

APPLE THREE FOREVER

I will soon have had my Apple /// one year, my first computer. It's been fun and it's been frustrating, both expected, but I didn't expect the efforts from various directions to persuade me I had somehow made a bad choice.

The fact is, I have used it continuously and profitably in my business from the day I first turned it on. Every hour I've spent in learning to operate it, in learning to use applications software, and in learning to write my own programs has been returned to me many, many times over.

Switching to any other machine seems surely a retrogressive move. The /// is a serious, no nonsense computer system, a powerful tool for building mental muscle. The potential for the /// has barely been tapped, and may be the perfect choice for someone who wants to be creative with computing.

Apple][people benefit from the Apple][Forever program, but we have gotten a lot of messages that the /// should just disappear. No way, Jose.

I propose that those of us who know, own and love our ///'s should, as in the anonymous quote, take the bull by the tail and look reality in the face. I think we're going to have to see to it ourselves, that we derive the full benefit from our equipment.

Perhaps most important of all, why shouldn't the /// be included in the office network that Apple is developing around the Mac. All the objections that traditional computer users present to having the Mac in the office could be answered by keeping the /// as an essential working part of that network. If Apple won't do it, then perhaps someone like On /// will.

PRESERVING THE ///:

- 1) Gather and preserve whatever documentation can be had for hardware and software from both Apple and outside vendors.
- 2) Gather and preserve spare parts, even defective equipment may someday prove valuable if repaired.
- 3) Identify and garner cooperation from those who know the inner workings of the ///.
- 4) Copy and safeguard both floppies and manuals.

SUPPORTING THE ///:

- 1) Maintain good contact with Apple, after all we are business users and still potential customers. I have heard reports that Apple recently opened a manufacturing line and built a large number of ///'s on request.
- 2) Encourage by communication and purchases such peripheral manufacturers such as On ///, Micro Sci, and so on.
- 3) Buy Apple stock. Even one share gets you into the stockholders' meetings. What a noise we could make en masse!
- 4) Those of us so inclined should actively develop our own software. I've been enjoying success in writing and using my own programs. I've also been converting some Apple][programs and intend to build a library of public domain software. I'm more than willing to share.

COMPLETING THE ///:

- 1) There must be other tinkerers besides myself. Some things we can develop

for ourselves; e.g. audio driven external device controllers, or light pens and graphic tablets, etc. using the nearly forgotten game paddle ports.

2) Some of us learning to do the assembly language work so we can write device drivers and so forth. I'm willing to try it some day, but I've got to learn a lot first. For example, I'd like to see a better audio driver so we can take fuller advantage of the ///'s digital to analog converter. What about the console driver? Where's red?

3) I'd like to see a RAM disc to work in the Disk /// chain, i.e. a solid state .d3 and .d4.

4) Mac/Lisa communication as with the][.

5) Conversion programs to access discs from other operating systems such as those already produced by the International Apple Core.

6) Keep up to date with compilers for other languages including ADA, C, FORTH, LISP et cetera. It seems that this should be possible in the Pascal/Assembler environment.

6) 86816 (?) chip upgrade?

Let us rally behind our own Apple /// Forever project. Let's put our creativity and industry to work. I'd like to hear some ideas besides my own.