INITInfo: The Guide

Contents

INITInfo is a guide to resolving INIT and other system conflicts, written with the help of many volunteer conflict sleuths in the Mac community, most of them on Compuserve. The Teachtext file (INITREAD) is a downloading guide to the files and will be updated to reflect changes to the uploads.

FREEWARE/SHAREWARE
The first nine versions of INITInfo proved to be very expensive to produce—costs included high phone bills, big telecommunications charges, printing, mailing, and more. We still feel that the information should be widely available to all in the Mac community, so there will be no fee for the text files or modules. We feel that companies who use the document (particularly those who use it as a tech support aid) should be charged more than individuals, so we are asking companies to pay $50.00, and individuals, $15.00. In return, we will send a fully formatted version (lino'ed covers, offset printed).

THE FILES
1. A text file. FREEWARE. You can download either the complete file (INIT42TX) or only one or more of the four modules that comprise the complete text (see below). You can read it on your screen, format it if you want to, print it out etc. The four (text only) modules are INIT42TX file divided into four parts. It may be quicker (and cheaper!) to download only those modules that interest you, although we find that the entire package is useful. All of the modules are FREEWARE.

INIT42GD
    (INITInfo Guide— How to Find and Resolve Conflicts, Utilities, Tips and
    Hints, Step-by Step guide, Top Ten List, Credits & Thanks)

INIT42CO
    (Conflicts—this is the 'meat' of INITInfo—the conflict reports)

INIT42HW
    (Hardware-related problems: SCSI, 24-bit cards, specific Macs)

INIT42SO
    (Sources and their addresses)

2. A fully formatted file in Microsoft Word 4.0 (INIT42WD). SHAREWARE. Those individuals who find it of value (or who would like to help support this effort), please send $10.00—if you want us to return a printed version (Offset printed, Lino'ed cover, tables and other goodies), please add $5.00 to cover printing and postage. Anyone who has a report in INITInfo is considered to be registered (this doesn't include the Stack) although we'll still need the five bucks if you want us to mail you a printed version.

3. The INITInfo Stack (INIT42HC). SHAREWARE. A Hypercard stack written and designed by Geneviève Crabe. The HyperCard stack is also being uploaded as shareware, with the same fee structure ($50.00 for companies, $15.00 for individuals). Individuals can register for both the stack and the formatted version for $20.00.

Where can I find the latest INITInfo?
INITInfo is now posted and maintained by us on CompuServe in the Mac Productivity area, it makes the rounds from there. Please feel free to post the complete INITInfo or the INITInfo Stack wherever. We are also uploading a modular version for those who wish to reduce their downloading costs. The modules will contain the latest and most up-to-date information, and are exclusive to the Mac Productivity area of CompuServe. Anyone wishing to advise us of conflicts and/or solutions should post Email, or a message in the System Conflict section of MacProductivity, or by writing to us:.

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Disclaimer
This document contains advice and reports from Mac users. The problems and solutions users kindly send to us may be isolated, may only occur on one particular System configuration, may be the result of an unreported INIT in their System, or may even be inaccurate. Unless otherwise suggested, they are the observations of the identified contributor only. INIT conflicts are real and if a suggestion helps you, good. If you have a better suggestion or a different experience, please let us know. Manufacturers—don't get mad, get even—let us know if someone is wrong. This is one of the purposes of INITInfo: to encourage a dialog between users and authors on system conflicts.

Software Used
This file was created with the help of the following software:
  Microsoft Word 4.0a - used to write the file
  DiskDoubler 3.0 - used to decompress files for testing
  DocuComp 1.50 - we use this to compare updates of INITInfo
  Exposure Pro - used to make screen shots
  Aldus Freehand 2.03b - for the covers
  HyperCard 1.2.5 - used to develop the stack
  Navigator 3.03 - used to access CompuServe
  Partner 1.01 - used to import Freehand graphics into Word
  ResEdit 2.0b2 - used to grab icons for Exposing
  Vantage 1.51 - used to edit captured text

Special Note to Authors and Manufacturers:
We are users who to speak for all the users out there who struggle to get their System running smoothly. We report your problems and solutions, and spend way too much time and money trying to solve conflicts, yours and ours.

Obviously, we cannot buy every program mentioned in INITInfo nor can we vouch that every reported problem will duplicate itself on our or other Systems. As a clearing house and cooperative effort, INITInfo does its best to assist users and authors in resolving problems. If manufacturers or authors want us to test software, we will do our best if they send us the software in question, bearing in mind that we do not style ourselves as experts. Otherwise, we will post any manufacturers responses with pleasure and leave it to our readers to decide. Your feedback has been particularly helpful to us in understanding (and often resolving) INIT conflicts. Please keep the EMail coming!

We mailed out over 300 copies of INITInfo 4.1.1 (mainly to the manufacturers and authors mentioned in the document). The following products have been sent to us for review by their manufacturers. Thanks. By the way, we consider any company who has mailed us their software to be registered.

Baseline Software	-	ExpressTape, Talking Moose III
Cambridge Information	-	INITHound
Deneba Software	-	Canvas 2.1, UltraPaint
EverGreen Software	-	MacPassword
Microseeds	-	INIT Picker 2.0
Norton Utilities	-	Peter Norton Computing
Now Software	-	Now Utilities
Olduvai	-	MultiClip 2.0
ON Technologies	-	ON Location
Preferred Publishers	-	Exposure, Vantage, DAtabase, Direct Mail

As a matter of interest, we also do beta testing for a number of companies (especially those developing related products), including:

Advanced Software
Aldus
BaseLine Software
Berkeley Systems
Maxis Software
Now Software
Portfolio Systems
Preferred Publishers
Quark
Salient Software
Software Innovations
Zeta Soft

Special Note to Users
In order to be fair to manufacturers, we no longer include anonymous or non-specific problems in INITInfo. When reporting problems, please be sure that you have carefully isolated the problem INIT (or program), by duplicating the problem with only those INITs involved active. All too often, problem reports start: "I'm running a Mac IIfx with 8 megs of memory and 67 INITs...".

One reason you should send in your registration card when you purchase software is that most manufacturers are continually updating their products to eliminate the kinds of problems mentioned in this document. We suspect that some of these problems are solved by current versions, which is why we ask you to mention version numbers when you advise us of conflicts—this permits manufacturers to advise us if a later version corrects the problem.

Changes since INITInfo 4.1
In order to make this a more useful document to the whole Mac community, please note the following:
• all comments will be attributed/anonymous comments will not be printed. The author or manufacturer has a right to know who is complaining. If a comment is printed and not attributed, it's ours (and we'll take the heat for it). We will still include conflicts mentioned in a program's documentation.
• non-specific problems will not be printed. It is unfair to say 'INIT/Program ABC is garbage' without a specific description of the circumstances under which the problem occured.
• problems that have been addressed with later (or current) versions will be noted in each report (instead of a separate chapter). It is unfair for anyone to bad-mouth a product based on their opinion of out-of-date version.
• INITInfo will be available on CompuServe in modular format, as a formatted Microsoft Word document, and as a HyperCard Stack.

Introduction

As any Mac owner knows, one of the joys of the computer is installing Startup files (INITs) and Control Panel devices (cdevs), many of which can be found on either a Freeware or Shareware (Happiware? Beerware?) basis on CompuServe and other sources. The temptation is compelling. All you have to do is drag the file into your System file and reboot. Some of the INITs are what makes us Mac fans in the first place.

But as we also know well, many of these same toys conflict with each other, or with applications. INIT cdev is an INIT which permits you to turn on or off an INIT from the Control Panel without dragging the file out of the System Folder, and is quite indispensable (there are other INITs which accomplish much the same thing, such INIT Picker or INIT Manager). Some INITs, such as Boomerang and Findswell, can turn themselves off when you run a specific application.

We are Mac fans—and consider the IBM/MS-DOS technology more befitting the dark ages. Yet we are equally mindful of the great advantage that IBM has over the Mac (other than sane prices)—and not insignificant at that: MS-DOS machines (hardly) ever crash and Macs crash all the time (or so it seems).

The rub, alas, is that when a program or your System starts crashing on the hour, it is quite an ordeal to find the culprit. Sometimes, the easy way is to remove the latest INIT you installed, reboot, and hope for the best. When this does not work, or you get a new application that will not work properly, you are forced to de-install all your INITs, add them one by one, rebooting each time, and trying out the application again: an arduous task. Gary: It took me the longest time to figure out why Zippy or Eliza would not talk to me, even though I had MacInTalk installed. The culprit was MacroMaker from Apple itself!—we use QuicKeys instead, although in our opinion the really great macro program has yet to be written.

The manuals that accompany INITs are not always of great use—for instance, the instructions for Tablecloth, a screen utility program from User-Tek, state *"Tablecloth is not necessarily compatible with other INITs you may have in your folder—if in doubt, put the others in a folder to prevent them from being launched."* Sure. As useful as telling you to buy low and sell high. As mentioned above, when the problems follow the installation of a new INIT, the solution is clear: remove the INIT. But when you get a new application, or one you have not used in a long while, and it does not work or crashes or behaves badly, which of your installed INITs is the culprit? This is the real problem.

It also struck us that many users know of the existence of conflicts and might share this knowledge—there doesn't seem to be any readily available source that we know of which gives this information, other than a tidbit here and there in a book or magazine. Many of you have contributed. Did we miss some that you know about? We have expanded this list to include other non-INIT conflicts as well.

Knowing the problem is half the battle. We are prepared to live with some of the the more minor problems despite their quirks, because we love the INITs in question so much. But at least we know that the problems are of our own doing.

A Word on Terms

What are generally and loosely called INITs are files that you just drag into your System Folder, reboot, and suddenly your Mac starts doing wild and wonderful things. Nothing complicated in the installation process—their ease of use is part of their attraction. Some show icons on the screen at startup, some do not. Some can be controlled through the Control Panel DA (under the Apple menu) and others cannot—they lie in quiet residence.

INITs

INITs are Startup documents (INITialization routines, similar to 'Terminate and Stay Resident' programs like Sidekick in the PC world) that the Macintosh loads into memory when you start up your Mac. Many INITs also display an icon at the bottom of the screen when loading. Since INITs only load if they are in your System Folder, they can be turned off by dragging them out of your System Folder and rebooting. An easier way to regulate INITs is to use an INIT manager, such as INIT Picker 2.0 Aask, or init cdev 3.0. These programs allow you to turn off and on INITs without having to move the files. INIT Picker also allows you to easily change the order in which your Mac loads INITs. Easy Access and MacroMaker are two INITs that Apple ships with System 6.05.

cdevs

Control Panel Devices (cdevs) are System files (cdevs are not necessarily INITs. Many cdevs, including most of the Apple ones, do not contain INIT resources and thus have no effect at startup; their only function is as control panels. You can tell by looking into them with ResEdit to see whether they contain an INIT resource. *Steve Brecher*) with one significant extra: you can access them through the Control Panel. This allows you to change the settings for each cdev. Apple includes Closeview, Color, General, Keyboard, Map, Monitors, Mouse, Portable, Sound, and Startup Device with System 6.05.

PRERs, RDEVs

These files are called Chooser documents because you access them though the Chooser DA (desk accessory). They control access to peripherals: printers, networks, etc. Apple includes the RDEV AppleShare, and the PRERs AppleTalk ImageWriter, LaserWriter, LaserWriter IISC, LQ AppleTalk ImageWriter, and LQ ImageWriter with System 6.05.

Step By Step: How to Resolve Conflicts

Okay: something has gone sideways when you were not looking. Your favorite program is acting funny—or your system is crashing with weird error messages—or maybe you cannot even boot up anymore. Where to start? There is probably no sacrosanct procedure to be followed, but the procedure we are outlining below is as good as any other, and better than most. Information on any specific procedure can be found elsewhere in INITInfo. Obviously, many of the fixes require utility software and much of the job is facilitated if you own some kind of INIT manager (INIT Picker 2.0, init cdev 3.0, INIT Manager, Aask or others). Otherwise, you will have to manually drag all the INITs out of the System Folder when you want to boot without INITs running.

Problem:

You can no longer boot: you either have a serious INIT conflict, a corrupted system, or a hardware problem. Or you have some strange conflict that prevents some applications, or INITs, or DA's from working properly, or some other gremlin under which the system starts crashing on you.

1. Try rebooting. Maybe it was just temperamental.

2. If this doesn't help, reboot having turned off all INITs with an INIT manager (or, by booting from a floppy or by manually removing all INITs from your System Folder). If it works, you appear to have an INIT conflict. Move to point 5 below.

3. If this doesn't work, boot up from a floppy system disk (that came with your computer). If this works, you can try:

    - check the number of System folders you have (use ON Location or Find File)— you should only have one System file on your hard drive. If you require multiple Systems to run particular software, boot them off of a floppy or use Blesser.

    - reinstalling your system using the Installer program that came on your system disk. If you're using System 6.0.5 or higher, don't forget to manually trash your System fiel first—the installer will not change it otherwise. After reinstalling you should reset the maximum number of files and reset the heap size.

    - if you have reinstalled your system and still have the problem, suspect a virus. Run Disinfectant or SAM.

4. If you cannot get your system to operate even when booting from the floppy, suspect a hardware problem. This may sound elementary but most hardware problems come from badly connected cables. Check all connections.

    - check for hardware conflicts as set out in this Guide.

-   suspect SCSI chain or termination problems. See the Guide for details.

5. If you suspect an INIT problem, check our conflict listing to see if anything comes to mind. Suspect any recently installed INIT. Suspect two INITs running concurrently that purport to do the same thing.

    -   if all of this gives you no clues, reboot, this time running half of your INITs. If you still have a problem, reboot with half the INITs you just tried. If you have no problem, add half of the remaining INITs and reboot again. Keep narrowing the field until you hit the problem INIT.

    -   once you have a suspect INIT, reboot with only the INIT in question running. If all is OK, add half the remaining INITs and try again. The idea is to see if one INIT is conflicting with another.

    -   if you identify two INITs that appear to be incompatible, try changing the loading order, either by using INIT Picker or by renaming one of the INITs to load after the other.

    -   if this doesn't help, are you certain you have the latest update of the INITs in question? Have you read the manual? Maybe the problem is identified and a solution offered.

    -   if the problem is a conflict where an application will not run in the presence of an INIT, try running just that one INIT and the application. If it now works, add half the remaining INITs and try again, etc.

6. Check out all the other hints and tips: they may be causing the problem.

    -   SCSI problems can appear to be INIT conflicts.

    -   have you fixed your heap size?

    -   have you rebuilt your desktop (hold down the Apple and Option keys when you reboot).

    -   have you reset the maximum allowable number of files?

    -   have you tried increasing the application memory size? This could be why the application is dying on you (from the Finder, select the application and Get Info, then try increasing the application size in the dialog box).

    -   have you tried fixing the bundle bits (using Bund-Aid, or Norton Utilities)?

    -   have you tried checking the allocation, or hierarchy (using Norton Utilities)?

Finally, if you do discover some hitherto unidentified conflict, LET US KNOW! But before you tell us that A conflicts with B, be certain that you have tried running your system with only A and B active. Otherwise, the culprit may be C.

Loading Order

One of the hardest problems to track is the loading order of INITs some must be loaded in particular sequence either before or after another or all other INITs. There are two ways to rectify this: rename the INIT (starting with a space or character if you want it to come first in the list, with a 'z' if you want it at the end of the list) or use on of the commercial INIT managers (like Microseed's **INIT Picker**) that allows you to change the loading order.

The current version of After Dark is 1.1c (and 2.0 by the time this is printed)
This report is of a conflict between **After Dark v1.1** (Berkeley Systems) and **MultiDisk v1.20** (ALSoft Inc). When loaded into the System Folder normally, After Dark keeps the MultiDisk INIT from loading properly. A MultiDisk icon that is crossed out appears on the startup screen. Curiously, though MultiDisk's DA will still operate from the desktop. Apparently, MultiDisk checks for INIT error reports from the system before it loads. It finds one as the result of After Dark v1.1 not having cleared out Register D0 in accordance with specs. MultiDisk will therefore not properly load. A workaround is to rename MultiDisk so that it loads before After Dark, placing a space or a pre-alphabetic ASCII character in front of the name. *R Allan Jensen (MacNET: JENSENA)*

Coach Helper v.30a and **Stepping Out II -** Computer bombs at startup. Solution: rename **Stepping Out II** to something like 'a**Stepping Out II**' so as to load first. *Rachel R. Caspi, PhD*

CursorAnimator's name must be changed so that it loads after **ExtraColor**; otherwise, CursorAnimator doesn't always run. *Maurice Volaski (INTERNET @contra.med.buffalo.edu)*

Deskpict - should be renamed !**Deskpict** to load before most INITs.

Fetchit will override **SFVol INIT** if it is loaded first (from doc file).

Icon Colorizer 1.5 is a great INIT that recolors your desktop icons. I was unable to get it to boot (the strartup icon displayed with an 'X' through it) until I renamed it 'a**Icon Colorizer**' so that it loaded earlier than most other INITs. Running **Layout 1.9** to modify your desktop changes **Icon Colorizer**'s disk icons—the solution is to revert to the default settings.

init cdev: 3.0 should be first installed except for **SAM** (obviously, you cannot disable at bootup those INITs that load before **init cdev**). (Version 3.0 of **init cdev** has a null character (·) at the beginning so that it will load earlier)

Are you using **INITPicker**? I had this problem with INITPicker 1.0, and solved it by renaming **MaxAppleZoom** to load before INITPicker. *Terrell Gibbs 73030,2416 (The current version of INIT Picker is 2.0).*

MultiClip 2.0 must load before **Suitcase II** (it will unless Suitcase is renamed MultiClip cannot be renamed). *Danny Altbaum, Tech Support Manager, Olduvai*

Notification Toolbox (part of Alarming Events) must load after **CE Toolbox** (it will unless renamed). *From the doc file*

ICOM's **On Cue 1.3** and Solution's **BackFAX** for Orchid's MacFAX FaxINIT v. 1.05 conflict if BackFAX loads first. Rename the FaxINIT to zFAXInit, forcing it to load *after* OnCue, and everything works fine. Orchid is aware of the problem, but it is unclear when (if ever) it will be resolved. *Joseph S. Sperrazza [76334,2441]*

There also seem to be some problems with **QuickMail v 2.2.2** when you are using **DOS Mounter** and a few more INITs. You can fix it by forcing DOS Mounter to load after QuickMail - If you don't it just gets to QuickMail, logs you in, and then freezes. *Erik Ableson*

I need to report that the **Reminder** INIT...a great little thing...may conflict and bomb with, I believe, **Timbuktu 3.1**. I get around the problem by renaming it for loading Dead Last, and all is well. *Jon McClintock 76106,3447*

Scroll Limit 1.0 INIT conflicts with **Suitcase II 1.2.3** unless SL loads AFTER Suitcase *Doug Miles (The current version of Suitcase is 1.2.6).*

Scroll 2.0 doesn't get along with the **Pointing Device** CDEV, it crashes into MacsBug with a Bus Error at CopyRgn+0010 upon bootup. Since ES or EA is inappropriate the RS command in MacsBug works ok. The remedy is to rename Pointing Device so it loads after Scroll2. I guess renaming Scroll2 so it loads before Pointing Device would work ok, but I haven't tried. *Jack Carr [72767,3613]*

SAM and **CPSave Deletes** - **SAM** will not let **CPSD** load. Solution: **CPSD** has to be renamed so as to load first. (Symantec advise that **CPSD** is being fixed.) *Rachel R. Caspi, PhD*

Tablecloth should be renamed "z**Tablecloth**" so that it will load last (except for ~**ATM**)

Tappy Type - This neat little INIT, which makes your Mac sound like a typewriter, seems to interact badly with **Suitcase II**. I couldn't get it to work until I had it load before **Suitcase II**. Oddly enough, I figured the INIT it WOULD interact badly with would be **QuicKeys**, but they seem quite happy together. *Joe Bates [72410,27]*

TurboCache (PLI) - often bombs and won't allow access to the finder, probably due to a conflict in memory allocation. Rename it " **TurboCache**" (double space before the name). *Roberto Montandon , Italy(BIX: montandon).*

Conflict Resolving Utilities

Lost? Need help? Don't worry — there is software that can help you tame your INIT problems. There are three categories of software that you may want to try:

INIT Managers

These programs allow you to toggle your INITs on and off without having to remove them from your System Folder. If you are using more than the INITs Apple provides, one of these is essential:

> **Aask**
> **init cdev 3.0**
> **INIT-Kit**
> **INIT Manager**
> **INIT Picker 2.0**
> **INIX**
> **Startup Manager** (part of Now Utilities)

INIT Hound is a new program from Cambridge Information Ware that not only turns INITs and cdevs on and off but also identifies what they do but also identifies what they do, complete with the addresses of all trap patches and memory allocations.. The description from the supplier states: "**INIThound**™ is an INIT utility with unique technical capabilities for tracking, managing, and debugging INIT software. It monitors the INIT 31 startup process and provides information vital to System administrators, network administrators, customer service representatives, and software developers…"

Andrew Welch has also released as shareware a program called **INIT Scope** that tracks INITs and cdevs throught the bootup process.

The Init-Kit CDEV—OutHouse Software is premiering its new StartUp (INIT) Document Manager. A file has been uploaded in Download Library 6 that includes both a DEMONSTRATION version of the Init-Kit and a short TeachText document to be used as a guide. Although this version is limited in some respects, a user will enjoy several benefits: 1) Control loading of startup documents; 2) Alternate kit definitions can be chosen at startup, 3) "On-The-Fly" Startup document selection during startup sequence. The Init-Kit (Demo -- Version 1.0) can be found in Download Library 6 under the file name of "INITKT.SIT". *Brett Combs 71760,215*

Our current choice of INIT Managers is Microseeds' **INIT Picker 2.0**. It allows you to configure multiple INIT sets (that can be keyboard selected at bootup), to easily reorder your INITs, and it includes BombGuard, a feature that will automatically turn off INITs that cause crashes at startup. As a matter of interest, I've found that reordering often fixes bootup problems.

If you want to put a note in about **FreshStart**, just say that the program was removed from shareware because the author didn't feel he could maintain it at a higher level then other products. I personally recommend INITPicker, but frankly at this point I only run a couple of INITs, and don't use a manager! B*ob Hablutzel 76050,3636*

System Utilities

A number of programs incorporate or include utilities to help you keep control of your System:

Bundle Bits

SlowPoke Mac? If you find your Mac Desktop slowing down (it starts taking longer and longer to give you back control after moving or copying files), you can try **DeskTop Manager** (but but if you are having problems, discontinue use, as the doctor says), manually rebuild your Desktop, use **DiskExpress II** to compact your Desktop, or **Fix Desktop**, a freeware utility by Anton Rang that removes unused comments and bundles and fixes the application list. Norton's Speedisk that comes with Norton Utilities also compacts the desktop.

The person who creates an application can, optionally, create an icon for it and also icons for documents created by the application. Those icons are stored in the application's file, and a bit (called the "bundle bit") in the file is set to tell the Finder that they're there.

When the bundle bit is set, the first time the Finder sees the application it looks for the various icons. It stores them, and information about what type and creator the icons belong to, in the invisible "Desktop File." When it displays applications and documents on screen, it looks in the Desktop File to see whether they should be displayed with icons. If the application is thereafter deleted, the list of icons in the Desktop File will stay around (but see below).

Several things can go wrong and cause you to lose proper icon display. The most common one is that the Desktop File has gotten munged somehow. You can force it to be rebuilt by holding dowm Command and Option when you quit an application (if you aren't running MultiFinder), or by holding down Command and Option when you boot (if you are running MultiFinder). Eventually you'll get a dialog box asking if you want to rebuild the Desktop. Say "Yes," and it'll be rebuilt from scratch, typically a few minutes on a hard disk.

Note that rebuilding the file will also remove icons for applications that aren't on the disk at the time the file is rebuilt. *Lofty Becker (Sysop) 76703,4054*

Note: two of the most successful fixes we have found to INIT and cdev problems are to set your open files and System heap properly. The explanations below may help:

Open Files
The Mac operating System has a limit on the number of open files it can handle (it defaults to 40). With suitcases, System files, applications (under **MultiFinder**) and a host of invisible files left open by some INITs, you can easily pass the limit. The problem is hard to diagnose if you do not know what to look for. Sometimes, you try to open another file and the machine responds with a notice that it cannot open any more files (although you seem to have enough memory). Or you may try to print and you get a error message –42. I had this problem and couldn't for the life of me figure out why **Print Monitor** kept refusing to print. You can up this to 200 using the **Set Files** utility (comes with **MasterJuggler**) or with **Suitcase II**. There is also a PD DA called **Max Files** that can raise the open files to 340.

The open file hint was passed on to me by Steve Brecher (Suitcase II author). Under "Power User Settings" there's a blurb on the maximum number of open files for Suitcase. What increasing that number does is allocate more system heap space at startup time for file buffers. Of course, there's nothing that says it's ALWAYS used for file buffers, so it just gives you some extra breathing space in the system heap for whatever you need it for. *Joe Sewell 74136,360*

System Heap
DOES THIS HAPPEN TO YOU? I sometimes get a Memory error –108 which indicates not enough memory in the heap zone, an area where Fonts, Desk Accessories, Control Panel devices and INITs load (Error -108 can refer to either the application heap or the system heap. Fonts and DAs load in the system heap only if MultiFinder is on; otherwise they load in the application heap. *Steve Brecher)*

Because of the increasing number of INIT files in use on the Macintosh, shortages in the System Heap are becoming more frequent. HeapFixer fixes this. In their documentation CE Software states: "Unreliable operation of your Macintosh or unexplained crashes are common symptoms of System Heap size problems. At the Finder, select 'About the Finder' from the Apple menu. A memory usage bar chart will be displayed. Look at the bar labeled 'System'. A number will also be displayed to the left of the bar — write down this number, you will need it when using HeapFixer. The darker part of the bar indicates memory used the lighter part of the bar indicates free memory. If there is less than 25% free space indicated for the 'System', you may occasionally have problems."

The total bar represents all operating system overhead, including system heap, RAM cache, and many other areas of RAM not dedicated to (the) application(s). The light part of the bar, however, represents free space in the system heap. Hence it is an "apples and oranges" bar and the proportion of white space is not particularly meaningful. *Steve Brecher*

For me, HeapFixer offers a temporary solution at best. My Mac tends to move back to an inadequate heap size after a few days. I believe this is because I constantly change my INIT configuration.

One of the best indicators of RAM usage (not System Heap) I have on hand is through TurboCache from PLI, which shows in the Control Panel a graph of how memory is alloted. *Jim Moore [74736,2567]*

Another way of fixing the problem: if you have DiskTop it comes with a utility called Widgets which will allow you to change the heapsize, (Bob Anderson) *Joe Bates [72410,27]*

To answer Joe Bates' query about HeapFixer, CE Software advised advantage was it showed amount of Free Memory which Widgets does not. They advised me by phone that the documentation to both Widgets and HeapFixer was misleading. That not much at all could be told from About Finder as far as the System Heap memory usage. They suggested that you use HeapFixer to leave about 75K free in your normal environment, which takes some trial and error. Widgets will allow you to increase the System Heap but gives no indication about how much memory is free. *Jim Moore [74736,2567]*

Apart from Heapfixer, you can try SysHeap (no longer available), or a new heap tool, called Heap Tool which functions as an cdev. Still another way of fixing the problem:

The only difference in using HeapFixer in respect to MultiFinder is that if you adjust the under MultiFinder, you won't get the message to restart your machine. MultiFinder is only able to adjust System heap if there is room available. In other words, it can't make more room for heap if something (INIT or Application) is already in the memory (it can't move something from memory) So, what HeapFixer does is allocate a larger portion of the memory for the INITs and cdevs and leave some free space for dynamic changes with MultiFinder, and also a "scratch" space for the INITs that don't manage memory very well. *Jeff Raser/CE Software Tech Support 76004,1527*

My understanding is that the Mac operating System dynamically resizes its heap, but that if you use a lot of INIT31 resources, you should manually adjust the size up (mine is now at 1836k). There are two utilities available here on CompuServe to help you: CE Software's Heapfixer, and Microseeds' SysHeap (these are available in their respective areas in APVENA and APVENB). My recommendation is to try SysHeap, which works automatically HeapFixer requires you to adjust until you have about 25% free. (Microseeds' have removed SysHeap from CompuServe because of reported problems).

Heapfixer is an application that modifies how the System (as in the file in the System Folder) uses available RAM. The program takes a bit of RAM that is reserved for Applications, and dedicates it to the System Heap so INITs and CDEVs have enough room to load and operate. Below is a summary of how it works that I hope will be both informative and amusing. I, when I first received Heap Fixer on one of my CE Software disks, didn't understand what the program did. My first reaction was to be afraid that I would permanently change my computer. When I figured out that that was not the case, my second reaction was to make things more complicated than they actually are.

So, let me see if I can shed some light: Compare the RAM that the system uses to the desk or table [the System Heap] that your computer is sitting on right now. If you were like me when you first got your system, there were only a few parts [Commercial Applications, some INITs CDEVs and DAs. This still left some space on the desk [System Heap, remember!] for other items, and you didn't have to be too concerned with how they were arranged.

As more items were added to the computer setup such as a modem, printer, extra drives, more diskettes, arrangement of items on the desk became a little more critical. In most cases the diskholders could be moved a little closer together, the lamp may have become a little more cramped, etc. [This is when the computer started acting "funny"]

Then comes the day that there is no longer any room to be found on the desktop things are cramped. Soon, with the lack of room, something falls of the desk and "crashes". [System Errors and Freezes happen often] And then something else falls, and then something else, while in the meantime you keep getting more and more software [INITs and CDEVs] until crashes happen so often that they are annoying.

Time has now come to do something [the cat is now playing with your brand-new copy of Amazing Paint from CE Software] about your lack-of-space on the desk [System Heap]. So, you run out to the local furniture store for an extension of some sort to your desk. [Expand System Heap]

You find the perfect addition and bring it home and add it to your desk, noticing that the empty space at the end of the desk that was there before is now filled. [System Heap expanded, Application Heap slightly reduced] But it's OK - you didn't _really_ use that space anyway.

Now, let's imagine starting again with a clean desk [Reboot the computer]. When you put all of your equipment back on the desk, you notice that your stuff doesn't go crashing to the floor quite as often. Your problem is solved! But only for awhile.

When your desk fills again [Adding more INITs and CDEVs], you will have to get more desk space. [Expand the System Heap again] This will work fine until you completely fill your room with desk space [By expanding the System Heap by more than about 30%] and suddenly find that there is no room for anything else. [Applications can't load properly] This is when you find that you need to find someplace else for the extra items. [Unload the extra INITs and CDEVs from your System Folder] Hope this helps explain Heap Fixer! (At least I hope is was somewhat amusing) *Jeff Raser/CE Software Tech Support 76004,1527*

System Heap Size and Purgeable Resources
You are probably familiar with the term "Resources". They are pieces of information stored in files in a way that they can be shared by multiple applications. Your system file consists entirely of such resources. Fonts, desk accessories, device drivers, and resource strings are examples of resources.

Resources can be set up as "purgeable." This means that if a program uses it rarely then the system may choose to remove it to make room for other resources. In Bill's analogy which compares memory to the space on top of your desk, consider purgeable resources as those reference manuals, post-it notes, and magazines that stay around until you need more space.

Each time you look at the space available on your desk, you probably don't spend time cleaning off all those "purgeable" books and magazines. Only when you go to add a new component do you go through the exercise of removing those items and reorganizing the space to make one large space available.

The about finder... box doesn't (to the best of my knowledge) reorganize your heap or account for purgeable space. There are two things to learn from this: As you add more and more system heap space, purgeable items stay around, giving your heap an inflated size. Therefore, I only look at the about finder... right after booting (when few purgeable resources have been loaded) when I'm considering changing my heap size.

Second, you may find that a larger heap can keep your Mac from crashing in some cases for the simple fact that the heap gets rearranged a lot less.

By the way, your system heap can be TOO BIG. When the gray area goes away in the about finder... you've probably sized your system heap too large. I don't know why this has such detrimental effects. Maybe someone else can fill us in... *Kerry Clendinning 76424,2214 (Kerry has recently uploaded Heap Tool 1.0, a cdev which allows you to control your System heap.)*

Any code running on the Mac needs to have a chunk of memory available for its use. It's possible to work things so that several bits of code share the same chunk, or to give each piece its own chunk. The way it's done on the Mac (under MultiFinder), each application gets its own chunk (called the Application Heap) other things generally share the space called the System Heap.

The size of an application heap is set when the application is launched and is unchangeable until the application quits (when you can change it from the Get Info box in the Finder). The System Heap, however, can grow as long as there is free memory. The System Heap is at the bottom of memory, and MultiFinder allocates application heaps from the top down, so there generally is free space for the System Heap to grow in. It will need to grow if something running in the System Heap (for instance, a DA) asks for more memory than is currently available.

Under MultiFinder, the system heap can expand dynamically. However, it may still sometimes be necessary to enlarge the size of the system heap *at boot time*. The auto heap expansion can't occur until MultiFinder's running, and you may need it for some INITs. *Lofty Becker (Sysop) 76703,4054*

MultiFinder handles the system heap, not Finder. Once MF is loaded, the system heap can expand (and allegedly contract, although I've never personally seen this) as needed.

Note that some situations—such as running older MicroSoft apps which are loaded right on top of the system heap—can prevent the heap from growing.

At INIT time, MF isn't around, so the system heap size is fixed at whatever the boot blocks specify. If you need a larger heap at boot time, HeapFixer is the way to go. If you get through the boot OK, though, it's probably not necessary.

The dynamic system heap abilities of MF have been around since the original MF release, System 5.0. *David Ramsey (Sysop) 76702,335*

The System heap is resized as needed during the INIT process, in between the loading and executing of each INIT. There is an approved method (the 'sysz' resource) for INITs to tell the mac how much room they want the System heap expanded, and INITs, if they're careful, can increase the size of the System heap themselves (not approved). Even if the INIT doesn't have anything to say about the heap, the INIT31 mechanism still continuously changes the size of the System heap, as necessary, to maintain 16K of free space. INIT31 checks for 16K of free space _before_ it loads the next INIT. If there isn't 16K, it increases the size of the system heap to satisfy that need. If an INIT requires more than 16K, it should be specifying how much it needs in the 'sysz' resource. These are the rules (for writing INITs). If an INIT needs more space than the default (16K) that INIT31 provides automatically, the INIT should use the 'sysz' resource mechanism. *Bill Steinberg (Sysop) 76703,1027*

As long as what your System Heap is set to is less than 40% of total RAM, you should be OK. Also, it is best to try to keep the free space between 1/4 and 1/3 of the used space. If your system is using 2MB, then the free space should be somewhere between 500K and 650K.

If the amount of free space is too small, INITs tend to sneak over into the the part of the memory that applications want. Then, your machine crashes. *Jeff Raser/CE Software, Inc. 76004,1527*

One test you can make to see if you need more System heap for the situation you describe is to boot with MultiFinder, and launch the program that gives you the out of memory problem with SuperLaserSpool and try to print. If the memory error pops up again, it means that you need to increase the application's memory partition and not your System heap size. This isn't a definitive test for your problems, but could point out a possible solution. *Rick Trethewey 76703,542*

System Analysis Tools

There are a number of programs that can prepare a report on your System, including the installed INITs:

DiskExpress 1.5
INIT Hound (see above)
INIT Picker 2.0
INIT Scope
MacEnvy
Mug Shot
Norton Utilities (a new essential)
Profiler (part of Now Utilities)
Tattle Tale
What?

Changing the System Heap and increasing the file count as mentioned will certainly help solve many problems. There are many files open of which the user is unaware. I suggest you get (download) '**What?**' as I did at suggestion of CE Software to show much info about your environment, especially all files that are open. CE Software suggested **What?** to me after several calls trying to resolve various conflicts. *Jim Moore [74736,2567]*

Tips, Hints and Assorted Thoughts

Wouldn't it be great if someone could write an application that could figure out what is conflicting with what in your System? Of such stuff dreams are made

The application 'ABC' has unexpectedly quit. Happen to you? Sometimes, but only sometimes, the fix is easy. Get into the finder, highlight the application, and Get Info. Increase the application memory size (bottom right hand corner of window). The unfortunate down side to this is that often this means that the application that you are running has just conflicted with one of your INITS (good luck finding it!).

One of the most frustrating System crashes is when you have been working for a while, and (after an unrelated event) you get a blank, flickering dialog box (obviously the 'System Error' dialog). Steve Brecher (the author of **Suitcase II**) explained to me that this means that your System has become so corrupted that it is incapable of even displaying the dialog box. In my opinion, these are the most difficult System crashes to recreate when testing for INIT/cdev conflicts. If anyone out there has any suggestions, please EMail them to us. (This does not necessarily mean the System *file* is corrupted (although that is possible); it means that parts of the contents of RAM necessary to

display the system error alert have been corrupted. *Steve Brecher)*

The present release of **INIT Picker** by Microseeds (2.0) will keep track of the startup process, and if you crash — while executing an INIT — it will automatically disable that INIT when the Mac restarts.

The October 1989 issue of Macworld contains an article on page 160 entitled "Start With Utilities" by Robert C. Eckhardt which describes "How to survive the flood of self-loading RAM-resident utilities". Worth reading by conflict sleuths.

Midi Software: any INITs or apps which utilize the Mac's timer should be scrutinized.

Still More Help — **MasterJuggler 1.5** includes a utility to search for, list and even print out your font conflicts (NFNT numbering). Furthermore, there is a utility included which allows you to renumber the problem fonts. (Both **Suitcase II** and **MasterJuggler** can resolve font numbering problems.)

Our Top Ten INITs - Version 4.2

Of the hundreds of INITs available for the Mac, we have decided that these are the ten we would choose today if we could only (Heaven forbid) be allowed ten. You will notice some new additions to this hit parade, and others who have slipped to the honourable mention group. The list was compiled without regard as to whether the INITs were commercial, shareware or freeware. We recommend them highly. Deciding on which ten involved many heated discussions - so don't overlook the honourable mentions.

Rank	Program	Version	Notes
1		1.5 1.2.6	If you want to manage your System (fonts, DAs, FKeys) you need either MasterJuggler or Suitcase II.
2	INIT PICKER	3.0	If you're going to use INITs, you need an INIT manager. We like InitPicker, a commercial INIT manager from Microseeds.
3	Boomerang	2.1	Boomerang, for $30.00, is an indispensible tool for finding your way around.
4	DD INIT	3.0	Disk Doubler adds itself to the Finder Menu bar and does on the fly compression and decompression. You won't be able to live without it.
5	~ATM™	1.2	If you want WYSIWYG fonts, Adobe Type Manager is a must-have.
6	After Dark	2.0	After Dark—Berkeley Systems managed to create a great screen blanker at a reasonable price.
7	2:34 SuperClock!	3.9	SuperClock is on so many Macs, it should be System software.
8	ON LOCATION	1.0	ON Location—the fastest file finder and text finder in the Mac world.
9		2.0	Disinfectant John Norstad should be given a medal for keeping Disinfectant as freeware.
10		1.01	Complete Undelete A lifesaver. It recovers files you trash by mistake.

Very Honorable Mentions

There are too many INITs out there to limit the list to ten. Here are some that just missed our list:

- **DiskExpress II**
Background optimization for your hard drive!

- **HandOff II**
Fred Holland has come up with a great extension to HandOff a file launcher that incorporates color level switching.

- **DiskTop 4.0**
An indispensible DA/INIT/cdev combination of file utilities. The only reason it's not in the top ten is that it is primarily a DA. Another disk utility worth looking at: DiskTools II.

- **Exposure 1.03**
The best screen capture utilty (we used it to grab the graphics in the chart above).

- **Norton Utilities 1.0**
We just received the package, but this collection of utilities appears destined for greatness.

- **Now Menus**
Formerly HierDA, now part of the commercial NOW Utilities package, this adds dropdowns to your dropdowns (OK, adds hierarchical pop-outs), plus adding dropdowns anywhere on your screen.

- **On Cue 1.3**
The first commercial file launcher (file launching is also available within PowerStation, MasterJuggler 1.5 and DiskTop 4.0, otherwise this would have to be in the top ten).

- **Pyro 4.0**
Pyro and After Dark are both good screen savers (competition has been good for us users).

- **Quickeys 1.2**
Probably the best macro utility out there.

- **SAM 2.02**
Symantec's anti-viral product is top-notch: the new version allows users to type in new virus definitions.

- **Vantage 1.51**
Essential text manipulation tool— we use this one to clean up capured text.

Final Thoughts

It seems that **INITInfo** is proving useful to a number of you. Dennis Klatzkin (70376,135) reports: "I'm a Contributing Editor for **MacWEEK** and write a biweekly column for them ('The Human Interface'). I'm working on one right now that deals with what I refer to as 'INIT hell'. It's not a technical article, but rather a look at some of the issues involved (who's responsible for the situation what users, developers, Apple can do to help resolve it). Obviously, the sharing of information between users, such as your **INITInfo** uploads, is tremendously useful. I'd like to mention **INITInfo** in the column." The issue appeared in the 10/17 issue of **MacWEEK** and we thank Dennis for the kind words.

And Bill Dwyer (75755,1140) reports: "This is a thank-you note for the recently downloaded **INITInfo** which has solved a problem that's been driving me crazy for months. I run with **Juggler** and a lot of INITs. I also use **Desktop Manager** to get around the Finder limits on number of files (I have a 300M disk). The result was repeated '42' errors (out of files). We've talked to Apple for months — until your download no one could tell me how to change the file count. Thanks very much".

The April 1990 issue of MacJapan featured a 22-page translation of INITInfo 4.0.

Finally, many companies, including Apple Computer and Claris, tell us they use INITInfo to help control the bomb effect. So keep the info coming.

Any thoughts or comments on conflicts? Are there INITs, cdevs, DA's or other lovelies out there that bug things up, or cause other incompatibilities? Any really wonderful INITs that we should all know about? Have we insulted your prize possession or prize creation? Tell us about your discoveries. Email a note so we can spread the news. This list is becoming more and more useful thanks to the feedback from **CompuServe** members.

And don't forget to keep checking this forum for updates — we update whenever we have enough new information or revisions to the previous version.

Thanks

Thanks to Larry, Debbie, Robert, and all the gang at our service bureau. Larry designed the MagiMac logo, and Debbie lino'ed the cover for us:

For those of you looking for Mac consulting services (as well as Mainframe or micro database construction, from JAD session to delivery and support):

We've received a lot of help, encouragement and support from Ian Stoddart, Jamie Johnson, and the rest of the gang at Up & Running—a great Apple dealership owned and run by Mac fanatics:

Let's not forget our printer: thanks to Chris Kidd and Brad Stafford at Gilmore Reproductions:

INITInfo: Conflicts (fixes are checkmarked √)

NOTE: this listing has conflicts reported by users. Many are those reported by a single user, and may be the result of other conflicts or incorrect testing. Some of these problems relate to out-of date versions of software. We argued this point, and finally left them in so that those who are still using out-of date versions (or who can't afford every $150.00 upgrade). Fixes are noted with a check mark. When we can, we try to duplicate conflict reports (we're still waiting for Apple to send us FX's), but we are not a testing lab.

Remember:

"Bad karma (yours, the computer's, that of someone within 50 feet of the CPU) is often the cause of problems." *Steven Bobker [74206,420]*

32-bit QuickDraw

√ 32-bit QuickDraw - SimCity will not run under it. (The solution is to remove it from your System Folder and reboot). This is fixed with the latest version of SimCity (1.2c). *Jake Hoelter/Maxis Technical Support 71435,276*

√ Rodime and Cobra drivers have a similar problem and fix (for 32-bit QuickDraw). Before you can use one of these hard disk drivers you must run the installer program, go into options and select the Apple QuickDraw standard instead of on-screen draws. These problems occur because the programs were written to write directly to the screen instead of going through QuickDraw and Apple says "no-no" to this kind of programming! When system 7.0 comes out EVERYBODY is going to have to conform to this method or else their programs won't work! *Thomas Rayas/RasterOps Corporation*

32-bit QuickDraw - **Moebius** will not run under it. (The solution is to remove it from your System Folder and reboot). **BlockOut 1.1** also has this problem *(acknowledged by the company).*

√ There are conflicts using DataDesk's 101–ADB Keyboards with Excel 2.2 and SoftPC (something to do with the programs querying the keyboard for such as NumLock features not supported on the DataDesk). Patches/fixes for both have been posted on CompuServe and things work hunky dorey after the fix. *Jeff Swart [71210,26]*

√ Adobe Type Manager - does not work with Illustrator 88 v.1.83 (the reason for the 1.93 update). If you install the ATM patch available on CompuServe and other places, it fixes the letter spacing problem in Word 4.0. (This has also been fixed in Word 4.0a). The patch allows you to enable Fractional Widths under ImageWriter settings. *Tom Petaccia [76702,563] (The current version of Adobe Illustrator '88 is 1.9.5; 3.0 has just been announced).*

ATM does not work properly with **Word Perfect 1.0.3**. The font menu functions as it should, but the style menu does not pop-up. It can still be accessed by selecting that line in the menu, or by typing in a Command-Y. *From the doc file.*

Adobe Type Reunion

The only solution has been to trash Adobe Type Reunion. With ATR gone **On Cue** works fine. There's more talk of this incompatibility problem in the Adobe Forum. Seems Adobe and On Cue are pointing fingers at each other. I guess we will have to wait for the first bug fix of ATR. *Edward Stern 73510,1463*

Adobe Type Reunion and **Boomerang 2.0**. Typically, when both are loaded, Boomerang's menu is slow to drop when accessed from SF Dialog boxes or I get a system error ID 01. According to the manual, Type Reunion doesn't like to be renamed. Also when Type Reunion is loaded, "Calendar reminder INIT" doesn't function properly either.*Lee Friedman 71020,302*

√ I got a couple of reports of the conflict between Boomerang and ATR. They could have solved the problem either 1) turn off "Keep CODE in SysHeap" in Boomerang's Preferences Dialog or 2) increase the system heap size by HeapFixer. In these reports, the problem occurred when one launched an application or a DA or tried to use On Cue. Boomerang does nothing at these points. The above 2 changes give more memory to ATR to play in the system heap. It seems that ATR has some problem when it cannot find enough memory. *Hiroaki Yamamoto 76407,3251 (Boomerang author)*

We just ran into a problem at my site with the use of Adobe Type Reunion and Apple **MacWorkStation** application. When Adobe Type Reunion is loaded, it seems to interfere with the operation of the menu bar in MacWorkStation resulting in various assorted errors (address error, illegal instruction failure, etc) causing MacWorkStation to abort and Multifinder to display the famous "<application> has unexpectedly quit(nnn)" dialog. If we remove Adobe Type Reunion from the System Folder, everything works just fine. *Bill Redmond 76600,60*

Adobe Type Reunion does interesting things to **Might & Magic** (first, not second). When Adobe Type Reunion is on, and I launch Might & Magic, the program can't locate the "Inner Sanctum" file, and does not use the attached sound file "Might & Magic Sounds." Apparently Adobe Type Reunion interferes with M&M's file location ability. I finally just dumped Adobe Type Reunion entirely rather than remember to depress the shift button whenever I launch M&M (or Nav, for that matter). *Richard Lesses 72537,2467*

√ **Navigator 3.01** did not run properly with Adobe Type Reunion installed (the 'Archive' dropdown displays font attributes, instead of your archives). The workaround was to hold down the shift key while booting Navigator (this disables ATR); the problem is fixed with Navigator 3.03.

According to the manual, Type Reunion doesn't like to be renamed. Also when Type Reunion is loaded, "**Calendar reminder** INIT" doesn't function properly either. *Lee Friedman 71020,302*

Alt WDEF

Alt WDEF INIT/cdev (fr*om the doc file)* - will destroy a **HyperCard** stack using '**Reports**' (so watch out **Focal Point** users!)—does not work with **Microphone II**.

I have observed a conflict between AltWDEF 1.5.3 and **Scroll Limit**. The symptom is that "iconified" windows don't drag properly. The cursor slides along the window, not moving it until the cursor hits the boundary. Also, the window leaves phantom outlines of itself on the desktop. *James W. Walker 76367,2271*

The new version of CanOpener is 1.1
CanOpener 1.0, conflicts with AltWDEF v1.5.3 I tried to run CanOpener and it locked up. After a few tests, I remembered that CanOpener generated strange windows. I removed the AltWDEF from my system folder, rebooted and CanOpener worked. *Mike Liveright [75206,2464]*

√   Capture INIT: I found no conflict between Capture 1.3 and CD SC 3.0.1(our library currently has Capture 1.3), though I did found crash on CD SC 2.0. According to the Guide, the person who reported this problem did not specify version number, but I will ask our library to get Capture 2.0 ASAP and take a look. *Brian Bechtel Advanced Technology Group Apple Computer, Inc. internet: blob@apple.com*

A.M.E.(Access Managed Environment) is totally incompatible with many programs that deal with hard drives directly (such as program installers, security, encryption, and anti-viral products). This is one case where it is essential that you read the manual carefully before using.

Aesthete - improves the look of your Mac Icon — freeware—*no known problems (as yet)*

Application Menu 3.5 and **AutoMac III**. Both of these can be accessed by clicking in leftmost part of the menu bar. As a result, when one clicks to access Application Menu, AutoMac III's dialog will often appear inadvertently. One solution is to turn off AutoMac's menu access feature. Another is to use Application Menu from the rightmost part of the menu bar. *Maurice Volaski*

Boomerang

Boomerang 2.02 conflicts with **Rebound**. But it is such a great INIT and it includes a rebound feature. You can also tell it to turn itself off when running conflicting applications. Boomerang has always been deadly with **Metcom Modula-2**. *Joe Sewell [74136,360] .* The doc file mentions of a conflict with the spelling checker in **Word Perfect 1.0.2** running 32-bit QuickDraw. *Boomerang 2.1 should be out by the time this is published—we recommend it highly.*

If you load **Scroll2** in front of Boomerang, and set Scroll2 to not to kick in unless the are '160' dots of slide area (80 is normal), this will fix all your problems with the two great cdevs. *Ronnie R Higgins Jr. 70475,1114*

1. Use Scroll2 with the minimum window set to 160 pixels or larger; 2. Pay the Boomerang shareware fee and get 2.1; 3. Use the older, non-cdev version of Scroll2; or 4. Remove either Boomerang, or Scroll2 *Al Heynneman 70110,611*

Clock Adjust - permits adjusting the Mac clock if it runs too fast—*no known problems (as yet)*

Color Cursor - gives you a multicolored cursor—*no known problems (as yet)*

ColorFinder - bombs at startup if allowed to grow over 90-100k by adding new icons. Solution: make a second ColorFinder with another name (eg. ColorFinder2) and paste the new icons into it, deleting original icons *Rachel R. Caspi, PhD.*

Cmdr. Dialog][

Cmdr. Dialog][from Andrew Welch is a really nifty INIT that allow you to answer dialog boxes with a single keystroke and all sorts of other neat things. But it is totally incompatible with **AutoMac III**, a macro maker that's bundled with **Microsoft Word 4.0**. The problem appears to be that AutoMac III interprets whatever Cmdr. Dialog][does with dialog boxes as keyboard commands, (AutoMac can be almost totally keyboard driven and customized for certain keystrokes) and immediately tries to do something the minute it's invoked, because of whatever Cmdr. Dialog][is saying to it. AutoMac works fine so long as Cmdr. Dialog][isn't loaded. *Steven L. Fair [76530,406]*

Commander Dialog II is nice for avoiding those mouse-trips to the dialog buttons, but under **Aldus Freehand** it causes a problem. In the text-entry dialog box, there happen to be a number of buttons, so the process of typing starts activating them accidently. Simple solution: turn off CDII before using Freehand. *Darien Kruss 76344,1352*

Don't hold your breath waiting for Cmdr. Dialog to be updated. As a registered user of several of his programs, I called Andrew Welch Sunday to ask him about a conflict between Cmdr. Dialog 1.0.1 and another of his programs which I recently tried, **Easy Envelopes+**. He told me the problem was due to Cmdr. Dialog. I asked him if he had any suggestions as far as the conflict. He said "... don't use Cmdr. Dialog." I asked him if he was planning to fix it, to which he replied that he didn't even know if he still had the source code. Anyway, 1.0.1 seems to work fine for me with Boomerang 2.0. Maybe because I have Boomerang load after Cmdr. Dialog. *Keith Orosz 76650,15*

Big Thes Helper and Cmdr Dialog II conflict. When you try to look up a word that BT doesn't know you get a Dialog that gives you the closest words it knows. Well when you try and use the arrow keys or press return to get to the selected word or try to press the cancel button or Cmd-. for the equivalent you get an error. I have MacsBug installed and when this happens I get an Unimplemented instruction error. *Brian Blood INTERNET: blood@usc.edu*

CIM (CompuServe Information Manager) We have known conflicts with the following: **SUM Partition** INIT, **TOPS Spool** INIT, and **IIfx**'s, the cdev for controlling Abaton's FAX-modem. (These don't always cause problems, but some users have narrowed their problems down to those utilities.) *Kevin Johnston/Mac CIM dev. team 70003,4412*

Deskpict - use your startup picture as a desktop—*no known problems (as yet)*

√   This is not an INIT problem, but I think it is worth mentioning it anyways. When using the DAtabase desk accessory with the "Use clicking sounds" effect turned on, some memory gets allocated every time this effect is used (i.e. every time you click on a control or in a field) after a while this eats away all your system memory and the machine crashes. *Sven Axelsson.Talked to Preferred—this is fixed in the current version (DAtabase 1.5.1).*

DeskTop Manager

DeskTop Manager - is a System file that Apple bundles with AppleShare which replaces the invisible DeskTop file. The advantage of DeskTop Manager is that it speeds access to your desktop, particularly for those with large hard drives. DeskTop Manager tends to confuse **ColorFinder** and **Icon Colorizer** (both of which allow you to display color icons on your desktop). Programs that rely on the Desktop file (like **ON Location**) do not work properly with DeskTop Manager installed. *Apple will be including DeskTop Manager's functionality in System 7.0*

When using Desktop Manager for the first time, you MUST rebuild your desktop. There is no way that the Finder can know that it's a new desktop file when using DTM so it doesn't rescan the disk and pick up useful info like icons and which applications are on the disk and where they are. So you can have real fun launching documents. When using it again after some period of time (mainly if you put more applications into folders) with it disabled, the changes to the desktop during that time have no way of getting into DTM's desktop files. *Bruce D. Tomlin (Genie: BTOMLIN)*

There are no plans so far to make **Tempo** work with Desktop manager. We are revving it to work with whatever scheme will be present in system 7 (which the rumor mill whispers will be similar to Desktop Manager but built in). *Todd Vogelei/AffINITy Tech Support Manager 76344,1750*

I've been having a running battle with the **TOPS** (now Sitka) people because they are *not* compatible with DTM and they say they don't have any plans to be compatible! They suggested I wait until 7.0 is released!!! I told them I can do without your network,thank you. PSN "thinks" it's compatible, but they're not sure!? *Barry Peters/The Computer Window 71270,1607*

DeskWriter Aid problems: When I choose to print a document in **MiniWriter** for the second time it always hangs. This problem was duplicatable and stopped when taking DeskWriter Aid out. I would recommend removing the INIT until the problems with it are solved. *Richard Lesses 72537,2467*

DialogKeys (part of **DiskTop**) - use the keyboard in dialog boxes—*no known problems (as yet).*

There is a problem with **Dimmer** under System 6.0.4 on my Mac II. The problem does not exist under System 6.0.3. I've advised Web Phillips and Dave Winzler at Microseeds Publishing about this Dimmer problem and System 6.0.4. Dimmer appears to be effecting (disrupting) the modem port for about 10 seconds after it is activated, or becomes active. After that time, the port is again active. (available for the telcom program in use.) If you're using a telcom program doing an XMODEM transfer and your XMODEM is setup to make repeated attempts to get errored blocks, you will continue the xfer after Dimmer's 10 second disruption. (for lack of a better term) The problem is when you're using a forward error correction scheme, like CompuServe's QuickB protocol, which can't tolerate such a long disruption at all. The same problem exists with AppleLink and the file xfer protocol they use. GEnie, while attempting a YMODEM xfer, will crash the xfer immediately, of course. ZMODEM, on the other hand is recoverable, if GEnie doesn't time out. *Rod Paine/ASTEC Co. [72017,117]*

Now that I have Norton's **Directory Assistance**, **Boomerang 2.1** does not work, the clock keeps spinning but the mouse is operable, sometimes BMRNG does not show it's icon in the Open dialogue. Shortcut appears to work fine however. *Gregory A Youngs 76665,3010*

√ AlSoft's DiskExpress II 2.03 is incompatible with Symantec's SUM II Sum Disk Clinic "Recover Deleted Files" using an installed "Deleted File Record". When an undelete is attempted, no files are listed by SUM Disk Clinic, even though you just deleted a file. Re-booting your Macintosh and then re-entering SUM Disk Clinic will yield a proper list of deleted files when an undelete is attempted. This incompatibility was fixed in version 2.04 of DiskExpress II. *Joseph S. Sperrazza [76334,2441]*

DiskExpress II 2.04 - *(from the doc file)* does not work with **TurboCache** or **TurboCharger**.

DiskTop
The current version of DiskTop is 4.0 (these comments relate to earlier versions)

√   and **Coach 3.0c:** I had a lot of trouble recently with Coach 3.0c, the Coach menus would become nonfunctional and it wouldn't quit. I called Deneba and they said that QuicKeys was known to cause problems with Coach. I didn't have that but after several hours I was able to track my problem down to DiskTop INIT. This is not the DiskTop DA, which has worked fine for me, but an INIT that comes with it to allow one to access DiskTop via keyboard commands. After removing that one INIT all has been fine. *Dan Hogan [73077,2752] This is fixed with version 3.1a of Coach.*

-   About a year ago I got a free copy of QuicKeys from CE for pointing out a conflict between **MacroMaker** (then new) and the DiskTop.INIT file (Not the DA). Basically, if the two were together, DiskTop would do very strange things (windows messed up mostly). CE was able to duplicate it and was impressed enough to send me a free copy of QuicKeys. *Dave Kupiec [71540,2576]*

The current version of MultiClip is 2.0

-   crashes when **MultiClip** is running when you request a Delete of a file or folder. The dialog box appears in a partially shaded form, and the System hangs. Also, in some cases, an error appears that states a problem with the keyboard. I have talked to CE Software and Olduvai about this. Although they had never encountered this particular problem, they were aware of problems between the two INITs. MultiClip 1.01 was to solve some problems, but neither of these has been solved on my machine.

The latest version of SuperClock is 3.8:

-   crashes when **SuperClock 3.5** is running when you request a Copy or Move of a folder. Single files don't crash, but Folder copies/moves cause the System to hang during the copy. However, when I reboot, the folder has been copied as requested. If a move was requested, the copy occurs, but the original is not deleted. I have not discussed this problem with CE Software or Steve Christensen. *J Hewell [71117,3700]*

The latest version of VirexGuard is 2.3:

-   DiskTop 3.02 and **VirexGuard 1.0.** When VirexGuard is installed, I cannot get DiskTop to open applications from the DA — Neither from the main menu nor from the DiskTop menu. Most of the time in trying to open an application I would be returned to the finder. I called CE software and talked to their tech guys and they said they had other problems with VirexGuard but apparently had not heard of mine. After de-installing VirexGuard, DiskTop worked fine. *Brian Cherkas [71251,3253].*

DLS - adjusts your clock to account for Daylight Savings Time—*no known problems (as yet)*

Eradicator causes a weird problem with the **PageMaker 3.0** installer. After copying the first disk, your Mac will prompt you for disks forever. The only way out is to restart using the reset key. Removing Eradicator 1.52 before installing solves the problem. *Douglas E. Welch [72571,3026] The current version of PageMaker is 4.0.*

Excel 2.2a has problems under 6.0.5 and the INITs that ran with it successfully under 6.0.4. After several calls to Microsoft, I finally got someone there who would tell me that they are investigating some suspect behavior of 2.2a under 6.0.5. Certain things just seem to make the application go kaput. The typical crash/freeze/ID=01 comes when you select certain menu items (toggling between full and short menus is a major culprit). These are the problems I've had: 1) If you've installed **KiwiEnvelopes** 3, in the system file or as a suitcase. When you open KE for the first time, a serial number resource is copied to the System file, and this may have something to do with the trouble. Simply removing the suitcase is not enough, nor is updating the system file with the Installer, as this preserves the KE-specific resource. 2) Kolor may cause 2.2a to crash. That shouldn't be Kolor's fault, but it may have to do with how Excel 2.2a deals with menus. 3) Whenever I close a window or quit, and Smart Alarms 3.0.1 is installed, I get the message the the Finder has been damaged. Remove Smart Alarms and the problem disappears. *Terry Harpold 72647,2452*

Excel 2.2a and SA 3.0.1. : I had a long talk with the folks at Kiwi Software, and they were MUCH more helpful than Microsoft--they were able to identify the source of the problem, when Microsoft (as usual, I'm afraid to say) could tell me that yes, something was wrong, but couldn't say what (as it couldn't be Excel's fault, of course... Ahem.) The problem appears to be with the way that Excel uses (or doesn't use, to be more precise) the Menu Manager. It's complex, but seems to involve (as I understand it) an assumption on Excel's part about specific information residing in a specific address in the System file, information that may not be there is the same place if you've loaded certain DAs, INITs and cdevs BEFORE you try to run Excel for the first time. What you need to do (this is a brute method, but it should work) is run a fresh copy of Excel once on a completely clean System file, without any DAs (other than the Apple standards) added to the System file, or suitcases loaded (if you use Suitcase II or the like). Excel can then get the info it needs. THEN you can load your DAs and INITs--and, presto, it should work! (Worked for me...) What bugged me about this is that the problem has to do with, as I said, how Excel deals with the Menu Manager—in a VERY nonstandard way—and the Microsoft people don't seem to be aware of it. *Terry Harpold 72647,2452*

QuicKeys and the INIT "FaxMaker" (which is for Abaton's InterFax modem)? I have a IIci running System version 6.0.5, and cannot convert ("print") a document into a fax file when the QuicKeys INIT is also running. All attempts to do so result in a CPU crash. I've tried rearranging the start-up sequence with INITPicker/2.0 -- but, to no avail. *James A. Shea 72707,1165*

Fetchit (from doc file) - when **Rebound** or **Boomerang**'s rebounding feature is active, FetchIt will not select the proper file is one selected a folder prior to choosing Find File.

√   If you use Finale, you should use the Command Key as the modifier key for Suitcase II, so that Finale's 'Option - About Finale...' dialog can be accessed This isn't entirely necessary with Finale 2.0. *Dean Wette [72317,2034]*
Suitcase II's Apple menu modifier key is looked at only at the instant that the menu is pulled down. So to apply the same modifier (e.g., Option) to an individual menu item, leave the key up until the menu is displayed and only then press the key. *Steve Brecher*

Finder Sounds 1.0.2 - adds sounds to Finder operations (requires System 6.0.4 or higher)

√ Findswell 2.01- an earlier version of this guide reported problems with Findswell 1.0. These have all been fixed with the current version. We have had several reports from users who are happy with Findswell.

Flashwrite 1.1- copy and paste don't work with **Word 4.0** but seem to work OK with **QuarkXpress 2.12.** If you call it up while reviewing a CIS **Navigator** session, Navigator will no longer access face files. *Tom Petaccia [76702,563]*

√ Focal Point II - will not run under HyperCard 1.2.2. TenPoint0 have posted a fix (Focal Point 1.01), which runs fine under the current version of HyperCard (1.2.5).

FP INIT - used by Focal Point II—*no known problems (as yet)*

Front & Center .96 - the rotate buttons in the Rotate View dialog box in WCLB will not work if the box comes up anywhere else on the screen. It appears that the buttons continue to work from the original screen positions. *R.M. Lilienthal [73210,2250] (The current version of Front & Center is 2.0)*

Games - most games, particularly protected games, run best when run with a clean System (no cdevs or INITs). Either boot off a floppy System or use your favorite INIT manager to temporarily turn off all INITs. Examples include: **Pool of Radiance**, **Beyond Dark Castle**, **Road Racer**, and **Gauntlet.** Notable exceptions: **Shanghai, Tetris**, and the new graphic adventures from Infocom, all of which seem to run under all System configurations, including color.

Gatekeeper

Gatekeeper Aid 1.0 + DiskFit 1.41 + Multifinder 6.0.5. When DiskFit ejects a disk, the Mac asks for its reinsertion immediately. This does not happen without Gatekeeper Aid, so it must be Gatekeeper Aid's patch that causes this. If the requested disk is then reinserted, the Mac forgets about the disk while it remains in the drive. *Gerald Edgar 70715,1324*

Gatekeeper Aid, when booted with MultiFinder, gave me a "Can't Load the Finder" message. I removed Virex INIT from system folder and everything is OK. *jmoravec 76216,1042*

I have an interesting "side effect" of using GateKeeper Aid and **MPW** at the same time. I have no idea if this is true of all versions of MPW, but here are the symptoms. With GK Aid up and active, I am using MPW 3.1b1. Every file I open with the shell has it's last modified date updated upon closing. Whether or not I changed anything. Naturally this causes havoc since the make command relies upon these dates to determine which files have been changed. To be honest, I thought it was GateKeeper *and* GK Aid, so I removed both. My problem went away and now I use SAM 1.4 (2.02 is the current version) which has no such problems. My colleague had the same thing happen to him, and I believe he was only using GK Aid. He has sent a message to Chris Johnson via usenet but we haven't heard anything yet. *Richard Scorer/Claris 74017,344*

A system crash will occur when trying to load IconIt on a Mac that has GateKeeper and/or GateKeeper's AID installed. I experienced this problem with GK AID 1.0.1 and **IconIt 2.0**. Tactic Software Technical Support provided the clue and the information about the same problem with GateKeeper. I was able to circumvent the interference by using Vaccine instead of GateKeeper and Eradicate'Em instead of GateKeeper AID. *Wolfgang Naegeli*

GOfer 2.0 - locates files based on their contents—*no known problems (as yet)*

hierDA 0.9984 - You get hooked on this freeware which allows menus to pop up anywhere on the screen. However, note the following: "Our MIDI sequencer, **Vision**, is not compatible with hierDA 0.9984 – we implement hierarchical menus for on-line help and window/file selection." M*3 Sweat Opcode Systems (hierDA has been replaced by NowMenus, which is part of the commercial package Now Utilities)*

HigherMenus - *(from the doc file)* cannot coexist with **MasterJuggler**.

Icon-It!
Icon-It!: There is now a version 2.0 that seems to be much more stable, and has some nice new features too. The program still won't work properly with any version of **Helix** from Odesta, however, and the new, improved manual says so. By the way, Olduvai Software no longer owns Icon-It! It's owned by Tactic Software (305) 378-4110 and (800) 344-4818. Tactic seems to be much more responsive and helpful. When running Icon-It! under MultiFinder, it's a good idea to allocate an addition 20-30K to the partition size of the program. (You can increase the allocated memory through the Get Info dialog box.) *Steven L. Fair [76530,406]*

Icon-It! 2.0 is incompatible with **Double Helix 3.0**. I called Tactic (the company that now markets Icon-It!) and they confirmed it. The rep told me that they had tried to establish a dialog with Odesta, but have been unable to get a response. At Tactic, they are interested in resolving this problem, but they need some cooperation from Odesta, and so far no luck. The incompatibility manifests itself by DH crashing whenever Icon-It! is active in the System File. The crash will occur without even trying to use the two programs together. *Larry Balint [73320,2632]*

√   ImageStudio 1.5 will not work with 32-bit QuickDraw, but LetraSet has come out with a newer version v1.62ß that does make it compatible with 32-bit QuickDraw even though it is only an 8-bit program. *Thomas Rayas/RasterOps Corporation*

√   INIT Picker 2.0 and Talking Moose 2.0 are incompatible *(from the doc file). This is fixed in the commercial release of Talking Moose 3.0.*

Insight Accounting Series still is very finicky - won't tolerate a lot of INITs, such as SuperClock, and the 3.0 versions of Tops and TOPS Spool. *Robert Sager 73717,1315*

KeyMenu - allows you to use the keyboard to access menus (like FullWrite Professional)—*no known problems (as yet).*

Kolor 1.0 -Commercial color utility for Mac II's—*no known problems (as yet).*

Central Point Software's **Locate DA 2.0** does not correctly search ISO 9660 CD-ROM discs. If a search by file contents is selected, the search seems to occur, but the progress indicator bar does not "fill in", and the search is not successful, even for trivial content searches, e.g., the word "the". Searching the same disc with other search by contents software (like using an MPW Tool) does work. CPS has been notified of the problem. *Joseph S. Sperrazza [76334,2441]*

Logout - logs the time you spend on your Mac (scary stuff kids!)—*no known problems (as yet)*

Lookup INIT 2.0 - conflicts with **Timbuktu**. *Dave Johnson, Working Software [76004,2072]*

MacEnvy 2.1 - learn all about your hardware and System software—*no known problems (as yet)*

MacPuke interferes with **Microsoft Mail** (and here's the scary part:) even if it is removed. The only fix is to reinstall your System. *Dave Giles, Up & Running Systems.*

MacroMaker

MacroMaker conflicts with **MacInTalk** applications (eg. **Zippy**, **Eliza**), with **Microsoft Works,** and possibly other applications. Use QuicKeys, Tempo II, or some other stable macro utility. **SuperCard** has problems with Apple's MacroMaker—doesn't seem to actually do any harm, but gets confused about its position in the menu bar. (from David Coldrick) *Joe Bates [72410,27].* SumaGraphics **MacTablet** (a graphics tablet) won't run with Apple's MacroMaker installed. *Curtis Corlew [73437,732]*

I was having some unusually odd problems with On Cue—my most-used and most stable INIT. The documents I had attached to applications began disappearing, even though On Cue still said they were there. Even after replacing the application, System and Finder, the problem still remained. Finally, I put all my INITs into a separate folder, and restored each one-at-a-time and restarted my SE/30 (System 6.0.3). I was able to determine that MacroMaker was the culprit—if it was installed On Cue refused to display all the documents on the first few listed applications; if MacroMaker was removed On Cue worked like a charm. I'm *not* saying MacroMaker _causes_ On Cue to fail, because I'm certain that there are thousands of people using MacroMaker and On Cue successfully—as I had since MacroMaker was introduced. I *am* saying that _something_ has happened that results in MacroMaker conflicting with On Cue on my system now. Perhaps you can suggest in your next INITInfo update (4.2 or 4.3?) that people temporarily remove MacroMaker from their system if they experience any sudden, unusual problems. *Larry Anderson [76340,3515]. The current version of MacroMaker is 1.2—we have no reports that it causes any less problems than its predecessor.*

MacTools 7.2 contains a bug that can cause a crash when **Pyro!** 3.x is installed (or possibly without Pyro! 3.x), when the Undelete Files menu item is chosen and then the Save Deletes button is clicked. Technical description of the bug: MacTools passes the contents of an unINITialized variable to SetPort. If it doesn't crash, it's just luck the presence of Pyro! 3.x may happen to make MacTools 7.2 unlucky (depending on which other INITs are installed). On my system, the crash does not occur if **TOPS** is also installed, but does occur if TOPS is not installed. With respect to the bug, this is just coincidence. To fix the bug in MacTools 7.2, apply the following hexadecimal patch. If you use MacTools to make the patch, be sure to patch a copy of the program instead of patching the program that is actually running. The patch is located in block 198 (C6 hexadecimal) of MacTools 7.2 at offset 70 hexadecimal bytes within the block:
        old contents: 206E 0008 2050 3F10 206E 0008 2050
        change to: 3F10 4868 000A 486E FFF8 A874 6004
Note for users of other patching utilities: the 'old contents' is not a unique pattern within the file the instance to be patched is the second occurrence. *Steve Brecher [70001,1011] (Steve is the author of Suitcase II)*

√   MacTools Deluxe—Turns out the LAUNCHER problem was a conflict with the FOLLOWING CDEV. The OPTIMISER HELP crash appears to be a conflict with SuitCase II. There may be a conflict with SuitCase II. *Al Heynneman 70110,611 All of these problems have been fixed with the maintenance upgrade which was mailed to all registered users.*

Map - this (and the color addition) work fine (although I wish the guy who redid the map in color had remembered that there is water between Africa and Europe)—*no known problems (as yet)*

√   MacWrite 5.0's spelling checker deletes text when run under System 6.0.4. The solution is to upgrade to MacWrite II.

√   MasterJuggler and Suitcase II conflict with each other. This is not a problem – they

both serve the same purpose, so choose the one you want to use.

DataDesk's **Masterstrokes 1.0** and **Superpaint 2.0** conflict.—Superpaint crashes on quitting. **Moiré 3.0** and Masterstrokes conflict—use of Masterstrokes invokes Moiré. I now use neither of these programs, substituting QuicKeys and After Dark, which perform the same functions. QuicKeys is better than Masterstrokes, too. *Janice Reece [72647,1775]*

√   SuperPaint 2.0 bombing on Quit? It's the fault of DataDesk's MasterStrokes 1.0. Get 1.4. *Doug Miles*

√ Item name box missing from SFPutFile? Have Rebound INIT 0.9 or 0.95 in the System? It's the fault of DataDesk's MasterStrokes 1.4! Renaming Rebound to load earlier doesn't help. *Doug Miles*

MasterJuggler has a conflict were it prohibits you from saving any addresses in **QuickEnvelope DA**. Apparently because MasterJuggler renumbers our resources. Their junior program, Font/DA Juggler does this as well. SuitCase II works with our QuickEnvelope DA just dandy. *Tom Zeller/GCC Technologies 71061,3616*

MenuClock is incompatible with most (if not all) MIDI software *M3 Sweatt Opcode Systems, In*

MultiClip 2.0. The only known incompatibilities are with **AutoMac III** (the version shipped with Word 4.0) and **A.T. 2.04a**. *Danny Altbaum, Tech Support Manager, Olduvai*

√ MultiFinder 6.1b9 is not compatible with Fourth Dimension versions 2.0.5 through 2.0.9: the color features are disabled. 4D version 2.0.10 fixes this. *Dean Wette 72317,2034*

√ myDiskLabeler 2.9.1 - crashes if you have MasterJuggler or Suitcase II installed. Fixed with myDiskLabeler III.

Named Folder is a great little program. I have found, however, that it corrupts the print drivers for my LaserWriter. This causes screen lock, system errors and unexpected shutdowns of Word 4.0. The only way to fix this is to restart, yank Named folder out of the System Folder, install new drivers, and restart both the Mac and the affected printer. Is there anyway to fix this mess? The program solves an annoying finder deficiency and I'd really like to be able to use it. *John Bloxom 72557,660*

Oliver's Buttons INIT causes **ColorDesk**'s check box options to disappear. Remove Oliver's Buttons when you need to modify ColorDesk's check box options. *Walter Cooke 76010,2376*

On Cue 1.3
We have some soft evidence that there is a problem with launching applications with On Cue 1.3. Specifically, we had a **Lightspeed C** program that used the standard I/O console window. The program did some computation and wrote out a file. When LSC was launched with On Cue (and no other INITs), when your quit the console window there were a few beeps which did not occur when On Cue was not used to launch LSC. At other times I have had crashes which only happened when things were launched with On Cue. The work-around is to not use On Cue to launch Think C. *Nate Goldshlag 75016,60*

A recently found conflict: The INIT "Yes/No/Cancel" is a handy shortcut when using dialog boxes. But if you are using "On Cue" you cannot use the configure selection unless you disable "Yes/No...". *richard gross 74676,2464*

I have found a conflict with On-Cue, an INIT you have listed as having no conflicts—when I am using a program called **Smart Go**, I have to be careful with On-Cue: If I click on the On-Cue icon to show the menu of applications, and then release the click button before selecting an application, Smart Go crashes. I've had no problems with Smart Go/On-Cue when I actually choose an application from the menu. Smart Go by Anders Kierulf, $40 *Phil Straus 73477,1761*

ICOM's On Cue 1.3's "Application Switching Menu" is incompatible with Apple's **"beta" MultiFinders**, version 6.1b7 and 6.1b9. On Cue will display the DA list, then the applications, in its "App. Switching Menu", when used with the beta MultiFinders. Turning off the "insert Application Switching Menu" in On Cue's Preferences works around the problem - since MF 6.1b7 and 6.1b9 offer their own Switching Menu above the DA list, you don't really need On Cue's. ICOM is aware of the problem, and indicated that a future release will address it. *Joseph S. Sperrazza [76334,2441] This will be fixed with version 2.0 of On Cue which will be shipping in September.*

√ On Cue and Virex 1.51 conflict—this is fixed with Virex version 1.52 and later. *Rob Herman, ICOM Tech Support.*

Open It! cannot work with **MacroMaker**. When you try to open Open It!, MacroMaker opens instead. *Roberto Montandon , Italy(BIX: montandon)*

√ Optimizer (part of MacTools Deluxe) conflicted with Suitcase II—Central Point Software have mailed upgrade disks to all registered owners.

Oscar & No Icon - There's some sort of conflict between Oscar the Singing Trashcan and the **No Icon INITs** that I don't entirely understand. In brief, what happens after turning the No Icon INIT 'on' with INIT manager ... 1) INIT manager icon appears at Startup (that's normal, but then) 2) Oscar icon covers INIT Manager icon, 3) All other active INITs' icons appear. *Fred Bals*
I have read the INITInfo 4.0 with great interest. It is really a very useful service you are providing. Being the author of the No Icon INIT, I might be able to clarify the problem mentioned. For those who don't know what No Icon does - it fools Paul Mercer's ShowINIT INIT to plot the icons way off the screen, thus preventing them from cluttering a nice startup screen, for instance. The problem with Oscar is because this INIT does not use the ShowINIT code to display it's icon at startup. No Icon makes no attempt to really prevent any drawing to the screen as such, it just changes the x-coordinate variable used by ShowINIT and it is really trivial - just 10 bytes of code - so there are several more INITs that are incompatible, most notably IconWrap by Ken McLeod. *Sven Axelsson*

√ Pipe Dream - also has some problems with 32-bit QuickDraw: on some Systems, it will load, but not on others. In any case, removing 32-bit QuickDraw from your System Folder and rebooting will fix the masking problem ('sparkles') when running in color.

Pointer - a cdev that allows finer control of your mouse speed—*no known problems (as yet)*

Pop Keys - "I have trouble with Pop Keys INIT with MultiFinder. Do you know anything about it? When both are running I crash just after the screen the desktop appears on startup" *Robert Greenberg [72657,1475]* After an earlier version of this list appeared Robert Greenburg had good news to report: Gary, Thanks to you and Stephen Flemming I got the solution to my problem. Stephen posted a msg with a possible fix but Carlos Weber then responded with the proper solution. I've have included it here. It may be of some help to others. "The real problem with Pop-Keys under MultiFinder is not quite as you described. It has to do with the presence of any un-named FKEYS in the active System (or in any suitcase files if you are using Suitcase II). If you use FKey Manager to give names to all your FKEYs, especially including 3 and 4, which come unnamed with fresh Apple-issue Systems, then Pop-Keys will work fine with MultiFinder. This is my problem, by the way, and now that I am moved into a new house and have unpacked my computer again, a new version of Pop-Keys may see the light." The documentation for FKey Manager lists the following as not running with Pop-Keys: **Dark Castle**, **MacLightning 2.0**, and **LaunchKey**.

Pyro!
These reports all relate to versions of Pyro before the current 4.0. We have had no conflict reports with 4.0.
Pyro! conflicts badly with **Chessmaster 2000.** If the screen saver's display is running when CM 2000 makes a move, RAM is corrupted, causing illegal moves, preventing your legal moves, triggering System crashes, and, in one case, damaging the CM 2000 disk itself. Steve Jong. Pyro! gets in the way (somehow) of MacTools' UnDelete Files function (See the MacTools note for Steve Brecher's patch to fix this problem). Turning Pyro! off via the Control Panel before selecting UnDelete is safe, however. *Joe Sewell [74136,360]*

I have discovered that David Oster's "Calendar DA 3.02" (Mosaic Codes) is incompatible with Pyro! 3.3.1, running under System 6.0.2 and Finder 6.1. I find this unfortunate because Calendar 2.1 is, in my opinion, an indispensable DA. This earlier version IS compatible with Pyro!, but lacks features of the newer version. *David L. Claytor (MacNET: DCLAYTOR)*

QuickTimer - allows you to set QuicKeys macros to start at a particular time—*no known problems (as yet)*

Rebound 0.95 and **QuarkXPress** — all of 'em, through 2.12 — have a problem. SF boxes needing doc names (new Saves, Save As...) fail to display the filename entry box. I've had no trouble duplicating this. *David Swift [73270,302] QuarkXpress 3.0 is due for release this week.*

Remv INIT (an INIT included with PLI's Syquest drives that allows the drive to be recognized even if there is no cartridge in the drive when you boot) conflicts with **SCSI Accelerator** *(from the PLI manual).*

√ We've encountered a problem running our anti-virus program, **Rival** *(version 1.1, Microseeds are now shipping to all registered users version version 1.1.3, which fixes the problem)*, while using tape drives that use the DC-2000 tapes. This problem can result in an unexpected initialization of your hard disk, so if you are using Rival and you own one of these tape drives, please remove Rival from your System Folder and restart your computer before you backup. At this time, we have contacted all of the registered Rival owners to alert them of this problem, but we need to get the message out to the people who couldn't be reached by phone, the people who haven't registered yet, and the people who "borrowed" Rival from a friend. It may be rotten publicity for our product, but please advise any one you know with a DC-2000 tape drive to remove Rival from the System Folder and restart the computer before they backup. We confirmed the problem (fortunately, it was found in a testing lab and no customer lost data over it) and notified the registered owners over the last two days; it looks like we have a solution, and we're testing it now. We expect to be shipping new Rival disks to all registered owners late next week. Robin Lane/Microseeds 76004,2100 NOTE: Microseeds deserve praise for this announcement, which placed their customers above the risk that it may hurt their product (it may actually have the opposite effect).

Scanner - required to run the Apple scanner—*no known problems (as yet)*

Scrapsaver - like it says—*no known problems (as yet)*

SCSI Probe 2.03- indicates active SCSI devices and allows mounting them. A boon when your Syquest drive won't mount—*no known problems (as yet)*

Conflict between **Shield INIT** (1.1) and **MultiClip** (1.01) exists: When doing a Manual Key Volume Save (ie Cmd-Opt K), if MultiClip is enabled (on) your System will crash with ID = 02. Workaround: Toggle MultiClip off before doing volume save. Herb Goodman 73300,3273. The docs for SUM II points out that Shield INIT must be disabled before running the **PageMaker** or **Persuasion** Install programs. *(The current version of MultiClip is 2.0).*

Shortcut 1.0.1 causes a problem for **The Curator 1.05**. In "Show Catalog", Shortcut removes any way to exit that mode. I confirmed this with Tech Support at Solutions Int'l this week. Both companies are working on a fix. *Larry Balint [73320,2632]*

Showpict - allows the loading of a color startup screen to display with the correct CLUT colors (as opposed to the standard palette)—*no known problems (as yet)*

Silicon Press 1.1 won't launch under Multifinder if **Excel 2.2a** is open under MF. *Drew Woloshyn [72510,503] (Note: They both want to load into memory first.)*

Go ahead and report the problems with **SimCity** if you'd like, but they are inconsistent. It seems to be certain combinations, because I've had one SimMayor tell me she's playing the game on her IIfx with Suitcase II (version 1.26) with no problems. There's a wierd bug in SimCity that Will has not yet had time to fix. Sometimes when the game starts, wierd lines appear on the monitor and the graphics get all screwed up. Sounds like a floating handle he's forgetting to de-allocate somewhere to me. Anyway, we've found two solutions: remove the scrapbook DA (sometimes works) or set the monitor to 4 colors, launch the game, then set it back to 16. I don't know what the conflicts are. So sometimes there are problems with **Suitcase II** and **scrapbook**, sometimes not. In the case of the scrapbook, I'm sure it's SimCity's fault. By the way, SimCity does not like the **RAM cache**. It must be off. *Jake Hoelter/Maxis Technical Support 71435,276*

To add to your compilation, let me observe that while you say that "**Soundmaster**" gives no trouble, I have spent the last month going crazy with this syndrome: - Map disappears from my control panel. So does "sound" - I cannot select startup device by selecting icons of my hard disks in control panel, the settings do not hold and the SCSI 0 device boots every time. - MacEnvy erroneously reports "old clock chip" and no extended pRAM on my new SE..clearly related to my system not recognizing map. I finally realize that I had removed "Soundmaster" from my system file, after installing a number of disk eject and other sounds (which continue to work, apparently related to the soundfix file that INIT generates.-when I realized that I did not fully understand the documentation and it's consequences to my memory and system. When I reinstall Soundmaster in the system file, ALL of above symptoms vanish whether this INIT is "on" or "off". Deselecting it with the INIT also cures the symptoms. Removing Soundmaster from the system folder reproduces all of the symptoms. My other INITs include Defrag, startup sound, smartquotes, screen blankers (Moire, Pyro both at different times) On Cue, Master Juggler, QuicKeys and InUse and Complete Undelete. It is clear that while Soundmaster may have no conflicts, REMOVING it without deactivating it as instructed - holding down click during boot- by taking it from system, causes great grief/wierdness at least in the environment above. *Robert L. Seaver 70405,1525*

Spelling Coach Professional
√   I discovered an apparent conflict between Deneba's Spelling Coach Professional 3.0c *(the current version is 3.1a, which fixed the conflict with Write Now 2.2 and also fixes this problem)* and the **CE Toolbox** 1.4.10 and DeskTop Extras 1.0 INITs that come with DiskTop 4.0 on a 5 MB Mac IIci under System 6.0.5. The symptoms are that when Coach Pro tries to autoload, an alert box comes up that says "Can't find -." with an OK button, and the autoload fails. Coach Pro can be successfully loaded manually using its Open Coach Hot Key. The problem does not occur if either CE Toolbox or DeskTop Extras is omitted (but then you lose the DT Launch and DiskTop Find entries under the Apple menu). *Dan Henderson 72106,1460*

Spelling Coach Professional 3.1a has a problem with **FullWrite Professional 1.1**. If Coach is configured to open when FW is opened, then accessing the Show Dictionary menu while in FW causes a bomb, Bus Error1B3784. Setting up Coach to be always open helps but it is still crashes on occasion. *Kenneth H. Garges 76370,631 I talked to Carmine Delligatti, Customer Support Supervisor at Deneba, and he tells me that both Coach and Comment have problems with FullWrite. These problems will not be fixed until there is an upgrade to FullWrite.*

Spelling Coach also causes another problem with FW if combined with **EZMenus v1.1**. This combination makes your menus go screwy. Moving the mouse to the menu bar causes the menu to appear normally (as EZMenu would do it) but then the menu disappears after a fraction of a second. If you move the mouse to point to one of the menu items then that item will be executed even without a mouse click. Adding FWMenuDiddler v1.2, an INIT from Ashton Tate to help FW with menu programs like On Cue, did not help, nor did renaming the 3 INITs to load in different orders. *Kenneth H. Garges 76370,631*

√   If 32-Bit QuickDraw INIT is loaded after Stepping Out II, the screen pointer becomes invisible, except in certain situations while the mouse is held down. There seem to be other types of quirky behavior too. Experienced on a Mac II with 32-Bit QuickDraw v. 1.0 and Stepping Out II v. 2.01. According to Berkeley System Design Technical Support, some people experience the "disappearing cursor" problem even when loading in the default order. They are working on version 2.02 that should fix this. Wolfgang Naegeli *Just talked to Berkeley—version 2.01 had real problems with 32-bit QuickDraw, especially on the CI. Version 2.02 is now available from the company, and a upgrade patch will be posted here on CompuServe after MacWorld/Boston.*

SunDesk
Moire 3.02 and SunDesk 1.0 seem to coexist just fine until you select the Moire CDEV in the Control Panel while in the Finder. This causes all of the colors in the icons to shift. Folders that were yellow become slightly greenish. The color shift does not go away when the Control Panel is closed. The normal colors come back after restarting. I've noticed this both on a Mac IIci with MultiFinder and on a Mac IIcx with regular Finder. My guess is that the color lookup table is getting bashed. *Kenneth H. Garges 76370,631*

Came across an odd incompatibility: The MultiFinder switching between **SuperCard** and SuperEdit (version 1.5) would not work reliably on my system with Sundesk 1.1 active. Switching to Icon Colorizer 1.5 seems to have eliminated the problem. *Terrell Gibbs 73030,2416*

SuperClock
The current version of SuperClock is 3.9.
If you have selected the hourly chime feature of **SuperClock!**, you are using **HyperCard**, and the clock strikes, you lose all sound effects in **HyperCard** until you exit and restart the program. I'm not sure, but I think many **HyperCard** events cause the clock display to go away. *Steve Jong*

√ The animated moose in the Talking Moose DA will kill SuperClock. *Fred Bals. (This is fixed in BaseLine Software's release version: Talking Moose III)*
√ SuperClock! 3.5 works fine with PageMaker 3.02. The PageMaker manual claims that SuperClock! 3.0 was the version to cause PageMaker to have the problem. *Ralph Brandi*

SuperClock 3.8 and lesser has a problem with Apple's **Allegro Common Lisp** AND MultiFinder AND NOT Color QuickDraw which will hang the machine immediately after startup. I have no solution for this except not using SuperClock in this combination. *Sven Axelsson, Sweden.*

On a Mac II CX, with the latest System/Finder version 6.0.4/6.1.4, international English version (referenced as "Z" by Apple in Europe) SuperClock! 3.8 freezes the Mac when launching MultiFinder from the On Cue menu. *Henri-Pierre ROBIN, Bousval, Belgium.*

SuperSpool
Note: SuperSpool has been purchased by 5th Generation Software. It is likely that there will be some kind of upgrade in the near future.
Note the responses from Fabian Ramirez of SuperMac Technology [76004,2330]. This is EXACTLY how we like to see this file working: direct response from the manufacturers or authors involved.
- SuperSpool doesn't work with **4th Dimension** *Palmer Tilden [73577,2721]* Unfortunately, Acius was a beta test for SuperLaserSpool 2.0 and at that time we were informed that the two were compatible and since SuperSpool is essentially a subset of SLS, we were lead to believe that both would be compatible. However, there is a problem with the Design Mode of 4D, but we have gotten conflicting reports of compatibility concerning 4D. Recently, I've been told that SuperSpool 5.0 and SuperLaserSpool 2.0 should be compatible with 4D 2.0x, but users should be referred to Acius for specific information concerning compatibility.
- SuperSpool 5.0 - (1) causes crashes when trying to print the score card from **World Class Leader Board** (2) will not spool color printing from anything. This has been acknowledged by SuperMac they say that since different programs print color on the IW II differently, they could not accommodate color printing. They are working on a fix. *R.M. Lilienthal [73210,2250]* One REALLY shouldn't have INITs loaded when playing games. Printing color is a unique situation and basically, not everyone is printing color in the same manner. If an application is sending information directly to the printer, then we will never be able to spool them. However, if they are going through the printer drivers, then there's a possibility that we should be able to spool color. For instance, I know that SuperSpool and SuperLaserSpool can spool color from MORE II, SuperPaint 2.0, and CheapColor.

GateKeeperAid and SuperLaserSpool: At work we use GateKeeperAid as protection against WDEF. The group I'm in uses SLS for spooling. We recently bought another copy to add one more SE. The version that arrived is v. 2.02. Now when I try to print from inside Excel I get the old system bomb ID=10. Removing cdevs and INITs narrowed it to this pair, which SuperMac SW admitted, but for which they offered no solution except to drop one or the other. *Paul C. Wilson 73477,1233*

To your long list of woes, add the following. Pester and Connicks excellent **CopernicPoint BBS** manager software for TABBy net will not install in the presence of SuperSpool, or SuperLaserSpool. (confirmed on my machine, and by the author by phone. He's looking to SuperMac for info for a fix. (That's version 1.00 of Copernicus). *Robert L. Seaver 70405,1525*

SuperLaserSpool causes several applications to crash on occasion, notably **FileMaker.** *John L. Moss [72537,24]* However, note the following solution: Increase SuperLaserSpool buffer size—should solve problem (Joe Liscouski)
- FileMaker in all of it's current versions does not support _any_ third party spoolers. *Richard Scorer/Claris 74017,344* This is known and acknowledged by both sides however, with respects to other Claris products, there are no known specific problems. However, any problem that may be encountered should be reported to SuperMac and Claris for verification and/or a possible solution. I've spoken with the head of Claris Tech Support and we both want to make sure that our products are compatible. *Fabian Ramirez SuperMac Technology/SuperMac [76004,2330]*
- *"...but is your product better for other applications as well?..."* I think so. Currently, our spoolers are practically the defacto standard and SuperSpool and SuperLaserSpool are the only spoolers that available on the market. Print Monitor comes with Apple's System software, but is ONLY compatible with MultiFinder and LaserWriters. The AppleShare Print Server is for a network situation and TOPS Spool comes only with TOPS. But I should point out that TOPS Spool was actually Symantec/THINK Technologies' LaserSpeed product...which has been discontinued, so updates to TOPS Spool are an unknown factor.

√ SuperLaserSpool has been updated to version 2.01 (now 2.02—the latest word is the product has been sold to 5th Generation Systems). This maintenance update is recommended only for those using the following products: LaserWriter 6.0, Insight Development's MacPrint, BDT SheetFeeder, Microsoft Works, and Odesta's Double Helix. Additionally, SuperLaserSpool 2.01 is recommended for those concerned with fractional font widths. We've also been told by Acius that SuperLaserSpool 2.01 seems to have solved most of the Fourth Dimension 1.x problems and should be compatible with 4D 2.x. *Fabian Ramirez SuperMac Technology/SuperMac [76004,2330]*

Temperment 2 - automatically deletes the temporary files created by Word—*no known problems (as yet)*

I'm using Tempo II+Tools and am saddened to find it is incompatible with Easy Menus, the INIT which allows menus to drop without clicking down on your mouse. Also, Tempo II has always seemed to have some problems working correctly when Word 4.0 is

loaded. *Richard Lees 71260,2146*

Thunder II

Thunder II spell checker and **Moiré 3.0** screen saver—If Moiré kicks in when Thunder II is active, then Thunder disappears when you move the mouse to return to your application. This problem was confirmed to me by Evan Gross, the author of Thunder. He says that it is a problem in the way that Moiré restores the menu bar. Mike Schwartz [70216,334] When Moiré kicks in, it does indeed knock out Thunder II. But you don't need to quit your application and restart. Simply call up the Control Panel, and then close it. Voila! Thunder will be back. *Steven L. Fair [76530,406]*

√   Bought Thunder after a hearty recommendation and love it. But...I use QuarkXPress Any plans to make it compatible...possibly with their 3.0? I get a bomb with 2.12. *Jon McClintock 76106,3447*
   The fix from the author:
   I know about the bomb when you do a Show Suggestions in QuarkXPress. I have fixed the problem, and the next maintenance upgrade will incorporate it. If you want to try it yourself, it's pretty easy to do if you're a ResEdit user. Open up a copy of the Thunder II cdev file with ResEdit. Open the DKND, ID=1 resource. You should be in the hex editor. Position the cursor at the end of the hex, and append the bytes 5850 5253 0002. Save changes and quit, then restart with that version of Thunder II. Should fix the bomb when the suggestions dialog comes up. As for clipboard compatibility, well, right now it's pretty much impossible since XPress puts nothing but plain TEXT in the clipboard. If 3.0 does better, then I'll at least have a fighting chance. *Evan Gross 76703,207*

More 3.0 / Thunder II: Symantec was very helpful. I called them to figure out what was going on. As soon as I listed my INIT/cdevs and mentioned Thunder II, they said that was the problem and that it was Thunders fault. If I run without Thunder II, everything works fine. If I run with just Thunder II, same problem. *Bradley Holt 73457,2553*

As it stands, Thunder II 1.0.1 (the currently shipping version) is not compatible with MORE 3.0 (you knew that, though). You should disable both MORE 3.0 and MORE II from Thunder's Control Panel (since MORE 3.0 and MORE II have the same creator signature). There are two separate problems: 1. Thunder II has a bug in its menu-handling routines that cause problems with applications that use a low-level feature of the menu manager called MenuHook. This problem is fixed in Thunder II 1.0.2 (currently still beta). 2. There is a problem with Thunder II's interactive spell-correcting and MORE 3.0's keyboard buffering scheme. I have fixed this in the latest Thunder II 1.0.2 beta, but it is not a perfect fix. MORE's buffering scheme has to be changed (or allowed to be turned off) or else fast typists will cause characters to be lost to Thunder II. Thunder II's ability to buffer characters *while* Thunder II is typing corrections is also lost because of this. OK, so now what do we do? Thunder II 1.0.2 (still beta) works reasonably well with MORE 3.0, but not perfectly. Symantec seems quite willing to do something about the problem, I suggest now that users light a little fire under Electronic Arts to get them to finalize Thunder II 1.0.2! Calling the support line will hopefully help. I think it should happen reasonably fast. When the Symantec folks have time, hopefully I can get info on how to do a clipboard module for MORE 3.0 so compatibility will be complete! *Evan Gross 76703,207 (Author of Thunder II)*

TurboCache (PLI) - The doc for SUM II mentions that TurboCache and **SUM II** are incompatible.

√   Turbo Mouse (Kensington) and 6.0.5. They have a patch that they will mail to me but until then the quick fix is to make sure that on booting that there is no keyboard action and caps lock is off. *Andy Lang 71241,3050* **Turbo Mouse ADB 6.0.5 fix**: As a result of changes in the ADB manager in System 6.0.5, the Turbo Mouse is not recognized by some Macs. The problem only occurs on some systems with certain combinations of Apple's mice and keyboards. The INIT solves the problem. WHO NEEDS THIS FILE? All Turbo Mouse users running System 6.0.5 on a Mac SE, SE/30, II, IIx, or IIcx computer should use this INIT (the IIci and IIfx do not have the ADB problem, but the INIT will not have any ill effects on these machines). DO NOT USE this INIT on a non-ADB Macintosh (Mac 128, Mac 512, and Mac Plus). from the doc file, supplied by Michael Telliano 73527,1766

General warning to unload or turn off Vaccine before installing any software. Otherwise you will have to answer a prompt each time a resource is added. *Douglas E. Welch [72571,3026]*

√   Preferred Publisher's Vantage DA 1.1 is incompatible with ICOM's On Cue 1.3 when used together under "Uni"Finder (i.e., not under MultiFinder). On Cue displays Vantage's menus under On Cue's hierarchical menus. Using Vantage and On Cue under MultiFinder fixes this problem. Joseph S. Sperrazza [76334,2441] *Talked to Preferred—this is fixed in the current version (Vantage 1.5.1).*

VirexGuard INIT must be turned off before running **SUM II** recovery or tuneup. *Dave Burnam, Symantec*

When **Virus Detective 4.02** is set to check floppies automatically, it jumps into

MacsBug (in other words, it crashes) just as it completes (as it's about to eject the disk?). Note: MacsBug is a debugger. The problem is with Virus Detective. The crash doesn't occur when MacsBug is not present. *Maurice Volaski (INTERNET@contra.med.buffalo.edu)*

Virtual and **Omnipage**: The scanner's bundled DA software, and OmniPage, will not work when using Virtual. The DA won't show me a preview scan, and as I select a menu item, the text disappears! Same for OmniPage - It will go through the motions of scanning, but ALL of my menu items (the Finder's drop downs as well) disappear. I can access them - I just can't see what I'm doing. Even the text that has been scanned doesn't show on-screen. If I quit OmniPage, The Finder's Menus come back. If I start up the Mac without Virtual, this problem doesn't happen. *Jerry Robin 71141,3544*

Virtual version 2.0 in incompatible with Fastback II. *Erik Ableson*

WindChooser

WindChooser - Conflicts with **Giffer 1.06** (Giffer quits while displaying a GIF image). WindChooser conflicts with Fourth Dimension when Eric's NeXT, Galen's SmallTalk, or Alex's Shrinker is chosen. 4D quits because it cannot display the 'Structure' window in the screen background. When jbx's NeXT is chosen, **4D** does runs fine and the 'Structure' window is displayed. *Tony Rojko, Potomac Ventures [74007,2602]*

I've had an INIT conflict that I'd like to pass along, between Windchooser 1.12 or MainWDEF and **Disklock**. (This is on a Mac II with 6.0.3) Disklock has a mode where, after a specified length of time, it locks your hard disk and envokes its screen saver. With Windchooser or MainWDEF installed, the disk is locked, then a dialog box comes up asking you to insert your hard disk. The machine appears to have crashed, but if you push the mouse button and do a couple of command-.'s, the screen saver will come on. You can then unlock the disk. I've tried this with Disklock and one of the two INITs, (Windchooser or MainWDEF) loaded as the _only_ things in the System folder other than the System and Finder, and loading in both possible orders. The same problem comes up. This is a drag, 'cause I really like the MainWDEF window, but my Mac at work needs to be locked, since we've had several incidents of malicious tampering with Macs in our office. *Paul Schliesser 71610,3370*

I presume **WindowList 1.3** and **WDEF INIT** vie for the same resources—if both are installed, you'll eventually get a System crash.

Windowshade 1.1 - reduces windows to the top bar with a click—*no known problems (as yet)*

√   Wingz 1.0 was slow printing with LaserWriter 6.0 (it worked fine with 5.2). Wingz 1.1 has fixed the problem.

√   Version 2.00a of Microsoft Works did not run on the CI. The patch to version 2.00b (which does work) is most networks.

WriteNow 2.2 will not operate if your system file contains **Stepping Out II.** I spent 3 hours figuring this out ! *Don Robert House 72067,3523*

√   XTree Mac 1.02 has a problem with MacWrite II in the following way: If you installed XTree Revive-A-File, MacWrite II would crash on boot (ID 002). XTree acknowledged this incompatibility last June and has released version 1.03 to correct it. So far, it looks like the conflict has been resolved. The new version is available free on request. Larry Balint [73320,2632]

√   Zephyr 1.0 didn't work with SFScroll INIT; version 1.1 fixes this problem.

INITInfo: Hardware Problems

Contents

24-bit Problems

*With the release of **RasterOPS 264**, an inexpensive 24-bit card, we are seeing unique problems that only appear when running 24-bit colors (16.8 million!). Sometimes, the solution is to change your monitor setting back to 8 bit color.*

Chuck Yeager's Advanced Flight Trainer will not run with 32-bit Quickdraw installed. This is in an SE/030 with a Raster Ops 264 board installed. *Robert Wright 74776,374*

Colorfinder does not work in 24-bit mode (icons are not displayed).

√   **Falcon 2.01** wouldn't run with aftermarket video cards (like the **RasterOPS 264**) the problem has been fixed with **Falcon 2.2**.

√   If you try to run **Giffer 1.06** while in 24-bit color, you get the cryptic message "The application **Giffer** has unexpectedly quit (28)". This is particularly frustrating, as I had hoped to be able to display multiple pictures each with different color pallets (each new picture brings along its own CLUT (Color Look-up Table) and screws up the pallet of the preceding picture if displayed in 8-bit mode). This problem is fixed with **Giffer 1.08**.

icl8 Icon Edit by Tim Wasko will hang if you try to open a file while in 24-bit colour.

We have now discovered that some programs will not run, period, with a **RasterOPS 264** installed (regardless of color level, INITs, removal of 32-bit QuickDraw, or even booting System off the program floppy): **Solarian II**, **Test Drive II: The Duel**, and **Sky Shadow** are examples. *RasterOPS are aware of the problem, and are working on it.*

√   If you try to change resolution (from 24-bit) by accessing the **Monitor** cdev through the Control Panel with **OneSpace INIT** active, your Control Panel will 'hang' (only the **Monitors** Icon shows & you have to reboot). This is fixed with **SmartKeys**, the upgrade to OneSpace.

CI Problems

√ **Comment 2.0** will not operate properly on the IIci - Time Notes will not open a message window at the designated times. Deneba have agreed to provide a corrective free upgrade to 2.02 (now 2.03) if I return my master, which I have done. *Larry Balint [73320,2632]*

√ **Cricket Graph 1.3** is incompatible with the IIci, and Computer Associates is providing a free upgrade to 1.3.2 if registered users call them at (215) 889-0267.

DFaultD 2.0 cdev crashes the IIci sometimes when the Options button is clicked in the Control Panel dialog. I've already contacted the author about the problem. *Dean Wette [72317,2034]*

√ DOS Mounter version 1.0 would freeze the start-up on the IIci. However, a quick call to their office and I got Version 1.1 *(now 1.2),* which runs perfectly. *Larry Balint [73320,2632]*

√ **Exposure 1.03** is a free upgrade for CI owners (**Exposure 1.01** wouldn't run on the CI). *Exposure has just been upgraded—Exposure Pro ($139.95 or $25 to upgrade from Exposure). Preferred have also released a lower cost screen snapshot utility called ScreenShot ($59.95). These two are not compatible with each other (they both make the same calls), so you'll have to choose.*

√ **hierDA 0.9984** will usually not open the Control Panel to anything but 'General' on the IIci. *Larry Balint [73320,2632]* Version .9967 of **hierDA** on the IIci will select the correct Control Panel device rather than defaulting to general as in version .9984. *Dean Wette [72317,2034]* This problem is fixed in version 1.1 of hierDA and in NowMenus (part of Now Utilities)

√ **INIT Picker** and **Adobe Type Manager**, if run with their default setups, will cause a cycling reboot on a Mac IIci. The solution is to set up **INIT Picker** so that it does not configure a new startup device. *Larry Jackson, ArTexT.*
The cycling reboot with INITPicker and ATM mentioned as a CI-specific problem appears, as far as I know, on all machines. It seems that INITPicker will run any INIT with a name beginning with a non-alpha- numeric (or something like that) character to be run twice, and in the case of ATM this causes a cycling behaviour, probably because ATM itself uses another file - ATM68000/68020. My solution is to rename the ATM files by removing the tilde-character. This means that you have to patch the INIT resource in the ATM cdev file to fix the names here too. They are at the end of the INIT resource and there are three instances to change. *Sven Axelsson This is fixed with the new version of INIT Picker 2.0 (highly recommended).*

√ Version 2.0.5 of **Liaison** is required for CI compatibility.

√ Macsbug 6.0 does not work with the CI. Version 6.1 is available on most networks.

√ **Pagemaker 3.02** on the IIci - Aldus has now confirmed that there is a definite problem with the Apple Full Page monitor. They are working with Apple on it, and it appears to have something to do with the new video card and video cable that was introduced at the same time as the IIci. *Larry Balint [73320,2632] This problem has been fixed in version 4.0 of PageMaker.*

√ **SuperPaint 2.0** does work on the IIci, but the setup is a bit convoluted:
- take your SuperPaint disk to your dealers' (or anywhere you can use any Mac other than a CI - remember SuperPaint doesn't yet boot on the CI) and boot SuperPaint from the disk
- select 'Preferences' from the 'Options' menu, go to the third screen (miscellaneous) using 'next', then deselect the box "Use only QuickDraw for screen rendering (only for incompatible hardware)".
- quit SuperPaint (with any luck, the SuperPaint Prefs file in your SP Pouch will be updated)
- copy the files to your CI: et voila! SuperPaint runs!

Note that those games that will not run with 32-bit QuickDraw active cannot run on the CI (32-bit QuickDraw is in ROM on the CI, so it cannot be deactivated by dragging it out of the System folder).

√ If you are currently using **Microsoft Word** 4.00A, release **4.00B** includes the following changes: removes the extra blank line below a positioned paragraph within wrapping text, allows you to add dotted lines to menus using the separator option in the commands dialog box, fractional widths option allowed with ImageWriter printers, Macintosh IIci compatibility, text and color display on large monitors, on multiple-monitor configurations, and on monitors capable of displaying more than a million colors (24-bit display monitors), compatibility with desk accessories using multiple windows, display of drop-down lists in dialog boxes when the list extends below the window *Jon Dolkas 73727,3561*

√ If you're using Works on a CI, you'll need to upgrade to version 2.00b

FX Problems

MaxAppleZoom and IIFX: there seems to be a timing problem on bootup on the fx. If you make it your first init after an init manager, and stop the bootup to invoke the init manager (say with the space bar or whatever) and then continue the bootup process, it seems to boot every time. *David Sternlight 70735,1161*

Virex INIT 1.6 crashes with spectacular results on startup on a Mac IIfx, Sys 6.0.5 after Sum Partition INIT and Master Juggler have loaded. *Darien Kruss 76344,1352*

Plus Problems

Designerdraw4 in the new uploads has screen problems on a MacPlus.Can't size window etc. Works OK on Mac II. *Chris Dwyer 76174,646*

The Portable

√ Freehand 2.02 does not run on the Portable. If you want to use Freehand on the Portable, contact Aldus to get version 2.0ß3.

Hard Drive Woes

There are two types of stiction: One type is where the heads stick to the platter, preventing the drive from spinning up to speed. You can often free the drive up by giving it a sharp rap with the power on. The second type of stiction is when the lubricant of the head actuation mechanism gets too viscous, and the heads can't move with the precision they need. There's no real way to fix this. If your drive's problem is the first type of stiction (which is generally easy to verify: see if you can hear the drive spin up), you can increase its life substantially merely by never turning it off. Apple's ROM upgrade attempts to fix (with mixed results, judging from reports here) a specific problem with some Quantum drives: to wit, a thickening of the head actuator lubricant that impedes the ability of the heads to precisely position themselves. The new ROM causes the drive to perform series of full-stroke seeks at odd intervals to keep the lubricant warm and thin. *David Ramsey (Sysop) 76702,335*

SCSI-Wuzzy

In our ongoing personal war against INIT and system conflicts, we have come across a source of potential problems which may not appear at all obvious, and we are passing it on in the hope that it may help some frustrated conflict detectives and other lurkers.

It all started when QuarkExpress 2.12 would not launch. After the painfully boring process of init testing (turning off an init and rebooting, launching the program, and starting over with another INIT) was over, we discovered that MasterJuggler 1.5 could no longer coexist with the launching of Express. Calls to both manufacturers met with great puzzlement. To make a long story short, the problem was improper SCSI termination. Who would have guessed? So here is a darling new posting for INITinfo: QuarkExpress and Masterjuggler conflict if your setup is improperly terminated!

SCSI (Small Computer System Interface) stands for Apple's way of allowing you to connect extra devices (such as external hard drives, 45 Mg removable Sysquest drives, scanners, etc.) to your Apple computer. It would be an excess of enthusiasm to suggest that SCSI works perfectly.

A sign of SCSI problems:
1. Wild and wonderful INIT conflicts that appear suddenly, or else only appear on your configuration.

2. IO problems (error-36) for no apparent reason.

3. Long disk accesses (like opening the system folder) that can take minutes.

4. Strange printing problems.

5. Corrupted files on your SCSI hard disks for no known reason.

6. Fried bus and/or motherboard.

The rules are simple enough: there must be a SCSI terminator at the beginning and at the end of the chain. But as Henry Norr wrote in MacWeek: "Although the rules are clear on paper, in reality setting up a stable SCSI chain often turns out to be a black art, especially with Apple's newest machines." The simplest way to check to see if your problems are SCSI-related is to simply disconnect all SCSI devices and see if the problem persists.

Many periferals are internally terminated and you may not know it.

The moral: are you sure your SCSI chain is OK? How certain are you about internal termination on your devices? Don't trust your dealer unless you know he is technically proficient: call tech support.

But often the solution may lie in breaking rules! One rule to break is to add a cable to 2nd SCSI connector of the last drive and leave it dangling...not connected to anything. The drive is terminated but don't worry if you system is clean...that is without read/write errors then don't worry leave it the way you described. Duplicate a large folder in the Finder and if all goes well with out error then let it be. *Charles F. McConathy 76004,1611*

Others claim the secret is to use all terminated devices and super short cable....

It seems that once you get beyond just a couple of SCSI devices, the terminate-first-and-last rule just goes out the window. Cable length can make a difference too, more or less unpredictably. I currently have four SCSI devices, all terminated, and the system works pretty reliably. I still can't do a cold boot from my external hard drive, no matter what, but I only have to do a cold boot once a day, so I live with it. To be fair, once you find a configuration that works at all, it usually works very well. But it really seems absurd that the whole area of SCSI termination is such a black art. I'm a writer, not an engineer, but it seems to me that it should be possible for current physics to figure out what's going on here. If more users start using 4 or 5 SCSI devices we may need to devote a section of the message area to "SCSI woes" unless we persuade manufacturers to put some of their R&D money into figuring out how the products they've already built work! *Bruce Fraser 72511,131*

What really amazes me is that Apple's SCSI protocol makes no allowances for SCSI transmission errors! A simple checksum on each block would be enough. This is SCUZZY engineering and unforgiveable: that something as critical as the primary mass storage on a computer system has absolutely no error detection or correction on its channel. I personally lost at least 30 hours of productive time tracking down this problem that should never have existed in the first place. Clearly this is something Apple should correct immediately. I realize that changing the SCSI protocol also requires updating all the independent device drivers out there, but that could be managed by a configurable setting until everybody catches up — or a simple handshaking by Apple to determine if a device is checksum-capable. I read a recent technote where Apple reported that the one place they _do_ do checksumming — when uploading the device driver code at mount time — didn't work because of a simple bug. Come on, Apple! Are you listening? *Mel Beckman 75226,2257*

Apple recently told me: 1) Mac SCSI really doesn't work reliably with more than two or three SCSI drives. 2) Mac SCSI can only be expected to work well with Apple brand SCSI drives, because Apple uses an undocumented feature which makes the system aware of drive characteristics such as speed. Third party drives don't use this feature because Apple has withheld information about its existence. *David Lynn 71230,2424*

I read once that it was impossible to have two backup devices on the same SCSI chain because Apple only provided one backup channel on the SCSI bus (and Syquest devices are considered backup devices apparently). *Gregory Wasson (Zmac) 72511,36*

Note the following from Charles F. McConathy 76004,1611 regarding termination on the IIFX: Filtering has nothing to do with termination...thus the black external terminator is not better as a terminator...the filtering you speak of must be for RF and FCC reasons...not SCSI reasons. If I were you I would leave the terminators on the MS-404 as it was shipped. We have lots of reports of users removing the terminators from third party drives on to regret it...they had to reinstall them to get the drive to work. You see the stub that is left between the drive and the external connector can collect noise that confuses the drive and SCSI thinks it is busy and gives up. The IIfx did not change terminating rules...SCSI is SCSI...the IIfx must not have passed FCC test without the new filter thus the instructions to remove third party terminators and use the black one...I don't think that Apple engineers tested every config or they would not have made such statement. Most drives do not provide +5volt to power the external terminator ... this in itself would void their instruction on these systems...others have the noise problem when the terminators are removed.

PLI Infinity 40 Turbo is incompatible with my HP ScanJet Plus: they can't both be on the same SCSI chain at the same time. *Gregory Wasson (Zmac) 72511,36*

INITInfo: Sources

Contents

Sources

We have received numerous requests for an appendix which lists the manufacturers or authors of the products mentioned in **INITInfo**. We are sending each a printout of the latest file, in hopes that we can generate more response for the next version of **INITInfo**. If you can fill or update the blanks, please EMail us.

The codes used are:

B = Bundled (included with a commercial program)
C = Commercial
F = Freeware (software available for free use, the author retains the rights)
PD = Public Domain (software available freely for use or modification)
S = Shareware (software available for trial if you use it, you are obligated to make payment to the author)
U = Unknown

Note: the prices listed (when known) should be the suggested retail price. Many dealers sell for less. When we couldn't find a price, we used a catalogue price.

Program	Vers.	Type	Price	Author/Manufacturer
Aask	1.0	C	$49.95	CE Software
Adobe Type Manager	1.2	C	$99.00	Adobe
Aesthete	1.0	F	free	David Dunham
After Dark	2.0	C	$39.95	Berkeley Systems
AlarmsClock (NU)	1.05	C	$149.00	Now Software
Alt WDEF	1.6	F	free	Alexander S. Colwell
A.M.E.	1.0.2	C	$285.00	Casady & Greene
Answer	1.0B1	F	free	Steve Bryant
Apfont	3.0.1	S	$5.00	Jim Hamilton
AppleShare	2.02	B	included	Apple
Backgrounder	1.2	B	included	Apple
Beyond Dark Castle	1.0	C	$49.00	Silicon Beach/Aldus
Big Pat/Pik-a-Pat	1.0	F	free	Charles Dunn
Big Thesaurus	1.0c	C	$99.95	Deneba Software
Block Out!	1.1	C	29.95	California Dreams
Boomerang	2.02	S	$30.00	Hiro Yamamoto/Zeta Soft
Bund Aid	1.2	F	free	Jim Hamilton
CacheControl	1.2.1	S	$10.00	Jim Hamilton
Capture	2.0	C	$49.00	Mainstay

CD ROM INIT	3.0	B	included	Apple
CE Toolbox (DiskTop 4.0)	1.4	B	included	CE Software
Chessmaster 2100	1.0	C	$39.95	Electronic Arts
CIcon Edit	1.0	F	free	Ben Haller
Clock Adjust	1.0	F	free	James Nitchals
Closeview	1.1	B	included	Apple
Color	3.3.2	B	included	Apple
Color Cursor		PD	free	Mathias Urlichs
ColorFinder	1.0	F	free	Chris Derossi
Control-1		B	free	CE Software
Copy II Mac	7.2	C	$24.00	Central Point Software
Cmdr. Dialog][	1.01	S	$10.00	Andrew Welch
Comment	2.03	C	$99.95	Deneba Software
CPS Tag Fix (MTD)	1.0	B	included	Central Point Software
Cricket Graph	1.3.2	C	$195.00	Computer Associates
Dark Castle	1.0	C	$22.00	Silicon Beach/Aldus
DFaultD	2.04	S	$15.00	Jon Gotow
Deskpict	1.1	F	free	Clay Maeckel
DeskPicture (NU)	1.05	C	$149.00	Now Software
Desktop Manager	2.01	B	included	Apple
Dimmer (Screen Gems)	1.0	C	$39.00	Microseeds
Directory Assistance	1.0	C	$129.00	Norton/Symantec
Disinfectant	2.0	F	free	John Norstad
DiskExpress	1.50	C	$69.00	ALSoft
DiskExpress II	2.04	C	$89.00	ALSoft
DiskLight	1.0	C	$129.00	Norton/Symantec
DiskTools II		C		Electronic Arts
DiskTop	4.0	C	$49.95	CE Software
DLS (daylight savings)	1.0	F	free	D. Grant Leeper
Docucomp	1.5	C	$87.00	Advanced Software
DOS Mounter	1.2	C	$89.95	Dayna Communications
Double Helix	3.0	C	$337.00	Odesta
DynoDex	1.21	C	$149.00	Portfolio Systems
Easy Access	1.01	B	included	Apple
Eliza	1.0	F	free	Trans-Tex Software
Eureka	1.01	C	$24.95	PCPC
Exposure	1.03	C	$99.95	Preferred Publishers
EZ-Menu (Mockpackage+)	4.4	C	$49.95	CE Software
Falcon	2.2	C	$39.95	Spectrum Holobyte
Fetchit	2.0C	S	$25.00	Scott Silverman
FileMagic	1.0	C	$99.00	Magnus Corp.
FileMaker II	1.0	C	$299.99	Claris Software

Finale	2.0	C	$749.00	Coda Music Software
Finder Sounds	1.0.2	F	free	Gregory J. Smith
Findswell	2.0	C	$59.95	Working Software
Fish	2.0	F	free	Bogus Software
Fix Desktop	2.0	F	free	Anton Rang
FKey Manager	3.0	F	free	Carlos A. Weber
Flashwrite	1.1	S	$10.00	Andrew Welch
Focal Point II	1.0	C	$199.95	TenPoint0
Fourth Dimension	2.0.10	C	$795.00	Acius
Freehand	2.02	C	$595.00	Aldus
Front & Center	2.01	S	$10.00	Pete Helme
Gauntlet	1.0	C	$29.00	Mindscape
General	3.3.3	B	included	Apple
Giffer	1.08	S	$20.00	Steve Blackstock
GOfer	2.0	C	$46.00	Microlytics
Grand Prix Circuit	1.0	C	$39.00	Accolade
HandOff	2.0	C	$35.00	Software Innovations
HeapFixer	1.01	B	included	CE Software
HigherMenus	1.0	S	$5.00	Dean Yu/Starship Enterp.
HyperCard	1.2.5	B	$49.95	Apple
Icon Colorizer	1.5	F	free	Robert Manafo
Icon-It!	2.0	C	$79.95	Tactic Software
Icon Wrap	1.2	F	free	Ken McLeod
Illustrator 88	1.9.5	C	$495.00	Adobe
Image Studio	1.5	C	$495.00	Letraset
init cdev	3.0	F	free	John Rotenstein
INIT Hound	1.1	C	$129.00	Cambridge Information
INIT Picker	2.0	C	$39.95	Microseeds
Instant Access (NU)	1.05	C	$149.00	Now Software
Keyboard	3.3.1	B	included	Apple
Key Layout	2.3.3	B	included	Apple
Keymenu	1.00	F	free	Jason Scheck
Kolor	1.0	F	free	Russ Wetmore
LaserSpeed C		C		Symantec
LaserWriter	6.01	B	included	Apple
LaserWriter SC	1.1	B	included	Apple
Layout	1.9	F	free	Michael O'Connor
Liaison	2.05	C		Infosphere
Logout	1.0	H	free	John Rotenstein
Lookup	2.0	C	$59.95	Working Software
MacDraw II	1.1	C	$395.00	Claris
MacEnvy	2.1	F	free	Blue Cloud Software

MacInTalk	1.31	F	free	Apple
MacLightning	2.0	C	$99.95	Target Software
MacNET	1.5	C	$99.95	Connect In
MacPaint	2.0	C	$125.00	Claris
MacPassword	3.6.1	S	$35.00	Art Schumer
MacPuke		F	free	
MacsBug	6.1	F	free	APDA
MacTerminal	2.0	C	$125.00	Apple
MacroMaker	1.02	B	included	Apple
Mac Tools Deluxe	1.0	C	$149.00	Central Point Software
Map	1.2	B	included	Apple
MasterJuggler	1.50	C	$89.95	ALSoft
Memory Setter (NU)	1.0	C	$149.00	Now Software
Metcom Modula-2		C		Metcom
Microphone II	3.0	C	$295.00	Software Ventures
Microsoft Mail	2.0	C		Microsoft
Mirror (MTD)	2.0	C	$129.00	Central Point Software
MockPackage Plus	4.4	C	$49.95	CE Software
Moebius	1.0	C	$23.00	Origin Systems
Moiré	3.0	S		John Lim
Monitors	4.2	B	included	Apple
MORE II	2.01	C	$395.00	Symantec
Mouse	3.3.1	B	included	Apple
MPW	3.1	C	$100.00	Apple
Mug Shot	1.1	F	free	Mi Concepts
MultiClip	2.0	C	$99.00	Olduvai
MultiFinder	6.05	B	included	Apple
Navigator	3.03	C	$49.95	CompuServe
NeXT	1.0	F	free	jbx
No Icon	1.0	F	free	Sven Axelson
Now Menus (NU)	1.05	C	$149.00	Now Software
Oliver's Buttons	1.0	F	free	Oliver Steele
Okyto	1.0	B	$39.95	Freesoft
On Cue	1.3	C	$59.95	Icom Simulations
Open It!	1.0	C	$89.95	10 Point0
Oscar		S		
PageMaker	4.0	C	$495.00	Aldus
Partition (MTD)	1.0	C	$129.00	Central Point Software
Persistence (NU)	1.05	C	$149.00	Now Software
Persuasion	2.0	C	$495.00	Aldus
Pipe Dream	1.0	C	$28.00	Lucasfilm Ltd.
Pool of Radiance	1.0	C	$49.95	SSI

Pop Keys	1.0	F	free	Carlos A. Weber
Portable	1.2	B	included	Apple
PowerStation	2.5	C	$49.95	Fifth Generation Systems
PrintMonitor	1.2	B	included	Apple
Profiler (NU)	1.0	C	$149.00	Now Software
Pyro!	4.0	C	$39.95	Fifth Generation Systems
QuarkXpress	3.0	C	$795.00	Quark
QuicKeys	1.2	C	$99.95	CE Software
QuickSpool	1.0	C		
RearWindow (NU)	1.05	C	$149.00	Now Software
Rebound	0.95	F	free	Fred Reed, IMI Software
Remv INIT	1.2	B	included	Peripheral Land In
Reports	1.0	C	$119.95	Activision
resEdit	2.0b2	F	free	Apple
Responder	1.1.1	B	included	Apple
Road Racer	1.0	C	$38.00	PCAI
SAM	2.02	C	$63.00	Symantec
Scrapsaver	2.0	F	free	P. Mercer
Screen Gems	1.0	C	$39.00	Microseeds
Scroll Limit	1.0	F	free	Blue Cloud Software
SCSI Probe	2.03	F	free	Robert Polic
SFScroll INIT	3.00	F	free	Andy Hertzfeld
SFVOL INIT	1.1	F	free	Raymond Lau
Showpict	1.0	F	free	Bill Bond
Shrinker	1.0	F	free	John Rotenstein
SimCity	1.2c	C	$49.95	Maxis Software
Smalltalk/V	1.1	C	$199.95	Digitalk In
SmartKeys	1.0	F	free	Maurice Volaski
Sound	3.3.1	B	free	Apple
SoundMaster	1.6	S	$10.00	Bruce Tomlin
Spectre GCR	3.0	C	$299.00	Gadgets by Small
Spelling Coach Pro	3.1	C	$195.00	Deneba Software
Startup Device	3.3.1	B	included	Apple
Startup Manager (NU)	1.05	C	$149.00	Now Software
Stepping Out II	2.02	C	$95.00	Berkeley Systems
StickyBusiness	1.1	C	$179.00	Williams & Macius
Streamline	1.0	C	$295.00	Adobe
Studio/8	1.0	C	$495.00	Electronic Arts
StuffIt	1.5.1	S	$20.00	Raymond Lau, Alladin
StuffIt Classic	1.6	S	unknown	Alladin Software
StuffIt Deluxe	1.0	C	$99.00	Alladin Systems
Suitcase II	1.2.6	C	$79.00	Fifth Generation Systems

SUM	1.11	C	$79.00	Symantec
SUM II	2.0	C	$149.00	Symantec
SuperCard	1.5	C	$299.00	Aldus
SuperClock	3.9	F	free	Steve Christensen
SuperPaint	2.0	C	$199.00	Aldus
SuperSpool	5.0	C	$99.95	SuperMac Technology
SuperLaserSpool	2.02	C	$149.95	SuperMac Technology
Tablecloth	1.0	C	$49.95	User-Tek
Talking Moose	3.0	C	49.95	BaseLine Software
Tappy Type	1.21	F	free	Colin Klipsch
Tattle Tale	1.0	S	$5.00	Bob Hablutzel
Temperment	2.0	F	free	John Rotenstein
Tempo II	1.02	C	$149.95	Affinity MicroSystems
Thunder II	1.01	C	$99.95	Electronic Arts
Timbuktu	3.0	C	$149.00	Farallon Computing
TOPS	3.0	C	$249.00	Sun MicroSystems
TurboCache	1.0	B	included	PLI
Vaccine	1.01	F	free	CE Software
Vantage	1.5	C	$99.95	Preferred Publishers
VersaTerm	4.0	C	$149.00	Synergy Software
Virex	2.5	C	$99.95	HJC Software
Vision		C	$495.00	OPCode Systems
what?	1.0d17	F	free	John Martyniak
White Knight	11.08	C	$89.95	Freesoft
Widgets	3.0.4	C	included	CE Software
WindChooser	1.12	F	free	Pete Gontier
WindowList	1.3	S	$5.00	Dean Lu
Windowshade	1.1	F	free	Robert Johnson
Wingz	1.1	C	$395.00	Informix
Word	4.0b	C	$395.00	Microsoft
Word Perfect	1.03	C	$395.00	Word Perfect
Works	2.00b	C	$295.00	Microsoft
World Class Leader Board	1.0	C	$39.95	Access Software, In
Xtree Mac	1.03	C	$99.00	Xtree Company
Zephyr	1.1	C	$59.95	Churchill Development
Zippy	2.0	S	$5.00	Chuck Shotton
Zterm	0.85	S	$30.00	Dave Alverson

Coming Soon
Here's what we hear is coming (and are allowed to tell you about...)

After Dark 2.0 (just out!)
Boomerang 2.1
DiskDoubler 3.0
DoubleTalk 1.0
DynoDex 2.0
Exposure Pro
Freehand 2.03
Full Impact 2.0
HandOff II
Illustrator 3.0
MasterColor 1.0
MasterPaint 1.0
Nisus 4.0
Norton Utilities (just out!)
Quark 3.0
QuickTools
SimEarth 1.0
Word Perfect 2.0
Word Perfect Office

Addresses:

If you know of any addresses we have missed, please EMail them to us. For those addresses that we could not find, we used the **Encyclopedia Macintosh**. This book (written by Craig Danuloff and Deke McClelland, published by Sybex) is easily the best Macintosh book since the **Macintosh Bible**. No Mac owner should be without either of these two.

Aapps
756 N. Pastoria Avenue,
Sunnyvale, CA 94086

Accolade, In
550 S. Winchester Blvd.
Suite 200
San Jose, CA 95128
(408) 296-8400

Acius, In
10351 Bubb Road,
Cupertino, CA 95014
(408) 252-4444

Adobe Systems In,
1585 Charleston Road,
P.O. Box 7900
Mountain View, CA 94039-7900
(415)961-4400

Advanced Software
1095 East Duane, Suite 100
Sunnyvale, CA 94086
(408) 733-0745

Affinity MicroSystems, In,
1050 Walnut St., Suite 425,
Boulder, CO 80302
(303) 442-4840

Aldus Systems, In,
411 First Avenue South,
Suite 200
Seattle, WA 98104
(206) 622-5500
(800) 344-8335

David Schargel, President
Aladdin Systems, In
Suite 23A-171
Deer Park Center
Aptos, CA 95003
(408) 685-9175

ALSoft, In,
PO Box 927,
Spring, TX 77383
(713) 353-4090

Apple Computer, In,
20525 Mariani Avenue,
Cupertino, CA 95014
(408) 996-1010

Ashton-Tate
6411 Guadalupe Mines Road
San Jose, CA 95120
(408) 268-2300

Berkeley Systems, In
1700 Shattuck Avenue
Berkeley, CA 94709
(415) 540-5536

Tom & Ed's **Bogus Software**
15600 N.E. Eighth Street,
#A3334,
Bellevue, WA 98008

Steve Bryant
529 S 7 th Street, #625
Minneapolis, MN 55415

Cambridge Information Ware
P.O. Box 1296
Cambridge, MA 0238
(167) 484-8364

Casady & Greene, In
P.O. Box 22920,
Carmel, CA 93922
(408)624-8716

Central Point Software
15220 NW Greenbriar Pkwy #200
Beaverton, OR 97006
(503) 690-8090

CE Software
1854 Fuller Road, Box 65580
W. Des Moines, IA 50265
(515) 224-1995

Churchill Development
Robert John Churchill
1700 Geddes Apt. A-11
Ann Arbor, MI 48104

Claris Corporation,
5201 Patrick Henry Drive
Box 58168
Santa Clara, CA 95052-8168
(408) 987-7000
tech support: (408) 727-9054
customer serv.: (408) 727-8227

CompuServe
5000 Arlington Centre Blvd.,
Columbus OH 43220
(614) 457-8600

Dayna Communications, In
50 S. Main St., 5th Floor
Salt Lake City, UT 84144
(801) 531-0203

Deneba Software
3305 NW 74th Avenue,
Miami, FL 33122
(305) 594-6965

Charles Dunn
Physics Dept.,
Cornell University
Ithica, NY 14853

DigiTalk, In
984 Airport Blvd.
Los Angeles, CA 90045
(213) 645-1082

Electronic Arts
1820 Gateway Drive,
San Mateo, CA 94404
(415) 571-7171

Farallon Computing
2201 Dwight Way,
Berkeley, CA 94704
(415)596-9000

Fifth Generation Systems
10049 N. Reiger Rd.
Baton Rouge, LA 70809
(504) 291-7221

The Freesoft Company
150 Hickory Drive
Beaver Falls, PA 15010
(412) 846-2700

Gadgets by Small, In
46 W. Littleton Blvd.
#210-211
Littleton, Colorado 80120
(303) 791-6098

GEnie (General Electric
Information Services)
401 N. Washington St.
Rockville, MD 20850
(301) 340-4000

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5508 Hobart Avenue,
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1940 Sherman #316
Evanston, IL 60201
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Stick Software
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Ithica, NY 14850

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Jim Hamilton
2914 Aftonshire Way, #13102
Austin, TX 78704

Pete Helme
20525 Mariani Ave. 51-T
Cupertino, CA 95014

HJC Software, In
PO Box 51816,
Durham, NC 27717
(919) 490-1277

Icom Simulations, In
648 South Wheeling Road
Wheeling, IL 60090
(312) 520-4440

Informix Software
16011 College Blvd.,
Lenexa, KS 66219
(913) 599-7100

Robert Johnson
Interactive Technologies,
In
1720 N.W. River Trail
Stuart, FL 34994
(407) 692-9199

John Lim
18 Nottingwood Street
Doncaster East 3109,
Victoria, Australia

Letraset USA
40 Eisenhower Drive,
Paramus, NJ 07653
(201) 845-6100

Dean Lu
20 Krebs Road
Plainsboro, NJ 08536

Lucasfilm Ltd.,
Games Division
P.O. Box 10307
San Rafael, CA 94912
(415) 662-1902

Magic Software, In
1602 Cascio Drive
Bellevue, NE 68005
(402) 291-0670

Magnus Corp.
9025 61st Pl. W.
Mukilteo, WA 98275
(206) 828-1789

Mainstay
5311-B Derry Avenue
Agoura Hills, CA 91301
(818) 991-6540

Maxis Software
953 Mountain View Drive,
Suite #113
Layfayette, CA 94549
(415) 376-6434

Microlytics, In,
1 Tobey Village Office Park
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13814 176th Place NE
Redmond, WA 98052

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