

As a real gung-ho Apple /// owner for four years I like many others was hoping and anxiously waiting for Apple to finish the Apple ///, by upgrading it to a full 512 K.

I have talked to a couple of people who knew how to do it and in fact in one case even had made the necessary modifications to the main logic board. My interest was even further heightened when ON THREE announced they would soon be offering a 512 K upgrade.

WOW! a full blown Apple /// at last !!!

However, several questions occurred as I reflected upon the possibilities of what use I could make of the extra memory. Looking at the software I am currently using, Applewriter, Word Juggler, /// EZ Pieces, and Advanced Visicalc, the only pieces of software that MIGHT be able to use the extra memory are /// EZ Pieces and AV Visicalc.

Word Juggler and Apple Writer have been written with specific memory limitations, Word Juggler will not let you create a file in memory bigger than will fit on a standard 143 K Apple /// floppy, and Apple Writer is limited to 64 K, so that rules them out as using the 512K.

/// EZ Pieces also has file size limitations built into it also. For example you can create a Word Processor document, which fills up the word processor portion yet does not use up all of the memory in a 256 K Apple ///. (Ed Note: The Data Base section only allows 3000 records per file and I have had more records than that a few times and still not filled up the 256 K.) It MIGHT work with 512 K when you have several documents on the desk top. The software has never been tested with a 512 K ///, so who knows what will happen.

Advanced Version Visicalc is another MIGHT, it has not been tested. Besides that who would want to build a Spread- sheet Model that would take over 20 minutes to load. There are other spreadsheets on other machines which are a lot faster.

The only software which appears to benefit from the extra memory is Draw On ///, when used with Catalyst. \$1000 is a lot of money to pay to use Draw On /// with Catalyst.

- Don Norris