

A P P L E



FALL 1980

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Published by
Apple Computer Inc.
10260 Bandley Drive
Cupertino, California 95014
(408) 996-1010

INTRODUCTION

When Apple introduced the first mass-market, personal computer in 1977—the Apple II—many of us recognized that it would change the way people lived and worked. Of course, we knew this revolution wouldn't happen overnight. It would depend to a large extent on the availability of software—good, reliable, easy-to-use software that answered people's real needs.

So Apple has strived, over the years, to develop and bring you the kinds of software you want. Software as useful as Apple Writer and Apple Plot, as needed as Apple Pascal and Apple FORTRAN, as versatile as Apple PILOT and The Shell Games. And whether for business, education, scientific/industrial, or entertainment applications, Apple software has always been marked by its high quality and excellent support.

But people's needs are extremely varied. And developing software to address all those needs is an enormous task, requiring the contributions of many different people and companies. Apple wants to encourage these independent contributions. We also want to help spread the word about existing software which—even though it may not have been developed by Apple—is so well done, or fills such a need, that more people ought to know about it.

And that's how Special Delivery Software came to be—a way to select and distribute good software directly to you, the Apple owner.

This first catalog was put together to spotlight some well-done, fairly-priced programs that can help you get greater value from your Apple computer system. Each program has been carefully selected for applicability, quality, and ease of use. Above all, we've insisted on software that could stand by itself to be put to work immediately—without requiring any special training. Software, in other words, that has its own "special delivery"—the ability to make itself useful fast. Special Delivery Software also stands for the way we've tried to make ordering uncomplicated and especially quick for you. And once you've become a customer, you'll automatically be notified about each upcoming issue of the catalog.

There's another reason behind the catalog, too, an important one. If you've written software with the same high, professional quality of these programs, we'd like to have a look at it and possibly include it in a future edition of Special Delivery Software. It makes no difference whether you're a software professional, or an amateur with a good idea. What interests us is the quality and potential application of your software to other Apple users.

Your program could prove valuable to thousands with similar needs. And Apple would like to make it available to every one of them.

Every program in this catalog won't apply to everyone. And considering the quantity and variety of good software that's still largely unknown, we realize that we've barely scratched the surface. However, we intend to expand the coverage and number of products contained in the catalog, and are confident that future issues will address an ever broadening audience of Apple computer users.

Apple's personal computers have brought value and enjoyment to thousands of people. We think they'll continue to be valued and enjoyed for a long time to come, primarily because of all the excellent software being developed for them. But the future is in your hands, the creators and buyers of quality applications programs. We think Special Delivery Software will help.



PERSONAL FINANCE

Wonder where the money went? Personal Finance Manager is an easy-to-use, family budget management program that puts important financial information at your fingertips. It helps you keep better records of expenditures, analyze your spending patterns, validate checkbook statements, and maintain tax records. And you don't need any special expertise to use it, either.

With Personal Finance Manager you can organize your family's finances so they make sense, while at the same time sparing yourself the clutter and confusion of paperwork. On a single diskette, you can store a full year's worth of family financial records (200 entries a month for 12 months)—including detailed information on all check transactions, deposits, cash and credit card expenditures. You can even classify expenditures as tax deductible, consolidate the information for easier itemization when filing taxes, and "roll over" automatically to the next year.

Personal Finance Manager:

- lets you define or modify up to 24 budget categories... *so you can compare spending habits (by cash, check, or credit cards) with budget limits you've set;*
- lets you define or modify as many as 12 credit card expenditure accounts... *so you know instantaneously just how much money you owe;*
- provides monthly and year-to-date summaries of expenditures... *so you can tell at a moment's glance how realistic your budget is;*
- plots budget category activity, *providing quick graphic comparisons of dollar amounts;*
- lets you print out information at the touch of a key... *so you can take your financial records to the bank, the IRS, or wherever they're needed.*

Keeping a budget that works is not just a matter of motivation—it's based on your need to access and maintain financial information easily. Personal Finance Manager lets you do exactly that.

Using the program's *Enter Data* option, you can add or modify financial transactions—such as cash and credit card expenditures—quickly and easily. The *Data Search/Sort* option provides simple listings of monthly budget entries you specify, such as all tax deductible expenditures for any particular quarter. This is extremely useful when you file taxes, for example, because it allows you to quickly isolate the information you need.

Another helpful option, *Reconcile Checkbook*, lets you account for all checking account transactions that appear on your bank's monthly statement. The program will indicate the amount of any discrepancy it detects, helping you determine the source of the error.

Budget Category Summary lets you analyze the status of any budget area you've defined. Three different summaries are available, two of which can be plotted as low-resolution graphs. *Credit Account Summary* works in a similar fashion, providing summaries and graphic presentation of defined credit accounts so you can readily analyze your charging habits.

In addition, a *Status Report* option shows you the amount of monthly disk space you've used, and lists the existing number of budget categories and defined credit accounts. The *Initialization* option lets you clear your Personal Finance Manager diskette of old financial records, and *Quit* allows you to exit the program without erasing any of your files.

Personal Finance Manager is written in Applesoft BASIC. To use it, you'll need:

- an Apple II Plus with 48K bytes RAM; or
- an Apple II with 48K bytes RAM and an Applesoft Firmware Card; or
- an Apple II with the Apple Language System.

Plus:

- Auto-Start ROM;
- an Apple Disk II with controller (16-sector PROMs);
- a video monitor or television.

With the Personal Finance Manager package, you'll receive: 1) Personal Finance Manager program diskette; 2) instructions.

Order Number: C2H0001

Price: \$75.00

MANAGER

INVESTMENTS

```
*****
APPLE JC PERSONAL FINANCE MANAGER
*****
(C) COPYRIGHT, 1980
APPLE COMPUTER INC-SOFTWARE CONCEPTS
*****
CHOOSE ONE OF THE FOLLOWING OPTIONS:
<1> ENTER DATA
<2> SEARCH/SORT/EDIT DATA
<3> RECONCILE CHECKBOOK
<4> BUDGET CATEGORY: DEFINITION
<5> BUDGET CATEGORY: SUMMARY
<6> CREDIT ACCOUNTS: DEFINITION
<7> CREDIT ACCOUNTS: SUMMARY
<8> STATUS REPORT
<9> INITIALIZATION
<10> QUIT
WHICH OPTION WOULD YOU LIKE ? 2
```

Main Menu

```
***** BUDGET CATEGORY SUMMARY *****
CHOOSE ONE OF THE FOLLOWING OPTIONS:
<1> SUMMARY OF ALL BUDGET CATEGORIES
    IN A SPECIFIC MONTH
<2> SUMMARY OF A SPECIFIC BUDGET
    CATEGORY FOR THE WHOLE YEAR
<3> FULL YEAR BUDGET REVIEW
<R> RETURN TO MAIN MENU
WHICH OPTION DO YOU WANT ? 1

*****
* CURRENT BUDGET CATEGORY ID'S:
* CC
*****
```

Budget Summary Graphics

GEOMETRY & MEASUREMENT

Studying angles and circumferences? Try sharpening your understanding with these effective Geometry and Measurement Drill and Practice programs.

Recommended for students in junior high school and above, the programs test users on areas, perimeters, lengths, angles, polygons, volumes, circles—even on clock time intervals. Material is presented on two separate diskettes, or “volumes,” one elementary and one advanced.

You learn fast, because Geometry and Measurement Drill and Practice uses your Apple’s high-resolution graphics to emphasize key points, and provides short explanations to help you when you get stuck. And, since you select the drills you want from a menu of options, the program is easy to use, too.

The Geometry and Measurement Drill and Practice program also:

- provides study information, drill options, and correct answers... *so you can use the program as a comprehensive learning tool;*
- lets you select the number of problems you want to attempt... *so you control the time you spend on any single drill;*
- summarizes the number of correct answers on your first and second tries... *so you can judge your progress.*

It’s simple to use Geometry and Measurement Drill and Practice. For instance, suppose you choose the Volume 1 diskette. Its main menu lists the drills focusing on polygons, lengths, perimeters and areas, and clock time. To choose any drill, just type its menu number on your Apple keyboard.

Let’s say you choose the Polygon Drill. You can specify the polygon you’d like to be tested on—triangles, for instance—and the number of problems you want to attempt. When you’ve finished with the drill, your results will be automatically tabulated,

summarizing how well you did. Then you’ll be able to: 1) repeat the same type of drill (but with different questions); or 2) return to the main menu to try a different type of drill; or 3) stop the program.

The more advanced Volume 2 programs include drills on circles, angles, perimeters/areas, and volumes/areas. If you make a mistake on your first attempt to answer a question, the program provides more assistance.

Geometry and Measurement Drill and Practice is written in Applesoft BASIC. To use it, you’ll need:

- an Apple II Plus with at least 32K bytes RAM; or
- an Apple II with 32K bytes RAM and an Applesoft BASIC Firmware Card; or
- an Apple II with the Apple Language System.

Plus:

- Auto-Start ROM;
- a video monitor or television (black & white, or color);
- an Apple Disk II with controller (16-sector PROMs).

With the Geometry and Measurement Drill and Practice package, you’ll receive: 1) Geometry and Measurement Drill and Practice program diskettes (Volumes 1 and 2); 2) user instructions.

Order Number: C2E0002

Price: \$50.00

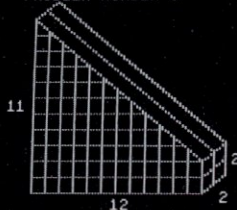
GEOMETRY AND MEASUREMENT MENU OF AVAILABLE PROGRAMS

GEOMETRY AND MEASUREMENT MENU OF
AVAILABLE PROGRAMS
VOLUME 1, VERSION 1
1 POLYGON DRILL
2 LENGTH DRILL
3 EASY PERIMETER/AREA DRILL
4 CLOCK DRILL

TYPE THE NUMBER OF THE PROGRAM YOU
WANT TO RUN (TO END OR SEE
DESCRIPTIONS TYPE 0)

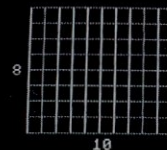
Volume 1 Main Menu

PROBLEM NUMBER 3



WELL, WHAT'S YOUR NEW ANSWER? ■

High-Res Graphics
Used in Volume Drill



WHAT IS THE PERIMETER?34
NOPE!
I'LL ADD DIMENSIONS TO HELP YOU.
PRESS SPACE BAR TO CONTINUE

Hi-Res Graphics Used in
Perimeters/Areas Drill

GALACTIC WARS

Man your battle stations! Galactic Wars is a captivating game of strategy and skill that demands your boldness and cunning. As commander and warrior, you'll position baseships, build your fleet of fighter craft, and try to outmaneuver and outshoot your opponent in battle. With bravery and persistence—and if The Force is with you—you may ultimately capture the enemy's capital star system, establishing your supremacy in the galaxy.

Galactic Wars:

- allows you to start playing with small, medium or large fighting forces ... *so you control the approximate length of the game;*
- offers a pre-game training mode ... *so you can improve your fighting skills before entering the game's battle phase;*
- lets you save games in progress ... *so you can resume play at your convenience.*

Galactic Wars requires two players, teenage or older. It pits two long-standing, outer space foes—the Centrons and Krillians—against each other in tactical combat. The object of the game is to capture your opponent's capital star system.

Each player defends his own capital, while trying to capture his opponent's. When taking the offensive, you try to advance your baseships and fighters toward the "enemy's" capital system, occupying sectors of the galaxy as you proceed. This is the strategy phase of the game, played on a multi-colored mapboard of the galaxy. It is most fun when played using a color television or monitor.

The battle phase begins when a sector is occupied by opposing forces. Two rival fighter craft at a time are matched in laser combat (on a 3-D-like, star-studded, high-resolution screen). Success depends on your shooting skill and the size of the fighter craft fleet you already have garrisoned in the sector. As you swallow up more and more sectors and zero in on the enemy capital, control of the galaxy becomes yours!

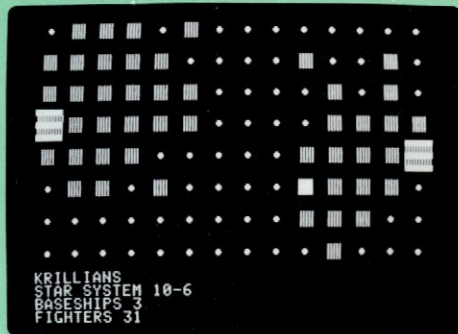
Galactic Wars is written in assembly language. To use it you'll need:

- an Apple II or Apple II Plus with minimum 32K bytes RAM;
- an Apple Disk II with controller (16-sector PROMs);
- Auto-Start ROM;
- a video monitor or television (color recommended).

With the Galactic Wars package, you'll receive: 1) Galactic Wars program diskette; 2) instructions.

Order Number: C2H0003

Price: \$35.00



Strategy Phase Mapboard



Battle Phase Hi-Res Screen

PASCAL ANIMATION

Has the trick of animation been eluding you? Or are you just tired of programming high-resolution shapes in cumbersome assembly language? With the Pascal Animation package you can produce exciting, animated graphics as quickly and as easily as text.

Add life to your graphics! The Pascal Animation Package lets you develop distinctive fonts of graphic shapes or pictures—a horse font, for instance, with stop-action pictures of a horse in various stages of running—then string these “snapshots” together in sequences that mimic movement. This approach also allows you to build a library of useful shapes that can be accessed quickly and used over and over again in your animations.

The Pascal Animation Package:

- lets you use Pascal to write and manipulate programs with complex, animated graphics... *so you save time developing software;*
- allows you to print out high-resolution shapes at text speed... *so you're able to create animations that behave more smoothly and realistically;*
- provides a ready-made, efficient way to create libraries of shapes, many of which can be animated with the same movement codes... *so you reduce software development costs, and manage animation projects more efficiently;*

The Pascal Animation Package uses a special-developed, binary input/output system (BIOS) that knits the Apple's high-resolution screen to its text facilities. This innovation allows you to create a set of images—the shapes of a bird in flight, for example—and treat it exactly like a character font.

In other words, if you let “A” correspond to the bird's “wings up” and “B” to its “wings down” shapes, a Pascal program that printed A, then B, then A, then B (and so on) would result in a bird flapping its wings—slowly or quickly, as wished. Intermediate images could also be added, to make the motion as smooth as desired.

The Pascal Animation Package contains a number of programs, all extremely helpful for programming animated graphics. The Animation program—provided in source code—lets you do character cell animation under control of the Apple's HIRES1 programmable character generator. Seven demonstration programs—provided in source code—are also included in the Pascal Animation Package to illustrate the simplicity and flexibility of Animation.

Another program, “Charedit,” is a fast, powerful, high-resolution character editor which you can control either with your Apple's keyboard or game paddles. Teamed up with Animation, “Charedit” lets you use a variety of dramatic animation techniques.

Also included in the package are: two Pascal source programs that provide string to numeric conversions (either real or integer); source code examples showing how to interface the Apple Graphics Tablet to Pascal programs; and a helpful assembly language routine that lets you use Apple's Communications Interface Card to achieve bidirectional (full duplex) communications from Pascal. Detailed source code has been provided in lieu of extensive documentation.

To use the Pascal Animation Package, you'll need:

- an Apple II or II Plus with 48K bytes RAM;
- the Apple Language System;
- a video monitor or television;
- an Apple Disk II with controller (16-sector PROMs).

With the Pascal Animation Package, you'll receive: 1) two Pascal Animation Package diskettes; 2) user instructions.

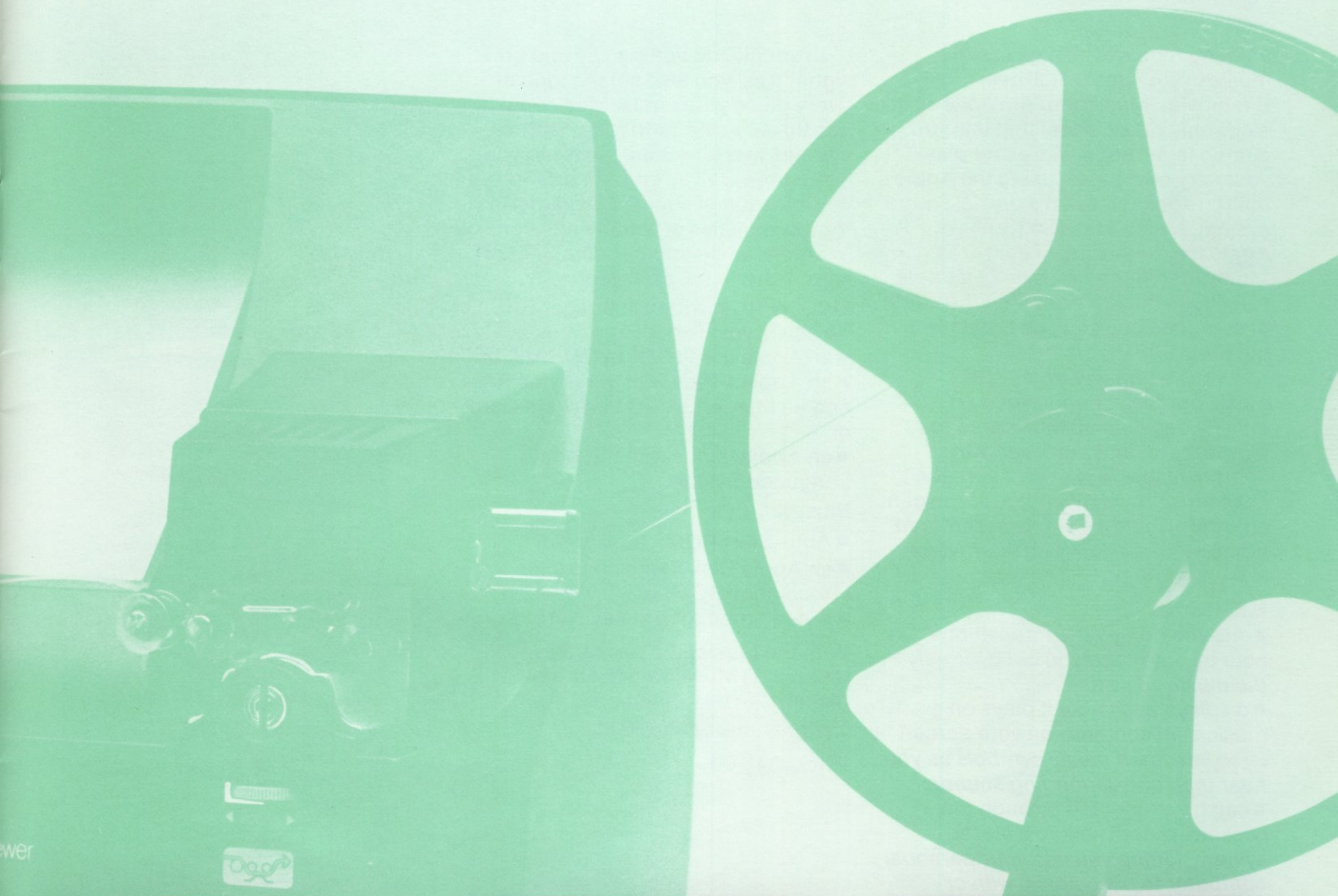
Order Number: C2B0001

Price: \$75.00



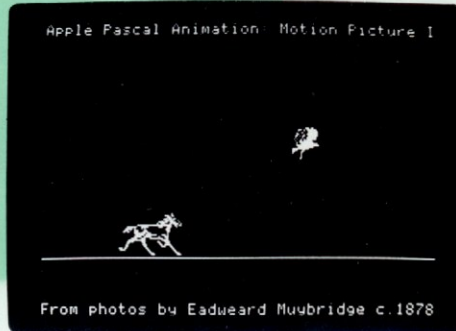
Dual Master Eight Editor V

PACKAGE

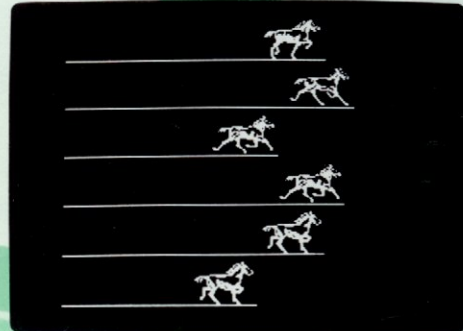


```
File: C, S, N, L, R, C, T, D, 0 [C.2]
HIRE$1
SYSTEM APPLE 3 28-Oct-79 Data
SYSTEM PASCAL 1 18-Oct-79 Data
SYSTEM EDITOR 2 4-Jan-79 Code
SYSTEM FILER 2 4-May-79 Code
SYSTEM CHARSET 2 6-Sep-79 Data
SYSTEM MISCINFO 4 11-3-Jan-80 Data
SYSTEM LIBRARY 1 1-Nov-79 Data
SYSTEM SYNTAX 1 18-Apr-79 Text
CHAREGIT CODE 1 26-Feb-80 Code
ANIMATION TEXT 1 1-Nov-79 Text
HANDOMO TEXT 1 1-Nov-79 Text
TROT TEXT 1 1-Nov-79 Text
RACES TEXT 1 6-Nov-79 Text
MOVIE TEXT 1 6-Nov-79 Text
BIRD TEXT 1 6-Nov-79 Text
MAXWELL FONT 1 4-Sep-79 Data
HORSE 1 FONT 1 4-Sep-79 Data
HORSE 2 FONT 1 4-Sep-79 Data
BIRD 1 FONT 1 4-Sep-79 Data
BIRD 2 FONT 1 4-Sep-79 Data
< UNUSED > 2 0-Nov-79 Data
20/20 files, 2 unused, 2 in largest
```

Pascal Animation Package Main Menu



Original Animation



Horse Race

MUSICOMP

Looking for a way to express the music in your soul? Roll over, Beethoven! Musicomp provides an electronic music sheet that lets you compose, arrange, store and play your very own tunes, using the Apple's built-in speaker, or an external sound system. Musicomp also turns your Apple II or II Plus into a coin-free "computer jukebox," with 24 sample selections that demonstrate the kinds of compositions you can create with the program.

If you've had any training in music or music theory, you can quickly begin using Musicomp to play, record, and edit your own compositions. And even if you don't have much musical aptitude, you can enjoy Musicomp's pre-programmed tunes, while showing off your Apple in a unique way.

Musicomp:

- lets you edit your compositions note by note... *so you get precisely the music you want;*
- displays each note it plays on a music staff centered on your screen... *so you learn music symbols as you hear their corresponding sounds;*
- can be connected through the cassette output jack to a stereo system, *letting you use your personal computer to play music, with or without adding expensive equipment.*

Musicomp's *Play* and *Create* options allow you to key in your own music, edit it, store, recall, and play it back. Use your Apple keyboard as you would a piano keyboard—over a full four-octave chromatic range.

In addition to setting key and time signatures, you also set the tone of every piece you create. Musicomp has three "voice" and four "timbre" settings that alter tone, allowing you to arrange as well as compose. One combination of settings produces a tone suggestive of woodwinds, for example, while another combination sounds like a harpsichord.

Musicomp is written in Integer BASIC. To use it, you'll need:

- an Apple II with 32K bytes RAM; or
- an Apple II Plus with 32K bytes RAM and an Integer BASIC Firmware Card; or
- an Apple II Plus with the Apple Language System.

Plus:

- Auto-Start ROM;
- an Apple Disk II with controller (16-sector PROMs);
- a video monitor or television.

With the Musicomp package, you'll receive: 1) Musicomp program diskette; 2) instructions.

Order Number: C2H0002

Price: \$45.00

*** APPLE II 'MUSICOMP' SYSTEM ***
COPYRIGHT APPLE COMPUTER INC. 1979

PLAY:

- (1) LOAD MUSIC FROM DISK
- (2) PLAY MUSIC
- (3) RETURN TO MAIN PROGRAM.

CREATE:

- (4) ENTER NEW MUSIC
- (5) EDIT MUSIC
- (6) SAVE MUSIC TO DISK

CHOOSE (1-6) ? 5

Main Menu



Press the 'esc' key for the menu.
(PRESS SPACE BAR)

Music Staff

VT100 EMULATOR

Turn your Apple into a remote timesharing terminal! The VT100 Emulator program allows you to use your Apple II or II Plus computer as a conversational terminal (with 40-character/line, uppercase-only display) on RSTS/E based, PDP-11™ systems. With this program and an Apple Communications Interface Card, your Apple computer can communicate at 110 or 300 baud with large timesharing systems, either directly or via telephone link (through an acoustic coupler).

You save money on hardware, because your Apple computer performs many of the functions of Digital Equipment Corporation's expensive VT100 terminals. And since your Apple is a powerful microcomputer, you can develop programs on it locally and reduce on-line charges. That's the kind of cost-effectiveness you just can't get with an ordinary terminal.

The VT100 Emulator also:

- automatically configures your Apple computer as a recognizable terminal to the PDP-11 system... *so you save time;*
- allows you to transfer files easily between your Apple computer and the timesharing system... *so you work more efficiently;*
- lets you use your Apple with systems having modified RSTS/E prompt sequences... *so you get greater system flexibility.*

To log on to any RSTS/E system, you must already have an account number and password for that system. The VT100 Emulator then simplifies connection procedures. A few keystrokes and a telephone call are all that's usually required.

The VT100 Emulator's helpful menu makes the program easy to use. Select Auto Set Up (option A), for instance, to configure your Apple system as a "recognizable" terminal to the host PDP-11. A series of commands automatically handles the task. Or select File Transfer (option F), to transfer files between your Apple computer and the timesharing system. The program leads you step-by-step into making your file transfers correctly.

By selecting Set Expected Prompt (Option P), you're able to change the "prompt" anticipated by your Apple, to communicate with RSTS/E systems that don't use the standard "READY" prompt. Choosing Resume Terminal Operation (option R) clears your monitor screen and returns operator control. Lastly, choosing EXIT (option E) automatically "logs off" your Apple, and terminates the VT100 Emulator program.

The VT100 Emulator program is written in Applesoft BASIC. To use it, you'll need:

- an Apple II Plus with 48K bytes RAM; or
- an Apple II with 48K bytes RAM and an Applesoft BASIC Firmware Card; or
- an Apple II with the Apple Language System.

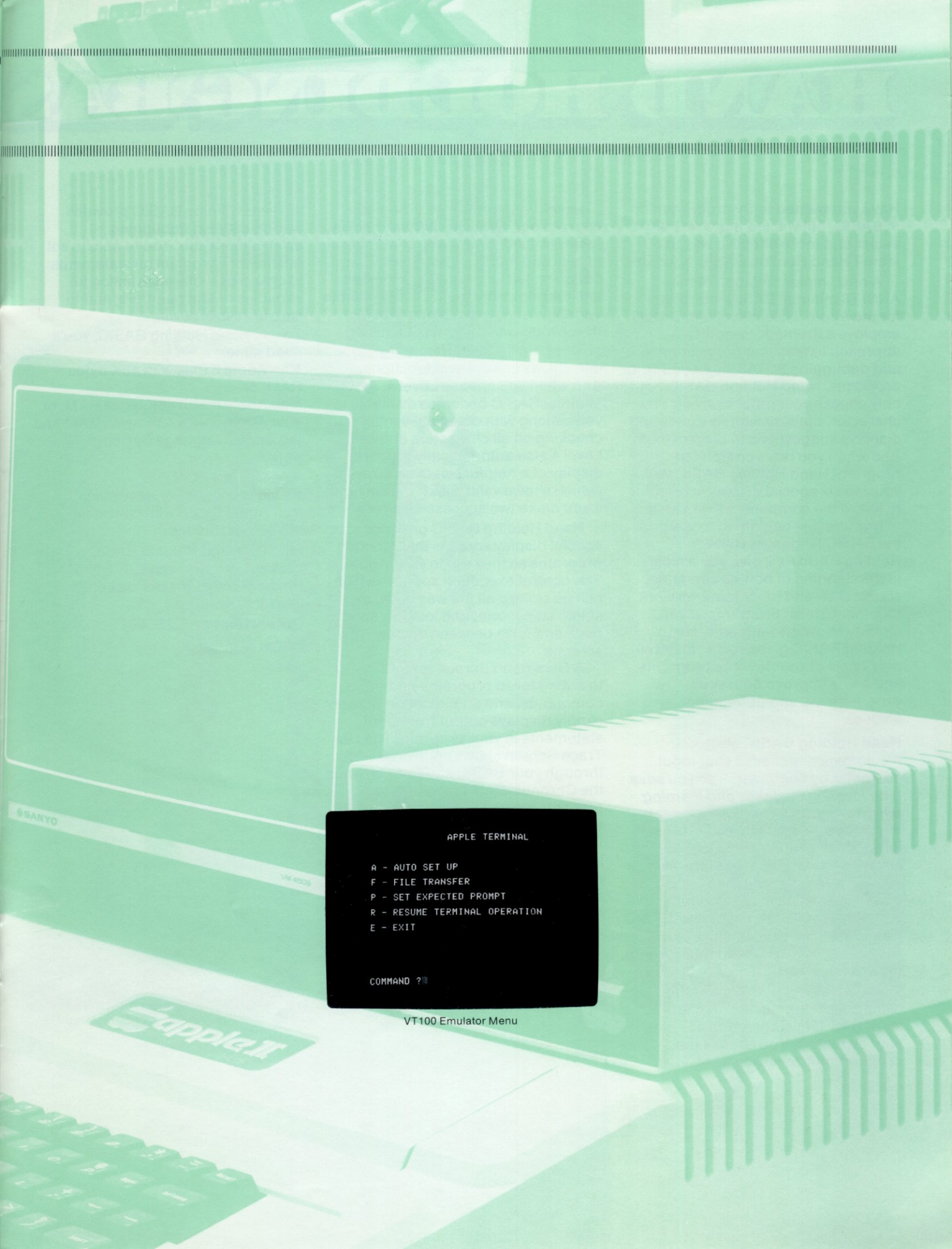
Plus:

- Auto-Start ROM;
- a video monitor or television;
- one or more Apple Disk IIs (one with controller and 16-sector PROMs);
- an unmodified Apple Communications Interface Card;
- an acoustic coupler or modem;
- an account and password for logging on to a RSTS/E timesharing system.

With the VT100 Emulator package, you'll receive: 1) VT100 Emulator program diskette; 2) user instructions.

Order Number: C2B0002

Price: \$75.00



APPLE TERMINAL

- A - AUTO SET UP
- F - FILE TRANSFER
- P - SET EXPECTED PROMPT
- R - RESUME TERMINAL OPERATION
- E - EXIT

COMMAND ?

VT100 Emulator Menu

HAND HOLDING BASIC

Have you wanted to try programming in BASIC, but wished there was an easier and more effective way to learn? Hand Holding BASIC is for you.

A new, implementation of the ANSI 78 minimal BASIC interpreter for the Apple II, Hand Holding BASIC employs a dramatic, graphical approach to teaching programming and debugging in BASIC. As you write programs, Hand Holding BASIC not only checks your input character by character, but also signals errors and displays suggestions to correct them. And when you run a completed program, Hand Holding BASIC lets you use six special display screens to follow the computer's every step.

If you're just beginning to learn the BASIC language, Hand Holding BASIC will give you a clear understanding of how its commands, statements, and other features work together to form programs. If you already know the language, Hand Holding BASIC gives you a "play-by-play" view of your favorite programs, and helps improve both your programming and debugging abilities.

Hand Holding BASIC also:

- automatically checks your input, character by character... *so you save time locating mistakes and learning correct syntax;*
- provides a complete, easy-to-use debugging environment... *so you learn how to debug programs even as you learn how to write them;*
- uses special displays to monitor how your Apple interprets your BASIC programs... *so you spot awkward routines easier, and learn how to write more efficient programs.*

Hand Holding BASIC has four distinct learning "levels" that let you learn BASIC in stages, and at your own pace. You choose the programming level you want.

Level 1 encompasses arithmetic expressions only, and syntax checking restricts itself to your use of numbers, pluses and minuses, asterisks, obliques, left and right parentheses, and carriage returns. In Level 2, simple variables are added, along with the corresponding syntax checking abilities. Level 3 programming introduces powers and functions. And when you choose Level 4, ANSI Minimal BASIC becomes available to you—along with complete syntax checking on all characters entered. Level 4 also automatically triggers display of a helpful selection array (which shows valid "next" characters), if you make two successive errors.

Hand Holding BASIC provides six special display screens that monitor programs as they run in your Apple. You control execution speed—which can be slowed all the way down to single step mode, and lets you switch back and forth between display screens.

A Command Screen is used to enter stored programs and commands, and an Execution Screen simply displays output from print statements in your program. The List Trace Screen shows control passing through your BASIC statements, while the Chronological Trace Screen presents a scrolled display of source statements as they're being interpreted. A Monitor Screen shows the return stack, and displays monitored variables. And a For Loop Screen displays information about the interpretation of "FOR" and "NEXT" statements.

Hand Holding BASIC provides a sophisticated debugging environment, too. You're able to set or clear breakpoints on statements; to give cross reference listing for variables or line numbers; and to stop or restart at will.

To use Hand Holding BASIC, you'll need either:

- an Apple II Plus with 48K bytes RAM; or
- an Apple II with 48K bytes RAM; or
- an Apple II with 48K bytes RAM and the Apple Language System.

Plus:

- Auto-Start ROM;
- a video monitor or television;
- an Apple Disk II with controller (16-sector PROMs).

With the Hand Holding BASIC package, you'll receive: 1) Hand Holding BASIC master diskette; 2) user instructions.

Order Number; C2E0001

Price: \$100.00

```

LEVEL1
COMMAND
>5+11
THE RESULT IS 16
>74*16
THE RESULT IS 1184
>66+28

```

```

LEVEL3          RADIANS
>LEVEL3
>10-2+3
THE RESULT IS 11
SELECT FROM 0123456789.E+-*/^%
>5-3*x+4

```

Syntax Checking

```

LEVEL4          RADIANS
110 PROGRAM IS RUNNING 02 3 LTRACE
PDL(1) 0
10 LET N=0
20 FOR X1=1 TO 4
30 FOR X2=1 TO 4
40 GOSUB 80
50 NEXT X2
60 NEXT X1
70 GOTO 20
80 GOSUB 90
90 GOSUB 100
100 LET N=N+1
110 PRINT "N IS ";N
120 RETURN
130 END

```

Line Trace Mode

```

LEVEL4          RADIANS
40 PROGRAM IS RUNNING 02 CTRACE
PDL(1)178
N 143
110 PRINT "N IS ";N
120 RETURN
100 LET N=N+1
N 144
110 PRINT "N IS ";N
120 RETURN
50 NEXT X2
X2 5
60 NEXT X1
X1 2
30 FOR X2=1 TO 4
X2 1
40 GOSUB 80

```

Chronological Trace Screen





Why Wait?

Call In Your Order Now!

TOLL FREE

(800) 538-3088

In California

(800) 662-9256

PSORT

Solve your Pascal disk file sorting problems with PSORT, a stand-alone program that can also be incorporated into other Pascal programs as a ready-made routine. PSORT lets you sort files through a wide variety of user-defined keys, such as name, ZIP code, age, account number, and more. A unique selection option lets you further specify which records are to be included or excluded in sort and merge processes.

With PSORT, you can choose between fixed or variable-length records and fields, and text or string files—so you enjoy a high degree of programming application flexibility and convenience. You can also select all critical system parameters, including number of sort keys, files to be merged, fields per fixed-length record, characters per record, and characters per field. And full source code is provided, so you can even modify PSORT's procedures to meet your particular needs.

PSORT also:

- can be called as a procedure from a user program... *so you cut costs by reducing development time;*
- provides up to 10, user-redefinable sort keys with mixed ascending/descending sequences... *so you have comprehensive sorting capabilities at your fingertips;*
- can merge up to 10, user-redefinable, pre-sorted files... *so you consolidate large files more efficiently;*
- supports multiple disks for input, output, and work files... *so you can fully utilize diskette storage space;*
- lets you supply parameters either through interactive prompting, or through a control file that's set up only once... *so it's easier for you and others to use the program.*

Anyone with Pascal programming experience will find PSORT easy to use. Just compile the PSORT programs—provided in Pascal source code—and execute them in the usual way. PSORT leads you step-by-step through the sorting process. Merging is easily done, too. Just enter the file names of the input files to be merged, whether they reside on the same or different disks.

Using PSORT's include/exclude option is simple and straightforward. Suppose you're sorting a mailing label list, and you want to exclude all labels in a certain ZIP code area. Just indicate "E(xclude)" when prompted, specify the field number, and enter the excluded ZIP code as the selection value. Automatically PSORT will omit any label with the undesired ZIP code when sorting.

To use PSORT, you'll need:

- an Apple II or Apple II Plus with 48K bytes RAM;
- an Apple Language System;
- an Apple Disk II with controller (16-sector PROMs);
- a video monitor or television.

With the PSORT package, you'll receive: 1) PSORT program diskette, containing source code, executable code, a parameter program to set up a control file, and a sample Pascal program that uses PSORT as a procedure; 2) PSORT user manual.

Order Number: C2B0003

Price: \$85.00

```

SEGMENT PROCEDURE DISTRIBUTE;
VAR
  F1 : TEXT;
  FF1 : FILE OF STRINGREC;
  INREC : STRINGREC;
  INRECMAJKEY : KEY;
  SOMEONTRIE : BOOLEAN;
  ROOT : NODEPTR;
  HEAP : ^INTEGER;
PROCEDURE WRITELN(XITEM : STRINGREC);
BEGIN
  IF TEXTINT THEN
    WRITELN(F1, ITEM)
  ELSE
    BEGIN FF1^ := ITEM; PUT(FF1)
    END
END; (* WRITELN *)
PROCEDURE REWRITE(XN : INTEGER);
BEGIN

```

PSORT Source Code

```

----- PSORT [VER. 1.0] -----
COPYRIGHT : SHATTOCK & ASSOCIATES
AUTHOR : R. J. LONG
-----
PARAMETER FILE NAME (OR <RET>
FOR CONSOLE INPUT)
(* TEXT WILL BE ADDED);
SORT, OR MERGE ONLY? s
INPUT FILE NAME: pascal
IS IT T<TEXT OR F<ILE OF STRINGS?t
OUTPUT FILE NAME: output
IS IT T<TEXT OR F<ILE OF STRINGS?t
VOLUME NAME FOR INTERMEDIATE
FILES (OR RET): █

```

Sort Program Setup

```

File: G, S, N, L, R, C, T, D, Q [C. 2] █
PSORT:
PSORT1 TEXT 1488 -Feb-80 6 Text
PSORT2 TEXT 2488 -Nov-79 14 Text
PSORT3 TEXT 1488 -Nov-79 32 Text
PSORT4 TEXT 1488 -Feb-80 36 Text
PSORTP1 TEXT 1488 -Feb-80 70 Text
PSORTP3 TEXT 2488 -Nov-79 78 Text
PSORTP4 TEXT 1488 -Feb-80 102 Text
PSORT TEXT 1488 -Nov-79 114 Text
PSORTP TEXT 4488 -Nov-79 118 Text
TESTPSORT TEXT 4488 -Nov-79 122 Text
PSORT CODE 2488 -Feb-80 126 Code
SORTPARM TEXT 1488 -Feb-80 151 Text
SORTPARM CODE 1488 -Feb-80 173 Code
< UNUSED ? 94 186
13/13 files, 94 unused, 94 in largest

```

PSORT Catalog

ARTIST'S DESIGNER

Set aside your paints, brushes, and canvas—now you can create works of art with your Apple II or II Plus computer! Artist's Designer is an exciting program that makes the most of your Apple's superb color graphics capabilities. Designed by an art instructor for computer art enthusiasts, it lets you "draw" and "paint" virtually any color graphics composition you wish, using your color monitor or color television screen as a "canvas."

Unlike more conventional graphics systems, Artist's Designer produces irregular shapes, curves, and other forms. And you can use colored dots to fill defined areas or to introduce textures. The five vibrant colors at your command—green, yellow, orange, violet, and red—can also be mixed with black or white to produce hundreds of color tints, mixtures, and shades. You can save your masterpieces, too. Up to 35 finished or in-progress compositions fit on a single storage diskette.

One of Artist's Designer's unique features redraws your designs, step-by-step—so you can "re-run" your process of creation and examine the artistic choices you made. This feature can likewise be used to experiment with "art animation," an exciting new performance art.

Artist's Designer also:

- has a special LINK feature that lets you "link together" designs from different storage files... *so you can build detailed compositions piece by piece;*
- allows you to create "slideshow" of designs... *so you can make tutorial presentations for use in the classroom, office, or anywhere else;*
- provides complete editing capabilities, including selective erase/redraw features... *so you save time by refining rather than redrawing compositions;*

Artist's Designer uses menus and display prompting to give you the control you need as an artist. The program's main menu allows you to draw, edit, erase, or save compositions, and to choose or change their background colors.

Once you've made a selection from the main menu, sub-menus let you focus specifically on what you want to do. Selecting *DRAW*, for instance, produces a sub-menu that allows you to draw either with blocks, dots, lines, curves, or semicircles. Other sub-menus let you redraw, edit, fill-in shapes with colors, and link designs stored in separate files.

Artist's Designer comes with 20 predrawn designs, which you can modify and use in your own compositions. A special "playback" feature will redraw successively—and continuously, if you like—up to 25 designs of your choosing. Artist's Designer's Playback feature lets you create a wide range of self-operating displays and exhibitions, without programming a line.

Artist's Designer is written in Apple Pascal. To use the program, you'll need:

- an Apple II or II Plus with 48K bytes RAM;
- the Apple Language System;
- a color video monitor or color television;
- an Apple Disk II with controller (16-sector PROMs).

With the Artist's Designer package, you'll receive: 1) Artist's Designer master diskette, containing modifiable demonstration designs and a disk initialization program; 2) instruction manual.

Order Number: C2H0004

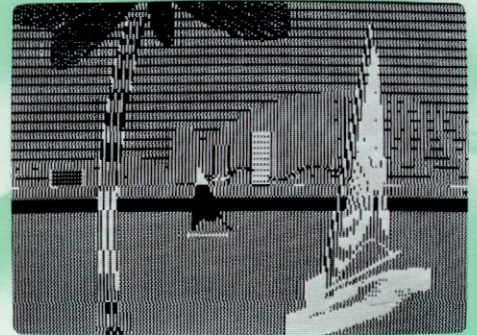
Price: \$65.00

```
FIRST CHOICE MENU
CHOOSE
(S)EE SCREEN      (B)EGIN AGAIN
(D)RAW            (N)EW BACKGROUND
(R)EDRAW         (E)DIT
(K)EEP           (Q)UIT
(C)ONTINUE
```

Main Menu

```
DRAW MENU
CHOOSE
(C)URVELINE      (S)POT
(L)INESTITCH    (M)EMORY CHECK
(R)OUNDSHAPE    (W)AIT
(B)LOCK         (Q)UIT
```

DRAW Menu



Finished Design

PILOT ANIMATION P

Teachers: bring your Computer-Assisted Instruction (CAI) programs to life with the PILOT Animation Package. Used in conjunction with the PILOT Author System, this program is a complete animation "tool shop." Put it to work to illustrate important points, dramatize concepts and principles, and capture your student's attention.

The PILOT Animation Package:

- lets you write complex graphics programs *without prior software expertise;*
- provides an easy-to-use environment... *so your animation task is simplified;*
- stores animation sequence files... *so you can quickly access and reuse them.*

When used with the PILOT Author diskette, the PILOT Animation Package's Animator program lets you build and edit special data files of images. Then you can call these files in sequences in such a way as to animate the images.

You'd begin, for instance, by visualizing the particular image you wish to animate, and breaking down the various stages of its motion into key "snapshot" images. Simply use the Standard PILOT Author System's character generator to construct these key images—or assemble them from an existing character font "library" of images that you've already created and stored. Next, use the Animator program to put the images in motion. You'll end up with a data file of key images in sequence which—like the individual frames of a motion picture—create the illusion of movement. This animated sequence can also be called easily from any PILOT lesson.

The PILOT Animation Package lets you manipulate shapes with simple PILOT statements. If the character set happens to represent a kangaroo, for example, you can easily command the appropriate frame-by-frame options to make the animal bounce across the screen. Then, by transferring Animator files to your PILOT lesson diskettes, you can incorporate the animation sequence into your desired program.

The Pilot Animation Package also includes "Maxwell"—a program demonstrating the simplicity and flexibility of PILOT animation—as well as "Hormuz" and "Dr. Memory," two excellent, sample PILOT lessons. In addition, the PILOT lesson "Immediate"—also included in the package—allows you to review your animations on the spot, without having to insert them into complete PILOT programs.

The PILOT Animation Package is written in PILOT. To use it you'll need:

- an Apple II or II Plus with 48K bytes RAM;
- an Apple Disk II with controller (16-sector PROMs);
- Auto-Start ROM;
- a video monitor or television.

In addition, to incorporate animation sequences developed with this package into PILOT lessons, you'll also need:

- the Apple PILOT Author system.

With the PILOT Animation Package, you'll receive: 1) PILOT Animation Package program diskette; 2) instructions.

Order Number: C2E0004

Price: \$75.00

PACKAGE

CHARACTER SET EDITOR - CONTROL KEYS

U	I	O	U	UP & LEFT
J	-	+	I	UP
N	M	,	O	UP & RIGHT
			J	LEFT
			K	RIGHT
			U	DOWN & LEFT
			O	DOWN
			J	DOWN & RIGHT
			K	
			M	

SPACE BAR ENTERS CURSOR MOVEMENT MODE
 USING ABOVE DIRECTION KEYS
 ERASES DOTS WHERE CURSOR MOVES
 FILLS DOTS WHERE CURSOR MOVES
 P PADDLES MOVE CURSOR - BUTTON #0
 ERASES DOTS, BUTTON #1 FILLS DOTS
 H HALF-DOT SHIFT OF ONE CHARACTER ROW
 D DUPLICATES A SINGLE CHARACTER IMAGE
 L LETTER ENTRY IN "LETTER" BOX
 ESC ACCEPTS LETTERS, THEN MOVES
 CURSOR INTO GRAPHIC EDITING GRID
 Q QUILTS EDITOR AND SAVES CHARACTER SET

TO CONTINUE, PRESS THE SPACE BAR...

Pilot Font Editor

MAXWELL: (C) 1980 Apple Computer Inc.

Opening Animator file "MAXWELL"
 Reading sequence 1...
 Reading sequence 2...
 Reading sequence 3...
 Loading character set "MAXWELL"

Press RETURN to return to the menu... ■

Maxwell

abcde'g
hip?

LETTERS

GRAPHIC

Erase, Fill, cursor keys, ? for help

Letter/Graphic Screen

SUPERMAP

Wish you could make geography more enjoyable and capitals more captivating? Try Supermap, an easy, fun way to learn about the continental United States. Simply type in the name of a city. If it's contained in the program's data base (which has over 300 cities), Supermap will show you where the city's located on any one of four, full-color maps, and provide you with some important facts about the city—including population, ZIP code, longitude and latitude.

Supermap also:

- displays the distance between two cities in both miles AND kilometers... *so you become familiar with metric equivalents;*

- puts maps, facts, and figures at your fingertips... *so you save time searching through atlases and almanacs;*

- electronically highlights the locations of cities... *so you're left with a lasting sense of geographic relationships.*

Supermap's main menu lets you choose five options. The State Capital Quiz prompts you with a state name, then waits for you to spell correctly the corresponding capital name. If you're right, Supermap blinks the city's location and beeps that you're correct; if you're wrong, you get two more guesses before Supermap fills you in. A special Scan Cities option lets you run through the entire list of cities in the data base at your own speed, lighting up locations and beeping as you go.

Other options let you view the continental United States in four different ways. The State Map, with the 48 states highlighted in dazzling colors, allows you to study the states in relation to one another. A Features Map displays the five, dominant ecological regions of the U.S.: crops, forest, grasses, desert, and swamp. When you instruct Supermap to locate a city on the Features Map, you'll have a good idea whether its inhabitants grow cactus or cucumbers. The January and July Sun Maps show mean daily solar radiation (in langleys) at ground level during those months.

Supermap is written in Applesoft BASIC. To use it, you'll need:

- an Apple II Plus with 48K bytes RAM; or
- an Apple II with 48K bytes RAM and an Applesoft Firmware Card; or
- an Apple II with the Apple Language System.

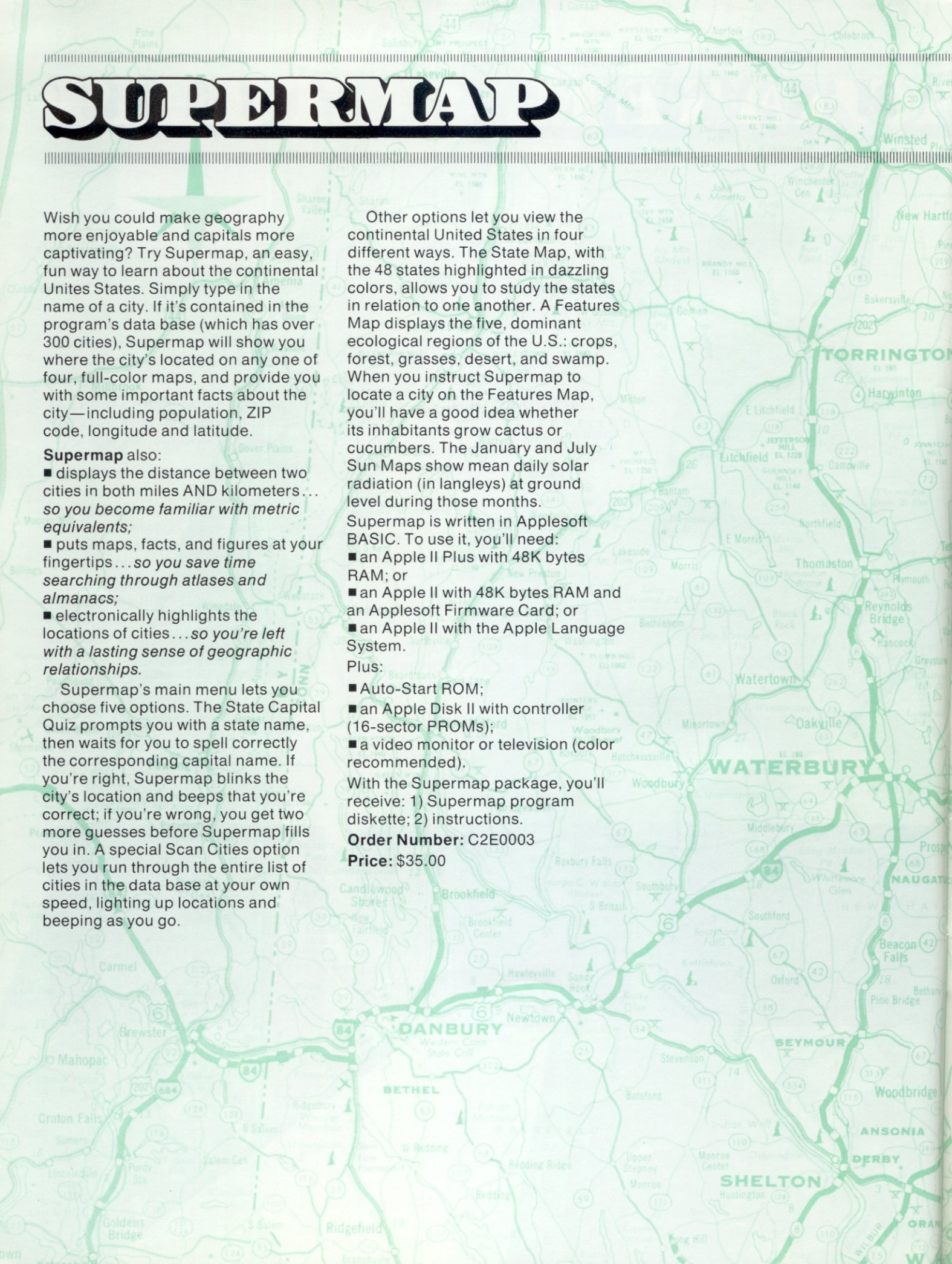
Plus:

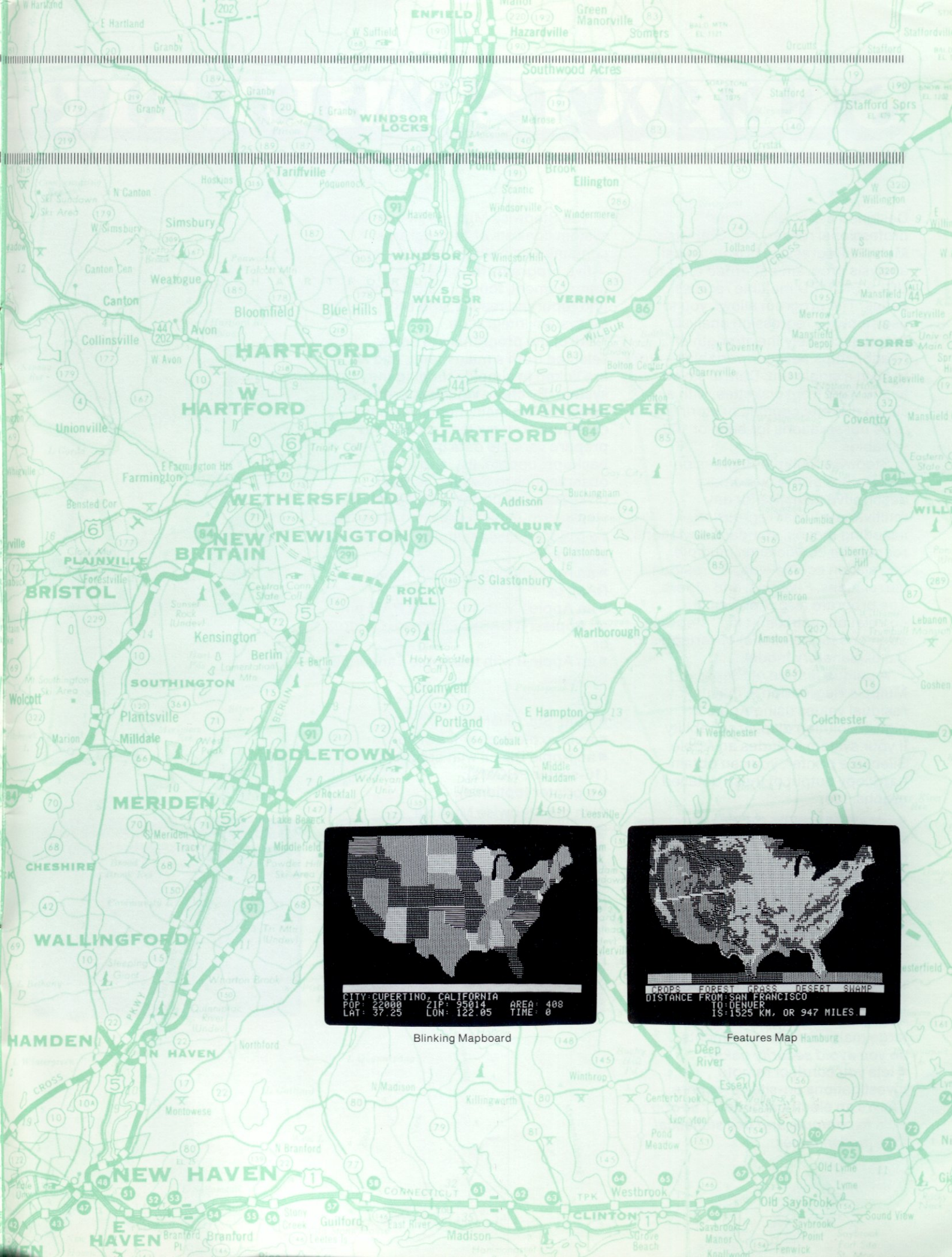
- Auto-Start ROM;
- an Apple Disk II with controller (16-sector PROMs);
- a video monitor or television (color recommended).

With the Supermap package, you'll receive: 1) Supermap program diskette; 2) instructions.

Order Number: C2E0003

Price: \$35.00





CITY: CUPERTINO, CALIFORNIA
 POP: 22000 ZIP: 95014 AREA: 408
 LAT: 37.25 LON: 122.05 TIME: 0

Blinking Mapboard

CROPS FOREST GRASS DESERT SWAMP
 DISTANCE FROM SAN FRANCISCO
 TO DENUER
 IS: 1525 KM, OR 947 MILES

Features Map Hamburg

STEPWISE MULTIPLE REGRESSION

Designed especially for the professional researcher, Stepwise Multiple Regression is a statistical analysis program patterned after the UCLA BIOMED multiple regression series. The program allows you to use stepwise regression analysis to test accurately the strength of relationships between variables—up to 60 in a single run. Data is saved to and read from diskettes, with a single diskette capable of storing up to 64 observations for each of 100 variables.

Stepwise Multiple Regression determines all the customary descriptive statistics for any multivariate linear regression, including means, standard deviations, regression coefficients, multiple correlation coefficients, R^2 , residuals, correlations, F-values, and others. The program also provides the correlation matrix and the “stepwise” additions (or deletions) of variables to the explanatory model.

A unique feature of Stepwise Multiple Regression is that it plots residual values using Apple's high-resolution display capability. If your system includes an Apple Silentype printer, you can obtain hardcopy output of these detailed graphs, too.

Stepwise Multiple Regression also:

- reduces your use of large, expensive timesharing systems to perform regression analysis in your research... *so you save money on computer time charges;*
- frees you from the downtime, restricted availability, and other disadvantages of timesharing systems... *allowing you to work at your convenience;*
- keeps confidential data out of large mainframe environments... *so you avoid security risks;*
- lets you conduct remote investigations on-site, anywhere there's an electrical outlet... *so you're able to compute and use statistical information faster.*

The Stepwise Multiple Regression system consists of 11 programs contained on a single master diskette—five programs for data management, four for calculations and reporting results, and two for system integration.

All of the programs are easily selected from a main menu, and all are linked to simplify running the system. By choosing the appropriate option on the main menu, you can: configure your system; create and prepare variable data diskettes and backups; update, list, and add observations to existing variable diskettes; and perform or repeat stepwise multiple regression analyses.

To use Stepwise Multiple Regression, you'll need:

- an Apple II Plus with 48K bytes RAM; or
- an Apple II with 48K bytes RAM and an Applesoft BASIC Firmware Card; or
- an Apple II with the Apple Language System.

Plus:

- Auto-Start ROM;
- a video monitor or television;
- an Apple Disk II with controller (16-sector PROMs);
- a printer (optional).

With the Stepwise Multiple Regression package, you'll receive:

- 1) Stepwise Multiple Regression master diskette;
- 2) instruction manual.

Order Number: C2S0001

Price: \$150.00

LE REGRESSION

STEPWISE MULTIPLE REGRESSION SYSTEM MENU

1. SYSTEM CONFIGURATION
2. CREATE A NEW SET OF VARIABLE DISKETTES
3. PREPARE A NEW DISKETTE TO BE ADDED TO AN EXISTING SET OF VARIABLE DISKETTES
4. CHECK OR UPDATE OBSERVATIONS
5. ADD OBSERVATIONS TO AN EXISTING SET OF VARIABLE DISKETTES
6. RUN A STEPWISE MULTIPLE REGRESSION ANALYSIS
7. REDO A STEPWISE MULTIPLE REGRESSION ANALYSIS (THE OLD COMPLETE CORRECTED CROSSPRODUCTS FILE WILL BE USED)
8. QUIT SYSTEM

ENTER SELECTION NUMBER 5

Main Menu

```
LIST OF PREDICTORS
1 TRAFFIC SPEED
2 GAS STATION
3 SIGN VISIBILITY
PRESS RETURN TO CONTINUE
```

List of Predictors

```
NUMBER OF CASES ..... 5
TOTAL # OF VARIABLES ..... 4
F TO ENTER ..... 85
F TO REMOVE ..... 825
```

```
# OF PRED VAR ENTERED 1
MULTIPLE R SQUARED ..... 619781895
STD ERROR OF EST ..... 5198.15673
```

```
ANALYSIS OF VARIANCE
REGRESSION
DEGREES OF FREEDOM 1 .. 1
SUM OF SQUARES ..... 132137500
MEAN SQUARE ..... 132137500
```

```
RESIDUAL
DEGREES OF FREEDOM 2 .. 3
SUM OF SQUARES ..... 81062500
MEAN SQUARE ..... 27020833.3
F RATIO ..... 4.8928817
```

PRESS RETURN TO CONTINUE

Regression Analysis Output

ORDERING

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Fill out and mail the enclosed Order Form, or—for faster service—order by telephone. In California, call toll free 800-672-1424. From anywhere else in the continental USA, call our toll free number 800-538-8400.

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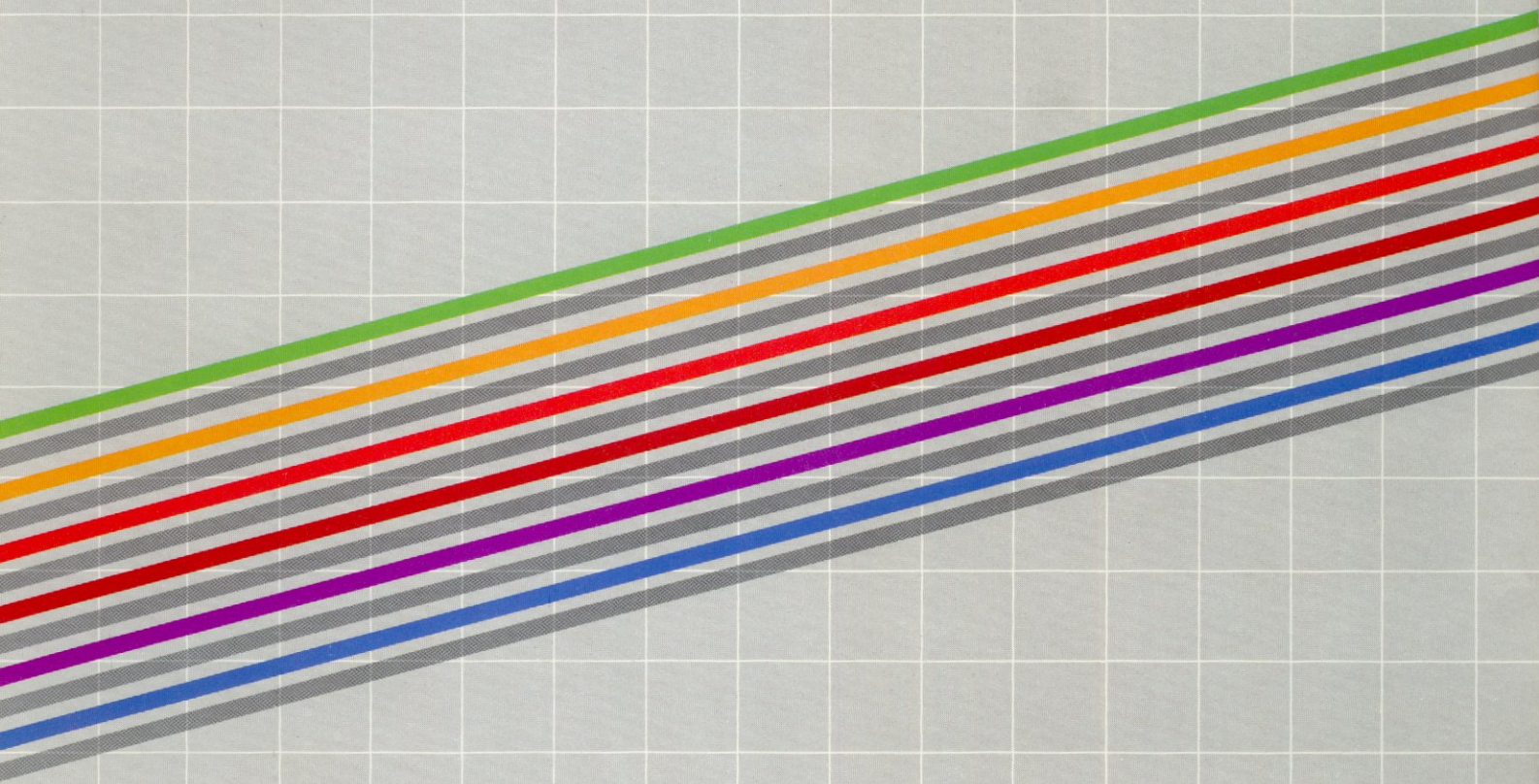
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