the APPLE'S APPRENTICE

Magazine Published in 1984 by:
Roger Wagner

Book Produced by:
Brian Wiser & Bill Martens

Apple PugetSound Program Library Exchange

The Apple's Apprentice

ACKNOWLEDGEMENTS

PRODUCTION

DISCLAIMER

About Roger Wagner

Roger Wagner is a programmer who has deep roots in the Apple II community, going all the way back to the beginnings of the platform. In 1978, he started his own software publishing company, Southwestern Data Systems (SDS), as a vehicle for the distribution and sales of some of his first software products for the Apple II. These products included his *Programmer's Utility Pack* and *Apple-Doc*, which were sold on cassette tape.

For those of us who grew up with the Apple II in the 1970s and 1980s, Roger's software was a mainstay – his hands were everywhere in the Apple world. He also wrote *The Correspondent* and *MouseWrite* word processors for the Apple II. SDS sold software written by other authors, including Glen Bredon's popular *Merlin* assembler, The Routine Machine Applesoft extensions by Peter Meyer, *ASCII Express* and *Z-Term* by Bill Blue, as well as games like *BEZARE* by John Beznard and *NORAD*.

During those early years, he also wrote articles for many major magazines of the day, including *Call-A.P.P.L.E.*, *Nibble*, *inCider*, *A+*, and *GS+*. Wagner is best remembered for his long-running "Assembly Lines" column in *Softalk*, which focused on teaching the first generation of Apple II users how to program in 6502 assembly language.

In 1984, Roger partnered with A.P.P.L.E. founder and *Call-A.P.P.L.E.* magazine editor, Val Golding, to create a magazine dedicated to teaching children of all ages about programming – *The Apple's Apprentice*. Roger was the publisher and Val was the editor. Articles were fun and informative with columns such as: Spells and Potions, The Sourceror's Apprentice, Ask the Wizard, and The Crystal Ball. The educational aspect and philosophy behind *The Apple's Apprentice* followed the same goal as Apple's with the Apple II computer – to educate and inspire. While the magazine only had three issues, the quality of the production, articles, and art stands out as a reminder of how good an educational magazine can be.

He later renamed his software company to Roger Wagner Publishing, and continued to provide quality software for both the 8-bit Apple II and the 16-bit Apple IIGS. His most famous contribution to the IIGS was the HyperCard-inspired program, *HyperStudio*, which linked pictures, audio media, and text with clickable links, a foretaste of the hyperlinked Web that was to arrive in the 1990s. Wagner later developed it for Windows and Mac, and promoted its use in schools – teaching students to create presentations and to learn about computers. He further developed *HyperDuino*, an Arduino-based hardware extension for the *HyperStudio* to let people control real-world devices with their projects. Roger continues to educate the younger generation, developing and teaching Arduino-type projects.

HyperStudio 5 for Mac continues to evolve from its Apple II roots. Roger released *HyperStudio AUTHOR* that allows for the creation of simple and beautiful interactive iPad books with HTML5-based media that can be merged into *Apple's iBooks Author*. For more information, visit: rogerwagner.com.

CONTENTS

April 1984 – Volume 1, No. 1

June 1984 – Volume 1, No. 2

August 1984 – Volume 1, No. 3