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Volume 22, Issue 10



mini'app'les newsletter

the minnesota apple computer users' group, inc.

OCTOBER 1999						
SUN	MON	TUE	WED	THU	FRI	SAT
					1	2
3	4 7:00	5	6 7:00	7 7:00	8	9
10	11 7:00	12	13 7:00	14 6:00	15	16
17	18 7:00	19 7:00	20 6:00	21 7:00am	22	23
24/31	25 7:00	26	27 7:00	28 7:00	29	30 15th Annual Hamfest

4 **Board of Directors**
mini'app'les members welcome.
Byerly's
7171 France Ave. S., Edina
Lisa Huston, 612-825-1245

6 **AppleWorks / ClarisWorks SIG**
Washburn Library;
5244 Lyndale Avenue S, Mpls
John Hunkins, Jr., 651-457-8949

7 **Telecommunications SIG**
Epiphany Lutheran Church
1414 East 48th Street S, Mpls
Bert Persson, 612-861-9578

11 **Apple II/GS Main SIG**
Augsburg Park Library
7100 Nicollet, Richfield
Tom Gates, 612-789-6981

13 **Microsoft Word SIG**
2850 Metro Drive Rm 124,
Bloomington
Tom Ostertag, D 612-951-5520 E
651-488-9979

14 **Macintosh Main**
Team Electronics, 7166 N 10th St;
Oakdale, Mn. Dave or Chuck, 651-
738-1243, Denis Diekhoff,
612-920-2437

18 **Fourth Dimension SIG**
8200 Humbolt Ave South
2nd Flr. Conference Rm.
Bloomington
David Ringsmuth, 612-853-3024

19 **Apple II Novice SIG**
New Brighton Family Ctr
400 10th St N.W., New Brighton
Tom Gates, 612-789-6981

20 **Photoshop-Digital Imaging**
First Tech 2640 Hennepin Ave. S.
Mpls, Christi, 612-374-8000
Denis Diekhoff, 612-920-2437

21 **Macintosh Consultants SIG**
Embers
7525 Wayzata Blvd
St. Louis Park
Bob Demeules, 612-559-1124

21 **Quicken/Investment SIG**
2850 Metro Drive, Rm 124
Bloomington
Dale Strand, 612-835-5872

25 **Macintosh Novice SIG**
Merriam Park Library
Marshall & Fairview, St Paul
Richard Becker, 612-870-0659

25 **Meet Your iMac / Mac SIG**
Merriam Park Library
Marshall & Fairview, St Paul
Brian Bantz, 612-956-9814

27 **ResEdit / Programming SIG**
Washburn Library
5244 Lyndale Avenue S, Mpls
Lisa Huston, 612-825-1245

28 **FileMaker Pro SIG**
Partners, Suite 5
1410 Energy Park Drive,
St Paul Steve Wilmes,
651-458-1513



mini'app'les

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

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Newsletter Contributions – Please send contributions directly to our Post Office, Box 796, Hopkins, MN 55343 or upload them to our BBS at 612-595-9404.

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 651-488-9979

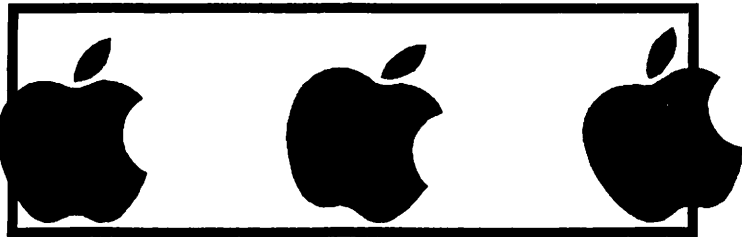
Newsletter Layout: John Pruski 612-938-2818

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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.

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Table of Contents

November 1999 Preview.....	3
Members Helping Members	4
Apple Keyboard Shortcuts	5
Digital Imaging Field Trip.....	7
Free Word Processors Available on the Web	7
Mac Addict Posts Impressive Growth	7
Conquer the World with Civilization II Gold Edition.....	8
The 15th Annual Hamfest.....	10
Mac Main Field Trip.....	11
Poor Little Lisa	11
Power Mac G4.....	12
Membership Application.....	13-14
Power Mac G4 FAQ.....	15

November 1999 Preview

Here is the tentative calendar of our Special Interest Group (SIG) meetings for November 1999. Please pencil these events on your calendar. As always, when doubtful of a SIG date, time, or location, confirm with one of the following:

- Our BBS, the Calendar Folder in the Conferences Folder
- Our Voice Mail Telephone number: 651-229-6952
- The cognizant SIG Leader

Monday	November 1
Wednesday	November 3
Thursday	November 4
Monday	November 8
Wednesday	November 10
Thursday	November 11
Monday	November 15
Tuesday	November 16
Wednesday	November 17
Thursday	November 18
Thursday	November 18
Monday	November 22
Monday	November 22
Wednesday	November 24
Thursday	November 25

Board of Directors meeting
AppleWorks nee ClarisWorks SIG
Telecom SIG
Apple II/GS Main SIG
Microsoft Word SIG
MacintoshMain SIG
Fourth Dimension SIG
Apple II Novice SIG
PhotoShop / Digital Imaging SIG
Quicken/Investing SIG
Macintosh Consultants
Meet Your iMac / Mac SIG, 6:00pm
Macintosh Novice SIG, 7:00pm
ResEdit / Programming SI
FileMaker Pro SIG

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 (or an e-mail) away. Please call only during the appropriate times, if you are a member, and own the software in question.

Apple II / IIGS Software & Hardware	1, 5, 8
ClarisDraw	2
AppleWorks / ClarisWorks	7, 8, 9
FileMaker Pro	
FirstClass	
HyperCard	11
MacWrite Pro	
Microsoft Excel	2, 5, 6
Microsoft Word	5
MYOB	6
PhotoShop	3
Quicken	2, 6
QuickBooks and QuickBooks Pro	6
Mac OS 7	8
Mac OS 8	12
WordPerfect	4
Cross-Platform File Transfer	5
Networks	11
New Users	10, 11
PowerBooks	11
Classic Macs	11
Power PC 601 Power Macs	
iMacs	13

1. Les Anderson	651-735-3953	DEW
2. Mike Carlson	218-387-2257	D
3. Eric Jacobson	651-645-6264	D
4. Nick Ludwig	612-593-7410	DEW
5. Tom Ostertag	651-488-9979	EW
6. Ardie Predweshny	612-823-6713	DEW
7. Owen Strand	612-427-2868	D
8. Bruce Thompson	612-546-1088	EW
9. Pam Lienke	651-457-6026	EW
10. Tom Lufkin	651-698-6523	EW
11. Ben Stallings	612-870-4584	DEW
12. Chuck Hauge	651-292-9029	D
13. Rodney O. Lain	651-452-5821	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.

Please call at reasonable hours, and ask if it is a convenient time for them. By the way, many of these volunteers can also be contacted on our BBS. We appreciate your cooperation.

If you would like to be a Members Helping Member volunteer, please send an e-mail message to John Pruski on our BBS, or call him at 612-938-2818, with your name, telephone number, contact hours, and the software or hardware areas you are willing to help others.

Newsletter Ad Rates

1/12 page 2.25" Width x 2.5" Height \$5	Outside back cover . 7-1/2" Width x 7-1/2" Height . . \$50
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Apple Keyboard Shortcuts

submitted by Bert Persson

Keyboard shortcuts can be a significant time-saver for those commands which are executed very often by a user. These keystrokes offer the advantage of being more direct in achieving a desired function. Integrating these shortcuts into one's computing habits will result in a more efficient and productive Macintosh session.

All these commands use the 'command' key, located next the space bar, on either side. This 'command' key also has the apple symbol on it as well. To issue one of these keyboard shortcuts, continually hold down the 'command' key and then hit the appropriate alphanumeric key (do not release the 'command' key until the alphanumeric key has been pressed). Here is a list of commonly-used functions supported by keyboard shortcuts.

APPLE key = **command**

CONTROL key = **Ctrl**

ENTER key = **Enter**

OPTION key = **Option**

POWER ON key = **PWR** (note: this key is on the top right corner of the keyboard on some machines)

Force Quit

(command - Option - ESC)

Use this feature with extreme caution. You should definitely not rely on this as a usual way to quit an application. It is useful in the event that you have unsaved work in other applications when your current application freezes up. By using this feature, you can return to the Finder and save the work in your other applications. You should restart your computer after using this feature.

To boot up PowerMac off CD-ROM (Hold down the letter "C" and Restart the Mac)

To boot up off external drive (command - Shift - Option - Delete - and Restart the Mac)

Soft Boot Restart

(command - Control - Restart)

This feature should also be used with caution. Use only in the event of a freeze up and after you have tried Force Quit. It will restart your computer without having to turn it off and on again. The Restart button is one of two buttons found on some Mac models. It has a left-pointing triangle symbol on it. The buttons can be found on the side, back or front of the Mac. If your Mac has one, pressing it when your Mac has frozen, is the preferred method for restarting. The other button is called the Interrupt button and is used by programmers.

Reboot without Restart button (command - Control - Power)

Zap the PRAM

(command - Option - P - R - and restart the Mac)

PRAM stands for Parameter RAM. Your Mac's Chooser and control panel settings are stored there, even when the computer is turned off. Sometimes these settings need to be reset.

Rebuild the Desktop

(command - Option - at RESTART)

Take Snapshot of screen

(command - Shift - #3)

This feature allows you to capture your screen as a PICT file. Files are saved on your hard drive as Picture X (where X is a number from 0 to 9.)

Turn Off Extensions

(Shift - at RESTART)

This disables, for this startup only, any items that load at startup, such as system extensions, control panels, or chooser extensions. It also disables virtual memory, and background printing with Print Monitor, and turns the Disk Cache down to 16k (the minimum.) It also prevents launching any items in the Startup Items Folder.

To empty Trash with locked files (Option and Empty Trash from Special menu)

Bypass Set Start-up Device

(command - Option - Shift - Delete -

..... at RESTART)

Copy Selection

(command - C)

After a selection of text is highlighted, its contents can then be copied for temporary storage by typing command-C and be used elsewhere later on. Copying also works for names of icons in the system. See Paste Selection on how to place the copied information.

Cut Selection

(command - X)

To remove a highlighted selection of text and temporarily save it, one can use command-X to cut it out immediately. See Paste Selection on how to place this cut information elsewhere.

Paste Selection

(command - V)

Whether a highlighted selection of text has been copied or cut, it can be placed by positioning the cursor at the desired start point. Using command-V will paste the cut or copied information at that desired location.

Undo

(command - Z)

For a faster undo, try command-Z. This key combination will restore the previous state before the most recent change. Most major applications which have an Undo feature use this key stroke combination as well.

New

(command - N)

In the operating system, command-N will create a new folder in the current window. In applications which use documents, command-N creates something new but this depends on the type of application; some examples are New Window, New Spreadsheet, and New Document.

Open

(command - O)

Using command-O from the system will open the icon which has been selected. If the icon is a document file or an application, it will start-up the appropriate application, just like double-clicking on it with the mouse. If

the icon is a folder, it will reveal its contents in a window. In an application, command-O usually opens an existing file for that particular application.

Close Window

(command - W)

To close a particular window without having to click on that little box in the upper left hand corner, use command-W which performs the same function of closing it. Make sure that the window to be closed is selected before doing so.

Close All Windows

(command - Option - W)

Save File

(command - S)

Save File As -....

(Shift - command - S)

Make Alias

(command - M)

Get Info

(command - I)

For info on a particular icon, click on the icon and type command-I. For an icon representing an application, using command-I immediately displays the memory requirements and other information for that application.

Eject Disk - Permanently

(command - Y)

Dragging a floppy disk or CD-ROM icon to the trash to eject a disk can be time consuming and misleading. An alternate way is to click on the disk icon and then hit command-Y, which will eject the disk and send its icon automatically into the trash.

Eject Disk - Temporarily

(command - E)

Another way to temporarily eject a floppy disk or CD-ROM is to use command-E. Note that the icon does not go away from the desktop and expects to get the disk back sometime later in the session.

Duplicate

(command - D)

To copy anything in the system with an icon, click on the icon and press command-D which will automatically create a duplicate of it.

Select All

(command - A)

Typing command-A is a much quicker way of selecting everything. In the system, it selects all icons in the currently selected window (or desktop). In applications, it may select the entire contents of its current window.

Print

(command - P)

The power of printing is also available to one's fingertips by pressing command-P. Most applications have this keyboard shortcut, which can also be used in the system. The dialog box of printing options appears as usual before the actual printing occurs.

Cancel

(command - period)

In the Mac operating system, command-period (where 'period' is the period key) can be used as an alternative to clicking the 'cancel' button in cases where a dialog box is displayed.

Find

(command - F)

The command-F shortcut works with the system and almost any application which has a finding feature.

Find Next

(command - G)

To find the next occurrence of something much more quickly, try command-G. This shortcut bypasses any repeated button clicking that is required to perform this function when using the mouse.

Quit

(command - Q)

Although there is no quit for the operating system itself, almost all Mac applications can be quit by using command-Q.

Word processor

(ClarisWorks/AppleWorks 5) s scfic shortcuts.

Select text and use the following commands. Note, other word processor programs may also use these shortcuts when written according to Apple guidelines.

Plain Text

(command - T)

Bold Text

(command - B)

Italic Text

(command - I)

Underline Text

(command - U)

Formatting shortcuts

Copy Ruler

(Shift - command - C)

Apply Ruler

(Shift - command - V)

Insert Footnote

(Shift - command - F)

Insert Column Break

(enter)

Insert Page Break

(Shift - enter)

Insert Section Break

(Option - enter)

Superscript

(Shift - command - +)

Subscript

(Shift - command - -)

Changing font size

Other Size

(Shift - command - O)

Smaller Size

(Shift - command - <)

Larger Size

(Shift - command - >)

Outline shortcuts

New Topic Left

(command - L)

New Topic Right

(command - R)

Move Left

(Shift - command - I)

Move Right

(Shift - command - R)

Window shortcuts

Page View

(Shift - command - P)

Hide Button Bar
(Shift - command - X)

Show Stylesheet
(Shift - command - W)

Show Links Palette
(Shift - command - M)

Show Tools
(Shift - command - T)

Hide Rulers
(Shift - command - U)

Digital Imaging Field Trip

First Tech has invited us to come to their in-store training center to demonstrate scanner techniques and to show us some OCR software. The date is October 20, 6 pm, at 2640 Hennepin Ave So, in the Uptown district. For more information call Christi at 612-374-8000.

MacAddict Posts Impressive Growth Where the Competition Falters;

Industry Downturn Poses No Threat to the Award-Winning Publication

BRISBANE, Calif.—Sept. 3, 1999—The August 16th edition of CPAR (Computer Publishing and Advertising Report) reports, MacAddict magazine (<http://www.macaddict.com>) as one of a small hand full of consumer magazines continuing to see strong growth in advertising pages for July '99.

Of the 14 consumer magazines indexed, well over half posted sharp, double digit drops for July '99. MacAddict, on the other hand, posted a 17.2% increase for the same period. Coupled with a year-to-date increase of 18.7% for 1999, MacAddict is proving itself to be a sturdy advertising vessel able to weather the storm that is sinking the competition.

Statement from CPAR

"The consumer publications posted an 18.8% decline in ad pages in July, while estimated gross revenues fell 11.9%," states CPAR.

Cheryl England, President of Imagine Media's Computing Division and former Publisher of MacAddict expressed excitement about MacAddict's continued growth. "Our ability to continue this growth pattern is a foreshadowing of things to come. MacAddict has consistently exceeded our expectations in advertising pages, revenue, circulation, and reader enthusiasm over the past three years. I firmly believe the magazine will not only maintain this momentum into the next century, but will continue to exceed our expectations and the competition's."

Industry recognition during MacAddict's third year of production has also been fruitful. 1999 nominations and awards include a second consecutive nomination for Best Computing/Telecommunications Magazine from the Western Publications Association and a second

nomination from the Computer Press Association for the magazine's iMac coverage. MacAddict also added the 1999 Silver Medal Award for Circulation Excellence from Circulation Management magazine to its ever-expanding trophy case including: the 1996 CPA Award for Best Overall Computer Magazine, Folio's 1998 Editorial Excellence Award for Best Consumer Computer Publication.

MacAddict magazine is the ultimate hands-on guide to anything and everything Macintosh. In fact, it is the only magazine for Mac enthusiasts written by Mac enthusiasts offering readers a complete multimedia experience: a monthly print magazine, a companion CD-ROM packed with software, demos and updates; and the MacAddict Web site (<http://www.macaddict.com>).

CONTACT:

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mlachapelle@macaddict.com

Free Word Processors Available on the Web

Submitted by Les C. Anderson

Two wordprocessors and an outliner are available free on the web. WORDPERFECT is available at www.corel.com/products/macintosh/wpmac35/packfreedownload.htm. WordPerfect is almost as good as Microsoft Word

Nisus Writer 4.1.6 is available at www.nisus.com/news/pr/980925.asp

Nisus Writer doesn't have an outliner, but you can get one at www.outliners.com/more31.html

None of these programs are supported any more.



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Conquer the World with Civilization II Gold Edition!

Reviewed by: Dave Peck

Overview:

Civilization II Gold Edition launches with a musical theme of rousing drums and flutes, as fanciful icons representing time, exploration and adventure zoom towards you. The opening movie is a familiar sight to Civilization II players, and it's intriguing to watch for the first time. Anticipation builds as the adventure unfolds before you. Civilization II is a game of global conquest and there's a nation depending on you to lead the way!

Civilization II Gold Edition includes the original Civilization II game released last year, now enhanced with the addition of multiplayer capabilities and about 40 new scenarios that were originally packaged and sold separately for the PC version as Civilization II Fantastic Worlds and Conflicts in Civilization Scenarios. For previous Civilization II owners: a \$10 rebate was included in my package that required mailing in the original Civilization II CD. If the rebate is important, check with the retailer or MacSoft before purchase.

Hardware Demands:

By today's standards, the game has very modest hardware demands. CivII Gold was tested without complications on a Blue and White G3, a PowerBase 200, and PowerBook 5300. The game requires a minimum of 4 MB of RAM, but prefers 15 MB. It was tested on my 17" monitor at 800x600 and 640x480 resolution and at 640x480 on my PowerBook (its only resolution). The CivII manual states the minimum monitor requirement as simply a color monitor. Any game that runs on my "challenged" PowerBook (16 MB total RAM) and does not require the CD is a big surprise. If you like to listen to music during the game, the CivII CD offers the choice of seven tracks from Ode to Joy and The Funeral March to Fantasy. Music options are only available when playing with the CD inserted. Game sounds on my PowerBook are adequate.



Background:

This is the third Mac release of the game that made Sid Meier famous in computer gaming. It's been called the best strategy game ever made. Sid Meier is responsible for another excellent strategy game called Railroad Tycoon, the sequel to which was just released for the Mac. He has created a new company called Firaxis which recently released the PC version of a new Civilization-type game in space, called Alpha Centauri. The Mac version is scheduled to be published by Aspyr Media and released later this year.

Game Synopsis:

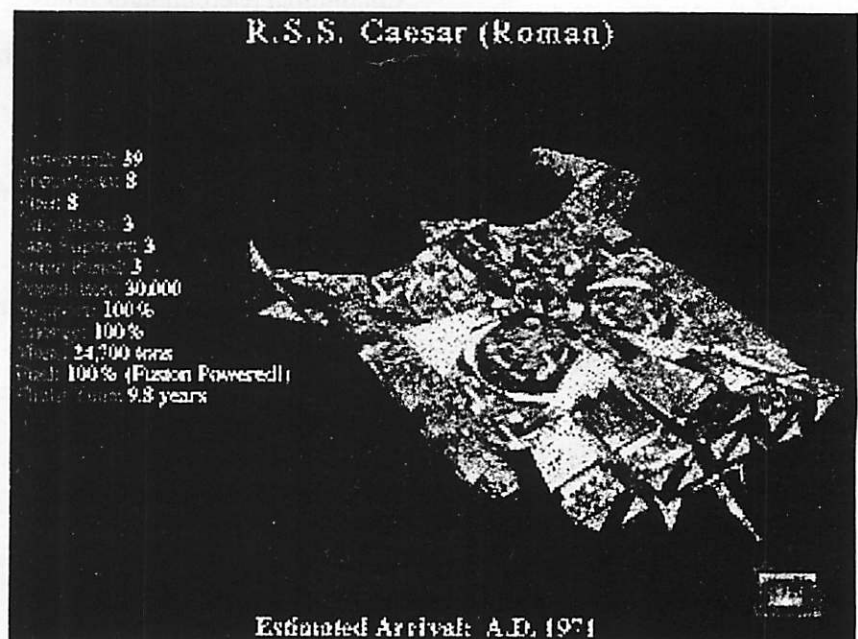
Civilization II Gold Edition is a turn-based strategy game that, without exaggeration, is awesome in scope. Winning is accomplished by either taking over the world or being the first civilization to colonize a distant star system--not a simple task, because you only have 6000 years to accomplish it. An average game runs 30-40 hours.

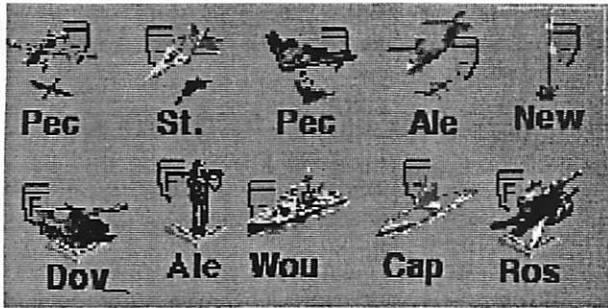
The Game:

My first exposure to Civilization was playing the Civilization II demo. A demo usually provides a good opportunity to see if the game is for you. But in my case it was a rocky start. At the time, I was primarily playing my favorite first-person-shooter Marathon, and I was new to strategy games. The game seemed static by action game standards. It took a long time to get things accomplished. And since the documentation was practically nonexistent, I was wandering about, not knowing what I was doing. So I hope you'll believe me when I say I was a bit frustrated.

But after repeatedly reading that Civilization II is a great strategy game and one of the most popular, I took a chance and purchased it. With manual in hand, including tutorial, I quickly became a CivII convert.

Understanding the mechanics of this in-depth strategy game makes all the





Civilization II Gold offers a variety of multiplayer options, including of hot seat (participants share one computer) and the usual network and Internet play. Multiplayer games can be saved and resumed later.

Passwords protect your identity and national assets when play restarts from a saved game.

My multiplayer game with 3 players was straightforward to set up. If playing a scenario, all players had to have it installed on their machines. The Chats with Kings option was a nice diversion when waiting your turn. Although we were all sitting in the same room, the game interface seemed to be the natural way to communicate. The only annoying aspect of the multiplayer game that I noticed was that sometimes after moving a unit, there was a long pause, up to 10 seconds, before you could make your next move--as if the game was digesting what you just did and sending it out over the network.

Diplomats and Spies in Multiplayer Games- Diplomats and spies can be assigned the devilish new mission of setting up a listening post in a foreign

city. Once established, you'll be able to monitor all private chat from that nation's leader! As you can imagine, communications intelligence (COMINT) can be a powerful source of info. Spies last longer at their posts than diplomats. Eventually the target nation will discover the leak and your spy will be lost. But in the meantime you'll know who your real friends are! My spy Tanya (look to right) is about to infiltrate Reading, England, and set up a listening post. The clenched fist icon indicates that Reading is already suffering from civil disorder. The Multiplayer Dilemma - The only drawback to multiplayer games are the huge time requirements. For example, let's take a 4-player game. Although the game allows players to take care of city management at any time, I still found that 2 minutes is not enough to get a turn accomplished. And that's at the beginning of the game, when you have a relatively small number of units to move. I can't imagine how such tasks can be accomplished later in the game, when you've got scores of units to manipulate. If you set the players' turn limit to 5 minutes each, that is 20 minutes per round.

A 5-hour game would only allow 15 rounds, which in Civilization time is not a whole lot to get things accomplished. It appears that multiplayer games are best suited to in-house play among family members or among

difference. CivII requires some homework. But hey, it's fun homework! And although it's not an action game, the excitement and sense of conquest are powerful. The tutorial familiarizes you with the game's interface and walks you through the early stages of the game while you play. You are a one-person show, in control of everything. Wheel and deal with other nations, form alliances, and conquer. Make good decisions and you'll be rewarded.

Warfare

A fact of life in CivII. Start out with spears. End up with Stealth bombers and the Space Defense Initiative (SDI). Technological progress runs the entire spectrum of human development, moving through the bronze age, iron age, electronic, and computer ages. But depending on how much of a pacifist you are, you can either go bonkers taking on everyone you meet or build up just for self-defense. In either case, you'd better be ready for a fight. This means paying as much attention to military advances as to civic, religious, and philosophical advances. A word of advice- it pays to ally yourself with another strong country. Not only can you look out for each other, but you can trade new inventions and technologies to your hearts' content.

New Multiplayer Capabilities

An exciting enhancement to Civilization games. I can't say enough about the thrill of human competition. After finishing any game's solo levels, you might feel like King of the Hill. But compared to a game's Artificial Intelligence (AI), there's nothing as dangerous, treacherous, or fun as competing against flesh-and-blood human opponents. And it can be a humbling experience.



dedicated players who coordinate their schedules and plan on multiple sessions with saved games.

New Scenarios- CivII Gold includes about 40 new scenarios that can be played as solo or multiplayer games. Before I talk scenarios, sit back and imagine a 60-hour multiplayer game! As I described above, a regular CivII game, with 4 players, could go on forever. Scenarios in some, but not all, cases allow for somewhat shorter, more focused games. That's because some of the scenarios start with city infrastructure in place. Image yourself defending the Confederacy, reliving WWII in Europe, defending the Earth from an invasion, or dominating a prehistoric world. In many cases, scenarios have new units, and the rules of development are changed (as compared to a regular CivII game) to suit the situation.

For example, in the Fantastic Worlds Scenario collection, The Age of Reptiles gives you the chance to take charge of a group of sophisticated and well-mannered, live-and-let-live dinos. . .NOT! How about a horde of flesh eaters? The only objective here is to conquer or be dinner. Sound interesting? In this scenario, units and advances were completely rewritten. Fortunately, the manual includes a description of the changes.

The Interface:

Except for multiplayer games, the interface of Civilization II Gold Edition remains unchanged from the original Civilization II. Gameplay is

divided between the World Map and the City Display. The World Map is where exploration, city building, and conquest take place, by moving icons with arrow keys or mouse. The City Display is where cities are managed, workers assigned, and production set.

Multiplayer Games add several new interface windows. Game communication consists of negotiating and chat. There's a third option: if the players all sitting in the same room, yell! But that's not very helpful if you are trying to be sneaky and private. The Negotiation Window- (as in the solo game) is used to ask for help or make demands of other nations. In addition, when you address a human player, two new options appear, Barter and Make Threat, that are included to spice up the game. A private chat area at the bottom of the Negotiations windows provides the flexibility for dealing with real people. Remember what I said about spies in multiplayer games? One could be listening!

Chat with Kings Window- Provides an outlet for purely social chat, which is nice for Internet games. Chat can be addressed to individuals or everyone, and can be anonymous. If anonymous chat gets on your nerves, it can be muted.

Bug Report:

As of this writing, I'm aware of two bugs: 1) Problems when trying to start from a saved scenario game. Having File Sharing "on" causes the problem. The simple fix is to turn it off. 2) The

"Go To" command does not work properly. In many cases the unit wanders aimlessly.

Conclusion:

Civilization II is an excellent game. If you've had an itch to try strategy gaming, why not jump into the best? For dedicated players, CivII Gold Edition's scenarios and multiplayer capabilities open up many new opportunities for sweeping the world!

Pros:

Addicting game, fun to play
Balanced and challenging
New multiplayer capabilities and scenarios
High degree of re-playability
Nice interface
Saved games from the original CivII can be played with CivII Gold Edition

Cons:

Addicting game, but may keep you up too late
Multiplayer takes too long to play
Expensive for previous owners of CivII.

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The 15 th Annual Hamfest Minnesota & Computer Expo

Submitted by Bert Persson

The Big One

The 15 th Annual Hamfest Minnesota & Computer Expo will be held on Saturday October 30 (8:00 A.M. to 4:00 P.M.) at the St. Paul RiverCentre (Kellogg Blvd. & W. 7th St.) in downtown St. Paul.

This is the largest Ham and Computer swapmeet in the Upper Midwest. Here you will find old and new computer equipment as well as software for that old machine sitting in your basement. Advanced tickets are \$ 6.00 and \$ 8.00 day of show. For more

information call (612) 535-0637 or see their web page at www.hamfestmn.org.

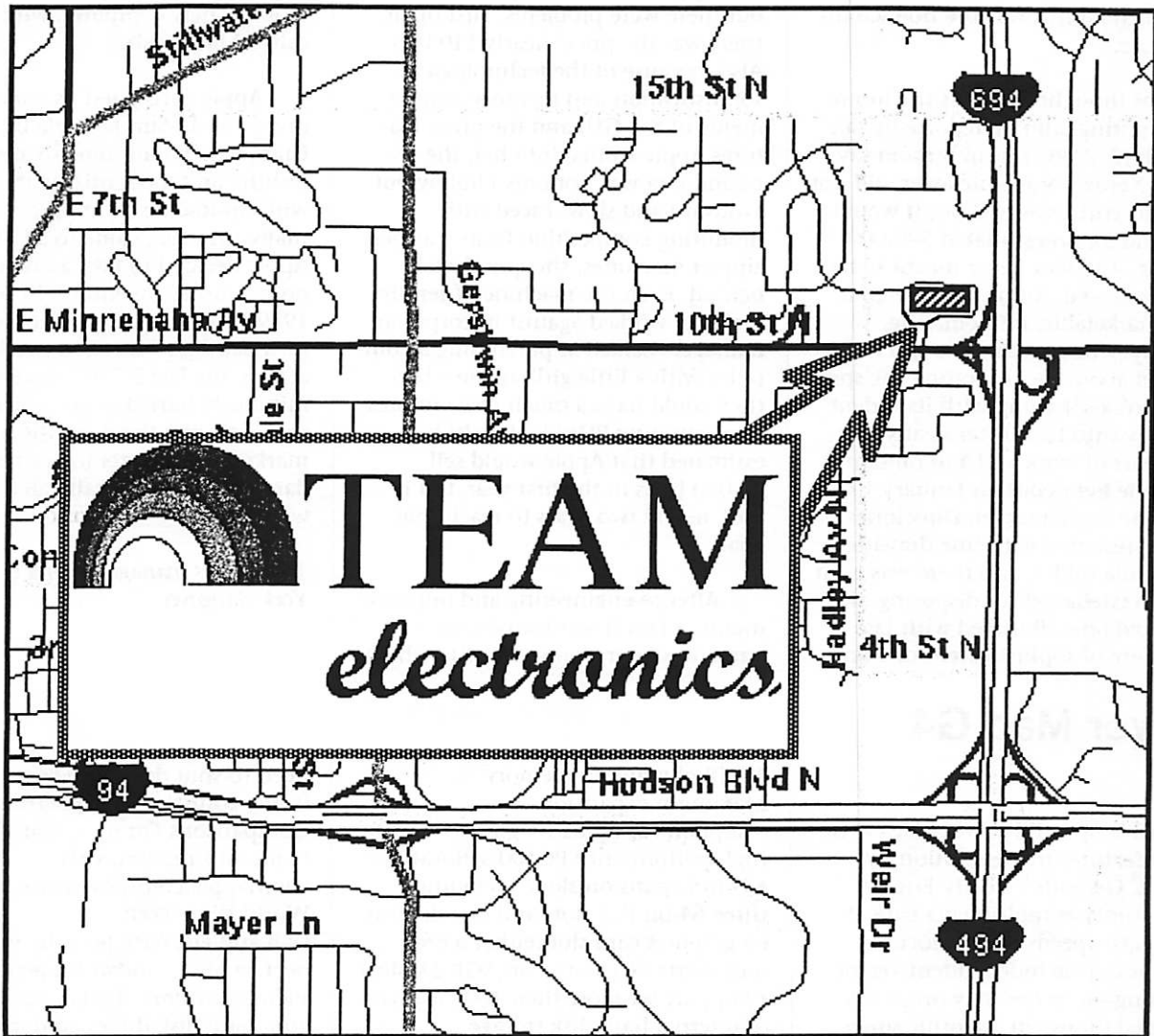
Minniapples will have a table at the show were we will distribute information and let people know about the benefits of joining a user group. And for this we will need some members to volunteer to man the table. If you are interested in helping out at our table please contact me at (612) 861-9578 , BBS or bpersson@isd.net

MacMain field trip

The MacMain meeting on October 14 will offer Team Electronics demonstrating the new iBook at their store, located in Oakdale (East of St. Paul). The meeting time will be 6 pm.

If they can manage to keep a G4 in the store for more than a day, they will show it as well. The store is located in the East end of a Mall, NE of 10th and I-694, which is North of I-

94. There is a classroom available for a large turnout, so call Dave or Chuck at 651-738-1243 with and for more information.



Poor Little Lisa

By Tim Hall
Submitted by Les C. Anderson

One September day in 1989 about 2,700 Apple Lisa computers were unceremoniously buried in a landfill in Logan, Utah. In an industry where rapid obsolescence is not only the norm but a goal, the mass burial elicited few tears from anyone except insiders. Yet this prosaic event put an

end to perhaps the greatest and most revolutionary failure in the history of computing. Apple Computer had been founded in Los Altos, California, in 1976. By 1978 it was enjoying tremendous growth and vying for dominance in the nascent home-computer market. The company's newest project, code-named Lisa (supposedly after the daughter of Steve Jobs, one of Apple's cofounders), was meant to be the successor to the extremely popular Apple II.

After Jobs visited the Xerox Corporation's Palo Alto Research Center (PARC) twice in late 1979, however, those plans changed radically. Many essentials of modern computing, including networking and laser printers, were developed at PARC. What caught Jobs's fancy was a prototype machine named Alto that had an array of features never before seen on a computer. Its heart was the Graphical User Interface (GUI). At the time, most users communicated with

their computers by means of arcane instructions entered through the keyboard. Alto was much more inviting. Files were identified and manipulated not with alphanumeric strings but with little pictures, or "icons." Instead of being confined to a specific portion of the screen, they could be edited in movable windows. The device that controlled all this was the now-familiar mouse.

Jobs thought Alto was the future of computing, and he reportedly ran around the PARC research room saying so. Xerox's brass, however, did not share his enthusiasm. Since it would have sold for an estimated \$40,000 per unit, Alto was never meant to be mass-produced. Xerox considered it an unmarketable, if fascinating, anomaly. Undeterred, Jobs and his team set about incorporating the spirit of Alto's GUI-along with its rodent accessory-into Lisa. After nearly 200 man-years of work and \$50 million, Lisa made her debut on January 19, 1983. She was a marvel. Directories were represented with line drawings of a manila folder, and there was even a little wastebasket for disposing of unwanted ones. Bundled with Lisa was a suite of sophisticated software,

including a word processor, a spreadsheet, and a paint program, which could be accessed simply by pointing and clicking-things that computer users now take for granted but at the time were superhuman feats of engineering.

Apple had high hopes for Lisa, but there were problems. First of all, there was the price: nearly \$10,000. Also, because of the technological sophistication and memory requirements of the GUI and the other features Apple stuffed into her, the 48-pound Lisa was not only chubby but awkward and slow. Faced with mounting competition from cheaper, zippier machines, she quickly fell behind. Even the machine's friendly moniker worked against it; corporate managers balked at purchasing a computer with a little girl's name when they could have a much more impressive-sounding PDP11/45. Jobs had estimated that Apple would sell 50,000 Lisas in the first year, but it took nearly two years to reach that goal.

After re-engineering and improvements, a Lisa II was introduced. The name was later changed to XL, which

insiders joked stood for "Xtra Lisas" in the company's inventory. Jobs, meanwhile, was working on a secret new machine, one that was rumored to be smaller, faster, and less than half as expensive as Lisa. The rumors only hastened Lisa's demise. Unwanted and unappreciated, Lisa was abandoned in the spring of 1985 in favor of Jobs's new computer, which was called Macintosh.

Apple consigned its remaining inventory to Sun Remarketing of Utah, which had some success refurbishing and modernizing the Lisas with up-to-date technology. But eventually this, too, came to a halt when Apple decided to take a tax write-off on its unsold inventory. In September 1989, almost exactly a decade after Jobs had first witnessed the Alto in action, the last 2,700 Lisas were ignominiously buried in an unmarked grave, closing the book the first mass-marketed computer to use the standard on which virtually all computers would run.

Tim Hall is managing editor of the New York Hangover.

Power Mac G4

Buckle up—the Power Mac G4 is here. It features the revolutionary PowerPC G4 with Velocity Engine, which crunches multimedia data at blazing-fast speeds. The Velocity Engine uses true independent vector processing—a technology originally developed for use in scientific supercomputers. It gives you the power you need to create and manipulate even the most complex graphics files. The result is unprecedented productivity for creative professionals—in the arts as well as the sciences. Superior performance

- PowerPC G4 processor running at up to 500 megahertz and featuring Velocity Engine advanced vector processing technology
- 1 megabyte of backside level 2 cache running at half the processor speed
- Built-in 10/100BASE-T Ethernet networking
- ATI RAGE 128 graphics card with

16MB of graphics memory
Maximum expansion

- Support for up to 1.5 gigabytes of high-performance PC100 SDRAM2
- Four expansion slots, including three 64-bit PCI slots and one dedicated graphics card slot (either a 66-megahertz PCI slot or an AGP 2X slot)
- Support for more than 100 gigabytes of internal hard disk storage
- Two or three 400-megabit-per-second FireWire ports for connecting up to 63 devices, including digital video cameras, hard disk drives, and high-speed multimedia peripherals
- Two Universal Serial Bus (USB) ports for connecting up to 127 peripherals
- Elegant design
- "Instant access" side door makes it very easy to install cards, drives, and memory
- Built-in antenna and support for optional AirPort wireless networking (some configurations)
- Convenient low-power sleep/wake feature that virtually eliminates the

need to shut down the computer (some configurations) Performance Comparisons For up-to-date benchmark information, visit www.apple.com/powermac on the World Wide Web.

USB and FireWire ports let you connect to high-bandwidth peripherals such as printers, digital video cameras, hard disk drives, and more. Three 64-bit PCI slots, a feature that until recently was available only in high-end workstations, support a wide variety of expansion cards. Choose Apple's Final Cut Pro video editing software for flexible, highly productive video editing, compositing, and special effects. network option.

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- Other _____

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Please list the five software
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interested in volunteer
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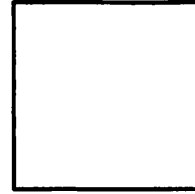
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Power Mac G4 FAQ

Q. What are the benefits of the new Power Mac G4 systems?

A. The new Power Mac G4 systems are the fastest personal computers ever created. The heart of the Power Mac G4 is the new PowerPC G4 with Velocity Engine. This processor incorporates vector processing technology pioneered in supercomputers. In fact, the PowerPC G4 is the first commercial desktop processor to achieve gigaflop performance (one billion floating-point operations per second), a threshold originally applied in the supercomputing world. To take full advantage of the Pentium III—crushing performance* of the PowerPC G4 with Velocity Engine, Apple also designed a new logic board architecture to maximize overall system throughput. The new Power Mac G4 architecture includes a higher-bandwidth memory bus, support for AGP graphics, Ultra ATA/66 support for fast hard disk access, dual-channel USB support, optimized FireWire performance, and new capabilities such as wireless networking support. (The PowerPC G4 is also available in an affordable configuration that includes a base logic board architecture.) The result is a system that dramatically outperforms Windows-based systems in the tasks creative professionals have to accomplish day in and day out.

*In processor and Photoshop tests.

Q. What makes the Velocity Engine so powerful?

A. The Velocity Engine is a brand-new addition to the PowerPC architecture that provides a 128-bit vector processing unit on the PowerPC G4 chip itself. This vector unit uses parallel processing technology that was pioneered on multimillion-dollar supercomputers. The Velocity Engine has 162 new dedicated instructions integrated into silicon that can be used to greatly accelerate intensive multimedia and math calculations. It does this by working on a whole set of data simultaneously, rather than one data point at a time. The Velocity Engine also operates completely independent of both the integer unit and the floating-point unit, enabling all three units to process data at the same time. Q. How does the PowerPC G4 compare with the 600-MHz Pentium III? A. All megahertz are not created equal. The PowerPC G4 with Velocity Engine can process more vector and multimedia data per clock cycle than any other desktop processor—up to an amazing 20 operations per cycle! Using 128-bit-wide internal data paths, the PowerPC G4 crunches massive amounts of data on each clock cycle. Add in the capability to prefetch four simultaneous 32-bit data

streams and thirty-two 128-bit-wide registers for data storage (that's eight times the capacity of the Pentium III), and you have a processor that's truly optimized for intensive data calculations. In fact, the PowerPC G4 with Velocity Engine is the first commercial desktop processor to break through the gigaflop threshold.

Q. Does my existing software work on the PowerPC G4 with Velocity Engine?

A. The applications you work with today on the Power Mac G3 are compatible with the new Power Mac G4.

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