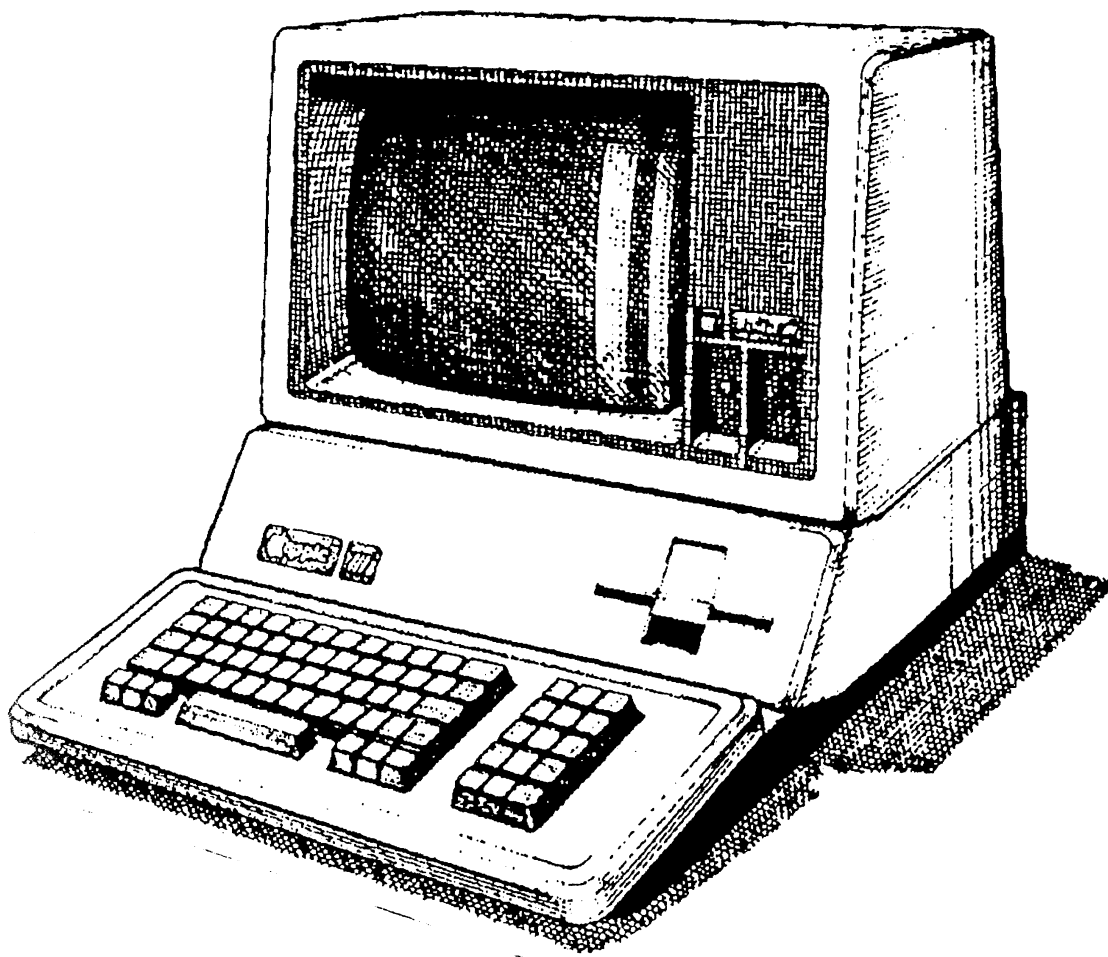


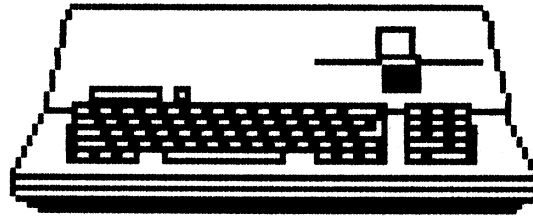


# Apple /// Computer Information



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**Ex Libris David T. Craig**



Apple ///  
Apple ///+

# Apple /// SOS 1.3 Historical Information

Compiled by  
David T. Craig  
736 Edgewater, Wichita, Kansas 67230 USA  
(316) 733-0914

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## **An Unofficial History of the Development of the Apple /// SOS**

**July 1990**

This document attempts to describe the development of the Apple /// Sophisticated Operating System (called SOS for short). The author of this document has never worked for Apple Computer in any capacity. As such, this history may contain inaccuracies. All "facts" are based upon discussions over the years with various people, some very close to the development effort, others very distance.

SOS was developed in a very short period of time from about 1978 to 1980. When the Apple /// was introduced in 1980 it had many hardware and software problems. Apple quickly fixed these problems with both the hardware and software.

SOS went thru several versions which included 1.0, 1.1, 1.2, and 1.3. Version 1.3 was the last version to be officially worked on by Apple in 1982.

The SOS development team to the best of my knowledge was very small considering the important of SOS to the ///. I know that J. R. "Dick" Huston played a major role in the SOS file system as did Bruce Daniels. Mr. Huston also worked on the /// boot ROM (his initials are tacked on to the end of the boot ROM copyright notice in the ROM source). He also worked on the Apple II in various capacities of which ProDOS, SOS's successor, was must likely a big part. Bruce Daniels held the position of /// Project Leader and is credited by Apple as being the co-designer of SOS (Huston is the other co-designer). Shortly after designing SOS Mr. Daniels became involved with the Apple Lisa computer as head of the system software group. Rick R. Auricchio also worked on SOS. Many others worked on SOS but their names are not mentioned in the SOS source code. These people are listed in the acknowledgements section of the *SOS Reference Manual*.

SOS was written in 6502 assembly language on a network of Apple II computers. The assembler used was an assembler internal to Apple that appears to be very similar to Apple's latter WorkBench 6502 Macro Assembler for the Apple II series. The SOS source code was never moved over from the II network to the Apple ///. This is strange since Apple had a nice macro assembler for the /// as part of the /// Pascal development environment.

The SOS source code is available thru various underground channels if a person is willing to spend the time looking for these channels. A version for the /// Assembler also exists and was created by a /// buff from the original II assembler sources.  
*Scott Stinson*

The SOS source code refers to "SOS" as the Sara Operating System. Apple at one time labeled their prerelease projects with names of girl friends or wives and Sara was chosen for the ///.

If anyone has more information about the development of SOS please make sure that the various /// BBS systems obtain the information.

**DAVID T. CRAIG — End of History —**