Open-Apple back issues:

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Thought-provoking books

In Search of the Most Amazing Thing
by Tom Snyder & Jane Palmer
Former "bad student" and teacher Tom Snyder is now a prolific author of educational software such as Snapor. Tom and Jane Snyder argue it is essential that teachers and parents recognize the limits of technology in education. "Computer-oriented problem solving and logical thinking are not universally applicable skills. Neither does programming necessarily teach precise thinking, for it is easy to possible to write a sloppy program as a sloppy essay."

Fire in the Valley: The Making of the Personal Computer
by Paul Freiberger and Michael Swaine
Concentrates on the forces that gave us the personal computer. Most of these forces seemed to converge just south of the Silicon Valley, during the late 1970s. Since Apple is one of the major figures in the history of personal computing, it has a major role in this book. Brings together all the loose ends and fragments of the story we've read about but never understood.

Having fun with projects books

Discovering Science on Your Apple
by Pellino, Adamo, Dobrowolski & Lasalle
Written by teachers, this book uses simple Apple II programs to help kids discover principles in Astronomy & Space Science, Earth Science, Life Science, Mathematics & Computer Science, and Physics. Emphasizes individualized instruction and hands-on involvement. The book revolves around programs that have the student do science, rather than read about it.

Your Best Interest: A Money Book for the Computer Age
by Tom Weinhard
Weinhard's clear-headed explanation of everything from percentages to internal rate of return. Use with any spreadsheet program. Find out about the tricks the professionals use on unaware investors and borrowers. See the long-term effects of taxes and inflation. Avoid being plundered and irritated by interest-rate sorcery.

Interfacing & Digital Experiments with your Apple
by Charles J. Eggelhart
A beginner's guide to electronics. Covers the fundamentals of digital electronics, logic and Boolean algebra, resistors, diodes, transistors and the laws that govern how they work; and TTL devices. Shows you how to build a "Digital Desktop Laboratory" out of the 16-pin "game socket" found in soldered Apple IIIs. Includes a program, called "Breadboard in Software," that gives you complete control of the same port.

ModuNET connectors

Build your own network

ModuNET connectors are AppleTalk-compatible devices that allow you to link several Apple IIgs computers (or enhanced Apple II's with Apple Workstation Cards) to one or more Apple ImageWriter IIIs, LQ, or LaserWriter printers (ImageWriter IIIs and LQS must have an AppleTalk card installed). They are available from your Apple dealer for $139 or less. With AppleShare software and a Macintosh, you can also share files among your Apple IIgs.

ModuNET is a modular kit connecting system that includes everything necessary to connect up to 32 devices. All cables and connectors are fully wired. You can snap phone cables that terminate with standard RJ-11 modular telephone plugs right into the ModuNET connector. The ModuNET connector also has screw-terminates for attaching bare cable—you use whichever is most convenient for your application. ModuNET supports a network daisy-chain up to 5000 feet—five times longer than Apple's devices at less than half the price.

For Apple IIe Workstation Card, IIgs, ImageWriter II, Mac Plus, SE, II

DS-001 8-pin ModuNET $34.95

For LaserWriter, Mac 128K, 512K

DS-002 9-pin ModuNET $34.95

Apple Ilgs books

The primary sources for Apple Ilgs technical and programming information are Apple's own Ilgs books, which are listed in the "Apple Technical Library" section on the back of this sheet. Apple's own materials are weak in only two areas. One is introducing readers to 65816 assembly language programming. The other is sorting out which things are important enough to learn first. Apple's books are so extensive they can be difficult to grasp. Fortunately, some very good authors have already written some "bootstrapping" books for Ilgs programmers.

Assembly language

Apple Ilgs Machine Language For Beginners
by Roger Wagner
This is the sequel to Wagner's famous Assembly Line. The Book, which was rated by one Apple enthusiast as "the best explanation of 6502 assembly language than any other work. Highly recommended.

Programming the 65816
by David Eyes and Ron Luchty
This book introduces 65816 assembly language programmers to the 65816 microprocessor used in the IIgs and to selected Apple tools, including the memory manager, event manager, and the display manager. Little, who has since become editor of The Mac, also examines lgs sound and graphics, the desktop interface, the desktop application programming, and ProDOS II.

Exploring the Apple Ilgs
by Gary S. Little
This book introduces 6502 assembly language programmers to the 65816 microprocessor used in the IIgs and to selected Apple tools, including the memory manager, event manager, and the display manager. Little, who has since become editor of The Mac, also examines lgs sound and graphics, the desktop interface, the desktop application programming, and ProDOS II.

Toolbox, hardware

Mastering the Apple Ilgs Toolbox
by John Golden
This book provides detailed documentation with individual listings for each function. "Designing applications is about programming the toolbox is all about. Fortunately, the procedures for using the toolbox are fairly standard. This means that when you understand these basic steps, building toolbox applications will be a snap."

Apple Ilgs Technical Reference
by Michael Fischer
This book is based on early Apple documentation and isn't as strong as the Little or Goodkin & Davis books on toolbox programming. However, it is much stronger in its coverage of Ilgs hardware, which the others don't examine.

Macintosh Programming Secrets
by Scott Knaster
Written not specifically about the Ilgs, advanced Ilgs programmers have found some of the strategies presented in this book useful. Knaster was head of Apple's developer technical support team during much of the life of the Macintosh.

Apple Ilgs books

ModuNET connectors

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For LaserWriter, Mac 128K, 512K

DS-002 9-pin ModuNET $34.95

"Our excessively high opinion of the computer's educational potency is accompanied by a pair of equally false assumptions—that developers can produce high quality software at a rate commensurate with our desire to use it, and that the culture can assimilate the new technology at the same breakneck speed. Computer power in the schools has been doubling at a time when the entire U.S. economy is strained and the schools are in comparably poor financial condition, when almost no good educational software is available, and when neither educators, parents, nor developers know diddly-squat about how to use computers for education."

Tom Snyder & Jane Palmer
Books about Classic Apples

General

The Apple IIc: Your First Computer
by Paul Freiberger and Dan McNiff
This is as good an introduction to Classic Apple II as a novice is likely to find. It emphasizes history and uses, not Applesoft. When combined with Mastering AppleWorks (below), you have what every beginner needs to get started.
CB-001 $9.95  1985

AppleWorks Books

Mastering AppleWorks, 2nd Edition
by Elia Tymes
A comprehensive introduction to AppleWorks 2.0 with a broader scope than many manuals that come in the box with the program. Also includes an excellent section on DIF files, a brief overview of Applesoft, and a “business toolkit” of spreadsheet templates.
SY-007 $19.95  1987

RS-232, PostScript Books

The RS-232 Solution
by Joe Campbell
"Nothing in the world of microcomputers is more reviled, despised, or misunderstood than the RS-232-C interface...The goal of this book is to distill what is useful and meaningful from the RS-232 standard, mix it with a few parts of experience, add a dash of common sense, then serve it up in the form of examples. The most important aim is to impart not just the abstract knowledge required to understand abstract interfacing problems, but also a working methodology for actually building a functioning cable for any two 'RS-232 compatible' devices." We highly recommend this book to those who want to connect their Apple to the world using a standard serial interface.
SY-003 $18.95  1984

Apple Technical Library

The Apple Technical Library is an ongoing series of reference manuals for programmers, designers, and enthusiasts. All books in this series are authorized and published by Apple Computer, Inc.

Apple IIgs

Technical Introduction to the Apple IIgs
AW-018 $9.95  1986

Programmer's Intro to Apple IIgs (w/disk)
AW-011 $26 (reg. $32.95)  1986

Apple IIgs Toolbox Reference: Volume 1
AW-019 $21 (reg. $26.95)  1988

Apple IIgs Toolbox Reference: Volume 2
AW-006 $21 (reg. $26.95)  1986

ProDOS 16 Reference (with disk)
AW-020 $24 (reg. $29.95)  1987

Apple Numerics Reference
AW-001 $24 (reg. $29.95)  1986

Human Interface Guidelines: The Apple Desktop Interface
AW-014 $13 (reg. $14.95)  1987

Apple IIgs Firmware Reference
AW-022 $21 (reg. $24.95)  1987

Apple IIgs Hardware Reference
AW-002 $21 (reg. $24.95)  1987

Apple IIgs Programming

The best books for learning Applesoft are Apple's own, listed below as part of the Apple Technical Library. In addition, most Applesoft programmers have one or more of the following on their shelves:

AppleWorks Books

AppleWorks, Tips and Techniques, 2nd Edition
by Robert Ericson
This book supplements the AppleWorks manuals with literally hundreds of new tips, tricks, and intelligent observations. Its structure, concise headings and detailed index allow you to quickly find practical solutions to typical problems. Includes macros, data transfer, printers. This is my favorite AppleWorks book.
SY-008 $19.95  1987

Apple IIc User's Guide
MH-003 $19.95  1985

AppleWorks Tools and Cookbook
AW-007 $16.95  1985

PostScript Language Program Manual
SY-008 $22.95  1985

AW-009 $22.95  1985

Apple IIc Technical Reference

Applesoft Tutorial (with disk)
AW-010 $24 (reg. $29.95)  1986

Applesoft Programmer's Reference
AW-021 $19 (reg. $22.95)  1987

BASIC Programming with ProDOS (with disk)
AW-024 $24 (reg. $29.95)  1987

ProDOS 8 Technical Reference (with disk)
AW-023 $24 (reg. $29.95)  1987

ProDOS 8 Programming

Classic Apples

Apple IIc Technical Reference
AW-003 $21 (reg. $24.95)  1986

Apple IIc Technical Reference
AW-004 $21 (reg. $24.95)  1986

Printers

ImageWriter II Technical Reference
AW-008 $18 (reg. $19.95)  1987

ImageWriter IQ Reference
AW-025 $21 (reg. $22.95)  1988

Sams Technical Service Data

The primary source of third-party service information for cameras, computers, and other electronic equipment is Howard W. Sams & Company. Sams COMPUTERFACTS publications include preliminary service checks, schematics, step-by-step troubleshooting guides, logic charts, component locators, and complete component parts lists.

Apple IIc
(Note: the IIc manual is more expensive because it covers the IIc's disk drive and monitor in addition to the computer itself.)
HS-005 $39.95  September, 1985

Disk II
HS-003 $19.95  March, 1985

ImageWriter
HS-004 $19.95  June 1985

(Sams also publishes COMPUTERFACTS for Apple's Monitors II and III and for many other computers. We don't stock these but we can order them for you. Please inquire for prices and availability.)