

Twilight II

The Ultimate Screensaver for Your Apple IIGS

Jim R. Maricondo

&

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Produced by:

Brian Wiser & Bill Martens



Apple PugetSound Program Library Exchange

Twilight II: The Ultimate Screensaver for Your Apple IIGs

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Twilight II 1.0 & 2.0 Programming: Jim R. Maricondo

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The Cover, Logo and Book were designed by Brian Wiser.

PRODUCTION

Brian Wiser → Cover, Logo, Mountains Photo, Design, Layout, Editing

Bill Martens → Scanning, Proofreading, Screenshots, Disk Updates

Antoine Vignau → IPC documentation, Proofreading, Restoration Programming

Jim Maricondo → Screenshots, Disk Updates, Programming

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Jim R. Maricondo

Jim R. Maricondo got his first computer, an Apple IIGS, in 1989 after falling in love with the Apple II in school. After teaching himself AppleSoft BASIC he desired to write IIGS applications. However, he did not like Pascal and could not find a book teaching C for the IIGS, so he decided to start with 65816 assembly. He started out reading *Computist* and cracking a few copy-protected games, but desired to write something himself.

Around 1991, he met another teenager online, Jonas Stich, and together they wrote the original *Twilight* screensaver, inspired by *After Dark* on the Mac. There was no Apple IIGS screensaver available at the time, so this was a big market opportunity. (A little while later, he also banded together with a few other teenagers he met online to create DYA, the Digital Youth Alliance, with the goal of writing demos and software for the IIGS. DYA had one main release, a self-booting slideshow for the IIGS. The first *Twilight* was \$10 shareware and Jonas and Jim agreed to split the revenue (from probably around 100-150 paying users in total). Unfortunately, after about a year Jonas went off to college and the checks from Jonas, who collected the money, stopped coming in. Meanwhile, it became apparent there were a lot of bugs and areas for improvement.

Jim decided to rewrite the app himself, naming it "Twilight II" and sought to have it published commercially. But this was 1992 right when the bottom was falling out of the Apple II market. So, he decided to publish it himself, founding DigiSoft Innovations in the process. Matt Keller and Derek Young from DYA helped contribute art and effects modules. Critically, Jim met James C. Smith online and James went on to author the most famous modules such as Fractal Mountains, Fireworks, SLED (Super LED Sign). To write the manual, Jim borrowed a Mac Classic from James which was shipped from Wisconsin to Connecticut so that he could use the booklet making plug-in module for *Aldus PageMaker*, and had it printed at a neighborhood print shop that he actually toured originally in preschool.

Originally 1,000 copies of the manual were produced, but eventually a second printing was required. Jim sold many copies directly, at trade fairs (including its [beta] debut at Apple Expo East 1992, and later Apple Expo West in April 1993), and through distributors like Big Red Computer Club, offering "competitive upgrades" from *Signature*, the only real competition, and discounts for user groups and referrals from groups like Shareware Solutions. It is estimated that around 1400 copies were sold in total, to the last batch of loyal Apple II diehards. ("II Infinitem!")

Some other tidbits: Jim was always concerned about performance, that having *Twilight II* running in the background would not slow down the speed of the computer too much. Of course, when a screen saver is running, the original program stops (except for the background mode, which just dims the screen but lets the original program continue running, by changing the color palettes.) By far, the most popular animation on *After Dark* on the Mac was the Flying Toasters. Jim didn't want to publish an outright copy of it, but eventually Nathan Mates ported the graphics with *PhotoShop* and created a module called Toast (which like the YouDrawIt module, allows you to draw frames in a template which is later animated.)

Unfortunately, in 1994 like Jonas before, Jim also went off to college and *Twilight II* development ground to a halt. Jim started an upgrade to *Twilight II* but unfortunately never managed to finish it. Nathan Mates offered to complete it, so Jim provided him the source and later forgot about it. The source of the Nathan Mates version is probably lost to history. In the late 2010s, Bill Martens got Jim to dig up the version 2.0 beta source from his old hard drive so it could be archived and re-released in 2020. Special thanks to Bill Martens, Brian Wiser, and of course Antoine Vignau for this release!

After *Twilight II*, Jim worked as a software engineer writing Internet security software, financial trading systems, and eventually Web apps, in Silicon Valley in Japan, before eventually transitioning to a career in business development and technology evangelism. He currently resides in Japan and is passionate about blockchain and cryptocurrency. Some of Jim's projects are available at: <https://tezmania.jp> and <https://digisoft.callapple.org>

Antoine Vignau

Antoine Vignau discovered the Apple II at the age of 10. After months of discoveries, he wrote his first assembly language routines. Later on, he became interested in copy protection schemes. In 1992, he founded Brutal Deluxe Software with Olivier Zardini. They have released numerous top-notch programs for the Apple II and IIGS, encompassing entertainment, utilities, and software preservation. Noteworthy titles include *LemminGS* and *The Tinies GS*.

Antoine is also the curator of the Apple II Documentation Project which aims to preserve all hardware-related items for the Apple II computers. And, he has made contributions to numerous projects by recovering, compiling, and enhancing legacy source code for key programs such as *Twilight II*, *DOS 4.4*, *GS/OS System 6*, *GBBS*, and *Sword of Sodan*. Today, Antoine works in IT where he has held different positions in large industrial companies. Read more about Brutal Deluxe and Antoine's archival projects at: <https://www.brutaldeluxe.fr>

About the Producers

Brian Wiser

Brian Wiser is a long-time consultant, enthusiast and historian of Apple, the Apple II and Macintosh. Steve Wozniak and Steve Jobs, as well as *Creative Computing*, *Nibble*, *InCider*, and *A+* magazines were early influences.

Brian designed, edited, and co-produced many books including: *Nibble Viewpoints: Business Insights From The Computing Revolution*, *Cyber Jack: The Adventures of Robert Clardy and Synergistic Software*, *Synergistic Software: The Early Games*, *The Colossal Computer Cartoon Book: Enhanced Edition*, *What's Where in the Apple: Enhanced Edition*, *Graphically Speaking: Enhanced Edition*, and *The WOZPAK: Special Edition* – an important Apple II historical book with Steve Wozniak's restored original, technical handwritten notes.

He passionately preserves and archives all facets of Apple's history, and noteworthy related companies such as Beagle Bros and Applied Engineering, featured on AppleArchives.com. His writing, interviews and books are featured on the technology news site CallApple.org and in *Call-A.P.P.L.E.* magazine that he co-produces. Brian also co-produced the retro iOS game *Structris*.

In 2005, Brian was cast as an extra in Joss Whedon's movie *Serenity*, leading him to being a producer and director for the documentary film *Done The Impossible: The Fans' Tale of Firefly & Serenity*. He brought some of the *Firefly* cast aboard his Browncoat Cruise and recruited several of the *Firefly* cast to appear in a film for charity. Brian speaks about his adventures to large audiences at conventions around the country.

Bill Martens

Bill Martens is a systems engineer specializing in office infrastructures and has been programming since 1976. The DEC PDP 11/40 with ASR-33 Teletypes and CRT's were his first computing platforms with his first forays in the Apple world coming with the Apple II computer.

Influences in Bill's computing life came from *Byte* magazine, *Creative Computing* magazine, and *Call-A.P.P.L.E.* magazine as well as his mentors Samuel Perkins, Don Williams, Joff Morgan, and Mike Christensen.

Bill is a co-producer of many books including *What's Where in the Apple: Enhanced Edition*, *The WOZPAK: Special Edition*, *Nibble Viewpoints: Business Insights From The Computing Revolution*, and co-programmer for the iOS version of the retro game *Structris*. He has written many articles which have appeared in user group newsletters and magazines such as *Call-A.P.P.L.E.*.

Bill worked for Apple Pugetsound Program Library Exchange (A.P.P.L.E.) under Val Golding and Dick Hubert as a data manager and programmer in the 1980s, and is the current president of the A.P.P.L.E. user group established in 1978. He reorganized A.P.P.L.E. and restarted *Call-A.P.P.L.E.* magazine in 2002. He is the production editor for the A.P.P.L.E. website CallApple.org, writes science fiction novels in his spare time, and is a retired semi-pro football player.

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ABOUT TWILIGHT II

The Ultimate Screen Saver for Your Apple IIGS

Are You Upset?

Are you angered by the way the Apple IIGS has been treated lately? Sick of your friends bragging that they have the better computer? Does seeing *After Dark* on the IBM or Mac make you wonder, "Why can't my Apple IIGS do that?" Do you like dazzling effects that will protect your valuable monitor from becoming useless when the same image is left onscreen for so long that it burned into the glass? Are you tired of dull screen savers that slow you down and interfere with your work, from companies that don't want to upgrade their products? If so, then read on!

Thank you very much for your purchase of *Twilight II*TM, the ultimate Apple IIGS screen saver! *Twilight II* safeguards your valuable monitor from phosphor burn-in, an irreversible condition that occurs when the same image has been left onscreen for so long that it becomes permanently etched into the monitor glass.

Twilight II presents an elegant solution to this problem, automatically protecting your screen, by changing the image being displayed in many different selectable ways after you do not interact with the computer for a specified amount of time. You can select from variety of dazzling, full-color animation and special screen effect modules.

Twilight II is a Control Panel (CDev) for the Apple IIGS computer. It works with all GS/OS System 6.0 desktop programs such as the Finder, *AppleWorks GS*, *GraphicWriter III*, *Platinum Paint*, and many others: program switchers such as *The Manager* and *Switch-It!*, all text screen-based programs such as ProDOS 8 gems like *AppleWorks*

Classic and *ProTerm*, GS/OS text-based programs like *America Online*, and programs such as *Publish-It*.

Our goal is to make the best featured screen saver possible, enabling you to use your computer more productively. *Twilight II* 1.0 released in 1993 was in the making for over two years and represents an enormous amount of effort by many different people. This new version 2, first released in 2020, represents the efforts of many additional people.

In making this quality product available at a reasonable price without copy-protection, we hope that you will be supportive of our efforts by giving copies of *Twilight II* to your friends and family. Encourage them to purchase this updated manual from the publisher at: www.callapple.org/books. By supporting us, we will best be able to continue to support you and your computer into the future.

Features

Prevent Phosphor Burn In:

A permanent and real condition that happens when the same image is left on your monitor for too long!

Protection:

Twilight II supports and protects all your favorite desktop programs (*AppleWorks GS*, etc.), text mode-based programs (such as the GS/OS version of *America Online*, and ProDOS 8 programs like *AppleWorks* and *ProTerm*), and even other programs such as *Publish-It*!

Minimal Overhead:

Twilight II won't slow down you or the way your computer operates. Important operations such as file copying, printing, and file transfers will not be interrupted!

Ease of Use:

Our interface is the result of extensive testing and user feedback. Using the "Random Mode" feature, you can even select a different module to be run each time the screen is blanked!

Compatibility:

GS/OS System 6 is fully supported and required. *Twilight II* is compatible with all hardware and virtually all software for the Apple IIGS that follow Apple's guidelines! It works great with *The Manager* and *Switch-It*, as well as with RamFAST SCSI cards.

Phantom:

Via the included Phantom module, you can run all Phantasm modules from A.P.P.L.E./Quality Computers' Signature GS for compatibility.

Power:

Nothing else for the Apple IIGS can match *Twilight II's* screen-saving capabilities, over two years in the making and written in 100% assembly language for optimal speed and performance. Our effect module format is more flexible than the competition's, and even contains support for some features not found in other screen savers for any computer! A more powerful and versatile module format means better effects!

AppleShare Aware:

AppleTalk networks are fully supported!

Easy Installation:

Just point and click, using Apple's Installer program.

Effects

Nothing else can match the variety of effects included with *Twilight III*! What good is a screen saver that comes with only a few meager effects? We include over 65 different colorful and stunning screen saver effect modules:

Background Fader	LED Sign	Sega
Ball	Life	Sharks and Fish
Barney	Life, Meltdown	Short Out
Call-A.P.P.L.E.	Linealities	Snow
Clocks	MineHunt	Snowflakes
Color by Color	MiniFireworks	Spirals
Cyclone	Modern Art	Spirographics
Dissolve	Moiré	Static
Drip Drop	Mountains	String Art
Earth	Movie Theater	Strobe
Fading Clock	MultiTris	Swirls
Fazer	Perspective	Tiler
Fireworks	Phantom	Toast
Fireworks Silent	Plasma	Tunnel Game
Fish	PowerGrid	TunnelVision II
Flames	Puzzling	Twilight
Foreground Fader	Quotes	Universe
Globe	Reflections	Voting
Headlines	Rings	Wiper Blanker
Impulse 3-D	Ripple	Worms
Inverter	Roller	YouDrawIt!
Kaleidoscope	Scanner	
L.E.D. Message	Scroll	

REACHING Us . . .

Please contact us if you have any questions, comments, or suggestions for improving *Twilight II*, or would like information on other A.P.P.L.E. programs, books and publications. We welcome your feedback and ideas.

Support of *Twilight II* and future versions, along with other products from Apple Pugetsound Program Library Exchange (A.P.P.L.E.), is available via:

Web: www.callapple.org

Books: www.callapple.org/books

Email: sales@callapple.org

Twitter: twitter.com/callapple

Facebook: www.facebook.com/APPLEug

TWILIGHT II's DEVELOPMENT

Twilight II was originally written by the group Digital Youth Alliance. DYA was founded in January 1990 to join the efforts of several young people to create quality programs for the Apple IIGS.

DigiSoft Innovations is a small business formed in January 1992 by DYA, to handle marketing, distribution, and promotion of new DYA products, the first of which was *Twilight II*. Our original goal with DYA and DigiSoft Innovations was to make it easier for our group of diehard Apple II hacker-enthusiasts who loved expanding the known 'limits' of the Apple IIGS, to excel in producing and distributing software in the fields of animation, sound, education, entertainment, and productivity

A.P.P.L.E. took over the *Twilight II* project in 2002 with the blessings of Jim Maricondo when he joined the A.P.P.L.E. restoration project. All images, documentation, source and binaries were provided to A.P.P.L.E. by DigiSoft Innovations at that time with the intention of creating a new version of *Twilight II*.

In April 2020, Antoine Vignau took over the main programming of the application in an effort, in combination with A.P.P.L.E.'s Bill Martens, Jim Maricondo and Brian Wiser, to produce a new version of *Twilight II* based on the original efforts. The result is this package which you are using now and its accompanying cover, logo and manual designed by Brian Wiser.

Source code for *Twilight II* is available from our A.P.P.L.E. Github page: <https://github.com/callapple>, and the program disk image is available at: <https://www.callapple.org>.

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And thanks to **You**,
 our **Customers**,
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and anyone accidentally forgotten who helped in this massive undertaking!

CREDITS . . .

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IPC Technical Documentation – Antoine Vignau

Help Screens – Bill Martens, Antoine Vignau

Twilight II v2.0 Manual – Brian Wiser, Bill Martens,
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Sound Patcher – Jim R. Maricondo

Movie Theater, Phantom – Jim R. Maricondo, Derek Young

Dissolve, Kaleidoscope, Static – Derek Young

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Tiler – Jim R. Maricondo, Jim Mensch

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