is a visual "mixture" of colors, kind of like a halftone.

Q. Do you know where I can get some plotting sheets or hi-res graph paper, so I can plan my double hi-res drawings on paper?

A. Sure, an 8½ x 11 master grid comes with Beagle Graphics. You can photocopy as many copies as you want for your own use (it's unprotected!).

Q. How come older Apples only supported six hi-res colors?

A. Basically because they didn't have enough memory. Beagle Graphics requires at least 128K—that's any Apple IIc, or a IIe with an EXTENDED 80-column card.

BEAGLE BROS, INC. / 3990 OLD TOWN AVENUE, SUITE 102C / SAN DIEGO, CA 92110

TRIPLE-DUMP

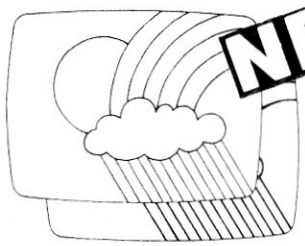
PRINT-ANYTHING UTILITY

by Mark Simonsen & Rob Renstrom

$39.95 Compatible: Apple II, II+, IIe, IIc
DOS 3.3 *and* ProDOS
Includes Peeks & Pokes Chart

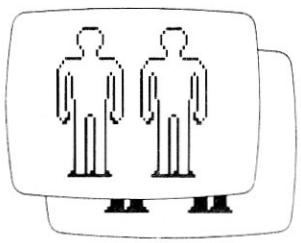
Print Anything on Your Printer

Hard copy made easy— Triple-Dump lets you transfer anything from the Apple's screen to any dot-matrix ("graphics-capable") printer. To do it, simply run the programs on the Triple-Dump disk, OR add Triple-Dump's print routines to any Applesoft program. A simple "Call" command will then transfer the image from the screen to the printer.



1: HI-RES & DOUBLE HI-RES

Both single (280-pixel) and double (560-pixel) hi-res images may be printed "as is" or enhanced with special effects such as cropping, rotating, magnifying, etc.

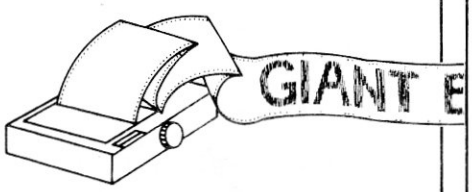


2: LO-RES & DOUBLE LO-RES

Triple-Dump converts lo-res colors into shades of grey, making those previously "unprintable" pictures printable.

3: 40 & 80-COLUMN TEXT

40- and 80-column text screen dumps are easy with Triple-Dump. And fast!



Bonus Banner Maker

Triple-Dump's Banner Printer lets you put *any* printer to work making GIANT SIGNS (8"-high characters) for the home or office. Just type the words you want (no length limit) and let your printer go to work printing your signs!

ALPHA PLOT

STANDARD HI-RES GRAPHICS/TEXT PROGRAM

by Bert Kersey and Jack Cassidy

$39.50 Compatible: Apple II, II+, IIe, IIc, DOS 3.3
Includes Peeks & Pokes Chart and Apple Tip Book #4



Type a Picture.

Alpha Plot is a program that lets you draw and label an endless variety of hi-res pictures, charts and graphic displays. It also lets you manipulate, copy, compare and even combine pictures. All hi-res images may be saved to disk, to be retrieved by your Applesoft programs (no royalty fee required if you sell your programs).

With Alpha Plot's easy-to-use keyboard plotting system (paddles/joystick optional, not required), you can quickly create images on the screen, plotting in any hi-res color or reverse (the background opposite at any point).

Color Mixes too. Lines, circles, ellipses and boxes (outlined or filled with color) may be plotted with one or two keystrokes. All pictures may be saved to or loaded from disk. Later, you may load Alpha Plot hi-res images from your Applesoft programs.

Hi-Res Text

Alpha Plot lets you type upper and lower case directly onto the hi-res screen in four sizes, from normal to giant (4-times normal size). No extra hardware is required. No Htab or Vtab restrictions either. Type all kinds of color titles and labels *anywhere on the screen*, even SIDEWAYS if you want— an effective feature for graphs.

Alpha Plot's proportionally-spaced hi-res text gives a professional appearance to your graphic presentations. People DO notice the difference.

Traceable, Erasable Lines

Alpha Plot's optional "Rubber-Band" Cursor projects a line between two points so you can make visual adjustments before you draw. "Reverse" lines may also be drawn and then, if you want, be completely erased without disturbing background details.

Two Pages, Two Drawings

Alpha Plot lets you work on and compare two hi-res drawings at once. The two hi-res pages can be instantly switched in memory, putting Page One's image onto Page Two and vice versa.



ALPHA PLOT Self-Portrait Dumped to Printer

Note: To transfer hi-res images to paper, you need a dot matrix printer and graphics "dump" software such as TRIPLE-DUMP (see this page), available at your software store or directly from Beagle Bros.

Image Manipulators

Two drawings may be superimposed in four different ways (opaque, transparent, etc.). Any rectangular segment of a hi-res drawing can be *moved* to any location on either hi-res screen. You can, for example, center finished images on the screen, or imprint your trade mark or name on all of your hi-res pictures.

An instant Negative of any section of the screen is a useful Alpha Plot feature. Hi-res images can even be converted to Lo-Res and back!

More Pictures per Disk

With Alpha Plot's *Scrunch* routine, you can store hi-res images in as little as one-third normal disk space (11 sectors, for example, instead of the normal 34), depending on the complexity of each image.

```
DISK VOLUME 254
*B 034 PIC.NORMAL
*B 011 PIC.SCRUNCHED
*B 034 PIC#2
*B 019 PIC#2.SCRUNCHED
```

Hi-Res Tips

With Alpha Plot, you get a 40-page documentation book, which includes a nice collection of Apple Tips— shape table and animation tricks, a collision graphics demo, and hi-res program listings, all designed to help you make the most of your Apple's amazing graphics features.

BEAGLE BAG

12 GAMES ON ONE DISK
by Bert Kersey

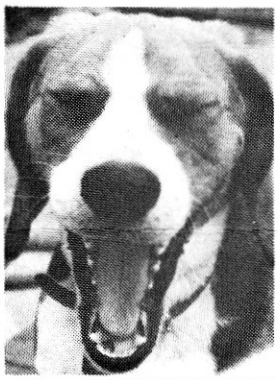
$29.50 Compatible: Apple II, II+, IIe, IIc
Includes Peeks & Pokes Chart

Compare Beagle Bag

Compare Beagle Bros' big game disk with *any* single-game locked up disk on the market today. The games are a blast, the price is right, the instructions are crystal clear, *and* the disk is Copyable!

More Games per Buck

Don't settle for a one-game Apple disk. Beagle Bag's got TWELVE great games by the Applesoft Ace, Bert Kersey— *Text-Train, Slippery Digits, Wowzo, Magic Pack, Buzzword...* More hours of enjoyment for your money than *any* of the competition. See the excellent Beagle Bag review in the January 1983 issue of *Softalk* (page 148), which says, in part:



SOPHIE, THE BEAGLE BROS BEAGLE

"...Beagle Bros has turned out an innovative package— The games require quick thinking, but they're not mere tests of reflexes.
"...At any price, the 20-page manual is worth a few bucks by itself. It's funnier than Mad Magazine and shorter than National Lampoon..."

List and Learn

Beagle Bag's games are all List-able so you can see what makes them work (many of our customers have reported learning programming skills from our games). Every program on the disk may be loaded and saved from disk-to-disk, and even customized if you want. And hitting Reset doesn't cause a memory-scrambling re-boot. Unlocked software is the *only* way to fly... even for GAMES!

Beagle MENU Too

On our Beagle Bag and Typefaces disks— BEAGLE MENU displays your normal (or ProntoDOS) disk catalogs, 20 file names at a time, showing only the file names you want (for example, only *Applesoft* files, or only *Locked* files). No need to catalog files you don't want, even though they still exist on the disk.

BEAGLE BAG was just voted to Softalk's TOP-30 MOST POPULAR software list, competing with software from ALL Apple categories. Hey, you're going to like BEAGLE BAG!

BEAGLE BASIC

APPLESOFT® ENHANCER
by Mark Simonsen

$34.95 Compatible: Apple IIe (or 64K Apple II or II+)
DOS 3.3 / Includes Peeks & Pokes Chart and Apple Tip Book #6

RAM Applesoft is better Applesoft!

Normally, Apple's Applesoft language is unchangeable—what they give you is what you get. But Beagle Basic puts Applesoft into RAM (*changeable* memory), letting you customize and enhance it. Beagle Basic's commands and functions may be added at **Zero Memory Cost,** because they replace only obsolete cassette commands (Shload, Recall, etc.)

Re-word BASIC to suit your style.

Beagle Basic lets you rename Applesoft commands and Error Messages (see *DOS Boss* for making *DOS* changes). Beagle Basic lets you literally *re-write* Applesoft for program protection, encryption, or even foreign language translation...

```
10 POUR X = 10 A 20
20 ECRIVEZ X;"BONJOUR"
30 ENSUITE: FIN
```

Even the new Applesoft commands described below are renameable:

All-New Applesoft Functions

ELSE: Common in many programming languages, but missing from Applesoft until now; ELSE follows If-Then statements, like this—

```
IF X=1 THEN PRINT "YES":
ELSE PRINT "NO"
```

SWAP: Normally, to swap two variable values, you need a third variable and an extra split-second. **SWAP X,Y** exchanges values in *one* quick step.

TONE: Beagle Basic's **TONE P, L** command plays a note of Pitch P, Length L. It makes music composition simple; no messy Pokes or Calls are ever necessary.

HSCRN: Used to find the off or on status of any hi-res dot on the screen. Useful in hi-res animation "collision testing". If you have ever used Lo-Res's SCRN command, you'll appreciate this one.

TXT2: This new command allows Text Page 2 to act exactly like normal Page 1, for printing, listing, and so on. Animate between pages; store menus, catalogs, etc., on one page while you view another. Switching text pages opens up *all kinds of programming possibilities.*

MIX, PAGE, RESL and **MODE:** No more awkward graphics screen switch Pokes. For example, type "**PAGE1**" or "**PAGE2**" to switch pages, instead of "POKE -16300,0" or "POKE -16299,0" (*never* look-up those darn Pokes again!).

More Programming Enhancements

In addition to the new commands above, any or all of the following "patches" may be instantly added to your Apple, at ZERO COST IN MEMORY.

BETTER GOTO/GOSUB
GOTO and GOSUB may now be followed by variables and mathematical expressions. Use English-like commands:

```
GOSUB COUNTER
GOTO SONG
```

In the two examples above, "COUNTER" and "SONG" have been assigned line-number values. Mathematical GOTO's and GOSUB's are legal too:

```
GOTO X+10
GOSUB X*100
```

ESCAPE CURSOR
With normal Applesoft, you aren't able to tell when you are in Escape Mode (moving the cursor). With Beagle Basic, pressing the ESC key temporarily changes the normal cursor to a flashing "+". Hitting a non-cursor-move key retrieves the normal Applesoft cursor.

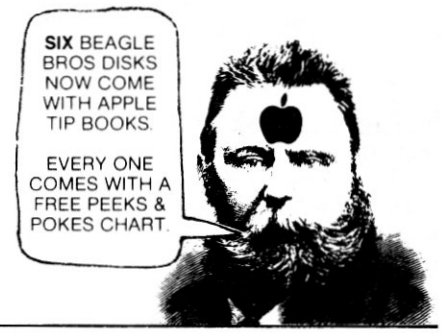
A BETTER BEEP
Select a custom tone for your Apple's control-G bell. Beagle Basic lets you customize your Apple, from the Monitor up!

BONUS UTILITIES
Bonus Text-Screen Formatter and Editor, new one-word Basic commands to replace Apple's awkward text Calls, new commands to scroll text up *and down,* not possible before Beagle Basic. Not to mention...

INVERSE REMS TOO!
This Beagle Basic option makes program REMarks appear as bold stand-out headlines in your Applesoft listings.

Plus Apple Tip Book #6

More tips, tricks and valuable programming goodies, all included as part of the Beagle Basic documentation book.



DOUBLE-TAKE

TWO-WAY SCROLL/MULTIPLE UTILITY

by Mark Simonsen

$34.95 Compatible: Apple II, II+, IIe or IIc, DOS 3.3 *and* ProDOS
Includes Peeks & Pokes Chart and Tips & Tricks Chart #1

DOUBLE TAKE UPDATES: Mail your ORIGINAL Double-Take disk with $5.00 (+6% if Calif.) to Beagle Bros, Attn: Double-Take update.

2-Way Scrolling— It's About Time!

Why his listings and catalogs would only scroll UP off the screen, and into Hyper-Space, was a mystery to Mark Simonsen. So he did something about it—

Now you can list your programs (all or part) with the added ability to CHANGE LIST-DIRECTION by pressing the Apple Arrow Keys. Your Apple's monitor becomes a "Search Window" to be moved UP AND DOWN through a listing at will.

2-WAY CATALOGS TOO

Long Catalogs feature 2-Way Scroll, speeding up file-name location and program access. Two keystrokes will catalog the disk (no need to type "Catalog"). Control the Catalog scroll direction, up or down, with the Arrow keys. Control-C produces a clean exit.

Improved List-Format

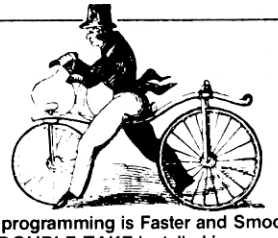
With Double-Take in memory, each Applesoft program statement is listed on a new line* for easy tracing of program flow, and *FAST* de-bugging— Errors are much easier to find in this format. Commands are properly spaced (one space between words, not two) and much easier to read.

*Optional. Similar to Utility City's XLISTER (page 14), BUT operates in both directions at Machine-Language speed. For-Next Loops & If-Then's aren't called out, as in XLISTER.

High-speed Improved-Format Printer Listings are easy too. Any column-width may be selected with a simple command.

2-Way Monitor Listings

Apple monitor listings feature fast 2-way Scroll too. Normal disassemblies *and* informative **Hex/Ascii Dumps** may be scanned in both directions, letting you "cruise" through memory until you find what you're looking for.



Apple programming is Faster and Smoother with DOUBLE-TAKE installed in memory.

Tips and Tricks Chart

More Beagle Bros tips and utilities are included on one side of a handy wall chart. The other side features the best set of 6502 machine language instructions we've seen anywhere (and we've looked around!). Available only with Double-Take.

Double-Take's Two-Way Scrolling Works Five Ways:

1. NORMAL LISTINGS

```
5  TEXT : HOME :COL = 10
20  GET X$: PRINT X$;: IF X$ =  CHR$
    (13) THEN A$ = "": GOTO 20
30  IF X$ =  CHR$ (8) THEN A$ =  LEFT$
    (A$, LEN (A$) - 1): CALL  -
    958: GOTO 20
40 A$ = A$ + X$: IF  LEN (A$) < C
    OL THEN 20
900  FOR LTR = COL TO 1 STEP  - 1
    :X$ =  MID$ (A$,LTR,1): IF X
    $ <  >  CHR$ (32) THEN 1234
1000  HTAB 1 + LTR - 1: CALL  - 9
    58: PRINT : IF  LEN (A$) - L
    TR THEN A$ = "" +  RIGHT$ (A
    $, LEN (A$) - LTR): PRINT A$
    ;: GOTO 20
1234  NEXT :A$ = "": PRINT : GOTO
    20
```

2-WAY VIDEO SCROLLING

2. NEW FORMAT LISTINGS

(Notice how each statement appears on a new line.)

```
5     TEXT
    : HOME
    : COL = 10
20    GET X$
    : PRINT X$;
    : IF X$ = CHR$ (13) THEN A$ =
    : GOTO 20
30    IF X$ = CHR$ (8) THEN A$ =
      LEFT$ (A$, LEN (A$) - 1)
    : CALL - 958
    : GOTO 20
40    A$ = A$ + X$
    : IF LEN (A$) < COL THEN 20
900   FOR LTR = COL TO 1 STEP - 1
    : X$ = MID$ (A$,LTR,1)
    : IF X$ < > CHR$ (32) THEN 1234
1000  HTAB 1 + LTR - 1
```

2-WAY VIDEO SCROLLING

3. CATALOGS

(Apple Arrow Keys control scroll direction.)

```
]CATALOG
DISK VOLUME 254
 *A 009 HELLO
 *A 010 MULTI-CAT
 *A 050 SORTFILE
  T 050 DATA FILE
  T 021 NAIL FILE
  A 254 HANG PERSON
 *B 034 GOOD PIC
  B 034 UGLY PIC
```

2-WAY VIDEO SCROLLING

4. MACHINE CODE

```
0300-  A9 4C      LDA   #$4C
0302-  8D F5 03   STA   $03F5
0305-  A9 10      LDA   #$10
0307-  8D F6 03   STA   $03F6
030A-  A9 03      LDA   #$03
030C-  8D F7 03   STA   $03F7
030F-  60         RTS
0310-  A9 D7      LDA   #$D7
0312-  20 C0 DE   JSR   $DEC0
0315-  EA         NOP
0316-  EA         NOP
```

2-WAY VIDEO SCROLLING

5. HEX/ASCII DUMPS

```
6000- 54 48 49 53 20 49 53 20  THIS IS
6008- 41 20 53 41 4D 50 4C 45  A SAMPLE
6010- 20 54 45 58 54 20 46 49   TEXT FI
6018- 4C 45 20 49 4E 53 50 45  LE INSPE
6020- 43 54 45 44 20 57 49 54  CTED WIT
6028- 48 20 44 4F 55 42 4C 45  H DOUBLE
6030- 2D 54 41 4B 45 27 53 20  -TAKE'S
6038- 48 45 58 2F 41 53 43 49  HEX/ASCI
6040- 49 20 46 45 41 54 55 52  I FEATUR
6048- 45 2E 20 4E 4F 54 49 43  E. NOTIC
6050- 45 20 48 4F 57 20 45 41  E HOW EA
```

2-WAY VIDEO SCROLLING

BONUS UTILITIES

Double-Take is truly a hefty utility package. You will benefit from its many features every time you turn on your Apple. All features are fully compatible with your Applesoft and machine-language programs, including GPLE and ProntoDOS.

CROSS REFERENCE

Double-Take lets you quickly print an alphabetical display of all the variables, strings and arrays in an Applesoft program. Also printed is the program line number on which each variable and string occurs.

```
A$: 100 200 250 300 1001
X:  10 20 3000 3010 3020
Y:  50 3000 4000 5200 5601
```

VARIABLE DISPLAY

After a program is Run, you can tell Double-Take to display all variables and strings, *in the order executed*, with each one's current value:

```
A$ = "NOW IS THE TIME"
X  = 255
Y  = 3.14159
```

BETTER APPEND & RENUMBER

Double-Take's Append routine lets you *merge* program lines *anywhere* into other programs (not just at the end).

Double-Take's Renumber program is *FAST* too, with on-screen prompts for start, end, and increment.

AUTO-LINE NUMBERING

Pressing the space bar can automatically type in your next Applesoft line number, in any increment you choose.

THERE'S MORE?

Yes! A Space-On-Disk report during every catalog, instant Program Stats (start-of-program, Himem, etc.), the ability to omit or **replace the cursor** with any character. Plus handy one-key "screen switches" to view different pages and modes, and a one-key command to reveal control-characters as inverse.



RANDOM ACCESS PRONTO TYPER

ProntoDOS's TYPE command ("TYPE filename") was originally designed to display the contents of only Sequential text files. These three quick pokes let TYPE display Random Access files as well:

POKE 48362,144 (was 208)
POKE 48380,56 (was 169)
POKE 48381,234 (was 0)

ProntoDOS and the TYPE command must be active when you make the pokes. Two minor problems: Sequential files displayed with TYPE will now end in a string of inverse @'s (zeros). And, since sectors are not allocated for Random file records until something is stored in them, the spacing between records in the TYPE display may seem wrong. If this bugs you, make sure something is stored in every record.

PRINTER ELEVATOR

If you don't need your Apple IIe monitor stand, use it as a handy over-the-paper printer shelf!

SORTFILE PAGE BREAK

To make Utility City's Sortfile program skip 16 lines at the end of each page, change Line 2975 and add Line 2980:

```
2975 X0 = 0: FOR X = START TO PH
2980 X0 = X0 + 1: IF PS = "P" AND
     X0 - INT (X0 / 50) * 50 = 1
      AND X0 > 1 THEN FOR X1 = 1
      TO 16: PRINT : NEXT X1: REM
     SKIPS 16 LINES EVERY 50
```

80-COLUMN VIEW?

Here's an unofficial way of determining if the 80-column screen is visible— Clear the screen and print a period (or any character) in the upper left corner. Then Peek location 1024 ($400). If the value is 160 (a space) then the 80-column screen must be visible. Location 1024 is the upper-left corner of the 40-column screen but Vtab 1, Htab 2 in 80-columns.

```
10 TEXT: HOME: PRINT "."
20 IF PEEK(1024)=160 THEN
   PRINT "80-COLUMNS": END
30 PRINT "40-COLUMNS": END
```

SECTOR SAVER

Bsaving 5 bytes less than normal will let your hi-res, lo-res and text screens occupy one fewer sector—256 less bytes!—on the disk.

BSAVE HI-RES,A8192,L8187
(instead of normal L8192)
BSAVE LO-RES,A1024,L1019
BSAVE TEXT,A1024,L1019
(instead of normal L1024)

Beware: Some programs look for the standard number of sectors (hi-res=34, lo-res/text=6) in the catalog to identify screen images.

```
]CATALOG
*B 034  HI-RES PIC BEFORE
*B 033  HI-RES PIC AFTER
*B 006  TEXT SCREEN BEFORE
*B 005  TEXT SCREEN AFTER
```



SCREEN FILLER

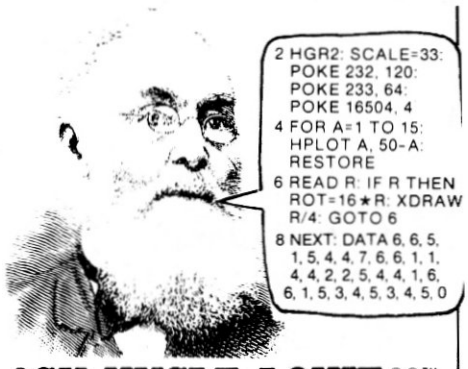
This program's sole purpose in life is to fill the screen with any character printed at Vtab 1, Htab 1:

```
5  POKE 768,216: POKE 769,160: POKE
     770,0: POKE 771,76: POKE 772
     ,44: POKE 773,254
10  FOR X = 1 TO 12: VTAB 1: PRINT
      MID$ (":-+*@+-:",X,1)
20  POKE 60,0: POKE 61,4: POKE 62
     ,254: POKE 63,7: POKE 66,1: POKE
     67,4: CALL 768: NEXT : RUN
```



Beagle Bros INDOOR SPORTS

BEAGLE BROS BULLETIN, Volume 0, Number 4½ (our 6th issue). Copyright © 1984, Beagle Bros Inc. The Bulletin is designed & written by Bert Kersey and mailed free to Beagle Bros dealers and software purchasers. Circulation now 130,000. Does anyone out there want a really good job licking stamps?



ASK UNCLE LOUIE©®™

Q. Dear Uncle Louie— I just bought 3 hamsters named Inverse, Flash and Normal. Trouble is they've made their home inside my Apple IIe. Will this cause any problems?

A. Probably not, but leave the lid off for 90 days, or you will possibly void the little critters' warranty.

Q. Dear Uncle Louie— My wife complains that I spend too much time with my Apple, and won't even talk to her or the kids anymore. She's probably right; any suggestions?

A. Turn around and acknowledge them during the slow parts of programs. Basic sort routines are perfect for this. Name tags for the kids are a good idea too.

Q. Dear Uncle Louie— When I connect my giant-screen tv to my Apple II+, the projected image comes out upside down. What would you do?

A. Turn the screen over.

ONERR TRY AGAIN

From TIP BOOK #6 (Beagle Basic)— This program puts a small patch into DOS. In the event of a DOS error (like "File Not Found"), the cursor is put back ON THE SAME LINE as the typed statement that caused the error. That way, you can immediately trace over the statement without re-locating the cursor.

```
10  POKE 42751,76: POKE 42752,240
     : POKE 42753,164
15  REM ASSUMES 48K DOS
20  FOR I = 42224 TO 42235: READ
     BYTE: POKE I,BYTE: NEXT I
30  DATA  165,37,233,4,32,91,251,
     108,94,157,0,0
```

Giving credit where credit is partially due— Don Worth and Pieter Lechner inspired us on this one. We shortened their Bag of Tricks™ tip and moved it to another DOS location so it can be used with ProntoDOS and other DOS modifications.

UNCLE LOUIE EXPLAINED

That program in Uncle Louie's caption balloon is an interesting one. Line 2 pokes in a one-byte, two-shape shape table. SCALE can be any number from 0 to 255.

The fun comes in when you change the Data statement in Line 8. Here's what the numbers mean:

0: Quit
1: Move Right without plotting
2: Move Down without plotting
3: Move Left without plotting
4: Plot Up
5: Plot Right
6: Plot Down
7: Plot Left

You can also use decimal values, like 6.5, to plot diagonally! You take it from here.



BEAGLE BULLETIN BACK ISSUES!

Forget it; back issues don't exist. There is a rumor—just a rumor—that a mint-condition Volume-0 Number-0 Beagle Bros Bulletin is for sale at The Soft Shoppe in Yuma, Arizona. Reasonably priced too—Ask for Art the Shark.

DOS 3.3 CAT POKES

These tricks from Loren Ryter are fun. If you don't agree, you shouldn't be reading this.

To make all of your catalog files to appear to be length X (0-255), do these three pokes:

```
POKE 44545,169 (was 189)
POKE 44546,X (was 231)
POKE 44547,234 (was 180)
```

To permit only file names in your catalogs, without the extra information, do these three pokes and stand back:

```
POKE 44509,76 (was 189)
POKE 44510,19 (was 200)
POKE 44511,174 (was 180)
```

This little goody will print your catalog sector numbers in hex. Show your Mom!

```
*AE04: 20 DA FD 4C 0E AE
```

(If you mess up DOS or a disk, forget where you read this.)

OUR UNSOLICITED OPINION ABOUT ProDOS™

Well, it's a big powerful DOS alright, but it's not the answer for everyone, especially (we think) the casual Applesoft programmer. Here's a quick rundown of the main advantages and disadvantages of ProDOS compared to good old DOS 3.3:

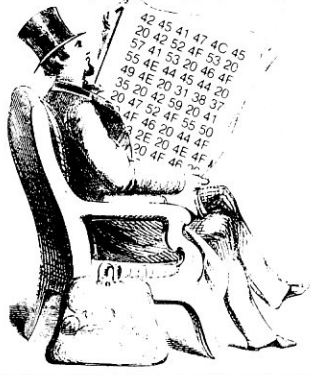
Good	Bad	You decide	
●	-	-	Addresses and lengths of files appear in catalog
-	-	●	Can't easily Load/Bload files from catalog by "cursor tracing"
●	-	-	CAT (40-column) & CATALOG (80-column) format options
●	-	-	CHAIN command works properly
-	●	-	Doesn't work with many existing programs
-	-	●	Easier to access from machine language
-	-	●	Fast disk access (but no faster than ProntoDOS)
●	-	-	Faster garbage collection
-	●	-	Fifteen-character file name limit
-	●	-	Gigantic (26K); can't be moved out of main 48K memory
-	-	●	Hard-disk compatibility
●	-	-	"-" followed by file name executes any type of file
-	-	●	More difficult for beginners to learn
-	-	●	Multi-level catalog structure
-	●	-	No FP, INT or MON/NOMON commands
-	●	-	One more doggone thing to worry about
-	-	●	Requires at least a 64K Apple
-	●	-	Spaces & special characters (#@&$/%) illegal in file names
●	-	-	Time and date-stamps files, supports clock/calendar card

DIRECT :READER

From TIP BOOK #7 (GPLE)— The direct (not in a program) command, "READ A$" gives a "Not Direct Command" error message because DOS thinks you mean "Read", as in "Read a text file", instead of "Read some data". Stick a COLON in front of "Read" for a quick fix. Type a program line like:

```
10 DATA 1,2,3,4,5,6,7,8,12
```

Now type ":READ A$: PRINT A$" a few times. It works!



EXEC BEAGLE BROS

In case you missed it, there was an eight-page write-up on Beagle Bros in the October 1983 issue of Softalk. Most of what they said is true.

VTAB 0: END?

The question is, how do you end a program with the Applesoft prompt and cursor on the top line of the screen (Vtab 1) without setting the text window? Mark Simonsen figured it out; can you?

Answer hidden on page 9.

A BETTER RND

If you're tired of Apple's sometimes repeating RND function, try peeking locations 78-79 ($4E-4F). Instead of X=INT(RND(1)*N), try this: X=INT(RND(PEEK(78)+PEEK(79)*256)*N)



BEAGLE SHIRTS

We purchased some nice custom shirts for our staff and their kids; now everybody wants one. Well, we're not in the softwear business, but since you insist—we've got **Kid's T-Shirts** (S, M or L) and **Adult's Golf Shirts** (S, M, L or XL). These are high-quality Hanes 50% Cotton/ 50% Poly shirts; ecru (beige) with a brown Beagle logo.

If you're undecided between two sizes, request the larger one. Mail $7 for each T-shirt and $17 for each Golf shirt (+$1.50 shipping, any number). Quantities are limited. Sorry, no adult's T-shirts.



Phone our toll-free order number, or buy by mail:
3990 Old Town Ave
Suite 102C
San Diego, Ca 92110

POKE 37,255

DISKQUIK

DISK DRIVE EMULATOR
by Harry Bruce and Gene Hite

$29.50 Requires Apple IIc or 128K IIe
(IIe requires EXTENDED 80-Column Card)
Supports DOS 3.3 only
Includes Peeks & Pokes Chart

An In-Memory "Disk Drive"

DiskQuik is easy to describe— It makes your Apple IIe think a disk drive is connected to Slot 3. But DiskQuik is much faster, quieter and more reliable. Enjoy the benefits of a second (or 3rd or 4th...) disk drive at less than 1/10 the price.

The Apple IIe's Extended 80-Column Card (required) holds about HALF as much data as a 5¼" floppy disk.

Normal Commands and Procedures

All normal Applesoft and DOS commands, except INIT,* are in effect once DiskQuik is loaded. For example, "CATALOG, S3" catalogs files in RAM (Slot 3). "CATALOG, S6" displays your normal disk catalog. Files may be transferred between RAM and normal Apple floppy disks with FID or normal DOS commands.

*INIT is temporarily replaced by a DiskQuik "WIPE" command which, in effect, clears Slot 3's memory. INIT may be re-instated at any time.

Silent and Fast

Since no moving parts are involved, DiskQuik operates silently and at superhigh speeds. For example, **Brunning FID takes 2 seconds** instead of the normal 6. A catalog will fill the screen in under a second. See it to believe it.

Ready When You Are

DiskQuik has many uses. For example, load often-used files like FID into memory when you boot, so they are always available when you need them. Access these files just as you would from disk ("BRUN FID, S3" for example). Swap files from RAM onto disk and vice versa, just as if a disk drive were connected to Slot #3.

Friendly and Compatible

DiskQuik is compatible with Apple IIe 80-column display, ProntoDOS, GPLE, Double-Take, and all normal Applesoft and DOS commands and procedures. DiskQuik will not interfere with IIe Double Hi-Res graphics.

Bonus Utilities

DiskQuik comes fully equipped with a set of menu-selectable utilities for mass transfer of files between RAM and floppy disk, "write-protecting" RAM, toggling DiskQuik's sound effects (an optional click that acts as an "In Use" signal), and more.

DOS BOSS

DISK COMMAND EDITOR
by Bert Kersey and Jack Cassidy

$24.00 Compatible: Apple II, II+, IIe, IIc, DOS 3.3
Includes Peeks & Pokes Chart and Apple Tip Book #2

DOS Boss is a classic utility disk that you will use and *enjoy*. Applers around the world are using DOS Boss to learn about their Apple, customize their systems and truly personalize their personal computers.

Rename DOS Commands

For example, change "Catalog" to "Menu" or even "M" to save keystrokes. Or change "Save" to "Keep", or "Load" to "Ribbit", to protect programs. Use your imagination; only you will know *your* commands.

To make a change, simply Run DOS Boss, select the command you want changed (say "Catalog"), then enter your new command word (say "Cat"), and that's it! Other DOS changes are made with equal ease—

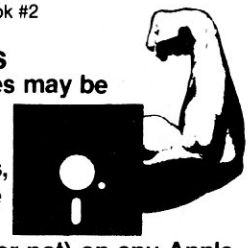
New Error Messages

DOS's "Syntax Error" can be renamed "Cannot Compute" or "Try Again!"; or "Disk Full" can be "(Burp!)"; or just about anything you want.



Save-Protect Programs

By manipulating DOS, you can make any unauthorized attempt to save one of your programs halt and produce a "Not Copyable *(beep!)*" message. Easy-to-follow instructions, a strong DOS Boss feature, are included for this and other "snoop-prevention" techniques.



DOS Boss's change features may be appended to any or all of your programs, so that anyone using your disks (booted or not) on any Apple will be formatting DOS the way YOU designed it.

Customized Catalogs

Why not replace Apple's unnecessary DISK VOLUME heading with your own disk number, title or name? You can with DOS Boss! Include or omit the volume number, as you choose.

Convert catalogs to 2 or 4 columns so that all of your file names appear on the screen at once. Omit or alter sector numbers and language codes too.

One-Key Program Selection

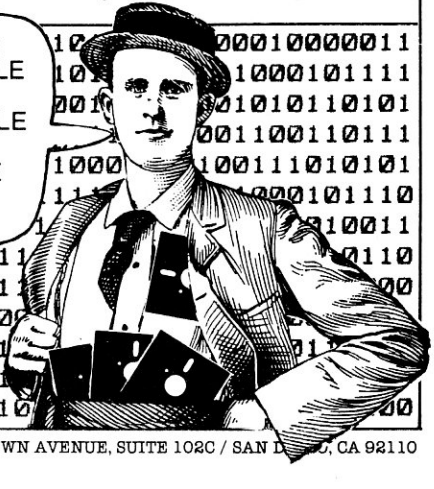
DOS Boss's *Key-Cat* simplifies Apple program selection. A single letter will appear next to each file name in your catalog. Pressing the corresponding key will Run, Brun or Exec the chosen program for you automatically. Key-Cat operates with any length catalog and reports Space-On-Disk at the touch of a key.

Plus Apple Tip Book #2

Beagle Bros is big on documentation; with DOS Boss you receive DOS Boss instructions, clearly-written from a beginner's viewpoint, plus easy-to-understand discussions of how and why each DOS Boss feature works.

MORE TIPS TOO: Info on using both sides of your disks, maintaining your drives, sorting words, poking around in DOS, storing disks, 3.3 vs. 3.2...

SOFTWARE DEALERS MAY PURCHASE BEAGLE BROS PRODUCTS DIRECTLY FROM BEAGLE BROS (619-296-6400) OR FROM **ANY** APPLE SOFTWARE DISTRIBUTOR.



FATCAT

DISK LIBRARY DISK
by Alan Bird

$34.95 Compatible: Apple II, II+, IIe, IIc
Reads both DOS 3.3 *and* ProDOS disks
Includes Peeks & Pokes Chart

NEW!

Organize Your Disk Library

Fatcat will read all of your library's DOS 3.3 and ProDOS file names into one or more "Master Catalog" files, for sorting, searching and printing. A Master Catalog may be updated at any time by simply reading in new or altered disks.

Find Files Fast

For example, find and print out all file names containing the letters "APPLE", or find and list all of the *Text* files or *Applesoft* files in your entire library. Search by file description or disk title too. For example, have Fatcat print an alphabetized list of all your "Game" disks or all of your "Financial" files.

Alphabetize File Names

Fatcat's "Sortcat" program alphabetizes your individual DOS 3.3 and ProDOS catalogs, and moves any file name to any position in that catalog. Files of all types become much easier to find.

File Comparer

Quickly compare any two Applesoft files in your library. Non-matching program lines are called out, so you will know which is the latest version. Compare Text, Binary & ProDOS files too.

Disk Volume Numberer

Fatcat lets you change the (almost) useless "Disk Volume" number that appears at the top of your DOS 3.3 catalogs. Now each of your disks will have a unique (0-255) number when it is cataloged.

Multi-Column Catalogs

Fatcat's "Verti-Cat" program will print DOS 3.3 catalogs on your printer in multiple *vertical* columns, so that file names read in order, from top to bottom, in as many columns as you like.



Mother Board
Beagle Bros Staff

FLEX TYPE

VARIABLE-WIDTH HI-RES TEXT UTILITY
by Mark Simonsen

$29.50 Compatible: Apple II, II+, IIe, IIc
70-column text requires monochrome monitor
DOS 3.3 / Includes Peeks & Pokes Chart

Combined Hi-Res and Text without Special Commands

Our favorite Flex Type feature is that you can HPLOT and PRINT on the *same screen* with no unusual commands. It's just as simple as this:

```
10 VTAB 1: HTAB 20
15 PRINT "DOGFOOD"
20 HPLOT 0, 10 TO 279, 10
```

Lines 10 and 15 print the word on the hi-res screen (looking identical to the text screen). Line 20 draws a hi-res line under the word; a few more commands could draw a box around the word, or a graph.

Character Width Control

Just as a dot-matrix printer produces compressed and expanded type, Flex Type creates the same effect on the screen—Display text in normal 40 columns, 20-column Expanded, or 56-and 70-column Condensed text (that's 7/8ths of 80-columns on any Apple, without any extra hardware). Simple control-character commands trigger the different character widths.

Normal Applesoft Does the Job.

Flex Type understands normal Applesoft Basic commands, including HOME, INVERSE, NORMAL, VTAB 1-24 and **HTAB 1 through HTAB 70.**

Flex Type also supports top and bottom text window pokes and has smooth hi-res scrolling (in both directions with Double-Take), so you can program as you normally would, but with the **ability to add text to graphics,** or graphics to text.

You can even run your existing Applesoft programs with Flex Type features. (Note: Some of your larger programs may over-write the hi-res screen. Instructions are included for getting around this.)

An Endless Cast of Characters

Upper and Lower Case may be typed in any width without extra hardware. And **every keyboard character may be redefined** as any symbol you like with Flex Type's Text Character Editor.

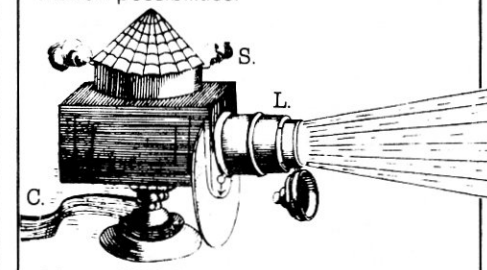
Apple's DOS TOOL KIT© fonts are supported too, letting you switch between **up to 9 FONTS in memory** at once with easy control-character commands.

FRAME-UP

PRESENTATION UTILITY
by Tom Weishaar

$29.50 Compatible: Apple II, II+, IIe, IIc
DOS 3.3 / Includes Peeks & Pokes Chart

Frame-Up is our high-speed "slide projector" utility that lets you create professional displays of intermixed hi-res, lo-res and text frames on any Apple. Frame-Up is easy-to-use and *FAST*, allowing you to load hi-res pictures from disk to the screen in just 2½ seconds! Text and lo-res frames load even faster, providing you with interesting disk-to-screen animation possibilities.



Next "Slide" Please...

You may use the Apple keyboard (*or* paddles or joystick) to change frames in forward or reverse order, skipping images if you want. Or presentations may be left *unattended*, with each frame individually timed to appear and remain on the screen from 1 to 99 seconds. The order and timing of your images may be easily (and instantly) arranged and rearranged.

A handy Text Screen Editor is included that lets you create black-and-white text frames. You can even add type "live" on the screen during your presentations.

More Pix per Disk

Up to 17 hi-res or 136 lo-res/text pages may be stored per disk. With two drives, you can double these figures without touching a disk.

Mail Your Presentations

Frame-Up's handy "Display Module" may be copied and distributed to your associates (or mailed home to Mom), so they can run your display, as you designed it, on their Apple or *any* Apple!

Easy to Use

Frame-Up features one-key commands, a bi-directional scrolling catalog, on-screen menus and a handy reference chart, which all work together to make Frame-Up simple to use and operate.

Frame-Up is ideal for store displays, presentations to the boss, club programs, trade show booths, product demos, promotions, seminars, conventions, classes, and just plain showing off your Apple.

GPLE

GLOBAL PROGRAM LINE EDITOR

by Neil Konzen

$49.95 Compatible: Apple II, II+, IIe, IIc, DOS 3.3 *and* ProDOS
Includes Peeks & Pokes Chart and Apple Tip Book #7

A "Word Processor" for Applesoft Programs

GPLE is *The* classic line editor for the Apple. It lets you edit Basic program lines *fast* without awkward cursor-tracing and "escape editing" methods. We believe every Apple should come with GPLE.

GPLE is installed in memory when you boot, remaining "invisible" to your programs and unaffected by even the most "destructive" commands, such as FP and INT. You may install GPLE in normal 48K memory or in the Language Card (built-in on all Apple IIe's).

Insert and Delete

Now you can make almost instant changes to any Applesoft or Integer Basic program line. GPLE lets you instantly jump the cursor to the change point in the line and insert or delete text. Other code in the line moves aside to make room (what you see is what you get). If you make a mistake, you can restore the line to its previous condition with a simple command.

Control-characters are easy to insert and delete too; they show up as inverse when being edited.

With GPLE, it is no longer necessary to trace the cursor to the end of the line you are editing. No matter where the cursor is, hit Return, and that line is entered into memory.

Global Search & Replace

GPLE finds any word or variable in a program *fast*, letting you change that line, delete it, or just look at it. Here are some **examples** of GPLE's Global capabilities:

- Look at all lines containing a GOSUB.
- Edit or delete all lines with a REM.
- Locate all occurrences of the variable X (in any line range).
- Replace all X-variables with ABC's.
- Quickly change all "Hello" strings to "Good-Bye's".

All Global functions may be performed on a specified range of lines or an entire program.

Definable ESC Functions

GPLE lets you define an ESC-keypress followed by any other key to perform any keyboard task. For example, **ESC 1** can catalog drive 1, **ESC L** can do a "HOME: LIST", **ESC N** could type an entire subroutine... *Anything* you want, whenever you want it.

A complete set of Escape functions is included with GPLE, pre-programmed and ready to use. Each function may be used as is, or deleted or changed whenever you like. After you create your own "Escape Table", you can save it on disk so it will be in memory the next time you load GPLE.

80-Column Compatibility

All GPLE edit and global features support Apple IIe 80-column cards *and* most 80-column cards on *any* Apple IIe, II+ or II.

Double-Take, ProntoDOS, DOS Boss, Flex Type, etc.,—and, of course, all of your Applesoft and Integer Basic programs—get along quite well with GPLE.

GPLE DOS Mover

GPLE comes with its own "DOS Mover" program that lets you move DOS to the Language Card (built-in on all IIe's) for an extra 10,000 bytes (that's 10K) of programmable memory. GPLE itself may be located on the Language Card or in Main 48K Memory.

Plus Apple Tip Book #7

Learn more about your Apple—GPLE comes with more tips and tricks from Beagle Bros, many involving GPLE. Hours of good reading and Apple experiments.

GPLE UPDATES:
Until recently, GPLE was published by Synergistic Software and sold for $64.95. It is now published exclusively by Beagle Bros for $49.95.

GPLE is basically the same program as before, but with Apple IIe/IIc/80-column compatibility. It also supports DOS 3.3 and ProDOS. For an updated version of GPLE, send your ORIGINAL GPLE DISK and $5.00 (+6% tax if California) to:

BEAGLE BROS INC.
Attn: GPLE UPDATE
3990 Old Town Avenue, Suite 102C
San Diego, California 92110



PRONTO-DOS

HIGH-SPEED DOS UTILITY

by Tom Weishaar

$29.50 Compatible: Apple II, II+, IIe, IIc
DOS 3.3 / Includes Peeks & Pokes Chart

ProntoDOS triples the speed of Apple's Disk Operating System, adds many optional DOS features, and lets you load high-speed DOS into the Language Card for 10 Extra K of valuable memory!

Here are sample ProntoDOS timings compared with normal Apple DOS 3.3:

Function	Normal	Pronto
Bload a hi-res image . . .	10 sec.	3 sec.
Bsave a hi-res image . . .	12 sec.	6 sec.
Load 60 sectors	16 sec.	4 sec.
Save 60 sectors	24 sec.	9 sec.
Bload language card . . .	13 sec.	4 sec.
(Text Files: no change)		

INIT New Disks or Update Old Ones

New, unprotected, high-speed disks (as many as you want), are created with the normal INIT command. Or your existing disks may be *updated*, with all data remaining intact. Booting ProntoDOS or any of your updated disks automatically installs high-speed DOS in your Apple.

Pronto DOS-Mover

ProntoDOS's "DOS-Up" program moves DOS to your Apple II or II+'s Language Card (RAM Card) or Apple IIe standard high-memory, freeing up a whopping 10,000 EXTRA BYTES (that's 10K) of programmable memory space.

TYPE Your Text Files

ProntoDOS allows you to add a handy new "TYPE" command that reveals the contents of your Text Files. For example, the command "TYPE INFO" will print all text (to screen or printer) stored in the Text File named "INFO". **See the tip on page 8 regarding Random Access files.**

More Data per Disk

ProntoDOS gives you *15 extra sectors* of disk storage space— almost one full track of data! This is space normally wasted by Apple DOS.

New DOS Features

With ProntoDOS in memory, all disk catalogs will optionally feature a Free-Space-On-Disk display, every time you Catalog; a great benefit. ESC can be designated to escape from a file being Read or Exec'd. Control-C will cleanly exit from the middle of a long catalog...

ProntoDOS is compatible with *all* DOS Commands, GPLE and most of your (and our) unprotected programs.

TIP DISK #1

100 TIP BOOK TIPS ON DISK
by Bert Kersey

$20.00 Compatible: Apple II, II+, IIe, IIc
DOS 3.3 / Includes Peeks & Pokes Chart
AND Apple Command Chart

Tip Disk #1 is a big diskfull of Apple programs of all kinds. Everything from a word-list alphabetizer to fun with numbers to hi-res screen trickery.

And best of all, you don't have to type all of those programs from the early Beagle Bros Apple Tip Books. Here they are, typed *for* you, tested and ready to run—There are **100 programs total;** from Tip Books 1, 2, 3 and 4.

Many of these programs are useful, while a few are totally useless (but entertaining). *All* are interesting, LIST-able and COPYA-ble. And each program teaches another elusive fact about making your Apple do one of its multitude of things.

Also included on Tip Disk #1 is a fascinating collection of Apple "Two-Liners", clever little programs from our customers around the world (and elsewhere).



(an unsolicited endorsement)

Free COMMAND CHART with each Tip Disk #1

Each Tip Disk #1 comes with a free Peeks & Pokes Chart (of course) *and* an 11" x 17" APPLE COMMAND CHART, an alphabetical listing of all Applesoft, Integer Basic & DOS commands and their functions, typeset and printed on heavy-duty stock. Now you can see *all* commands at a glance and experiment with ones you maybe never new existed.



PHOTO FACTS:

Q. Regarding the Beagle staff photo in the October 1983 Softalk, page 67: (1) What is that thing around Jack Cassidy's leg? (2) Is that a bent tennis racket on the wall? (3) Why do all three clocks say the same exact time?

A. (1) A leg iron. (2) Yes. (3) They are extremely accurate.

SILICON SALAD

INCLUDING TIP DISK #2
by Bert Kersey and Mark Simonsen

$24.95 Compatible: Apple II, II+, IIe, IIc, DOS 3.3
Includes Peeks & Pokes Chart AND Apple Command Chart

Silicon Salad has something for everyone (except folks without Apples). First of all, it's a disk, not a salad. Like Tip Disk #1, this disk has Apple Tip Book Tips, and then some. Take a look:



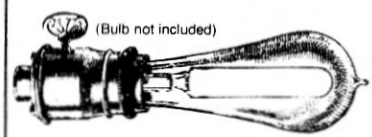
MORE TIP BOOK TIPS

Silicon Salad has all of the programs from these recent Beagle Bros Tip Books:

Tip Book #5 (Apple Mechanic)
Tip Book #6 (Beagle Basic)
Tip Book #7 (GPLE), and
Tips & Tricks Chart #1 (Double-Take)

Here is just a small sample of what you get in the way of Tip Book programs:

- A hi-res **Text Imprint** routine that takes *anything you print* on the 40-column text screen and imprints it instantly, pixel-for-pixel, onto the hi-res screen.
- A routine that lets you **Brun Hi-Res** pictures (instead of Bload). The single command, "BRUN picture", will cause the image to appear on the page you specify, automatically revealing that page with the screen split or full. The page and split/full-screen commands are invisibly imbedded in your hi-res picture.



- An Applesoft **Error Trapper** that lists the offending program line and highlights the illegal statement.
- A super-fast **Word Alphabetizer**. Beagle Bros held a contest last year for the fastest Basic sorter, and this one won.
- A 40-column **Text Formatter** that transfers anything and everything on the text screen into Applesoft Print statements that can be added to your programs.
- **Beagle Blackjack!** Written in Applesoft, and just as much fun as the real thing. People have fun customizing this one.
- A **Help Screen** trick that lets you store menus and such on text Page 2.
- **Plus** (of course) much more!

TWO-LINERS TOO

It seems like the Applesoft Two-Liners just keep getting better. These little gems, mailed in to Uncle Louie by Beagle Bros customers from around the world, can teach you a bunch about programming efficiently in Applesoft. At the Very least, they are all Very entertaining.

BONUS UTILITIES FROM THE BEAGLE ARCHIVES!

Mark Simonsen and Bert Kersey started digging around in the Beagle Bros back-up vault and realized they had all kinds of "mini-utilities" that hadn't been used on any Beagle disk before. These programs have all been re-worked and polished to Beagle Bros standards and tossed into Silicon Salad.

DISK SCANNER: This machine language program scans a disk, looking for and reporting flawed sectors. Bad sectors, if any, are automatically "sealed off" so your programs won't try to use them.

KEY-CLICKER: This one makes your Apple emit a faint click with every keystroke (you define the click). Many computers use this feature.

DOS-KILLER: You only need DOS on disks that you are going to boot. This program removes DOS to create "data disks". The best part is that you gain 32 more free sectors of space.

TWO-TRACK CAT: Normally you can only store 105 files on a disk. Now you can store twice that many!

PROGRAM SPLITTER: Is hi-res in the way of your Applesoft programs? Use this routine to make programs "jump over" either or both hi-res pages, and make the most efficient use of memory.

UNDELETE: Reveals and undeletes accidentally Deleted files. This one could prevent a bundle of trouble.

THAT'S NOT ALL

But that's all we're going to tell you about.



UTILITY CITY

21 UTILITIES ON ONE DISK

by Bert Kersey

$29.50 Compatible: Apple II, II+, IIe, IIc. DOS 3.3
Includes Peeks & Pokes Chart and Apple Tip Book #3

Utility City is twenty-one useful and entertaining Apple utilities, programmed in the Beagle Bros style by the Beagle boss himself, Bert Kersey.

Take a look at U-City's programs. Each one works like a charm, but— in case you're interested— you can *change* each program to fit your needs. Or simply *study* each one to see what makes it tick. Unlocked software is the only way to fly.

The Programs

BIGLINER: Renumber program lines to 65535 making them inaccessible. Protect your copyright messages or subroutines.

FILENAME ZAP: Create trick file names; inverse, flash, mixed and/or *invisible;* to make files inaccessible or to dress up your catalog displays.

SCREENWRITER*: Compose and format Apple text layouts (title pages, menus, displays, etc.) on your monitor. Type directly in inverse, flash, normal and upper/lower case. Words may be moved; centered or flush left or right. Move entire blocks of copy too. Print your finished layouts or store on disk.

*No relation to Sierra On-Line's *SCREENWRITER II* (an *EXCELLENT* Word Processor, by the way).

MULTI-CAT: Send long catalogs to your printer or CRT in multiple columns (3, 4, 5...) and in any column-width (40, 60, 80...). Sector numbers and file-type codes may be included or omitted.

TEXT DUMP: Transfers any 40-column text screen to your printer. Use alone or append to your programs.

SORTFILE: Sort, store and update simple one-field lists on disk. Listable, customizable, and expandable.

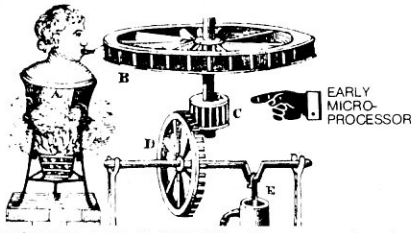
RUN COUNTER: Appended to Applesoft programs. Posts on the screen the number of times a program has been Run, each time it's Run.

DATE COUNTER: Similar to Run Counter (above)— reports the last DATE an Applesoft program was Run.

REM ZAP: Makes Rem statements temporarily inverse in your program listings. Just a gimmick, but an interesting one. (Beagle Basic has a *real* Rem inverser.)

LINE SEARCH: Find program lines in memory for program repair or "illegal" alteration. Supports hex and decimal.

KILL-CAT: Lets control-C (or any key you choose) make a clean break in long disk catalogs.



DOUBLE LOADER: Run any Applesoft file while your current program stays intact (no need to save, load and re-load).

CONNECT: Append programs together or attach subroutines to programs without retyping them.

KEY-CAT: Select and run programs from catalog with one keystroke (no need to type file names). Features an instant Space-On-Disk report too.

INT CONVERTER: Convert Integer Basic programs to Applesoft. Integer Basic language is required.

HEX/DEC/BIN CONVERTER: Convert from or to hex while your current program stays intact. Reports positive & negative decimal values as well as hex.

COMMAND ZAP: Put invisible functioning Applesoft commands into your listings (for program protection) and create attractive flush left List headings.

CHR$ POKER: Find locations and values for poking characters onto the screen. An interesting teaching tool.

BFIND: Reports the most-recently bloaded binary file's start address and length in hex and decimal. An Exec file; no need to save and re-load.

Utility City's XLISTER

XLISTER: Convert your normally confusing Applesoft listings into a set of clear step-by-step instructions. After loading your program, just type "Exec Xlister" to list all or part of a program. Each program statement appears on a new line, properly spaced in the chosen column-width. Every statement following an IF is called out. For-Next loops are indented ala Pascal. Xlister is useful for de-bugging or for making archive printouts (with *page breaks)* of your finished work.

Normal Listing:

```
10  REM U-CITY XLISTER DEMO
15  GR : HGR : HOME
20  FOR X = 20 TO 279 STEP 20: FOR
     Y = 20 TO 191 STEP 20: HCOLOR=
     3: HPLOT X,Y: IF X = 180 - Y
      THEN F = 2: HPLOT X - F,Y TO
     X + F,Y: HPLOT X,Y - F TO X,
     Y + F
30  HCOLOR= 6: IF X = 100 OR Y =
     100 THEN  HPLOT X - 10,Y - 1
     0: HPLOT X + 10,Y + 10
40  NEXT Y: HTAB 1 +  INT (X / 7)
     : PRINT  INT (X / 20); SPC(
     2): NEXT X: PRINT : HTAB 15:
      PRINT "END OF TEST";
```



Use XLISTER for de-bugging, or for archive printouts (with Page Breaks) of your finished programs.

Note: Another re-formatted list utility is featured on our DOUBLE-TAKE disk (page 7). Double-Take's "New List" routine is much faster than Xlister, but does not feature page breaks and indented loops.

Below is a demo program "Xlisted" in 40 columns (you may select *any* column-width.)

NOTICE THE FEATURES—

a. Each program statement appears on a new line, thus unscrambling the listing.

b. The asterisks indicate that a statement will be executed only if the "IF" is true.

c. Each For-Next loop is indented. The example contains a nested loop with double indentation.

Xlisting:

```
----------------------
10    REM U-CITY XLISTER DEMO
----------------------
15    GR
    : HGR
    : HOME
----------------------
20    FOR X = 20 TO 279 STEP 20
    :   FOR Y = 20 TO 191 STEP 20
    :     HCOLOR= 3
    :     HPLOT X,Y
    :     IF X = 180 - Y THEN F = 2
  * :     HPLOT X - F,Y TO X + F,Y
  * :     HPLOT X,Y - F TO X,Y + F
----------------------
30        HCOLOR= 6
    :     IF X = 100 OR Y = 100 THEN
            HPLOT X - 10,Y - 10
  * :     HPLOT X + 10,Y + 10
----------------------
40      NEXT Y
    :   HTAB 1 + INT (X / 7)
    :   PRINT INT (X / 20); SPC( 2)
    : NEXT X
    : PRINT
    : HTAB 15
    : PRINT "END OF TEST";
```

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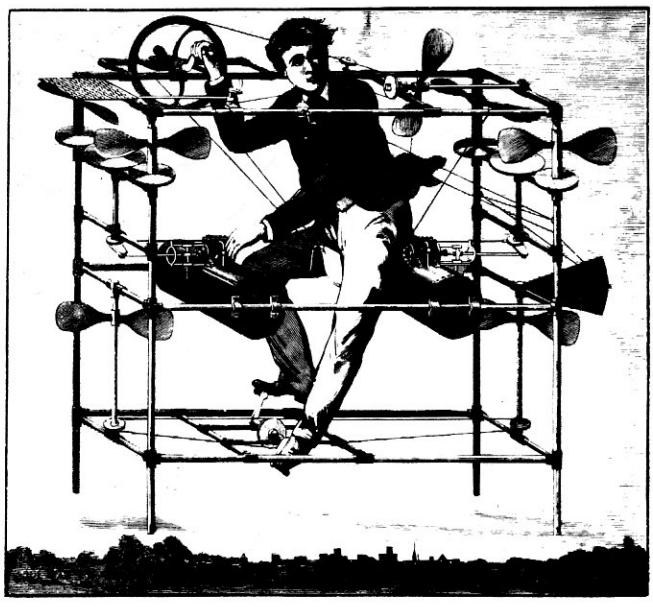
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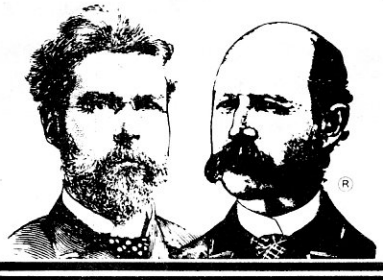


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