

Kfest '99 Yearbook

Volume 1, Issue 1

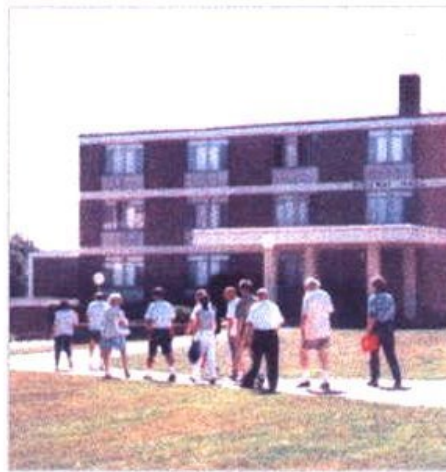
July 21 - July 24, 1999

Max Jones delivers the Kfest '99 Keynote speech

"... to be part of this celebration of community that has grown up around Apple II computer."



I would like to join Cindy, Steve and the rest of the Kfest committee in welcoming you all to Kfest '99, the 11th annual festival that feels more like a family reunion than a computer conference.



I actually think that my experiences so far this summer qualify me to speak more about family reunions than about computers.

About 2 1/2 weeks I was part of an entourage of 21 people who left Indianapolis, Ind., en route to Los Angeles for a week-long family reunion with a branch of our family that we had not seen, at least not all at the same time, in about 36 years.

The last time we had all been together was in the summer of 1963 when we were all kids.

For our 1999 reunion, we spent the week in Manhattan Beach and were joined by yet another branch of the family from Alaska.

It was great to be with people who came from such distances to be part of such a special family gathering.

I think that's why so many of us keep coming back to Avila College year after year, from such faraway places, to be part of this celebration of community that has grown up around Apple II computer.

KANSASFEST 1999 THE KEYNOTE ADDRESS

July 21, 1999
Avila College,
Kansas City, MO.
By Max Jones
Editor and Publisher, Juiced.GS

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There are a number of components to the Apple II community that keep it alive and vibrant.

We have Kfest, of course, and we have Delphi as the center of the Apple II online universe.



I would like at this time to give special recognition to those who came the farthest.

The presence of our international contingent here makes this experience so much richer for everyone, and I welcome you.

As many of you know, there is another big computer conference going on this week in New York City, and by virtue of that particular event, I now understand that Steve Jobs and I have something in common. With that said, let me quickly acknowledge that all similarities between Steve and me end at that point.

Apple's CEO usually speaks for about two hours in his keynote. Rest assured I only plan to speak for only a fraction of that time. The entire computer industry will be hanging on every word from Steve Jobs' prolific mouth when he delivers his keynote. My goal, on the other hand, is to try to get through my presentation without anyone falling asleep.

Don't laugh..... I've given several presentations at past Kfests. If no one falls asleep in the next, oh, 30 minutes or so, it will be the first time I will have deprived a Kfest audience of sleep.



Truth be told, I'm not at all concerned this week about Steve Jobs, MacWorld Expo or New York City.

I'm thrilled to be attending my fourth Kfest in Kansas City.

It is an honor to stand before such a distinguished group of friends and colleagues. As a newsletter publisher, I'm pleased be able to contribute to the Apple II community in some small way, and proud to be invited to address Kfest attendees as their keynote speaker.

There are a couple of things I want to do with my time at the podium tonight, but none is more important than what I want to do right now.

There are a number of components to the Apple II community that keep it alive and vibrant.

We have Kfest, of course, and we have Delphi as the center of the Apple II online universe.

I believe our publications also play a role, whether it be Joe Kohn's *Shareware Solutions II*,



Ryan Suenaga's *The Lamp*,

or *Juiced.GS*.



We have, of course, Ewen Wannop from the United Kingdom



and Richard Bennett from Australia.



And we have two international newcomers this year, Giselle Schnaubelt from Austria and Jeff Blakeney from Ontario, Canada.



In appreciation and recognition for coming so far to Kfest for the first time, Juiced.GS would like to present Giselle and Jeff these stylish Juiced.GS T-shirts.

Although our pool of developers is relatively small, it is astounding to me just how productive and creative they are.

But there is one group that I rate as a particularly key component, and that group is made up of our software developers.

Although our pool of developers is relatively small, it is astounding to me just how productive and creative they are.

Some of those developers (actually a majority of them) are here tonight. They include

- Eric Shepherd, who has been extremely active on the development front;
- Ewen Wannop, who brings us *Spectrum* and *COG*;
- Geoff Weiss who teamed up with Ewen to produce *Spectrum Internet Suite*;
- Richard Bennett, who changed the face of Apple IIs telecommunications by writing *Marinetti*; and
- Mike Westerfield of *the Byte Works*, who is not here this year.

Many of you were here last year and experienced what was an absolutely remarkable Kfest. And the reason it was such an incredible event was due in large part to the work of a handful of software developers, who labored tirelessly in the months, weeks and days before Kfest '98 to make the event a showcase for unveiling their latest software.

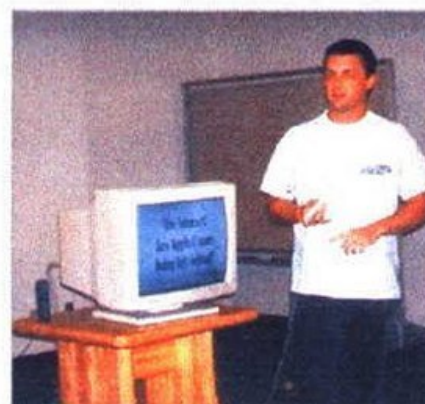


By the time the week ended, we had more than a dozen new software titles, with titles such as

- *GSoft BASIC*,
 - *NiftySpell* and
 - *WebWorks GS*
- leading the parade



accompanied by eye-popping upgrades to such important products as



- *Spectrum*,
- *GraphicWriter III* and
- *Marinetti*.



It was an unforgettable week, and before we move full speed ahead with Kfest '99, I would like all of you to join me in

showing Apple II developers how much we appreciate their continuing contribution by giving them a big round of applause.

One of the remaining Apple II hardware developers is not with us this year, though he is definitely here in spirit. He would very much like to be here, and has been lobbying persistently for a change in the dates of Kfest from the latter weeks of July to the first week of August so he can attend again.

I'm talking about Steve Buggie, an associate professor of psychology at the University of New Mexico in Gallup. Steve has also been a contributor to *Juiced.GS* through the years, and he asked me to introduce the Kfest audience to some of his newer creations, which leads me into a little show-and-tell portion of this keynote.

Many of you already know about Steve Buggie's *BUGG-POWER* external power supply, which is available directly from Steve.

What I want to show now, for the first time I believe to an Apple II audience, is the new *BUGG-POWER* internal power supply.

One of the more common questions I'm asked by friends and family is how I became an editor and publisher for a computer magazine -- and more specifically, an Apple II magazine.

This other item is the *BUGG-Drive*, a 5.25 drive that has been refurbished and reconstructed with Steve's particular design.



One of the more common questions I'm asked by friends and family is how I became an editor and publisher for a computer magazine -- and more specifically, an Apple II magazine.



I acquired the fundamentals for publishing long before the first personal computer was built. As many of you know, I'm a journalist by trade, having worked now for almost 25 years for small and medium-size newspapers in west-central Indiana. Small newspapers gave me the opportunity to learn all facets of the publishing business, from writing to page design to paste-up.

We got our first Macintosh at the newspaper where I now work in 1986. I soon began dabbling in desktop publishing after I took a non-credit course in PageMaker on the Mac at Indiana State University.

But that background alone did not lead me into newsletter publishing. Rather, three specific developments pointed me in that direction.

The first came in 1989 when my wife and I decided to purchase our first personal computer. Although I liked the Macintosh, I was not at all fond of the tiny screen and black-and-white display. Great for the workplace, but pretty boring for home use.

A friend of mine had just been named technology director for the local school district, so I gave her a call and sought her advice on purchasing a home computer. After explaining to her what we wanted in a personal computer, she gave me a few suggestions, but strongly recommended I take a close look at the Apple IIs. It satisfied our desire for a Mac-like interface with a color monitor, and the Apple II name inspired a lot of confidence as well.

We visited the local Computerland and immediately fell in love with the IIs, which we bought along with a copy of

AppleWorks GS.



That is a purchase I have never regretted, and that original GS is still the one I use for the majority of my computing work, including telecommunications and desktop publishing.

The second thing that propelled me toward my destiny as an Apple II publisher came when I decided to upgrade my IIs and increase its power and usefulness. That all happened in 1993-94.

I was committed to getting all I could out of my IIs rather than discarding it, but I was not exactly sure how to go about it.

Luckily, our newspaper's systems manager was an old Apple II guy, and had actually cut his teeth as a IIs technician for Computerland.

He guided me through the steps of adding a 4-meg RAM card, a SCSI card and hard drive, and eventually an accelerator and modem.

He gave me a lot of encouragement, and seemed to get a lot of amusement out of my transforming a stock ROM 3 GS into a power-user's dream machine.

And he loved to tell everybody about my little project. He got a big thrill out of walking into the newsroom, spotting me at my desk, and procaliming,

"There's the guy with the Juiced GS!"

On Jan. 1, 1996, "The guy with the Juiced GS" jumped head first into the Apple II publishing business, and Juiced.GS was born.



The third development for me came during 1995, a year of great transition in the Apple II marketplace. *Resource Central* ceased publication of its disk-based magazine, *II Alive* was dying, and *Softdisk* was beginning to wilt.

That left *Shareware Solutions II* and *GS+* to carry the banner. I was particularly fond of *GS+* because it was dedicated specifically to the IIGS and really made me want to learn more and do more with my computer.

In the spring and early summer of 1995, I began tinkering, mostly for my own enjoyment, with a prototype for a new magazine. In fact, I used a portion of that prototype as an entry into a desktop publishing contest Joe Kohn was running in *Shareware Solutions II*.

And then came August, and the news I really did not want to hear.



GS+ was ceasing publication, and a bad year for the Apple II got considerably worse.

In the next couple months, I began toying with the idea of using the prototype I had developed to launch a new magazine to help fill the void left by the loss of so many of our great publications.

I had decided by November to go for it, and on Jan. 1, 1996, "The guy with the Juiced GS" jumped head first into the Apple II publishing business, and *Juiced.GS* was born.

And on Feb. 15, 1996, the first issue of *Juiced.GS*, Volume 1, Issue 1, was mailed to subscribers.

Well, enough of the past. Let's talk a little bit about present.

Juiced.GS has done, and continues to do, remarkably well in the shrinking Apple II marketplace.

First year subscriptions reached 340, the second year topped out at about 315, and last year hit 270.

Subscriptions dropped off more than I had anticipated this year, but it has slowly inched its way up to around 220.

Perhaps the greatest asset *Juiced.GS* has going for it right now, in addition to its loyal base of subscribers, is an outstanding staff of contributors.

And on Feb. 15, 1996, the first issue of Juiced.GS, Volume 1, Issue 1, was mailed to subscribers.

Ryan Suenaga has been with me from the start, producing a column for each issue. He is currently writing a series of articles about IIGS emulation and



Bernie][*The Rescue*.



The only person with me longer is Greg Nelson, who is here taping the event tonight. Greg counseled me early on during the

magazine's development phase, and actually printed the proofs for the first two issues on his Hewlett Packard DeskWriter.

I guess that makes Greg Employee No. 1. Hey, there's another thing I have in common with Steve Jobs. If Greg is Employee No. 1, that must make me Employee No. 0!

Tony Ward has been writing a quarterly column on telecommunications, and in recent issues we've been



treated to some interesting articles from Geoff Weiss and Tony Diaz. It has been great to see both of their bylines in the magazine.

You know, it is remarkable that we can come together like this, in 1999, 22 years after the Apple II was created and 13 years since the IIGS was made, to talk about the future.

And, of course, *Juiced.GS* has been the home publication for an ongoing *GSoft BASIC* tutorial by software programmer/developer Eric Shepherd.

Juiced.GS and its readers have been extremely fortunate that Sheppy has devoted so much time and effort to helping programmers, or programmer wannabes like me, become more familiar and proficient with this new terrific software language.

I appreciate the contributions of all these guys. More importantly, readers appreciation their contributions.

So, we're talked about the past and present. But what about the future?

I don't pretend to see the future, but I would like to comment briefly on the future of the Apple II in general, and *Juiced.GS* in particular.

First, the Apple II ...

You know, it is remarkable that we can come together like this, in 1999, 22 years after the Apple II was created and 13 years since the IIGS was made, to talk about the future.



In recent years, the reason there WAS a future, as noted in previous keynote speeches by



- Gary Utter (1996) and
- David Kerwood (1997)

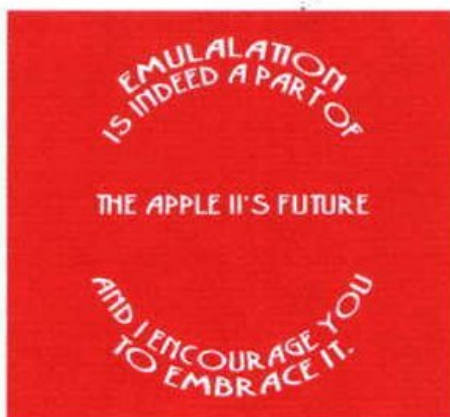


was the strong Apple II community and the ability of the

community to stay together through telecommunications.

This year, it's time to add another component to our future:

EMULATION.



Apple II emulators exist for almost every important computer platform. There is an excellent emulator for the Power Mac --

Bernie][The Rescue --



and for PC users there is

Sweet16

Sweet 16 for the



Be operating System.

Yes, Apple II hardware will be around for a long, long time. Lots of people, including me, will continue to use original machines. But many of us will also use emulators, as I do now with a Mac Powerbook 1400c, or on my iMac at work.



In recent years, the reason there WAS a future, was the strong Apple II community and the ability of the community to stay together through telecommunications.

In essence, emulators are important to the Apple II community's future for these reasons:

- ♦ A faster development environment. Programmers might not be doing what they're doing now without the speed and performance they get on the Virtual GS.
- ♦ A way to keep people using Apple II software, even though they've moved to other platforms, by choice or by chance.

Let's face it, some of our original hardware is wearing out. Many parts are increasingly hard to replace.

Yet new computers such as the iMac or G3 Mac, or the newly announced iBook, are so inexpensive, a computer user can now spend their money on, and enjoy, state of the hardware while still running their Apple II software in an environment that gives them the best performance ever.

Juiced.GS

OK, THEN WHAT ABOUT THE FUTURE OF JUICED.GS?

Well, I'm happy to announce tonight that it is my intention to publish Juiced.GS in the year 2000.

It is also my pleasure to announce that Juiced.GS will soon be publishing a CD-ROM containing the entire Juiced.GS Collection of software and files compiled since 1995.

We had hoped to have it ready for distribution by Kfest '99, and although we got very close to achieving that goal, I decided to take a little extra time to make sure I had the CD arranged in the best fashion possible.

About the only thing left to do is to add a few more pieces of software to the collection.

It will be called, appropriately,
**the Juiced.GS
Collection
"Friends for Life"
CD-ROM**

in honor of this wonderful
Apple II community.

Ryan Suenaga is assisting me in this project, and if all goes well, the CD will be available this fall.

I am also pleased to invite you all back at the dorm in a few minutes for our *Juiced.GS* reception. We'll have drinks and snacks available, so please stop by and spend some time with us as we kick off another wonderful Kfest.

I do appreciate the opportunity to deliver the Kfest '99 keynote, and thank you all for the tremendous support you have given me and *Juiced.GS* in the past four years.

I am thrilled to be part of the Apple II community, and look forward to many more years celebrating this computer love.

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SHOW ME SOME
SECRETS FOR MAKING
THE TIME STAND STILL

OPENING PITCH
by Ryan M. Suenaga,
B.A., M.S.W., L.S.W.

For a week every July, the clock is turned back to 1986, and time is suspended on the campus of a small college in Kansas City, Missouri. And the Apple II faithful couldn't be happier.

For the eleventh straight year, the steadfast supporters of the computer that started it all gathered to celebrate at Avila College in the heat of the Kansas City summer. KansasFest 1999 is over and I'm as tired as I've been since, well, KansasFest 1998. At the same time, I'm refreshed, excited, and ecstatic.

KansasFest 1997 was revolutionary, with the introduction of *Marinetti* taking the Apple II places it had never been before; KansasFest 1998 was evolutionary, with more new and updated products than you could shake a stick at.

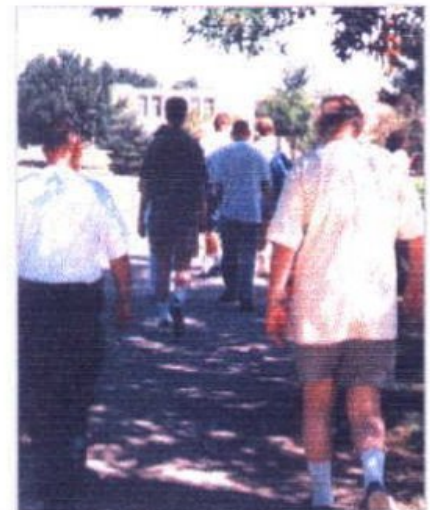
KansasFest 1999, on the other hand, could best be described as contemplative. Yes, there were new products announced, but not like the blockbuster year of 1998. Yes, there were new discoveries, but not like the phenomenon that is known as *Marinetti*.

KansasFest '99

KansasFest 1999 was a place to make new friendships and renew old ones; a time to celebrate and meditate. Another chance to stay up all night and recharge for another year

And a chance to go back to a time when everything was new.

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[thelamp@sheppyware.net]



Kfest has become a rich tradition. We are pleased to announce that in 1999, the tradition continues ...



For the past 10 years, Apple II enthusiasts from around the globe have made an annual pilgrimage to Kansas City, Missouri, to learn more about their computers, share their knowledge with others, and rekindle the spirit that has made their virtual community unique and powerful.

Kfest has become a rich tradition. We are pleased to announce that in 1999, the tradition continues ...

From July 21 through July 25, Kfest '99 will be in session on the campus of Avila College in Kansas City. Sessions on a wide variety of Apple II topics will be conducted July 22-23. A vendor fair and product demos will occur on July 24.

As always, the Kfest committee is working to make this year's event the best ever.

Kfest '99 will provide the perfect opportunity for attendees to make new friends, renew acquaintances, see the faces of on-line neighbors they've chatted with through the years, meet some of the programmers, developers, writers and publishers who help keep their computer platform viable in today's world, and hear lectures on computer issues and witness demonstrations of new and old hardware and software.

Most of all, they'll have fun!

So, you may ask, does this mean Kfest has everything an Apple II user would want?

Well, no. There are some things Kfest '99 won't provide. We can almost guarantee you won't get much sleep. We can also guarantee that you won't mind a bit. In fact, you won't want to sleep much for fear you'll miss something!

Last year's Kfest was one of the best ever, and was highlighted by a steady stream of new product releases, announcements and demonstrations.

Among the software titles released were

- GSoft BASIC, WebWorks GS, Disk Access II and the TABBS CD-ROM.

Among new titles announced were

- NiftySpell, Marinetti 2.0, Spectrum 2.2 and Spectrum Internet Suite 1.1

It's too early to know what Kfest '99 will produce. Be assured it will once again be a special event.

Now is the time to make plans for Kfest '99. As always, staying in the Avila dorms is the recommended method of attendance. Much of the special magic occurs after hours, and being on hand for informal, spontaneous events will make your Kfest experience even more enjoyable.

Avila College will be providing up to 80 rooms for Kfest '99 attendees. So there should be plenty of room for everybody on campus.

If you would prefer to stay off-campus, there are a number of hotels and motels close by. Off-campus registrations are also available.

Ready to sign up? We hope so! You won't regret it.

Stay tuned for registration information. It will be posted as it becomes available. And that will be very soon!!

If you have other questions about Kfest, or wish to make suggestions, ask via this mailing list. Or you can find answers via the Internet. Just send an email message to kfest@intrec.com or kfest-help@kfest.org, or visit the World Wide Web page at <http://www.kfest.org>.

The Kfest '99 Committee
Cindy Adams
(Kfest Big Cheese)



Dinner at KC Masterpiece



NOTHING FINER THAN KANSAS CITY IN JULY

THINKING KFEST

Ryan M. Suenaga,
B.A., M.S.W., L.S.W.
[thelamp@delphi.com]



Once a year, the Apple II faithful return from all corners of the globe to their Mecca ... a small college in Kansas City, Missouri, less than a mile from the Kansas border. They return to see old friends and make new; to honor the past and plan the future; and to stay up all night and have fun all day. They came, once again, for KansasFest.

KFest 1999 was like every other KFest, yet unlike every other KFest. Like KFests past, we saw new products and made new discoveries. Unlike Kfests past, we finally saw the transition of the Apple II--from the venerable Apple IIs to the world of emulation.

So for those of you who weren't able to make it in person, here is our look at the virtual KFest 1999:

DAY -4

Like I did in 1998, I decided to fly into California instead of straight to Kansas City so I could visit with some friends and get some



shopping done before KFest. I'd again be staying with the Sheppys, aka Eric and Sarah Shepherd. I got home, finished packing, and waited for my sister to get home so she could drop me off at the airport.

I travelled a little lighter this year than usual. For the first time since my first KFest, no Apple II--at least not a physical one. My virtual Apple II, in the form of the renown emulator *Bernie*][*The Rescue*, was packed away on my PowerBook.

I checked into the airport with two bags, a, and a small box; all of my Apple II hopes and dreams packed away in my heart.

I was leaving home, but going home.

Here we come, Avila.

KFEST XI: THE REUNION

DAY -3

I'm not sure when Day -4 ended and Day -3 began, but it was somewhere over the middle of the Pacific Ocean with a change



in times zones on a five and a half hour flight. I tried to get as much sleep as I could on the plane, knowing that I probably wouldn't get much sleep at Sheppys and I'd get almost none at KFest.

When I got off the plane, Sheppy was waiting for me. It was before 6 a.m.-- again. Somehow, I never end up at the airport at a reasonable hour in San Francisco.

We talked a bit about KFests past and KFest future -- there were no blockbuster announcements coming this year, at least none we knew about. Announcements, yes; blockbusters, no.

Still, we looked forward to seeing old friends and making new ones in the heat of the Kansas City summer.

*Tomorrow doesn't come
until you fall asleep.*

We stopped for breakfast at an IHOP (International House Of Pancakes, for the uninitiated -- although I've never been sure what's so international about pancakes, especially the ones



they serve there) on the way to the new House Of Sheppy in Tracy, CA. Eric

and Sarah had moved here recently and the home turned out to be an absolutely lovely place.

I spent a lot of the day trying to relax. I was exhausted from the travel and the weeks leading up to it. Working two jobs and putting out my Apple II writing had begun to take a toll--as much as I don't like to admit, I needed a vacation, badly. I was only too happy to be away from.

It was also a great day to go to Fry's Electronics. Fry's is a large regional electronics shop that has some great prices (and probably just as many that aren't as great). I walked around for awhile, picking up a few cables and odds and ends that I couldn't get nearly as cheaply at home, then stumbled on something I've been looking for over a year:: a Castlewood Systems Orb Drive external SCSI

version (see the review elsewhere in this issue). I approached the register where I'd end up spending about \$300 and was greeted by the cashier asking,

"Are you Hawaiian?"

Maybe the shorts gave me away.



DAY -2:

Day -2 was almost my ideal vacation day. I did nothing other than sleep, fool around online, and burn a few CD ROMs. I considered doing a little packing (as my stuff was overflowing in the Sheppy's guest room) but that seemed too close to work to seriously.

Sheppy was busy working on *Sweet16*, the IIGs emulator for the BeOS, and showing off the Weird Al Yankovic DVD he had picked up at Fry's. We also considered the post-KFest PizzaFest that the Sheppys were hosting at their house -- SheppyFest, where some KFesters and some missing friends would be hanging out in about a week.

Sent some email to my friends at work.

"Miss you, wish you were here, glad you are not." Ha ha.
This vacation stuff is great!

*No sleep is better
when you're
KFest bound.*

DAY -1

Day -1 was the real pre-KFest training. Unlike the Sheppys, I'd be leaving for KFest to arrive on Day 0. In fact, I'd be leaving so early that we decided to just stay up all night and drop me off at the airport about 4 am. Well, I wasn't planning much sleep anyway, right?

No sleep is better when you're KFest bound.

DAY 0

It's hard to figure out just when Day 0 began. If tomorrow doesn't come until you fall asleep, I guess it came when I was in the plane from San Francisco to Denver, but before the plane from Denver to K.C. I tired enough to sleep, although not well, on both flights.

When I got off the plane and into the terminal of MCI, familiar after five years, I was fortunate to quickly get my luggage. I headed for the, and who should appear but my ride to Avila, the KFest Taxi, Carl Knoblock. It was great to see a familiar face. I was home again.



KFest was happening. It was like Christmas.

Carl had his wife's car -- his van had picked an unfortunate time to break down. Fortunately, I traveled light, and so did he -- instead of bringing his lge, as he had every year in the past, his computing equipment consisted of his new PowerBook G3, in a theme that would repeat itself over and over this KFest.

We had another person to pick up—Pat Kern, who was flying in this year, instead of coming by land as she had in the past.



Between Pat, Carl, and I, we ended up having just enough luggage to pack Carl's wife's car, no more, no less. At least we did once we could find his car again.

We ran to Wal-Mart before getting to Avila to pick up a few essentials (including a Diet Coke at McDonald's), and after about an hour of driving, we reached Avila.

Home again.

We checked in and got our keys, committed the numerical code for Ridgeway access to memory (or something), and started to settle in.



We weren't the first arrivals -- those seemed to be the land



travelling trio of Gina Saikin, Dave Miller, and Jeff

Blakeney, who showed up at around 6 in the morning in a van with a sign indicating they were KFest bound in a rear window. Some people just can't wait to get KFesting.

I arrived earlier than my roommate, Kirk Mitchell, a Kansan who had to drive across the state to get to KFest, so I grabbed "the good bed."

After five KFests, I still don't know what "the good bed" means. I was in the midst of setting up when my roommate showed up.

We spent the day exchanging insults (my initial opening being, "Do you need help moving your stuff in? If you do, you better find someone who cares.") and setting up Power Macs -- his beige G3 minitower, and my Duo 2300c.

Friends were already there and arriving by the bucketful -- Russ Alman and Mike Wallace of Apple II license plate fame, senior KFester Ephraim and Joyce Sullivan from Oklahoma,



Ray Merlin and Erick Wagner from Texas, the Binary Bus with Da Bears

(Dave and Ahren Ciotti) and Honorary Bear Ewen Wannop, newsletter publishers Max Jones

and Joe Kohn, newbies Luke Weerts and Richard Hansen, and of course, The Big Cheese herself, Cindy Adams.



*KFest was happening.
It was like Christmas.*

The rest of the night was spent hanging out and having dinner over at K.C. Masterpiece restaurant.

Aside from the usual cruising of the halls to see who was there and making fun of Max Jones' recycled door sign, the rest of the night was spent hanging out and having dinner over at K.C. Masterpiece restaurant.



If nothing else, the food was definitely an upgrade from the Avila cafeteria.

DAY 1:

Since this year's KFest had early arrivals on Tuesday, Wednesday was a less hectic day than in KFests past. More KFesters arrived Wednesday as well, including *Spectrum Internet Suite* author Geoff Weiss and *InTrec Software's* Jerry Cline.

It was so much less hectic, in fact, I even got up early enough to do a little shopping. One of the nice things about KFest is that things are near enough that if you forget something (in our case, a long telephone cord), it's easy enough to run out and get. There's Radio Shack, Wal-Mart, CompUSA, and Best Buy all close enough to get stuff, and if you're not into Avila

The keynote address was given by my FRIEND FOR LIFE Max Jones, publisher of Juiced.GS.

cuisine, there's restaurants close enough to get prepared food as well. I usually just go for a few boxes of cookies and a few 12 packs of soda.

The first official KFest event was



dinner, which was predictably Avila-like. Following that we were addressed by

KFest organizer Cindy, aka The Big Cheese, then we were onto the big show, the keynote address given by my Friend For Life Max Jones, publisher of *Juiced.GS*.

Max honored several KFest attendees who came from long distances away and announced that *Juiced.GS* will continue to be published in 2000.

He also announced the first new product of KFest 1999, unfortunately one that was not yet ready for release --

the *Juiced.GS* CD,

appropriately titled

"Friends For Life".

Following the address, *Juiced.GS* sponsored a reception in the Avila dorm (contrary to rumors, you did not need to have a *Juiced.GS* tattoo in order to get the first drink free).

After a long, long night, sleep finally showed up at 3 a.m. or so.



DAY 2

Day 2 began with a trip to the cafeteria for KFest breakfast



I don't think I ever made a KFest



breakfast in the first three years I attended, but over the last two, I've made quite a few.



A KFEST TRADITION AND A KFEST RARITY:

- *The tradition as expected was dealing with tough choices-*

Exactly why I've attended those, I'm not sure, but I have and I'll continue to.

I mean, cereal, milk, and Diet Pepsi are pretty much the same no matter where you are,



and the company at Kfest's better than the company at Pete's Pancakes.



Although that was how Day 2 began for me, Day 2 for Kfest really began with the opening of HackFest at 7 a.m. Organized by Sheppy, HackFest, in its second year, is a Kfest programming contest. Come up with something new Apple II, work on it during HackFest, and maybe win a prize. There were cash prizes, software, and books available for the participants. Anyone could enter, and anyone could win.

Day 2, like the other days coming, presented a Kfest tradition and a Kfest rarity.



The tradition as expected was dealing with tough choices-

for instance, do you see



Sheppy's "ToolBox Programming in GSoft"

or Joe Kohn's storytelling?

The rarity was that since there were fewer sessions than usual, there were fewer times when we needed to choose.

The rarity was that since there were fewer sessions than usual, there were fewer times when we needed to choose.

I started my Kfest sessions by seeing Ewen Wannop explain the anatomy of *Crock O' Gold*, the sophisticated set of *Spectrum* scripts that make up the powerful Delphi offline reader. Ewen showed how



nearly anything could be done with scripts --

evidence that *Spectrum* could do everything. Evidence that would be important later.

Following Ewen, Sheppy presented some perspective and history on things he's programmed as well as his style.

Sheppy discussed some of his history of programming with the Apple IIgs and went over the development of the brilliant *Shifty List* program, and how he thought it was, at best, a hack.

Shifty List has gone on to be an award-winning utility.

Sheppy's use of *Shifty List* as an example allowed him to discuss some of the relationship between beta testers and programmers and how testers can have influence on what the final product looks like.

*For the first time, it appeared that virtual Apple II's
have eclipsed physical ones at Kfest --
I counted more Power Macs running Bernie than I did Apple IIgs boxes.*

After a mostly forgettable lunch, "Hot Pepper" Dave Carey showed us all how to use the venerable *Print Shop GS* and *Print Shop Companion* to do things that



most of us couldn't even imagine doing. Dave's Kfest door was filled with posters created with these well-used programs, and Dave is well known for his unmatched prowess in creating beautiful art work. Dave showed how even the rank novice can create something beautiful.

After this came a true Geek's session. Australian Richard Bennett, possibly best known as author of *Marinetti*, showed off how to use the long time yet mysterious programmer's debugging tool *GSBug*.

Very few people, including the programmers attending, knew how to use *GSBug* the way Richard does. Richard gave a rundown of functions and commands as well as real-world examples of how to use *GSBug* to best effect.

Here, Tony Diaz of Alltech Electronics showed off his new product -- a CD-ROM collection called *A2-ROMulan*, including some rare things not seen in years. The CD would be available for sale for the first time at the Vendor's fair on Saturday.

Later that night was dinner and a ride out to Sean Fahey's place. Sean is an avid Apple II user and collector who often gets calls from people who are ready to dispose of some Apple II equipment.

Sean opened up his garage to let us in and we saw what must have been more than a hundred Apple II's of every vintage, as well as associated equipment.



Sean was mostly wanting to simply clear space out in the garage so he could fit his new car in, and was not asking for money, but would take donations to give to the women's shelter his wife volunteers at. Sean's act of kindness and goodwill is exactly what Kfest is about.

Late night Kfest activities included the usual -- movies, hanging out, checking out other people's computers. For the first time, it appeared that virtual Apple II's have eclipsed physical ones at Kfest -- I counted more Power Macs running *Bernie* than I did Apple IIgs boxes.

DAY 3:

I was still able to wake up early enough for Kfest breakfast. That wouldn't last, of course, but the fact that I could still do it on a Friday was nothing short of amazing. For my efforts I won a bet with Max Jones -- his roommate was now enslaved to me. I think Ewen was less than amused with the news.



Apple Computer's
Craig Foos

came to show us some new software,

QuickTime 4 and some video editing software, followed by Stan Marks discussing the *AppleWorks GS* database



*Ewen faced the dual questions of
what parts of Spectrum he actually wrote and what can anyone else write when
SPECTRUM ALREADY DOES EVERYTHING.*

and Gina Saikin giving technical tips.



Stan impressed the Avila crowd with his mastery of the database module, which led The Big Cheese herself to challenge the Kfest crowd to come up with their own topic to present at Kfest 2000. It seems Stan only decided to do his session after a lot of badgering by Mrs. Adams, as he didn't think he had a lot to offer to the Kfest crowd. It turns out, of course, he did.

Following lunch we saw a difficult choice: Joe Kohn's storytelling or Sheppy's ToolBox programming in *GSoft BASIC*. I split time between the two, hearing some of Joe's early years with Big Red Computer Club and The Source, and seeing how easy it was to create an authentic SYS16 program with *GSoft BASIC*. That session has sold me on the power that Mike Westerfield put into the hands of the people last year. This was followed by a session on user groups and Sheppy presenting the *BeOS*.

As a *Be* user, I stayed and watched jaws drop as they oohed and aahed over the multimedia operating system.

Sheppy also showed off two *BeOS* programs by Kelvin Sherlock which were ported over from the ligs -- *BeShisen* and *Be. Way* to go Kelvin!

The Kfest banquet was held next, with the presentation of awards - winners this year included Giselle Schnaubelt, Dave and Ahren, Ken Gagne, and others. Congratulations to all our Kfest contest.

Before the big reason we were at the banquet came to pass, The



Big Cheese announced that yes, there would be a Kfest 2000!

Ewen Wannop will be working on the new logo design once he returns to England and recovers from the main event, which came next.



As the victim of honor, Ewen Wannop endured slings from Joe Kohn, Max, Geoff Weiss, Richard Bennett, and myself.

From sheep jokes to page three girls to jabs about England's police system ("Stop! Stop! Or I'll yell 'Stop!' again!") to knightings, Ewen was thoroughly roasted.

He even had a song about *Spectrum* sung to him and



faced the dual questions of what parts of *Spectrum*

he actually wrote and what can anyone else write when



Spectrum already does everything.

Ewen took it all in fun



and dished it out in return, and got a standing ovation for his part.

Sleep was mostly unknown, but the extra day at KFest was having an effect.

The length of KFest would be about perfect --

The rest of Friday night was spent talking shop and hanging out.

Sleep was mostly unknown, but the extra day at KFest was having an effect. The length of KFest would be about perfect -- one more day and people would be falling asleep during meals, not just during sessions.



DAY 4

Saturday morning saw new product demonstrations and the announcement of HackFest winners.

Starting with fifth place, the HackFest winners were:



Hackfest '99 Winners



- ♦ Cindy Adams
(using a *Spectrum* script)
to prove she could;
- ♦ Jeff Blakeney
(using *GSoft BASIC*)
creating a Binary II wrapper;
- ♦ Richard Bennett
(using, of course, assembly)
making an iMac mouse
emulator for the IIgs;
- ♦ Shawn Beattie
(using *GSoft BASIC*)
with his Y][KFest countdown;
and
- ♦ Ken Gagne
(using a *Spectrum* script)
for a database
inspired by Max Jones.
It didn't hurt that Max was one
of the judges, I guess.



The products shown off included the shareware products

- *Silvern Castle*, an 8-bit game written in Applesoft BASIC by Jeff Fink and
- *SpeedReadPlus*, an upgrade of a IIgs program by Terry Morris, both shown by Max Jones;
- *Sweet16 1.0*, the IIgs emulator for the BeOS originally by F.E. Systems and now maintained by Eric Shepherd;
- the official *Bernie J][Rescue Starter Kit* by Ewen Wannop (distributed by *Shareware Solutions*)
- and the *Marinetti MacII Link Layer Module* from Richard Bennett.

This was followed by the vendor fair, where the hardcore Apple II fanatics could get hardware and software at bargain prices.



*I went to Jess & Jim's with a lot of KFesters
and had more meat
than I've had since last KFest.*

Let's do it again next year.

MAKE TIME

STAND STILL.



That night was the informal jaunt out. I went to Jess & Jim's with a lot of KFesters and had more meat than I've had since last KFest.

Kfest was ending again, sadly, but there was one more KFest miracle this year. As we left Jess & Jim's, we spotted a personalized license plate from. The word on it?

BERNIE

DAY 5:

Time to go. Again.

For a few days
in the heat of
the July summer,
my heart is
nowhere else.

I gathered up my things and caught a ride with The Big Cheese herself; we got some lunch and some shopping done, then got to the airport. I ran into Steve Gozdziwski by surprise there; his flight had been delayed home.

I could stay up all night and day thinking of folks to thank, but I guess the ultimate thanks is to everyone.

Let's do it again
next year.

Make
time
stand
still.



Hackfest Reports

• Ken Gagne
• Max Jones

KFEST -- THE HACKFEST REPORT



I was the first entrant, and only after Max Jones gave me an idea for a program. (my imagination tapped, I had not planned on entering.)

It's actually a useful tool that I may upload once I get it full-featured - and working! <g> I'm telling folks here what I'm writing, but only because you're going to see it. If I say something online, then I'll have to do it. <g>



Jeff Blakeney is writing something in assembly, Richard Bennett has

entered, and a mysterious fourth participant is to TBA.

Ken
(KEN_GAGNE, 24470, GO COM A2)

BTW, I already have a couple of ideas for next year's HackFest. :-)

Hackfest Winners

- ◇ Fifth place went to Cindy Adams, who wrote a Spectrum script... (because she could. :)
- ◇ Fourth was Jeff Blakeney's GSoft Basic program to strip the Binary II off a directory of ShrinkIt archives, and update their aux types.
- ◇ Third place was Richard Bennett, who wrote an app that makes a IIGS mouse emulate an iMac mouse. Must be seen. :)
- ◇ Shawn Beattie was second, who wrote a Y2KFest countdown program with text and a moving icon. Cool!
- ◇ My half-finished but functional Spectrum database program came in first. It allows you to maintain records of 1-8 fields each from within Spectrum. You can also import any Appleworks Database file (after saving it as a text).

This was a much cooler HackFest than last year, with more participants, prizes, and more working code.

(All participants this year finished their programs to one extent or another, whereas last year I think most were still in their planning stages).

Ken
(KEN_GAGNE, 24486, GO COM A2)

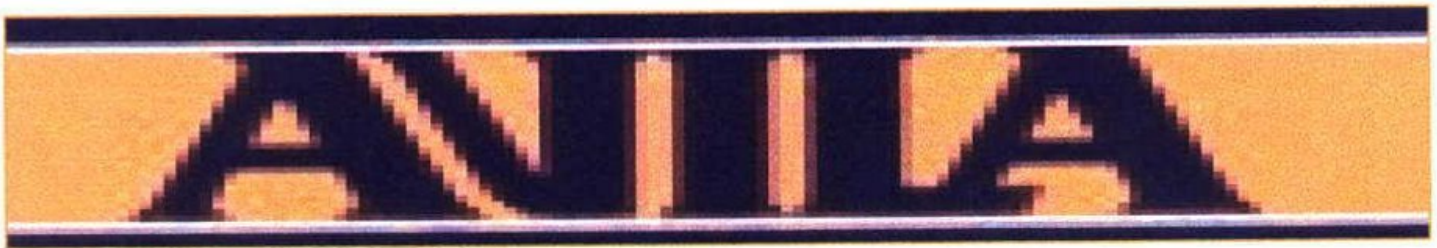
The reason I thought of the idea of Spectrum script-based database is because I often get questions asked via e-mail by subscribers about the status of their subscriptions. To get the info, I have to quit Spectrum and launch AppleWorks GS, then go back to Spectrum with my answer. By converting my AWGS database and importing into a Spectrum database script, I could have access to the info from right there within Speccie. I would like that a lot. It would also be nice to have other databases available as well, or to create them within Spectrum.

Ken did a nice job with the scripting program and I certainly hope he completes it. :-)

I also hope everyone gets access to Shawn Beattie's GSoft" Countdown to Y][Kest" program. That was cool, too!

Eric Shepherd was the HackFest director and did a great job. I think he has succeeded in producing an event that is in the process of becoming yet another grand Kfest tradition.

Did we mention that there were several hundred dollars worth of prizes? Nice incentive for the contest, eh?
(JUICEDGS, 24541, GO COM A2)



TRIP TO SEAN'S GARAGE



A collage of various posters and signs, including:

- Salsa Keyboard**: A sign above a doorway.
- 515**: A sign with the number 515 and a small graphic.
- Big Cheese**: A sign with the text "Big Cheese" and a graphic of a cheese wheel.
- 502**: A sign with the number 502.
- WELCOME TO THE ROOM OF**: A sign with the text "WELCOME TO THE ROOM OF" and a graphic of a room.
- ULTRACORUS**: A sign with the text "ULTRACORUS" and a graphic of a computer screen.
- Salsa Keyboard XING**: A sign with the text "Salsa Keyboard XING" and a graphic of a keyboard.
- 408**: A sign with the number 408.
- Dave Miller's ROOM**: A sign with the text "Dave Miller's ROOM" and a graphic of a room.
- 517**: A sign with the number 517.
- Juiced.GS**: A sign with the text "Juiced.GS" and a graphic of a juice box.
- 99 FEST**: A sign with the text "99 FEST" and a graphic of a festival.
- Ray Merlin**: A sign with the text "Ray Merlin" and a graphic of a person.
- OR HAVE TOO MANY... YOU CAN NEVER BE TOO RICH**: A sign with the text "OR HAVE TOO MANY... YOU CAN NEVER BE TOO RICH" and a graphic of a person.

KansasFest Images



KansasFest '99



Presentations and Demos

• Wednesday •

Keynote Address

- Max Jones - Juiced.GS (All Computers)

Join in as Max opens KFest by sharing some of his special thoughts with us!

• Thursday •

HackFest '99 Begins

- Eric Shepherd - Sheppyware/Be (Apple II - Programming)

On your mark, get set, program during the extended hours of this year's HackFest. Good luck to all participants!

Spectrum Scripting for Spectrum Users - An Anatomy of a Spectrum Script, or How COG is Constructed

- Ewen Wannop (Apple II/SG-Telecommunications)

Learn how to script in Spectrum and what Spectrum scripting can do as you explore the inner workings of COG.

A Programmer's Perspective for Users

- Eric Shepherd - Sheppyware/Be (All Computers - Insight)

An exciting and informative look into the many considerations involved in computer programming, many of which the user has never had to think about. The "Hows and Whys" behind the software that ends up on your computer.

Print Shop GS Companion and How It Relates to Print Shop GS

- Dave Carey (Apple II/SG - Desktop Publishing)

Long time Print Shop/Print Shop Companion user "hotpepperdave" will show you many different ways to "spice up" your Print Shop creations.

Advanced GSBug

- Richard Bennett (Apple II/SG - Programming)

Most Apple II/SG programmers drop into GSBug, step a few instructions, then resume. This session will show you GSBug's more powerful features. Bring along any debugging questions, who knows, GSBug may do what you least expect it to.

Informal "Caravan" to Apple II Hardware Heaven

- Sean Fahey (Apple II - Your Dream Come True?)

We'll begin this special trip at the Ridgway Hall parking lot. Maps will be distributed to the drivers as we make sure everyone has a ride to this extraordinary event!

• Friday •

Apple Presents...

- Craig Foos - Apple KC (Macintosh)

There are a lot of exciting developments from the innovators at Apple. Join Craig for a peek into the near future and what's in store for the Apple faithful!

Using the AppleWorks GS Database Module

- Stan Marks - (Apple II/SG - Software)

Get the most you can out of this module by attending this session and learning the secrets Stan has discovered over the years.

Session "To Be Announced"

- Gina Saikin - Scantron Quality Computers

Sometimes it's difficult to select just the right topic but Gina is sure to choose one that will be of interest to us!

Joe Kohn, Storyteller

- Joe Kohn - Shareware Solutions II (Apple II - Commentary)

Relive all the stories and emotions that one can collect after spending decades with the Apple II computer, as Joe has done. There's sure to be something for everyone during this session.

Toolbox Programming in GSoft BASIC

- Eric Shepherd - Sheppyware/Be (Apple II/SG - Programming)

You too can experience the ease and thrill of programming the toolbox in BASIC! Sheppy is looking forward to showing you how painless and useful it is to use the Toolbox with GSoft BASIC.

User Group Conference

- Jim O'Reilly (Apple II - Moderated Discussion)

Any and all aspects regarding UGs are open for discussion. Share your experience and learn from others.

The BeOS

- Eric Shepherd - Sheppyware/Be (Macintosh - Discussion)

See the BeOS in action and find out why it might have a place in your future.

• Saturday •

HackFest '99 Ends

- Eric Shepherd - Sheppyware/Be (Apple II - Programming)

Hope everyone did well and enjoyed the competition! The prizes will be awarded later this morning after the judging is complete.

Product Demonstrations

KamasFest has often been the scene of the first public preview of exciting new programs and updates. You don't want to miss this!

Swap Meet and Vendor's Fair

The Swap Meet and Vendor's Fair is an opportunity for you to buy, sell, or trade extra computer equipment, software, or books that you have or want, and for vendors to display their products. Some of the vendors will be offering special KFest discounts during the Meet so do check in!

Kfest 99 Daily Schedule

Tuesday, July 20th

9:00 - 6:30 Early registration
6:30 - ? Informal trek to K.C. Masterpiece. The dorms will also be very active during the evening.

Wednesday, July 21st

9:00 - 5:00 Registration
Unpack, meet your roommate and others, etc.
5:00 **CF** **Supper**
7:00 **CR** **KEYNOTE ADDRESS**
- Max Jones
TF 1,2 Reception sponsored by Juiced GS

Thursday, July 22nd

7:00 **RH** HackFest '99 Begins
- Eric Shepherd
8:00 **CF** **Breakfast**
9:15 **L2** Spectrum Scripting for Spectrum Users - An Anatomy of a Spectrum Script, or How COG is Constructed
- Ewen Wannop
10:45 **L2** A Programmer's Perspective for Users
- Eric Shepherd
12:00 **CF** **Lunch**
1:30 **L2** Print Shop GS Companion & How It Relates to Print Shop GS
- Dave Carey
3:15 **L1** Advanced GSbug
- Richard Bennett
5:00 **CF** **Supper**
7:00 Informal "Caravan" to Apple II Hardware Heaven
- Sean Fahey
7:00 **RH** Check out others' hardware, software, and computers. Get help with yours, explore Internet, play Bite the Bag, etc.

Friday, July 23rd

8:00 **CF** **Breakfast**
9:15 **CR** Apple Presents...
- Craig Foos
10:45 **L1** Using the AppleWorksGS Database Module
- Stan Marks
L2 Session "To Be Announced"
- Gina Saikin
12:00 **CF** **Lunch**
1:30 **L1** Joe Kohn, Storyteller
- Joe Kohn
L2 ToolBox Programming in GSoft BASIC
- Eric Shepherd
3:15 **L1** User Group Conference
- Jim O'Reilly (moderator)
L2 The BeOS
- Eric Shepherd
5:00 **CF** **KansasFest Banquet**
Awards Ceremony
6:30 **CF** KFest Roast - Ewen Wannop
8:00-? **RH** Movie, help or get help, check out Internet.
9:15-? **L1** Star Trek movie at local theatre
Meet in Lounge to carpool.

Saturday, July 24th

8:00 **CF** **Breakfast**
9:15 **L2** Product Demonstrations
(If you have a demo to present, please see Steve, Room 306, to make arrangements)
HackFest '99 Ends
- Eric Shepherd
10:00 **RH**
12:00 **CF** **Lunch**
1:30 **CR** Swap Meet/Vendor's Fair/Special offers.
You are free to spend the afternoon visiting with old and new friends, roping someone into helping you with a hardware or software problem, exploring Kansas City, etc.
6:30 - ? Informal trek to Jess and Jim's
RH Check out others' computers, get help with yours, explore Internet, check out new software and hardware, etc.

Sunday, July 25th

8:00 **CF** **Breakfast**
11:00-1:00 Move out of the dorms. If you're leaving before 10AM you can slip your room key under Cindy's door (quietly if you're leaving early on Sunday). No matter when you will be leaving, you don't have to worry about the linens - just leave them and the Avila staff will handle them.
1:00 **LATEST TIME FOR DORM CHECKOUT**
1:00 - ? You are free to spend the afternoon visiting with old and new friends, exploring Kansas City, etc.

Room Key:

CF - Cafeteria

CR * Conference Room, Whitfield Center
L1 * 4th floor lounge, Ridgway Hall dorm
L2 * 5th floor lounge, Ridgway Hall Dorm
RH * Ridgway Hall Dorm

Final Words:

KansasFest is possible because of your efforts and contributions. You make it happen, you make it worthwhile, and you make it the special event it is. Our sincere thanks and appreciation to you, the heart and soul of KFest!

We hope you enjoy KFest '99. We've tried to make this a very pleasurable experience, whether it's your first Fest or one of many. After the "party is over" and you must return home with (we hope) many wonderful memories, please be careful and get home safely! We'd like to see you again next year and share the attitude that IS KansasFest!

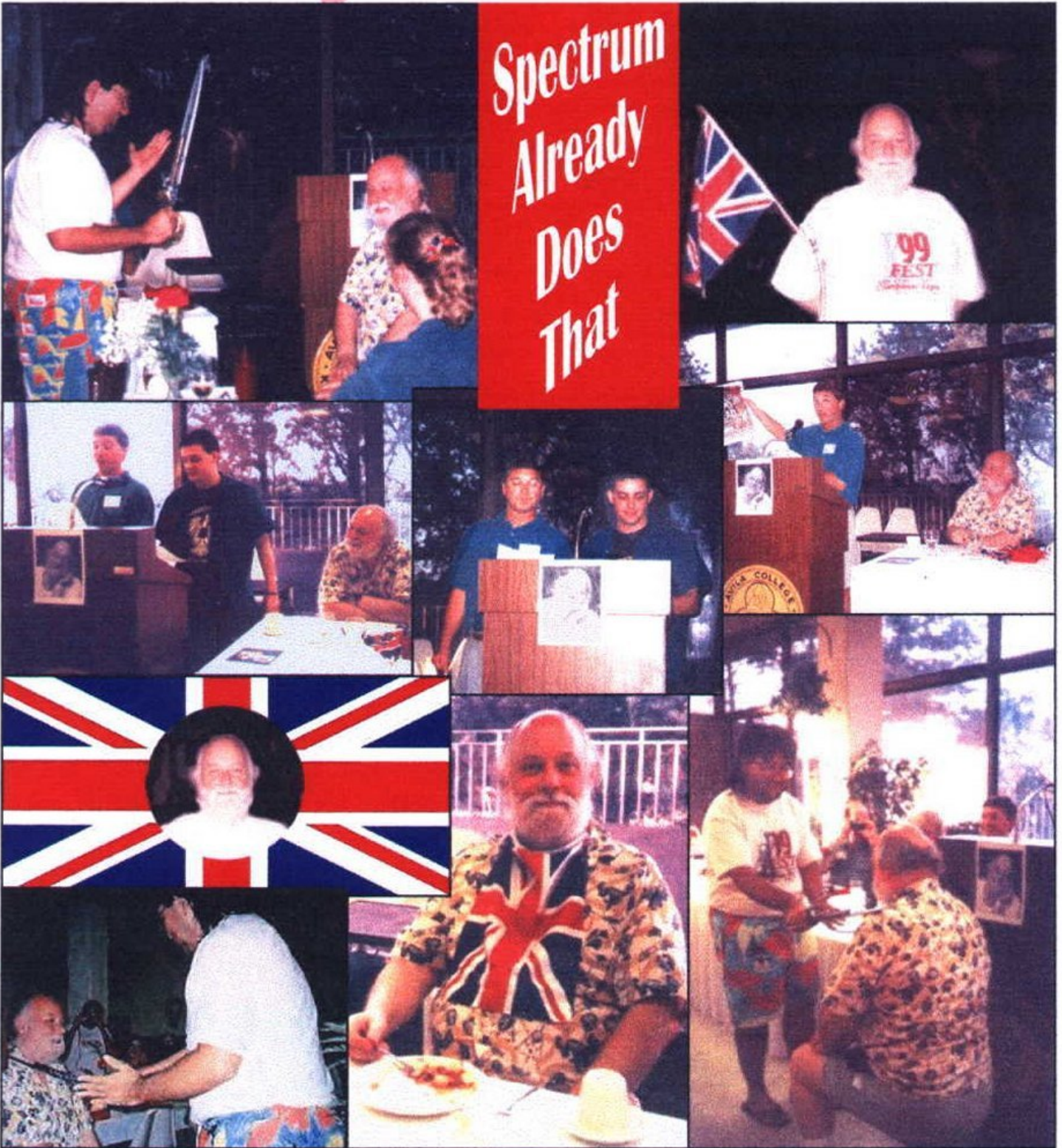
The KansasFest '99 Committee

Schedule Subject To Change

Kfest Roast: All Knight Long



A Knight To Remember



SPECTRUM ALREADY DOES THAT

Spectrum Already Does That

Lyrics by Richard Bennett
and Geoff Weiss

Music by Queen

(MIDI file crazylit.mid included on CD-ROM)

Sung by Richard Bennett,

Max Jones

and Geoff Weiss

at Kfest '99



THIS THING, SPECTRUM
I JUST, CAN'T HANDLE IT
THIS THING, SPECTRUM
ALL I WANT IS TELECOM
HE CAN'T HELP IT
SPECTRUM ALREADY DOES THAT



I wrote some code
I sent it off to Seven Hills
A real, cool hack
A great idea for a product
Then they wrote back, yeah
Spectrum already does that

If you need a viewdata on your emulator
Or Compuserve B+, it's got what you need
You know what I'm saying
Spectrum already does that

Lyrics by Richard Bennett & Geoff Weiss

Logon, logoff,
Spectrum keeps on throwing me off
My scripts are slow
You could always try it on Talk is Cheap
But don't worry
Spectrum already does that

Well I heard about a thing called GNO
Looking forward to TCP
Well you know I'd like to see that
But, you know
Spectrum already does that

Delphi is fine
You can always read your posts offline
It's not, a crock
All you need is a script called COG
It's not, a crock
All you need is a script called COG

THIS THING, SPECTRUM
I JUST, CAN'T HANDLE IT
THIS THING, SPECTRUM
ALL I WANT IS TELECOM
HE CAN'T HELP IT
SPECTRUM ALREADY DOES THAT
SPECTRUM ALREADY DOES THAT



- ♦ *What about a web browser?*
Spectrum already does that
- ♦ *What about Babelfish?*
Spectrum already does that
- ♦ *What about MIME encoding?*
Spectrum already does that
- ♦ *What about desktop publishing?*
Spectrum already does that
- ♦ *What about voice recognition?*
Spectrum already does that
- ♦ *What about mowing your lawn?*
Spectrum already does that
- ♦ *What about ordering pizza?*
Spectrum already does that
- ♦ *What about doing your dishes?*
Spectrum already does that

Contributors to the Keepsakes of Kfest Yearbook for 1999



Mike Wallace contributed over 100 photos to be scanned for the 1999 edition of Keepsakes of Kfest Yearbook.

Pat Kern's Kfest 99 photos are available for download on the Delphi.com database in the A2 forum.



Cindy Adams (the Big Cheese) and Loren Damewood uploaded photos to their websites.



Ray Merlin & Ephraim Wall made their photos available.



Max Jones and Ryan Suenaga

allowed their articles to be reprinted here.



Richard Bennett gave permission for the "Spectrum Already Does That" lyrics and MIDI file to be included within the CD-ROM.



Footnotes



ACKNOWLEDGEMENTS

*Over the past
several years, the following people
have contributed articles or photos
or have assisted
in the production of these collections:*

Keepsakes
of Kfest
Now On
CD-ROM

- Cindy Adams
- Ray Merlin
- Charlie Hartley
- Dave Ciotti
- Dave Johnson
- Max Jones
- Auri Rahimsadeh
- Kirk Mitchell
- Dave Miller
- Tony Diaz
- Jim Blair
- Scott Johnson
- David Kerwood
- Doug Cuff

- Ryan Suenaga
- Gary Utter
- Dean Esmay
- Ken Gagne
- Joe Kohn
- Pat Kern
- Russ Alman
- Ephraim Wall
- Gina Saikin
- Andy Kern
- Loren Damewood
- Mike Wallace
- Richard Bennett
- Howard Katz

*Their
participation is
greatly
appreciated!*



VENDOR'S FAIR



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Accurate as of July, 1999
and a few have been updated

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SEND EMAIL NOT SNAIL MAIL

**The
Mailing
Address
Goes
Here**

*Publication prepared
by Pat Kern*

c. 1999 All rights reserved



*KansasFest
Class of 1999*

Avila College July 21 - July 25

Cindy Adams
Russ Alman
Margaret Anderson
Shawn Beattie
Richard Bennett
Jeff Blakeney
Jim Blair
Dave Carey
Ahren Ciotti
Dave Ciotti
Jerry Cline
Tom Collin
Loren Damewood
Tony Diaz
Sean Fahey
Ken Gagne

Steve Gozdziwski
Max Jones
Jack Kells
Pat Kern
Carl Knoblock
Joe Kohn
Hank Llewellyn
Stan Marks
Ray Merlin
Dave Miller
Kirk Mitchell
Allen Moore
Greg Nelson
Dean Nichols
Jim O'Reilly
Gina Saikin

John Schenk
Giselle Schnaubelt
Eric Shepherd
Sarah Shepherd
David Stevens
Ryan Suenaga
Joyce Sullivan
Kevin Thornton
Erick Wagner
Ephraim Wall
Mike Wallace
Ewen Wannop
Luke Weerts
Geoff Weiss