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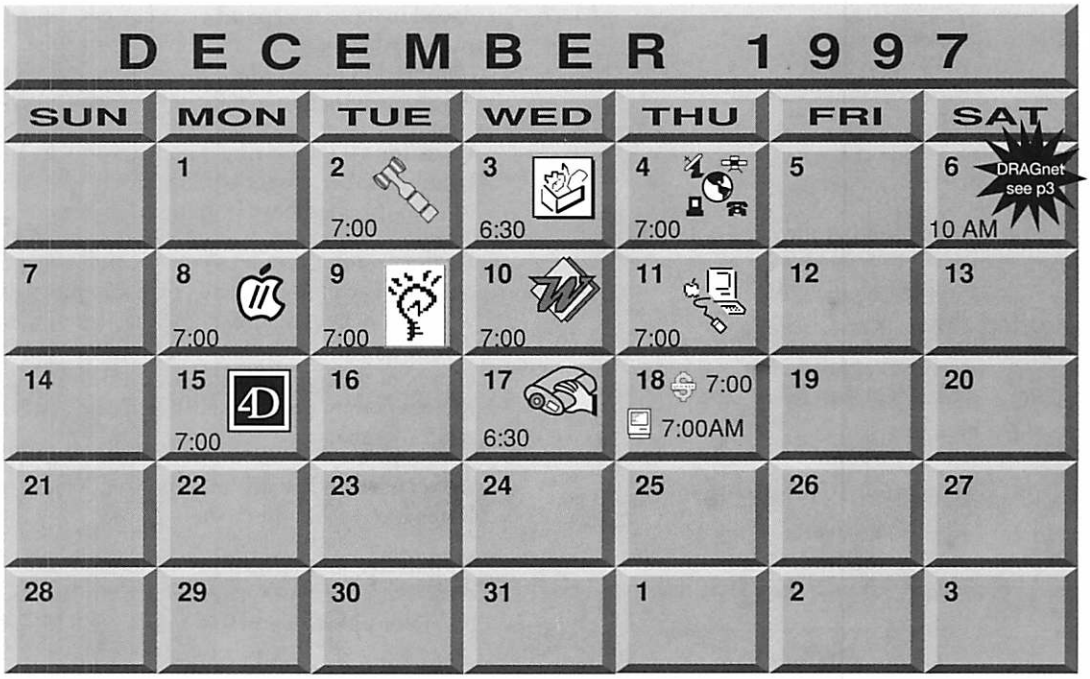
Volume 20, Issue 12

mini'app'les newsletter

the minnesota apple computer users' group, inc.



Board of Directors
mini'app'les members welcome.
Seward School,
2318 29th Ave. S., Minneapolis
Eric Jacobson, 603-9111

ClarisWorks SIG
Southdale Library
7001 York Avenue S, Edina
Denis Diekhoff, 920-2437

Telecommunications SIG
Epiphany Lutheran Church
1414 E 48th Street South
"TCILink"
Bert Persson, 861-9578

DRAGnet
840 12th Avenue NE
"Help test/sort equipment (Mac/Apple II)"
Tom Gates, 789-6981

Apple II/GS Main
Augsburg Park Library,
7100 Nicollet Ave., Richfield
Tom Gates, 789-6981

Newton/eMate SIG
University Club
420 Summit Ave, St. Paul
Jennifer Hunt, 623-4754
jhunt@med.umn.edu

Microsoft Word SIG
2850 Metro Drive Room 124
Bloomington
Tom Ostertag
D 951-5520 E 488-9979

Macintosh Main
Washburn Library
5244 Lyndale Avenue S., Mpls
"Auction - **Auctioneer Needed**"
Mike Carlson, 377-6553

Fourth Dimension SIG
Ceridian/Health Partners
8100 34th Ave. S., Bloomington
Bob Demeules, 559-1124

Digital Imaging SIG
Southdale Library
7001 York Avenue S, Edina
"Digital Cam, Firewire, G3!!"
Denis Diekhoff, 920-2437

Macintosh Consultants SIG
Box Suite
Louisiana Ave & Cedar Lake Rd
St. Louis Park
Mike Carlson, 377-6553

Quicken SIG
2850 Metro Drive, Rm 124
Bloomington
Ross Held, 835-3704

Apple II Novice SIG
Date and Location pending
Check BBS for updates
Tom Gates, 789-6981

Mac Programmers SIG
Date and Location pending
Check BBS for updates
Gervaise Kimm, 379-1836

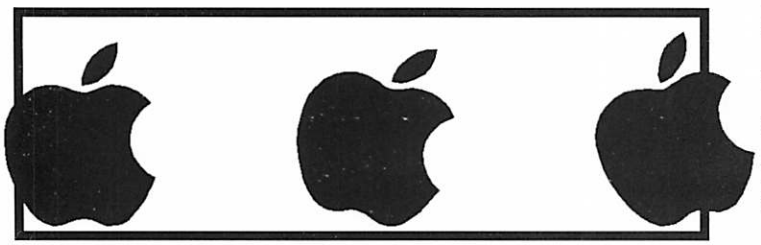
Filemaker Pro SIG
No meeting this month
Steve Wilmes, 458-1513

Macintosh Novice SIG
No meething this month
Tom Lufkin, 698-6523

mini'app'les

The Minnesota Apple Computer Users' Group, Inc.
P.O. Box 796, Hopkins, MN 55343

Board of Directors:



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Questions – Please direct questions to an appropriate board member. Users with technical questions should refer to the Members Helping Members section.

Dealers – mini´app´les does not endorse specific dealers. The club promotes distribution of information which may help members identify best buys and service. The club itself does not participate in bulk purchases of media, software, hardware and publications. Members may organize such activities on behalf of other members.

Advertisers – For information, see Newsletter Ad Rates box within this issue.

Newsletter Contributions – Please send contributions directly to our Post Office, Box 796, Hopkins, MN 55343 or upload them to our BBS at 824-4394.

Deadline for material for the next newsletter is the 1st of the month. An article will be printed when space permits and, if in the opinion of the Newsletter Editor or Manager, it constitutes material suitable for publication.

Editor/Publisher: Tom Ostertag 488-9979

Newsletter Layout: John Hunkins

mini´app´les BBS –824-4394, 24 hrs. Settings: 8-1-0. Call in with FirstClass® Client software or any text-based terminal program.

mini´app´les Voice Mail – 229-6952

mini´app´les WWW site: http://www.miniapples.org

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Stout Typographical Society

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CHANGE OF ADDRESS

Moving? Going to be away from home and leaving a forwarding address with the Post Office? Please send us a Change of Address when you are informing others. By using a moment of your time and a few cents to drop us a card, you save the club some money and you get your newsletter delivered promptly to your new address. If you don't inform us, the Post Office puts your newsletter in the trash (they don't forward third class mail) and charges the club for informing us of your new address. Change of Address should be sent to the club's mailing address: mini'app'les, Attn: Membership Director, Box 796, Hopkins, MN 55343.

Volunteer Opportunities

Come join mini'app'les members for some excellent volunteer opportunities. This is your chance to show us your computer knowledge and to help others along the way.

Computer Testing
Help Test Apple II equipment
DragNet
840 12th Ave NE, Minneapolis
Call for date and time
Contact: Tom Gates,789-6981

Members Helping Members

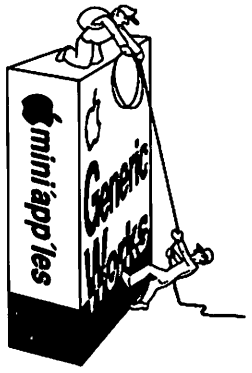
Need Help? Have a question the manual doesn't answer? Members Helping Members is a group of volunteers who have generously agreed to help. They are just a phone call (or e-mail) away. Please call only during appropriate times, if you are a Member, and own the software in question.

Macintosh	Key
Claris Draw	3
Claris Resolve	2
Claris Works	2,8,9,10
Cross-Platform File Trnsfr	6
FileMaker Pro	2
First Class	2
MacWrite Pro	2
Microsoft Excel	3,6,7
Microsoft Word	6
MYOB	7
Photoshop	4
Quicken	3
System 7	9
Word Perfect	5
New Users	11

If you would like to be a "Members Helping Members" volunteer, please e-mail John Hunkins Sr. with your name & phone number on our BBS, or leave a voice-mail message at 229-6952, or use the MultiForm mailer near the back of this issue.

AppleII	Key
Appleworks	1,6,9
Applewriter	6
Publish It!	1
To. Superfonts	1
To. Superform	1

AppleIIGS	Key
Hypercard GS	1
Smartmoney GS	1



1.	Les Anderson	735-3953	DEW
2.	Brian Bantz	956-9814	DEW
3.	Mike Carlson	377-6553	D
4.	Eric Jacobson	645-6264	D
5.	Nick Ludwig	593-7410	DEW
6.	Tom Ostertag	488-9979	EW
7.	Ardie Predweshny	823-5111	D
8.	Owen Strand	427-2868	D
9.	Bruce Thompson	546-1088	EW
10.	Pam Lienke	457-6026	EW
11.	Tom Lufkin	698-6523	EW

D-days (generally 9 a.m. to 5 p.m.)
E-evenings (generally 5 p.m. to 9 p.m.)
W-weekends (generally 1 p.m. to 9 p.m.)
In any case, call at reasonable hours and ask if this is a convenient time for them. By the way, these volunteers can also be reached on our BBS! We appreciate your cooperation.

Mac eDOM #975 & 976

Mac eDOM #975 - Clue Deluxe
Copyright © Nov 1997
Mini'app'les
Submitted by Bruce Thompson

Do you remember Col. Mustard, Prof. Plum, or Miss Scarlett? Then you are already familiar with the basics of Clue Deluxe.

Clue Deluxe is an electronic version of the old board game. It requires Hypercard (or Hypercard Player) to play. The shareware fee is $10, which also gets you an scenario editor to set up you own "crime scenes".

Mr. Body (the victim) is found in the Garden, murdered, by his loyal servants. While they are innocent of THIS crime, they have other reasons to avoid the police. They have left a few clues around and, once the crime has been solved, will return to dig up the considerable fortune that Mr. Body has squirreled away.

Since your reputation is a bit muddy, you are just the person to solve the crime, the who, where and with what. The servants will give you 10% of the treasure if you are successful.

While there is no manual, there is extensive on-line help available.

Mac eDOM #976 - CADintosh
Copyright © Nov 1997
Mini'app'les
Submitted by Bruce Thompson

CADintosh 2.6 US PD - CADintosh is a 2D CAD drawing program for technical, object orientated drawings and diagrams. This archive contains the free shareware version. Registered users will receive a FAT version.

The CAD-program CADintosh is intended to fulfill the needs of the following applications:

- technical drawings, e.g.,. mechanical engineering and architectural diagrams
- schematic drawings, e.g., hydraulic, pneumatic and electrical system drawings
- flow charts

System Requirements

Macintosh with System 7.0 or higher, and at least two MB's of free RAM.

Welcome iREZ Research Corporation New Corporate Member

by John C. Hunkins, Sr.
Publications Director

On behalf of the Board of Directors and all the members of mini'app'les, I would like to welcome iREZ as a member of our club.

iREZ demonstrated their Kritter™ camera and CapSure™ video capture card at the October MacMain and Digital Imaging SIGs. Elsewhere in this newsletter, you will find an excellent review of these products by Harry Lienke. At the December Telecom SIG, iREZ will demonstrating the Kritter™ camera as a video conferencing tool.

If you are a Macworld subscriber, check out the PowerBookUser section in the December issue. iREZ has a full page ad on page 125, and a short review of the Kritter™ camera on page 154.

Kritter™ and CapSure™ are trademarks of iREZ Research Corporation.

Notice of Annual Meeting Request for Changes to the By-laws

The 1998 Annual Meeting of the Minnesota Apple Computer Users' Group (mini'app'les) will be held Saturday, February 7, 1998, beginning at 11am, at the Raddisson South Hotel, Bloomington. Please mark your calendars; details will be published in the January Newsletter.

Any changes to the by-laws which you wish to be considered at that meeting should be submitted in writing to the Board of Directors as soon as possible.

Video Conferencing over the Internet

By Bert H. Persson

Can I do full motion video over the Internet using my PowerBook?

The answer to that question is yes, thanks to IREZ Research, Corporation of Minnetonka. They recently released the "Kritter", which is a digital camera for the Apple PowerBook 2400, 3400 and the soon to be released G3 models. Using a "CapSure" card (PCMCIA Type II card) in your PowerBook with the "Kritter", digital video data is transferred directly from the camera into the screen's buffer and displayed. Using this direct approach bypassing the PC's system bus transfer rates up to 30 frames per second can be achieved.

At our December Telecom SIG, Reid Johnson from IREZ will have one "Kritter" connected to a PowerBook at their office and another identical setup at our location and we will do a live video conference over the Internet. A "Kritter" a "CapSure" card and a PowerBook

has the potential to change the mobile office were information can be received and transferred to anywhere around the world in real time. This should be an interesting evening and everyone is welcome to attend the meeting.

Telecommunications SIG
Thursday 7 pm (12/4-97)
Epiphany Lutheran Church
1414 E 48th Street South

Microsoft Word SIG Meeting

by Thomas Ostertag

Curt Trout had the computer up and running when I arrived and was trying to get Word 97 to add table functions to the shortcut menus... an easy process in Word 6.0 on both platforms. We played with it for a while and then decided to start the meeting. We had introductions and then announcements. After that we opened the meeting up to questions and answers.

The major question was on addressing individual and multiple labels using Word 6.0. Curt showed at least two ways, one to cut and paste the address and the other was to construct a database using a table. We also tried to automate the process using a macro.

We also talked about naming PC hard drives and the advantages for doing so. One advantage was to be able to more accurately locate saved files and the other was a check on inadvertently formatting the hard drive.

Had a good discussion and some directions for the December meeting.

Playing Games

by Harry Lienke

The November Apple II Main Meeting was devoted mainly to showing some of the entertainment software available for our favorite machine.

A question arose about a plethora of files that were showing up on a user's data disk as he was using AppleWorks 5. Most or all of the extraneous files had a "z" prefaced onto the name of the file being edited. The answer was that the automatic file back-up feature was probably enabled. To turn the feature off and prevent the files from being written, one must go to the Main Menu (Esc oa-Q), select Other Activities (5), select Select Settings for AppleWorks (5), select Time-based Options (9), and set Auto-save Files to "No" (enter 3).

Our host, genial Tom Gates (GTG), led us through eight freeware and shareware programs during the remainder of the meeting. At the price, a package of all of the games would make a nice Christmas present.

Anagram Helper

Anagram Helper is the only program that is able to run on an 8-bit Apple. An anagram is a word or phrase formed by re-ordering the letters from another word or phrase. Anagram Helper is a tool to help create or solve anagrams. It has two sets of "letter holders" that show you the word or phrase you started with and the word or phrase you are creating. It doesn't create or solve the anagram for you! It helps you use your noodle to figure things out. To get you started, Anagram Helper comes with twenty sample anagrams for you to solve. Anagram Helper is freeware.

Operation Lambda

Operation Lambda is a game that GTG has obviously spent some time with since he zipped through the first two levels of the demo with ease. Operation Lambda is a puzzle solving game. Your assignment is to rescue many hostages being held prisoner in a fortress; the hostages are protected by laser guns, bombs, and locked doors. You have a laser gun, stone blocks and mirrors that can be moved, and your wits available to help you free the hostages. The shareware demo of Operation Lambda has the first ten levels of the fortress; the $25 registered version contains 100 levels with three difficulty settings.

PuyoPuyo

PuyoPuyo is a Tetris style game similar to Dr. Mario. Playing pieces consisting of pairs of colored balls drop into a rectangular playing field. You can move the pieces left and right and rotate them to try to arrange the balls into horizontal and vertical (but not diagonal) groups of like colors. When four balls of the same color are in a group, the group disappears. When the unmatched balls reach the top of the playing area, the game is over. PuyoPuyo can also be played in two player mode. As you rush to match the balls, you rain gray rocks on your opponent; since the gray rocks don't match anything, they really mess up your opponent's play. This game is quite addictive and it's freeware.

Cogito

Cogito is kind of a two dimensional Rubik's cube. You start with a pattern of nine clear marbles arranged in a square in the center of a nine marble by nine marble playing field; the remaining marbles are

black. The computer re-arranges the marbles by sliding rows and columns back and forth and up and down to mess up the pattern of clear marbles. Your task is to discover the way to slide the rows and columns so the original pattern of clear marbles is restored. Cogito is freeware.

SpyHunter GS

SpyHunter GS puts you behind the wheel of a James Bond style car on a road that is filled with folks intent on destroying you; you may be flamed, barged, detonated, crushed, magnetized, and machine gunned. You use your joystick to steer your vehicle and activate your own weapons. The weapons at your disposal include oil, lasers, smart bombs, and missiles. SpyHunter GS is freeware.

Yahtzee

Yahtzee is a computerized version of the old standby dice game that you play against the computer or against up to three other people. The computer rolls the dice for you and keeps track of the score. On each turn, the computer will even show you the score you will get for each of the available options. Yahtzee is freeware.

Milestones 2000

Milestones 2000 is the Apple IIGS version of the Mille Bornes card game. You play against the computer. The game has attractive graphics and fun sounds. The computer keeps score and enforces the rules (although there was a rumor that the computer cheats in certain situations). Milestones 2000 is a $15 reliefware game (the proceeds are donated to charities that help the homeless).

Stalactites

Stalactites is a colorful one person game. To survive, you must avoid bouncing balls and lengthening stalactites. When you dwell under a stalactite, it shrinks back toward the top of the screen but if you stay too long, the balls destroy you. When a green power shield appears, you can destroy all the balls. When a purple power shield appears, you can destroy one ball. Stalactites is a $10 shareware game.

All of these games are available from the mini'app'les educational disk of the month (eDOM) collection. See Owen Aaland to purchase a disk or two.

Enhancing the Apple II

by Harry Lienke

At the October Apple II Main Meeting we talked about ways to enhance your Apple II computer. Some of the ideas mentioned were adding memory, a hard drive, a Zip Drive, an accelerator, a modem, 3.5" super drives, a printer and a buffer, an SVGA monitor, and a sound card.

Adding random access memory (RAM) to your computer makes more programs available and may well speed up your processing. The availability of more RAM means that more of your program and more data can be kept in memory where it is accessed much more rapidly than when it must be read from disk. A well equipped //e has one megabyte of added memory. Check around for economical used equipment (swap meets, garage sales, pawn shops, RAMCO Sales, Sun Remarketing, Shreve Systems, the usenet, and others). Sequential Systems sells a new card for $70. The well equipped IIGS has at least four megabytes of added RAM (the IIGS can handle a total of eight megabytes of RAM). Besides the used market, IIGS cards are available from Sequential Systems ($70 to $180) and Alltech Electronics.

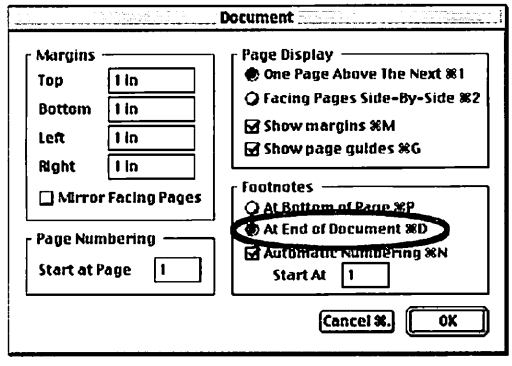
If you plan to add a hard drive to your //e, a Focus Drive from Alltech Electronics may be what you need. A Focus Drive is recommended because it is less expensive than a RAMFast controller card with an external drive; the RAMFast/external drive combination can also be used. Focus Drives are very small (physically) hard drives that have been mounted on a controller card. They come formatted so all you have to do to utilize one is plug it in, put your software and data files on it, and use it. A 20 megabyte drive is available for about $60. Larger drives cost proportionately more. Don't forget to back up the data onto floppy disks, just in case the Focus Drive meets a tragic end.

With a IIGS, if you have no need for a Zip Drive or a CD-ROM drive, a Focus Drive may be right for you.

Pam Works with ClarisWorks

Submitted by Pam Lienke

Some of you write reports for classes and need to have end notes rather than footnotes. ClarisWorks will format your notes at the end of your document rather than at the bottom of each page. To utilize end notes, select Document... from the Format menu. In the Document dialog box, select At End of Document.



They are available in sizes up to about 200 megabytes. On the other hand, if you yearn for a Zip Drive, a CD-ROM drive, or even multiple hard drives, a SCSI controller card and an external hard drive fill the bill. Apple SCSI cards are no longer available new but can be found on the used market. New RAMFast cards are available from Sequential Systems ($110 to $130). The RAMFast cards are much faster than the Apple cards and have many features that the Apple cards lack. To go with that SCSI card, buy a new or used SCSI hard drive; many previously owned drives are now considered too small for a Mac but are well suited for use with an Apple II.

Zip Drives (about $110, disks about $10) may be used with a IIGS that has a SCSI controller card (make sure the drive has a SCSI rather than a parallel interface). They are very nice for backing up hard drives, keeping a collection of graphics and/or sounds, and exchanging data with other users. Theoretically the Zip Drive can be used as a 100 megabyte hard drive if the drive does not get a lot of hard use. Jaz drives are also available but are rather large and expensive for use with a IIGS.

An accelerator is a very useful addition to any Apple II. They are no longer available new but can be found on the used market. A typical accelerator for a //e (a TransWarp or a RocketChip, for example) makes the computer run about four times as fast through a combination of a processor running at a higher clock speed and a cache that makes information available more quickly. The 2.8 megaHertz (MHz) clock rate of a stock IIGS may be boosted as high as 15 MHz on a customized accelerator although a six to eight MHz clock is more typical (ZipGS and TransWarp GS are the units available). This higher speed allows you to spell check a document or recalculate a spreadsheet more quickly or to transfer data faster when you are cruising the Internet.

These days a modem is more a standard part of a system than an add-on. A modem makes it possible for you to access the mini'app'les bulletin board service (BBS, 612-824-4394) or commercial services like Delphi for conversation about and information on your favorite computer. For a //e, a 14.4 (that is, 14,400 baud or bits per second) modem together with software like ProTerm (Intrec Software) allows you to get the most out of your system while you are online; slower modems are serviceable but since 14.4 modems are available fairly inexpensively these days, it makes the most sense to go for the performance. For a IIGS (which is capable of running faster), a 28.8 or 33.6 kilobaud modem with software like Spectrum from Seven Hills Software is recommended; these modems are also getting cheaper since many users are buying the 56 kilobaud modems now.

IIGS owners who wish to store more data on 3.5 inch floppies and/or exchange data with Macs and PCs via 1.44 megabyte disks need an Apple II 3.5 Disk Controller Card and a SuperDrive. The SuperDrives read and write using the older 800 kilobyte format as well as the 1.44 megabyte format. The drivers that come with GS/OS System 6.0.1 allow use of the Apple II ProDOS and Mac HFS formats; in addition, a standard driver permits the Apple II to read (but not write) MS-DOS disks. With a shareware package from Peter Watson, a IIGS owner can read and write MS-DOS disks. The controller and drives are available on the used equipment market.

If you don't already have a printer or if your printer is failing, there are several alternatives available. Lots of used ImageWriter II (IW2) printers are available ($25 to $75). The IW2 is a sturdy workhorse that will serve you well for many years. With a IIGS the IW2 printer can have a buffer card added to store the data you are printing and return control of your computer to you more quickly; in addition the card makes the printer available on an AppleTalk network (Q:Talk LTO {$80} and MegaBuff {$100} from Sequential Systems). If you have a IIGS, you can also consider a LaserWriter or an ink jet printer. Many of the old Apple LaserWriters are supported by a driver that is a standard part of GS/OS. Many Hewlett-Packard (HP) printers are supported by the third party drivers sold as Independence (Seven Hills Software) and Harmony (Shareware Solutions II). You may also need a parallel printer interface card to support these printers (used market or Q Print II {$70} from Sequential Systems).

You can use an SVGA monitor with a larger screen on a IIGS if you have a Second Sight card (Sequential Systems, 8 bit video for $140, 24 bit video for $160). If either your old RGB monitor or your eye sight is failing, being able to look at larger characters can be a real blessing. In addition, several packages for viewing graphics support the special features of the Second Sight and make it possible to look at graphics with higher resolution and more colors.

To make use of the high quality stereo sound produced by the Ensoniq integrated circuit of your IIGS, you need a sound card. New SoundMeister cards are available from Alltech Electronics (about $70) or used boards are available in the usual spots.

If you have questions about enhancing your Apple II, bring them with you to either the A2 Main Meeting at the Augsburg Park Library or the A2 Novice Meeting at the Roseville branch of the Ramsey County Library.

Alltech Electronics: 619-724-2404; Delphi: 617-441-4801; Intrec Software: 602-992-1345; RAMCO Sales: 612-561-8144; Sequential Systems: 800-759-4549; Seven Hills Software: 904-575-0566; Shareware Solutions II: 166 Alpine Street San Rafael, CA 94901-1008; Shreve Systems: 800-227-3971; Sun Remarketing: 800-821-3221; Peter Watson: PO Box 493 Doncaster, Vic 3108 Australia

CapSure the iREZ Kritter

by Harry Lienke

Those of us who attended the October Mac Main and Digital Imaging meetings were privileged to see demonstrations of two fantastic new video accessories for PowerBooks. One of the devices converts a PowerBook 2400 or 3400 into a video monitor without requiring the PowerBook's processor to do any work. The second device provides an inexpensive way to turn those PowerBooks into digital camcorders and video conferencing systems. Rumor has it that a video conference over the Internet will be conducted at an upcoming Telecomm special interest group (SIG) meeting.

The company that designed and manufactures these video accessories is Minnetonka based iREZ Research. The "CapSure" is a PCMCIA Type II (PC) card that accepts standard television signals like those from a video cassette recorder (VCR) and displays it on the screen of the PowerBook. The "Kritter" is a digital camera attached to a PC card that delivers a picture directly to the PowerBook's screen.

At the meetings Mike Harris and Reid Johnson of iREZ showed the "Star Wars" video tape on their PowerBook. They demonstrated the video image from the CapSure running at normal television speed on the full screen of the PowerBook. They also showed how the image can run flawlessly in a small window on the screen and not interfere with other work being done by the processor. Using the iREZ Video Player software that comes with the CapSure, they captured clips of the movie and played them back while the movie continued. This card allows home videos, for example, to be converted to digital format and edited so anyone can put their family on their web site or in personalized video greeting cards. The CapSure supports ten video formats, including those most commonly used in this country and in Europe.

The Kritter is akin to the Connectix QuickCam but is a much more capable device. The QuickCam is kind of like an inexpensive point-and-shoot camera while the Kritter is like a fancy 35 mm camera. The QuickCam provides up to four frames per second for a black and white image that has 320 by 240 picture elements (pixels). The Kritter is a full motion color (or as their literature spells it, colour) camera providing thirty frame per second digital images with 270,000 pixels (roughly 600 by 450). The Kritter can be focused on objects that are close (1 mm) or far away. It does a very good job of functioning in low light situations like Computer Club meetings. Since there is no telephone connection in the meeting room at the Southdale Library, Harris and Johnson simulated a video conference call by connecting each of the PowerBooks to an EtherNet hub and showing the picture from each camera on the other PowerBook.

Both of these devices make use of a development called the Zoomed Video (ZV) port; these ports are available on the PC card interface of the PowerBook 2400 and 3400. A ZV port permits the CapSure and the Kritter to transfer data directly into the video memory of the PowerBook at a rate up to 27 megabytes per second (that's nearly 10,000 times faster than you can receive information on your 28,800 baud modem)! By transferring data directly into video memory, the CapSure and Kritter allow the PowerBook's processor to be utilized for things like capturing a clip of the video or sending and receiving video data over the Internet rather than for putting the video data onto the screen.

The CapSure and the Kritter are relatively inexpensive because the ZV port uses video memory rather than memory on the cards to store the data; the use of custom integrated circuits (ICs) designed by iREZ keeps the number of components down so that a very small, efficient package can be used. The manufacturer's suggested retail price (MSRP) for the CapSure is $150 but The Cyberian Outpost will sell you one for $130. The MSRP for the Kritter is $350. The CapSure includes the ZV port drivers and iREZ's Video Player software. The Kritter comes with that same software plus QuickTime-based video conferencing software, Kai's Power Goo, and Kai's Photo Soap (the latter two applications permit the video data to be manipulated as you choose).

Real Life Internet Lessons for Kids

by Adam C. Engst <ace@netbits.net>
Submitted by Brian Bantz

Over the years, we've all built up ways of interacting on the Internet. Those behaviors are based on our experience, both online and in the real world. Newcomers to the Internet often make mistakes because they have only non-Internet experiences. But imagine how you'd do if you were new to the Internet and also lacked experience in real life: you'd be at sea in a world with its own strange rules and without the basics most of us fall back on in unfamiliar situations. That's a bit what it's like to be a kid on the Internet, and although there is plenty of advice for Internet newcomers, it's seldom tailored to kids. That's what I plan to do here, and this article is written explicitly to younger Internet users. I hope kids (or frankly, those who are just young on the Internet) can make use of this information when learning about the Internet. More important, perhaps, I want this advice to help jump-start discussions about the reality of the Internet between children and parents or teachers. Education is all-important, and learning about the Internet should

be no exception.

Choosing an Email Username:

Sometimes you can choose your own email username when you're first getting on the Internet. That's great, but think carefully about what you choose. Email usernames should be short, easy to type, and easy to remember. It's a good idea to use your name or initials if possible, since those will be the easiest for others to remember (you almost never use your email address yourself, whereas other people use it constantly). You can choose a nickname or other word for your email username, but I'd caution against picking something you think is funny right now but might hate in a year, or a username which refers to something no one will remember in a year. You may have to live with your email username for a long time.

Spelling and Grammar:

Most of the time you communicate with people on the Internet in writing. Thus, how you write affects how other people think of you. It's a bit like clothes - wear the "wrong" clothes and some people will consider you a serious dork. Similarly, if you write badly in email, some people will assume that you're not particularly bright. It's all related to your audience, so if you're writing to a friend, things like proper spelling and grammar may not be that important, but if you're sending a message to a discussion list read by people who don't know you, it's a good idea to spend more time on your message so it's clear and correct. The goal of communication is to convey information to another person, and if your spelling and grammar make your messages hard to understand, you're failing at communicating, just as if you mumbled while speaking. Oh, as a side note, if you're sending email to adults and you want them to take you seriously or to help you, try to avoid current slang words (adults won't understand those words, so there's no point in using them), put blank lines between paragraphs (they make your messages easier to read), and don't overdo the punctuation. There's nothing that marks a message from a kid more than having sentences end in !!!!!! instead of just a single period. Also, don't write with the Caps Lock down unless you mean to have your message come across as though you're shouting. There's no arguing with this one - it's just the way things are on the Internet, and if you use only capital letters, people think you're shouting. Some people only use lowercase letters for much the same reason - they feel it makes their messages come across as though they're speaking softly. I generally recommend using normal case, capitalizing the first words in sentence and proper nouns and the like because it's easier to read.

Chain Mail:

If you ever receive an email message that says you must send it to 10 friends or else you'll have bad luck, immediately delete it and don't send it to anyone! Messages that tell you to forward them on to other people are called "chain mail" and they are an incredible annoyance on the Internet. Some chain mail purports to be for a good cause, but chain mail never comes with an expiration date, even when the good cause was over years ago. The problem is that gullible people keep sending chain mail around. So, even if you think it's funny, please don't participate in chain mail. If everyone did, it could potentially overwhelm the Internet because of the massive number of messages that would be generated. It's a serious enough problem that some colleges and universities consider sending chain mail is considered a violation of the campus computing rules, and you can get in big trouble for sending it. For a real life example of how chain mail is dangerous, first take an eight by eight checkerboard and put two pennies on the first square in the lower left-hand corner. Then, moving left-to-right, double the number of pennies on each square, moving up a row when you get to the end of a row. So, there are two pennies on square 1, four pennies on square 2, eight pennies on square 3, 16 pennies on square 4, 32 pennies on square 5, 64 pennies on square 6, 128 pennies on square 7, and 256 pennies on square 8. That's $2.56, right? Let's just talk about it in terms of money from now on. On the next row, the amount of money is up to $5.12 on square 9, $10.24 on square 10, $20.48 on square 11, $40.96 on square 12, $81.92 on square 13, $163.84 on square 14, $327.68 on square 15, and $655.36 to finish the second row on square 16. If you were to continue this exercise for all 64 squares on our checkerboard, you'd have to put $18,446,700,000,000,000,000 on that final square. Not even Bill Gates has that kind of money. So, you can see that if a piece of chain mail is forwarded to just two people who also forward it on for 64 generations, there would be so many copies of the message that no real email could ever hope to get through.

Spam Is Scam:

An unfortunate fact of life on the Internet is unsolicited commercial email, more commonly known as "spam." Basically, if you have an email address, it's likely that someone will send you mail that you didn't ask for trying to sell you something. There isn't much you can do about spam other than delete it, but keep in mind that anything that's offered via spam mail is almost guaranteed to be a scam. Just like in the real world, if something sounds too good to be true, it's probably a scam.

Email Is Not Private:

Many people assume that email is private and secure, but unfortunately, just as there's no real way to prevent people from snooping in your room, there's no guaranteed way to prevent others from reading your email. In other words, don't use email for anything that could prove truly embarrassing or you will regret it, sooner or later. Be careful of mailing lists. If you get a message from

someone via a mailing list, and you reply to that message, there's a good chance your reply will go back to the list and thus to everyone on the list. If you meant your reply to go only to the original sender of the message, it can prove extremely embarrassing. To avoid making this mistake, look at the To line in your email program when you're writing a reply, particularly if the reply is of a personal nature. Make sure the To line contains the email address of the person to whom you want to send the reply, and not a mailing list.

Chat Room Identities:

If you're participating in a chat room, be it in the Internet's IRC (Internet Relay Chat), AOL's chat rooms, or somewhere else, assume that no one is who they say. It's common practice for people to take on alternate identities when they're in a chat room. There's nothing wrong with role- playing, but some people do this for purely deceptive purposes. For instance, the majority of people using chat on the Internet or AOL are teenage boys or adult men, so the chances of it being true when someone claims they're a cute 14-year-old girl are extremely low. Don't believe anything you're told in a chat room - since you can't evaluate the source of the information, you can't tell whether or not the information might or might not be accurate.

Don't Be Gullible:

Do you believe everything you're told? How about everything you read? I certainly hope not! You should always be skeptical, and information on the Internet carries no more of a guarantee of accuracy than information from anywhere else. Just as you can find books that put forth outright lies, so too can you find Web sites that propagate incorrect information. The same will apply to email, Usenet news, and chat rooms - you must always try to figure out if the information you find or receive is accurate. The best way to do that is to look for more information on the topic, then see how that additional information compares and where it comes from. For instance, if I tell you in a chat room that the moon is made of green cheese, you could check my statement by searching in a Web search engine like Alta Vista on something like "moon composition green cheese". If you found a Web site run by NASA talking about the composition of moon rocks and a reference regarding the moon being made of cheese in a collection of children's stories, you can then decide if NASA is more of an authority on the moon (NASA astronauts having visited it) than a children's story.

Meeting in Real Life:

At some point, you may want to meet someone in person who you've talked to on the Internet. Although it's fun to do this most of the time, be aware that it's also potentially very dangerous, since you know nothing about this person other than what they've told you. And, as I noted above, they could be lying. So here's my advice. First, tell your parents and get permission to meet this person. Sneaking around behind their backs will only make things a lot worse when they find out, and parents always find out eventually. Second, arrange to meet in a public place - never in private. That may sound alarmist, but meeting in a public place eliminates the possibility of many bad things happening without damaging the enjoyment of the meeting. Third, don't go alone - take someone with you. Fourth and finally, never travel a long distance to meet someone in an unfamiliar city. If you think I'm being paranoid, imagine a movie where the main character has a habit of making the wrong decision and ending up in trouble. You know ahead of time that something bad is going to happen, because of the creepy soundtrack. The music swells, and you're thinking "Don't arrange to meet at the cemetery at midnight, you idiot! We know that chat room cutie is really a homicidal maniac with a fetish for pulling the wings off flies." Now imagine yourself as the main character and see if you think that someone watching you would be hearing the creepy music and thinking "Don't be stupid!" If so, don't do the stupid thing.

Toss Your Cookies?

by Jeff Carlson <jeffc@netbits.net>
Submitted by Bruce Thompson

I've been on the Internet for a while, so it didn't surprise me when I retrieved e-mail for the webmaster address of one of my clients and had a message waiting with shouting, capital letters.

"STOP ALL THE COOKIES!!! E-mail me when you take out some of them, and then I and everyone else I told not to got to this site might come back."

If you're not familiar with the term, a "cookie" or "magic cookie" is a short stream of text that a Web server can send to your Web browser. Once the text is received, your browser stores that information in a special file called "MagicCookie" or "Cookie" or "cookie.txt" (depending on your computer and software configuration - Microsoft Internet Explorer 4.0 for Windows, for example, stores cookie information as individual files in the "\Windows\Temporary Internet Files\" directory.

Exciting, isn't it? Isn't your anger just boiling from the knowledge that hundreds of other sites are sending and receiving information via your Web browser? The nerve! How dare they?

Of course, there's more to it than that - so much more, in fact, that the use of cookies has pushed many people to take sides as to whether cookies represent the Web's salvation or

its speedy decline into the real-time-rendered fiery pits of digital hell. Sound a little more exciting now? Hold tight and read on.

The Path to Web Nirvana Is Paved with... Cookies?

If you've been to a site that gives you the ability to customize the information on its main pages, most likely you've run across one or more cookies. Yahoo's personal news service My Yahoo is a good example: after choosing to create a new account by supplying a user name and a password, Yahoo's Web server adds some information to your cookie file that assigns an identification number representing your Web browser.

<http://my.yahoo.com/>

Here's how cookies work. During every Web transaction, your Web browser sends a small number of HTTP (HyperText Transfer Protocol) headers, identifying what kind of software it is, the version number of HTTP it understands (most know version 1.1), and what page or file it wants. The Web server to which you're connecting responds by sending back a number of headers, including one that defines what kind of document is being returned - an image in GIF format or text in HTML, for instance. The server then follows those headers with the actual data of the Web page.

To change the data in your cookie file, the Web server sends a Set-Cookie header as part of its transaction with the Web browser. When you set up a My Yahoo account, the page that is retrieved contains a line that might look something like this fabricated example.

Set-Cookie: id="343a432h"; expires="01-Dec-98 GMT"; path="/"; domain="my.yahoo.com"

The first part is the cookie name ("id") and its value ("343a542h"). The expires attribute defines when the cookie should be deleted from your cookie file. The path and domain indicate that the Web browser should retrieve only this cookie when the browser is accessing "my.yahoo.com," but it doesn't matter where on the site. If the cookie should be retrieved only when you're in the "/antimatter/" subdirectory, the Set-Cookie header would also include path="/antimatter/" in it. Alternately, if the domain was set to just ".yahoo.com", visiting any machine in the Yahoo domain would trigger the cookie being sent.

The next time you go to My Yahoo, your browser automatically sends a Cookie header to the server that contains your ID code. The Cookie header might look like this:

Cookie: id=343a432h

There can be as many of these cookie headers as there are cookies for the site. The server checks for your id number, retrieves your record, and then sends the customized page to your browser.

It's important to note that cookies are kept with a specific Web browser on a specific machine. If you use several different browsers on more than one machine, as I do, My Yahoo will not recognize you when you switch browsers or machines, because each browser uses its own cookie file. There's currently no built-in or simple way either to share your cookies among all the machines and browsers you work with, or to limit access to your cookies if multiple people use the same machine. (I'll mention some add-on solutions later, though.)

Another way cookies are used is the "shopping cart" metaphor used by many sites that allow electronic ordering and payment. Sites such as *Music Boulevard* and *Amazon.com* use cookies to assign ID numbers to identify return customers and remember which products they ordered (even if the customer leaves the site and returns days later). So, if you've chosen a CD or book - but aren't ready to buy it yet - you won't have to search for it again the next time you visit. It should just be there when you check your shopping cart.

A third method, which seems the most prevalent on the Web, is the use of cookies to track people's progress through a Web site.

You're a "Unique Visitor" Here

Many tracking software packages, such as Microsoft Usage Analyst (part of Microsoft BackOffice), have a server-side module that causes the server to try to set a unique visitor ID when a user visits any page on a site - unless they already have one set on that visit or a previous one. (Some servers come with this ability built in, like the Apache Web server). Most Web servers can also be configured to record the cookies sent by a browser for a specific request to the site.

<http://www.microsoft.com/backofficeserver/>
<http://www.apache.org/>

This means that the log for the server contains the page request, the datestamp, and the unique visitor identity for each hit on the site. The logs grow huge, but they also enable site owners to identify the number of individual Web browsers - and by extension, the approximate number of different people - that have visited a site in a given period of time.

If the server can't set a unique visitor cookie - or the user rejects it through one of the methods described below - the tracking and analysis software must rely on visitors' IP addresses to determine uniqueness, which isn't as accurate in cases of multiple users sharing the same IP address (such as dynamic addressing and AOL gateways).

If I were to stop here, your impression of cookies would most likely be favorable: cookies add functionality, both for site producers (tracking) and visitors (personalized environments). But that still doesn't explain why I received the SCREAMING E-MAIL!!!

Following the Crumbs Straight to Hell?

People have problems with cookie use primarily in regard to privacy. It's already fairly easy to find someone's e-mail address using address-grabbing robots in Usenet groups or even some free white-pages directories on the Web. What happens if any Web site you visit can grab your

(continued from page 15)

mini'app'les Handy Form

Name: _____
Company *(if mailed to)*: _____
Address: _____
_____
City, State, Zip: _____
Phone *(Home)*: _____ *(Work)*: _____
Occupation: _____ ❑ *Check if this is a address change.*
Member ID# *(if applicable)*: _____

New & Renewing Members- Specify your level of support:

❑ *Regular*	*$25*
❑ *Student**	*$15*
❑ *Sustaining*	*$40*
❑ *Foreign*	*$40*
❑ *Educational*	*$50*
❑ *Corporate*	*$100*

** must be a full-time student at an accredited institution*

Make Checks Payable to "mini'app'les"

Yes.. I'd like to join!

If this is a new membership or a renewal, please take a few minutes to fill out this questionniare

Which personal computer(s) do you use?

- ❑ *Power Macintosh model(s)* _____
- ❑ *Macintosh model(s)* _____
- ❑ *Apple II model(s)* _____
- ❑ *Other* _____

Please list the five software packages you use most often:

_____
_____
_____
_____
_____

What peripherals or attachments do you use?

- ❑ *Printer*
- ❑ *Laser Printer*
- ❑ *Modem*
- ❑ *Scanner*
- ❑ *Digital Camera*
- ❑ *Drawing Tablet*
- ❑ *Voice Mail*
- ❑ *MIDI*
- ❑ *CD-ROM*
- ❑ *Other* _____

What are your areas of special interest?

- ❑ *Business Applications*
- ❑ *Household Applications*
- ❑ *Educational Applications*
- ❑ *Desktop Publishing*
- ❑ *Programming*
- ❑ *Networking*
- ❑ *Games*
- ❑ *Other* _____

❑ *Check if you want your name withheld from commercial and other non-club mailing lists*

❑ *Check if you are interested in volunteer opportunities*

❑ *Check if you were referred by a club member. Please give their name.*

_____

Macintosh & Apple II eDOM Orders

Please allow up to 6 weeks for delivery

Disk Size	eDOM #	Title or Description	Qty.	Price @	Total

Total Merchandise	
Add $1/Disk for Shipping ($4.00 Max)	
GRAND TOTAL	

Make Checks Payable to "mini'app'les"

Disk Prices

	Members	NonMembers
5.25" eDOM or System Disk:	*$1.00*	*$2.00◊*
3.5" eDOM:	*$5.00*	*$10.00*
Mac System 7.0.1 (9 Disks):	*$15.00*	*N.A.*
GS/OS 6.0.1 (6 Disks):	*$10.00*	*N.A.*
3.5" System Disks(All Other Systems):	*$2.00/Disk*	*N.A.*

(Price includes 6.5% MN Sales Tax)
◊NonMembers cannot buy System Disks

Last Fold – Seal with Tape

Attention:
- ☐ Membership Director
- ☐ Software Director

Mini'app'les
P.O. Box 796
Hopkins, MN 55343-0796

2nd fold

1st fold

Dear mini'app'les
Please direct this to the:
☐ Membership Director
☐ Software Director

(continued from page 12)

personal information?

Fortunately, there are ways to prevent such unauthorized intrusions. If a site's cookie behaves correctly, it won't write any personal information to your cookie file (such as a name or password to the site), or it will encrypt such information so that it can only be read by the server. Because a site is limited to 20 cookies each, which individually can use no more than 4,096 characters, there isn't room to store much sensitive information. (Netscape's cookie specification says that browsers should store a maximum of 300 cookies, then start deleting the oldest ones.)

In most cases, a cookie entry will contain nothing more than an ID number and a time stamp. To view the contents of your cookie file, open it with any text editor or word processor. You can often open it in your Web browser, which will display it as a text file. In the case of Microsoft Internet Explorer, the only way you can easily view cookies and their contents through the Preferences dialog box by selecting "Cookies."

Another method of ensuring privacy is that a cookie always specifies its originating domain name; if it's omitted, the machine that sent it is dropped in by default. If you've visited *nefariouscookies.com,* your browser will only reply to a request for that information from *nefariouscookies.com.* As noted above, a cookie can be set for an entire domain (like any machine that has yahoo.com at the end of it) or for just one machine (like my.yahoo.com).

What seems to make most people uncomfortable, however, is the capability of having their movements on the Web tracked using cookies. I've heard analogies made that being tracked by cookies is like having an employee of your favorite bookstore (for example) walk around and note everything that you've picked up or grabbed for purchase.

Some advertising management sites, like DoubleClick, have caused the hairs on the backs of some folks' necks to stand up by their use of cookies across many sites. Even though a cookie will only be fed back out by a browser to the domain or machine for which the Set-Cookie header originally set the domain to, DoubleClick circumvents this by feeding all ads for their clients from central machines at their domain. This means that a banner on a Web page can set a cookie for an ad management site, even though you're not visiting that site. (The means to do this is simple; in HTML, any IMG tag that references an image can point either at a local file or any image anywhere on the Internet.) Netscape Navigator 4.0 for Windows and Macintosh has implemented a solution to this, allowing cookies to be set only by the site that sent the HTML page itself, rather than any image sites.
<http://www.wired.com/news/news/business/story/2615.html>

In my view, tracking squeamishness is strictly a touchy-feely response, and is based mostly on one's own comfort level. Nearly all of the sites I run across that use cookies to track my whereabouts are sites whose creators I trust, and who are often able to tailor my experience to my interests. If I always purchase classical and alternative-rock CDs, why should they bother tossing the best-selling country CD in my face? Not many sites have developed this level of individual selectivity, but it's not that far off.

What Can You Do?

In my opinion, the biggest problem with cookies right now is that they work in the shadows. Netscape Navigator and Microsoft Internet Explorer default to accept all cookies automatically, so you may not even realize all this is happening. The most recent versions of these browsers offer several configuration options, such as rejecting all cookies, or prompting to accept or decline each cookie. Microsoft added an option in just the Macintosh 4.0 preview release that allows you to approve all cookies for a given site when you receive the first cookie from that location.

At first, I configured my browser to ask me before accepting any cookie. This was good for curiosity's sake, but I quickly tired of sifting through the number of requests being made to my browser and shut off the option.

On my ever-expanding list of wishes for Web browsers (such as smaller RAM footprints and universal compatibility of HTML tags, for example), I've added the capability to be able to tell quickly and easily what a given cookie plans to do. In the meantime, you can choose among several different ways to block access to your cookie file entirely. You can delete your cookie file each time you use your computer. Or, you can lock your cookie file so that nothing can write to it. You can also use any of a dozen-plus freeware and shareware applications for Windows and Macintosh. (I've referenced the comprehensive pages at Cookie Central for these files. The first is for PCs; the second for Macs.)
<http://www.cookiecentral.com/files.htm>
<http://www.cookiecentral.com/macfiles.htm>

Cookies can be powerful and help add interactivity and functionality to sites that use them correctly. As with most of the emerging Internet technologies like JavaScript, Java, ActiveX, and others, there are some still some problems that are being worked out. Until then, you'll have to decide for yourself how comfortable you are with cookies. Personally, I don't mind them, although I'd like them better with chocolate chips.

[Jeff Carlson is the managing editor of NetBITS and TidBITS. This article is adapted from "The Cookie Monster," which originally appeared under his byline in the 15-Feb-97 issue of adobe.mag. Adapted with permission from Adobe Systems, Inc. NetBITS editor in chief Glenn Fleishman also contributed substantially to this article.]

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