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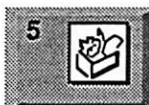
Volume 23, Issue 1



# mini'app'les newsletter

the minnesota apple computer users' group, inc.

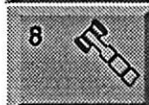
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**5**  
**AppleWorks / ClarisWorks SIG**  
Washburn Library;  
5244 Lyndale Ave S. Mpls  
John Hunkins, Jr., 651-457-8949



**6**  
**Telecommunications SIG**  
Epiphany Lutheran Church  
1414 East 48th Street S, Mpls  
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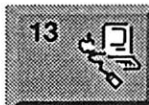
**8**  
**Board of Directors**  
mini'app'les members welcome.  
Byerly's  
7171 France Ave. S., Edina  
Lisa Huston, 612-825-1245



**10**  
**Apple II/GS Main SIG**  
Augsburg Park Library  
7100 Nicollet, Richfield  
Tom Gates, 612-789-6981



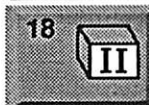
**12**  
**Microsoft Word SIG**  
2850 Metro Drive Rm 124,  
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Tom Ostertag, D 612-951-5520 E  
651-488-9979



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**Macintosh Main**  
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5244 Lyndale Ave S. Mpls,  
Denis Diekhoff,  
612-920-2437



**17**  
**Fourth Dimension SIG**  
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David Ringsmuth, 612-853-3024



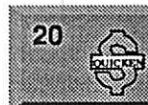
**18**  
**Apple II Novice SIG**  
New Brighton Family Ctr  
400 10th St N.W., New Brighton  
Tom Gates, 612-789-6981



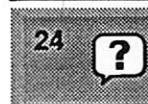
**19**  
**Photoshop-Digital Imaging**  
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Gary Eckhardt, 612-944-5446



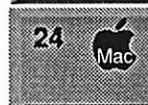
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**Macintosh Consultants SIG**  
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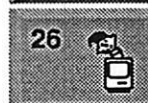
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**Quicken/Investment SIG**  
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Dale Strand, 612-835-5872



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



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



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**Macintosh / Programming SIG**  
Washburn Library  
5244 Lyndale Avenue S, Mpls  
Andre Benassi, 612-502-0187



**27**  
**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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**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

**mini'app'les BBS** – 612-595-9404, (co-located on Twin City Interlink BBS), 24 hrs. Settings: 8-10. Call in with FirstClass® Client software or any text-based terminal program.

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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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## February 2000 Preview

Here is the tentative calendar of our Special Interest Group (SIG) meetings for January 2000. 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

Wednesday	February 2
Thursday	February 3
Monday	February 7
Wednesday	February 9
Thursday	February 10
Monday	February 14
Tuesday	February 15
Wednesday	February 16
Thursday	February 17
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Monday	February 21
Wednesday	February 23
Thursday	February 24
Monday	February 28
Monday	February 28

AppleWorks nee ClarisWorks SIG  
Telecom SIG  
Board of Directors meeting  
Microsoft Word SIG  
MacintoshMain SIG  
Apple II/GS Main SIG  
Apple II Novice SIG  
PhotoShop / Digital Imaging SIG  
Macintosh Consultants  
Quicken / Investing SIG  
Fourth Dimension SIG  
ResEdit / Programming SIG  
FileMaker Pro SIG  
Meet Your iMac SIG  
Macintosh Novice 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, 14
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
14. Gary Eckhardt	612-944-5446	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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All ads must be prepaid and submitted on electronic media. Ads of \$20 and under must run for a minimum of three months.

Mail inquiries to: PO Box 796, Hopkins, MN, 55343  
Phone inquiries to: John Pruski, 612-938-2818

# Software Credits and Easter Eggs Verboten

By Apple News Editor John H. Farr @  
applelinks.com  
Submitted by Bryan Lienke

Is the spirit being drained from Apple's software engineering teams as industry researcher Richard Doherty claims in this San Jose Mercury article? He's talking about the latest Steve Jobs decision to strengthen the Apple

brand, the banning of credits and "Easter eggs" from future Apple software releases.

Old-timers will remember that the earliest Macs had the names of the design team members etched into the casing. The subsequent listing of credits in the software itself, a practice never followed by companies like Microsoft, was always a source of

pride to the people involved, but this will be no more.

Observers speculate that these individualistic touches are being removed both to present a more homogeneous corporate face to the world and to make it harder for other companies to contact and hire away hard-to-find software engineers.

# Motorola Hard At Work On Merced-Toaster G5 Chip

By Applelinks Contributing Editor  
Charles W. Moore  
Submitted by Bryan Lienke

While most Macintosh users are still anticipating an eventual upgrade to G4 power, Motorola is already hard at work developing its next generation CPU – the PowerPC 7500 or G5, which should be ready for consumer release within the next 24 months.

G5 is intended to regain the PowerPC's performance superiority over Intel's upcoming 64-bit Merced processor, which is expected to debut sometime in 2000.

A 64-bit processor can handle instructions and blocks of data of twice the size that today's 32-bit processors can manage. However, Merced will also incorporate 32-bit code emulation in order to work with legacy applications.

However, the 64-bit version of the G5 will reportedly be capable of

running 32-bit applications in full native mode, eliminating the complexity and slowdowns involved with emulation, and allowing legacy applications to take full advantage of the G5's speed, and requiring few if any alterations to application code.

Initial versions of the G5 will have clock speeds in the 2-GHz neighborhood, and be small enough for practical use in desktop computers which should handily toast Merced, which is expected to be expensive, monstrous, (about the size of a cigarette-pack), and very hot-running.

However, Motorola expects to continue manufacturing the current PowerPC 750 (G3) and 7400 (G4) processors even after it introduces the 7500 (G5) and, yes -- 7600 (G6) chips. The current G4 is expected to eventually achieve clock speeds of at least 1 GHz.

Recently, macprovider.com has published two informative articles on G5 development, noting that the G5

may be introduced as early as 2001, but more likely in 2002.

According to MacProvider's sources, sources the G5 will also incorporate a new data pipeline, and an entirely new bus structure, as well as being offered in a 32-bit version as well as the aforementioned 64-bit version.

Meanwhile, says MacProvider, the G4 will be transitioned from its current copper-fabrication process to a silicon-on-insulator technology, which could enhance processor speeds by 35% or more while simultaneously reducing power consumption by up to 60%, lowering heat production commensurately.

As for the other PowerPC developer, IBM, MacProvider says that they hope to take the G3 to at least 750 MHz.

To read the macprovider G5 chip reports, visit:  
<http://macprovider.com/>


# Mini'app'les Gaming Group (MGG) Wants You!

Submitted by David M. Peck

Intrepid mini'app'les warriors are meeting on a regular basis for fun and socializing. Our interest is networkable Mac games and are always on the lookout for others who would like to participate. Finishing a game solo might make you feel like King of the Hill. But there is nothing as challenging or fun as human competition. Plus, Winter around here seems to be

a perfect time for gaming! :-)

The MGG meets about once a month. If you're interested in networkable Mac gaming, feel free to drop a note on the mini'app'les BBS or give me a call at (651)423-5711. We'd look forward to seeing you!



591 N. Hamline Ave.  
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Tuesday-Friday 9am - 5:30pm  
Saturday 9am - Noon  
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Following over 75 years of tradition in the  
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# Review: All the Best MacGames 2000

By: Kirk Hiner  
Submitted by Bryan Lienke

Genre:  
Freeware/Shareware Collection  
Format: 2 CDs  
Developer: Various  
Publisher: Lazerworks

General Requirements:  
CD-ROM, color monitor  
Network Feature: No

this manner, MacGames 2000 serves more as a convenience than anything else. If you're the type who spends hours searching for and downloading games, then this CD is a welcome blessing. However, that also makes it a curse. Having access to this many shareware games means you'll either be paying a lot more money to shareware authors, or ripping them off more...depending on whether or not you're evil

assign a label to all the icons in the folder. That way, when a new file gets dumped, it's easy to spot because of the different colored icon. Consider that a free Hint from Hiner.

Lazerworks was also smart to use two sets of aliases to activate the games. Along with filing them by genre, the games are also filed by title. Quite helpful if you're looking directly for Squirt Derby... and aren't we all looking for a little Squire Derby some-

Retail Price: \$20.00  
Availability: Out Now

My roommate my freshman year of college was Canadian. Actually, he was only my roommate for the last two quarters. After my first roommate moved out to live with a guy who didn't mind him juggling flaming tennis balls at four in the morning, I got Steve. He came from the room of my friends Willy and Scott, who agreed to give me a case of Barq's Root beer if I'd get the guy out of their room.

But Steve isn't the only association I have with our brothers up north. I own two Men Without Hats CDs, I firmly believe that--next to Monty Python--The Kids in the Hall are the best comedy troupe of all time, and I saw Alanis Morissette in concert last year. But I'll tell you what; those don't hold a candle to the volume of entertainment I now have courtesy of Canada. I'm in possession of 750 Mac games thanks to All the Best MacGames 2000.

Okay, so chances are that not all 750 games were made by Canadians. For all I know, none of them were. But the two CD collection was compiled by a company called Lazerworks, hailing from Regina, Saskatchewan. Lazerworks is comprised of the family Whelan: three girls, a boy, and mom and dad. And what do you get from such a family? Family oriented games, of course.

The premise is simple. Between the two CDs, you get 750 shareware/freeware games. The freeware titles are yours to keep, of course, but the shareware games still must be registered and paid for. In

...thing else, 750 is an awful lot of games. I mean, if you want some masking tape, and instead of going out and buying one roll you come home with 750, that's a lot of tape. Will you eventually use it all up? It's possible, but chances are that a lot of it will go to waste. Such is the case with MacGames 2000. Sorting through the volume of games to find some that are really enjoyable...it's almost overwhelming. Luckily, Lazerworks makes it a little easier on you.

Each CD is split into categories: cards, mind games, puzzles, space & strategy, etc. Some of these are split into subcategories as well. That's pretty much a necessity with twenty-one solitaire games, I'd think. Does the world really need that much solitaire? I guess that the first assignment students have in Programming 101 is to code their own solitaire game. Heck, there's more solitaire games on the net than there are drinking games at a Sig Ep party.

Back to the review, Lazerworks was also kind enough to label the games for compatibility. Games that can only be played on a Power Mac are flagged with a warning symbol, as are those that can't run directly off the CD. I found the latter to be exceptionally helpful, since I much to prefer to try out games without the bother of actually placing them on my hard drive. A word of warning, though; remember that most games dump files in your preferences folder. If you're just trying out a bunch of games, be sure to go in there and clean up all the garbage from games you won't keep. I find it helpful to

...so how are the games them- selves? Listen, if you people thinking I'm going to review 750 games for you, then you're absolutely nuts. You know how it is with shareware/freeware. Some are great, some suck, and all of them are better than anything by Sierra.

Hard core gamers probably aren't going to go for this package. If only games such as Tomb Raider III and Age of Empires thrill you, then stay away from All the Best MacGames 2000. But if you're a more casual gamer who likes the occasional diversion or who prefers the simplicity of the games of yesteryear, then MacGames 2000 may be just what you need. At only \$20, it puts an awful lot of material at your fingertips...sort of like getting the complete works of William Shakespeare in one volume. Sure, you have to pay more to keep playing some of the games. But if my dad was willing to pay \$750 to buy the right to pay \$400 to see the Cleveland Browns lose every home game this season, then I'm sure that most people won't mind the pricing scheme on All the Best Mac Games 2000.

Me? I'm going to go have a Barq's Root beer, put on some Men Without Hats, and play me a little Squirt Derby.

Hmm...maybe these games aren't all family oriented after all.

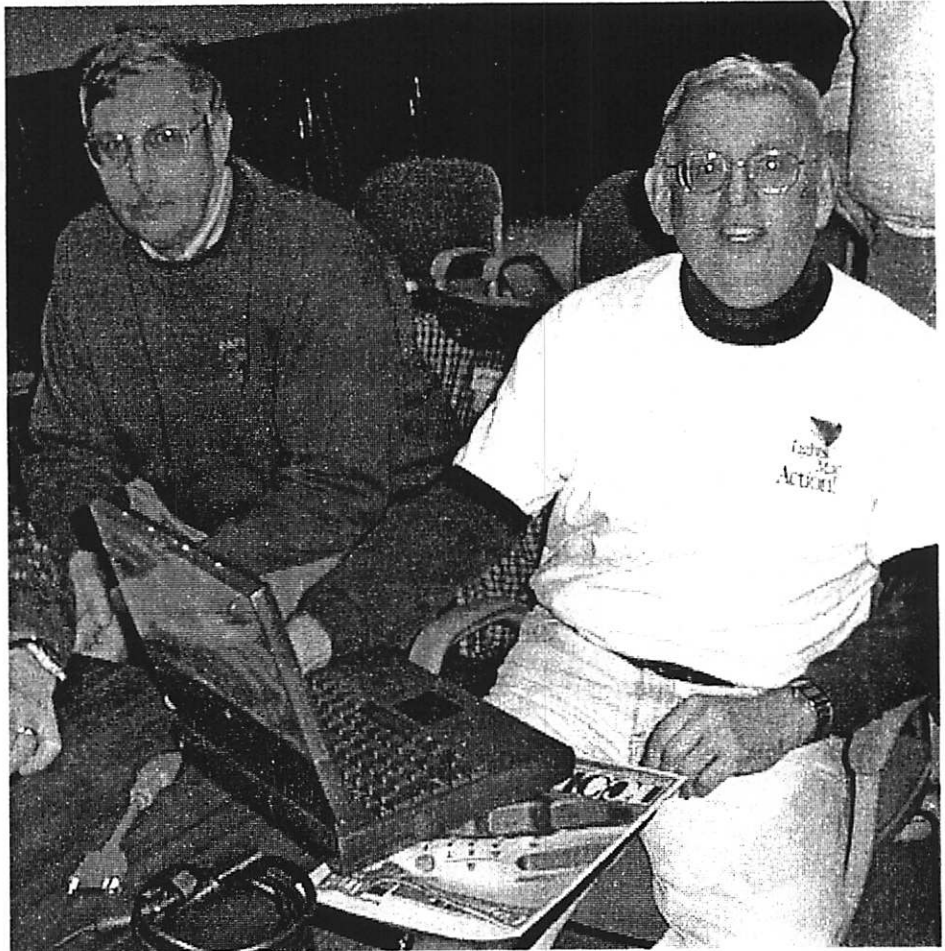
Oh, take it easy. It was just a joke.

# PhotoShop-Digital Imaging SIG

Submitted by H.C.Husom

Tonight, those attending welcomed Gary Eckhardt, our new leader. Several visitors attended the meeting to learn more about Photoshop. Gary started out by explaining that inasmuch as we had an audience with a variety of experience he was going to work with the "Vegetable Head" This little program consisted of a number of different vegetables which, when combined, made up a face.

As he brought up each item to the screen, he explained which tools he was using and what it would accomplish. Occasionally some of the other experienced members would mention several different methods to accomplish the same action. Sometimes there were questions brought up and discussed and answered. At the end of the meeting everyone was quite happy to have attended. The photo was taken by Harold Husom with, what else, his Digital Camera, Olympus D-340-L. Our past president Bruce Thompson is here shown on the left in the picture while Gary Eckhardt is at his computer.



## Ongoing Deals for Mini'app'les Members

Submitted by Tom Gates and Bert Persson

The following businesses have agreed to provide ongoing discounts to members of mini'app'les. When you contact these companies, please identify yourself as a member of mini'app'les to qualify for these discounts. For questions related to these discount offers, please contact Tom Gates - (612) 789-1713 evenings and weekends.

### Power Protection Products

Surge Protection strips, Battery backups, line conditioners, etc. Contact Keith Kalenda at Business Security Products (612) 789-1190. 1/3 off APC SurgeArrest line of products 25% off APC BackUPS, SmartUPS and related products.

CartridgeCare, Inc.

CartridgeCare, Inc. of Roseville is offering Mini'app'les members an additional \$5.00 off the cost of laser printer cartridges. They handle supplies for, and do repair work on equipment from a number of manufacturers. For example: Apple, Canon, HP, IBM, Epson, Sharp, Brother, Panasonic, Okidata, Minolta, to name a few. They also provide free next-day delivery and core pickup in the metro area.

For additional information about the user group discount and other services, contact CartridgeCare at (612) 331-7757.

Macmillan Publishing/Peachpit Press

Once again we are offering a 40 % discount on Peach Pit Press and MacMillan family of book companies (Hayden, Adobe Press, Que, Sams, Brady, NRP, and Alpha). Contact person for Peach Pit Press is Keary Olson,

he can be contacted at SIG meetings or on our BBS (home phone 724-0031). In order for our members to receive the 40% discount, Peach Pit Press requires that a number of books be ordered at the same time. Therefore please allow at least 4-8 weeks when ordering books from Peach Pit Press. Minnesota sales tax and a \$ 0.50 shipping charge will be applied to each book ordered. The 40% off MacMillan book offer can be applied on individual purchases plus Minnesota sales tax and a s/h charge. Use the mini'app'les account number # 10782880 -when ordering.

MacMillan Publishing produces frequent listings of new titles that have been added to their catalog. Mini'app'les will attempt to have these available on the BBS in addition to the catalogs.

# Railroad Tycoon 2 Gold Edition

reviewed by Dave Peck

## Overview

I think I can. I think I can! I think I can!!

Ever check out a game demo without any special expectations only to find yourself pulled in over your head? Last year, I unsuspectingly cranked up the Railroad Tycoon II demo and two days later, was a RT2 junkie, ready to sell my soul to get that next cargo shipment headin down the tracks! Maybe it's a connection to childhood train sets. Maybe a desire to be a tycoon..... nah. Probably just wanna play train with this highly enjoyable real-time, rail-roading strategy game.

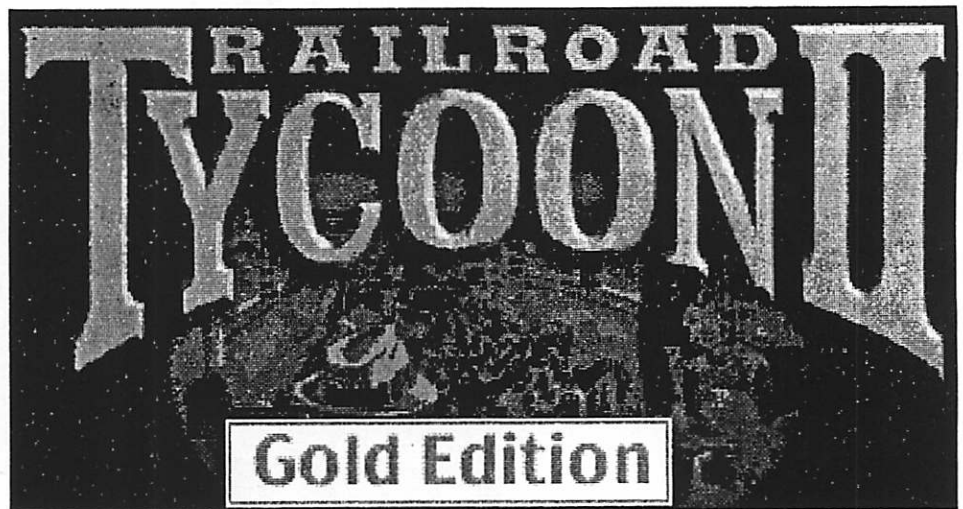
**Railroad Tycoon II Gold Edition** includes the original Railroad Tycoon II, the Second Century expansion Pack, 12 new scenarios for the Gold Edition, and the Official RT2 Strategy Guide in html format. The strategy guide includes strategies for both the original game and new scenarios. A much shorter version of this guide is available for download.

## Hardware Demands

PopTop says a PowerPC 132 mhz (or faster) with 16 MB Ram, 130 MB of hard drive space, and a monitor capable of 800 x 600 resolution. The application's "Get Info" window lists the min Ram as 27 MB with a preferred 44 MB RAM available. The 16 MB RAM requirement relies on a healthy dose of Virtual Memory. The game was not tested at the 16 MB RAM level.

## Background

PopTop Software was founded in 1993 by programmer and game designer Phil Steinmeyer. After purchasing the Railroad Tycoon rights from Microprose in early 1998, PopTop developed a much improved sequel that is powered by PopTop's S3D engine. Railroad Tycoon II has taken the strategy gaming community by storm winning many awards including Computer Games Strategy Plus, "Strategy Game of the Year" award. Click on airport from The Second Century for full screen version.

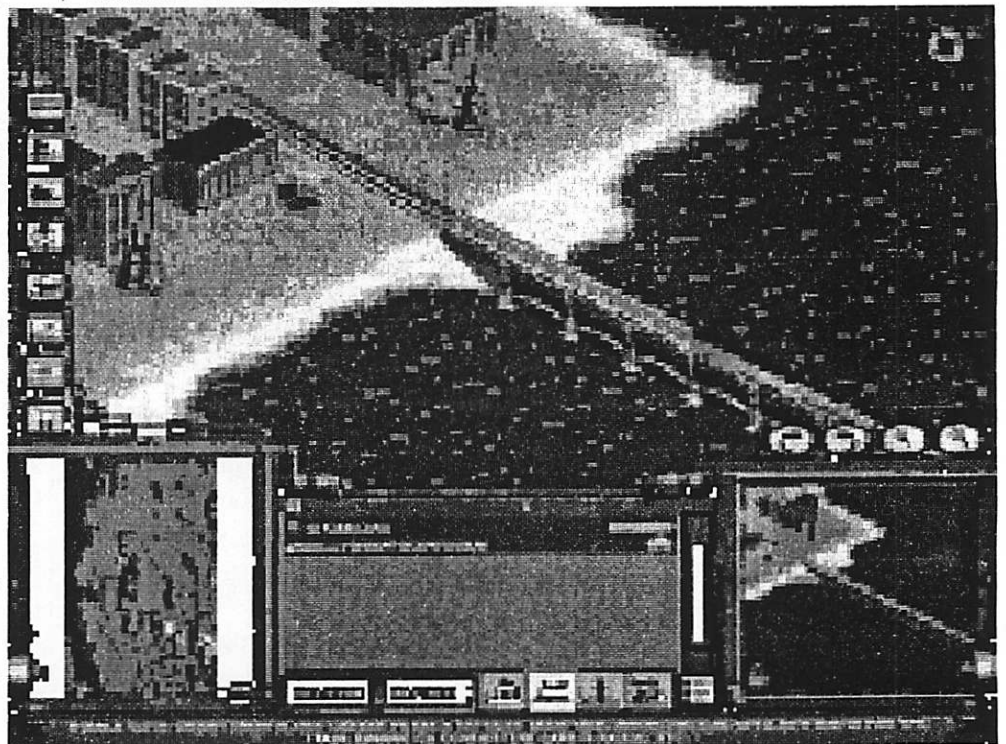


## Game Synopsis

For real time strategy buffs and financial wizards, Railroad Tycoon: Gold Edition presents a fun opportunity to create and take charge of a railroad company mostly in historically based scenarios from around the world. The Second Century expansion pack and new scenarios included in the Gold Edition builds on this premise and includes futuristic and imaginary scenarios. The goal is to build a railroad empire competing against other industry barons. Not only must you manage every aspect of your company but you must make the right financial decisions to ace the scenarios. Click on the Geocore from

## The Second Century at right. The Game

It's the same game you know and love with some new capabilities and lots more scenarios. For those new to Railroad Tycoon II, see the MGL Review. The reason for the 800x600 minimum resolution is the nice graphics. The terrain is fairly accurate representations of real world locations. This is a micromanaging game and as President, you spend alot of time deciding the manifest for each train at each stop. No, it's not very realistic in this one regard, but isn't that what strategy games are all about? Read on.





The game has two parts, managing your company (lay track, build stations, send out cargo, make money) and managing your finances (play the stock market!).

The company manager that you pick can have a large impact on how your company performs. In reality the company manager takes no active role in the management of the company. He only brings an "effect," for example, lower engine costs due to his expertise in that area. Compare and see what each one has to offer.

**The Strategy Guide-** If you like me you'll find the stock market decisions the hardest part of this game. Being the financial whiz that I am, all my spare money gets socked into my company's stock. The original RT2 manual devotes a whole 2 paragraphs on how the stock market works. So if you find yourself turned off by this aspect of the game, read the new Strategy Guide in html format that's included with the Gold Edition. It's big and chock full of juicy morsels! Eye opening topics include: how to manipulate the stock market to buy your stock for less, hauling distances and the effect on profits, how to deal with the rise and fall of the economy, and how your Artificial Intelligence (AI) competitors are likely to act. I was impressed with the financial info and tips that are provided. It goes a long way to explain what your trying to achieve with finances.

If still uncomfortable, you've got a couple of choices. First is to play Sandbox mode. Money and competition are non-factors. Just build and run trains, but what's the point? A second option is to select the basic financial model. The importance of the stock market is minimized. As you get comfortable with the game, try something harder.

**My complaint-** The train window is the primary area used to monitor the status and location of your trains. After acquiring about 15 trains, it becomes too crowded to see them all without scrolling. With bunches of trains, it's an easy thing to miss when two arrive at stations simultaneously. The next thing you know, zephyrs are half way to Timbuktu carrying nothing or a totally inappropriate load with zero value. I guarantee you'll

miss a train now and then. The single biggest improvement that could be added to the game, in my opinion, would be to have a preference not to allow a train to leave a station without your ok.

A thought just flashed before me. Why not have digital station managers, who meet the train, load it per the general guidelines you've set up for that station, and notify you if they can't meet your guidelines? I'll have to shoot this one to PopTop for Railroad Tycoon 3!

New Capabilities became available with the Second Century Edition. So whether you purchase Second Century expansion pack or the Gold

the cargo in question. If desired, the cargo is sold. Get around this by building a station outside of the city's limits.

**Route Waypoints-** In some scenarios it's helpful to set route waypoints to reduce congestion. This is done in the Itinerary window by clicking on a point along the track.

Preferences Control Panel can be accessed from the main menu without starting a game.

Several new Mac Specific Options including auto-scroll, fast keyboard scrolling, and alternate keypad layout for iMacs and Blue and White G3s, G4s. It's all explained in the readme.

**Multiplayer** An interesting



Edition, you'll have them. And you can go back and play original Railroad Tycoon II saved campaigns and scenarios with these new features enabled!

Spanning Bridges may be built across open ocean, but they are not cheap at \$120,000 per section.

Cargo Depoting has been enabled! One of my two complaints about this game has been answered. Via flags in the train's itinerary window, cargo may be dropped at a station for pick up by another train. This makes purchasing specialized trains for different terrain practical and desirable! But cargo depoting only works if the station does not desire

approach to multiplayer. There is no such thing as a net-install. For face to face networking and one RT2 CD-ROM available, everyone installs the entire game (about 175 MB) on their hard drives. The game CD must be present to start the game and monitor resolution must be capable of 1152x864 for Railroad Tycoon to run in window. mode (a window on your desktop). Start the game, press F4 to switch RT2 into window mode, eject the CD, and then pass it to the next player. F4 toggles you back into full screen mode. Repeat until all the participants are up and running. The last participant only needs the 800x600 resolution to run the game.

...could be days long  
 ...is what you get  
 Tycoon II (1830-1930)  
 Scenarios based on the first  
 The railroads. The cam-  
 Seed  
 on the Breadbasket  
 the Nation  
 oms and the  
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 Stops and Promises  
 the Great Divide  
 the Iron Horse  
 n the Orient Express  
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 ay to the Coast  
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 Down Under  
 Cairo  
 d Alone Scenarios:  
 (1870)  
 Europe (1880)  
 (1850)  
 USA (1880)  
 nd Century (1930-2030)  
 WWII raging in the  
 build a modern metra  
 tem in Munich, run  
 n England and France  
 nel, and face the chal-  
 necting Los Angeles and  
 o via high speed rail.  
 os are modified versions  
 maps. And some are ficti-  
 with highly unorthodox  
 econd Century, scenario  
 re on operational goals  
 war-time and disaster  
 ditions. As per the time  
 ndustries and locomo-  
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 paign:  
 Alaska  
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 r Trains  
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- Waste Not, Want Not
- The New Daylight Express
- Munich Metra
- The Channel
- Energy for a New Beginning
- Elbow Room
- Hell and High Water
- Island of Hope
- Remember America
- Arctarctica Rising
- With bunches of Stand Alone
- Scenarios:
- Australia
- Austria
- Britain
- Central Europe
- China
- Eastern Europe
- Eastern USA
- England
- English Channel
- France
- Germany
- Hail Sevastia
- Heartland
- Heartland, USA
- Korea
- Mediterranean Basin
- North America
- Pacific Northwest
- Scandinavia
- Seattle Metro
- South America
- Southern USA
- The Edelweiss Express
- The Mediterranean
- The New Daylight Express
- United States
- Western USA
- Africa after the Flood (2001)
- Amaplanca (1930)
- America after the Flood (2029)
- Antarctica (2042)

Gold Edition -12 scenarios include construction of the Pennsylvania Railroad through the Appalachian mountains, connecting New York to Los Angeles with a magnetic levitated transcontinental railroad, and running rail over the challenging terrain from Edinburg, Scotland to London. All \* designate fictional scenarios.

- Japan on the move - 1960
- Italy - All Roads Lead to Rome - 1947
- Kua'Apuanii - 1980 \*
- Northeast North America - 1955
- NYC to LA - 1999
- Pennsylvania - 1890
- Parniath Bridge - 1943 \*
- Viva Mexico - 1865

- Wagon Ludo & Roll
- Muscle - 1880
- Brazil - 1995
- Euphoria - 1967 \*
- Flying Scotsman - 1919

**The Interface**  
 Unchanged from the original.  
 Nice layout with game selections around the edge of the screen. The game's preference control panel can be accessed from the main menu before starting a game. Most Mac keyboard shortcuts like \*Cmd-S\* for save does not work. Cmd-Q does works for quitting.

**Bug Report** None I know of.  
**Conclusion** If you loved Railroad Tycoon II, this is will prolong the experience.

- Good Points:**
- \*Good game play, could be addicting
  - \*Nice graphics and atmosphere
  - \*Realistic terrain
  - \*Challenging finances if you desire
  - \*Variety of difficulty settings
  - \*Many new scenarios

- Bad Points:**
- \*Could have more Mac keyboard shortcuts
  - \*Maximum micromanaging
  - \*Easy to loose track when operating over 15 trains
  - \*Could be addicting

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# QuickTime News

Volume 1 Issue 6

1. New to QuickTime TV: studioNEXT
2. New to QuickTime TV: ft.com
3. And the Battery's Down
4. Life with the Bunkers
5. You'll Find Everything You Ever Wanted to Know
6. Technically Speaking ...
7. QuickTime QuickTakes

## 1. New to QuickTime TV: studioNEXT

With perhaps some of the most eclectic programming available on QuickTime TV, studioNEXT features a wide range of streaming media, everything from music video--Clubbin' and Rage TV, for example--short films, to interactive video, to animation (both Japanese anime and good old-fashioned social satire), and to extreme sports. You'll also find an extensive archive of previously featured material and, on the companion homeNEXT site, a wide assortment of video material provided by amateur videographers.  
<http://www.apple.com/quicktime/showcase/entertainment/studionext/>

## 2. New to QuickTime TV: ft.com

People all over the world depend on Financial Times for business and financial information and analysis. And now, with ft.com joining the growing list of QuickTime TV channels, millions of customers can catch up on the leading business stories of the day via a streaming webcast from the Financial Times' newsroom. Tune in to ft.com to find out about emerging markets, key economic numbers, the strength of the yen, and other business and financial news from around the globe:  
<http://www.apple.com/quicktime/showcase/news/ftcom/>

## 3. And the Battery's Down

It's called the Hidden New York, and it forms part of PBS' exploration of the American Experience. A "3-D virtual jaunt" through some of the "most intriguing" but often overlooked places in

New York's five boroughs, Hidden New York makes extensive use of QuickTime VR to show you Coney Island, City Hall, and the oldest store in Chinatown, the 32 Mott Street General Store:  
<http://www.pbs.org/wnet/newyork/hidden/>

## 4. Life with the Bunkers

No, not Archie, Gloria, et. al. These "Bunkers" are the six lucky souls who will represent the post-omega human race--should, that is, the world as we know it roar to a fiery end come 01/01/2000. MTV, the concerned philanthropic organization adopting this new nuclear family, is putting them up in secure digs--not in Queens but, close, in a bunker "deep under Times Square." And right up until the end, you'll have the opportunity to monitor the Bunkers' progress. Thanks to QuickTime TV, which will stream out their familial escapades 24/7:  
<http://www.mtv.com/sendme.tin?page=/mtv/events/bunker/intro.html&sub=xtra>

## 5. Everything You Ever Wanted to Know

About "A Night at the Opera," the classic comedy by the Marx Brothers, can be found at the Night at the Opera Treasury, a site currently featured on our QuickTime Showcase page ([www.apple.com/quicktime/showcase](http://www.apple.com/quicktime/showcase)). Visit the site, and you'll find bios of the cast and crew, a recap of the film's plot, reviews, movie posters, and QuickTime clips from some of the more hilarious scenes in the movie, including Groucho and Chico's famous discussion of the Sanity Claus:  
<http://www.oxford.net/~gmarx/>

## 6. Technically Speaking...

"Exactly what files get installed on a Macintosh," some of you have asked, "when you choose the Minimum, Full, or Custom installations of QuickTime 4? And where does the QuickTime installer place the files?" To help answer those questions,

we've prepared a handy chart, which we keep--and update as necessary--in our Technical Information Library:  
<http://til.info.apple.com/techinfo.nsf/artnum/n31014>

## 7. QuickTime QuickTakes

If you missed the 1999 Billboard Music Awards when it first appeared, you can watch the entire webcast at your leisure in QuickTime 4:  
<http://www.fox.com/billboard/behind/main.html>  
Toy Story 2. The Green Mile. Any Given Sunday. The Talented Mr. Ripley. Which movies are you going to catch in the next two weeks? See what they're all about by visiting our Movie Trailers page:  
<http://www.apple.com/trailers/Speakingofmovies/> You can see trailers and short movies from the forty-third London Film Festival when you visit:  
<http://www.apple.com/quicktime/showcase/live/lff/>

Watch and listen to If I Left the Zoo, the newest project from Jars of Clay, available exclusively in QuickTime 4:  
[http://www.ifleftthezoo.com/quicktime/zoo\\_multimedia.htm](http://www.ifleftthezoo.com/quicktime/zoo_multimedia.htm)

This is the last QuickTime News of 1999. After a brief hiatus, we'll return to your inbox early in the year 2000. Happy New Year to one and all. QuickTime News is a periodic news communication from Apple Computer. To subscribe to QuickTime News, go to:

<http://www.apple.com/quicktime/download/>  
To change the e-mail address at which you receive QuickTime News:  
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## iSub for the iMac soon in stores

Submitted by Bert Persson

Soon the iSub, about a \$100 sub-woofer designed for the iMacs is now scheduled to ship. Additional audio equipment for Mac users will also be available from Harman Multimedia, a subsidiary of Harman International Industries Inc. The iSub has a frequen-

cy response of 46 to 200 Hz using a 20-watt amplifier with a 6-inch woofer.

The iSub is plugged into the USB port of an iMac. This allows the iSub to be twice as loud as the current iMacs, which will make watching DVD movies and playing games more enjoyable. There is one thing that the

potential buyer should be aware of and that is that it is only compatible with iMacs running system OS 9.

For more information check the Harman Kardon web site at:  
<http://www.harmankardon.com>.

## Upcoming events at MacWorld in San Francisco

Submitted by John Pruski

Days and Hours of the show

**MACWORLD Expo WARM-UP**

Tuesday, January 4: 9:00 a.m. - 11:30 a.m.

**PRE-CONFERENCE WORKSHOPS**

Tuesday, January 4: 12:00 p.m. - 7:00 p.m.

**KEYNOTE ADDRESS**

Wednesday, January 5: 9:00 a.m. - 10:15 a.m.

**TOWN MEETING**

Thursday, January 6: 9:00 a.m. - 10:15 a.m.

**GENERAL SESSION**

Friday, January 7: 9:00 a.m. - 10:00 a.m.

**EXHIBITS DAYS**

Wednesday, January 5: 10:00 a.m. - 6:00 p.m.

Thursday, January 6: 10:00 a.m. - 6:00 p.m.

Friday, January 7: 10:00 a.m. - 6:00 p.m.

Saturday, January 8: 10:00 a.m. - 4:00 p.m.

**Macworld/Pro CONFERENCE**

Wednesday, January 5: 11:00 a.m. - 5:15 p.m.

Thursday, January 6: 10:45 a.m. - 5:00 p.m.

Friday, January 7: 11:00 a.m. - 5:00 p.m.

**MACWORLD EXPO USERS CONFERENCE**

Thursday, January 6: 11:00 a.m. - 4:45 p.m.

Friday, January 7: 11:00 a.m. - 4:45 p.m.

Saturday, January 8 - 11:00 a.m. - 3:15

p.m.

Tuesday, January 4, 9:00 a.m. - 11:30 a.m.

MACWORLD Expo Warm-Up Rally with lots of great surprises. David Pogue will have some new parody songs, Bob "Dr. Macintosh" Levitus will offer his insights on what to expect at this year's Expo, and several more special guests will inform, entertain and intrigue you in preparation for the first MACWORLD Expo of the millennium. All conference attendees are invited to get "Warmed Up".

Wednesday, January 5, 9:00 a.m. - 10:15 a.m.

The MACWORLD Expo keynote has a long-standing tradition of delivering high-powered industry executives that set the pace for the future of the platform. Always entertaining, always enlightening, MACWORLD Expo/San Francisco 2000 will be no different! Steve Jobs, Interim CEO for Apple Computer will deliver the first keynote of the 21st century for MACWORLD Expo. Open to all conference and workshop attendees, Jobs' sixth consecutive Keynote for MACWORLD Expo is a must-attend event! MACWORLD Expo/New York 1999 Keynote Address, presented by Steve Jobs. Read the Apple Computer summary. MACWORLD Expo/San Francisco 1999 Keynote Address.

January 5, 5:00 p.m. - 6:30 p.m.

All MACWORLD Expo conference and workshop attendees are invited to take a load off, sit back, relax and enjoy the smooth jazz sounds from Jeff Kashiwa and Coastal Access - an all Macintosh Band! On Wednesday, Kashiwa and

Coastal Access will jam with 4 Macs, synthesizers and electronic instruments - what a way to end the day!

Thursday, January 6, 9:00 a.m. - 10:15 a.m.

The MACWORLD Expo Town Meeting is open to all conference attendees. Apple executives and computer industry analysts will provide their perspectives on the state of the Mac industry. Hosted by conference chairperson Paul Kent, this is your opportunity to get an inside look at the state of the Mac industry.

January 7, 9:00 a.m. - 10:00 a.m.

Put the Pundits on the Hot Seat! Watch the fireworks as your favorite Macworld editors and authors attempt to answer probing questions about the controversial issues of the day, questions that will be as big a surprise to them as they will be to you! At the close of the session, time will be allotted for the audience to pose a few of their own questions to our panelists. This special session is open to all registered conference and/or workshop attendees. Moderator: Andy Gore, Editor in Chief - Macworld Magazine

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- Macintosh model(s) \_\_\_\_\_
- Apple II model(s) \_\_\_\_\_
- Other \_\_\_\_\_

**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 \_\_\_\_\_

**Please list the five software  
packages you use most often:**

\_\_\_\_\_

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- 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  
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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

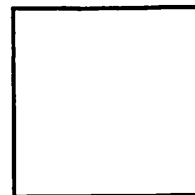
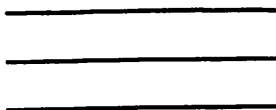
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Hopkins, MN 55343-0796

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

## January Photoshop/Digital Imaging SIG

Submitted by Gary Eckhardt

The Photoshop/Digital Imaging SIG will meet at Prism Studios, 2505 Kennedy St, N.E. in Minneapolis, on January 19, 1999 at 6:30 pm. Prism Studios is a photographic service bureau and caters to all needs of the professional and amateur photographer. In the digital world, Prism offers Photo CD and Pro Photo CD service, digital file to print and film, dye sub-

limation prints, etc. Photoshop is one of a number of applications that is supported for the Macintosh and PC computers.

We will tour the newly remodeled facilities of Prism and then have a Q&A session about digital imaging requirements. If you have questions about the meeting please call Gary Eckhardt at 612-944-5446.

To get to Prism Studios, take 35

W to the Stinson Blvd exit. If you are coming from St. Paul, Kennedy Street is 3 blocks south from 35W and Stinson. If you are coming from Minneapolis, Kennedy Street is about 2 blocks south from the off ramp exit on Stinson. Take a left turn (east) on Kennedy and to about 1/3 block. Prism is on the north side of the street.

Bring your digital imaging questions. See you there!

## February Photoshop/Digital Imaging SIG

Submitted by Gary Eckhardt

The Photoshop/Digital Imaging SIG will meet at First Tech, 2640 Hennepin Avenue in Minneapolis, on February 16, 1999 at 6:30 pm. John Hyde will be demonstrating the soft-

ware package iMovie that comes with the new iMac computers. The combination of the iMac hardware and the iMovie software allows for home editing of videos for a very cost effective price. This is an opportunity to see the video editing package that has

rocked the personal computer field. If you have questions about the meeting please call Gary Eckhardt at 612-944-5446.

Bring your questions about video editing. See you there!

## Mini'app'les Annual Auction was a Success !

Submitted by Bert Persson

Last months Miniapples annual auction turned out to be an exciting event with a large number of members as well as non-members attending. From various contributors we had obtained both hardware and software which were put on display for anxious buyers. Prior to the auction people were given a chance to examine the merchandise and submitting bids for

the silent auction. Also members contributed to the club by donating some of their own computer equipment. The auction started at 7P.M. sharp with items moving swiftly into the hands of eager buyers. Soon there were piles of "stuff" surrounding the winning bidders and they were begging for more as the auction progressed. It didn't take long to auction off some two-hundred items in the time allowed which was 8:15 P.M. The

remaining time before closing was spent gathering all the items together and making contributions to our club. In this connection we would like to thank all the buyers and contributors ; Apple Computer Inc, Adobe Systems Inc, A.S.A.P., Fred Frankena and Que computer for helping to make our auction a success. Thanks also goes out to the helpful staff at Washburn Public Library in Minneapolis.

## Members Helping Members a Special Request

As there are some missing areas to be filled, including:

- FileMaker Pro
- First Class
- MacWrite Pro
- Power Macs
- PageMaker

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.

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Communicate with other mini'app'les members plus get up to date information on mini'app'les events and meetings. Get assistance from other members. Download freeware and shareware.

**Eligibility for frequent drawings of free equipment, software, and books.**

Just a few of the many items given away free in the last year included: Connectix QuickCam, Microsoft Encarta, Books from Peachpit Press and MacMillan, RamDoubler, SpeedDoubler, Lind PowerBook battery Conditioners and Rechargers, Microsoft Art Gallery, and Apple System 8.5 software.

**Discounts on book orders**

40% off Peachpit Press, 30% off MacMillan family of book companies (Hayden, Adobe Press, Que, Sams, Brady, NRP, and Alpha)

**Periodic special User Group discount offers on equipment and software.**

In the past year, Apple, Hayes, Brøderbund, and APC Power Protection (Business Security Products), among others, have offered mini'app'les members significant discounts.

**Plus, you're supporting all of mini'app'les' special interest group (SIG) meetings that you can attend each month.**

***It's easy to recoup your cost of membership  
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Volume 23, Issue 2



# mini'app'les newsletter

the minnesota apple computer users' group, inc.

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

- 2** **AppleWorks / ClarisWorks SIG**  
Washburn Library;  
5244 Lyndale Ave S. Mpls  
John Hunkins, Jr., 651-457-8949
- 3** **Telecommunications SIG**  
Epiphany Lutheran Church  
1414 East 48th Street S, Mpls  
Bert Persson, 612-861-9578
- 7** **Board of Directors**  
mini'app'les members welcome.  
Byerly's  
7171 France Ave. S., Edina  
Lisa Huston, 612-825-1245
- 9** **Microsoft Word SIG**  
2850 Metro Drive Rm 124,  
Bloomington  
Tom Ostertag, D 612-951-5520 E  
651-488-9979
- 10** **Macintosh Main**  
Washburn Library;  
5244 Lyndale Ave S. Mpls,  
Denis Diekhoff,  
612-920-2437

- 14** **Apple II/GS Main SIG**  
**CANCELLED**  
Tom Gates, 612-789-6981
- 15** **Apple II Novice SIG**  
New Brighton Family Ctr  
400 10th St N.W., New Brighton  
Tom Gates, 612-789-6981
- 16** **Photoshop-Digital Imaging**  
First Tech,  
2640 Hennepin Avenue., Mpls.  
Gary Eckhardt, 612-944-5446
- 17** **Macintosh Consultants SIG**  
Embers  
7525 Wayzata Blvd  
St. Louis Park  
Bob Demeules, 612-559-1124
- 17** **Quicken/Investment SIG**  
2850 Metro Drive, Rm 124  
Bloomington  
Dale Strand, 612-835-5872

- 21** **Fourth Dimension SIG**  
8200 Humbolt Ave South  
2nd Flr. Conference Rm.  
Bloomington  
David Ringsmuth, 612-853-3024
- 23** **Macintosh / Programming SIG**  
Washburn Library  
5244 Lyndale Avenue S, Mpls  
Andre Benassi, 612-502-0187
- 24** **FileMaker Pro SIG**  
Partners, Suite 5  
1410 Energy Park Drive, St  
Paul Steve Wilmes, 651-458-1513
- 28** **Macintosh Novice SIG**  
Merriam Park Library  
Marshall & Fairview, St Paul  
Richard Becker, 612-870-0659
- 28** **Meet Your iMac / Mac SIG**  
Merriam Park Library  
Marshall & Fairview, St Paul  
Brian Bantz, 612-956-9814

\$3

Volume 23, Issue 3



# mini'app'les newsletter

the minnesota apple computer users' group, inc.

M A R C H 2 0 0 0						
SUN	MON	TUE	WED	THU	FRI	SAT
			1 7:00 	2 7:00 	3	4 Annual Meeting 
5	6	7	8 7:00 	9 7:00 	10	11
12	13 7:00 	14	15 6:30 	16 7:00am 	17	18
19	20 7:00 	21 7:00 	22 7:00 	23 6:30 	24	25
26	27 6:00 	28	29	30	31	

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

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

4 **Annual Meeting**  
mini'app'les members welcome.  
Brooklyn Center Community Ctr  
6301 Shingle Creek Pkwy, Ave. S.,  
Brooklyn Ctr Denis 612-920-2437

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

9 **Macintosh Main**  
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5244 Lyndale Ave S. Mpls,  
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Partners, Suite 5  
1410 Energy Park Drive,  
St Paul Steve Wilmes,  
651-458-1513

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Richard Becker, 612-870-0659

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



# mini'app'les

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

## Board of Directors:

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<b>Vice President</b>	Denis Diekhoff 612-920-2437 diek@mac.com
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<b>Treasurer</b>	Don Walz 651-426-5602
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<b>Publications Director</b>	John Pruski 612-938-2818 johnpruski@aol.com
<b>SIG Director</b>	Bert Persson 612-861-9578 bpersson@isd.net
<b>Past President</b>	Bruce Thompson 612-546-1088 bthompson@macconnect.com
<b>Membership</b>	Erik Knopp
<b>Mac Software</b>	Bryan Lienke
<b>Apple II</b>	Owen Aaland

**Introduction** – This is the Newsletter of mini'app'les, the Minnesota Apple Computer Users' Group, Inc., a Minnesota non-profit club. The whole newsletter is copyrighted © by mini'app'les. Articles may be reproduced in other non-profit User Groups' publications except where specifically copyrighted by the author. (Permission to reproduce these articles must be given by the author.) Please include the source when reprinting.

**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 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

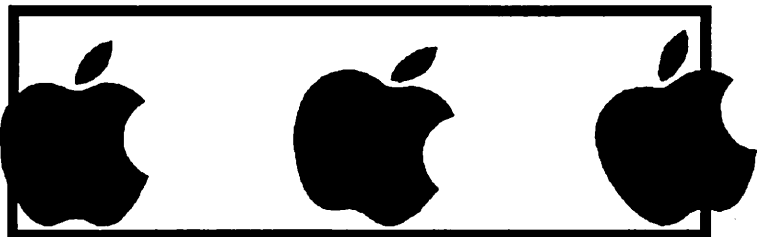
**Newsletter Layout:** John Pruski 612-938-2818,  
Bert Persson 612-861-9578

**mini'app'les BBS** – 612-595-9404, (co-located on Twin City Interlink BBS), 24 hrs. Settings: 8-10. Call in with FirstClass® Client software or any text-based terminal program.

**mini'app'les Voice Mail** – 651-229-6952

**mini'app'les WWW site:** <http://www.miniapples.org>

**mini'app'les e-mail:** [miniapples\\_info@tcilink.com](mailto:miniapples_info@tcilink.com)



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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.

## FOR RENT: BRILLIANT PRESENTATIONS



**Proxima On Call™ Rental Program. For the Multimedia Projector You Need. When You Need It.**

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- Rental credit program

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## April 2000 Preview

Here is the tentative calendar of our Special Interest Group (SIG) meetings for April 2000. 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

Saturday	April 1	Board of Directors meeting
Wednesday	April 5	AppleWorks nee ClarisWorks SIG
Thursday	April 6	Telecom SIG
Monday	April 10	Apple II/GS Main SIG (Cancelled)
Wednesday	April 12	Microsoft Word SIG
Thursday	April 13	MacintoshMain SIG
Monday	April 17	Fourth Dimension SIG
Tuesday	April 18	Apple II Novice SIG
Wednesday	April 19	PhotoShop / Digital Imaging SIG
Thursday	April 20	Macintosh Consultants
Thursday	April 20	Quicken / Investing SIG
Monday	April 24	Meet Your iMac SIG
Monday	April 24	Macintosh Novice SIG
Wednesday	April 26	Macintosh Programming SIG
Thursday	April 27	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, 15
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, 14
Quicken	2, 6
QuickBooks and QuickBooks Pro	6
Mac OS 7	8
Mac OS 8	12
WordPerfect	4
Cross-Platform File Transfer Networks	5,15 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
14. Gary Eckhardt	612-944-5446	EW
15. Michael Cumings-Steen	651-644-8653	DEW

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
1/6 page . . . . . 2.5" Width x 5" Height . . . . . \$10	Inside back cover . . . . 7-1/2" Width x 10" Height . . . \$60
1/3 page . . . . . 2.5" Width x 10" Height Vert or 5.5 H. . \$20	
1/2 page . . . . . 7.5" Width x 5" Height (save 5%) . . . \$30	All ads must be prepaid and submitted on electronic media. Ads of \$20 and under must run for a minimum of three months.
2/3 page . . . . . 5" Width x 10" Height (save 7%) . . . \$40	Mail inquiries to: PO Box 796, Hopkins, MN, 55343
Full page . . . . . 7-1/2" Width x 10" Height (save 15%) . . \$60	Phone inquiries to: John Pruski, 612-938-2818

# Mini'Apple's Annual Meeting

(A family event)

Our Annual Meeting is Scheduled  
for Saturday, March 4th, 2000.

It will be held at the Brooklyn Center Community Ctr.  
6301 Shingle Creek Pkwy,  
Brooklyn Ctr.

The meeting will be held in the Constitution Hall starting at 12:00 P.M.

There will be a brief business meeting, introduction of board nominees, presentations, demonstrations and a potluck dinner buffet.

A heated swimming pool and water slide adjoins the meeting room which you and your family members may use for a small fee.

The Club will also provide some food, refreshments, plates etc.

This is where it's at folks

In addition the mini'app'les Gaming Group may facilitate an ongoing war with the latest greatest games. For more information about gaming contact.

John Hunkins Jr (651-457-8949) for details. Hope to see you all there!!



## Apple eNews January 27, 2000 Volume 3, Issue 3

1. The Tools That Bring Dreams to Life
2. So Many Pages, So Little Time
3. QuickTime Celebrates Independent Film/Music Makers
4. Turn Your Dial to 4.1
5. "Best of Show" Award Goes to Dreamweaver 3
6. Technically Speaking...
7. Quick Takes

1. The Tools That Bring Dreams to Life

You'll recognize their work.

If you've sat in the theater mesmerized by the title credits of such movies as Seven, Mission Impossible, Sphere, or The Horse Whisperer, you've seen the particular stamp of genius that distinguishes the work of Imaginary Forces.

They create "motion graphics," compelling moments of digital video that combine design, typography, special effects, and animation to tell a story, set a tone, convey emotion. And to produce them, to bring their visualizations to life, Imaginary Forces are

spending an increasing amount of their time with an Apple desktop movie studio--FireWire, the Power Mac G4, Final Cut Pro, and a digital video camera. "You take a digital camera, plug it in, transfer the video, it's done. With FireWire and the Power Mac G4, the process has become so integrated. If you want to shoot video, you can import it directly. If you want to get a picture, you can scan it; you can bring in audio. Final Cut Pro has everything you need to get something from your head to the screen. All the tools you need are at your fingertips. If you can visualize it,

you can do it."

<http://www.apple.com/medi-aarts/0301/imaginary/>

## 2. So Many Pages, So Little Time Can you believe it?

According to a report recently issued by Inktomi and the NEC Research Institute, there are now more than a billion web pages on the Internet. 1,000,000,000. But, you know what, you probably wouldn't want to read more than a few hundred thousand of them anyway. No, you want to spend your time at only the best places. That's why we created iReview--to make it easier for you to find sites that are truly worth your time. iReview is available to anyone who has access to the Internet. In fact, if you have Mac OS 9 and have signed up for an iTools account, you can even contribute reviews of your own:

<http://www.apple.com/ireview/>

## 3. QuickTime Celebrates Independent Film/Music Makers

Last Thursday, QuickTime TV traveled to Utah and the Sundance Film Festival to celebrate independent filmmaking and announce the addition of five exciting new film and music channels to the growing QuickTime TV network:

- AtomFilms, the award-winning distributor of short films, animation, and digital media, promises a "weekly succession of short entertainment titles," like Short, an acclaimed Irish romance and the first feature to appear on AtomFilms QuickFlicks.

- The New Venue, an online showcase for movies made expressly to be seen on the web, features a new Internet movie every week as well as a library of made-for-Internet films.

- D.FILM offers an online festival of digital films, providing a showcase to independent filmmakers who want to bring their work directly to viewers--over the Internet and into their homes.

- V2TV, which connects you to V2 Music, an independent music label representing the work of artists from around the world, brings you music, news, artist profiles, scheduling, music videos, interviews, and perfor-

mances streaming live over the Internet.

- brandnewmusic.com offers artists and musicians a forum where they can showcase their talents and bring their music directly to a new, global audience via the Internet.

Sample the wares of our newest QuickTime TV channels by visiting:

<http://www.apple.com/quicktime/qttv>  
4. Turn Your Dial to 4.1

Immediately available for free download, QuickTime 4.1, the newest version of Apple's award-winning multimedia software application offers

- Support for variable bit rate (VBR) MP3 files and MP3 playlists via M3U files
- Improved navigation through firewalls when paired with QuickTime Streaming Server 2
- Authentication features, offering access to pay-per-view sites
- Options for embedding movies as a track within other movies
- New wired actions and events
- Enhanced JavaScript support
- AppleScript support (Mac version only)

Download it today from:

<http://www.apple.com/quicktime/download/>

## 5. "Best of Show" Award Goes to Dreamweaver 3

"Layers" offer more precise control over the positioning of text and graphics. "Styles" let you format text with the type of control you expect to find in desktop publishing programs. And creating and editing tables in Dreamweaver 3 has never been easier: New tools let you format cells, rows, and columns as easily as you can in Microsoft Word or Excel.

And those are only a few of the many new Macintosh features Macromedia has added to Dreamweaver 3, features that helped earn it a Best of Show award at the recent Macworld Expo. Read more about this exciting new cross-platform web development tool at:

<http://macworld.zdnet.com/2000/02/features/wakeupweb.html>

Rewritten from scratch to take full advantage of the Mac OS, Dreamweaver 3 is also available for a free 30-day trial:

<http://www.macromedia.com/software/dreamweaver/trial/>

## 6. Technically Speaking...

Is your Macintosh system still under warranty? Would you like to extend the protection afforded by that original warranty with a comprehensive plan that offers three years of service AND support at one economical price?

We have just such a plan. One that covers hardware and system software. Includes a CD with powerful diagnostic software. Provides toll-free telephone support. And offers a special, members-only web support area. It's the AppleCare Protection Plan:

<http://www.info.apple.com/support/protectionplan/>

## 7. Quick Takes

"Where am I? And how do I get to Portland?"

You wouldn't have to ask those questions if you were using an Earthmate (a handheld global positioning system) and Street Atlas USA 6.0, both from Delorme. Both work great with iBook and PowerBook computers:

<http://www.apple.com/hotnews/articles/2000/01/delorme/>

It's encouraging to know that even the most accomplished digital artists occasionally flub their lines. And it's just lucky for us that the cameras were still rolling when the following outtakes--available exclusively in QuickTime 4--were captured for posterity (and your enjoyment):

<http://www.apple.com/trailers/disney/toystory2/index.html>

Apple eNews is a periodic news communication from Apple Computer.

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# Apple eNews February 10, 2000 Volume 3, Issue 4

1. Send Your Valentine an iCard
  2. Feel Free to Roam About the Office
  3. Just What the Doctor Ordered
  4. USB and FireWire, Too
  5. Another QuickTime Exclusive: Mars
  6. Independent Power Mac G4 Benchmark Data Available
  7. Technically Speaking...
  8. Quick Takes
1. Send Your Valentine an iCard

Do you say it with chocolate? Roses? Some Valentine whimsy?

However you wish that special person in your life a Happy Valentine's Day, we have some lovely iCards in our Holiday collection that you can use to deliver the message. Just visit our site, pick the image you like, and write a personalized message in the space provided:  
<http://www.apple.com/icards/>

Of course, if you'd like to make your Valentine's iCard even more personal, you also have the option of using an image of your own. But, first, you'll need to take a few minutes to sign up for a iTools account.\* When you enroll, you'll get a free mac.com email address and an iDisk with 20MB of free storage space. To create your completely customized iCards, just drop JPEG images into the Pictures folder on your iDisk. Then visit the iCards page, click on the Create Your Own button.\* It's that easy.  
<http://www.apple.com/itools/>  
\* You'll need Mac OS 9 to sign up for an iTools account.

2. Feel Free to Roam About the Office

You're late. At your 2:00 meeting, you'll be showing the VPs the new web site, so you grab your iBook and dash off to the meeting room. In a panic you think, "Is there Ethernet in the second floor conference room?" But then you remember, you don't have to worry about being wired anymore. Since you enhanced your office's network with Apple wireless networking technology, you have access to the company's network--and to the Internet--on every floor and in every room in your building. Even in rooms that aren't wired. What's more: with AirPort 1.1 (a recently-released

update), AirPort is not only easier to use but offers some exciting new features: like "active roaming" and a preview version of the AirPort Software Base Station, a feature that lets any Macintosh with an AirPort card function like a Base Station for a wireless network.

Download the software and get more information about AirPort 1.1 at:  
<http://asu.info.apple.com/swupdates.nsf/artnum/n11570>

3. Just What the Doctor Ordered

Serving the medical needs of over 10,000 students, staff, and faculty, the Cutler Health Center at the University of Maine had some big challenges. It needed to:

- Improve patient care.
- Manage costs very effectively.
- Move from a paper-based to a reliable, electronic patient information system.
- Guarantee the security of confidential medical records.
- Make everyone happy.

According to Mark Jackson, Cutler's Director, the Center exceeded all expectations by installing a complete Macintosh solution--consisting of a Mac OS X Server, two PowerBook, five Power Mac, and 32 iMac computers--that not only met all of their IS and medical needs but also saved them nearly \$100,000 over a comparable PC-based solution.

It was just what the doctor ordered:  
<http://www.apple.com/education/hed/macsination/maine/index.html>

4. USB and FireWire, Too

In what may signal the introduction of an entirely new class of portable storage devices, both LaCie and VST Technologies--respected names in the Macintosh developer community--recently announced pocket-sized hard disk drives sporting both USB and FireWire ports. That's great news for Mac users, making it easier than ever to transfer data among PowerBook, iBook, iMac, or Power Mac G4 computers with USB ports, FireWire ports, or both.

LaCie will offer 6GB and 18GB Pocket Drives, while VST will offer 6GB, 12GB, 18GB, and 25GB USB/FireWire

Hard Drives. Both companies expect to begin shipping products in the first quarter of 2000.

For pricing and other information about these new products, visit:  
<http://www.lacie.com/pocket/>  
[http://www.vsttech.com/vst/products.nsf/pl\\_fwusbhd](http://www.vsttech.com/vst/products.nsf/pl_fwusbhd)

5. Another QuickTime Exclusive: Mars

It's a rescue mission. Their colleagues have disappeared, and NASA doesn't know what's happened to them. Or if they're still alive. Mission to Mars--coming to theaters on March 10--follows the crew and shares in their discoveries. Both exciting and terrifying. The trailer for this new Touchstone movie--which aired on Super Bowl Sunday but won't appear on television again--is available only on QuickTime TV. Come take a look:  
<http://www.apple.com/trailers/touchstone/missiontomars/index.html>

6. Independent Power Mac G4 Benchmark Data Available

As part of its in-depth analysis of the Power Mac G4 computer, Pfeiffer Consulting, an independent technology research institute, tested the performance of some of the leading applications used to create digital content (Quark XPress 4.0.4, Adobe Photoshop 5.5, Adobe Illustrator 8.0, and others) on both current Power Mac G4 computers and earlier high-end Macintosh systems.

The Pfeiffer group published the results of their comparative study in the Power Macintosh G4 - 450 Benchmark Report. You can see excerpts of the report focusing on specific areas of interest (e.g., Photoshop or QuarkXPress performance and productivity data) by visiting:  
<http://www.apple.com/creative/collateral/index.html>

Or visit the Pfeiffer home site for the complete report and a description of the overall methodology followed:  
<http://www.pfeifferreport.com>

7. Technically Speaking...

You don't have to pack, worry about



roommates, or stand in line at the Registrar's office. Not if you matriculate at Metrowerk's CodeWarrior University. The first online university that specializes in code, CodeWarriorU offers free interactive courses on C++ and CodeWarrior, the leading programming language and development environment for developing applications for the Macintosh. Open to coders of all levels, the courses are free and are available online, 24 hours a day.

For more information, visit:  
<http://www.codewarrioru.com/>

## 8. Quick Takes

# Quicktime News Highlights

1. Turn Your Dial to 4.1
2. Physiognomy in QuickTime
3. Use your head
4. Technically Speaking ...
5. QuickTime QuickTakes

### 1. Turn Your Dial to 4.1

Immediately available for free download, QuickTime 4.1, the newest version of Apple's award-winning multimedia software application, offers:

- Support for variable bit rate (VBR) MP3 files and MP3 playlists via M3U files
- Improved navigation through firewalls when paired with QuickTime Streaming Server 2
- Authentication features, offering access to pay-per-view sites
- Options for embedding movies as a track within other movies
- New wired actions and events
- Enhanced JavaScript support
- AppleScript support (Mac version only)

Download it today from:

<http://www.apple.com/quicktime/download/>

### 2. Physiognomy in QuickTime

Whether he poses Tom Waits as a latter day Diogenes or Jerry Seinfeld as the Tin Man du jour, Mark Seliger whimsically explores the inner being of the glitterati in the images he captures for Rolling Stone. Here, in an exclusive QuickTime video, Rolling Stone's chief photogra-

phers brings you behind the lens as he explains how he puts a fresh face on the famous:  
<http://www.apple.com/games/articles/2000/02/fly/>

Digital tools. They excite artists like Greg Gorman. Because of the creative and business doors they open:  
<http://www.apple.com/applemasters/ggorman/>

If you think that losing a computer game isn't the end of the world, you haven't played Rainbow Six, a new political thriller action game from

pher brings you behind the lens as he explains how he puts a fresh face on the famous:

<http://rollingstone.tunes.com/aapl/aspl/seliger.asp?afl=aapl>

### 3. Use your head

It's encouraging to know that even the most accomplished digital artists occasionally flub their lines. And it's just lucky for us that the cameras were still rolling when the following outtakes--available exclusively in QuickTime 4--were captured for posterity (and your enjoyment):

<http://www.apple.com/trailers/disney/toystory2/index.html>

### 4. Technically Speaking...

In addition to QuickTime 4.1, we recently released QuickTime Streaming Server 2, a free update available to those customers running Mac OS X Server. The release offers such new features as:

- Enhanced firewall support, allowing you to stream media over HTTP using Real Time Protocol (RTP) and Real Time Streaming Protocol (RTSP)
- Relay support, allowing you to scale streaming to reach more viewers
- Authentication support, so you can control access to content made available over the Internet
- Enhanced logging, providing support for third-party web

MacSoft and Red Storm Entertainment.

<http://www.apple.com/games/articles/2000/02/rainbow6/>

Just last week, QuickTime TV welcomed a great new music channel. It's Spike Radio, an eclectic mix of alternative, independent, dance, and techno music that you can enjoy whenever the mood hits you:

<http://www.apple.com/quicktime/hotpicks/radio/spikeradio/>

reporting and analysis tools

For more information, visit our Software Updates site at:

<http://www.apple.com/quicktime/servers>

### 5. QuickTime QuickTakes

As part of their annual coverage, the editors of Macworld magazine presented Eddy awards to QuickTime (Technology of the Year) and the QuickTime Streaming Server (Best Internet Server Software).

<http://macworld.zdnet.com/2000/03/features/1999eddys.html>

Elvis Presley Plaza. B.B. King's club. The Blues City Cafe. They're all there on Beale Street. But if you can't get to Memphis anytime soon, you could take the "first interactive multimedia virtual tour" of Beale Street by visiting:

<http://www.seebeale.com/seebeale.html>

Heard about MegaSeg? It's a QuickTime and MP3 DJ music mixing program for the Macintosh. You'll find a free demo available at:

<http://www.megaseg.com/>

# mini'app'les Gaming

by Dave Peck

About once a month the mini'app'les Gaming Group (mGG) meets for fun and games. Although online gaming is available, we've found the most fun to be gathering our computers together in an ethernet network and making a day (and night) of it. Of course we play multiplayer games. My first experience with a multiplayer game was in 1993 when Marathon by Bungie Software hit the Mac gaming scene. I don't know who hosted the first miniappes meet but soon gaming meets were happening on a regular basis. We do some real time strategy games like Myth and Starcraft. Occasionally, a bit of flight sims. But the main attraction has been First Person Shooters (FPS). In a FPS match, you have a first person view of the arena. So does everyone else. You see players running all over, rockets and death rays a flying and somehow, the computers over the network, keep track of everything.

The age group of the players has been 17 to 40's. Our meets are 4-8 people with their computers. The atmosphere is friendly, polite, and loud, but no antics, drinking, or potty mouths.

Marathon was my first exposure to a great FPS. We've played Marathon since 1993. That's one heck of a long lifespan for the Mac's first great FPS. As you may know, a FPS has historically (but not always) been a story, who's premise is an invasion by aliens. The player must save humanity by wiping out the fiends. It's a dirty job, but someone has to do it. The bottom line is your given a good reason to shoot the place up! Although Marathon had a complete solo story with 20-some levels, what has kept my interest are the team games and death matches were you are playing other people.

Before I continue, I'll say that FPSs are not for young children and are only for those who can tell the difference between reality and virtual reality. The makers of these games have chosen to cloak them in extreme violence. But what you really have is an action game that tests your tactics and quick reactions. As soon as your "fragged", (the politically correct term) you are immediately reincarnat-

ed into the game to continue play. It's just too bad that they have made it so apparent that your blowing other players to smithereens. It's just a game. No resemblance to real life or any kind of moral code. We manage to overlook this aspect of the game and have a great time dodging and shooting!

For multiplayer, the game setting is an arena, sometimes open and small or large and rambling. With a 3D accelerator, that comes standard on all new iMacs, G3s and G4s, the graphics in the new FPSs are incredible. Death match is strictly every player for themselves and the most frags wins. Team play is similar, which team gets the most frags. Or in Capture the Flag games, whoever captures the other teams flag the most.

Looks like most of this article is about First Person Shooters. FPSs do get played the most. For a long while, we were playing Bungie Software's Myth, a 3rd person, God's eye view, real-time strategy game with a "Demons and Dragons" type of setting. There's no immunity from violence in this game. After a battle, the arena is one big mess strewn with body parts. The ground soaked with blood. But gosh it's fun! You control a number of units, each with it's own particular strengths and weaknesses. Certain units can project power such as the archers and their arrows. Others need to be used up close and personal. The strategy is how your units are deployed, sending your strong ones against their weak ones. It takes skill, a good knowledge of each units capabilities, the dexterity to control your units, and the ability to maintain the big picture of the battlefield. There are team games, capture the flag, and other variations. Both Myth and Myth II are out and each have compete solo levels.

We've also tried Starcraft. Starcraft is also a real time, God's eye view, strategy game by Blizzard. Their previous great game was Warcraft. Notice "war" in the title. Yep, there's more conflict. Starcraft is set in space with one of three species that you can assume the role of. Each species has distinct advantages and the key is learning how to capitalize on this. The main disadvantage of Starcraft (as with Warcraft) for multiplayer is that

it usually takes quite a bit of building and gathering to get the game going. Our multiplayer Starcraft match took several hours to complete. In contrast, FPS matches usually run about 10 minutes each.

The latest FPSs are Unreal Tournament published by MacSoft and Quake 3 Arena by Id Software. The big change from earlier FPSs is the game play is now focused on multiplayer matches. There is no traditional solo game. But what you get is the ability to play and practice in a solo mode against the game's characters known as "bots" (as in robots). Both of these games have improved artificial intelligence and the bots are a big improvement over previous versions. You can set the bot's skill levels and practice against them or with them on your team. Unreal Tournament has a complete solo tournament setup with a tournament ladder allowing you to fight with and against the bots. It's a lot of fun! When your practiced up, go online and find multiplayer games in progress to test your skills against other people or come to a mini'app'les gaming meet!

Although we are not an official Special Interest Group (SIG) of the club, we meet on almost a regular basis. As a miniapple member, it's a good idea to get onto the club's bulletin board (bbs). Settings are located in the front of each monthly newsletter. Or call one of our members listed for assistance. Word usually goes out over the bbs. And you can give me a call, and I'll place you on my call list-Dave Peck (651)423-5711.

At this year's annual mini'app'les on Saturday, March 4, starting at noon, we'll have some Macs setup and games being played by their owners. The exact location of this meeting will be posted elsewhere in the newsletter. If you've never done any multiplayer, this would be a convenient opportunity to check it out and see what the club is about.

# Steve Jobs' Apple Gets Way Cooler

From Fortune Magazine  
Submitted by John Pruski

Mr. Apple's new mission: to marry the iMac and the Internet with an easy-to-use new operating system and free Web services for everything from your photos to your home page. If it works, Microsoft, AOL, and others will be playing catch-up with a company left for dead two years ago.

Steve Jobs, the personal-computer industry's chief aesthetic officer, is in his element. Here in the boardroom at Apple Computer's Cupertino, Calif., headquarters, he's the only person seated. Reclining, actually. Hands clasped behind his head, he stares pokerfaced at a couple of Web pages displayed side by side on an outsized 22-inch-wide Apple Cinema flat-panel monitor. Twelve weary-looking men--programmers, marketers, graphic designers, and Web experts--stand in pensive poses, forming an arc behind him, some scribbling notes on Palm hand-held devices whenever the 44-year-old iCEO comments.

"The icon for 'real estate' doesn't do anything for me at all," announces Jobs, snapping out of his reverie and leaning forward. He points at a Web-link button on the mocked-up home page for iReviews, Apple's new Website-rating service. "That's not what a 'for sale' sign looks like. And I don't much like this 'investing' icon either. I can't tell if it's supposed to look like a dollar bill or a stock certificate. But this old-fashioned highway sign for 'cars,' now that's cool. I love it! You instantly know exactly what it means.

Jobs has been presiding over secret meetings like this several hours a day, three or four times a week, throughout most of November and December. No detail was too trivial to escape his scrutiny as he passed final judgment on the look and feel--or what he calls the fit and finish--of a series of ambitious Apple software products and Internet initiatives that he would announce in early January at the annual MacWorld trade show in San Francisco. These surprise announcements would prove more than the latest manifestations of Jobs' knack for high-tech showmanship. They would be his way of drawing a

new line in the sand and daring Microsoft or Compaq or AOL or Sun or any other competitor to cross it.

Everyone expected him to unveil a new computer or two. Instead, Jobs showed off a flashy, completely redesigned Macintosh operating system called Mac OS X [ten], which, when it's delivered this summer, will put a glossy new face--graphical user interface, that is--on the Mac. "We made the buttons on the screen look so good you'll want to lick them," he says. (Some of the design elements he approved help illustrate these pages.) Just as provocative was a set of jazzy and useful free Internet services available immediately--online data-storage space, build-'em-yourself personal home pages and Websites, and a new kind of parental-control filter to keep kids from seeing the wrong kinds of Web content, to name just a few. These Web services, which Apple calls iTools, are designed to work exclusively with Macintosh computers, not PCs or any other kind of Internet device. Jobs' shrewd goal: to use the Internet to make Apple's computers show up Wintel PCs rather than merely stay even.

Yep. Once again Steve Jobs is trying to win by design--to use aesthetics and finesse instead of brute force to change the rules of the computing game. That's what he did when he rolled out the first Macintosh in 1984. He did it again upon returning to Apple in 1997, when he coaxed engineers to come up with the sleek, colorful iMacs and iBooks, winsome machines that consumers are buying hand over fist.

Now he has turned his connoisseur's eye beyond the box, hoping that a fresh approach to system software and especially to the Internet will further fuel demand for Apple's products.

And, oh, there's a soap opera subtext to all this. Most of these software and Web innovations spring from the technologies and engineers that Apple acquired in 1997 when it bought Next, the company Jobs started in a fit of pique after being cast out of Apple in 1985. Until Apple handed over \$400 million for Next, that company's software breakthroughs had been widely praised, but its products had never made much of a splash in

the market. Many people thought Jobs snookered Apple's then CEO, Gil Amelio, in the deal, collecting an inflated price for Next, not to mention inveigling himself into a position to commandeer Apple if Amelio stumbled.

Now it's looking like a pretty good deal all around. (Unless you're Amelio, of course.) After being reported into Apple along with Jobs, the Next technology has had a chance to blossom. Says Jobs: "Once this all plays out, I think we'll all feel vindicated--those of us from Next and everybody at Apple too.

Steve has good reason to feel vindicated already. In four of the past five quarters, his \$6-billion-a-year company has posted solid revenue gains, and it is expected to have grown by 16% in its fiscal first quarter, which ended in December. (The sole blip, in the previous quarter, was caused by a shortage of microprocessors for Apple's hottest new computer, the G4.) Profits doubled in the last fiscal year. Best of all, Apple's stock set an all-time high of \$118 in early December and has been hovering around \$100 ever since, eight times the price at its nadir, shortly after Jobs took over.

Those are pretty good numbers, especially considering that in a world dominated by Microsoft Windows PCs, Apple is the size of a fly. Despite the iMac's runaway success, the company still hasn't managed to push its worldwide market share--close to 10% in the late '80s--much beyond 3%. In fact, its buckets of profits seem to buttress Jobs' belief that the PC industry has grown big and varied enough to accommodate a niche for a high-end BMW-like computer maker. Nor does market share seem to matter one whit when it comes to Apple's ability to alter the course of the PC business--and that, of course, is what gives Steve his biggest buzz.

"I don't want to toot our own horn too much, because it sounds arrogant, but the rest of the industry is trying to copy our every move again, just like in the '80s," says Jobs. "Every PC manufacturer is trying to copy the iMac in one way or another. And you can bet they'll be cloning iBook next year. The same goes for our software. Our QuickTime stream-

ing video player has this sleek, brushed-metal look on the screen, and our iMovie digital video editing software on the new iMacs lets you make your home movies actually viewable. Well, a month ago Bill Gates announced that Microsoft's next Windows multimedia player was going to feature a brushed-metal interface, and that they're coming out with Windows Movie Maker. So now we've got Microsoft copying us again too. And I don't mind. I don't mind.

"Microsoft, for its part, couldn't be happier about Apple's resurgence. For one thing, its business selling Macintosh applications software is hugely profitable. And its lawyers, now in the throes of trying to settle Microsoft's celebrated federal antitrust case, can point to Apple's comeback as hard evidence that the PC industry does foster at least a little competition. Best of all, the controversial \$150 million investment Microsoft made in Apple after Jobs came back in 1997--which seemed a charity donation at the time--now looks downright prescient.

So we can forgive Jobs if he gloats a little. Things are clicking in both his CEO gigs. Pixar's Toy Story 2 was the holiday season's biggest box office hit. As for Apple, Job says, "It has been a bigger company, but it has never been more capable or more profitable than today. The best thing is that we're done patching the place up. Now we're marching forward on all fronts." No wonder he used the MacWorld forum to announce that he has dropped the "interim" from his CEO title. This guy clearly plans to stick around. (For more on Jobs' thoughts, feelings, and plans for Apple and his future, including an explanation of why he still won't let the company pay him more than \$1 a year.

As much as Jobs loves to develop gee-whiz hardware, system software has always been what really distinguishes the Macintosh. At Jobs' insistence, the Mac was the first PC to popularize the now-familiar graphical user interface, or GUI, in which you use a mouse, onscreen windows, and icons to operate the computer. Microsoft and Sun Microsystems have openly copied many of Apple's interface innovations in their Windows and Solaris operating systems.

Apple added more and more capabilities to the Mac OS over the

years to make it more robust. But the company never tinkered much with the interface. That has changed with Mac OS X, a top-to-bottom rewrite of the operating system. Mac users will see differences on their screens as soon as they load OS X and its new user interface, Aqua. The software, which all recent Macs and iMacs will be able to use, continues to employ windows, icons, pull-down menus, buttons, and dialogue boxes, but they've been subtly transformed. As with iMac hardware, translucence is a key design element--you can peer through command boxes, for instance, to glimpse the documents underneath. The interface introduces something called a dock--a band of animated icons and miniaturized windows along the bottom of the screen. Designed to cut clutter, they streamline humdrum tasks like clicking from program to program and document to document. The interface aims to be "better yet familiar," says Avie Tevanian, senior vice president for software engineering, Jobs' former chief soul mate at Next and his present one at Apple. "Aqua pushes the envelope, but it doesn't create a whole new envelope, because we wanted to preserve the best elements of the Mac OS."

The truly radical changes in OS X are under the hood. Based on Next's operating system, OS X is actually a blood relative of industrial-strength Unix operating systems like Sun's Solaris and Linux, the current free-ware sensation; hence OS X is far less likely to crash than any previous Mac OS. Because of its lineage, Mac OS X may not even require a Mac; with a little fiddling by Apple, it could be made to work in Dells, Compaqs, or other Intel-based PCs. (Tevanian stresses that this is not one of Apple's immediate priorities.)

OS X handles onscreen graphics in a unique way that allows a Mac to display just about any kind of document the user might receive over the Internet, even if he doesn't have the program used to create it. Though it is fundamentally different from earlier Mac operating systems, it boasts a mode that will enable it to run most existing Mac programs (Jobs calls these classic applications) almost as smoothly as they run on today's iMacs.

The most profound advantages of

OS X will reveal themselves as developers craft new software for it. There will be two ways to do that. "We've made it easy for developers to recompile their older applications so that they can run 'native' in the new operating system with much better performance and stability," explains Tevanian. "We're also providing a whole set of development tools and interfaces we call Cocoa that lets programmers build brand-new programs in about a tenth the time it would take to write them for any other operating system." Tevanian hopes Cocoa will tempt developers--who deserted by the hundreds in recent years as Apple's market share waned--to start building Mac applications again.

Jobs, as usual, has a vivid metaphor ready to explain why Apple geeks will be able to improve OS X faster than Microsoft geeks can improve Windows: "Think of Windows and our older Mac OS's as houses built with two-by-fours. You can build that kind of house only so high before it collapses from its own weight. So as you start to build it higher, you have to spend 90% of your time going back down to shore up the lower floors with more two-by-fours before you can go on to build the next floor. That leaves you with only 10% of your engineering budget to spend on actually innovating--it's why new versions of Windows always come out way late. On the other hand, OS X is like a software space frame made out of titanium. It is so strong and light and well designed that it lets us spend all of our resources innovating, not reinforcing the foundations."

As sophisticated as it is underneath, OS X is intended first and foremost for consumers, using state-of-the-art programming to enhance and simplify the computing experience. "Who says consumers don't want and need the best technology?" says Phil Schiller, Apple's vice president for worldwide marketing. "Always before, the consumer market was considered the tail of the dog. Well, we're driving advanced technology back to the consumer. That's how the whole PC business started.

"Jobs' passions have always been cool hardware and mouthwatering system software. But lately he is just as smitten by the Internet's potential to add a special dimension to the

Macintosh user experience. "I actually think that our new Internet services are going to be the equal of OS X in making the Macintosh stand out," he says. "They are so hot."

"Of the free iTools he unveiled in San Francisco, some are improved versions of services you can find elsewhere on the Web; a couple are truly novel. All are designed to take particular advantage of Macs equipped with OS 9, Apple's current operating system, and OS X when it hits the market. Says Eddie Cue, senior director of Internet services: "We're the first to really let the operating system play a key part in Internet computing. In some cases you won't even need your browser to take advantage of an iTool." Here's a quick rundown of Apple's first batch of iTools:

**IDISK** Probably the most intriguing new Apple service, iDisk provides every Mac user with 20 megabytes of free data-storage space on the company's servers (if you want more you'll have to pay for it). That gives the user a place to build online archives of digital photos, documents, and even digital film clips. iDisk also provides a "public folder" so that you can make stuff available for other Web surfers to see or download. Other Internet services offer free storage, but what makes iDisk unique is that, on the user's computer screen, it looks and behaves just like a disk drive inside the machine. All the user has to do is drag and drop files onto the iDisk icon, and the next time the Mac goes online, it automatically uploads the data to Apple's servers. The iDisk is key to several other iTools.

**HOMEPAGE** Websites like Homestead.com and Yahoo's GeoCities offer free home pages, but Apple promises that Mac owners will get their personal Website up and running much more quickly and easily if they go to [www.apple.com](http://www.apple.com). Apple will provide templates and plug-in features like guest books and visitor counters; anyone with an iDisk will be able to easily and instantly update their site with digital photos, sound bites, documents, or video clips.

**KIDSAFE** Many parents worry about X-rated, violent, or otherwise objectionable stuff their kids might come across while surfing what often seems the Wild Wild Web. Apple's solution is radically different from

conventional kid-protection software, which tries to filter out what kids shouldn't see on the fly. By contrast, KidSafe, which is controlled directly by the Mac OS, specifies what sites kids can see. To accomplish this, Apple assembled an advisory board of teachers and librarians to certify that specific Web sites are "KidSafe." The board has already approved 50,000 sites; the goal is to add 10,000 each month. Parents also may add to their children's list of permissible destinations. Because KidSafe works in the operating system and not the browser, kids can't easily turn it off or get around it.

There are other iTools. Mac.com is a free e-mail service that can be used with any e-mail application or Internet browser; iCards is a free e-mail greeting-card service. Apple has also cooked up an Internet wayfinder called iReview. Unlike conventional search engines and portals, iReview offers quality ratings for thousands of Websites in a dozen or so categories, making it easier to figure out which are really worth visiting. The service provides two kinds of ratings: It employs a panel of Web experts to review and rank sites.

(Any Internet surfer can look at these.) And if you are a Mac user, iReview also invites you to weigh in with your own opinion and keeps a running score for each site. And, like all the iTool sites, iReview has a quality that reflects Apple's counterculture roots: It won't accept advertising. Apple's own branding on the sites is discreet--usually a small Apple logo at the top of each Web page.

Offering services exclusively for Mac users raises the possibility that Apple may start a dangerous trend: breaking up the Internet into exclusive, jealously guarded preserves. Jobs insists that can't happen: "The Internet has resisted all efforts to balkanize it. The point is that iMac users can get everything else on the Web that everyone else gets, plus all these new services." You may buy that or not, but there is no question that computing's No. 1 impresario is on a roll. Talk to him a little longer and it becomes clear that while Jobs has lots he's proud of--Apple's new OS X and Internet strategy, its colorful hardware, its financial turnaround--what really gets him cranked is the buff condition of Apple itself.

It's true: Jobs has marshaled the management team, the operational prowess, and the engineering skill that enable Apple to dream up and deliver genuinely innovative products and services quickly. Long known for its melodramatic, snafu-ridden, often downright dysfunctional culture, the company now routinely meets and even beats deadlines. Most of the surprises it springs on customers and investors are of the positive kind.

That's the real reason Jobs stripped the word 'interim' from his title. "I took a walk with my wife the other night and was telling her how, the way I see it, Apple offers me a base that I would be foolish to walk away from," he says. "Think about it. By the end of this year we'll have maybe \$5 billion in the bank, the Macintosh will be thriving, hopefully our Internet services will be a big hit, and our engineering teams will be operating at the peak of their games. I'm always keeping my eyes open for the next big opportunity, but the way the world is now, it will take enormous resources, both in money and in engineering talent, to make it happen. I don't know what that next big thing might be, but I have a few ideas. Whatever it is, it will be much easier and better to use Apple as the springboard than to have to start from scratch." During that same walk, he told his wife he plans to stay with Apple at least four or five more years. In Internet time, that would be forever. REPORTER ASSOCIATE Christine Y. Chen Copyright © 2000, Time Inc., all rights reserved. Portions of above Copyright © 1997-2000, Northern Light Technology Inc. All rights reserved.



# mini'app'les Handy Form

**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"**

Name: \_\_\_\_\_

Company (if mailed to): \_\_\_\_\_

Address: \_\_\_\_\_

City, State, Zip: \_\_\_\_\_

Phone (Home): \_\_\_\_\_ (Work): \_\_\_\_\_

Occupation: \_\_\_\_\_  Check if this is a

Member ID# (if applicable): \_\_\_\_\_ address change.

Please list the five software  
packages you use most often:

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Which personal computer(s) do you use?

- Power Macintosh model(s) \_\_\_\_\_
- Macintosh model(s) \_\_\_\_\_
- Apple II model(s) \_\_\_\_\_
- Other \_\_\_\_\_

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.

*Yes..*

*I'd like to join!*

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

## Macintosh & Apple II eDOM Orders

Please allow up to  
6 weeks for delivery

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

### 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

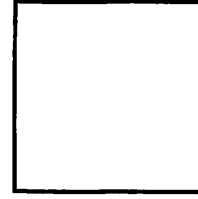
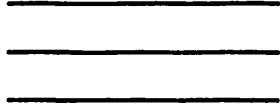
Total Merchandise

Add \$1/Disk for Shipping (\$4.00 Max)

GRAND TOTAL

Make Checks Payable to "mini'app'les"

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

# March / April / May Photoshop / Digital Imaging SIG

Submitted by  
Gary Eckhardt/ Bert Persson

The Photoshop/Digital Imaging SIG for March 15 will meet at the Washburn Library 5244 Lyndale Ave So, Minneapolis at 6:30 pm. Dave Johnson from National Camera will be demonstrating digital cameras, software and answering questions concerning digital imaging in general.

For the Photoshop/Digital Imaging SIG on April 19 at 6:30 pm. we will be visiting Prism Studios. Prism Studios is a photographic service bureau and caters to all needs of the professional and amateur photographer. In the digital world, Prism offers Photo CD and Pro Photo CD

## For Sale by Members

Performa 6115CD (video signal has yellow tint) - \$25. Video adapter cable for Performa 6115 - \$10. Pam or Harry Lienke at 651-457-6026, leave Email on the club BBS, or Email to plienke@aol.com

service, digital file to print and film, dye sublimation prints, etc. Photoshop is one of a number of applications that is supported for the Macintosh and PC computers.

We will tour the newly remodeled facilities of Prism and then have a Q&A session about digital imaging requirements.

To get to Prism Studios, take 35 W to the Stinson Blvd exit. If you are coming from St. Paul, Kennedy Street is 3 blocks south from 35W and Stinson. If you are coming from Minneapolis, Kennedy Street is about 2 blocks south from the off ramp exit on Stinson. Take a left turn (east) on Kennedy and to about 1/3 block. Prism is on the north side of the street.

Macintosh computers, monitors, Apple Ile's and Image writers for sale. Bert (612) 861-9578 or post message on our BBS, bpersson@isd.net

The May Digital Imaging/ Photoshop SIG meeting will be a demonstration of the software package Photo Genetics. Photo Genetics is a digital imaging program that uses the 'eye doctor' approach to improving the image (is 1 better or worse than 2, etc.). A more detailed description of Photo Genetics is available in the March, 2000 issue of MacWorld.

Bring your digital imaging questions. See you there!

If you have questions about the meetings please call Gary Eckhardt at (612)-944-5446.

## MHC Computing

Macintosh™ Consulting  
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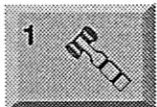
Volume 23, Issue 4



# mini'app'les newsletter

the minnesota apple computer users' group, inc.

A P R I L 2 0 0 0						
SUN	MON	TUE	WED	THU	FRI	SAT
						1 10:00 am
2	3	4	5 7:00	6	7	8
9	10	11	12 7:00	13 7:00	14	15
16	17 7:00	18 7:00	19 6:30	20 7:00 7:00am	21	22
23/30	24 6:00 7:00	25	26 7:00	27 6:30	28	29



**1** Board of Directors  
mini'app'les members welcome.  
Byerly's  
7171 France Ave. S., Edina  
Lisa Huston



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



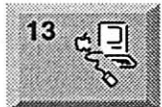
**6** Telecommunications SIG  
**CANCELLED**  
Bert Persson, 612-861-9578



**10** Apple II/GS Main SIG  
**CANCELLED**  
Tom Gates, 612-789-6981



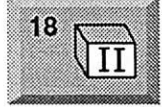
**12** Microsoft Word SIG  
2850 Metro Drive Rm 124,  
Bloomington  
Tom Ostertag, D 612-951-5520 E  
651-488-9979



**13** Macintosh Main  
Washburn Library  
5244 Lyndale Ave S. Mpls,  
Denis Diekhoff, 612-920-2437



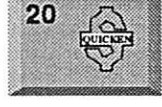
**17** Fourth Dimension SIG  
8200 Humbolt Ave South  
2nd Flr. Conference Rm.  
Bloomington  
David Ringsmuth, 612-853-3024



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



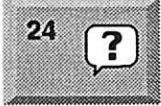
**19** Photoshop-Digital Imaging  
Prism Studios  
2505 Kennedy St Mpls  
Gary Eckhardt, 612-944-5446



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



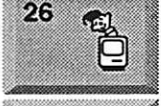
**20** Macintosh Consultants SIG  
Embers  
7525 Wayzata Blvd  
St. Louis Park  
Bob Demeules, 612-559-1124



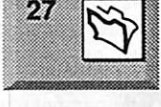
**24** Macintosh Novice SIG  
Merriam Park Library  
Marshall & Fairview, St Paul  
Richard Becker, 612-870-0659



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



**26** Macintosh / Programming SIG  
Washburn Library  
5244 Lyndale Avenue S, Mpls  
Andre Benassi, 612-502-0187



**27** 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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**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 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

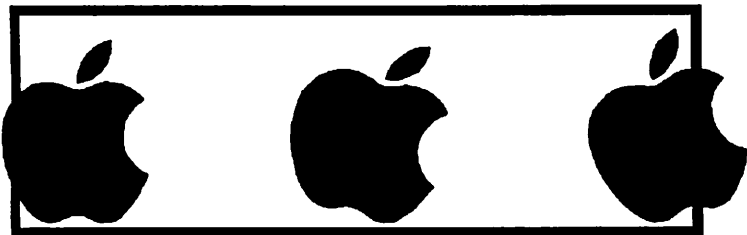
**Newsletter Layout:** John Pruski 612-938-2818,  
Bert Persson 612-861-9578

**mini'app'les BBS** – 612-595-9404, (co-located on Twin City Interlink BBS), 24 hrs. Settings: 8-10. Call in with FirstClass® Client software or any text-based terminal program.

**mini'app'les Voice Mail** – 651-229-6952

**mini'app'les WWW site:** <http://www.miniapples.org>

**mini'app'les e-mail:** [miniapples\\_info@tcilink.com](mailto:miniapples_info@tcilink.com)



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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.

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## May 2000 Preview

Here is the tentative calendar of our Special Interest Group (SIG) meetings for May 2000. 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

Wednesday	May 3	AppleWorks nee ClarisWorks SIG
Thursday	May 4	Telecom SIG
Saturday	May 6	Board of Directors meeting
Monday	May 8	Apple II/GS Main SIG (Cancelled)
Wednesday	May 10	Microsoft Word SIG
Thursday	May 11	MacintoshMain SIG
Monday	May 15	Fourth Dimension SIG
Tuesday	May 16	Apple II Novice SIG
Wednesday	May 17	PhotoShop / Digital Imaging SIG
Thursday	May 18	Macintosh Consultants
Thursday	May 18	Quicken / Investing SIG
Monday	May 22	Meet Your iMac SIG
Monday	May 22	Macintosh Novice SIG
Wednesday	May 24	Macintosh Programming SIG
Thursday	May 25	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, 15
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, 14
Quicken	2, 6
QuickBooks and QuickBooks Pro	6
Mac OS 7	8
Mac OS 8	12
WordPerfect	4
Cross-Platform File Transfer	5, 15
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
14. Gary Eckhardt	612-944-5446	EW
15. Michael Cumings-Steen	651-644-8653	DEW

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
1/6 page . . . . . 2.5" Width x 5" Height . . . . . \$10	Inside back cover . . . . 7-1/2" Width x 10" Height . . \$60
1/3 page . . . . . 2.5" Width x 10" Height Vert or 5.5 H. . \$20	
1/2 page . . . . . 7.5" Width x 5" Height (save 5%) . . . \$30	
2/3 page . . . . . 5" Width x 10" Height (save 7%) . . . \$40	
Full page . . . . . 7-1/2" Width x 10" Height (save 15%) . . \$60	

All ads must be prepaid and submitted on electronic media. Ads of \$20 and under must run for a minimum of three months.

Mail inquiries to: PO Box 796, Hopkins, MN, 55343  
 Phone inquiries to: John Pruski, 612-938-2818

## Injunctions Issued Vs. iMac Clones

Associated Press Online - March 08,  
2000 18:48  
Submitted by Les C. Anderson

SAN JOSE, Calif. (AP) - Apple Computer said Wednesday it had won injunctions preventing two companies from selling look-alike versions of its best-selling iMac computer line.

Apple last July filed its complaint in U.S. District Court here, targeting eMachines' \$899 eOne computer with rounded corners and bright blue case with built-in monitor.

Apple also filed a complaint against Daewoo and Future Power Technologies, accusing the firms of stealing the iMac design for the E-Power PC, which has the same curvy translucent look and also was available in five colors.

Apple said in a statement that it had reached a settlement with Daewoo after a federal judge issued an

injunction against the sale of the E-Power computers by Future Power.

A spokeswoman for the Cupertino-based company did not return messages seeking additional comment.

Pattie Adams, a spokeswoman for eMachines, said the company agreed in January to a settlement with Apple in which eMachines will stop selling the current version of the eOne by April 1, although it will keep the name for a redesigned computer.

The Irvine, Calif.-based company said in a filing last week said that it intends in an initial public offering to price 20 million common shares in the \$8-to-\$10 range. EMachines sells PCs at a discount in order to develop ongoing Internet-based consumer relationships designed to provide the company with a continuous stream of advertising and related revenues.

The company, which claims to

have introduced the first branded sub-\$400 PC to the U.S. retail market, has sold over 2 million PCs since logging its first sale in November 1998.

About half of eMachines' customers are first-time PC buyers, which the company touts as a significant opportunity for Internet advertisers because these customers aren't likely to have pre-established Web brand loyalties.

South Korean technology giants TriGem Corp. and Korea Data Systems, who both founded the company, will each control respective 20.2 percent and 19.9 percent interests following the offering.

## Apple leads in Education Market

Submitted by Les C. Anderson

CUPERTINO, Calif., March 9 /PRNewswire/ -- Leading market research firm International Data Corp. (IDC) today reconfirmed Apple's (Nasdaq: AAPL) number one position in sales to the U.S. education market. IDC's Q4CY '99 Education Market Report shows Apple(R) leading in overall U.S. education sales with a 30.6 percent market share, double its closest competitor.

"Apple's roots are in providing great personal computers to educators and students," said Mitch Mandich, senior vice president of Worldwide Sales. "Nothing pleases us more than to see educators continuing to choose Apple's products, like the best selling iMac and iBook, above all other education computer systems."

In addition to IDC's Q4CY '99 Education Market Report, IDC also released education market share numbers for the entire year of 1999 -- also placing Apple on top with 23.6 percent market share -- maintaining a strong lead over the next competitor. The difference between IDC's fourth quarter and annual numbers show Apple's widening education lead and is simultaneous to Apple's introduction of breakthrough products such as iBook(TM), AirPort(TM), iMac(TM) DV and iMovie(TM).

Apple ignited the personal computer revolution in the 1970s with the Apple II and reinvented the personal computer in the 1980s with the Macintosh. Apple is committed to bringing the best personal computing experience to students, educators, creative professionals and consumers around the world through its innova-

tive hardware, software and Internet offerings.

NOTE: Apple, the Apple logo, AirPort, iBook, iMac, and iMovie are either registered trademarks or trademarks of Apple. Other company and product names may be trademarks of their respective owners.

SOURCE Apple Computer, Inc.

## Midwinter Madness

Submitted by Bert Persson

The Annual Midwinter Madness Hobby & Electronics show will be held Saturday April 15 from 7:30 A.M. - 2:30 P.M. at the National Sports Center 1700 105th Ave N.E. in Blaine. Advanced tickets are available at Radio City, 2663 County Rd I,

Moundsview for \$5.50 + tax or at the Pavek Museum of Broadcasting 3515 Raleigh Ave, St.Louis Park. Ticket prices may be higher at the door. If you are looking for some ham, (not the edible type, although they do sell hot dogs at the show) computers or other electronic equipment this is the place to be. This year as in past years

Miniapples will have a club table at the show. We are looking for volunteers to man the table distributing information and promoting club in general. Contact me on the BBS or call 612 861-9578 if you are interested in helping out.

# Writing and submitting articles to the Newsletter

Submitted by Bert Persson

In order to make our newsletter more interesting to our members we would appreciate some input from our readers.

Simply reprinting articles that are found on the web may not be very interesting to the individual user since they tend to be of a more general nature. Instead maybe we could use the newsletter as a forum to our share personal experiences using our favorite Apple or Macintosh computer. This could include anything from reviews of cool new software, hardware, new gadgets, good or bad experiences with Apple, their service, products or whatever, just let your imagination run wild. For new users this could then be a source of information as to what products people can or can not recommend from an Apple II to state of the art equipment. In other words, we would like to see more personal engaging articles, so let's make our newsletter a source for information to help all our members.

Now you may ask. I have written an article I like to see in the newsletter, how do I get it published?

There are a couple of ways to do this. First mail ("snail-mail") articles as described below or second post it in the proper folder on our Bulletin board (BBS).

Mailing instructions are found on the inside cover of the newsletter under the heading. "Newsletter

Contributions-Please send contributions directly to our Post Office, Box 796, Hopkins, MN 55343.

Since we are in the digital-age everyone knows "snail-mail" is slow so the second choice is the way to go.

To post articles on our BBS you will need a modem and software. Any text-based terminal program can be used, but since our BBS is using FirstClass® a FirstClass® Client may be the best choice since it is distributed on our new member's disk or CD.

Clicking on the installer icon in FirstClass Client® will step you through the installation process.

The setup button in FirstClass takes you to a Service Setup window. For first time dial-up access, FirstClass is set up to connect via: Modem.FCP, a user ID and password is entered together with the phone number 612 595-9404. Clicking on the setup button takes you to the modem settings window. Under connection select your modem, port, phone and speaker, leave script blank. Cable options on if you are using a modem and cable that support speeds faster than 9600 baud.

I should point out that you don't need an Internet account to upload articles to our newsletter, but our BBS can also be accessed from the Internet. Then FirstClass is set up to use connect via: TCP-IP.FCP, a user

ID and password together with the server IP address 206.10.119.130 is entered in the Service Setup window. No phone number should be entered when accessing the BBS from the Internet.

Once you are logged on to our BBS you will find a folder called mini'app'les\_Index, Opening this folder shows you a number of folders where one of them is called For Newsletter Staff. When you open this folder you are ready to post articles directly to our newsletter staff. Of course you can always send articles to our newsletter while browsing other folders as long as the message is addressed For Newsletter Staff. Articles that are to be published in the newsletter should be submitted as plain text. Longer articles and pictures (gif or jpeg format) should be sent as an attachment. When sending pictures, please include a description and some relevant information about the pictures you are submitting. If you have any further questions on how to submit articles for the newsletter feel free to contact me at 612 861-9578 or John Pruski at 612 938-2818. If you have other questions please contact Members Helping Members listed in the Newsletter.

## April / May Photoshop / Digital Imaging SIG

Submitted by  
Gary Eckhardt/ Bert Persson

For the Photoshop/Digital Imaging SIG on April 19 at 6:30 pm. we will be visiting Prism Studios, located at 2505 N.E. Kennedy St, Mpls (612) -331-1000. Prism Studios is a photographic service bureau and caters to all needs of the professional and amateur photographer. In the digital world, Prism offers Photo CD and Pro Photo CD service, digital file to print and film, dye sublimation prints, etc. Photoshop is one of a number of applications that is supported for the Macintosh and PC computers.

We will tour the newly remodeled facilities of Prism and then have a Q&A session about digital imaging requirements.

To get to Prism Studios, take 35 W to the Stinson Blvd exit. If you are coming from St. Paul, Kennedy Street is 3 blocks south from 35W and Stinson. If you are coming from Minneapolis, Kennedy Street is about 2 blocks south from the off ramp exit on Stinson. Take a left turn (east) on Kennedy and to about 1/3 block. Prism is on the north side of the street.

The May Digital Imaging/ Photoshop SIG meeting will be a demonstration of the software package Photo Genetics. Photo Genetics is a digital imaging program that uses the 'eye doctor' approach to improving the image (is 1 better or worse than 2, etc.). A more detailed description of Photo Genetics is available in the March, 2000 issue of MacWorld.

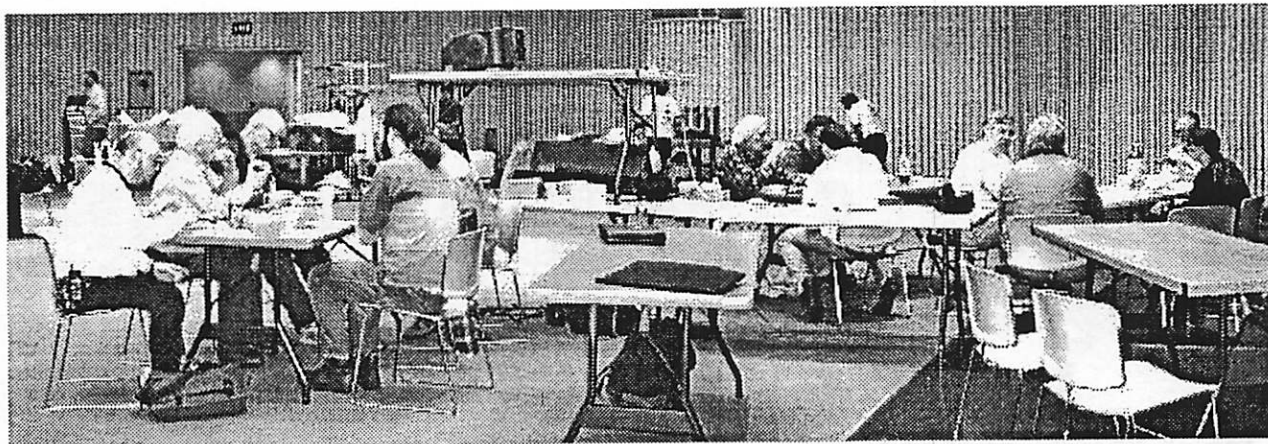
Bring your digital imaging questions. See you there!

If you have questions about the meetings please call Gary Eckhardt at (612)-944-5446.

# Images from the mini'app'les Annual Meeting

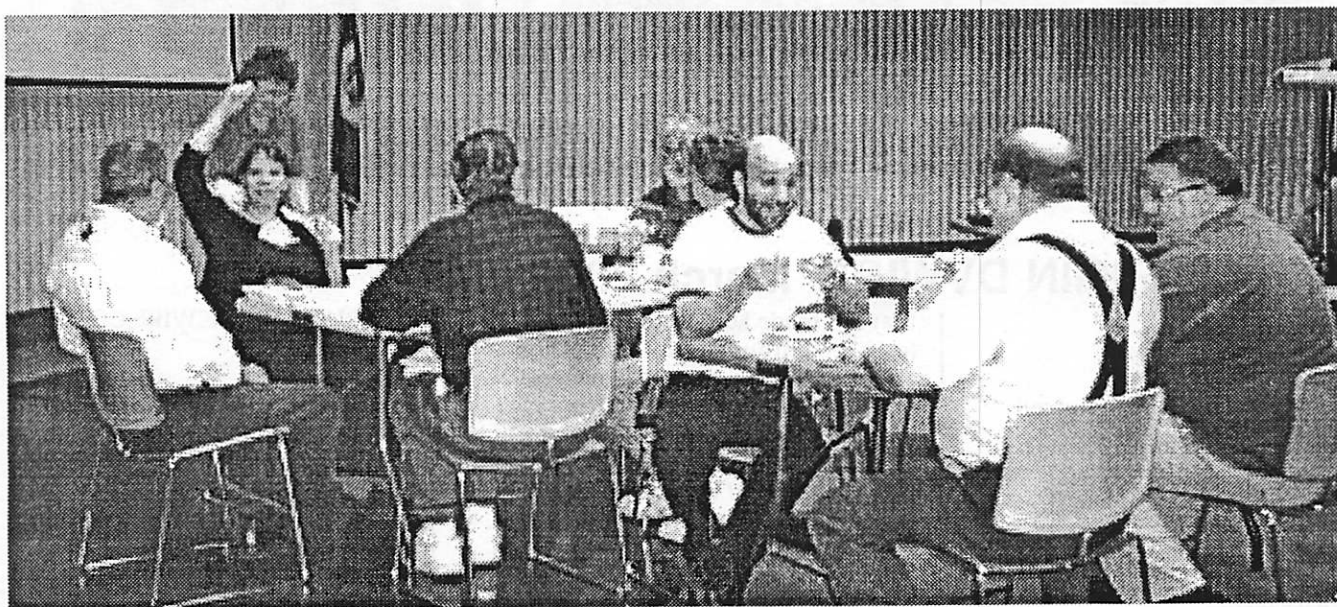
John, Bert said I had to write the newsletter article for the pictures.  
Here it is:

The pictures on this page and following pages, if any, were taken at the  
March 4, 2000 Annual Meeting.



Eating at the Annual Meeting

Thanks to Don Walz (Treasurer) for the well planned arrangements, the food you selected was great! Also thanks to all the people who contributed to the potluck and helped with other details.



More eating !!

Photos courtesy: Jack Ferman Minneapolis, MN [ferma001@tc.umn.edu](mailto:ferma001@tc.umn.edu)



# mini'app'les Gaming Group (mGG) Wants You!

By Dave Peck

You have a new iMac? They make for great gaming machines. Intrepid mini'app'les warriors are meeting on a regular basis for fun and socializing.

Our interest is networkable Mac games. We are always looking for others who would like to participate. Finishing a game solo might make you feel like King of the Hill. But there is nothing as challenging or fun as human competition.

The mGG meets about once a month. To put your new iMac or G3/4 through it's paces, drop a note on the mini'app'les BBS or call me at (651)423-5711. We look forward to hearing from you!

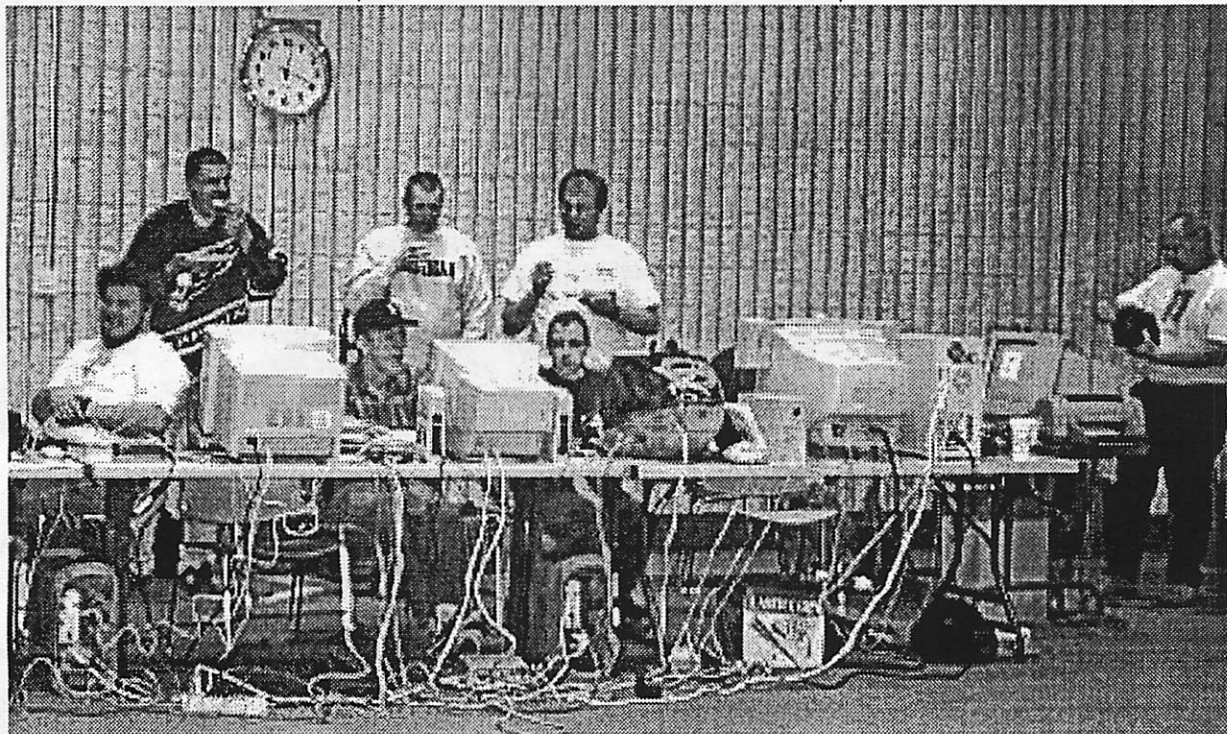


Photo Jack Ferman

## The Gamers in action at our Annual Meeting!!

## DIGITAL ORIGIN DVWIRE March 2000

PRODUCT NEWS:  
(<http://DigitalOrigin.com>)

1. EditDV 2.0 for Mac Announced
2. PowerBook Built-in Firewire Compatibility
3. Support News
4. Partner News

### 1. EDITDV 2.0 for MAC ANNOUNCED

EditDV for Macintosh 2.0 brings important new features to the industry's leading DV-native editing software. Scheduled for shipment by mid-April 2000, version 2.0 offers a host of powerful features and the same industry leading performance

that has made EditDV the first choice for video enthusiasts and professionals world-wide. EditDV 1.x owners can upgrade for just \$99 which includes EditDV and Media Cleaner EZ 4.0 software on CD-ROM, a printed EditDV User Guide and free shipping (in the US only)! If you purchase EditDV 1.6.1 after February 5th, 2000 you are eligible to receive version 2.0 absolutely free!

To learn about the powerful new features in release 2.0 and to reserve your copy of the upgrade please visit our web site,  
<http://DigitalOrigin.com/products/editmac/upgrade.html>

### 2. APPLE G3, iMACDV and POWER-

### BOOK BUILT-IN FIREWIRE COMPATIBILITY UPDATE

Digital Origin PhotoDV, EditDV Unplugged and EditDV will support the built-in Firewire on Apple G4, iMacDV and the new Firewire PowerBook ("Pismo") computers running Mac OS 9.0.2 (which contains Firewire 2.3 drivers). Just connect your digital camcorder to the built-in Firewire, add Digital Origin software and you are ready to create your own amazing digital stories. Firewire PowerBooks are now shipping with Mac OS 9.0.2 and some G4 systems are also shipping with Mac OS 9.0.2. Please contact Apple regarding Mac OS 9.0.2 availability and upgrades

continued on page 10

## Ongoing Deals for Mini'app'les Members

Submitted by Tom Gates and Bert Persson

The following businesses have agreed to provide ongoing discounts to members of mini'app'les. When you contact these companies, please identify yourself as a member of mini'app'les to qualify for these discounts. For questions related to these discount offers, please contact Tom Gates - (612) 789-1713 evenings and weekends.

### Power Protection Products

Surge Protection strips, Battery backups, line conditioners, etc. Contact Keith Kalenda at Business Security Products (612) 789-1190. 1/3 off APC SurgeArrest line of products 25% off APC BackUPS, SmartUPS and related products.

### CartridgeCare, Inc.

CartridgeCare, Inc. of Roseville is offering Mini'app'les members an additional \$5.00 off the cost of laser printer cartridges. They handle supplies for, and do repair work on equipment from a number of manufacturers. For example: Apple, Canon, HP, IBM, Epson, Sharp, Brother, Panasonic, Okidata, Minolta, to name a few. They also provide free next-day delivery and core pickup in the metro area.

For additional information about the user group discount and other services, contact CartridgeCare at (612) 331-7757.

### Macmillan Publishing/Peachpit Press

Once again we are offering a 40 % discount on Peach Pit Press and MacMillan family of book companies (Hayden, Adobe Press, Que, Sams, Brady, NRP, and Alpha). Contact per-

son for Peach Pit Press is Keary Olson, he can be contacted at SIG meetings or on our BBS (home phone 724-0031). In order for our members to receive the 40% discount, Peach Pit Press requires that a number of books be ordered at the same time. Therefore please allow at least 4-8 weeks when ordering books from Peach Pit Press. Minnesota sales tax and a \$ 0.50 shipping charge will be applied to each book ordered. The 40% off MacMillan book offer can be applied on individual purchases plus Minnesota sales tax and a s/h charge. Use the mini'app'les account number # 10782880 -when ordering.

MacMillan Publishing produces frequent listings of new titles that have been added to their catalog. Mini'app'les will attempt to have these available on the BBS in addition to the catalogs.

## AppleWorks / ClarisWorks Meeting

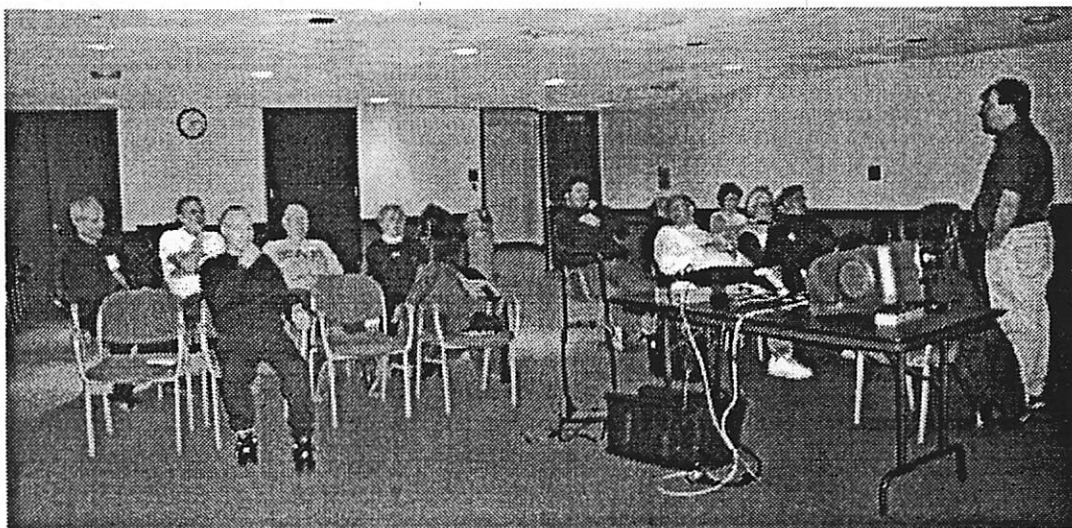


Photo Jack Ferman

Shown standing on the right side of the picture is John Hunkins Jr. (ClarisWorks / AppleWorks ) SIG leader ready to answer questions from the audience.

continued from page 8

software. If you already own Digital Origin software please browse the support pages at [DigitalOrigin.com](http://DigitalOrigin.com) for details on how to update your system to use the built-in Firewire ports on Apple's latest models.

South by Southwest Interactive Festival  
March 12 - 14  
Austin, Texas

Demo Day - The Wiz  
March 16, Somerville, New Jersey  
March 18, Union, New Jersey

ECI Video  
March 24  
Dallas, Texas

Atlantic Computer Solutions Demo Day  
March 25  
Toms River, New Jersey

Fazetron Seminar for Educators  
April 4  
Fisher, Indiana

NAB 2000  
April 10-13  
Las Vegas, Nevada

Focus Centre's Digital Faire  
April 28-29  
Ottawa, Ontario

For more information on these and other events, please visit the Events page on the [DigitalOrigin.com](http://DigitalOrigin.com) web site (<http://DigitalOrigin.com/news-pressevents/tour.html>).

### 3. Support News:

#### NEW UPDATERS:

- IntroDV 1.1 updater. This free updater adds built-in Export (e.g. to web and email formats) and improved titling, and corrects some problems found in version 1.0. Recommended for all IntroDV 1.0 users. More details are available on <http://DigitalOrigin.com/support>.

- IntroDV 'media converter enabler'. Required by IntroDV owners using an analog-to-digital media conversion device, such as the Sony DVMC-DA1. Beta updater for PhotoDV, MotoDV and MotoDV Studio owners that are upgrading their Windows NT system to Windows 2000. This updater only supports systems that already have Windows NT and MotoDV installed prior to upgrading to Windows 2000. The final updater, planned for late March, will support 'fresh' installs.

#### 4. Partner News:

Terran Interactive is excited to announce Power Suite 4.0.2. Power Suite is the fastest video compression tool on the market today for all your Internet streaming and CD-ROM needs. This new version is even more powerful than before. It works great with Media 100, Adobe Premiere, Edit DV, Final Cut Pro, and includes OMF import for optimal integration with Avid systems. Power Suite V4.0.2 now accelerates DV source!

Media Cleaner Power Suite solves the biggest hurdles you face when preparing streaming media - cost, video quality, and compression time. Encoding 5x -10x faster, in some cases faster than real-time, the Power Suite enables you to produce high-quality streaming media faster than any other solution available. For exam-

ple, producing a 20-minute long streaming video would take about 45 minutes with the Power Suite vs. 6 hours and 30 minutes on a normal G3/350 system. Amazing, isn't it? The Media Cleaner Power Suite is unquestionably the most economical solution available if you need to encode streaming media on a tight deadline. Buying multiple G4 systems to deliver the same performance is nearly twice as expensive and a far less streamlined solution. By eliminating the time factor through the use of Power Suite's 2000 file batch-processing feature more projects can be taken on, thus generating more profit. Clients that were formerly being turned away for a lack of machine time can now be catered to. See the proof with our Performance chart. Just click the link below to see how much faster the Power Suite can make your computer do compression. <http://www.terran.com/products/PowerSuitePerformance.html>

How To Order Media Cleaner Power Suite and Related Products:  
Owners of Media Cleaner Compression Suite -receive a \$500 discount towards your purchase of Power Suite. What a Suite deal!

Online Orders:  
<http://www.terran.com/sales>  
Phone Orders: 1-800-577-3443 or 1-408-356-7373, ext 1  
Fax Orders: 1-408-356-9373  
Email: [sales@terran.com](mailto:sales@terran.com)

Happy Editing!  
Digital Origin

There will be more on digital cameras and equipment at next months meeting at Prism Studios.

See you there !

## At our last PhotoShop SIG

Submitted by Bert Persson

Dave Johnson from National Camera came to the March PS SIG and talked about the latest digital cameras and printers. He displayed some very nice digital prints from one of the latest Epson printers. These are capable of producing true photo quality images with at least 1440 dpi resolution using fade and water resistant inks. *On the camera side he brought*

an Olympus C-2020 and showed us the nice features it has. Furthermore he also mentioned the soon to be introduced C-3030 model capable of capturing 3.3 MB pixel images. The Olympus C-2020 retails for approximately \$900 while the C-3030 maybe in the \$1000 range. From this meeting it is apparent that digital cameras have become more mature and certainly find a wider market for the average photographer.

# Ballot

## For Election of Applemini'app'les Board of Directors 2000-2001

**Instructions:**

- 1) Vote for one and only one candidate per office. Please use an X.
- 2) If you wish, use the blank space to write in another candidate. Be sure to fill in the  with an X.
- 3) When you have completed your ballot, fold the bottom edge up to the line indicated and flatten the crease. Fold the top edge down and flatten the crease.
- 5) The Applemini'app'les address should now be facing you. **Fill in your membership number.** No ballot will be valid without it. Fill in your name and address. Tape where indicated. Note: Your membership number is listed on your mailing label on the last page.
- 6a) Place a 33-cent stamp where indicated and mail. Mail early because only ballots received in our P.O. Box on or before April 30, 2000 will be counted.  
*OR*
- 6b) Bring your ballot to any Applemini'app'les SIG meeting scheduled to be held on or before April 27, 2000.

Please  
Mail In  
Your  
Ballot!!!

**Nominees as of 3/4/00**

is for write-in votes; (I) indicates incumbent.

*President*

Lisa Huston (I)

*Vice*

Denis Diekhoff (I)

*President*

Andre Benassi

*Secretary*

*Treasurer*

Don Walz (I)

*Director*

*SIG*

Bert Persson (I)

*Director*

*Marketing*

*Director*

*Publications*

John Pruski (I)

*Director*

Thanks for Voting!

Tape Here

Membership Number

Name:

Address:

Place  
33 Cent  
Stamp  
Here

🍏 mini'app'les  
P.O. Box 796  
Hopkins, MN 55343

.....  
Outside fold

.....  
2nd fold on this line

.....  
Outside fold

.....  
1st fold on this line

Thanks for Voting!



# mini'app'les Handy Form

**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"**

Name: \_\_\_\_\_

Company (if mailed to): \_\_\_\_\_

Address: \_\_\_\_\_

City, State, Zip: \_\_\_\_\_

Phone (Home): \_\_\_\_\_ (Work): \_\_\_\_\_

Occupation: \_\_\_\_\_  Check if this is a  
address change.

Member ID# (if applicable): \_\_\_\_\_

*Yes.*

*I'd like to join!*

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

Which personal computer(s) do you use?

- Power Macintosh model(s) \_\_\_\_\_
- Macintosh model(s) \_\_\_\_\_
- Apple II model(s) \_\_\_\_\_
- Other \_\_\_\_\_

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 \_\_\_\_\_

Please list the five software  
packages you use most often:

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

- 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

### 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

Total Merchandise

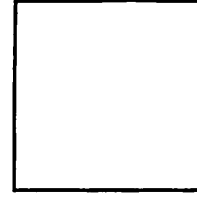
Add \$1/Disk for Shipping (\$4.00 Max)

GRAND TOTAL

**Make Checks Payable to "mini'app'les"**

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

## For Sale by Members

Macintosh computers, monitors, Apple IIe's and Image writers for sale. Bert (612) 861-9578 or post message on our BBS, bpersson@isd.net

-----  
Gently used by a sweet young college student for a few years... until she was converted to the PC-lemmings camp. I thought I'd brought her up better than that!  
Macintosh PowerBook 1400cs/133 133-MHz PPC 603e, 128K L2 cache

16MB of RAM, CD 11.3-inch color SVGA display; thousands of colors at 800 by 600 pixels (plus Kensington carrying case & AC power converter) \$800. Contact Jim on the BBS or call 651-292-8688, email jim@planet.infi.net

-----  
For sale: PowerBook 1400cs, 183 MHz 603ev processor with 128K L2 cache (Newer Technology accelerator), 16M RAM, 750M hard drive, floppy drive,

flaky CD-ROM drive (it doesn't always recognize the catalog track), battery, power supply - \$750. Leave a message for Pam or Harry Lienke on the club BBS or at plienke@aol.com or call 651-457-6026

## DISCOUNT SOFTWARE

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mhcncv@boreal.org

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## ***Benefits of your mini'app'les membership include:***

**A one year subscription to our monthly Newsletter**

**A free account on the mini'app'les BBS (45 minutes/day)**

Communicate with other mini'app'les members plus get up to date information on mini'app'les events and meetings. Get assistance from other members. Download freeware and shareware.

**Eligibility for frequent drawings of free equipment, software, and books.**

Just a few of the many items given away free in the past included: Connectix QuickCam, Microsoft Encarta, Alps Printer, Books from Peachpit Press, MacMillan, RamDoubler, SpeedDoubler, Lind PowerBook battery Conditioners, Rechargers, Microsoft Art Gallery, T-shirts and software including Apple OS 9.0

**Discounts on book orders**

40% off Peachpit Press, 40% off MacMillan family of book companies (Hayden, Adobe Press, Que, Sams, Brady, NRP, and Alpha)

**Periodic special User Group discount offers on equipment and software.**

In the past year, Apple, Hayes, Brøderbund, and APC Power Protection (Business Security Products), among others, have offered mini'app'les members significant discounts.

**Plus, you're supporting all of mini'app'les' special interest group (SIG) meetings that you can attend each month.**

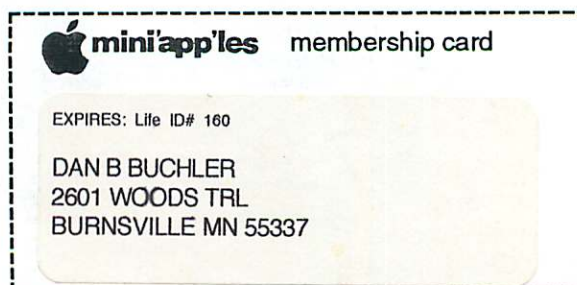
***It's easy to recoup your cost of membership  
with the above benefits.***



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\$3

Volume 23, Issue 5



# mini'app'les newsletter

the minnesota apple computer users' group, inc.

M A Y 2 0 0 0						
SUN	MON	TUE	WED	THU	FRI	SAT
	1	2	3  7:00	4	5	6  10:00 am
7	8	9	10  7:00	11  7:00	12	13
14	15  7:00	16  7:00	17  6:30	18  7:00am	19	20
21	22  6:00 7:00	23	24  7:00	25  6:30	26	27
28	29	30	31			

3 **AppleWorks SIG**  
Washburn Library  
5244 Lyndale Ave S. Mpls  
John Hunkins, Jr., 651-457-8949

4 **Telecommunications SIG**  
**CANCELLED**  
Bert Persson, 612-861-9578

6 **Board of Directors**  
mini'app'les members welcome.  
Byerly's  
7171 France Ave. S., Edina  
Lisa Huston

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

11 **Macintosh Main**  
Washburn Library  
5244 Lyndale Ave S. Mpls,  
Denis Diekhoff, 612-920-2437

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

16 **Apple II / GS SIG**  
Ramsey County Library  
2180 Hamline Ave. Roseville  
Tom Gates, 612-789-6981

17 **Photoshop-Digital Imaging**  
Washburn Library  
5244 Lyndale Ave S. Mpls,  
Gary Eckhardt, 612-944-5446

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

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

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

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

24 **Macintosh / Programming SIG**  
Washburn Library  
5244 Lyndale Avenue S, Mpls  
Andre Benassi, 612-502-0187

25 **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

## Board of Directors:

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<b>Mac Software</b>	Bryan Lienke
<b>Apple II</b>	Owen Aaland

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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 952-595-9404.

**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

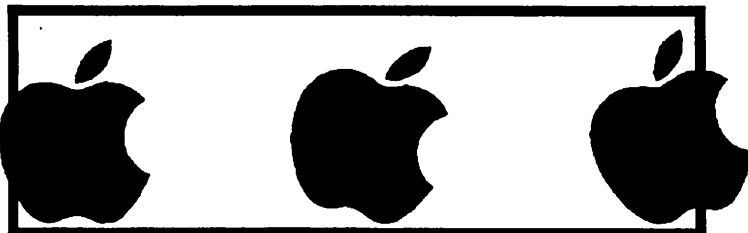
**Newsletter Layout:** John Pruski 952-938-2818, Bert Persson 612-861-9578

**mini'app'les BBS** – 952-595-9404, (co-located on Twin City Interlink BBS), 24 hrs. Settings: 8-1-0. Call in with FirstClass@ Client software or any text-based terminal program.

**mini'app'les Voice Mail** – 651-229-6952

**mini'app'les WWW site:** <http://www.miniapples.org>

**mini'app'les e-mail:** [miniapples\\_info@tcilink.com](mailto:miniapples_info@tcilink.com)



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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.

## FOR RENT: BRILLIANT PRESENTATIONS



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- Rental credit program

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(Ask for Extension 254)

### Stock Jockeys

7 pm, first Monday  
Washburn Library  
52nd/Lyndale So.  
Online research &  
investing (lo-tech)  
denis 612-920-2437

**A  
New  
Meeting**

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## June 2000 Preview

Here is the tentative calendar of our Special Interest Group (SIG) meetings for June 2000. 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

Thursday	June 1	Telecom SIG
Saturday	June 3	Board of Directors meeting
Wednesday	June 7	AppleWorks nee ClarisWorks SIG
Thursday	June 8	MacintoshMain SIG
Wednesday	June 14	Microsoft Word SIG
Thursday	June 15	Macintosh Consultants
Thursday	June 15	Quicken SIG
Monday	June 19	Fourth Dimension SIG
Tuesday	June 20	Apple II / GS SIG
Wednesday	June 21	PhotoShop / Digital Imaging SIG
Thursday	June 22	FileMaker Pro SIG
Monday	June 26	Meet Your iMac SIG
Monday	June 26	Macintosh Novice SIG
Wednesday	June 28	Macintosh Programming 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, 15
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, 14
Quicken	2, 6
QuickBooks and QuickBooks Pro	6
Mac OS 7	8
Mac OS 8	12
WordPerfect	4
Cross-Platform File Transfer	5,15
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
14. Gary Eckhardt	612-944-5446	EW
15. Michael Cumings-Steen	651-644-8653	DEW

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

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Mail inquiries to: PO Box 796, Hopkins, MN, 55343  
 Phone inquiries to: John Pruski, 612-938-2818

# May / June Photoshop Digital Imaging SIG

Submitted by  
Gary Eckhardt/ Bert Persson

The May Digital Imaging/ Photoshop SIG meeting will be a demonstration of the software package Photo Genetics. Photo Genetics is a digital imaging program that uses the 'eye doctor' approach to improving the image (is 1 better or worse than 2, etc.). A more detailed description of Photo Genetics is available in the March, 2000 issue of MacWorld.

On Wednesday, June 16, the Digital Imaging/Photoshop SIG will meet at the Hennepin Technical College in Eden Prairie at 6:30 PM. Jill Gerold, an instructor in the Electronic Publishing Department, will give a lecture on the use of layers in Photoshop. Here is a great opportunity to learn more about the power of layers, adjustment layers, layer masks, etc.

Call Gary Eckhardt, 952-944-5446, for more information on this

event.

Bring your digital imaging questions. See you there!

If you have questions about the meetings please call Gary Eckhardt at (612)-944-5446.

## Cleaner, Leaner, Faster!

Submitted by Tom Gates

Applications were running 3 time longer. Access to the hard drive sounded like someone trying to shake the living daylight out of it. "About This Computer" was showing me that the OS was using 22mb. It was 14mb last weekend! What's going on!?

First, tried to blame the kids. No luck there. They hadn't done anything (I've worked with programmers enough years to know how to take that line) - out of the usual. My older daughter's "usual" on the iMac is scary enough. No! Not the "Unusual"!

Trying to calm down and be rational, I began to review the facts. Mr. Holmes himself would have been proud. Or so I hoped.

First, the annoying drive noise. It was forever rattling around looking, seeking, and looking some more. Well, I have had this thing for a year and a half. While I've only 'dumped' things on about half of the 4gb drive, there was no telling what the free space looked like. Was any of it contained in any contiguous space? Bet by now you couldn't find more than a few megabytes together free. OK, that's good. Probably looking at some fragmentation problems.

Second, then. Why so slow? My help in searching for a real ET was bundled up in the SETI screen saver/application. But this did provide a clue. Generally, processing a data file had taken about 24 hours. Now they were running in the 72-hour range! Ah Ha! While it is running I

notice that rattling sound from the disk drive. Didn't always remember that when SETI had been running. It's doing a lot of memory swapping to the drive. Gee, must have the memory size set too low. I'll crank that up a bit so it can use as big of chunks of virtual memory as it wants. Holy Smoke! Now the rattling has gotten worse! Hmm. Probably no space to write virtual memory to the drive in one chunk. We've just revisited the first item. Fragmentation.

Third item was this 21mb memory thing. Using Conflict Catcher and removing vast quantities of "what is this" kinds of options - I thought I'd really carved the heart out of the OS this time. What! 20.2mb! Wasn't worth the time or effort!

Three days later....

Scene: Local computer store. Mac software section. Looking over the utility software. Norton or Tech Tools? Tech Tools or Norton? Heck, Peter has a nice smile. Looks like he's ready to help a distraught Mac owner like me. (is this touchy-feely software selection or what?)

Later that day...

Scene: Panic stricken (momentarily) Mac user sees OS/9 screen pop up on iMac. It's ok though. We're booting from Peter's "Norton Utilities - for the Macintosh v5.0". Good, no problem. Just wasn't quite ready for the OS/9 plunge. Maybe next weekend.

Start poking through the menu to see what all Peter has put on the CD

for us. Here we go. Defragment your drive(s) with "Speed Disk". Selecting it I get a message that I've not yet run "Disk Doctor" to check and/or repair my drive. I give in and run the doctor first.

I'm warmly greeted with a short flurry of messages about some file in the System Folder that has bad size information. They are overstating their sizes by about 1.2mb each. BINGO! I've just uncovered the solution to my third "wondering". Sure enough. After letting Norton fix these files, a reboot of the Bondi machine shows my OS is once again taking a comfortable 14.7mb.

Now feeling more encouraged than ever that a solution was at hand for all of my recent woes, I once again fired up "SPEED DISK". The amount of time it took just to peruse my drive to give me a status of the thing was enough to tell me I'd better look at the results with one eye partially open - squinting just enough to see the damage. WOW!!! According to Peter (sounds kind a Biblical, don't it?) there was no where on my drive where more than 21mb of free space could be found hanging around together. Again, out of 2gb of free space, the largest contiguous space was 21mb! Drive Thrashing now seemed such an under statement.

Had about 300 files out of just over 3500 that were fragmented. OK, do them first and see what happens. Good. Better than before. But not yet great. Time to swallow the whole chalupa. Let's defrag the entire drive.

Some time later....

This was a 2-sandwich job. Coming back from the second, found the screen to be blank. Not what I'd expected. However, upon jiggling the mouse to see if the machine was alive, the screen brightened way up. What a novel idea! A screen saver that just goes blank! Lawn-mower-man, eat your heart out.

Up popped the info I'd been waiting for. The results of the defrag. WOW again!!! The machine looked clean. Rebooting back to the regular OS just seemed so much faster. Starting up the SETI application, I leaned in to listen for the drive rattling. Nothing! Silence! And the program was running. To get a timing, I

just let the newly started SETI data file run. Coming back the next day, I found it already processing the next data file. The previous had completed in about 22.5 hours. That's a far cry from the 72 hours it had been taking.

Lessons learned: A fragmented drive and some bogus file length information had me reaching for the phone to order machine memory by the gross (close, 128k). In fact, routine house cleaning eliminated most of the problems, degradation and nail biting. The difference was amazing. If you feel your machine just isn't as fast as it once was, and every time you save something to the hard drive it seems to be making 30 copies for you, it may be time for some similar maintenance work on your machine.

Over the last couple of months, there have been reviews of Tech Tools, Norton Utilities, and the like covered in the newsletter. Also, various write-ups in the normal Mac mags as well. I understand you may want to take a look beyond the smiling face on the front of the box when making your selection of software. I hope some of this will be helpful to you.

Last note: I did finally jump in and buy additional memory for the iMac. Earthquakes aside, a 64mb module was gotten for \$49 in March. Plus the video memory expansion. That story of an internal iMac operation coming to your newsletter soon!

## We need Newsletter Articles!

Submitted by Bert Person

Last month I wrote an article asking our members for Newsletter articles. This month I will ask the same question. Please send anything you would like to share with our members related to Apple, Macintosh, Mac clones, software and peripherals to

"For Newsletter Staff" on our Bulletin Board (BBS) or mail it to our Post Office, Box 796, Hopkins, MN 55343.

If you have problems with software, hardware or whatever don't be discouraged, even if you feel you have a simple problem, it would probably benefit someone if it is published in the newsletter. For instance, if you

have found some tips or shortcuts in a particular piece of software please let us all know by submitting an article. That way I think we can all make the Newsletter more interesting.

## UPresent and UGather software at last months Mac Main

Submitted by Les Anderson

If you missed the Main Mac meeting in March you missed an excellent presentation by Rick Pelfer on UPresent and UGather. So, you ask, what are UPresent and UGather? UPresent is a POWER POINT type program, but it does several things that POWER POINT can not do. Better yet, UPresent is free.

UPresent can use slides just like POWER POINT, but it can also use Quick Time items, video sequences, URLs, and live video. All these items can be incorporated into a presenta-

tion, or moved in and out at will. Another feature is that you can use your mouse or a graphic tablet to highlight text or add notes during a presentation without altering your files. The presentation can be easily customized or altered. You don't need one large file and the presentation can be on your hard drive, or remote mounted or on CD's.

UGather is a multimedia data base manager. With UGather you can keep track of images, Quick Time movies, and audio files. You can also store information related to each file. The database can be searched with

key words or examined with thumbnail images.

Both programs can support most file formats, and will run on both 68K Macs and Power PC Macs. System 7.1 or higher. The programs can be downloaded at <http://upresent.umn.edu/>. If you already have the program check the web site to be sure you have the latest version. An update was released in late March. A manual in PDF format is supplied with the program.

## Rodney O. Lain our April Mac Main speaker

Submitted by Bert Persson & John Pruski

At our April Mac Main meeting we had the pleasure of listening to one of our more prolific members. His enthusiastic presentation on the needs and future of computer user

groups, was very engaging. Rodney started out by describing how he shifted gears from the retail business to becoming a writer of newspaper and magazine articles, with a primary focus on Macintosh computers and related equipment. At the present

time, he is a contributing author for the St. Paul Pioneer Press. His articles are usually published in the Monday tech section. In addition he also publishes articles in Mac Addict. Thanks for the interesting prez!

# DIGITAL ORIGIN DVWIRE April 2000

Submitted by John Pruski

## PRODUCT NEWS:

(<http://DigitalOrigin.com>)

EditDV Now Compatible with Apple G4, iMacDV and PowerBook Firewire  
EditDV 2.0 for Mac to Ship Next Week

EditDV for DVRaptor IEEE 1394 Card Shipping

IntroDV OHCI Now Available for 3rd Party OHCI IEEE 1394 Interfaces  
Media Cleaner: Compress Your Video for Web, Intranets, CD and DVD

## PROMOTIONS:

(<http://DigitalOrigin.com/specials>)

\$200 Rebate on EditDV

\$50 Rebate on IntroDV with Canon digital camcorder purchase

## PARTNER NEWS

iCanStream.com Educational Web Site for Streaming Video Launched

## SUPPORT NEWS:

(<http://DigitalOrigin.com/support>)

G4/iMacDV/PowerBook built-in Firewire updater

## PRODUCT NEWS

### EDITDV NOW COMPATIBLE WITH APPLE G4, IMACDV AND POWERBOOK FIREWIRE

EditDV for Mac OS can now be used seamlessly with the built-in FireWire ports on the latest iMac DV, G4 (Sawtooth) Power Mac and the new G3 PowerBook portable. At long last, Apple has fixed the problem that prevented the fastest DV editor from working on the fastest G4 Power Macs! EditDV users can now enjoy plug and play video editing using Apple's G4 or PowerBook built-in OHCI FireWire interface.

Mac OS 9.0.4 is required. OS 9.0.4 software update includes the FireWire 2.3.3 software which allows the Digital Origin applications to capture and playback DV footage from Apple's OHCI equipped Power Macs. Owners of these DV ready Power Macs with OS 9 may download the Mac OS System Software release 9.0.4 updater from the Apple website. Mac OS 8.x owners must purchase the OS 9 upgrade. EditDV 1.6.1 users will also need to download a free update from

<http://DigitalOrigin.com/support/download.html>.

### EDITDV 2.0 FOR MAC SHIPPING NEXT WEEK

The long awaited upgrade to the EditDV Mac Edition software has been completed and will ship next week. This \$99 upgrade includes some of the top feature requests you've been asking for. Essential capabilities like slip, slide and ripple editing from the timeline, plug-in support, clip linking, Export to compressed formats from the timeline, G4 compatibility and more.

Order the EditDV upgrade for just \$99 and receive a free copy of Media Cleaner EZ 4.0. For more information, please visit <http://digitalorigin.com/products/editmac/upgrade.html>

Anyone who purchased EditDV 1.x for Macintosh after February 5th, 2000 may request a free upgrade to version 2.0. Simply fax a copy of your dated receipt showing purchase of EditDV 1.6.1 Macintosh Edition on or after 2/5/2000 to 650-404-6432. All requests must be received by 4/30/00. Include your mailing address and phone number.

### EDITDV FOR DVRAPTOR NOW SHIPPING

Digital Origin is pleased to announce that EditDV is now compatible with the DVRaptor i.Link card. Developed with careful assistance from the Canopus Engineering team, this special edition of the EditDV software can be installed right alongside Raptor Edit and Adobe Premiere. Plus, we've created a special introductory offer which allows any DV Raptor owner to order a full copy of EditDV 2.0 software (Win 95/98/NT) for just \$199. So if you (or someone you know) is using the DV Raptor PCI FireWire card, here's your best chance to add the award-winning EditDV software to your library of content creation tools.

To order this \$199 upgrade, you must go to <http://DigitalOrigin.com/raptorupgrade>

### GET TERRAN INTERACTIVE MEDIA CLEANER DIRECT FROM DIGITAL ORIGIN

If you are showing your videos to the internet, intranet, CD or DVD, you need Media Cleaner to compress and prepare your media. Media Cleaner EZ is the easy way to prepare your media for CD-ROM, DVD-ROM and the Web! EZ is a "scaled-down" version of Media Cleaner Pro designed for hobbyists, students, and other entry-level multimedia creators. Media Cleaner EZ for Windows may now be purchased and downloaded from Digital Origin's online store for \$89. Go to <http://digitalorigin.com/store/buyesd.html> to buy and download.

Media Cleaner Pro is the industry standard for dynamic media compression. Use Media Cleaner Pro 4 to prepare the highest quality media for the Web, CD-ROM, DVD, broadband, kiosk, and presentations. Media Cleaner Pro is the only cross-platform tool that supports all the major formats including QuickTime 4, RealSystem G2, Windows Media, MPEG, AVI, DV, MP3, still images, and audio-only formats. Media Cleaner Pro 4 (Windows and Mac) is available for immediate shipment from Digital Origin's online store for \$499. EditDV and Media Cleaner Pro together are just \$999 (Windows only). Go to <http://digitalorigin.com/store/buyonline.asp> to order.

## PROMOTIONS

### \$200 REBATE ON EDITDV

Purchase EditDV from a participating retailer and receive a \$200 rebate coupon. Offer applicable only for EditDV for Windows (0759), EditDV for Windows software only (0760), EditDV for Mac OS (0733), or EditDV for Mac OS software only (0740). All purchases must be made between March 1, 2000 and June 30, 2000. Please read the coupon for complete details of this offer. The coupon may be downloaded at the following URL: <http://digitalorigin.com/partner/pdf/editdvrebateFAX.pdf>



## PARTNER NEWS

### iCanStream.com STREAMING VIDEO EDUCATIONAL WEB SITE LAUNCHED

Digital Origin, and Media 100 have teamed up with Canon, Beatnik Inc, Kensington DigitalFridge.com, Terran Interactive and Wired Inc to launch iCanStream.com, the world's first web site dedicated to teaching new and experienced video enthusiasts the basics of streaming media, includes unique content that promotes understanding of the four step process of shooting, editing, compressing and

publishing video over the Internet. Over time, iCanStream.com will evolve into a streaming media community site where people can come to share their knowledge, experiences, tips and tricks, and even their streaming media creations, thus contributing to the educational value of the site.

Visit iCanStream.com today at <http://icanstream.com>.

## SUPPORT NEWS

### NEW UPDATER G4/iMacDV/POWERBOOK BUILT-IN FIREWIRE UPDATER

Updater for all Digital Origin Mac OS products to support Apple's built-in Firewire on Power Macintosh G4, iMacDV and Powerbook systems. Requires Mac OS 9.0.4, which includes Apple Firewire 2.3.3 drivers. This updater is not required for EditDV 2.0.

Please visit <http://DigitalOrigin.com/support> for online answers and software updates.

Happy Editing,  
Digital Origin

## Ongoing Deals for Mini'app'les Members

Submitted by Tom Gates and Bert Persson

The following businesses have agreed to provide ongoing discounts to members of mini'app'les. When you contact these companies, please identify yourself as a member of mini'app'les to qualify for these discounts. For questions related to these discount offers, please contact Tom Gates - (612) 789-1713 evenings and weekends.

### Power Protection Products

Surge Protection strips, Battery backups, line conditioners, etc. Contact Keith Kalenda at Business Security Products (612) 789-1190. 1/3 off APC SurgeArrest line of products 25% off APC BackUPS, SmartUPS and related products.

### CartridgeCare, Inc.

CartridgeCare, Inc. of Roseville is offering Mini'app'les members an additional \$5.00 off the cost of laser printer cartridges. They handle supplies for, and do repair work on equipment from a number of manufacturers. For example: Apple, Canon, HP, IBM, Epson, Sharp, Brother, Panasonic, Okidata, Minolta, to name a few. They also provide free next-day delivery and core pickup in the metro area.

For additional information about the user group discount and other services, contact CartridgeCare at (612) 331-7757.

### Macmillan Publishing/Peachpit Press

Once again we are offering a 40 % discount on Peach Pit Press and MacMillan family of book companies (Hayden, Adobe Press, Que, Sams, Brady, NRP, and Alpha). Contact per-

son for Peach Pit Press is Keary Olson, he can be contacted at SIG meetings or on our BBS (home phone 724-0031). In order for our members to receive the 40% discount, Peach Pit Press requires that a number of books be ordered at the same time. Therefore please allow at least 4-8 weeks when ordering books from Peach Pit Press. Minnesota sales tax and a \$ 0.50 shipping charge will be applied to each book ordered. The 40% off MacMillan book offer can be applied on individual purchases plus Minnesota sales tax and a s/h charge. Use the mini'app'les account number # 10782880 -when ordering.

MacMillan Publishing produces frequent listings of new titles that have been added to their catalog. Mini'app'les will attempt to have these available on the BBS in addition to the catalogs.

## Midwinter Madness follow up

Submitted by Bert Persson

At the Midwinter Madness Hobby Electronics Show last month there were plenty of bargains for the frugal shopper.

This annual event is sponsored by the Robbinnsdale Amateur Radio Club (RARC) and brings together commercial vendors as well as hundreds of flea market sellers. Midwinter Madness is proclaimed to be the biggest swap meet in the Midwest, as well as "The Longest Consecutive Running One-Day Show

in the Midwest".

It all started nineteen years ago as a swap meet for radio amateurs (Hams) to sell and trade radio communications equipment. Those were the days people mainly kept in touch using transceivers by sitting in front of their microphone communicating with others around the world. This is still done today, but some of it has been replaced by e-mail over the Internet. I think we all have experienced problems with e-mail, so radio communications will certainly remain a viable choice in the future.

However, with the expansion of computers in the marketplace, more of the equipment sold are computers and related equipment. In that context, it should be noted that there has been an considerable increase in the availability of Apple / Macintosh computer equipment during the last few years. This obviously is a reflection of the increased sales Apple computer has had in the last couple of years and as Apple grows so will the second-hand market. Of course, as with all swap meets, one can find anything from beanie babies to video

cameras. And speaking of video cameras, one of our members found an excellent camera for a very reasonable price at this event, so you never know what you may find. That's part of the fun, walking up and down the aisles looking at all kinds of stuff and who knows, you may find that left-handed screw "what-you-may -call-it"

## VideoGenetics & PhotoGenetics by Q-Research

Submitted by John Pruski

Q-Research to Launch VideoGenetics Software for Digital Video Enhancement First-of-its-kind imaging software-ware available Feb. 3 for PMA 2000

SEATTLE (Jan. 19, 2000)—Q-Research Inc. will automate the process of enhancing digital video for the first time with the release of VideoGenetics, its latest digital imaging product. The software, which allows digital video enthusiasts and professionals alike to improve the quality of digital video quickly and easily, will launch Feb. 3 in conjunction with the Photo Marketing Association 2000 trade show in Las Vegas.

Through VideoGenetics' simple interface, users access a powerful, patent-pending technology known as genetic image optimization. The intuitive program makes complex imaging adjustments without requiring any technical knowledge on the user's part. Users simply tell the program what looks best to them, and VideoGenetics converts the images to reflect their preferences.

"VideoGenetics is the perfect tool for those who wish to enhance their digital video so that it is as vibrant as the scenes they remember," said Del Clark, president of Q-Research. "Our optimization technology for digital video is the first to market, geared toward digital video enthusiasts and professionals who want to get the most from their digital video display while investing the least amount of time in the enhancement process."

Upon opening a video display in the program and starting the optimization process, a user will view two displays side by side: a sample of the original video on the left, and a first

variation on the right generated by VideoGenetics. The software continues to display a series of variations, manipulating a dozen characteristics such as hue, gradient, color balance, contrast, gamma, color temperature, color shift and saturation. With a click of the mouse, a user rates how much better or worse each variation is compared to the original. The software automatically applies the desired enhancements to the video. The user may enhance the entire video while it is playing or select separate segments to enhance as needed.

When the user is satisfied with the results of the optimization, the new version of the video may be saved. To conserve file space, the enhancements may be saved in a separate file that contains a link to the original video. The movie may be played back in any program that supports Apple-QuickTime, such as QuickTime Movie Player or Adobe- Premiere-. More than one set of enhancements may be applied to a video and linked with fade-ins and fade-outs. Once saved, a set of enhancements may be applied to other video segments taken in similar conditions for extra-quick enhancement.

VideoGenetics is currently available for Macintosh-, with a Windows-version to follow. Minimum requirements include a Power Macintosh-, Mac- OS 8.5 and up, and QuickTime 4.0. The software will cost \$249, with an introductory price of \$199 through April 3. VideoGenetics may be downloaded through Q-Research's Web site, at [www.q-res.com](http://www.q-res.com). For a demonstration of the software, stop by Q-Research's PMA booth Feb. 3-6 (#T92, Las Vegas Convention Center).

In March 1999 Q-Research introduced PhotoGenetics, enhancement software for still digital images. PhotoGenetics is based on the same

genetic image optimization technology that powers VideoGenetics and shares a similar interface.

Q-Research has also developed VisualGenetics, a suite of online tools that enables users to enhance and edit images over the Internet in real time. The Java applets may be licensed to Internet content providers, who may select a package tailored to the image-editing needs of their users. Ideal for low-bandwidth connections, VisualGenetics enables users to enhance low-resolution images on their browser while still seeing exactly how these enhancements will appear when applied to the full-resolution image at the server. Innovative Technology Saves Our Fondest Memories

PhotoGenetics enhancement software restore\* photos to original brilliance

SEATTLE (Aug. 5, 1999)—Since cameras became readily available to the average consumer in the 1930s, photographs quickly have been established as the ultimate legacy—a prized possession that visually connects us to our past.

Q-Research, a North Bend, Wash., company has just introduced PhotoGenetics, breakthrough software that allows casual PC users and digital photographers to save their memories from the aging process.

We all have the classic photos that define our lives—the simple snapshot of dad running along side our bicycle, launching us into the world without training wheels, or the first grade photo where a big smile showed a mouthful of gums rather than our two front teeth. Other unforgettable moments like graduations, weddings and the first time our child slept cradled in our arms, can be revisited year after year through photographs.

Q-Research, a North Bend, Wash., company has just introduced PhotoGenetics, breakthrough software that allows casual PC users and digital photographers to save their memories from the aging process.

We all have the classic photos that define our lives—the simple snapshot of dad running along side our bicycle, launching us into the world without training wheels, or the first grade photo where a big smile showed a mouthful of gums rather than our two front teeth. Other unforgettable moments like graduations, weddings and the first time our child slept cradled in our arms, can be revisited year after year through photographs.

Preserving these keys to our past, however, can be problematic.

What happens when that box of memories yellows and fades, with flesh tones becoming orange and edges frayed?

PhotoGenetics is image enhancement software that enables families to scan those yellowed, aging photos and dramatically improve their quality on a PC in only a few minutes with minimum training. When an image is opened in PhotoGenetics, consumers see two versions side by side. Using its interface element, called the evaluator, with a single mouse click, PhotoGenetics applies a dozen global image processing functions at the same time, including hue, gradient, sharpness and color balance. A new version of the photo is produced, and the user simply saves it.

"The advanced technology behind PhotoGenetics allows casual PC users to refresh their family photos and ensures that these heirlooms will always hold their place within a family's history," said Q-Research President Del Clark. "So much of our lives are played out before a camera. It's a great feeling to know this software will enable all generations to see images as bright and clear as their memories when reminiscing about their family."

PhotoGenetics is available for the Windows- 95/98 and Macintosh-operating systems. Consumers can experience "genetic" optimization technology themselves, on their photographs, by visiting the Q-Research Web site at [www.photogenetics.com](http://www.photogenetics.com).

#### Q-Research Releases PhotoGenetics Add-ons

PhotoGenetics PlusPak fine-tunes photos

SEATTLE (Oct. 5, 1999)—Q-Research, the company that launched PhotoGenetics, the first user-friendly image enhancement software based on "genetic algorithms," today introduced PhotoGenetics PlusPak—new add-on components to correct spatial distortions, enhance specific colors or create artistic variations of an image.

Additionally, the company released PhotoGenetics 1.10 for Windows-95/98/NT and Macintosh-operating systems, a more intuitive version of the software that includes new drag and drop image file management capabilities.

The PhotoGenetics PlusPak Dewarp Evolution corrects spatial distortions—a common problem with the optics of many digital cameras, particularly when taking wide angle shots. The standard version of PhotoGenetics includes a similar function using predefined dewarp genotypes. With the new dewarp add-on, PhotoGenetics PlusPak users can create their own genotypes, tailored to their specific camera, zoom settings and lenses.

The Isocolor Evolution creates unique and varied images by only changing one specific color in a photo—making it less colorful, more brilliant, darker, paler or changing the color altogether. Using this add-on, a school bus in an image can be changed to a more vibrant yellow or even green. Another example would be the evolution of a brown door to a purple door.

"These add-ons make it simple to fine-tune images to exactly the way you want them," said Del Clark, president of Q-Research.

The Artistic Evolution add-on in the PhotoGenetics PlusPak is designed to produce extreme modifications of an image, creating unusual and strangely compelling results. For example, some colors become saturated, while other colors change altogether. After this evolution, photos may look like a watercolor painting or a psychedelic rock poster from the '60s.

"Now that 26,000 people have discovered how easy it is to create stunning images with PhotoGenetics, they're ready to have a little fun with their photos, the Artistic add-on is the perfect tool to do just that," Clark said.

To download PhotoGenetics PlusPak, users must have PhotoGenetics 1.10, the most up-to-date version of the software. Current PhotoGenetics users can do this by logging on to [www.photogenetics.com](http://www.photogenetics.com) and downloading the software using their previ-

ous registration code.

PhotoGenetics PlusPak (Dewarp Evolution, Isocolor Evolution and Artistic Evolution) is available to download for \$29.95 at [www.photogenetics.com](http://www.photogenetics.com). The Dewarp, Isocolor and Artistic add-ons can also be purchased separately for \$14.95, \$14.95 and \$9.95, respectively.

PhotoGenetics is \$29.95 when purchased direct at [www.photogenetics.com](http://www.photogenetics.com). A CD-ROM version of PhotoGenetics is also available for \$39.95.

PhotoGenetics allows casual PC or Mac users to easily improve the quality of their digital and scanned photographs with dramatic results in fewer than five minutes.

PhotoGenetics applies a dozen global image processing functions at the same time with a single mouse click. Users simply compare the images that appear on their screen until they see what they like, without having to learn a complex image-editing program.

Q-Research Teams With Casio to Offer Digital Camera Users Image Enhancement Capabilities  
PhotoGenetics software also to be marketed by Ariston?, d-store.com

SEATTLE (Jan. 6, 2000)—Q-Research Inc., maker of digital image enhancement programs, has announced an agreement to package its PhotoGenetics software with Casio's newest digital cameras. In addition, Q-Research has announced marketing alliances with Ariston Technologies and d-store.com.

PhotoGenetics enables inexperienced users to quickly and easily improve the quality of digital and scanned images based on personal preferences. The software employs a simple interface to access a powerful technology known as genetic image optimization. Users compare their original images with variations created by PhotoGenetics, which manipulates a dozen image characteristics such as hue, gradient, color balance, contrast, gamma, color temperature, color shift and saturation. Users click on a scaled bar to indicate how much better or worse each variation is compared to

the original, and the desired enhancements are automatically applied.

PhotoGenetics will be packaged with Casio's latest digital camera models, including the QV-8000SX with 8X optical zoom and the QV-2000UX with 2.1 megapixel resolution, USB and support for CF Type II cards.

Ariston will also distribute PhotoGenetics with its Universal Serial Bus (USB) iRead™ Flashcard Reader/Writer and iSee™ Web cameras sold through its Web site and worldwide network of distributors and resellers. The iRead™ Flashcard Reader/Writer enables the quick transfer of images from digital cameras to a PC or Macintosh. The iSee™ Web cameras allow users to take snapshots, videoconference, create movies and transfer files over the Internet.

In another alliance, d-store.com, the leading provider of digital photography solutions online, will market

PhotoGenetics through its Web site. Visitors to the [www.d-store.com](http://www.d-store.com) site may connect with a link to d-store.com's PhotoGenetics offer for a free 30-day trial or to download the software.

Casio, Inc., Dover, N.J., is the U.S. subsidiary of Casio Computer Co., Ltd., Tokyo, Japan. Casio, Inc., with sales over \$450 million, markets calculators, watches, palm-size PCs, business organizers, musical keyboards, audio and video products, electronic cash registers, digital imaging products and other consumer electronic products.

d-store.com is the premier digital photography Web store, offering digital photography solutions for the consumer, professional and educational markets. dstore.com differentiates itself from other commercial Web stores with its commitment to competitive pricing, excellent customer service, reliability and ease of doing

business.

Ariston Technologies is a leading USB developer and manufacturer selling to distributors, resellers, educational accounts and mail order catalogues around the world. Ariston has the most diversified cross-platform (Windows 98 and Mac) USB product line in the world with 18 products currently shipping and additional products under development.

Q-Research Inc., a North Bend, Wash.-based firm, is developing new technology for the digital image revolution. Recognizing the fundamental, but often overlooked fact that every pair of human eyes sees the world in a unique way, Q-Research is using "genetic" programming to optimize digital images for individual users. For more information, visit [www.q-res.com](http://www.q-res.com), or call (425) 888-6609.

## Apple's Internet World Announcements by MacNN Staff

Apple Acquires DVD Authoring Technology, Products and Engineering Team  
From Astarte

NAB2000, LAS VEGAS—April 10, 2000—Apple® today announced it has acquired the DVD authoring software products and the associated underlying technology from Astarte GmbH, the award-winning developer of DVD authoring tools. Astarte's DVD engineering team will join Apple as part of the acquisition.

Apple ignited the personal computer revolution in the 1970s with the Apple II and reinvented the personal computer in the 1980s with the Macintosh. Apple is committed to bringing the best personal computing experience to students, educators, creative professionals and consumers around the world through its innovative hardware, software and Internet offerings.

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NOTE TO EDITORS: For additional information visit Apple's PR website ([www.apple.com/pr/](http://www.apple.com/pr/)), or call Apple's Media Helpline at (408) 974-2042.

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Apple Announces Final Cut Pro 1.2.5

Award-Winning Video Editing Software Supports Wide-Screen Format  
NAB2000, LAS VEGAS—April 10, 2000—Building upon the incredible features of Final Cut Pro™ 1.2, Apple® today announced Final Cut Pro 1.2.5, which brings support for 16:9 wide-screen format, YUV processing and "make reference movies" to Apple's award-winning video editing, effects and compositing software.

"The new Final Cut Pro 1.2.5 running on a blazingly fast Power Mac G4 or a portable PowerBook is an industrial-strength digital video dream," said Philip Schiller, Apple's vice president

of Worldwide Product Marketing. "The new update of Final Cut Pro adds more power with 16:9 editing and YUV processing for professional movie makers in the studio and on the go."

Final Cut Pro 1.2.5 offers support for capturing, editing and exporting 16:9 media; YUV processing for preserving values of the original source material; and "make reference movies," which saves rendering time and disk space by minimizing file sizes and using "pointers" to source files. The features join the incredible lineup of enhancements found in Final Cut Pro 1.2, which include: Power Mac™ G4 Velocity Engine™ optimization; increased rendering speeds; improved batch capture; "JKL" keyboard commands; and support for PAL, the dominant video and broadcast standard in Europe.

Pricing and Availability Final Cut Pro 1.2.5 update will be available to existing customers next month as a free download from [www.apple.com/final-cutpro](http://www.apple.com/final-cutpro). The full version of Final Cut Pro 1.2 is available online through The Apple Store™ ([www.apple.com](http://www.apple.com)) and through Apple authorized resellers for US\$999. More informa-

tion on Final Cut Pro, including a list of qualified compatible hardware and software, can be found at [www.apple.com/finalcutpro](http://www.apple.com/finalcutpro).

Apple ignited the personal computer revolution in the 1970s with the Apple II and reinvented the personal computer in the 1980s with the Macintosh. Apple is committed to bringing the best personal computing experience to students, educators, creative professionals and consumers around the world through its innovative hardware, software and Internet offerings.

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**NOTE TO EDITORS:** For additional information visit Apple's PR website ([www.apple.com/pr/](http://www.apple.com/pr/)), or call Apple's Media Helpline at (408) 974-2042.

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Apple's Internet World  
Announcements  
April 5, 2000

by MacNN Staff

At Internet World today, Apple made several announcements regarding its QuickTime and Darwin technologies. QuickTime

Among these announcements was the quintessential downloads figure for QuickTime 4, which has topped 32 million. Additionally, Apple announced 10 new QTV channels, bringing the total number of QTV content providers up to more than 40.

The new QTV channels include: Beggar's Banquet Records, Caroline's Comedy Club, Cipher New Media,

Global Music Network from the UK, HyperTunez from France, IFILM, Oddcast, Pitch TV, Sony Music and ZDTV.

"QuickTime TV is the best entertainment network on the Internet," said Philip Schiller, Apple's vice president of Worldwide Product Marketing. "QTV now streams over 40 premium channels of music, video and news from leading content providers right onto your Mac or Windows desktop, for free."

QuickTime 4.1.1 was also released today, and can be obtained via the QuickTime Updater application found in the QuickTime 4 folder.

**Darwin & Darwin Streaming Server**

Apple also announced the release of Darwin 1.0, the company's advanced, open-source operating system core at the heart of Mac OS X, as well as an update to the Darwin Streaming Server.

The new Darwin kernel is based on FreeBSD and Mach 3.0 technologies and supports the Kernel Extension Developer Kit (KDK) for developing drivers and loadable modules. Tens of thousands of registered developers now have access to essential Mac OS X source code.

Furthermore, Darwin 1.0 is processor-independent, meaning that it can be used on both PowerPC and Intel-compatible platforms. Darwin 1.0 is available for immediate download or on CD for for \$20.

The Darwin Streaming Server, the open-source version of Apple's QuickTime Streaming Server software, has also been updated for Windows NT, expanding its support to five platforms. Mac OS, FreeBSD, Linux, and Solaris versions are also available. Darwin Streaming Server remains the only open source, standards-based and free Internet streaming server. The new version will be available in May.

Final Cut Pro gets hot with 'ICE'  
April 10, 2000

by Brad Gibson

Integrated Computing Engines has brought its high-performance hard-

ware and software solutions to Final Cut Pro with the announcement of Final Cut Pro 'On ICE', at the National Association of Broadcasters convention in Las Vegas, Nevada. Final Cut Pro 'On ICE,' is essentially an uncompressed editing and finishing solution that dramatically increases the speed of video editing by capturing footage in real-time. By combining Final Cut Pro with the Ultra BlueICE hardware, BlueICE SDI video card and ICE's software effects, editors and designers can have a total, uncompressed, real-time video editing solution for less than \$11,000.

ICE for Final Cut Pro is made up of four components combining both proprietary hardware and software. Ultra BlueICE and the BlueICE SDI Video Add-on Daughter Card are the hardware pieces that allow users to capture, edit and copy to tape in real-time. ICE'd Visual Effects enhances Final Cut Pro by adding over 50 ICE'd visual effects for adding transitions, color correction, blurs and light effects. ICE also bundles in another third-party product for 24-bit audio editing, Mark of the Unicorn (MOTU) hardware, a 24-bit digital audio recording system which allows for frame-accurate synchronization between audio and picture.

The MOTU system features eight balanced TRS analog in/out channels plus stereo AES/EBU, as well as the Digital Timepiece, a universal synchronizer for SMPTE, digital audio, and video systems. Together, MOTU's 1224 audio interface and Digital Timepiece synchronizer allow ICE users to transfer 24-bit, broadcast-quality digital audio in and out of their Final Cut Pro workstations.

The ICE hardware in Final Cut Pro 'On ICE' can be leveraged for other ICE'd applications such as Adobe After Effects on ICE for compositing, Media Cleaner Power Suite for compression, and a soon to be released version of Sonic Solutions' MPEG2 compression for DVD that uses ICE technology.

The Ultra edition of Final Cut Pro 'On ICE' lists for \$10,995 and is scheduled for release in June. Other configurations and upgrade pricing will be made available at a later date.



# mini'app'les Handy Form

**New & Renewing Members-  
Specify your level of support:**

- \$25 (One Year)
- \$45 (Two Years)
- \$60 (Three Years)
- \$15 Student\* (One Year)
- \$100 Corporate (One Year)

Thanks!

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

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

Please list the five software  
packages you use most often:

Which personal computer(s) do you use?

- Power Macintosh model(s) \_\_\_\_\_
- Macintosh model(s) \_\_\_\_\_
- Apple II model(s) \_\_\_\_\_
- Other \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

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.

*Yes.*

*I'd like to join!*

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

## Macintosh & Apple II eDOM Orders

Please allow up to  
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Disk Size	eDOM #	Title or Description	Qty.	Price @	Total

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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.

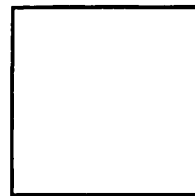
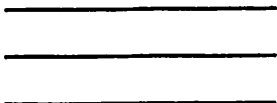
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♦NonMembers cannot buy System Disks

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**Make Checks Payable to "mini'app'les"**

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

## For Sale by Members

Macintosh computers, monitors, Apple IIe's and Image writers for sale. Bert (612) 861-9578 or post message on our BBS, bpersson@isd.net

### GS Hardware for Sale

For sale (packing and shipping costs not included in price):

Apple IIGS ROM 3 computer with TransWarp GS version 8/32S accelerator (revision 1.8S, 6.25 MHz, 65C816S8PL-14 processor) - \$150  
 Apple IIGS ROM 3 computer with ZIP GS accelerator (8 MHz, 64K cache, 65C816S8PL-14 processor) - \$165  
 RAM-GS plus 8 MB memory card with 6 MB populated - \$85  
 RAM-GS plus 8 MB memory card with 5 MB populated - \$75

Apple 3.5 controller card with Apple SuperDrive - \$100  
 Kensington System Saver IIGS - \$20  
 RAMFast SCSI controller card revision RF301-F with 1 MB cache - \$125  
 RAMFast SCSI controller card revision RF301-F with 1 MB cache (doesn't boot - \$20)  
 Quickie Scanner with InWords optical recognition software, TableTrained Font Tables, and TheTray hand scanner guide by The Lyra Group - \$35  
 AppleCD 300 CD-ROM drive with Golden Orchard CD-ROM - \$35  
 Apple IIGS keyboard and mouse - \$25  
 Kensington TrackBall version 3 (compatible with Apple IIGS) - \$20  
 AppleColor RGB Monitor - \$15  
 Soundmeister card - \$15  
 Heavy duty power supply (60 watts)

for Apple IIGS - \$15  
 85 MB hard drive (Q-drive) - \$10  
 Mac standard keyboard (Model M0116) - \$15  
 Apple 5.25 Disk Drive (works with Apple 2 or LC II) - \$15  
 ImageWriter II with Sequential Systems MegaBuff Interface (supports AppleTalk or 57.6k serial channel, has 1 MB buffer) - \$25  
 AppleWorks 4 Reference Manual (bound soft cover) - \$10  
 Apple IIGS Owner Guide - \$10  
 Apple IIGS System 6 User's Reference - \$10  
 Contact Harry Lienke at plienke@aol.com

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Communicate with other mini'app'les members plus get up to date information on mini'app'les events and meetings. Get assistance from other members. Download freeware and shareware.

**Eligibility for frequent drawings of free equipment, software, and books.**

Just a few of the many items given away free in the past included: Connectix QuickCam, Microsoft Encarta, Alps Printer, Books from Peachpit Press, MacMillan, RamDoubler, SpeedDoubler, Lind PowerBook battery Conditioners, Rechargers, Microsoft Art Gallery, T-shirts and software including Apple OS 9.0

**Discounts on book orders**

40% off Peachpit Press, 40% off MacMillan family of book companies (Hayden, Adobe Press, Que, Sams, Brady, NRP, and Alpha)

**Periodic special User Group discount offers on equipment and software.**

In the past year, Apple, Hayes, Brøderbund, and APC Power Protection (Business Security Products), among others, have offered mini'app'les members significant discounts.

**Plus, you're supporting all of mini'app'les' special interest group (SIG) meetings that you can attend each month.**

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with the above benefits.***



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Volume 23, Issue 6



# mini'app'les newsletter

the minnesota apple computer users' group, inc.

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

**1** **Telecommunications SIG**  
**CANCELLED**  
Bert Persson, 612-861-9578

**3** **Board of Directors**  
mini'app'les members welcome.  
Byerly's  
7171 France Ave. S., Edina  
Lisa Huston

**5** **Computerized Investing**  
Washburn Library  
5244 Lyndale Ave S. Mpls,  
Denis Diekhoff, 612-920-2437

**7** **AppleWorks SIG**  
Washburn Library  
5244 Lyndale Ave S. Mpls  
John Hunkins, Jr., 651-457-8949

**8** **Macintosh Main**  
Washburn Library  
5244 Lyndale Ave S. Mpls,  
Denis Diekhoff, 612-920-2437

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

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

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

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

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

**21** **Photoshop-Digital Imaging**  
Hennepin Technical College  
9600 Flying Cloud Dr.  
Eden Prairie  
Gary Eckhardt, 612-944-5446

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

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

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

**28** **Macintosh / Programming SIG**  
Washburn Library  
5244 Lyndale Avenue S, Mpls  
Andre Benassi, 612-502-0187



# mini'app'les

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P.O. Box 796, Hopkins, MN 55343

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**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 952-595-9404.

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.

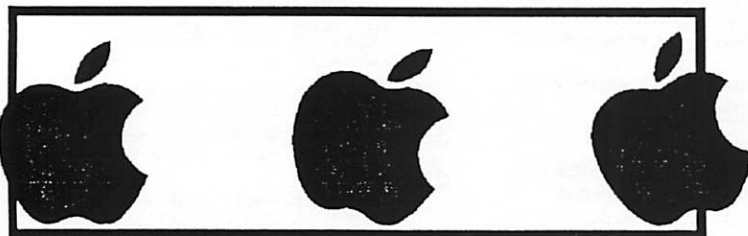
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**Newsletter Layout:** John Pruski 952-938-2818, Bert Persson 612-861-9578

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**mini'app'les WWW site:** <http://www.miniapples.org>



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## July 2000 Preview

Here is the tentative calendar of our Special Interest Group (SIG) meetings for July 2000. 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

Saturday	July 1	Board of Directors meeting
Monday	July 3	Computerized Investing SIG
Wednesday	July 5	AppleWorks nee ClarisWorks SIG
Wednesday	July 12	Microsoft Word SIG
Thursday	July 13	Macintosh Main SIG
Monday	July 17	Fourth Dimension SIG
Tuesday	July 18	Apple II / GS Main SIG
Wednesday	July 19	PhotoShop / Digital Imaging SIG
Thursday	July 20	Macintosh Consultants
Thursday	July 20	Quicken SIG
Monday	July 24	Meet Your iMac / Mac SIG
Wednesday	July 26	Macintosh Programming SIG
Thursday	July 27	FileMaker Pro SIG
Monday	July 31	Macintosh Novice 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, 15
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, 14
Quicken	2, 6
QuickBooks and QuickBooks Pro	6
Mac OS 7	8
Mac OS 8	12
WordPerfect	4
Cross-Platform File Transfer	5,15
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
14. Gary Eckhardt	612-944-5446	EW
15. Michael Cumings-Steen	651-644-8653	DEW

D: Days, generally 9 a.m. to 5 p.m.  
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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 952-938-2818, with your name, telephone number, contact hours, and the software or hardware areas you are willing to help others.

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# The Sims- An MGL Sneak Peak

Submitted by Dave Peck

"...I originally started work on this about seven years ago - before SimCity 2000. I wanted to do a game involving architecture because I get very fascinated with the process of designing houses. Everybody seems to have a feeling of how they would like to design a house so I started researching that but at some point I got pulled off to do SimCity 2000. I worked on this on and off through the years but I really got serious about The Sims about two or three years ago."

"As I got further and further into the architecture I needed to put people living in the house to basically score the architecture and determine how good the house was. Then we developed this personality simulation/people simulation that took about a year to develop. After we got the people up and running it seemed much more interesting and the focus of the whole product moved more and more onto the people and their behavior."

The Sims Creator Will Wright, in an interview with [pc.ign.com](http://pc.ign.com)

While it took Will Wright over 7 years to mold and create The Sims, it will likely take less than six months to bring the title to the Mac platform. For the past two months the premiere Mac porting house in the world, Westlake Interactive, has been busily working on the title behind closed doors. Today, in an exclusive announcement at MacHome Magazine, it's been revealed that the game will be published by Aspyr Media later this summer.

The Sims is nothing like you've ever played before. In the popular SimCity series, you're challenged to create a city and successfully mold and manage it into a booming metropolis. The Sims takes that same idea to everyday life; you take a group of people (your "sims") and direct them into a successful group of individuals that function normally like your average family. The fun comes in how you want to achieve that and how your sims react to how you direct their lives.

So, to begin the game, you decide on what kind of sims you'll be managing throughout your game. You can begin the game with a pre-generated family of sims or create your own using a number of different 3D models, more of which are constantly being made available on Maxis' web site. Each sim has five personality attributes (neat, outgoing, active, playful, and nice) which help determine the sim's personality and how compatible he'll be with other sims. Each sim also has six learnable skills (cooking, mechanical, charisma, body, logic, and creativity), which not only affect the way a sim interacts with his fellow sims but also how well he can make use of the objects in his house and how well he can perform his job.

The career choice of your sims is one you'll be making for them. After browsing through the Want Ads in the newspaper or online, you select from ten different career paths. After selecting a job your sim will need to be outside at a certain time to jump in the carpool and make their way to work. A job is your only way of generating income for your family so you can buy new things for your house.

Once you have some money to spend, it's time to spend it on things to fill the void of your sims' empty lives: a TV, a couch, a lamp or even a hot tub with plenty more appliances and entertainment items being released by Maxis all the time. You can even expand your house with a second story or new rooms just by switching into and you have your choice of windows, doors, walls and much more. More space means more stuff and, most importantly, more sims.

And it's really the sims is what The Sims is all about. Every sim has eight needs: hunger, comfort, hygiene, bladder, energy, fun, social, and room, and each need is indicated by a status bar that fills up when needs are met, but are constantly being drained otherwise. It's your job to keep these needs met, or your sims will suffer from embarrassing little accidents on the lawn when they don't make it to

the bathroom or even death if they're not fed adequately. If you're neglecting one of the sims' needs, such as social interaction, they'll become depressed and unresponsive to your requests which could lead to the loss of their job or their wife/girlfriend.

Your sims' relationships are a whole other aspect of life that you'll need to direct and manage. It might sound cool to have your young bachelor hook up with the girl down the street and the young wife of your next-door neighbor, but if both run into each other then you're in for some trouble. Your usual fights between boyfriend and girlfriend are to be expected, and the way your sim handles these situations might contribute to whether they ever exchange vows in a wedding ceremony. But whether your sims are making out on the back patio or dancing to the music flowing from the stereo, they'll keep you interested, enticed and coming back for more every chance you get.

Download The Sims- Coming Soon Quick Time Movie (4.7mb) at: <http://www.thesims.com/us/about/videos/soon.zip>

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# Dual platform: Mac consistency makes life easier

Submitted by Bryan Lienke

by Dennis Sellers, dsellers@maccen-  
tral.com  
May 10, 2000, 2:00 am ET

Last month, we ran a request for help from John Eller of Hoover High School who is working to prevent the Des Moines School System from narrowing its school network down to a single platform -- Dell/Windows -- with Macs being phased out. Eller asked for reasons he could present to the board that showed the advantages of a dual platform approach. MacCentral readers sent him LOTS of information, which Eller kindly shared with us. But he says he doesn't need any more info. Still, we'll continue to present testimonials on the ease, advantages, and importance of keeping a dual platform network in schools (and similar organizations).

John Hsu, managing partner, SurfMerchants LLC: "I am an Iowa native and technical support professional who has been supporting mixed PC/Mac platforms for the last six years in four different companies in the fields of corporate accounting, small business, Web development, and programming, and entertainment/multimedia. I can say with great confidence that the minimal additional effort needed to train and maintain technicians in Macintosh support is well worth the long term benefits :

"Greater stability: Our Macs have consistently proven easier to maintain and more stable over the long run than our PCs.

"Built in Multiple User support: With Mac OS 9, it has become a breeze to restrict users to the level of access to which they are approved. With our PCs, we are still at the mercy of individuals making unauthorized changes to our systems (unless we are willing to undergo the painful, risky, user-unfriendly and expensive procedure of installing security software on each desktop).

"Ease of software and hardware upgrades: Adding peripherals, upgrad-

ing memory and hard drives, and installing software have time and time again proven infinitely easier to execute on the Macintosh side (not surprising, given the hardware standardization across all Macs). We rarely see functioning configurations suddenly fall apart when a new application or utility is installed.

"Networking: The wireless networking option built into all current Macs and the superior simplicity of the built in Macintosh Ethernet interfaces make it far easier to install networks, troubleshoot network problems and configure CPUs to connect to printers and servers.

"Superior software: Our experience has been that the versions of graphics, multimedia, MIDI and Internet development software on the Macintosh side is more stable and superior in features to their Windows counterparts. In many cases (especially for music/multimedia applications and desktop publishing plug-ins), there are NO equivalents on the Windows side.

"Consistency: Many organizations make the mistake of thinking that supporting the Macintosh platform will DOUBLE the expertise and effort required to maintain their technology. This is patently untrue. The outstanding consistency across the Macintosh line has proven to us that a universal Mac configuration can be carried across all the models with little to no modifications.

"We experience little to none of the model-to-model variations and poorly documented differences (BIOS, hard disk drivers, network cards) that make supporting PCs (even of the same brand) a real challenge. Furthermore, cross platform support has become easier and easier in the past few years, a trend that we expect to continue.

"Standardization of hardware components. Macs commonly share the same kinds of RAM, hard drives and network cards found in PCs, making it far easier and less expensive to obtain and stock these parts.

"The Internet as a global standard. As the entire technology industry becomes more and more Internet based, it becomes less and less important what platform computers are based on. For example, my current company SurfMerchants uses both Macs and PCs for web development, web serving, email serving, and database serving and our clients cannot tell the difference.

"Microsoft applications. Since Microsoft's renewed commitment to the Macintosh application market, we have seen infinitely fewer cross platform issues between versions of Microsoft Word, PowerPoint, Excel, Outlook and Internet Explorer.

"We strongly believe in supporting both platforms for the reasons that an educational environment may share:

"The Macintosh resurgence: With the powerful sales of iMacs and iBooks in the consumer areas, it is important for us to be educated on this platform for us to consider ourselves truly computer literate ... as it should be for students.

"Our clients: Our clients have both Macs and PCs at home and for us to serve them most efficiently, we need to be able to handle all of their platforms ... just as students with Macs and PCs at home have a right to expect as well.

"Better education (right tool for the right job): When we go out into the marketplace, we don't try to force our clients to deal with Mac Web Server limitations, nor do we expect to pressure them into using inferior PC desktop publishing workstations. To consider ourselves first class competitors, we have to offer the best available tools, regardless of the platform. I would think the Des Moines school systems would similarly want their graduates to be as competitive as possible in the job market by having mastered the best tools at their disposal.

"In my experience, technology groups who strive for single platform environments typically do so with

their own best interests at heart instead of focusing on providing superior environments and options for their users. Time and time again, technology groups seek to cover up their own lack of knowledge by pushing for the one platform they know best instead of broadening their own skills.

"Ironically, by trying to make their jobs easier by eliminating a certain platform, they miss out on the myriad of ways that platform can strengthen their technology base, and in the case of the Macintosh platform, actually reduce the long term maintenance required to keep users productive."

Raleigh Ledet: "Last May I graduated from the University of Southwestern Louisiana. (Since then it has been renamed to University of Louisiana at Lafayette). During my last two years in the Computer Science Department, I worked as a tech for the art department. While I was the 'Mac guy,' I did do some PC stuff.

"There were numerous other Macs and a few PC's and laser printers scattered about the rest of the Art Department that were also networked to the campus network, so each machine had Internet access with dedicated IP addresses for each machine.

"The Art Department took a most-

ly platform independent approach. We had Photoshop, Archicad, FormZ After Effects, Quark Express and some other apps installed on both the PCs and Macs. The students could mostly choose to work on the platform of their choice. Generally the architecture students worked on the PCs and the visual arts students worked on the Macs, but not always.

"All of this was done with 10b-2, 10b-T, and 100b-T networking that eventually tied into the campus backbone through a repeater. Which means that we saw most of the other network traffic on campus and they saw ours. The campus has a couple of Solaris labs (which are isolated by routers) an IBM mainframe, a whole slew of PCs in offices, (in other departments), at least four or so PC labs, another two Mac labs that I can think of, all sharing this backbone. In other words, we had AppleTalk, TCP/IP, Net/BUI, IPX/Sx and God knows what other network protocols all running around on the same network at the same time.

"So is it possible to have multi-platform computers share a network? You bet! Is it easy to manage? Yes, if your IT people are informed and self-motivated. We handled the art lab when none of us had degrees or certification, nor were any of us in an IT program. But I propose you ask your IT people this: what do they spend more time working on, problems caused by PCs or problems caused by

Macs. I was able to manage at least twice the number of machines that the PC guy and SGI guy had to manage put together."

Aaron Booker, general manager, Alpha Tech Computers, Bellingham, WA: "In reading previous entries in this series, I couldn't help but notice the mention several times of DAVE as the panacea for getting Macs onto Windows NT networks. If the IS dept is helpful, there's no need to buy (expensive) software for this, as NT has Mac support built in. Services for Macintosh needs to be installed (FREE). One caveat, I never recommend that Macs use the MacPrint Print Server built into Windows NT; it reliably munges Postscript as well as slowing down Mac print jobs. Another great way for Macs and Windows to share data using the same servers is to use Linux as the server platform. This need not be scary. We love the Cobalt Network Appliances which run on Linux but have a Web based front end that works beautifully. They use a freely available piece of software for Linux called Netatalk (Mac networking support which included AppleTalk AND Appleshare over IP support) as well as a piece of software called Samba (Wintel networking support) to make cross platform file sharing easy and incredibly stable."

## JoeCard upgrade cards come to North America

Submitted by Bryan Lienke

Staff Report, email@maccentral.com  
May 10, 2000, 2:00 am ET

Met@box Corp. -- a wholly owned subsidiary of Met@box AG, a publicly traded company based in Hildesheim Germany -- is bringing its line of Mac upgrade cards to North America.

With a new headquarters in Austin, TX, the company is rolling out its JoeCard line of Power PC G3 and G4 processor upgrade cards on these shores. The JoeCard has been produced and marketed in Germany, the European community and Japan

for the last two years and has won awards from the European Macintosh Press including Editor's Choice from MacWelt and best performance from MacUp.

The US company will market G4 upgrades for the beige G3, Blue G3, and the G4. Plus, they have a complete line of G3 and G4 upgrades for the cache slot of "Tanzania" based machines including the Apple 4400 series and Motorola StarMax series. Want more? Okay, how about a line of upgrades for PCI or daughtercard based machines that include the Apple 7300, 8500, 8600, 9500, 9600, Umax SuperMac J700 and S900 and many of the Power Computing line of

Mac clones. The product line is available through Outpost.com, at the company store, and soon from several other leading Apple resellers.

"Metabox believes this is an opportune time to enter the upgrade market in the US with a proven product and a financially stable company behind it that will be able to quickly and reliably supply the channel in the US, says Clint Giles, president of Metabox Corporation Austin, in a press release. "This has always been a strong product category and with the recent successes with Apple we look for the upgrade market to continue to grow as Apple regains market share and as vintage Mac users upgrade to OS X and G4s this coming year."



In addition to marketing the JoeCard line in North America, Metabox Corp. will reportedly be establishing manufacturing, purchasing and resourcing relationships in Austin and throughout the US for Metabox AG. Metabox AG's primary focus in Europe is their Internet set-top box. According to Peter White,

## Microsoft submits remedy proposal

Submitted by Tom Ostertag

Staff Report, email@maccentral.com  
May 10, 2000, 6:15 pm ET

Microsoft has submitted their version of proposed remedies to the judge in their antitrust case. According to a Reuters report, the remedies proposed by Microsoft are as follows:

Prohibits Microsoft from canceling Windows license agreements because a personal computer maker ships non-Microsoft software that can

CEO of Metabox International, opening a subsidiary in Austin is strategic in more ways than just the upgrade market.

"Austin is recognized around the world as a hotbed of high-tech activity, and we realize there are many resources and potential partnerships in Austin that can help us get a

serve as a "platform" on which to run other software. It would also permit computer makers to hide Microsoft's Internet Explorer browser icon. Prohibits Microsoft from trading promotion of a firm's services on its "desktop" in return for the company's agreement to limit distribution of non-Microsoft platform software. Requires Microsoft to provide adequate technical information to software writers so they can design software that runs on Windows, without conditioning access on their agreement to limit distribution of non-Microsoft platform software. Prohibits Microsoft from conditioning the

foothold in the exploding internet set-top market," he says. "Metabox AG has leading technology and experience when it comes to Web via Interactive television."

release of software running on non-Microsoft products such as Apple products, in return for an agreement to limit its distribution or promotion of non-Microsoft platform software. Requires Microsoft to license older versions of Windows without increasing the price after newer versions are released.

All of the proposed remedies would expire in four years.

## Sixty percent of Americans play video games, says IDSA

Submitted by Tom Ostertag

by Peter Cohen, pcohen@macgaming.com  
May 10, 2000, 12:30 pm ET

Sixty percent of all Americans age six or older play video or computer games, reports the Interactive Digital Software Association, or IDSA. The report, created by market research firm Peter D. Hart Research Associates Inc, was done by polling phone respondents earlier this year. If the figures are correct, that totals about 145 million people in the United States.

Preconceived notions about gamers specifically as children and adolescents are outdated, says IDSA president Douglas Lowenstein. Lowenstein explains that video and computer games are played by everyone from school-aged kids to professionals to senior citizens. "The new face of gamers is a major reason why interactive entertainment is a growing and influential force that's shaping our culture, redefining entertainment, pushing technology forward, and helping to power the high tech economy of the 21st century."

Lowenstein says that entertainment software sales topped US\$6.1 billion in 1999. More than 215 mil-

lion computer and video games were sold last year, according to data provided by the NPD Group -- that's a 100 percent increase since 1996. According to Hart Research Associates, 43 percent of all computer and video game players in the United States are female, and 61 percent of gamers are aged 18 or older.

The Interactive Digital Software Association owns the E3 Expo, which runs this week in Los Angeles, California. We'll be bringing you more news from the show continuously throughout the week.

## Unreal Tournament

Submitted by Dave Peck

Overview:

Unreal Tournament thunders forth into Mac gaming as the next rung in the First Person Shooter (FPS) evolutionary ladder. For neophytes, the First Person Shooter has always been a story based on solo play, whose premise gives you an excuse to

shoot the place up! Usually it's an invasion by aliens. And from a first person perspective, your character's mission is to progress through levels wiping out the fiends and saving humanity. It's a dirty job, but someone has to do it. This game genre requires quick reflexes and good situational awareness. The secondary feature, but primary attraction in many gamer's minds has been the ability to

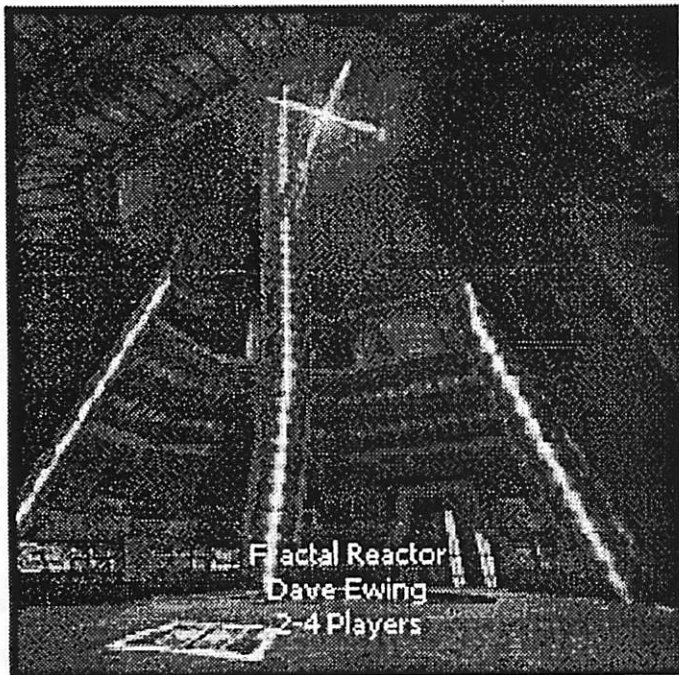
network arena-style death matches with real people, over a Local Area Network (LAN), a modem, and/or the internet. The sharp shooter with the most kills or (politically correct term)-frags, rules the arena. I'm ashamed to admit that I never finished Marathon II solo levels or even started Infinity! ÷But I've been DeathMatching-it every chance I get.

A major shift has occurred in the

newest shooters, where online multiplayer competition has become the primary feature and the heck with the solo story. It's predecessor, Unreal, is still impressive. But Unreal Tournament (UT) leaps ahead by providing a great solo practice environment for multiplayer tournaments, either solo or online. How does one play a solo-tournament?.....All will be revealed.

iBook is not as fast as the Rage 128 that's comes in iMacs. And because of the limitations of the iBook screen, it's not very pretty. For pretty and fast, the better choice would be the Graphite iMac I saw in action at our last gaming meet.

The standard install on my G3, took up 93 MB of hard drive space. This leaves all of the maps and most of the texture on the CD. The full install requires a whopping 512 MB,



game's setup documentation. The recommended 105 MB of RAM is a more realistic figure for optimum performance. If using a iMac with 64 MB RAM, you'll be relying on a hefty dose of Virtual Memory. My experience is that relying on a little Virtual Memory with a fast processor (G3) works fine. But the more VM you need, the slower any game will run.

#### Background:

The warriors filed in, Macs in tow, for the January meeting of the Minnesota Apple Computer User Group's Gaming Contingent. Excitement was tempered with a hint of sadness as this was the first meeting where no Marathon would be played. New kings were to be crowned. They're names? Unreal Tournament and Quake 3 Arena.

If you don't know, Marathon by Bungie Software, is the beloved FPS that exploded on the Mac gaming scene in 1993. There were others before it like Wolfenstein, but Marathon took over, despite the then hefty requirements of a PowerPC processor. Unbelievably, we've been playing Marathon for 7 years. That's one heck of a run for a game that runs on a PowerPC 601, 66 MHZ processor. In contrast, the PC side of the world was dominated by Doom, the cartoon. What better way to differentiate the Mac and PC gaming crowd? Bungie, by the way, has a couple of hotly anticipated projects underway for release this year.

After a long dry spell for Mac FPSs, the heat was turned up a big notch last year when Unreal was brought to the Mac by MacSoft and Quake II arrived, courtesy of Id Software. This year, a blow torch focuses on Mac gaming with the near simultaneous releases of Unreal Tournament and Quake 3 Arena. Graphics and game play have reached a point not thought possible a few years ago. Both games are beautiful, delivering great visuals. And most importantly, they soar to a new level of solo and multiplayer game play. My focus is on Unreal Tournament.

#### Game Synopsis:

Here's the story. About 2200 (past tense) there was trouble with violence in the deep space mining colonies. The New Earth Government decided that no-holds-barred fighting tourna-

#### Hardware Demands:

The publisher's minimum hardware requirement is a PowerPC with 200MHz 603 processor, 64 MB RAM, MacOS 7.6, 120 MB hard drive space, and CD-ROM drive. Recommended hardware is a G3 or faster, 96 MB RAM, MacOS 8.0 or higher, 120 MB hard drive space, CD-ROM drive, and a Rage Pro or better 3D accelerator. 3D acceleration is highly recommended, but not required.

Unreal Tournament runs smoothly on my 300 MHZ Blue & White G3, using a standard ATI Rage 128 card. With audio and video options turned down, UT ran o k on my Powerbase200 upgraded with 138MB RAM, a 233 MHZ G3 card, and 3DFX Voodoo 3/2000 card.

My iBook with 160 MB RAM also did ok, but I could tell it's resources were being tested with slower frame rates and some pauses. The Rage Mobility chip that comes with the

and it still asks for the CD to run. That's fair as this is primarily a "networking" game.

The game's "Get Info" box lists the minimum RAM requirement as 8 MB. I was puzzled at first until the explanation arrived from Westlake. I would like to o thank Mark Adams for his assistance in gathering info for this review. The real minimum RAM figure is more like 80 MB. Westlake decided to label the minimum as 8 MB so when the novice iMac user cranks up the game for the first time, and they don't have enough RAM, including Virtual Memory, they don't get a cryptic error message. Instead they will get a message asking for more memory.

I've always looked at the minimum RAM figure to really know what the game needs. This decision defeats that purpose. My suggestion would be to have the Get Info's Memory window display accurate information and add an explanation for novices in the

ments would be a great way for the miners to let off some steam. The Andrews Mining Corporation, who sponsored the events, charged admission and quickly É discovered that the tournaments were very profitable. Bla, bla, bla, bottom line, you now have an excuse to kick the virtual stuffing out each other in FPS tournament play!  
Ooo-rah!



#### The Game:

Unreal Tournament provides the environment and structure to get yourself into fighting shape and conduct knockdown, drag-out fire fights with 16 of your closest enemies or all by yourself. The environment consists of 50 outstanding levels from dingy urban environments to the reaches of Outer Space. More maps are sure to come from independent map makers. UT's greatest achievement is a game structure using the Unreal engine, that allows for solo practice and tournament play using UT's cool Artificial Intelligence (AI) characters known as "bots". They seem almost human. And they are a huge improvement over the schizoid things that bounced around the landscape in the original Unreal bot matches.

Practice Sessions (solo play) access all of the levels using up to 16 bots in free-for-all DeathMatches and the team games listed under tournament play. You can practice against or with them, independently or as teams. Bot

skill levels are set before the session starts. Make them dumb or God-like. At the lower settings they are really easy to frag. I'm too scared to try God-like. To keep you on your toes, a handy game preference allows your bots to improve as you do. UT practice allows you to independently find your skill level and steadily improve without the frustration of getting your butt handed to you online. I'm

not saying that's never going to happen, because real humans are still the most dangerous and sneaky opponents out there. And it's definitely an adjustment when you finally go online.

The Unreal Tournament solo game allows you to progress up the Tournament Ladder, fighting bots in the different game types listed below. A ton of fun! Tutorial levels introduces each category with some basic instruc-

tion. In tournament play, the bot's skill levels can't be altered, but the early levels start off with a small number of them at low skill settings.

#### Game Types

**DeathMatch-** A free-for-all. The most frags win.

**Domination-** Two teams fight for possession of several control points scattered around the level. Points build for time in possession.

**Capture the Flag-** Two teams, each with a flag. Score points each time you steal the other teams flag and return it to your base.

**Assault-** Two teams, one defending an objective and one assaulting. After the objective is taken, roles switch and the former defenders are now the assault team who try to take the objective in less time than their competitors did.

**Challenge Ladder-** The final

Tournament challenge. A free-for-all Deathmatch against the hardest bots in the tournament.

Multiplayer games can be played over LAN and the internet as DeathMatch or any of the team games. I tried Unreal over the internet a couple of times and was sorely disappointed in the frame rates. In comparison, UT's networking code was given a kick in the pants so that it sends less information, is more tolerant of lost packets, and uses less system resources for servers. The overall effect is a much better internet experience. Multiplayer choices are mostly identical to practice sessions where the map, type of game, max number of players, spectators, bots, and their skill levels can be set. The host can configure the game so that it starts with bots and as humans join in, bots are automatically removed. Preference settings allow for the same map to be played multiple times or for auto switching of maps after each match. For internet games, I do miss the ability to take a short break between matches and gossip a little. Stopping to send messages during game play is hazardous to your health. My wish list includes a Bungie.net-like set up where between matches, you can chat a little and decide which map to play next.

UT Weapons will be familiar to those who play Unreal with some variations and new hardware. I don't have much in the way of criticism. Having recently played the Quake 3 Arena demo, I heartily recommend both UT and Q3A. One very nice feature that UT would benefit from is Q3A's handicap system. It's the great equalizer and does a great job of reducing the frustration level of challenged players. Q3A also has the ability to zoom-view all weapons. Is that fair? UT has 50 some maps to Q3A's thirty-some maps. ÿ

#### The Interface:

A windows affair, but I'm getting used to it. Game preferences (video, audio, etc) are not as many as in Unreal, but they are adequate. The onscreen Heads Up Display is conventional in appearance with important info around the edges. Besides standards such as health and armor level, it nice to know your rank and score in

the current competition.

#### Two new preferences:

**Instant Respawning-** when a player is fragged in multiplayer he/she is instantly respawned back into the competition without hitting the "fire" button. I suppose this is to keep someone from camping on a lead.

**Dodging-** When enabled in the preferences, a double tap of the ;left or right move button jerks you sideways. I like it!

#### OBug Report:

None noted, but check at MacSoft's web site for the latest.

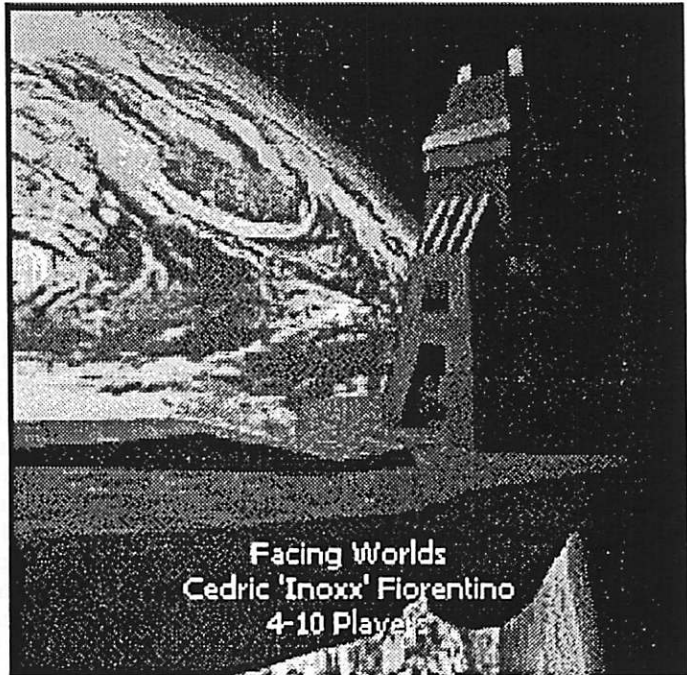
#### Conclusion:

Unreal Tournament is an outstanding FPS worthy of your purchase. Its got great levels and beautiful graphics. Its improved Artificial Intelligence provides for maximum fun offline, while sharpening those necessary skills, to deal with those nasty humans you'll eventually run into online. With bunches of new maps and a strong emphasis on team play, I can't imagine a better way to

spend my Winter gaming day. Please have a blast with this great game!

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To see the original html article with pretty graphics visit:  
<http://www.macledge.com/Reviews00/UT/UT.shtml>



## 'Non-linear' word processor aimed at creative types

Submitted by Bryan Lienke

Z-Write 1.0 from Stone Table Software is described as "a revolutionary word processor for creative writers and researchers." Written in REALbasic, Z-Write is purportedly the world's first non-linear word processor.

According to the folks at Stone Table, Z-Write lets you store unlimited documents in a single file. With

support for unlimited Sections of information, users can organize information any way they want. You can move, combine, and print out just the Sections needed. Or you can manage multiple versions of chapters, export a completed book as linked HTML files or Rich Text Format, and even view multiple Sections at the same time.

Z-Write costs U.S. \$20 for an individual license and is available for purchase and download from the Stone Table Software Web site. Z-Write may

be previewed for free with no limitations for two weeks. After 30 days without registering, Z-Write reverts to a demo version. Check it out at <http://www.designwrite.com/sts/z-write.html>. It requires a Power Macintosh running System 7.5 or better, 10MB of free memory, and QuickTime (any version).

Staff Report, email@maccentral.com  
May 8, 2000, 3:00 pm ET

## Ten reasons why graphics professionals need to use Macintosh

Submitted by Bryan Lienke

Life in the Mac Lane  
By Scott Kelby, Mactoday

About once a week, I get an email from a professional graphic designer who's in an absolute panic because

someone in their corporate IT department wants to replace their design department's Macs with PCs. Not because it will make the designer's life easier, but because the IT person mistakenly thinks it will make his/her own life easier because they already maintain a bunch of PCs for the rest of the company. Now, I'm not even

going to go into the whole "why are people in the IT Department, which couldn't be more removed from the creative process, deciding which tools the creative staff should use" issue - that's a whole editorial unto itself. So instead, I'm going to give the IT departments ten solid reasons why professional graphics designers

absolutely need to use Macintosh.

### #1. Macintosh computers are faster for graphics

Apple has proved this time and time again in front of thousands, using head-to-head tests putting both G3s and G4s against the fastest Intel Pentium IIIs made. Because of this,

and for Windows NT, it's virtually non-existent. What will the IT people say when their graphic designers put in a requisition for a specific plug-in or Xtension they need, and the IT learns it's only available for the Mac? Bottom line: It would be a huge mistake to limit the tools for creative professionals, and switching to PCs sim-

Web-design app on the Macintosh platform and number two bestseller on the PC, but the PC version wasn't available for nearly a year after the Macintosh version. Adobe Illustrator was stuck back at the Mac's version of 3.0 (although it was called version 4.0), and wasn't upgraded to add all the features of the Mac version until

own speed tests, showing that under certain conditions a 500MHz Pentium-III PC can play the video game

"Doom" faster than a Power Macintosh. But you don't ever see a PC magazine running a test that shows a PC, no matter what the megahertz, beating a Macintosh G4 at Photoshop, Quark, Illustrator, or any other graphics application. In fact, Apple bases all of its speed tests on real-world Adobe Photoshop tests for two reasons: (1) This is typical of the type of application used by people who use Macintosh. That's why PC magazines do their tests using games, because that's typical of what PC users run on their machines. (2) It's easy for Macs to win these types of tests because the Macintosh was designed to be a graphics machine - plain and simple - and it's going to easily beat any machine designed for business or for playing video games without breaking a sweat.

But don't just take our word for it. John Warnock, CEO of Adobe Systems, recently commented about the speed of Apple's new G4 systems. He said, "Currently, the G4 is significantly faster than any platform we've seen running Photoshop 5.5." Significantly faster. Bottom line: Graphics pros need the fastest machine possible to be as productive as possible; and for graphics, it's clearly Macintosh.

### #2. There's more graphics software for macintosh

Although you'll find vastly more game titles on the PC, you'll find vastly more graphics applications, plug-ins, and XTensions on the Macintosh platform. In fact, many of the high-end QuarkXPress XTensions, dedicated trapping software, and Photoshop plug-ins aren't available to the PC platform at all. And when it comes to color calibration (one of the hottest topics for graphics professionals), the options for any PC are very limited,

### #3. Windows NT lost the graphics war

Earlier this year, the independent graphics marketing analysis group TrendWatch released their 1999 Creative Atlas Guide. According to TrendWatch, this annual guide is "a comprehensive market and product development resource used to identify market and revenue opportunities in the U.S. creative markets." The results of this nationwide survey showed that out of 17,000 creative firms, only 1,600 were planning on buying Windows NT machines in the coming year, and Apple will outsell not only Windows NT but all Windows and Windows NT machines combined by a margin of three to one. In the report, TrendWatch said it better than we can, "Apple continues to dominate the creative markets." Bottom line: More creative firms choose Macintosh than all the others combined. There must be a reason.

### #4. It's a creative machine by design

I'll never forget something that Apple V.P. Clent Richardson told me when I relayed to him how we receive these letters from readers complaining that their IT departments are forcing them into switching to PCs. He pointed to the fact that the Macintosh is a computer designed from the ground up to be a graphics machine, and he said "I have to wonder why anyone would risk their business on a platform that is not optimized, architected, and engineered for graphics professionals." Bottom line: Graphics is a very competitive business. Why chance it using a non-standard tool?

### #5. Cutting-edge graphics applications appear on macintosh first

Did you know that Adobe Photoshop wasn't even available on the PC platform until it was version 2.5? It's true. And look at Adobe PageMill; it's the number one selling

are still applications that haven't made the cut at all, and some never because there's not enough demand. Plus, look at QuickTime digital video standard graphics, another Apple that appeared on the Mac before Windows. Bottom line: Most graphics applications appear on Macintosh first because the Macintosh is the computer that graphics pe-

### #6. The Macintosh is the creative machine

Walk up to anyone and ask them, "What are your computers best at?" Even if they're a PC user (in fact, especially if they're a PC user) they'll tell you Macintosh is just used for graphics. Macintosh has the world's reputation as a computer for graphics because that's what it was designed to be. Regardless of what happened to Apple during the last few years, the one segment of the business that always boomed (and boomed during all the years when they were trying to get out of the business) was the graphics segment. Bottom line: PC users know that Macintosh is the platform for graphics.

### #7. Industry wide prepress bureaus

Try this test: On a prepress bureau (using Photoshop, etc.), and take it around the country to output color film negatives. You'll find that some won't be able to file at all, (b) some will charge you a surcharge with PC files because they can't read "non-standard" files, or (c) they won't work with, or (d) they won't be able to hand over your digital files because the prepress bureau was built around Macintosh.

Today, we use three different prepress houses. All three are packed with Macs. Two have only one PC and the other doesn't have a PC at all - they insist on having the client create PostScript files on their PC and then converting them to Mac files before imaging them. One of the biggest problems prepress houses have with PC files is font compatibility with their systems. The TrueType font technology (which was, ironically, created by Apple) is the standard on the PC platform, but it's NOT the standard for professional design. Adobe Type 1 fonts are the standard; so many service bureaus have to convert all TrueType PC fonts to Type 1 just to get them to print properly on their high-end imagesetters. Bottom line: If you don't use Macintosh, your design staff may encounter more problems, delays, and extra charges every time they output film or do color separations.

**#8. New graphics technology is designed at Apple, not Microsoft**

The hottest thing in digital video and graphics right now is FireWire. It lets you transfer digital video directly from a digital video camcorder in real time - like a simple file transfer - at speeds that blow SCSI and USB away, and since it treats it as a file transfer, it requires no rendering time. It comes standard on every Power Macintosh. FireWire is changing the entire industry and taking high-end graphics to a new level. It's no big surprise that Apple invented this new technology, because they're the graphics innovator. Quick, name one graphics innovation or technology that Microsoft, Compaq, Dell, or Gateway created that's used by graphics professionals. Gotcha. Luckily, you can buy an extra FireWire add-on card for certain models of Compaq, Dell, and Gateway computers, so they can use FireWire, too, but you have to spend more

money and get someone to install the card that comes standard on Macs. Bottom line: If you really want your graphics department to stay on the cutting edge, they'll have to use the platform where cutting-edge graphic technologies are developed - Macintosh.

**#9. Macs are easier to maintain**  
I man a Photoshop Help Desk, and I answer hundreds of Photoshop questions from Mac and PC users every week. Nearly every single question I get from Macintosh designers is on how to create a particular effect or for an easier way to accomplish a Photoshop task. However, most of the questions I get from PC users using Photoshop are for help with a technical issue. Either their copy of Photoshop is crashing or locking up or they can't get it to launch at all. The most common problem is when they've installed a new version of Photoshop on their PC. Literally, all hell breaks loose, and often they tell me they've gotten so frustrated that they go back and reinstall the old version because (in their words) "at least the old version worked." I so rarely get a Mac tech question that I honestly can't remember the last one I answered. Ironically, most people I answer questions for are Macintosh users. I could mention the numerous studies that show Macs are easier to maintain and dramatically more trouble free than PCs. I could quote editors from PC magazines complaining about constant crashes and PC problems attributed (mostly) to Windows and Windows bugs; but honestly, my own personal experience answering these Photoshop help desk questions speaks volumes. Bottom line: Designers will spend more time creating and less time troubleshooting on Macintosh.

**#10. It's the tool the pros use**

worldwide

Last issue, we showed the results of Print magazine's "Digital Design and Illustration Annual" (Print is "America's Graphic Design Magazine") where they chose winners from a variety of design categories. Not only did Macintosh dominate every category but 100% of the winners in the Photography, Illustration, Package Design, Architectural and Environmental (signage), and Print graphics were designed on a Macintosh. This contest was open to, and entered by, designers using just about every computer platform on earth (including UNIX, SGI, Flint Workstations, Quantel Harry Paintboxes, etc.), but Macintosh blew every other platform away in every category. I felt this was one of the best burdens of proof that high-end award-winning professionals use Macintosh. But this proved not only that these professionals use Macintosh but it also proved that they use Macintosh almost exclusively. Bottom line: If the best in the business are all using Macintosh, what would you have to gain by forcing your design staff to use something else?

This is what it comes down to: professional designers not only want to use Macintosh, they need to use Macintosh. They're going to be happier because you're giving them the tool they want to use, the tool that won't tie their hands and limit their creative options, and the tool they need to stay on top in a highly competitive market. If you really want to help your graphics department, don't force them to use a non-standard tool that they clearly don't want. Instead, continue your support for both platforms, and I promise you - that will be doing something to really help your company's bottom line.

## Apple Computer (AAPL) announced stock-split

Submitted by Denis Diekhoff

A number of investors have inquired about Apple's recently announced stock-split. Given that this is the first AAPL stock split in 13 years, let us review the mechanics of this process and clear up some of the

confusion investors have had. These transfers are handled by the brokerage automatically, and the investor doesn't need to do anything.

As you can see, there is no need to worry about missing out on a stock split.

Even if you were to wait until

June 20 to buy, say, 100 share of the stock at the pre-split price, you would still end up getting 200 shares a day later but each share would be worth half as much. Essentially, it would be the same as buying 200 shares at half the price on June 21.

Stock Splits and Volatility In theory, the stock split is really a non-

event. It doesn't alter the fundamental valuations. Share count is doubled while price is halved. Price and EPS are both cut by half, so P/E remains the same. However, the lower share price attracts more individual investors who feel that the stock is now more "affordable".

As AAPL's share price has soared over past 2 years, so has the percentage of Apple shares held by institu-

tions. Currently it stands at around 60% -- which is quite substantial. Some investors feel that the trading pattern and volume generated by these institutions may have increased the volatility in Apple's stock. Thus if the stock split is able to attract more individual investors, it would help to buffer some of the price fluctuations and decrease the volatility.

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## Aspyr and Westlake to bring The Sims to the Mac

Submitted by Bryan Lienke

Original article by Peter Cohen, pcohen@macgaming.com  
April 27, 2000, 1:00 pm ET

One of the most frequently requested games we receive e-mail about is Maxis' The Sims. Developed by the same company and the same game designer responsible for the perennial favorite "SimCity" series of games, The Sims models human behavior on a much more detailed scale than its predecessors. The Sims has made a huge splash with the PC gaming community since its release, receiving rave reviews from the game press and gamers alike. It's been obvious for some time that The Sims would be a hot seller with Mac gamers, and thanks to the efforts of Mac game publisher Aspyr Media and game conversion studio Westlake Interactive, Mac gamers will have a chance to play The Sims for themselves. Aspyr announced today plans to publish the game for the Macintosh.

While the SimCity series has focused on the development and maintenance of entire metropolitan areas, The Sims focuses instead on the minute details that make up a per-

son's life. Players are left to build individual homes for their Sims, populate them with furniture and appliances, follow individual career paths, and experience all the choices that make up what life's about -- having friends, falling in love, having children. The Sims has been quite a phenomenon on the PC since it was released earlier this year -- more than a million copies of the game have been sold.

With The Sims, it's not cookie-cutter production, either -- the tools are there to allow you to customize each Sim's lifestyle to however you want it. An array of advanced architectural tools will enable players to create and decorate dream-homes -- even the landscape itself can be cultivated to your specifications. The inside of the house can be populated with more than 150 different objects from billiards tables to big-screen televisions to hot tubs. You can have control over your Sims themselves -- how they look, what their careers are, what they do for recreation. Ultimately, though they're autonomous

What else can you do with The Sims? The game's Web site features an area where gamers can upload and download each other's files from -- you can use other Sim families created by other players. Since the game's ini-

tial release this past winter, Maxis has also released a host of add-on files as well.

For Aspyr Media, this is the latest in an ongoing series of deals the company has struck with PC game giant Electronic Arts. Aspyr's first Mac game publishing effort with EA was last year's release of Madden NFL 2000, the spectacular football game. It continued earlier this year with the publication of Sid Meier's Alpha Centauri. This is the first Sim game that Aspyr has published, however -- previous installments of Maxis' SimCity series of games were published directly by Electronic Arts.

Aspyr Media's Web site has been updated with a special section for The Sims. Gamers who are anxious to get their hands on this new title can place a pre-order today. Other information about The Sims is available from the game's official Web site. Neither Aspyr nor Westlake have announced when The Sims for Mac will ship, but Westlake informs us that the game is nearing its Alpha milestone, which indicates they've already gotten the game playable. We'll provide you with more details as they become available.

## Road to Mac OS X: Sippin' a little ROM

Submitted by Bryan Lienke

by Dennis Sellers,  
dsellers@maccentral.com  
April 27, 2000, 7:00 am ET

(This weekly column looks at features and products that may appear when Apple's next generation operating system, Mac OS X (10) appears this year.

If you aren't familiar with terms like "Rhapsody" and "OpenStep," check out our explanatory "Note" at the end of this article before proceeding.)

Mac OS X is supposed to eliminate the need for on-board ROM (Read-Only Memory) chips, replacing them with files on disk that contain the ROM images. This may be a moot point, however, as we'll explain in a

moment.

Traditionally, ROM chips have provided all the low-level graphics routines that give the Mac its look and feel. If the elimination of onboard ROM does happen -- and remember, Mac OS X is a long way from a completed state -- this will simplify upgrading the ROMs, but it will, theoretically, make it more difficult for

Apple to control the systems that can actually run the Mac OS.

Ditching the dependency on ROM could open the doors for other vendors to manufacture hardware that will run the Mac OS. A revival of Mac clones? That seems possible, but I find it difficult to believe that Apple CEO Steve Jobs would approve of such a move based on his past dislike of clones. And he's always been an advocate of Apple controlling both the hardware and software that makes the Mac unique.

Developer Shak Asad says there are several companies that sell 7200, 9600 (Tsunami), G3, and "Yikes" motherboards with a little "No ROM included" notation. It will be just as easy to buy these motherboards, or the POP designs being introduced by IBM (intended for use with LinuxPPC) and install Mac OS X on them -- if it in fact will not require a physical ROM, he says.

"Will this bring the Mac into the same arena with PCs whereby systems will be thrown together? Will end users forsake the iMac in the hopes of building a better, cheaper system?" Asad says. "LinuxPPC has Mac-on-Linux which theoretically allow Linux users on a variety of PPC platforms ranging from Be-Boxes to CHRP (Common Hardware Reference Platform) to run the Mac operating System -- albeit with no graphics acceleration. Is this a boon or bane for the Mac platform? No physical ROM requirements can very well determine Apple's future."

However, the elimination of onboard ROM chips may not change much at all. Abe Skolnik says the current Mac OS already does this on "New World" machines, where Open Firmware isn't completely broken. There is no Mac OS code in the real ROM for these machines. On "Old World" machines, the Mac OS portion of ROM will simply never be loaded by OS X.

Skolnik explains: "It was the long-ago (in computer business time) introduction of the iMac (rev. A) that gave the public access to a computer that could run the Mac OS (unemulated) without having some important pieces of the OS in question (the so-called

'Toolbox,' or at least part of it) in real ROM. The iMac's technology for doing so is referred to by Mac tech types (such as myself) as 'New World', and by people writing for the masses as 'ROM-in-RAM'. This way of doing things was continued in the Blue G3 (not the beige one) and the Lombard (i.e., bronze) PowerBook. Confusingly, the PowerBook G3 Series (a.k.a. 'Wall Street' and 'Main Street') are not New World-based, even though they came out after the iMac. They were also the last machines to be introduced to the public with 'Old World' architecture. I suspect that was the result of those PowerBooks having already been, at least mostly, engineered before the iMac intro, such that Apple didn't want to throw away an at least almost-ready design without even having used it, settling instead to delay the NewWorld-ization of the PowerBook line for later.

"Background and history in place, here is the scoop on the situation as it relates to Apple's NeXT-generation OS: the whole discussion is moot; it's all irrelevant. The ROM in beige Macs is basically the core of the real Mac OS; please do not allow yourself to be fooled by Apple's marketing-based decision on what to call the OS that Apple now owns the rights to; a well-chosen name (based on technology, not marketing and hype) would be 'NeXTstep 5.0' or 'OpenStep 6.0' or something along those lines. The moral of the story: the so-called 'Mac OS 10' will not need the part (a big part it is, too) of the ROM of beige G3s that contains the Mac Toolbox. The OS in question not only ignores that code on the beige machines (it is not present on iMacs/blue G3s/G4s/USB-equipped PBs), it also eliminates that code from the boot sequence! In other words, if, in theory, that code were on separate chips (in reality, it's not), you could remove them from your system, and you would still be able to boot 'Mac OS 10', although you would have, in all likelihood, crippled your machine so as not to be able to boot the 'real' Mac OS. (In even more theoretical theory, you could still boot a version of the real Mac OS intended for a New World-based machine, but that is a whole other story.)

"The 'files on disk that contain the

ROM images' that you referred to are included in all versions of the real Mac OS that are meant for New World machines, and can be seen very plainly by looking inside the System Folder; the file's name is usually 'Mac OS ROM', not that it matters; Apple might be using a different filename on the 'localized' versions of the Mac OS, because the boot-loader searches for the file by type code, not by name. Regardless, Mac OS 10 doesn't have those files, nor needs them, nor would it have any use for them, even if you forced them down its throat. On the other hand, if you have a machine to play with, and a bootable CD to fix the same, you can prove to yourself the importance of the file in question to the real Mac OS (when running on a NewWorld machine) by moving that file out of the System Folder and restarting. Once you have witnessed the machine not booting, you may boot from CD and put the file back where it belongs, no harm done."

Whew. Okay, now on to some comments from last week's column. Last week we explained that one result of using the Mach kernel in Mac OS X is the elimination of extensions, at least when you're outside the Classic environment (also known as Blue Box).

Gordon Henriksen, developer, sends us the following info: "Extensions live on in Mac OS X, but they are not extensions as we know them from System 7, and they extend only the kernel; thus, they are properly called 'kernel extensions.' Kernel extensions are distributed as bundles with names ending in '.kext.' The kernel itself does not interact with the user in any way; the kernel does not so much as provide the drawing routines Mac OS X applications use. Thus, kernel extensions provide significantly less visible services than do Mac OS extensions. Kernel extensions can be loaded at any time and a well-implemented kernel extension can be unloaded, later, as well. Mac OS X kernel extensions cannot 'patch' the kernel, which is a good thing. Mac OS X kernel extensions export functionality through more well defined interfaces than patches.

"The functionality many Mac users expect from extensions is going to be



implemented in OS X using a combination of kernel extensions, applications, libraries, and plug-ins, which all will behave much as we know them to behave today. Plug-ins which do not provide an image filter but rather extend an application (such as the OS X Finder) in a general way are something less familiar, but certainly not a difficult concept for a user to wrap their mind around.

"Daemon processes under OS X and faceless background apps under OS 9 provide rather similar services, though daemons are used much more extensively in Mac OS X and provide much more robust services. Device drivers are implemented with an interface called IOKit and packaged as kernel extensions. IOKit is not BSD-like AT ALL; it's a C++ driver model where developers subclass drivers from generic model drivers. Non-ADC members can look at IOKit by examining the IOKit-based Darwin 1.0 kernel source at Apple's CVSWeb interface. Not all Mac OS X drivers present themselves in /dev, and the preferred way to interact with most drivers is

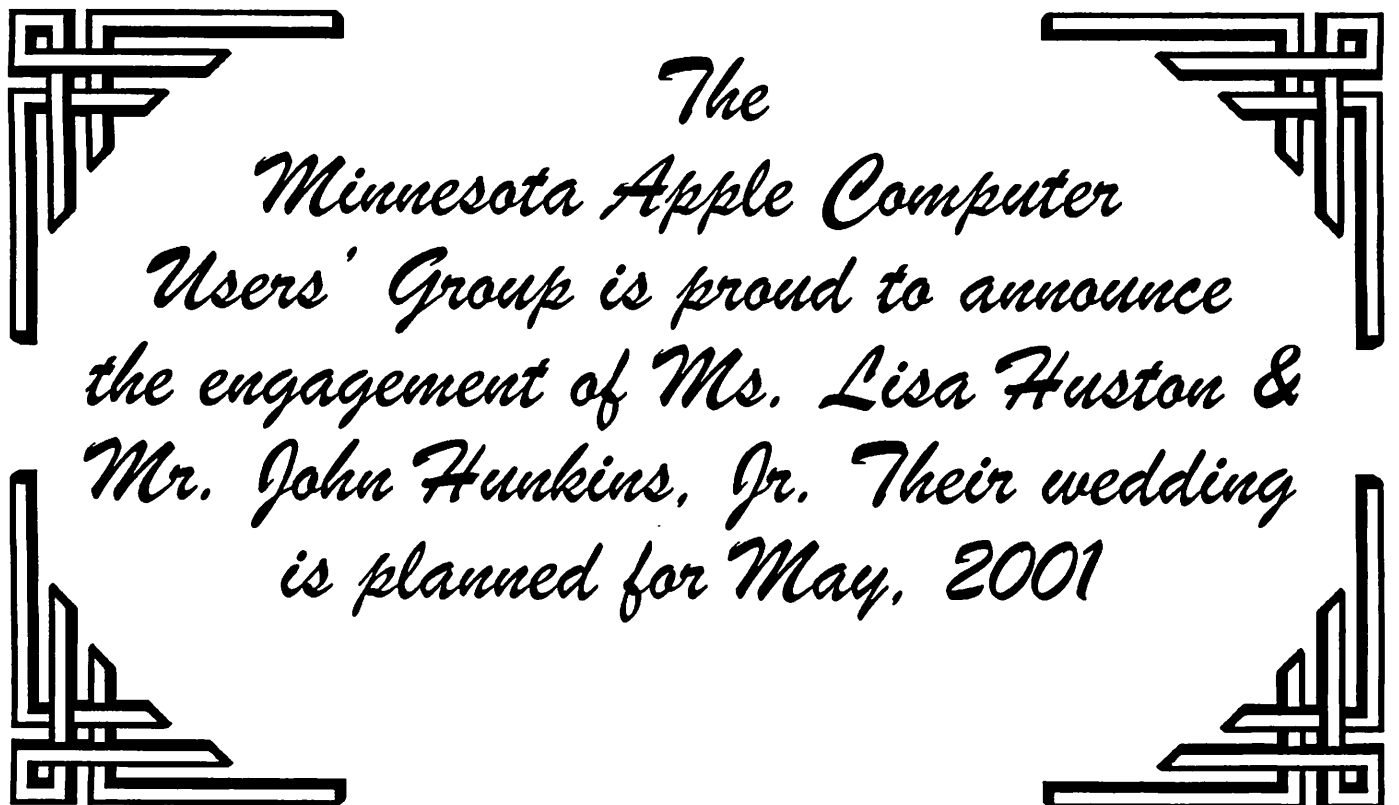
not through /dev at all, but rather through other interfaces."

Now a final comment on another item from last week's Road to Mac OS X (which you should read at <http://www.maccentral.com/news/0004/21.macosx.shtml> for background info.)

Scott Anguish, the force behind the Stepwise Web site writes: "RPMs certainly aren't the only situation similar to the traditional Mac OS installer. dpkg works in a similar fashion. These are being used somewhat for Darwin (the prep is there anyway). dpkg is nice because it can specify dependencies on other packages as well.

"Mac OS X Server uses pkg's which are of the same sort of capability... the use of PAX as the archiver causes problems (read my articles on Stepwise about Installer). So there are lots of options. Personally, I'd like to see Apple put a front end on dpkg (As a matter of fact Fred Sanchez did this for WWDC last year, but the demo gods were against him showing it)."

(Note: Mac OS X is the upcoming, "next generation" operating system from Apple, due in the first half of 2000. Mac OS X will include components of the traditional Mac OS, as well as components of the Rhapsody project. Rhapsody was once planned as Apple's next generation operating system. It's still around as Mac OS X Server, and parts of Rhapsody technologies will become part of Mac OS X. Rhapsody/Mac OS X Server is partially based on OpenStep technologies that Apple obtained in the purchase of the NeXT company. Carbon is the modified version of the Mac OS API, allowing applications to be rewritten with relative ease for Mac OS X. Cocoa (also known as the Yellow Box) is a set of cross-platform APIs that will allow the development of applications that run under Mac OS X and other operating systems.)





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- Other \_\_\_\_\_

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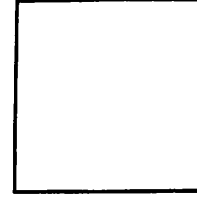
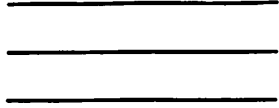
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# New Computerized Investing SIG

Submitted by Bet Persson

For some time now we have had a discussion on our Bulletin Board (BBS) about starting a Computer Investment Special Interest Group (SIG). This has finally come to fruition and begin-

ning Monday June 5 at 7:00 P.M. we will have our first official meeting at the Washburn Library (downstairs meeting room). We will have access to the Internet so if you have any suggestions about financial sites to visit or other financial strategies of investing, please come to this meeting and

share those with us. Washburn Library is located at 5244 Lyndale Ave So, Minneapolis.

For more information contact Denis Diekhoff (612) 920-2437

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Volume 23, Issue 7



# mini'app'les newsletter

the minnesota apple computer users' group, inc.

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Brian Bantz, 612-956-9814



# mini'app'les

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P.O. Box 796, Hopkins, MN 55343

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**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.**

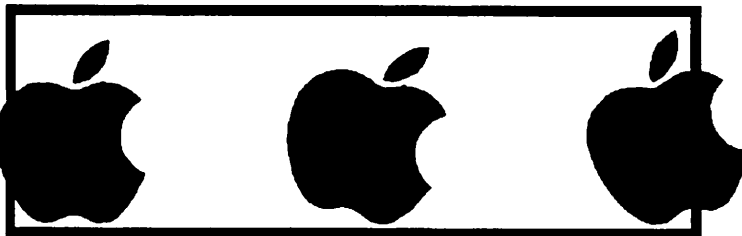
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## August 2000 Preview

Here is the tentative calendar of our Special Interest Group (SIG) meetings for August 2000. 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

Wednesday August 2  
 Saturday August 5  
 Monday August 7  
 Wednesday August 9  
 Thursday August 10  
 Tuesday August 14  
 Wednesday August 16  
 Thursday August 17  
 Thursday August 17  
 Monday August 21  
 Wednesday August 23  
 Thursday August 24  
 Monday August 28  
 Monday August 28

AppleWorks nee ClarisWorks SIG  
 Board of Directors meeting  
 Computerized Investing SIG  
 Microsoft Word SIG  
 Macintosh Main SIG  
 Apple II / GS Main SIG  
 PhotoShop / Digital Imaging SIG  
 Macintosh Consultants  
 Quicken SIG  
 Fourth Dimension SIG  
 Macintosh Programming SIG  
 FileMaker Pro SIG  
 Macintosh Novice SIG  
 Meet Your iMac / Mac 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, 15
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, 14
Quicken	2, 6
QuickBooks and QuickBooks Pro	6
Mac OS 7	8
Mac OS 8	12
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Networks	11
New Users	10, 11
PowerBooks	11
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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
14. Gary Eckhardt	952-944-5446	EW
15. Michael Cumings-Steen	651-644-8653	DEW

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 952-938-2818, with your name, telephone number, contact hours, and the software or hardware areas you are willing to help others.

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 Phone inquiries to: John Pruski, 952-938-2818

## AltaVista free access comes to the Mac

by Dennis Sellers,  
dsellers@maccentral.com  
June 5, 2000, 1:45 pm ET

Today AltaVista and Lycos expanded their free Internet access program to include support for Macs. This is the first free quality dial-up Internet service for Mac users offered by a leading Internet brand, claims Katherine Eagleton, AltaVista spokesperson. "This new service (available to 2.3 million Mac households) will continue to put pressure on the obsolete practice of paying for dial-up access, as well as providing the untouched Mac market this service," she says. "AltaVista Free Access is currently signing up approximately 10,000 users per day and has more than 2.5 million registered users for its service."

AltaVista Free Access is a high-quality dial-up service available for download in North America at

## Apple's clock speed headaches

by Happi McQuirk, happi-macs@maccentral.com  
June 5, 2000, 2:30 pm ET

On the issue of clock speed (the G4 500MHz against the new PC 1GHz machines), Gene Miller of Apple's Creative Markets division said that, on a couple of things, the PC's are finally faster. But, Apple did some initial tests with Photoshop and found that the G4/500 is still 25 percent faster than Dell and 37 percent faster than Compaq. These speed tests are still in their preliminary stages Miller added.

The whole issue of clock speed is

<http://www.microav.com>. Bill Keenan, director of AltaVista Free Access, says that Mac users have been an untapped market for high-quality free Internet access, and "we're excited to bring the value of our free service to this dynamic group."

The two companies are providing the service through 1stUp.com, a provider of private label Internet access and web-advertising technology. 1stUp.com's private label access is currently used by over 100 consumer brands and according to 1stUp.com, "each will soon launch their own versions of the 1stUp.com Macintosh-compatible access offering."

AltaVista Free Access provides unlimited Internet usage at no cost in cities across North America through almost 5,000 dial-up phone numbers which cover over 95 percent of the U.S. and Canada, Keenan says. AltaVista Free Access features the world's first microportal, a small desk-

top application that provides personalized, up-to-the-minute news, info and links to AltaVista Network services, he adds. The microportal takes less than 5 percent of a user's screen space and contains a rotating advertisement within the window (yep, that's why the service is free).

Free online technical support is available by e-mail at [questions-freeaccess@av.com](mailto:questions-freeaccess@av.com) and has a guaranteed response time of 48 hours or less. Toll-free telephone support in the US and Canada is also available at 1-877-584-5551.

a huge marketing headache for Apple. When people are focused on megahertz, it's really bogus because that sort of thinking doesn't allow for the differences in architecture and the efficiency in the language. The Apple Performance Marketing Group likened this concept to shopping for a car based on horsepower. You could end up with a vehicle the size of house that doesn't go anywhere.

When asked if Apple could come up with some kind of new standard that would clearly and easily show the superiority of its computers, Gene laughed and said, "We're kind of at a loss in some regards because we keep

finding that, when we look at it and study it, there's all kinds of advantages with Apple." What happened was that a lot of the PC folks focused on MHz because they thought it was measurable. Many of these people are engineers and they get off on identifiable, quantifiable numbers.

Confessing to a sense of frustration, he went on to say Apple is working on the issue. They have a group that's working on doing a lot of the comparison testing. I fervently hope that they will finally come up with a way to clearly show the speed, ease of use and productive superiority of the Apple computers.

## Apple wins Industrial Design Excellence Awards

by Dennis Sellers,  
dsellers@maccentral.com  
June 6, 2000, 7:00 am ET

With the introduction of the iMac, Apple placed product design and aesthetics on the "hot list" for personal computers, showing that such machines don't have to be boring, beige boxes. Since then, the company has continued its design innovation. For those efforts, it's been honored with five awards in the Industrial Design Excellence Awards (IDEA) for

2000, published in the June 12 issue of "Business Week."

In both their form and function, this year's IDEA winners reflect a buoyant optimism, said juror Henry Kim of Hill-Rom, in a press release. The entries were judged by the Industrial Designers Society of America. The core group of winners this year are Net-connected, digital, problem-solving devices that are transparent, slim, and light.

"They pushed the fulcrum of technology but paid attention to how

people used products," says Kim.

Apple won gold awards for its Cinema Display and iSub woofer speaker for the iMac. The products were described as being "as elegant as they are functional." A silver award was awarded to the iBook adapter. In the category of environmental design (think innovative, office space design) for its headquarters and Macworld January set-up, the company brought home two more silver medals.

There were 1,078 IDEA entries this year, with 110 coming from 15

foreign countries. They include Belgium, Britain, Canada, France, Germany, Italy, Japan, Korea, the

Netherlands and Singapore. The 16 jurors handed out 40 gold awards, 71 silvers and 51 bronzes. You can check

out the entire list of winners at <http://www.businessweek.com>.

## Business briefs: Former Apple exec joins Knowledge.Net

by Dennis Sellers,  
dsellers@maccentral.com  
June 5, 2000, 2:30 pm ET

A former Apple exec has joined the staff of Knowledge.Net, which specializes in next generation e-learning. Adam Hanin has been appointed as vice president of marketing.

Hanin most recently led business development and strategic planning for Compaq's Commercial Desktop and Displays Division. Prior to that position, he was manager of higher education for Compaq. His background also includes the position of national program manager for higher education sales operations at Apple.

Moving on to other business items, Linksys, a provider of broadband and networking hardware for the home, home office, small office and enterprise markets has announced the second release in its Instant Broadband Series -- the EtherFast 1-Port Cable/DSL Router. The product offers cross-platform sup-

port for the Mac, Windows 95/98/2000/NT and Linux using Windows Explorer or Netscape 4.0 or higher.

Ksoft is releasing CP\_IconEdit 2.1, a visual image editor for editing Mac OS icons and Windows .ICO icons. Plus, CP\_IconEdit enables the conversion between Mac OS and Windows .ICO icons.

In addition to icons, CP\_IconEdit will import / create and edit Mac OS pictures and Windows .bmp files along with other file types that QuickTime can import/export. CP\_IconEdit is available as shareware for US \$20. Cruise on over to <http://www.ksoft.net> for more info.

Bleu Rose Ltd. is releasing Black & Bleu v2.0, the latest version of the application that lists 4,384 Macintosh OS error codes with Apple's cryptic explanation of each. Black & Bleu enhances Apple's explanation of these Mac OS error codes by providing less cryptic and more detailed explanations and remedies for many of these

errors. Want to know more. Go to <http://www.bleurose.com>.

J2S, a company that specializes in multimedia and asset-management developments, has released PDF StartUp, an "autorun" application designed to automatically open a PDF document located on a CD-ROM when it is inserted into a computer. PDF StartUp first checks the presence of Acrobat and installs Acrobat Reader when necessary. The selected PDF document is then automatically displayed on screen.

The program is intended to invite the recipients of multimedia operations to actually read the content of the documents that are addressed to them, according to the folks at J2S. PDF StartUp consists of two versions so that it can work on computers running Mac OS or Windows. If you'd like to know more, go to <http://www.j2s.net/EN/Products/pdfStartUp.html>.

## Home automation software loves AppleScript, older Macs

by Dennis Sellers,  
dsellers@maccentral.com  
June 5, 2000, 7:00 am ET  
Submitted by Bryan Lienke

Sand Hill has released version 3.0.2 of their home automation software "Xtension." The folks at Sand Hill say that this version rounds out a suite of verbs that control the graphic views used to display dynamic pictures of your home or office.

"Now, the background pictures in Views can be changed, as with the time of day, and icons can be changed according to their current status," says Sand Hill's Michael Ferguson. "Your graphic views can now reflect a more personal and 'real' appearance. Pipe the video out of your Mac to a channel on all of your TVs. XTension is simply the most powerful home automation software available on any platform."

There are many other new features, as well, including the ability to use AppleScript as the scripting language. Xtension 3.0.2 is full scriptable, attachable and recordable. Plus,

you can control any other scriptable application from within Xtension. The new version has a database of up to 1,024 units with separate ON and OFF scripts for each unit.

You can control multiple units as a single group and load and save "Snapshot" files. These files can save and restore the current state of the database. Xtension 3.0.2 also has low RAM usage (under 512K) and supports older black and white Macs, including the Mac Plus and SE.

A "lite" version is free at the Sand Hill Web site, and is fully functional except that the database is limited to five units. The Web site is also a good source of info and ideas concerning X10 controllers and what your Mac can do with them.

The Xtension is featured in the June issue of MacTech Magazine (<http://www.mactech.com>), which you may wish to check out for more info.

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# IBM introduces new PowerPC chips Staff Report,

email@maccentral.com  
June 6, 2000, 11:00 am ET  
Submitted by Bryan Lienke

IBM has introduced new PowerPC chips designed to improve communications and computing across the Internet although exactly which ones will make it into Power Macs hasn't been mentioned.

According to a Marketwatch report the new PowerPC products include standalone high-performance microprocessors, as well as complete "systems-on-a-chip" that combine embedded PowerPC processors with other commonly required functions onto a single piece of silicon. These chips can be applied in applications ranging from networking gear that carries Internet traffic, to new information appliances and other devices

used to access the Internet, says the article:

According to Marketwatch, the new products include:

The PowerPC 750CX and 750CXe microprocessors. Ranging in speeds from 350 to 700 MHz, they use IBM's advanced 0.18 micron copper wiring technology and incorporate 256K of high speed on-chip L2 cache, designed to enhance system performance and reduce system costs.

New "superstructure" products. They integrate onto a single chip a high-performance PowerPC processor, the CoreConnect on-chip bus architecture, and additional functions normally requiring separate chips. New "superstructures" include: a higher-speed 266 MHz PowerPC 405GP and new packaging options for smaller form factor designs; the 405CR oper-

ating at 200-266 MHz and providing up to 375 MIPS of performance; and the new PowerPC 440GP, one of the most advanced, highly-integrated systems-on-a-chip available in the industry, running at 400-500MHz with up to 900 MIPS performance and integrating PCI-X bridge, DDR SDRAM controller, 128-bit on-chip CoreConnect bus, on-chip SRAM, Superscalar 440 core; two ethernet ports and more on a single die.

The availability of the PowerPC 405 as a "core" for use in custom ASICs using IBM's advanced copper technology.

Expect more info on the products to be unveiled at the Embedded Processor Forum in San Jose, CA.

## IDC: Apple tops U.S., worldwide education markets

by Dennis Sellers,  
dsellers@maccentral.com  
June 6, 2000, 10:45 am ET  
Submitted by Bryan Lienke

International Data Corp. (IDC), a market research firm, reported today that Apple is still top dog in sales to the U.S. and worldwide education markets. IDC's "Q1CY'00 Worldwide Education Market Report" notes that Apple captured 26 percent of the U.S. education market and 14 percent of the worldwide education market.

"We consistently listen to our customers and work hard to design the best products that meet both classroom and administrative needs," says Mitch Mandich, Apple's senior vice president of Worldwide Sales, in a

press release. "Only Apple provides the innovative hardware, software and Internet offerings that together provide unparalleled solutions for the education market."

Besides such education-friendly products and services as the iMac, iBook, AirPort, iTools and iMovie, Apple is focusing on the education market with sites such as the Apple Learning Exchange. You can learn about Apple's educational services at <http://www.apple.com/education/>.

You can also expect the company to have a huge education presence at NECC 2000 in Atlanta, June 26-28. NECC is the National Educational Computing Conference. It's described as the country's most comprehensive and longest-lived educational-tech-

nology event, bringing more than 12,000 educators from all over the globe. There'll be a variety of keynote speeches and special sessions, and exhibits, all focused on the theme, "Connecting@the Crossroads." For more on the conference, go to <http://confreg.uoregon.edu/necc2000/>

By the way, the upcoming Macworld New York will offer MacBeginnings, a brand new series of introductory conference sessions offering basic educational content to novice Mac and Internet users.

## Life in the Mac Lane

By Scott Kelby  
Submitted by Bryan Lienke

WHY I WOULDN'T DEVELOP SOFTWARE FOR THE MACINTOSH PLATFORM (there are many reasons why pc software/hardware developers have it made by only developing for the windows platform) I used to be one of those crazed Mac fanatics, where every time I'd run across a software developer who had a great program that wasn't being developed for

the Mac platform, I'd have to send them a letter trying to convince them of the error of their ways and how much money would come rolling in if they'd just create a Macintosh version. It used to really keep me up at night, but now, I totally understand that I was in the wrong. I was looking at the whole thing from one side. My side. The side of a Macintosh user (OK, Mac maniac), who was angry because there was some cool software that I couldn't get, and I was whining. But

when I finally took a step back, a deep breath, and looked at it from the developers point of view, I realized that developing for the PC has a ton of advantages that just aren't there on the Mac platform. I'm not talking sheer numbers here (that's too obvious - the PC platform has millions upon millions of more potential customers). I'm talking about people. PC people. They have some distinct advantages (as customers) that actually make them a far more desirable tar-

get market than Mac users. For example:

(1) pc users are very patient

A patient customer is an ideal customer, and PC users are famous for their patience. For example, they don't mind sitting on hold for hours waiting for tech support. They're used to it, it's a part of their lives, and they don't seem to mind one little bit. You don't have to waste money hiring a huge tech support staff and then trying to train them - just throw a couple of Kelly Services temps in a room with two or three phone lines and a printed reference manual, and you're in business.

(2) pc users are thrifty shoppers

Since a PC user's main concern is buying a product at the absolute cheapest price, you don't have to worry about creating a high-quality product; you only have to be concerned with making a cheap one. You can cut all kinds of corners in production and quality control, because your products will sell as long as they're cheap. You don't have to concern yourself with trivial matters, like compatibility or ease of use. Just make sure it's dirt cheap, and they'll buy 'em by the truckload.

(3) pc users will listen to you

You have to admire PC users, tell them something, and they'll believe it. For example, I remember seeing Intel ads on TV, and the ads kept touting how it was going to completely change the users Internet experience. I remember thinking to myself, "Hey, it's not a cable modem; it's just a slightly faster chip than their last chip," but it didn't stop millions of PC users from upgrading their Pentium IIs to Pentium IIIs. That's my kind of customer - you tell them what you want them to do, and they do it.

(4) pc users are incredibly forgiving If you're a company like Microsoft, you can sell them products packed full of bugs and compatibility problems. You can have them jump through hoops to perform simple tasks like installing a program. And you can create software that causes them to spend more time troubleshooting their system than using it, and they'll still line up at midnight outside the store that's selling your new upgrade/bug fix and pay for the honor to buy it. That, my friends, is one forgiving customer and the type of consumer you want as a registered

user.

(5) pc users are diligent These are not lazy people. They think nothing of staying up all night trying to track down a virus or two or hunting down which driver is causing the system to crash over and over again. Nothing stops them. Crashes, viruses, bugs, conflicts 0 they don't give up; they keep going and going and going. These are the types of people who make great customers. They're willing to do their share of the work, so you don't have to.

(6) pc users aren't easily swayed You don't have to worry too much about losing your customers to another superior platform; you've got these guys hooked. Even though many industry experts will readily admit that there is a significantly more reliable and easier to use operating system out there, you don't have to worry about them jumping ship and switching to something better. It's like they're blinded, brainwashed if you will, and you're the lucky benefactor of their shortsightedness. Don't worry about someone changing their mind; it's already made up - they're PC users for life - have your way with them.

(7) pc users are followers

PC users live their lives by a golden rule: If their friends and co-workers buy it, it must be good. When it comes time to make a serious purchase, many people start researching, comparing models, looking at specs, and analyzing their personal needs. Not PC users. They look directly to their peers to find out which PC system they should buy and will often consult people who actually know substantially less than they do. Seriously think about it. How many times have you heard one neighbor ask another neighbor which PC they should buy? That's because they don't trust their own judgment, and looking at what their previous choices have been, I don't blame them one bit. This indecisiveness is your gain. Don't worry about spending millions to "get to the customer." Get to their neighbors, get to their co-workers, and you've got a customer for life.

(8) pc users have a short memory

If you have a product that isn't selling well, give it a name that sounds similar to a product that is selling well. For example, Apple's iMac has been breaking sales records for the entire computing industry, so

if you create a PC with a name that's somewhat similar, like the iPaq (from Compaq) or the eOne (from eMachines), there's a decent chance a PC user will make a mistake and think yours is that top-selling computer they've been reading about in Time and Newsweek, and they might actually buy one. They just don't remember trivial details like names and colors - the only thing PC users have been programmed to remember is Megahertz. They know they need a lot of them, but they're not exactly sure why. Face it, if PC users had a good memory, they never would've upgraded to Windows 98 once they remembered the nightmare they had with Windows 95.

(9) pc users don't need variety

Thinking of creating a new product in a wide variety of colors? Don't waste your money. PC users love beige. It's the color of their lives. Everything they use is beige - their computers, mouse, keyboard, joystick, you name it. A number of PC manufacturers have tried to follow Apple Computer's iMac success by coming out with computers in different colors, but not one has a hit on their hands. Why? Because PC users don't need variety. They like order, uniformity, a controlled environment. They like to be told what to buy and in what color. Save development costs and create your product in beige, and no one will complain. Remember, things that are repeated become pleasant.

(10) pc users have a sense of humor

Sure, they may seem humorless on the surface, but you can pull a trick or two on them, and they'll just shake their heads and laugh. For example, when a reporter for one of the big PC magazines got hold of an internal Microsoft document that revealed that Microsoft was aware that Windows 2000 had over 63,000 bugs but shipped it anyway, the PC community just laughed, shook their heads, then got in line to buy their copies. Nothing rattles these PC users; they just laugh it off and hand over their checks. They obviously know how to take a joke, and obviously, some companies know how to tell one. If you're looking for a customer who you can tell "The jokes on you!" then the PC market is an audience that needs no warming up.

Well that's it. If you're a developer, the choice is pretty obvious. If you're developing for the Mac market, you're going to have to spend a bundle on silly things like quality control, testing, industrial design, and (God help you) color. You'll have to waste time and money with things like seamless compatibility, style, plug and play, and you'll have to follow

## May Digital Imaging SIG Report

by Jack Ferman, 19 May 2000

The May DI SIG was devoted to a piece of photograph enhancement software entitled PhotoGenetics by Q-Research of North Bend, WA. PhotoGenetics uses a so-called "eye doctor" approach in which one ranks successive image alterations by clicking on a scoring bar at the base of the operational window.

The program started out using picture files supplied by Q-Research and the results appeared reasonable. One of the files was an optically distorted picture of a knick-knack shelf affair. One might get such distortion by shooting with a very short focal length lens - one would expect cylindrical distortion in such a case. PhotoGenetics "dewarp" function did correct the distortion, but it did not do so by referring to any artifact in

Apple's guidelines, so your customers don't have to waste time learning how to quit, print, and other seemingly easy tasks. What's up with that? The good news is that apparently developing PC software/hardware is not about customers; it's not about quality service; it's not about choice, color, or creating a great product that people will really love - it's about

the picture. This was established by noting that continued application of "dewarp" introduced distortion in the opposite sense.

In the later part of the program, pictures having deliberate errors confronted PhotoGenetics. One set involved erroneous white balance camera settings - for the purpose a picture shot in sunlight used a tungsten white balance. The picture naturally had an obvious bluish cast. PhotoGenetics was totally unable to detect and correct the results of the white balance error. Another set involved colored illumination sources and the picture scene was a Kodak gray card with splotches of actual artists color paints (red, green, blue, white, and black). The illuminations were yellow, green, blue, and black-light, all incandescent, and the colors in the picture were skewed.

money. Maybe that's why many PC developers stay right where they are - where the money is - and where millions of those funny, patient, loyal, forgiving, diligent customers stand ready for your next buying instruction. Gees, those guys really have it made.

PhotoGenetics was unable to correct the illumination errors. In the sequel, it became apparent that PhotoGenetics cycled colorations into the picture without reference to the spatial color array in the picture itself. The last picture introduced to PhotoGenetics was an interior shot of Gavilidae Common in which the interior support columns were severely bent. Part of the bend artifact arose from the compositor's pasting of two shots together. PhotoGenetics would not be expected to repair the patching error but was nonetheless unable to correct optical curvature in the two halves with its "dewarp" feature.

By this time most of the audience had retired to the outer hallway, so the SIG was terminated 15-20 minutes early. Pie SIG went down at Baker Square and was poorly attended.

## Pyro products setting a Fire

Staff Report, email@maccentral.com  
June 5, 2000, 2:30 pm ET  
Submitted by Bryan Lienke

ADS Technologies apparently loves IEEE 1394 (better known to Mac users as FireWire).

The company's Pyro 1394 ORB Drive is now available. It integrates the hot-swappable performance of FireWire connectivity with the ORB removable drive's magneto-resistive (MR) head technology. The Pyro 1394 ORB Drive provides 2.2 GB removable storage utilizing rewriteable media disks. The high-bandwidth of FireWire allows the maximum

throughput of ORB's data transfer rate of 12.2MB per second. To use it, you'll need a FireWire-enabled Mac or G3 with Pyro 1394 PCI host card installed and Mac OS 9.0.

ADS' Pyro 1394 Port is also shipping. Once available as a component of the digital editing solution, Pyro Digital Video 1394DV, the Pyro 1394 Port can now be purchased as a stand-alone product for the estimated street price of US \$59.95.

The OHCI-compliant IEEE1394 PCI card connects Macs and PCs to FireWire devices such as storage solutions, printers, scanners and digital camcorders. Pyro 1394 Port also

includes Ulead VideoStudio 4.0SE, and works with Apple's iMovie, which can be downloaded free from Apple's Web site.

The Pyro 1394 Port provides three FireWire ports with throughput at 400 Mbps/sec for the high-bandwidth demands of digital video transfer, CD-ROM, DVD and hard drives, VCR decks, and other 1394 peripherals on the horizon. Mac requirements are a Mac G3 with a PCI slot and Mac OS 9.0.4 and QuickTime 4.1. Drivers are downloadable from the Apple Web site.

## Apple eNews June 15, 2000 Volume 3, Issue 13

In This Issue

1. Ever Had One of Those Crazy Dreams?
2. "Now There's Just No Excuse Not to Go and Make a Film."

3. A Big Space
4. Now Available: Final Cut Pro 1.2.5
5. More Products, More Places
6. Get a Sneak Preview of QuarkXPress 5.0
7. Technically Speaking...

8. Quick Takes

If you'd like to read this issue on the web, go to:  
<http://www.apple.com/enews/2000/06/1Senews1.html>

### 1. Ever Had One of Those Crazy Dreams?

Lots of us have. And we've found a place that not only accepts but encourages them. A company that expects the unexpected of itself and delights in delivering the unanticipated to its customers.

Crazy dreams? They're the stuff that iMac is made of. Next week (June 20 and 21, 4 to 8 pm, Pacific time), we'll be hosting the first-ever Apple Career Open House--right here on the Cupertino campus--and we'd love to speak with you about joining our little dream machine at Apple. So dust off your resume and come tell us how you could help us make some crazy dreams come true.

<http://www.apple.com/jobs/open-house/index.html>

### 2. "Now There's Just No Excuse Not to Go and Make a Film."

So says Jonathan Wells, the director of RESFEST, the first international film festival to showcase digital content in a theatrical setting. Wells waxes enthusiastic because he has seen the wealth of material talented people are creating, finding "little nuggets of creativity, new animation techniques, really interesting music and digital video content--sometimes done by one person in a basement somewhere." RESFEST 2000 celebrates that creativity, a creativity made possible by a new generation of digital video production tools:

<http://www.apple.com/creative/stories/resfest/>

### 3. A Big Space

That's what most convention centers offer, and certainly the cavernous 40,000-square-foot area that accommodated the booths, classrooms, meeting areas, Internet cafes, and attendees of Apple's recent Worldwide Developers Conference fits the definition of a big space.

This particular big space also happens to be filled with copious amounts of concrete and steel, but that didn't stop any of the wireless warriors at the event from picking up their email or logging on to the New York Times to catch up on what the rest of the world was up to. From one end of that 40,000-square-foot space to the other, AirPort served up the Internet--continuously and without interruption--so that "a person could walk

from one end of the convention center to the other and not lose the wireless connection."

<http://www.apple.com/hotnews/articles/2000/06/airport/>

Already an AirPort fan? Then be sure to schedule a landing at our site to download AirPort 1.2.

<http://www.apple.com/airport/>

### 4. Now Available: Final Cut Pro 1.2.5

The newest version of Final Cut Pro is available for immediate download from our website. What new features make Final Cut Pro 1.2.5 a must-have update? Make Reference Movie--allows you to reduce rendering time and conserve disk space by minimizing file sizes and using pointers to source files YUV Processing--lets you preserve the color values of original source material Widescreen Support--means you can create a movie with a wider (16:9 format) digital canvas in mind Existing owner of Final Cut Pro can opt to receive the update to Final Cut Pro 1.2.5 on a CD for a nominal handling fee (plus appropriate tax).

For complete information or to download Final Cut Pro 1.2.5, visit:

<http://www.apple.com/finalcutpro/>

Considering the purchase of Final Cut Pro? Then you may want to take advantage of a "suite deal" currently available at the Apple Store, Apple Store for Education, and participating resellers. It offers special pricing on Final Cut Pro and Terran Interactive's media Cleaner Compression Suite (Broadcast Edition).

<http://www.apple.com/store>

### 5. More Products, More Places

We couldn't be happier about the growing number of hardware and software products that our friends and partners in the developer community are creating for PowerBook and Power Mac computers. Search the Macintosh Products Guide nowadays, and you'll find over 17,000 products.

Astounding. What's more, more places than ever before are selling Macintosh products. For example, if you like to walk or drive to a store, you can do your Mac shopping in a Sears, CompUSA, The WIZ, Fry's Electronics, Micro Center, Computerware, Wolf Camera, or any one of the thousands of authorized Apple resellers around the world. You can also visit a growing number of online resellers. The Apple Store, for

example, (<http://www.apple.com/store>) carries not only our own products, but a large number of hardware, software, and accessory products from third parties. To make it easier for you to find online resellers, we've recently modified our online locator--

<http://buy.apple.com>--adding a category for Internet & Catalog Resellers.

Looking just for games? One of the top Internet sources for games, Babbage's & Software Etc.'s

"gamestop!com" recently added a Mac button that takes you to its "one-stop shop for the best Mac games"--currently featuring over 150 gaming titles for Macintosh. And Amazon has recently made it even easier for its Mac customers to find books, software, hardware, and accessories by creating a Macintosh specialty shop ([www.amazon.com/macintosh](http://www.amazon.com/macintosh)).

Anyone in the mood to go shopping?

### 6. Get a Sneak Preview of QuarkXPress 5.0

You've heard the buzz from others who use it. QuarkXPress offers a superb set of features for creating dynamic publications and managing the digital workflow. And they've probably told you that they just can't wait to crack the shrinkwrap on the new version of this publishing powerhouse: QuarkXPress 5.0. Want to see what makes them so enthusiastic? Then come to a free two-hour seminar that Apple and Quark are hosting in more than a dozen locations around the US and Canada over the next few months. But, hurry, slots are already filling up fast:

<http://www.quark.com/news/tier3/>

### 7. Technically Speaking...

FireWire 2.4--the latest version of this important system software component--offers a number of advantages to those using FireWire-equipped Macintosh computers. It: Improves the performance of most hard disk drives (especially when the computer is writing data to the disk) Extends battery life on the new PowerBook with built-in FireWire Adds support for the FireWire 2 Go card from Newer Technologies (which lets one connect FireWire devices to earlier models of the PowerBook G3 computer) Fixes an isolated issue that occasionally causes a system crash when some digital camcorders are disconnected while iMovie is running For

more information or to download FireWire 2.4, visit:

<http://asu.info.apple.com/swupdates.nsf/artnum/n11719>

Have questions about FireWire? Be sure to visit our FireWire site.

It contains lots of information about this industry standard for connecting fast, multimedia peripheral devices (like digital audio and, especially, video):

<http://www.apple.com/firewire/>

#### 8. Quick Takes

Apple's Think different campaign, created by TBWA/Chiat/Day Los Angeles, was honored with the grand award at the 2000 EFFIE Awards Show. The EFFIEs recognize the most effective national advertising campaigns.

<http://www.effie.org/2000.htm>

We received some great news the other day. As part of its Worldwide

Education Market Report, International Data Corp. (IDC), a leading market research firm, concluded that "Apple continues to be number one in sales to the U.S. and worldwide education markets," capturing 26% percent of the US and 14% of the worldwide education market:

<http://www.apple.com/pr/library/2000/june/06idc.html>

Macworld is coming to New York's Jacob Javits Center on July 19--a little more than a month from now. If you're thinking of attending--and you should!--register early and save money. An Exhibits Only pass is only \$10 until June 19:

<http://www.macworldexpo.com/registration.html>

RealNetworks has licensed Apple intellectual property for streaming digital video and audio over the Internet in QuickTime. RealServer 8

now supports delivery of QuickTime content to QuickTime players.

<http://www.apple.com/pr/library/2000/june/12realnetworks.html> Learn more of the story of the X-Men in the newest trailer, a QuickTime exclusive offering broadband users full-screen immersion in the forthcoming movie. <http://www.apple.com/trailers/fox/x-men/>

They've taken Macs into orbit before, and now SkyCorp intends to include an "Apple Macintosh G4 computer in an experimental satellite it is planning to deploy from the space shuttle during a flight next year," according to this article in SpaceViews:

<http://www.spaceviews.com/2000/06/11a.html>

## QuickTime News June 23, 2000 Volume 2, Issue 10

### In This Issue

1. What's on QuickTime TV?
2. Live QuickTime Events
3. It's Your Movie!
4. Tools of the Trade
5. QuickTime Moment in History
6. Trailer Park
7. QuickTime Hot Picks

#### 1. What's on QuickTime TV?

The first place that many of us turn for breaking news is CNN. Did you know that the Atlanta TV superstation is also one of the most prolific creators of streaming QuickTime content for the web, producing and delivering a minimum of 20 to 25 hours of original video programming per day?

On the CNN website, you'll always find QuickTime movies of breaking news stories along with clips from CNN's most popular talk shows, including "Crossfire" and "Burden of Proof." And be sure to check out the highlighted Video on Demand clip in the upper-right corner of the CNN home page.

<http://www.cnn.com/>

#### 2. Live QuickTime Events

By the time you read this, the largest music and performing arts festival in the world will be under way. From June 23 to 25, Great Britain's legendary Glastonbury Festival will delight its audiences of all ages with

music, magic, circus performances, cinema, theater, crafts, and cabaret. For the first time ever, Glastonbury invites you to a series of live webcasts, starting today. With entertainment ranging from interviews with featured artists to performances on multiple stages, this is one live webcast you won't want to miss.

For up-to-the-minute information on performances and profiles of all of the artists at Glastonbury please go here:

<http://www.playlouder.com/glastonbury/>

And for the big picture on the world's largest festival, be sure to visit the official Glastonbury website at: <http://www.glastonburyfestivals.co.uk/>

We're sure you'd prefer to attend the live webcast, but in case you can't, you can view the archived QuickTime videos at your leisure for about three weeks after the event.

For information on upcoming live QuickTime events and archived QuickTime performances on-demand, be sure to visit the Hot Picks page at:

[http://www.apple.com/quicktime/hot\\_picks/](http://www.apple.com/quicktime/hot_picks/)

#### 3. It's Your Movie!

If you've ever watched a movie and

thought, "I can do much better than this!", then here's your chance to put your popcorn where your mouth is. Head on over to the world's first interactive motion picture website at [www.itsyourmovie.com](http://www.itsyourmovie.com), where you--as part of the viewing audience--actually help develop the story.

Visit now, and you'll cut your directorial teeth on an edgy thriller conceived by Simon Beaufoy, who wrote the hilarious hit film, "The Full Monty." From episode to episode, you'll make decisions for K.J., a pretty and feisty bike courier living in London. You can tell her what to do, who to trust--even who to fall in love with.

You also give your thoughts on which of the film's characters should live or die.

You decide. After all...it's your movie.

<http://www.itsyourmovie.com>

#### 4. Tools of the Trade

Mark your calendars: Apple will hold its second annual QuickTime Live! Conference October 9-12 at the Beverly Hilton Hotel in Los Angeles. In this four-day conference, you'll get professional-level training on the development, production and delivery of QuickTime content in all its forms.

You can attend up to 48 sessions on



content development and deployment, along with nine full-day workshops covering the most popular authoring tools, deployment technologies, QuickTime VR and QuickTime Streaming, as well as a product showcase. To register and for more detailed information, go here: <http://www.apple.com/quicktimelive/>

An important subject worth repeating: Recently, we told you about an exciting new technology that can help your existing network architecture work more efficiently when delivering streaming media, including QuickTime. Network Appliance's NetCache technology distributes streaming content from the edges of the network, providing enhanced quality for streaming media at a far lower cost than adding more servers and increasing network bandwidth. Network Appliance is holding a series of free seminars to help you learn more about streaming media and network efficiency. Visit the Network Appliance website for more information and to find out when its seminars are coming to your part of the world. <http://www.netapp.com/seminar/qt/>

5. QuickTime Moment in History Anthropologists still don't know what brought groups of Caucasian European settlers to the deserts of

## Star Wars Episode II being rendered with Maya on MP G4s?

Submitted by Denis Diekhoff

We've been sitting on this one for quite some time awaiting more corroboration between reports...and that time has come. Numerous sources and good friends throughout Lucasfilm and the infamous Skywalker Ranch have reported on some very interesting developments their with regard to their use of unreleased Mac OS technologies.

Apparently, rendering of "moving storyboards" and early versions of various scenes throughout Star Wars Episode II is being done with prototype multiprocessor PowerMac G4s using Alias|Wavefront's as-yet unreleased Maya rendering software. Reports conflict to varying degrees on the operating systems used; most indicate a mix of OS9 and OS X Pre-

China in the third or fourth century B.C., or why their colonies eventually disappeared. We definitely know they existed, though, because these men and women left behind irrefutable proof--their well-preserved, mummified remains.

Discovered in the 1970s and 1980s, the mummies of China's Takla Makan desert offer an intriguing glimpse into the lives of humans who lived 6,000 years ago, including evidence of surgical techniques that these Europeans may have introduced to China. The Discovery Channel brings you QuickTime movies of this important anthropological find: <http://www.discovery.com/stories/history/desertmummies/desertmummies.html>

6. Trailer Park In the fall of 1991, a freakish confluence of weather conditions spawned a killer storm in the North Atlantic, endangering anything unlucky enough to stand (or float) in its path. In "The Perfect Storm," George Clooney handles this maritime emergency as Billy Tyne, captain of a swordfishing boat caught in the maelstrom. "The Perfect Storm" arrives in U.S. theaters on June 30. Bring your umbrella. [http://www.apple.com/trailers/wb/perfect\\_storm.html](http://www.apple.com/trailers/wb/perfect_storm.html)

Jim Carrey returns to his signature brand of extreme slapstick comedy in


"Me, Myself, and Irene," written and directed by Peter and Bobby Farrelly--the same duo that brought you "Dumb and Dumber" and "There's Something About Mary." Carrey plays a man whose multiple personalities compete for the affections of one woman, played by Carrey's offscreen girlfriend, Renee Zellweger. <http://www.apple.com/trailers/fox/mmi/>

7. QuickTime Hot Picks Enjoy vicarious thrills by "riding" on the world's top roller coasters, courtesy of CNN and QuickTime. Scream from your desk while experiencing Japan's "White Cyclone," Ohio's "Magnum XL-200," Coney Island's "Cyclone," and more. [www.cnn.com/TRAVEL/DESTINATIONS/9706/roller.coasters/coasters.html](http://www.cnn.com/TRAVEL/DESTINATIONS/9706/roller.coasters/coasters.html)

Already nostalgic for pro basketball? Go into overtime by watching scenes from some of the greatest NBA playoff games in history, featuring clips from 1953 to 1998. [http://www.nba.com/history/playoffs\\_moments.html](http://www.nba.com/history/playoffs_moments.html) Got a great example of QuickTime to show us on the web? We'd love to hear about it. <http://www.apple.com/quicktime/hotpicks/tellus/index.html>

DP4 builds, but some stress a purely OS X environment.

Some reports suggest that Skywalker Ranch may even hold prototype caseless PowerMacs with V'Ger "G4e" processors at up to 700MHz, but these are of less certain nature. What's most interesting from these reports is that unlike with Episode I, Lucasfilm is seriously considering moving many of the tasks that it performed on high-end Silicon Graphics (SGI) workstations to this potent new combination of Velocity Engine, OS X, and Maya....imagine one of the biggest releases of next year (if the current schedule holds) being created almost entirely on the Mac OS....



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# mini'app'les Handy Form

**New & Renewing Members-  
Specify your level of support:**

- \_\_\_ \$25 (One Year)
- \_\_\_ \$45 (Two Years)
- \_\_\_ \$60 (Three Years)
- \_\_\_ \$15 Student\*(One Year)
- \_\_\_ \$100 Corporate (One Year)

Thanks!

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

**Make Checks  
Payable to  
"mini'app'les"**

Name: \_\_\_\_\_

Company (if mailed to): \_\_\_\_\_

Address: \_\_\_\_\_

City, State, Zip: \_\_\_\_\_

Phone (Home): \_\_\_\_\_ (Work): \_\_\_\_\_

Occupation: \_\_\_\_\_  Check if this is a

Member ID# (if applicable): \_\_\_\_\_ address change.

Which personal computer(s) do you use?

- Power Macintosh model(s) \_\_\_\_\_
- Macintosh model(s) \_\_\_\_\_
- Apple II model(s) \_\_\_\_\_
- Other \_\_\_\_\_

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 \_\_\_\_\_

Please list the five software  
packages you use most often:

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

- 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.

*Yes.*

*I'd like to join!*

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

## Macintosh & Apple II eDOM Orders

Please allow up to  
6 weeks for delivery

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

### 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

Total Merchandise

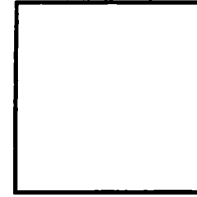
Add \$1/Disk for Shipping (\$4.00 Max)

GRAND TOTAL

**Make Checks Payable to "mini'app'les"**

Last Fold – Seal with Tape

\_\_\_\_\_  
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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

## For Sale by Members

Macintosh computers, monitors, Apple IIe's, Image writers. PC printers,

hard drives, modems, PC's for sale. Bert (612) 861-9578 or post message

on our BBS, bperson@isd.net

## Ongoing Deals for Mini'app'les Members

Submitted by Tom Gates and Bert Persson

The following businesses have agreed to provide ongoing discounts to members of mini'app'les. When you contact these companies, please identify yourself as a member of mini'app'les to qualify for these discounts. For questions related to these discount offers, please contact Tom Gates - (612) 789-1713 evenings and weekends.

**Power Protection Products**  
Surge Protection strips, Battery backups, line conditioners, etc. Contact Keith Kalenda at Business Security Products (612) 789-1190. 1/3 off APC SurgeArrest line of products 25% off APC BackUPS, SmartUPS and related products.

CartridgeCare, Inc.

CartridgeCare, Inc. of Roseville is offering Mini'app'les members an additional \$5.00 off the cost of laser printer cartridges. They handle supplies for, and do repair work on equipment from a number of manufacturers. For example: Apple, Canon, HP, IBM, Epson, Sharp, Brother, Panasonic, Okidata, Minolta, to name a few. They also provide free next-day delivery and core pickup in the metro area.

For additional information about the user group discount and other services, contact CartridgeCare at (612) 331-7757.

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Once again we are offering a 40% discount on Peach Pit Press and MacMillan family of book companies (Hayden, Adobe Press, Que, Sams, Brady, NRP, and Alpha). Contact person for Peach Pit Press is Keary Olson,

he can be contacted at SIG meetings or on our BBS (home phone 724-0031). In order for our members to receive the 40% discount, Peach Pit Press requires that a number of books be ordered at the same time. Therefore please allow at least 4-8 weeks when ordering books from Peach Pit Press. Minnesota sales tax and a \$ 0.50 shipping charge will be applied to each book ordered. The 40% off MacMillan book offer can be applied on individual purchases plus Minnesota sales tax and a s/h charge. Use the mini'app'les account number # 10782880 -when ordering.

MacMillan Publishing produces frequent listings of new titles that have been added to their catalog. Mini'app'les will attempt to have these available on the BBS in addition to the catalogs.

## Mini'app'les Annual Picnic

Submitted by Bert Persson

The time and date for the annual picnic has not yet been set, but it will most likely be held on the fourth Tuesday in August at Minnehaha Park.

However, if a majority would rather have the picnic on a weekend

that could certainly be arranged.

This may be a better option since it may be difficult for some people to attend a weekday picnic at 6 P.M. rather than a Saturday afternoon picnic. Besides, fighting rush-hour traffic is not fun and if the result is greater attendance, so much the better.

If you have any comments or sug-

gestions about the time and date for our annual picnic, post them on our BBS, e-mail bperson@isd.net or call (612) 861-9578

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Volume 23, Issue 8



# mini'app'les newsletter

the minnesota apple computer users' group, inc.

AUGUST 2000						
SUN	MON	TUE	WED	THU	FRI	SAT
		1	2 7:00	3	4	5 10:00 am
6	7	8	9 7:00	10 7:00	11	12 Club Picnic 11:00 am
13	14 7:00	15	16 7:00	17 7:00 7:00am	18	19
20	21 7:00	22	23 7:00	24 6:30	25	26
27	28 6:00 7:00	29	30	31		

**2** **AppleWorks SIG**  
Washburn Library  
5244 Lyndale Ave S. Mpls  
John Hunkins, Jr., 651-457-8949

**5** **Board of Directors**  
mini'app'les members welcome.  
Byerly's  
7171 France Ave. S., Edina  
Lisa Huston

**7** **Computerized Investing**  
**CANCELLED**  
Denis Diekhoff, 612-920-2437

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

**10** **Macintosh Main MacWorld Report**  
Southdale Library  
70th & York, Edina  
Gary Eckhardt, 952-944-5446

**12 Club Picnic**  
Club Picnic  
Minnehaha Falls Park

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

**16** **Photoshop-Digital Imaging**  
Washburn Library  
5244 Lyndale Ave S. Mpls,  
Gary Eckhardt, 952-944-5446

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

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

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

**23** **Macintosh / Programming SIG**  
Washburn Library  
5244 Lyndale Avenue S, Mpls  
Andre Benassi, 763-502-0187

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

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

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



# mini'app'les

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

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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-lyfic 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 952-595-9404.

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.

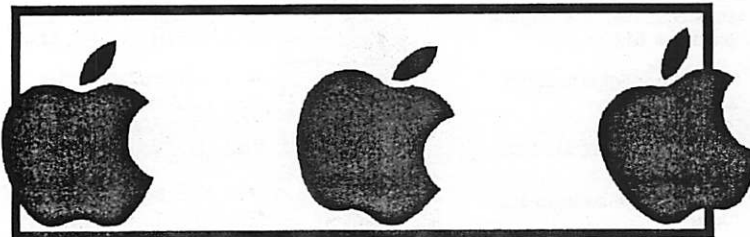
**Editor/Publisher:** Tom Ostertag 651-488-9979

**Newsletter Layout:** John Pruski 952-938-2818, Bert Persson 612-861-9578

**mini'app'les BBS** – 952-595-9404, (co-located on Twin City Interlink BBS), 24 hrs. Settings: 8-1-0. Call in with FirstClass® Client software or any text-based terminal program.

**mini'app'les Voice Mail** – 651-229-6952

**mini'app'les WWW site:** <http://www.miniapples.org>



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## September 2000 Preview

Here is the tentative calendar of our Special Interest Group (SIG) meetings for September 2000. 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

Saturday	September 2	Board of Directors meeting
Wednesday	September 6	AppleWorks nee ClarisWorks SIG
Monday	September 11	Apple II / GS Main SIG
Wednesday	September 13	Microsoft Word SIG
Thursday	September 14	Macintosh Main SIG
Monday	September 18	Fourth Dimension SIG
Wednesday	September 20	PhotoShop / Digital Imaging SIG
Thursday	September 21	Macintosh Consultants
Thursday	September 21	Quicken SIG
Monday	September 25	Macintosh Novice SIG
Monday	September 25	Meet Your iMac / Mac SIG
Wednesday	September 27	Macintosh Programming SIG
Thursday	September 28	FileMaker Pro SIG3



# 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, 14
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, 13
Quicken	2, 6
QuickBooks and QuickBooks Pro	6
Mac OS 7	8
Mac OS 8	
WordPerfect	4
Cross-Platform File Transfer	5,14
Networks	11
New Users	10, 11
PowerBooks	11
Classic Macs	11
Power PC 601 Power Macs	
iMacs	12

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. Rodney O. Lain	651-452-5821	EW
13. Gary Eckhardt	952-944-5446	EW
14. Michael Cumings-Steen	651-644-8653	DEW

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 952-938-2818, with your name, telephone number, contact hours, and the software or hardware areas you are willing to help others.

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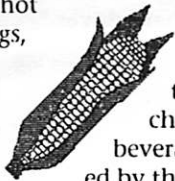
## Mini'app'les Annual Picnic in Minnehaha Park

Submitted by Bert Persson

This year the mini'app'les annual picnic will be held on the second Saturday (8/12) of August starting at 11:00 A.M. in Minnehaha Park.

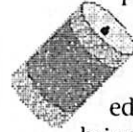
In order to make it easier for more people to attend this event we decided to hold our annual picnic on a Saturday.

Not only will it be more convenient having the picnic on a Saturday, but we will also provide something to keep your tummy happy. Now what does that mean? You guessed it, hot dogs,



corn on the cob, chips beans and a beverage, will be provided by the club.

What should you bring to the picnic?



Since the club will provide food and drink, our members are requested to bring a dessert to share.



In previous years our tradition has been to bring a chocolate dessert, but whatever tasty items you think will be enjoyed by your fellow members will certainly be appreciated.

By the time our picnic rolls around we hope the Minnesota monsoon season will be over so we can enjoy a sunny and mosquito free picnic.

I should also mention to our new members that this is an excellent opportunity to get to know other members of our club and everyone is encouraged to bring their family and friends.

The Picnic Pavilion in Minnehaha Park, is located on the northwest corner by Hiawatha Ave. and Minnehaha Pkw E. Parking is available by the Picnic Pavilion, but for the frugal street parking is only a block away.

Since tables and grills by the Pavilion are only available on a first come first serve basis it is important that we come early to get our tables. Hope to see you all by the Picnic Pavilion at 11:00 A.M on Saturday, August 12, 2000.



## Apple Macs Still In Much Demand

ITWeb (Johannesburg)  
June 12, 2000

Johannesburg - The demand for Apple Macs in South Africa continues as the rationalised computer manufacturer battles to supply its local channel.

Despite the continued lack of stock, Apple Systems Centre (Pretoria), one of the largest Apple resellers in the greater Pretoria area, anticipates that it will have a 20% increase in sales for the year ended February 2001 in comparison to the previous year.

Pat Botha, financial director of Apple Systems Centre (Pretoria), says that despite two short weeks in April, she anticipates "bullish monthly sales

for this more subdued selling period".

"We have only now started filling new orders again, after catching up with our back orders in April. Although the stock shortage problem is not as acute as it was during the third and fourth quarters of last year, we are still experiencing difficulties," she says. "We could sell more if stock was readily available."

Botha attributes the improvement in stock supplies to the fact that Siltek was recently appointed as an Apple distributor. "Siltek's appointment has definitely improved stock flow."

She says there are currently considerable demands for the newly launched Apple range, which includes the new PowerBook laptops, the DV range of i-Macs and the graphite i-

Book.

"The Apple products offer significant price-performance benefits that are hard to match. This includes, for instance, the ability for users to plug their video cameras directly into the new Apples, allowing them to both view and edit their home or business movies on the machine."

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## Smallest 1GB PCMCIA drive coming to Mac

by Brad Gibson,  
[bgibson@maccentral.com](mailto:bgibson@maccentral.com)  
June 23, 2000, 8:00 am ET

IBM Corp. will start shipping the world's smallest hard disk drive in 512MB and 1GB sizes for use on desktop and portable PCs, including Macintoshes, next month, the company has announced.

The drive, known as the

Microdrive, is five millimeters thick, smaller than a matchbook and weighs less than an ounce. The actual drive mechanism is one inch in diameter.

A direct competitor to small solid state flash memory, the Microdrive is primarily for customers looking for portability and higher capacity storage. When compared to Type 1 flash memory, the Microdrive can hold up to 1,000 high-resolution photographs,

a thousand 200-page novels or nearly 18 hours of high-quality digital audio music.

"It's immediate use would primarily be in the storage of digital photography and standard computer files," John Osterhout, Worldwide Marketing Director for IBM's Storage Technology Division, told MacCentral. "But as digital video, digital music, electronic books, smart

phones and electronic wallets become more prevalent, the Microdrive will find new found acceptance in these other arenas."

Although consumers find flash memory the primary storage device on digital cameras at present, Osterhout said more and more manufacturers are building in compatibility for the Microdrive including Eastman Kodak, Fuji, Minolta, Nikon, Sanyo, Canon and many others.

In existence for over a year, the Microdrive has evolved in a number of ways making it a more competitive alternative to flash memory.

"We've been able to make some dramatic advancements in our Microdrive technology over the past year," Osterhout said. "We've been able to make a 30 percent improvement in the speed and reduce the amount of power consumption by 15 percent."

The two new capacity Microdrives will have a sustained data rate of 4.2Mbps and a 50 percent

improvement in shock rating from 1,000 G to 1,500 G when the drive is turned off or not in use.

Introduced last year in a smaller 340Mb size, the new, larger capacity drives will retail for \$399 for the 512MB drive and \$499 for the 1GB drive. The 340MB drive will be priced at \$299. The drives will come with a PCMCIA adapter for use in laptop PCs.

IBM will begin shipping limited quantities of the new drive to original equipment manufacturers in July. Retail release is scheduled for September. Selected retailers will begin selling the drives directly to consumers and IBM will sell the 1GB Microdrive through its e-commerce Web site as well.

As for the future, Osterhout thinks smaller will become bigger and better.

"What we've seen in the recent past is a doubling of capacity in all of our hard drives about every 12 to 18 months," Osterhout said. "I won't go

out on a limb and predict we can triple capacity, but I think the technology will allow us, if the market is there, to double capacity in two years."

Osterhout also feels the need for smaller and more portable high capacity drives will grow as smaller electronics devices demand more storage.

"Users files, what ever they might be, will need to be stored locally because you're going to expect continuous play," Osterhout said. "Networks are still not necessarily reliable for continuous play and I don't think they will be for some time. As a result, local storage is still going to be very important. How big we can get capacity will play a big role in the success of these smaller hard drives."

## Mac OS X may energize PDF

by Dennis Sellers,  
dsellers@maccentral.com  
June 22, 2000, 7:00 am ET

Mac OS X, Apple's in-the-works operating system, may "propel PDF (Portable Document Format) into new reaches of the market," according to a ZDNet article.

PDF is the open de facto standard for electronic document distribution worldwide. It's a universal file format that preserves all of the fonts, formatting, colors, and graphics of any source document, regardless of the application and platform used to create it.

As we've reported many times, Apple has adopted PDF as the default file format for storing graphics in the next generation operating system. Even though it's not fully clear how Apple will implement PDF, ZDNet says this is a "bold and potentially very intelligent move for the market leader in publishing and graphic arts."

Apple does intend to provide basic PDF capabilities built on the published specifications of the PDF 1.2 file format and the company counts on third-party developers to extend this architecture to cover vertical market segments, says the article.

Based on PDF, the 2D graphics system of Mac OS X — called Quartz — delivers on-the-fly rendering, anti-aliasing and compositing of PostScript graphics. Apple says that, thanks to Quartz, graphic elements that were sharp before will now be "dramatically" sharper — even when you greatly increase their size.

You can see the power of Quartz in X's Aqua interface. Taking advantage of Quartz's compositing engine, Aqua creates translucent controls and menus, and gives the system visual depth with drop shadows around the edges of windows.

Plus, Apple has built in support for PDF, which will let you embed and manipulate PDF data (and even Save to PDF) with any Mac OS X application. And Apple says that since this capability is available to all Mac OS X applications, Mac developers have a whole new palette of creative tools.

ZDNet also attempts to explain the differences between the various "flavors" of PDF. For instance, the latest version of Adobe's Acrobat uses PDF 1.3; the previous (and still widely used) version used the 1.2 definition of

the file format.

"And this is without taking in account PDF/X, a graphic arts-specific, standardized version developed by the Committee for Graphic Arts Technical Standards (CGATS)," says ZDNet. "The main aim of PDF/X is to focus PDF on the needs of the print world, to ensure trouble-free output of PDF files."

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## MacPopUp 2.0 improves user list, more

Staff Report, email@maccentral.com  
June 20, 2000, 12:00 pm ET

MacPopUp, a program that lets Mac users exchange instant messages with other users on any local area network (LAN), has been updated by Kanex Group. With MacPopUp, you can send and receive messages from different operating systems such as the Mac OS, Windows 95/98/NT/2000, Windows for Workgroups, Linux and other UNIX OSes.

The new MacPopUp 2.0 contains several new and enhanced features, including:

**Improved User List.** "We have dramatically improved the function that automatically locates recipients available on the network," says Paul Pen of Kanex. "Now you can see not only computers, which you can

exchange messages with, but also MacPopUp determines the messenger type of the available users. In other words, if it is MacPopUp for Mac, MacPopUp for Windows or any other compatible client. The application also checks if a user is in an on-line or off-line mode."

**Guaranteed Message Delivery.** After sending a message, MacPopUp 2.0 checks if a recipient received the message. The MacPopUp application displays a warning if the message was not delivered or if no confirmation was received. If the warning isn't displayed, then the message was successfully delivered. Additionally, the MacPopUp application can automatically resend messages if a recipient is currently off-line.

**Auto-Save Received Messages.** Now even if a failure occurs or if your computer power is down, all messages

you have received are saved.

"Also, we have fixed some insignificant bugs and improved compatibility with the Windows version of the MacPopUp application," says Pen.

Mac requirements are any Mac with 1 MB of free RAM, Mac OS version 7 or later (full Mac OS 9 compatibility), OpenTransport, and a local area network with TCP/IP service. MacPopUp 2.0 for Mac and Windows is available from <http://www.macpopup.com>.

A single user license has a suggested retail price of US\$25. There are discounts for multi-user licenses, site license orders, and educational institutions inquiries. All current users of MacPopUp can upgrade to version 2.0 for free.

## Sony challenges Apple iTools with ImageStation

by Brad Gibson,  
bgibson@maccentral.com  
June 28, 2000, 12:30 pm ET  
Submitted by Bryan Lienke

Sony Corp. on Tuesday launched an online video-sharing Web site as a direct challenge to services such as Apple's iTools with free membership, unlimited storage of digital photos and free storage of up to 15 minutes of video.

Sony's ImageStation Web site allows users to store digital pictures and create online albums, share pictures with others, store digital video clips, order prints and send customized photo gifts, e-mail picture or video greeting cards, participate in online workshops and view public photo albums of other members.

Sony's launch of its online service is another example of large computer and electronics companies realizing they need to offer a total solution to customers other than just selling them a physical product. In addition, services like ImageStation will provide a way for the computers, handheld devices and cameras to come together and share content. Consumer electronics companies, such as Sony, are hoping they can woo customers to sites such as ImageStation as a direct extension of its video devices.

"Sony is hoping that if consumers buy a Sony video product, they will think of them first when they go on the Web," David Moore, an independent consumer electronics market analyst based in Miami, told MacCentral.

There are a few smaller sites already on the Web that offer some photo-sharing services. Apple's iTools offer some of the same features of ImageStation, primarily in the form of iDisk, Apple's personal Internet server and iCards, its free e-mail postcard service.

"ImageStation is a direct challenge to Apple's iTools. There is no doubt about that," Moore said. "As you look at ImageStation, you get the impression it's better organized and has a different direction of how multimedia should come together and be presented. Apple's approach was more as offering independent tools and not as a 'video store'."

But as Apple focuses more and more on Macs as a consumer video solution, Moore thinks the company could easily take the ImageStation approach and launch a more "video-savvy" Web site.

"There is little doubt in my mind Apple will look at this site carefully and think seriously about offering a whole new iTools solution that is

video-focused," Moore said. "It would be very easy for them to simply repackage iTools with a different focus and some features that video users need."

Sony has teamed up with a number of companies to make the ImageStation Web site work. Zing Network Inc., will provide photo-sharing expertise, photo-sharing site Ofoto Inc. will offer photo-processing services and Vingage Corp., will provide the servers to manage the video.

The ImageStation partners will share revenue from the site, which will come from advertisers and customers who order photo and digital video prints.

ImageStation's partners are working on better ways to make the digital photo-sharing process easier by making the transfer process between the Web and Sony digital cameras more streamlined. In addition, Sony is presently working on technology that will make digital cameras able to wirelessly beam photos directly to the ImageStation Web site.

# AntiVirus Software: The bottom line

Posted by MacFixIt,  
June 19, 2000  
Submitted by Bryan Lienke

To no one's surprise, the two classic antivirus utilities for the Mac, Virex and Norton AntiVirus (NAV), were the overwhelming favorites in our Reader's Recommend AntiVirus Software QuickTopic. Among the over seventy responses posted, all but a handful centered on these two venerable programs, with Virex edging ahead of Norton slightly. Agax (freeware) and Sophos Anti-Virus trailed behind, picking up only a handful of comments.

Virex was the favorite of many users primarily due to its clean interface. Most users who chose it praised the program's unobtrusiveness, especially when compared to Norton. Chapman wrote: "I've used Norton, Virex, Sophos, Disinfectant, Agax and a couple of other freeware de-wormers and the like somewhat interchangeably for years...in general, I find Virex to be less obtrusive."

A tidal wave of comments said

## The History of Bungie Software

by Peter Cohen, pcohen@macgaming.com  
June 19, 2000, 10:45 am ET  
Submitted by Bryan Lienke

For many Mac gamers out there, Bungie Software has stood as a figurehead in the Mac game business. The company has been making Mac games for most of the last decade, and their titles are often held up as some of the all-time classics for the platform. To get a better understanding of what Bungie is and why the company's acquisition by Microsoft (see separate story) has evoked such a strong emotional reaction from many Mac gamers, we've assembled a brief history of the company for your review.

Bungie president Alexander Seropian first created his company back in the spring of 1991, working out of his apartment. Bungie's first product was a tank combat game called Operation Desert Storm. Although the tank game has been relegated to obscurity by the mists of time, Bungie's next effort would form a partnership that has continued to this day. Bungie's second game was Minotaur: The Labyrinths of Crete.

much the same thing. Pete Curtner summed it up best: "I have Virex deployed on over 40 Macs, from 6100s to G4s. [Version] 6.1 still has some issues with Quark XPress 4.1, especially regarding fonts, but otherwise it remains the best anti-virus software on the Mac. As others have posted, it is low-profile, stable, and fast."

Virex is not perfect, however. A number of users have had trouble downloading virus definition updates from the Network Associates cumbersome Web site, preferring instead to grab them from Version Tracker. One user, who still recommended the program, pointed out that it has a tendency to be slow to cancel a scan, and will sometimes begin scanning files before they are completely downloaded, causing an erroneous "damaged file" alert.

Norton AntiVirus users were slightly less in number, but equally enthusiastic in their praise. One user wrote, "I have never had a problem with it. Version 6.01 seems rock-solid with OS 9.0.4." Users were split over

An action-adventure game featuring colorful graphics and multiplayer capabilities, Minotaur was the first game developed by Jason Jones — a programmer who would ultimately have a huge effect on Bungie's future. Jones would later create the Marathon and Myth series, as well as Bungie's forthcoming third person 3D action game, Halo.

A little more than a year later, Bungie Software released another game that would prove to become a legend — Pathways Into Darkness, a first-person 3D action game. Building on the popularity of the then-novel first-person-shooter genre, Pathways Into Darkness was one of the first games for the Macintosh to feature innovations like panning stereo sound and texture-mapped graphics. In Pathways, you assumed the role of an adventurer who had to descend into the bowels of an ancient pyramid to save the planet from hordes of invading alien forces. Pathways Into Darkness laid the groundwork for Bungie's next work, which would ultimately become a legend in the annals of Mac gaming.

how much they liked the LiveUpdate feature, which enables the program to retrieve new virus definitions automatically via the Net.

Comments were also mixed about NAV's speed. Some users thought it was speedy, while others did not. NAV has never been a speed demon, especially the previous version, which may account for some of the negative comments. It does seem clear, however, that most users perceive NAV to be a bulkier, less streamlined application compared to Virex.

Sophos Anti-Virus was praised for its ability to automatically load a new set of virus definitions from a local network server. Another user commented that Sophos "does a good job of catching all the macro viruses that spread from our PCs."

A couple of users recommended Agax, although one cautioned that it does not catch some of the older virus variants, especially those that target 68K Macs. While preparing this article we noted that Agax's Web site had not been updated in over 6 months.

A year and a half after Pathway Into Darkness's release, during the holiday season of 1994, Bungie Software would release one of the games it's best known for: Marathon — an innovative first person shooter that featured a detailed storyline, high-resolution graphics and network multiplayer capabilities. It's hard to imagine now with the plethora of realistic 3D action games on the market, but at the time of Marathon's release, the game featured the ability to move in 3 dimensions, which made it really innovative — many 3D games were still trapped in a 2D environment, with the ability to move forwards and backwards, but rarely up or down. Marathon introduced an engine that provided a real 3D physics model. Marathon would spur a whole industry of enterprising programmers to develop their own mods and improvements, too.

Bungie would spend the next two years capitalizing on the Marathon phenomenon. Throughout 1995 and 1996, the company released sequels to the original Marathon — Marathon 2: Durandal followed first. The game

built on the success of the first Marathon by continuing the game's intricate story line. It was also the first game in Bungie's arsenal to be ported to Windows. The following year Bungie Software produced Marathon: Infinity, which, for the first time, made Bungie's own editing tools available for public use.

1996 was also the year that Bungie tried — unfortunately, with only marginal success — to act as a publisher for other developers' products. Bungie published a side-scrolling action game called Abuse; the game was originally created by now-defunct game developer Crack Dot Com. Bungie also took one of Bugdom maker Pangea Software's products under its wing, publishing the QuickDraw 3D-based fighting game Weekend Warrior.

1997 was the year that Bungie set up a satellite office in San Jose, California called Bungie West. Since then, that team has been working on a game that many Mac and PC gamers have been awaiting with anticipation: Oni. Oni is a third-person action game that focuses on close-range combat. Stylistically inspired by Japanese animé, Oni features a purple-haired female protagonist named Konoko. The game has gone through some conceptual changes since its first inception — there will be no multiplayer version in the final release, for example — but it's still on many gamers' wish lists.

During the 1997 holiday season, Bungie brought the world Myth: The Fallen Lords. As with Marathon, Myth: The Fallen Lords breathed new life into an existing genre of games — in this case, the realtime strategy

(RTS) game. While many RTS titles focused on resource management, unit creation and some of the other mundane aspects of strategy gaming, Myth focused purely on troop control. Myth incorporated Bungie's now-trademark in-depth story line and high quality production values to create an experience that would be lauded by reviewers and gamers alike.

Bungie followed up their enormous success with Myth: The Fallen Lords by producing its sequel the following year, Myth II: Soulblighter. Sporting a reworked engine and a plethora of improvements, Myth II would prove to be an enormous success as well. With multiplayer capabilities in both games through Bungie's own free proprietary online service, Bungie.net, both games became favorites of online gamers.

Like the Marathon series before it, Myth and Myth II would spawn an entire industry of enterprising mod developers. Using available editing tools, hordes of hobbyists, enthusiasts, and serious developers would create their own map files for the Myth games — many would also create total conversion packages that included new units, maps and sound effects. Myth conversion packs continue to be a popular diversion today, with many new packs coming into creation week in and week out.

Bungie Software's most recent product announcement happened barely more than a year ago. First shown to print media journalists behind closed doors at E3 Expo in Los Angeles in May of 1999 and later debuted to the world by creator Jason Jones at the Macworld Expo New York keynote address that July, Bungie

Software's magnum opus is Halo, a groundbreaking 3D action game. Bungie's demonstrations of the Halo engine technology show that the game features a stunning 3D physics engine and 3D graphics rendering; it also appears to have the same in-depth story line that Bungie's previous releases are known for. The game's release date has not yet been scheduled, but it is confirmed for Mac and PC, and Bungie's comments following their Microsoft acquisition suggest that they will also produce a version to run on Microsoft's forthcoming game console, Xbox.

What's made Bungie so popular with Mac gamers is that the company has remained loyal to the Mac. For almost half of its existence, the company has been a Mac-only developer. Even following Bungie's successful foray into the world of PC game publishing, Bungie has consistently offered its software simultaneously for Mac OS and Windows. Oni, which becomes a Take Two Interactive Software property following the Microsoft acquisition but will continue to be developed by Bungie until it's done, is also planned as a simultaneous release for Mac and Windows, with PlayStation 2 to follow.

Mac gamers are fervently hoping that Bungie's acquisition by Microsoft won't mean the death of Macintosh game development at the company, and if Jason Jones' early comments are any indication, Bungie will be left to make its own decision about Mac support for future titles. Regardless, Bungie Software has already left an indelible mark on the game industry for Mac and PC users alike.

## Bungie CEO discusses Microsoft acquisition

by Peter Cohen, pcohen@macgaming.com  
June 20, 2000, 6:00 am ET  
Submitted by Bryan Lienke

Game developer Bungie Software founder and CEO Alexander Seropian spoke with MacGaming.com at length on Monday afternoon regarding his company's acquisition at the hands of Microsoft (see separate story). Seropian explained from his perspective what the acquisition means not only for the future of Bungie but the future of Bungie's products, its corporate culture and its employees. Seropian also commented on the

most pressing question many Mac gamers have — the future of the company's flagship title, Halo.

"It's very flattering that there are a lot of people that really care about us," said Seropian, referring to the copious and often heated commentary this morning's announcement provoked. "I don't think anyone expects that the games we make will become bad. If anything, with access to the resources we'll have, our games will get better."

Bungie's founder also hopes the people who have been fans of his company's products in the past will

continue to have an open mind about what Bungie has planned for the future. "If they have any respect for us, they owe it to themselves to think that we know what we're doing," said Seropian. "The most important thing to understand is that Bungie is still the same people. We're still going to have a weird sense of humor and all that stuff we're known for. The difference is that we don't have to worry about paying the rent and we have access to a huge infrastructure that we didn't have before."

Seropian indicates that Bungie is moving part and parcel to Microsoft's

corporate campus in Redmond, Washington. A facility is being built for Bungie presently, and Seropian says that the Bungie team should be taking up residence in their new home in mid July. There are a few casualties, however — for personal or professional reasons, several members of Bungie's staff elected not to come along, including one high-profile Bungie employee whose name many long-time readers may recognize — Peter Tamte, executive vice president of publishing. Tamte is the former Apple exec who also founded Mac game publisher MacSoft. He joined Bungie last year.

MacGaming.com spoke briefly to Tamte on Monday afternoon — Tamte said he's very enthusiastic about Bungie's future with Microsoft, and indicated that he was offered excellent opportunities within the new corporate structure. Tamte said that he and his family ultimately decided to stay in the Midwest, where he hails from originally. He also said that he's looking forward to whatever he does next, though he says that he's not exactly sure what that is yet (game publishers, get in touch with him quick, before someone snatches him up). Tamte suggested that he hopes to stay in the realm of digital entertainment, however.

When asked about how Bungie's move to Redmond will affect its corporate culture, Seropian says that it's business as usual. "I think the important thing to our fans and to us is that the Bungie way continues. What we're all about is the games, and around that, encapsulating it, there's the company's personality. I don't see that changing as we go forward."

Seropian downplays rumors that Bungie cut its deal with Microsoft because the company was running out of funding. "There's been a lot of speculation about money and about

our financial condition — that we were running out of cash. That's what we did our Take-Two deal for," said Seropian, referring to Take-Two Interactive Software's 19.9 percent ownership in Bungie. Take-Two turned over its ownership stake in Bungie to Microsoft as part of the deal. In return, Take-Two gains Bungie's Myth game series, Oni and distribution rights to two as-yet-unannounced titles based on the same technology as Halo.

"We were already funded through Halo's completion," Seropian added. "This was the realization that the market is changing, and we had to make some difficult decisions farther down the road. It's better to make those decisions now."

Seropian cites the ability to get into Xbox development early as prime motivation to make this deal with Microsoft now rather than later. As part of Microsoft, Bungie's programmers can be a formative influence on how the game console is crafted, and Bungie Software believes Xbox will dominate the next generation of video game consoles. "That's the reason we're moving out to Redmond. It's so Jason [Jones, Halo's project lead] can work with the team that's developing the Xbox."

Will the change in ownership of Oni affect Bungie's involvement in the project at all? No way, says Seropian. "Oni is still a Bungie product," he said.

The third-person combat game is now in the hands of Take-Two Interactive, and is still on track for a fall release. Oni will be published for the PC and Mac this October by Take-Two subsidiary Gathering of Developers, with the PlayStation 2 version to follow shortly thereafter under the Rockstar Games brand. Seropian said that the Bungie West team — the development studio in

San Jose, California that is working on Oni — will complete the title in their current surroundings. Once Oni is done, Bungie West will pack their bags and join the rest of the team in their new digs in Redmond, Washington.

Pressed repeatedly for details about Halo's future on the Mac, Seropian stayed silent, reiterating comments he made in a letter to fans posted on Bungie's Web site. Is there any reassurance he can offer Mac gamers who have been pining for the game since they first saw it a year ago, when Jason Jones demonstrated Halo on a Mac during the Macworld Expo keynote address? "The team that's making Halo is still comprised of the same people that have been working on it all along," said Seropian. "None of that has changed. It's still our choice about what platforms Halo will support, and we simply haven't yet made a final decision on that."

Seropian understands that his non-answer may be unsettling to Mac gamers who are clamoring for a concrete assurance about Halo's future on the Mac, but says that the current information will have to do, at least for now. Seropian insists that Microsoft isn't exercising any undue influence on Bungie's business practices or technical decisions. Microsoft is very conscious of who Bungie is and what makes them unique, says Seropian, and is intent on making sure that Bungie keeps that identity. "I'm not a programmer anymore — I'm a businessman. Why the hell would Microsoft want me?" he asked. "That's why I'm going to Redmond. I'm going to protect what Bungie has, and to build a group there that has the same spirit as it has here."

## Microsoft acquires game developer Bungie Software

by Peter Cohen, pcohen@macgaming.com  
June 19, 2000, 8:00 am ET  
Submitted by Bryan Lienke

Today Microsoft Corp confirmed rumors that had been in circulation for weeks — the company has acquired veteran game developer Bungie Software, makers of the Myth and Marathon series, as well as the forthcoming games Oni and Halo. As

part of the acquisition, Microsoft will gain exclusive publishing and distribution rights to Halo, a third-person 3D action game presently in development at Bungie.

Take Two Interactive Software, a computer and video game console game publishing company which had 19.9 percent ownership in Bungie Software, announced that it has sold its interest in Bungie to Microsoft, in

return for the acquisition of select Bungie properties including the Myth series and Oni, as well. Oni is a forthcoming game in development for Mac, PC and PlayStation 2. Take Two gets not only the titles that are currently in distribution but access to all the underlying technologies, as well. Take Two also gains the rights to create two new games based on the Halo engine, as well.

According to Microsoft's press release, Bungie's development staff will remain "an independent development studio within the Microsoft Game Division." Microsoft also indicates — as expected — that Bungie will focus its efforts on the creation of games for Microsoft's forthcoming video game console, the Xbox. Bungie will move its headquarters from Chicago, Illinois to Redmond, Washington, home of Microsoft. The offices of Bungie West, where *Oni* is being developed, will stay in place in San Jose, California until *Oni* ships. Bungie's free proprietary multiplayer service for its games, Bungie.net, will remain online and active as well.

Bungie CEO Alexander Seropian suggests that this is a good marriage for both parties. "This is an opportunity to combine the strength of two outstanding software companies: Bungie's talent for creating great games and Microsoft's strength in distribution. Microsoft will provide us with the resources and infrastructure we need to continue to build great games and make them available on a worldwide scale. We are also looking forward to helping define the Xbox platform, which may soon be the world's premier game console."

In an interview with game site Daily Radar, Bungie officers Jason Jones, Alexander Seropian and Peter

Tamte are careful to downplay suggestions that Bungie's acquisition will result in the company's departure from the Mac game market — a market which has been the company's mainstay since its founding in 1991. Jones says that Bungie's decision to support specific platforms remains in its own control.

Microsoft's acquisition of Bungie is part of the company's recent efforts to gain control of leading game developers. In 1999 Microsoft acquired FASA Interactive Technologies and Access Software, makers of *MechWarrior 4* and *Links LS 2001* respectively.

## Ode to the Clean Install

Submitted by Dave Huntin Peck

Gather around children. I'll tell you a tale. Hold on tight, but don't shake with fright. For if using a Mac, you'll avoid a Windows plight. :-)

Your Mac is crashing on a regular basis. Something is wrong, but you've not been able to isolate the problem. Moving down a long list, you've tried a variety of troubleshooting techniques. From rebuilding the desktop, zapping the PRAM, checking for extension conflicts, replacing suspect preference files, reinstalling programs, and replacing the finder. (If you're too new to have tried all of this, later in the article I describe some of these techniques.) No luck. The problem is still there. Now it's cursing time? Hold on big fella or pretty gal! It's a matter of perspective. Instead of cursing, how about thanking your luck stars? It could be worse. A lot worse. For instead of working on a Mac, you could be faced with the almost insurmountable problem of system corruption on a Windows computer. Not shaking yet? Imagine reinstalling every program on your computer. I sense a tremor!

Yes, I'm a Mac aficionado. But my preference for the Mac is based on experience. Not tons of Windows experience, about a year's worth. I'm not here to bash Windows but to make some realistic comparisons. Yes, Windows is the number one operating system out there. But I refrain from calling it the most popular cause I can't find anyone who will say something good about it. Really! So

far, anytime I've talked to a PC technician and make a comparison favorable to the Mac; no one has ever countered with an I-love-Windows statement. Usually I hear a Windows negative comment. One good thing about Windows, its tech support feeds a lot of families!

As I've become more familiar with the Windows Operating System (Windows 95/98), I've become more enamored with my Macintosh. I trust my Mac, have confidence in it, and reserve my most important computer tasks for it. I can't guarantee what would happen to you, but within a couple of months of using a Windows box, I found myself reformatting my hard drive and reinstalling Windows from scratch with the help of a technician. I was not doing anything exotic when the problem arose.

The *iGo Back!* utility that was supposed to take the hard drive back to an earlier time failed to solve the problem. Many calls were made to my computer maker's technical support. The first technician I spoke with about this problem had me turn off the start-up items and check a Windows utility called Watson. When that did not work, I was shocked when he was ready to reinstall Windows 98 and reformat my hard drive to boot. WOH! I was not ready for this. So I decided to call another time and let someone else help me. A friend of mine, who has worked in Windows PC repair for a couple of years has summed this technician's attitude up nicely.

iHow the hell can you troubleshoot thousands of files scattered

around the hard drive? From a technician standpoint it's easier and faster to start from scratch!!

With every call to Tech support, some System adjustments seemed to fix the problem, but the problem always came back on subsequent starts. After about five calls to tech support and no relief in sight, I was ready to reformat and reinstall. Luckily I don't do all that much with my PC so reinstalling programs is not that big of a deal. As a Mac person, you may be asking yourself why a reformat of the hard drive? A reformat wipes the hard drive clean and all data is lost. Please keep reading.

The reformat of my hard drive and reinstall of Windows was a real eye opener. Installing Windows itself was not a big deal, but what the technician had me do in DOS before the install was well beyond my expertise. With all the cryptic DOS commands, it was my impression that it's above the technical level of your average Windows user. Maybe you haven't heard, but DOS is alive and well sneaking about in the WindowsOS. It takes a special occasion to see DOS in all its glory. The technician sounded stressed as he directed me. I had a Windows 98 book and the Microsoft booklet that accompanies the Windows CD-ROM and there was absolutely no way that I could have accomplished this without the tech directing me! He started by debugging my hard drive? I didn't have a clue. I tried taking notes but it was a lost cause. But in the end, I had a new Windows System and had to reinstall all of my programs. That's my



Windows story.

In contrast, I've reformatted several Mac drives over the years. It's an easy, almost no-brainer operation. For some perspective from a Windows expert, I've got a thick Windows 98 book called *iDan Gookin Teaches Windows 98*, published by Que. On page 613 he says never to upgrade your operating system! Now that says something about Windows! In fact Mr. Gookin says,

Upgrading an operating system means that you're putting all your software at risk. After all if the stuff works now, why fix it? Windows 98 is ok, but if you're happy with Windows 95, don't upgrade! When Windows 2000 comes along, don't bother with it either!

Notice the exclamation points in the quoted text! As a Mac user who has upgraded his way through seven versions of the MacOS, without a major mishap, I feel good about my preferred platform.

Now that you've heard about Windows at its worst, let's talk Macintosh. System corruption on the Mac can be a pain in the butt to novices, but it's not a catastrophe. I'd like to stress that I've never had a bad experience conducting a Clean Install. For a novice, the Clean Install on the Mac may seem like a big deal. This is where you completely replace the old System folder with a new one. But once you know about the significant parts of the MacOS, it's not complicated and probably will take 1-2 hours of your time. Most importantly it's doable. Your hard drive does not have to be formatted. You won't lose any data and should retain full functionality of your programs. On Windows, if your not backed up, it's a start from scratch effort. And with Windows, when restoring from a backup, your not getting a brand new System, but a saved copy of the System which may have its own problems. One other thing, through the Mac's Extension Manager or better yet Conflict Catcher, you have a lot of control and troubleshooting capabilities at your finger tips that a Windows user can only dream of.

Please let me repeat. If not backed up, Windows System corruption means reinstalling everything on your computer. I've been told by Windows technicians that installing the Windows OS over an old version is

not recommended. (That's also true when upgrading your Mac to a new OS number.) Anything else and your taking a chance. But again, on the Mac, your not losing the functionality of all your programs or facing data loss. Why such a difference between Mac and Windows?

I'm no computer wiz, but one basic major difference that stands out is how the two platforms keep track of their system and software components. You may have heard of the Registry. Windows uses this text file to keep track of its components and programs. The Registry acts like a huge Preference file. If the Registry dies, Windows dies. If you have a serious backup, the situation can be salvaged. I mean a disk image of your entire hard drive must be stored somewhere, or you'll most likely be starting from scratch. That's the preferred method, not just a copy of your System, but the entire hard drive. Windows is picky. With thousands of file scattered all over the hard drive it all fits together like a giant puzzle. And when something falls out of place, the Windows user is in trouble. Windows deals with the problem of corruption in the Registry by automatically making a copy of Registry every time you start up, keeping 5 copies. But not all problems are Registry based. I don't think mine was. Because of this structure, when Windows is reinstalled, you've also created a brand new, but dumb registry that has no clue where programs are located. Since the programs no longer work, they all have to be reinstalled. Why not start with a clean slate and reformat your drive too? That's the Windows way.

In stark contrast to Windows, the genius of the MacOS is revealed by its Finder and Desktop Files. They keep track of everything. And most importantly, they are updated on the fly and can be rebuilt (updated) at any-time, without complications! The MacOS is friendly, flexible, and forgiving. The clean install on the Mac can be accomplished in about an hour while retaining full functionality of all your precious programs. And you should never have to reformat your hard drive for a MacOS problem.

If you're not familiar, take a look in the System folder that sits on your hard drive. There's a lot of stuff in there and most of it is clearly marked. Yes, the MacOS is everything in the

System Folder but you should think of its primary components as the following folders: Extensions Folder, Control Panel folder, Preference folder, Fonts folder, the Finder, and another folder called the System. These components are used by the MacOS and in many cases enable functionality to your installed programs. When a program is installed to the hard drive, depending on the type of program, components may be placed into the System folder. Usually it's an extension, a control panel, or a preference file. The preference file holds customized settings for your Mac programs. Unlike the Windows Registry, preference files on the Mac are easy to work with. You can throw one away and it's no problem. The next time you start that program, a new Preference file will be created automatically. Personal settings and possibly the serial number will have to be entered. Removing a program on the Mac is usually as simple as trashing the program folder, an associated extension, control panel, and preference file. That's it.

I mentioned trouble shooting a while back. When your MacOS craps out on you, the *clean install* is the last resort to correct the problem. The MacOS has several simple troubleshooting errands that can be tried to isolate a problem.

Check for an extension conflict by starting your Mac holding down the shift key. Your Mac will start up with all its extensions turned off. If the problem goes away, it's an extension that's causing the problem. If you need to have one or two extensions active to produce the problem (such as needing the CD-ROM drive to function) use Extension Manager or Conflict Catcher to make up a troubleshooting extension set. If you can get your Mac running with a minimum extension set, then the problem is most likely extension related.

If you have Conflict Catcher your life just got much easier because it will run an extension conflict test for you. If you're using Extension Manager, you must manually conduct a conflict test. To zero-in on an offending extension, it's a fairly simple, but time consuming process. Disable half of the extensions, restart and see if the problem has gone away. If not, swap out the other half of the extensions. Once the group of offend-

ing extensions has been located, make note of them. In this group, the offender resides. With the offending group active, the problem should be active. Disable half of the active extensions, restart and see if the problem goes away. If not try Disabling the other half. Each configuration change requires a restart. The idea is to cut the offending group in half each time, restart and check if the problem is there or not. Eventually you'll be down to the offending extension. Disable it! If you really need this extension, you'll have to check for updates and possibly talk to Apple (1-800-500-7078) or the parent company if it's application related. Another advantage of Conflict Catcher is that it will check for multiple conflicts.

If the problem is not an extension conflict, a couple of more suggestions. Sometimes, corruption will occur in the preference file for a program. It's very easy to toss a preference file into the trash and restart the program and see if the problem has gone away. Don't worry, the program will create a new preference file when it starts, but you'll have to reenter custom setting and maybe a serial number. And if you don't empty the trash, you can always put the original preference file back into the preference folder. Other possibilities are to toss the finder preference (located in the preference folder) and restart, zap the PRAM (hold down Shift/Option/P/R keys on start), and rebuild the desktop (hold down Option/Open Apple keys on start). Again make your life easier by downloading the free utility Tech Tool v1.2.1 by Micromat. It makes zapping PRAM and rebuilding the desktop easier.

Find it at  
[http://www.micromat.com/downloads/index\\_downloads.html](http://www.micromat.com/downloads/index_downloads.html).

A great troubleshooting resource is the book *Sad Mac, Bombs, and Other Disaster* by Ted Landau, published by Peachpit Press. The *Macintosh Bible* by Peachpit Press also has a lot of good info!

When all else fails, the Clean Install is the last choice. Fortunately it's not hard to do. But I base this statement on premise that the user has some basic Mac familiarity. If you don't know the basics, find a good Mac book or a good Mac friend. As the iMac becomes very popular, I'm

seeing lots of Mac and iMac books at the store. The Apple IIe was my first computer. A Mac Performa was my second. The Mac is simple enough that you can get a good book and figure it out. I never felt the need to take a class. That's why I chuckle when family members tell me they need to go to school to learn Windows. Fortunately these days, more family members are using iMacs.

When installing the MacOS there are two ways to go. You can install the MacOS on top of the old version or do a iClean Install. Based on my experience, I won't say you can't install the MacOS on top of an old version, but if you're having serious system problems or upgrading to a new MacOS version number like going from 8.x to 9.x, I recommend going the Clean Install route. The Clean Install on the Macintosh sets aside the original System folder (renaming it Previous System Folder) and replaces it with a new clean System folder.

To perform a Clean Install, first boot from the MacOS CD by placing the MacOS CD in the CD-ROM drive and hold down the iCi button while starting. You know you've got the CD when it starts running a lot and Mac icons appear all over your desktop. One hitch is that you may not have enough space on your hard drive for both copies of the Systems folders. If space is limited on the hard drive in question and you have multiple drives, the old System folder can be copied to a different drive to preserve the data. If necessary for space, trash the old System folder on the install hard drive (after you backed it up). Simply launch the MacOS installer. Somewhere early in the process, an Option button or a choice will appear for the Clean Install. Older MacOS installers may not offer the iClean Install choice. Look under any ioptions or icustomize options choices that are presented. Please note that if you've trashed the old System folder, a clean install will automatically be performed. If you've got the old System folder sitting on the hard drive, it will install over the old System unless you select iClean Install. Another option would be to boot off the MacOS CD. Then go to the System folder on the hard drive and rename it iPrevious System Folder. Then launch the MacOS installer. You'll get your clean install

and the old System folder contents will not be touched.

After the new System is installed, restart the Mac. You can look into the new System folder and see what the Mac runs on without any of the 3rd party stuff that will soon clutter up the landscape.

To restore the functionality of any program that relies on an extension or control panel, go to the iPrevious System Folder. Look through the following folders: extension folder, control panel folder, and preference folder for its related items. If using Extension Manager or Conflict Catcher, don't forget about the extensions (disabled) and control panel (disabled) folders. To make things simpler, I usually combine the contents of the extensions folder and the extensions (disabled) folder. Same with the control panel and control panel (disabled) folders.

Preference files are important cause in most cases you won't have to reenter serial numbers. Also look on the top level of the Previous System folder for any associated files or folders. For example if you're a ClarisWorks (AppleWorks) user, there is a prominent Claris folder sitting in the System folder. These items can be selected and dumped into their respective folders in the new System. I suggest that you gather up all the files you want to put into the new System folder, highlight them, and use the Label function to color them. After the files are highlighted, go to the iFile pull down menu, select iLabel, and select a color. This makes them stand out so if later, you want to change your mind and go back to a virgin System folder they will be easy to ID and remove.

That's about it. That's enough! If you have trouble with any particular program, not the problem that caused you to do a clean install, but getting the program to run properly because it's missing an extension or control panel, you can always reinstall that particular program. But my experience is that this is the exception and not the rule.

Good luck and happy Clean Installing!

## Excite Joins Free Mac ISP Crowd

by Brad Gibson, bgibson@maccen-  
tral.com and Dennis Sellers,  
dsellers@maccenral.com  
June 23, 2000, 11:30 am ET  
Submitted by Bryan Lienke

Excite@Home has become the lat-  
est Internet portal company to add  
free Internet access for Macintosh  
users through the 1stUp.com access  
network.

Dubbed FreeLane, the free dial-up  
ISP service requires Mac users to keep  
a small, dockable navigation bar on  
their monitors for the duration of  
their online session in return for free  
access. Excite says that you can use  
the browser of your choice, and put

the FreeLane Navigation Bar where  
you desire.

The service is part of a growing  
network of free online services from  
1stUp.com, a private label Internet  
provider. 1stUp.com debuted its free  
access through AltaVista and Lycos on  
June 5, promising then that its net-  
work of affiliated companies offering  
its free service would grow dramatical-  
ly in the coming months.

Customers will be able to access  
their accounts through 1stUp.com's  
network of over 4,000 access numbers  
covering 95 percent of the US and  
Canada.

Excite@Home recommends Mac  
users must have Mac OS 8.0 and high-

er to access the service, but also states  
on its requirements page that "The  
Free Access software will not work  
correctly on versions 8.5 and 8.5.1."  
The company recommends users  
upgrade to at least Mac OS 8.6.  
Excite@Home also recommends the  
service only be used on Power Mac  
systems only with at least 32MB of  
RAM, running Internet Explorer 4.0  
or Netscape 4.0 or higher.

Mac OS X isn't supported "at this  
time" (though, of course, the final  
version isn't due until early 2001).  
You can keep an eye on the FreeLane  
Web site for updates.

## Microsoft Office 2001 Preview

by Dennis Sellers, dsellers@maccen-  
tral.com  
June 15, 2000, 7:00 am ET  
Submitted by Bryan Lienke

Microsoft's Macintosh Business  
Unit (MacBU) plans to release its next  
version of Office for the Mac, dubbed  
Microsoft Office 2001 Macintosh  
Edition, in the second half of the  
year. The new suite will introduce  
new features and tools designed to  
simplify difficult tasks in Word, Excel  
and PowerPoint 2001, according to  
Irving Kwong, product manager for  
the MacBU.

Kwong says that the goal of  
Office 2001 is to continue to innovate  
while targeting the everyday needs of  
Mac customers with Mac-first features  
and compatibility with Office for  
Windows. The revamp will also be  
designed to simplify difficult tasks,  
complete projects faster and easier,  
and simplify the applications them-  
selves.

Microsoft is working to redesign  
Office 2001 features to mirror the  
ways in which people are using Word,  
Excel and PowerPoint to accomplish  
everyday tasks. Both new and pre-  
existing features are now simpler,  
more intuitive and less cumbersome,  
Kwong says.

### Project Gallery

Customer research has shown  
that getting started and completing a  
project quickly can often be the most  
challenging part of a project, accord-

ing to Kwong. Enter the Project  
Gallery, which is akin to the Starting  
Points feature of Apple Works 6.

The task-based Project Gallery  
provides a common starting point for  
each of the Office 2001 applications,  
helping people to find the right docu-  
ment or template to match their  
needs before deciding which applica-  
tion to use, says Kwong.

The Project Gallery, a Mac first  
Office feature, provides a central  
point to access new customizable tem-  
plates and wizards for any of the  
Office applications, allowing people  
to browse document samples such as  
business cards, greeting cards or cal-  
endars. Projects are organized in cate-  
gory folders. Once selected, category  
folders expand to reveal large preview  
icons.

"The Project Gallery will be the  
starting point in Office," he says.  
"When you launch Office, it's the first  
thing you'll see. Our goal is for people  
to be able to focus on tasks they want  
to complete and not on what applica-  
tion they need to use. Often people  
know what they want to do, maybe  
create an invoice, but don't know  
what the best application is to do it.  
Using the Project Gallery, you can  
click and open a template, such as an  
invoice template, for something you  
need to do, and the appropriate appli-  
cation — in this case Excel — will  
automatically launch."

The Project Gallery is also cus-  
tomizable. You can enable or disen-  
gage it in the different Office compo-  
nents: Word, Excel, and PowerPoint.

Since getting started and complet-  
ing a project quickly is often one of  
the most difficult parts of completing  
a project, Office 2001 addresses this  
problem by including color-rich and  
completely customizable templates in  
the Project Gallery, Kwong says. These  
templates help users to quickly start  
and complete professional looking  
documents such as catalogs, photo  
albums, newsletters and greeting  
cards.

"We had templates in Office 98,  
but not a lot and they weren't cus-  
tomizable," Kwong says. "In Office  
2001, there are 400 very colorful and  
customizable templates."

Why an emphasis on color? He  
says that the number one hardware  
item folks buy for an iMac is an inkjet  
printer. Plus, lots of users own digital  
cameras and scanners so high-quality  
color extras are expected in a product  
suite, Kwong adds.

Newly designed wizards make it  
easy to customize a template by pro-  
viding the flexibility to change the  
theme and color of the template to  
offer a truly personalized project, says  
Kwong. Once a template is chosen,  
the wizard walks a user through a  
number of common fields.

"In most of the templates, a wiz-  
ard will let you quickly populate the  
template with your personal info and  
update it on the fly," says Kwong.

Toolbars in applications are often  
cluttered and overly complex, making  
frequently used commands and fea-  
tures difficult to find and access.  
Customer feedback has highlighted

the need to simplify user interfaces while providing easy and quick access to the right set of tools for completing projects. Office 2001 applications are designed to be simpler and easier to use, thereby increasing personal productivity, according to Kwong.

### Formatting Palette

A new context-sensitive Formatting Palette is another Mac first feature. Common tasks are simplified, such as the formatting of text, images and documents. As a user works on different parts of a document, the Formatting Palette adapts and shows appropriate tools for the job. Words, tables, lists, pictures and the overall document can all be manipulated in a way that allows people to work faster and more efficiently, without searching for commands on toolbars and drop-down menus, says Kwong.

"The Formatting Palette is designed to simplify things while bringing a lot of functionality to Office," he says. "The palette adapts to what you're doing to provide the right tools for the right job."

For example, Word 2001 now only includes a single-row toolbar by default. The formatting toolbar from Word 98 is consolidated onto the Formatting Palette, which can be moved anywhere on the screen and docked wherever a user prefers.

### Image Effects

The popularity of digital cameras, color inkjet printers and graphic-rich Web pages has increased the demand for rich documents that include colorful graphics and pictures. Word, Excel and PowerPoint 2001 feature built-in tools for importing and editing images in Office 2001 documents.

People will now be able to import images into Office 2001 directly from a scanner or digital camera that supports the TWAIN interface, without having to run a separate application. Image editing tools are available to correct and enhance pictures easily, including essential tools such as "red-eye" reduction, scratch removal, automatic color correction and image rotation.

The new graphics capabilities of Office 2001 even include Picture Effects filters that, with the click of a button, change the entire look of an

image. For example, the user can make a photograph look as if it were sketched in charcoal or even appear mosaic, says Kwong.

### Managing Lists in Excel

Managing simple lists in Excel and conducting mail merges in Word are two of the most common tasks people use Microsoft Office to complete. Yet these tasks are difficult and cumbersome, since the right set of features for the tasks are hard to find and use. Excel 2001 features revolutionary List Tools for managing lists, and Word 2001 includes the Data Merge Manager, which simplifies the process for conducting a mail merge into a single easy-to-use feature.

### List Tools

During research with customers, the Microsoft Macintosh Business Unit (MacBU) discovered that almost 60 percent of user spreadsheets are simple lists, such as CD collections, inventories and customer lists. Excel 2001 offers new List Tools to simplify the chore of managing such lists, says Irving Kwong, product marketing manager for the MacBU. Common problems in handling lists include sorting, filtering, formatting, printing and summarizing data.

"As you're creating a list in Excel, the List Tools feature anticipates what you're doing and offers to turn what you're creating into a 'list object.' If you agree, individual cells are no longer treated as individual cells, but as lines of info."

In other words, Excel 2001 anticipates the intent to create a list and automatically offers to convert the relevant cells into a manageable, sortable list. A common problem with using lists is that headers are not persistent as a list is scrolled on a monitor or printed. Excel 2001 addresses this problem by keeping list headers at the top of the screen or page as a user scrolls through the document or prints a multiple page list.

"In the past working on a list and doing things like sorting a column might end up with your items rearranged list and your info ruined," Kwong says. "Now people can do things easily without the risk of data loss or corruption."

Other common tasks like insert-

ing a new column or moving a complete row are no longer difficult or frustrating, he says. Excel 2001 List Tools attaches individual cells to the corresponding list row and offers a floating palette of List Tools, which provide the means for easier management of lists, according to Kwong. A new Total Row command adds a new row at the end of a list, which provides the functionality to calculate such information as the sum or average of the data in a particular row; eliminating the need to run a separate feature.

### Data Merge Manager

One of the most difficult tasks to accomplish in Word has been completing a Mail Merge, yet it is also one of the most valuable and widely used features. Word 2001 introduces yet another Mac-first and Mac-only feature, the Data Merge Manager, which simplifies the process of using data to conduct a mass communication, regardless of whether it is a mailing or in e-mail.

"We looked at the number of steps taken and them into consolidated into a single window," Kwong says. "Applications are much less model in Office 2001 and the way to do things is much less model."

He says the Mail Merge concept has been completely rethought and re-implemented. The concept formerly known as Mail Merge is now called Data Merge in order to reflect the shift to an easier, less complex process, he says.

Instead of requiring users to change the way they work to conduct a mass communication, the new Data Merge Manager allows users to work as they normally would, according to Kwong. For example, a user can conduct a Data Merge between a newsletter created in Word 2001 and information for the mailing stored in the new e-mail and personal information manager's Address Book.

Completing a data merge for this example can take as few as 10 mouse clicks, compared with over 50 clicks in previous versions of Microsoft Word, Kwong says. A user needs only to drag and drop the Address Book into the Data Merge Manager, which then completes the merge. You can even preview a data merge before implementing it in this new feature.

## PowerPoint

Creating brilliant presentations is important to people; yet many don't have the time to learn a new application or work to make projects look professional, says Irving Kwong.

"With PowerPoint 2001, we want users to be able to create brilliant presentations fast," he says.

New features like the Tri-pane View will help people quickly create brilliant presentations, he adds. Support for rich media in PowerPoint 2001 enables people to easily add eye-catching QuickTime Transitions between slides. And, with the popularity of rich media, PowerPoint 2001 introduces PowerPoint Movies, a Mac-first and Mac-only feature that allows people to save and share PowerPoint presentations as QuickTime Movies.

### Tri-Pane View

Microsoft has received feedback from customers that they want to be able to work more seamlessly with the various views in PowerPoint Macintosh Edition. In usability tests, they also found that many novice users only work in Slide view and never find the other views, says Kwong.

PowerPoint 2001's new Tri-Pane View allows users to combine the Slide, Outline and Notes views. One combined view of information makes it easy for users to perform tasks like adding new slides, editing text within a slide, entering notes while creating a presentation and navigating while editing, says Kwong.

"And when you change text in

the Outline view, it updates on the fly in the Slide view," he adds.

### QuickTime Transitions

PowerPoint 2001 provides support for key Apple technology like QuickTime. Users who have QuickTime installed on their Macintosh will be able to choose from hundreds of QuickTime transitions — including cross fades, explosions, dissolves — to make some "really nice, flowing" presentations, says Kwong.

### PowerPoint Movies

The new PowerPoint Movie feature allows people to save their presentations as QuickTime Movies and share them with anyone who has the QuickTime player installed. Anyone with the QuickTime player installed can view a PowerPoint Movie, regardless of whether they are using a Macintosh or have PowerPoint 2001.

Professional users will be able to deliver multimedia-rich slide shows with graphics, sound and exciting slide transitions to wide audiences of people, while customers at home can insert PowerPoint movies into their home videos and take advantage of capabilities such as voice narration, background music, transitions and animations, says Kwong.

The PowerPoint Movie feature also includes the flexibility to fine-tune a presentation with options for display size, transitions, use of an MP3 file as a soundtrack, etc. PowerPoint Movies can be shared and edited between PowerPoint 2001 users — they're "round trippable" says Kwong — since a movie can simply be

reopened in PowerPoint 2001 to edit the individual slides.

And you can apply advanced settings to PowerPoint movies. You can specify the visual size, apply MP3 "soundtracks" to run during a movie, and more.

"A PowerPoint movie can be quite dynamic," Kwong says.

In planning the upcoming version of Office, Kwong says the Mac BU realized that several things were important: compatibility (seamless Office for Windows file sharing is a must), integration (sharing content between Office applications should be better), Mac-likeness (47 percent of users feel a more Mac-like interface and behavior is a compelling enough motivator for upgrading from Office 98, according to a MacBU study), and simplicity (currently starting and completing projects is too difficult). With these goals in mind the MacBU came up a product strategy with the goal of:

- \* Creating products for Mac customers' specific needs that help solve real world, everyday problems
- \* Expanding the focus to include small business, consumer, education, while continuing to serve current customers
- \* Provide Mac-first and Mac-only innovations
- \* Offer full interoperability with Windows products
- \* Release Mac products on their own timeline
- \* Continue the commitment to Mac OS X

## IBM's RAM-Doubling A Mac Potential

by Brad Gibson,  
bgibson@maccentral.com  
June 28, 2000, 7:00 am ET  
Submitted by Bryan Lienke

A new technique from IBM Corp. that effectively doubles the amount of memory in a computer, could revolutionize the PC industry and be a part of everything from desktops and handheld devices — including Macs — in the not too distant future.

Called IBM Memory eXpansion Technology (MXT), it is initially designed for Intel-based PC servers, such as IBM's Netfinity line.

Eventually, MXT will be adapted for personal computers and handheld devices in possibly less than a few years.

IBM's MXT technology is nothing like the software based products — like RAM Doubler — that Mac users are utilizing today. This technology is 10,000 times faster than software-based memory compression and because of its speed and need for less physical memory, the possibilities of its use in small, handheld devices is tremendous.

"Basically what we have is software code which compresses the data

in main memory," Ellen Yoffa, Director of IBM's Personal and Scalable Systems Research, told MacCentral. "This algorithm is burned into a chip that is on the memory controller which sits between the actually memory and the PC main processor."

MXT is totally transparent to the applications running on the PC and is done essentially with no negative affect to the central processors job. There is also an associated L3 software cache that compensates for the time it takes to encode and decode the data to better speed up access, Yoffa said.

"PC makers wanting to use the MXT technology would have to modify approximately 100 lines of code in their operating system to take advantage of the technology," said Jim Gargan, Director of Netfinity Marketing at IBM.

The cost-savings potential of such a technology is huge. A typical Internet service provider who needs large amounts of server and processing power could potentially save millions of dollars in memory. "One of the customers we went to recently and demonstrated the MXT technology ended up talking about whether they should buy half as much memory and use the savings to buy more systems, or should they use the same amount of memory and double the load on each server. This solution offers customers numerous options

they have never had," Gargan said.

ServerWorks Corp., a California-based maker of chips for Intel-based servers, will license the technology from IBM and make it available to other server manufacturers. Yoffa said that over time, the technology would be licensed to companies to use in their devices, such as the Macintosh.

Although Apple has not signed on to use the technology, there is little doubt Apple will be among many PC manufacturers that will look at MXT as it determines its potential in a number of Macintosh products.

"Certainly there is nothing that precludes this technology from being used with any processor on the market. It's simply in the details of the implementation," Yoffa said.

IBM would not say if the technology had already been demonstrated to

Apple or not, but it did admit the company is in its early stages of discussions with many companies in the industry.

Apple would not comment on the company's interest in the IBM Memory eXpansion Technology.

As for the future, IBM feels the potential for MXT technology as an industry standard will continue to grow.

"As the cost of silicon continues to go down and the speed of RAM improves, a case for the MXT technology is going to become more and more compelling," Gargan commented.

## Gates retains Forbes richest man title

Staff Report, email@maccentral.com  
June 16, 2000, 7:00 am ET  
Submitted by Bryan Lienke

Despite a year of ups and downs, Bill Gates has remained on top of Forbes' world's richest man list with \$60.00 Billion. Although Gates has once again grabbed the title his fortune has been sliced by a third in the past year according to Forbes.

Larry Ellison, Oracle founder, took second place with \$47.00 Billion. Many speculated earlier this year that Ellison would take over the title as world's richest man. Microsoft stock dropped due to the DOJ court battle, bringing Gates' net worth down. Ellison's stock in Oracle rose 500 percent in the past year bringing his net worth up, but not enough to take the title.

According to Forbes, The U.S. boasted 308 billionaires in 2000, totaling \$1 trillion in wealth. Rounding out the top 5 were Edward Buffett, \$28.00 Billion; Paul Allen, \$28.00 Billion and several people tied for the fifth position.

## Macintosh unveils a powerful little cube

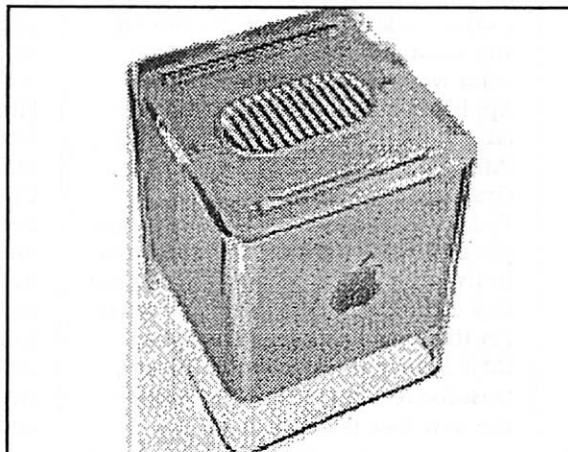
From Inside The Cube  
by Andrew Gore (IDG).net

What could be simpler than a clear plastic cube the size of a tissue box with a single cable to the display, a single cable to the wall socket and a single one to the Internet connection of your choice? But hidden beneath this deceptively simple design is a machine that will change the way you think of what a computer -- or a TV, or a video game, or a home stereo -- can be.

ALSO Apple's fall colors

At his Macworld Expo keynote Wednesday, Apple CEO Steve Jobs launched the world's first fully digital device that can simultaneously create, distribute and playback all forms of content. The Power Mac

G4 Cube doesn't have a single analog circuit in it, except for the power supply. Instead, it relies on USB, FireWire and the breakthrough Apple Display Connector to connect with a host of peripherals, including the Harman Kardon-designed audiophile speakers included with the machine.



This makes the Cube both the simplest of computers and the most powerful: By leaving behind its analog legacy, the Cube is a product that should first and foremost appeal to Mac users who've longed for the power of a G4, but have hesitated to embrace the complexity (not to mention the expense) of the G4 tower. As Apple likes to say, it offers the simplicity of the iMac -- which with today's product line update is not so simple anymore -- combined with the performance of the Power Mac G4.

Inside The Cube

MORE COMPUTING INTELLIGENCE

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COURTESY APPLE

Apple: Think different, win different Reviews & in-depth info at IDG.net E-BusinessWorld TechInformer Questions about computers? Let IDG.net's editors help you Subscribe to IDG.net's free daily newsletters Search IDG.net in 12 languages News Radio Fusion audio primers Computerworld Minute The new Power Mac, due in early August, looks nothing like anything you've seen before in a computer, except perhaps from a little-known developer called NeXT. But unlike its large black-cased progenitor, the Cube is small, measuring 9.8 inches by 7.7 inches by 7.7 inches (and weighing 14 pounds), hardly bigger than the DVD drive it comes with (the cube has a top-loading slot that makes it look more like a high-tech toaster than a computer). There is a large radiating vent on the top of the box that dissipates the considerable heat generated by the 450-MHz G4 processor it comes with; there is no fan in the Cube. On the back of the machine you'll find its surprisingly limited array of ports: two 12Mbps USB ports, two 400Mbps FireWire ports, the ADC port, a VGA port, 10/100BASET Ethernet connector and a modem port. There are no slots inside the Cube except for the dedicated AGP 2x slot that holds the ATI RAGE 128 Pro graphics card, two PC100 DIMM slots and an AirPort slot. The ATI card includes 16MB of SDRAM for screen resolution of up to 1920-by-1200 pixels at 32 bits per pixel. There are no PCI slots, no audio

in or out ports, none of the regalia normally associated with a computer. Sound, for example, is completely digital -- the Cube comes with two USB-based Harman Kardon speakers and digital amplifier which offer the only access for analog technology, a head-phone jack. Like the original iMac, the Cube is offered in only one retail configuration: 450-MHz processor, an anemic 64Mb of RAM, a 20GB Ultra ATA/66 drive with a relatively slow spindle speed of 5400 rpm. There will be build-to-order options including RAM expansion up to the maximum of 1.5 GB, 7200 rpm drives of up to 40GB and 1000BASET Ethernet. Like all Macs, the Cube comes with the new Apple Pro keyboard and optical mouse.

### The Desktop, Redefined

Seeing the Cube for the first time is an experience that no recitation of the specs can possibly describe. Almost totally smooth except for the ports and vent, the Cube could almost pass as a paperweight on most users' desks. But because of its excellent digital audio capabilities, ability to play DVD-quality movies either off of DVDdiscs or by using QuickTime streaming via a high-speed connection to the Internet, the Cube is just as likely to end up in the home entertainment center. Combine it with an array of third-party USB-based peripherals, and you could easily see the Cube becoming the tiny translucent

center of a audio/video/web surfing/game-playing system to make the most hard-core digital convergence naysayer fall to his knees and beg forgiveness. Take, for example, the brilliant simplicity of the new Apple Display Connector. Based on the DVI standard, this Apple proprietary port carries both analog and digital video signals, USB and power so that a monitor need not have anything but this single cable connected to it provided, of course, that the monitor sports an ADC. Apple will be the first to offer a full line of digital displays with the ADC, all of which also include powered USB hubs for connecting keyboards, speakers, or the new Phillips USB microphone. (The Cube doesn't even offer a cheesy built-in analog mic like the iMac.) It does, however, come bundled with iMovie 2.0 and a FireWire camcorder cable.

And then there's the price: The single configuration of the Cube should attract a lot of users who have been waiting to join the G4 revolution, but have either found the price, form factor or complexity of the Power Mac G4 to be a deal-breaker. Whether you think the Power Mac G4 Cube looks like a toaster or a tissue box, the combination of price, power, digital technology and set-top box simplicity sure makes it look like a revolution

## New iMacs Offer New Colors, More Configurations

Apple's Fall Colors  
By Jason Snell CNN.COM News

Like a fashion house unveiling its Fall line-up in Milan, Apple unveils new iMacs with a flourish that goes beyond simply boosting processor speed, RAM, and hard-disk specs. The latest revision of the iMac isn't a huge boost as far as those cold hardware specifications are concerned -- a processor speed increase here, a price drop there. But there's still a lot to talk about, because the iMac is as much about style as substance, and these new models sport a series of striking new shades -- Indigo (blue), Ruby (red), Sage (green), and Snow (white) -- to go with their upgraded options.

### Four in One

When it first came on the scene two years ago -- and isn't it hard to believe it's only been two years? the iMac was a one-of-a-kind machine. It came in any color you liked, as long as that color was Bondi. Over the months, Apple has added to your options, launching five new iMac colors, the iMac DV configuration, and even a Graphite iMac Special Edition. Today's iMac line-up is the most complicated yet, with four configurations in five new colors, meaning you could buy eight brand-new iMacs and never get the same one twice. The Basic iMac Sitting at the low-price (\$799), least-loaded end of the iMac line is the new base iMac, available only in

Indigo. Other than the color, this new iMac is little changed from its \$999 predecessor: it's got that same 350MHz G3 processor and 64MB of RAM. The hard drive is slightly upgraded, from 6GB to 7GB. There's still no video-out on this model, no AirPort compatibility, and no FireWire; but by not offering those features, this iMac is the cheapest new Mac ever released.

Cheap DV The new iMac DV models - available in Ruby as well as Indigo are lower-priced than their predecessors, but with the same 400MHz G3 processor and 10GB hard drive. In addition to the faster processor, the DV model differs from the cheaper iMac in its two FireWire ports, video-out port, and AirPort slot. One item on past

iMac DV models has been removed this new model, presumably for cost savings: there is no DVD drive. Instead this new DV editing iMac offers a CD-ROM drive as its only removeable media. If you want to buy a computer that can play DVD movies, be careful when you buy an iMac DV -- if it's one of these new models, you'll be out of luck.

### So Many iMacs

One step above the iMac DV is a new iMac configuration, one whose name suggests that the simplicity of the iMac experience doesn't extend to the way Apple has chosen to name them. It's the iMac DV+. Plus Processor Naming quibbles aside, the iMac DV+ is the logical next step in the new iMac DV line-up. Available in Ruby, Indigo, and Sage, the iMac DV+ offers everything the iMac DV does, and more. Powered by a 450MHz G3 processor, the iMac DV+ is faster than any previous iMac model. It also sports a 20GB hard drive -- twice as big as the iMac DV -- a major boost if you're an iMovie aficionado with huge digital video files filling your hard drive. Its base RAM configuration, 64MB, are the same as the lower-end model, and it offers the same dual FireWire ports. However the iMac DV+ includes the DVD drive missing from the iMac DV.

**King iMac** The original iMac DV Special Edition wasn't all that special, when you think about it. Sure, it had the classy Graphite color scheme, a slightly bigger (13GB) hard drive, and 128MB of RAM. But it also had the

same 400MHz processor as the regular iMac DV. With this new round of iMacs, however, Apple's really put the "special" in the iMac DV SE.

It starts with the colors. Now the iMac DV Special Edition comes in two unique colors: the original Graphite is still there, making it a good match with Apple's burgeoning Power Mac G4 line. But there's a new twist, too -- Snow, a frosty white shade that makes this new model the most distinctive iMac around (and the model most likely to be seen on the set of the next Star Trek movie). But inside that distinctive shell is where the Special Edition really gets special. Powered by a 500MHz G3 processor, it's the fastest iMac ever made. It's got 128MB of RAM and a 30GB hard drive, making it a powerful desktop-moviemaking workstation. The other iMac niceties are still there, of course: FireWire, USB, video out, AirPort, the works.

### Little Touchess

The launch of the original iMac also marked the introduction of the tiny keyboard and hockey-puck mouse Apple has shipped with all the desktop Macs it's unveiled since. Loved by some but decried loudly by most, this pair of input devices has finally heard its death knell. In a surprise move, Apple's not bringing the new Apple Pro Keyboard and Apple Pro Mouse only to the professional end of its product line. All the new iMac models will ship with these new input devices, as well. Fans of Apple's teeny input devices, you may begin the mourning process. iMovie Sequel The release of the iMac DV also marked

the release of iMovie, Apple's video-editing software. But while most would agree iMovie excelled at ease of use, the software was also extremely limited in terms of useful transitions, titling features, audio-editing functionality... even the number of clips you could easily manage. Now it's time for the sequel. These new iMac DV models ship with iMovie 2.0, an updated version that should address many of the frustrations of iMovie users. And anyone who has bought a DV camcorder only to discover that it doesn't come with a FireWire cable should appreciate one of Apple's other small touches: all the new iMac DV models come with a FireWire camcorder cable.

### The Last Word

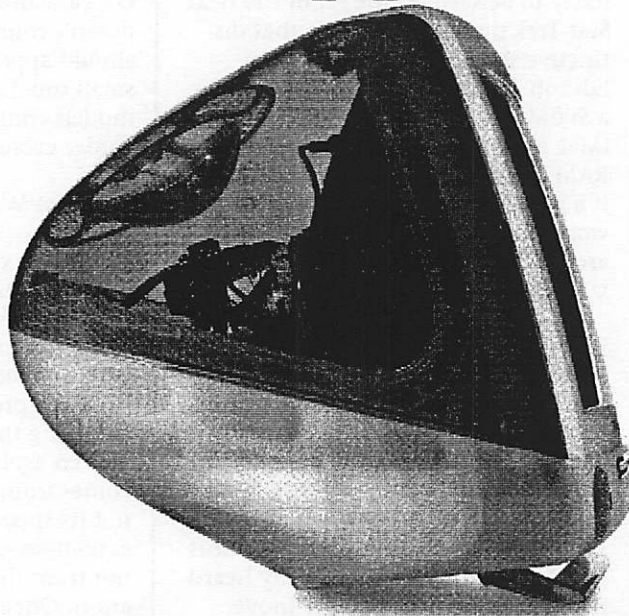
With the exception of the minor improvements in the iMac DV+ and the big boost given to the iMac DV Special Edition, this round of iMacs isn't that technologically far-removed from the previous version. But by changing the color scheme, Apple has proven again that the iMac's appeal comes from its looks and its price tag, not its spec sheet. And, of course, its ease-of-set-up and use, but apparently not from the ease of model differentiation. Once they've navigated the differences between the four iMac models, savvy iMac buyers will recognize the power hiding underneath the plastic in the iMac DV+ and iMac Special Edition. The rest of the world will simply admire Apple's latest fashion show.

### Apple's new iMacs

	iMac	iMac DV	iMac DV+	iMac DV Special Edition
Color	Indigo	Indigo,Ruby	Indigo,Ruby, Sage	Graphite, Snow
Price	\$799	\$999	\$1299	\$1499
Processor (G3)	350MHz	400MHz	450MHz	500MHz
Memory	64MB	64MB	64MB	128MB
Optical drive	CD-ROM	CD-ROM	DVD-ROM	DVD-ROM
FireWire	No	Two ports	Two ports	Two ports
Hard drive	7GB	10GB	20GB	30GB
Video out	No	Yes	Yes	Yes
AirPort support	No	Yes	Yes	Yes



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questionnaire

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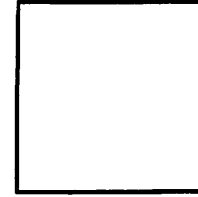
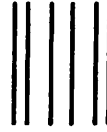
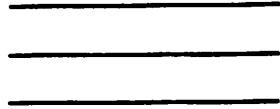
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 Software Director

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2nd fold

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## Photogenetics 2.0 'More Intuitive'

Staff Report, email@maccentral.com  
June 21, 2000, 3:45 pm ET  
Submitted by Bryan Lienke

Qbeo (formerly Q-Research), a digital imaging technology firm, will reveal the newest version of its PhotoGenetics software at PC Expo in New York on June 27.

PhotoGenetics is a US \$29.95 application (by electronic download at <http://www.qbeo.com>, \$39.95 for a CD) that's designed to improve underexposed, low contrast, color biased, hazy or faded digital images. They can be improved by simply comparing the original against variations that are created by PhotoGenetics.

Version 2.0 is even more intuitive than the previous version and makes

it faster and easier for consumers to enhance pictures, according to Del Clark, president of QBeo. If it took you a minute to enhance an image to your liking with the previous version of PhotoGenetics, it could now take you less than 30 seconds, he adds.

Key features of PhotoGenetics 2.0 include immediate application of enhancements, real-time previewing and automatic color shift correction. This means that people will not only be able to enhance photos more quickly, but also see what an enhancement would look like before applying it, Clark says. In addition, the new version makes it easier to name, manage and edit enhancement files (called genotypes).

QBeo also recently released

VisualGenetics, a suite of tools that let users enhance and manipulate images in real time online. VisualGenetics is a suite of Java-based applets that may be licensed individually or as a package to Internet content providers. In addition to enhancement capabilities, VisualGenetics offers image-editing tools such as cropping, rotation, flipping, painting, warping, red-eye reduction, and various forms of image layering and blending.

Clark says that when Mac OS X ships, QBeo will be ready with X versions of its products, which also include VideoGenetics. This app lets digital video enthusiasts, professionals and consumers enhance their digital video footage.

## Mini'app'les at the Uptown Art Fair

Submitted by Bert Persson & John Pruski

On August 5 the Uptown Art Fair will be in full swing and we will be distrib-

uting information about our club outside First Tech computer. First Tech is located on 2640 Hennepin Ave S in Minneapolis.

If you are interested please contact Denis Diekhoff at 612.920 2437 or post a note on our BBS as soon as possible.



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**Periodic special User Group discount offers on equipment and software.**

In the past year, Apple, Hayes, Brøderbund, and APC Power Protection (Business Security Products), among others, have offered mini'app'les members significant discounts.

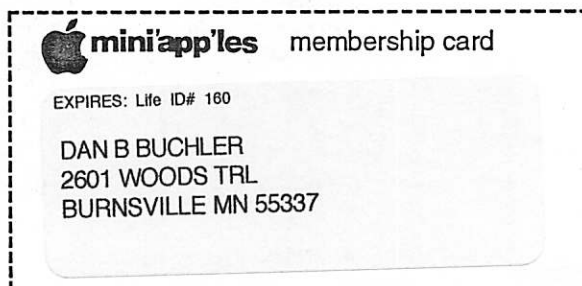
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Volume 23, Issue 9



# mini'app'les newsletter

the minnesota apple computer users' group, inc.

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SUN	MON	TUE	WED	THU	FRI	SAT
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3	4	5 5:00 7:00 pm	6 7:00	7	8	9
10	11 7:00	12	13 7:00	14 7:00	15	16
17	18 7:00	19	20 6:00	21 7:00 7:00am	22	23
24	25 6:00 7:00 	26	27 7:00	28 6:30 	29	30



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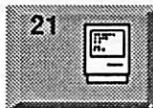
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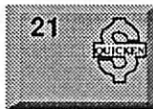
**Fourth Dimension SIG**  
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2nd Flr. Conference Rm.  
Bloomington  
David Ringsmuth, 612-853-3024



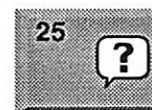
**Photoshop-Digital Imaging Pro Color**  
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Gary Eckhardt, 952-944-5446



**Macintosh Consultants SIG**  
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Bob Demeules, 612-559-1124



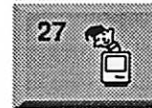
**Quicken SIG**  
2850 Metro Drive, Rm 124  
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Dale Stranz, 612-835-5872



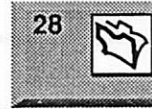
**Macintosh Novice SIG**  
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Richard Becker, 612-870-0659



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**Macintosh / Programming SIG**  
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Andre Benassi, 763-502-0187



**FileMaker Pro SIG**  
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# mini'app'les

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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 952-595-9404.

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.

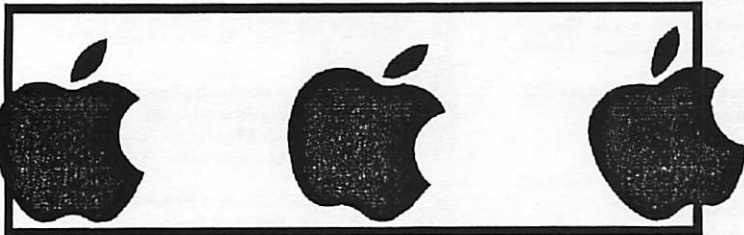
**Editor/Publisher:** Tom Ostertag 651-488-9979

**Newsletter Layout:** John Pruski 952-938-2818, Bert Persson 612-861-9578

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## October 2000 Preview

Here is the tentative calendar of our Special Interest Group (SIG) meetings for September 2000. 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	October	2	Board of Directors meeting
Wednesday	October	4	AppleWorks nee ClarisWorks SIG
Monday	October	9	Apple II / GS Main SIG
Wednesday	October	11	Microsoft Word SIG
Thursday	October	12	Macintosh Main SIG
Monday	October	16	Fourth Dimension SIG
Wednesday	October	18	PhotoShop / Digital Imaging SIG
Thursday	October	19	Macintosh Consultants
Thursday	October	19	Quicken SIG
Monday	October	23	Macintosh Novice SIG
Monday	October	23	Meet Your iMac / Mac SIG
Wednesday	October	25	Macintosh Programming SIG
Thursday	October	26	FileMaker Pro SIG3



# 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, 14
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, 13
Quicken	2, 6
QuickBooks and QuickBooks Pro	6
Mac OS 7	8
Mac OS 8	
WordPerfect	4
Cross-Platform File Transfer	5, 14
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Power PC 601 Power Macs	
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3. Eric Jacobson	651-645-6264	D
4. Nick Ludwig	612-593-7410	DEW
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11. Ben Stallings	612-870-4584	DEW
12. Rodney O. Lain	651-452-5821	EW
13. Gary Eckhardt	952-944-5446	EW
14. Michael Cumings-Steen	651-644-8653	DEW

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 952-938-2818, with your name, telephone number, contact hours, and the software or hardware areas you are willing to help others.

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## Remember?

Submitted by Harry Lienke

Is this a retrospective of the mini'app'les? Am I going to regale you with the history of the "real" AppleWorks, that is, AppleWorks Classic for the Apple ][? Am I going to hark back to those thrilling days of yesteryear when the Lone Ranger rode again? No, this is review of a very useful calendar program that I recommend highly.

The developer, Dave Warker, calls Remember? a personal reminder package. You tell Remember? what you can't afford to forget and, in turn, Remember? will tell you what events are upcoming. Remember? has many more features than I can describe in this short space; if you wish to know more about Remember?, please consult its very detailed User's Guide.

The Remember? application can be accessed when you start your Mac, by selecting it from the Apple Menu, by double-clicking on an alias on the desktop, or from its Pop-up Menu when an Alert Window has been triggered. You must use the Remember? application to create an Occasions file containing all the calendar related information important to you. The calendar data file, "Personal," is stored in an Occasions folder created in the

System folder when you install Remember?.

You can store any date-related information in the Occasions file (you can, if you desire, have multiple Occasions files). The information can be birthdays, holidays, vacation, meetings, and so forth. To permit easily distinguishing a given type of information, you can assign one of up to 32 user definable Types to each date. Remember? comes with eight default Types: Urgent, Generic, Meeting, Personal, Payment, Party, Trip, Birthday, Alert, Trivia. Each Type can have its own font, size, style, and color so you can identify it easily. In addition, a special prefix string can be assigned to each Occasion Type. Occasions files can be exported, imported, and printed.

The What's Happening window displays the upcoming events for a date range selected by the user; arrows allow the date range to be moved forward or backward. You can also select to have a current calendar displayed above the list of events. In addition to showing what's happening or happened, the What's Happening window is also the easiest way to add new occasions or modify existing occasions. Double-clicking on a date presents a New Occasion dialog box,

allowing you to set the time, duration, repeat factor, and description of the occasion. Double-clicking on an existing occasion invokes an Occasion dialog box allowing you to change any of the information relative to that occasion (I use this feature to update mini'app'les meeting occasions). Past occasions that are not going to be reused can be deleted manually or automatically.

Occasions can be set up so a Pop-up Alert Window appears to let you know that the occasion is imminent. At the time that the Window appears, an alert sound or message can be played. The alert can occur at the time set for the occasion or at that time and at a user-definable interval prior to the time of the occasion.

Remember? is a shareware application available from the author's web site ([warker.com](http://warker.com)) or from VersionTracker ([www.versiontracker.com](http://www.versiontracker.com)). The \$20 shareware fee must be paid through KAGI either on-line with a credit card or through snail-mail with a check. Payment of the fee permits you to use the current version of the application and all future updates. It is well worth the fee.

## Apple eNews August 10, 2000 Volume 3, Issue 18

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If you'd like to read this issue on the web, go to:  
<http://www.apple.com/enews/2000/08/10enews1.html>

1. The Best Developers in the World

Now that the Macworld dust has settled, we hope you've had time to acquaint yourself with all of the new products we introduced at the show--the Apple Pro Mouse, the Apple Pro Keyboard, the new family of iMac computers, iMovie 2, the gorgeous

new Power Mac G4 Cube, the dual processor Power Mac G4 computers, and our impressive line-up of displays.

In this issue of Apple eNews, we thought you'd like to hear about the wide assortment of products introduced at the Expo by our friends and partners in the developer community. As usual, they outdid themselves, delivering a dazzling array of hardware and software sure to make you more productive and the time you spend on your Macintosh more enjoyable.

Read on to sample the fruits of their labor. And don't forget to pay a visit to the Macintosh Products Guide, now bulging with over 18,000 products made just for you:

<http://www.apple.com/guide/>

2. "Only on the Mac"

That was the mantra Kevin Brown--General Manager of Microsoft's Macintosh Business Unit--repeated during his introduction of Office:mac 2001.

A new version of Microsoft's widely used productivity tool, Office:mac 2001 is slated for release in October and contains new components and a host of new features available only on the Mac. The familiar staples of the office suite--Word, Excel, and PowerPoint--have all been significantly improved; many Mac-only features have been added, and Microsoft has improved cross-functionality among them. Entourage, a promising new member of the Office family, has been added to the mix, offering email and personal information management. Find out more about Office:mac 2001:

<http://www.apple.com/enews/2000/features/mworld/office.html>

### 3. More Games Coming to the Mac

Game enthusiasts didn't have to wait long for the good news. During his keynote address, Steve Jobs welcomed Ed Fries onto the Macworld stage. Vice President of Games for Microsoft, Fries reassured the audience. Yes, Microsoft certainly will release Halo for the Mac. In fact, it will be released for the Mac at the same time it is released for X-Box, Microsoft's new videogame console. There's more. Fries also announced that Apple and Microsoft would be teaming up with Peter Tamte (founder of MacSoft) in a new venture that will bring a wide assortment of Microsoft game titles to the Mac.

But that's not all. Once the keynote was over and the throng took to the Macworld Expo floor, the gaming begin in earnest as lines formed to sample the action in some of the newly released and soon-to-be released titles available for exploration at the show, including Diablo II, Deus Ex, The Sims, 4x4 Evolution, Rune, and a host of other titles.

What Mac games are in your future? Take a look:

<http://www.apple.com/enews/2000/features/mworld/games.html>

### 4. Scanning the Show Floor for New Hardware

Looking for a 32GB drive you can carry around in your shirt pocket? What about a FireWire scanner that lets you scan at up to 1600x3200 dpi? Maybe recent power outages have you concerned about protecting your data, and you'd like to invest in some FireWire tape drives.

Or maybe you'd like to surround yourself with more sound while working or playing on your Mac.

Just about wherever you turned, new peripherals vied for attention at last month's Macworld Expo. Canon, 3dfx, Harman Kardon, SONY, Altec Lansing, Keyspan, UMAX Technologies, LaCie, Epson, Travan, EZ-Quest--familiar and unfamiliar names alike offered enticing USB and FireWire products designed to enhance the multimedia capabilities of your Mac.

<http://www.apple.com/enews/2000/features/mworld/hw.html>

[atures/mworld/hw.html](http://www.apple.com/enews/2000/features/mworld/hw.html)

### 5. The Many Uses of AirPort

Over the last few months, we've been telling you all about AirPort, our wireless network technology. We've told you how useful it can be in the home, giving you the freedom to move around--from room to room or floor to floor--without having to worry about tangling wires. We've told you how schools and businesses have saved money while at the same time extending their existing networks by using AirPort to bring network and Internet access to rooms, libraries, offices, temporary facilities, and floors where cable hasn't previously been run.\* But we were really delighted when we learned of the ingenious way photojournalists covering the recent Republican National Convention in Philadelphia used AirPort to speed photos into publication. Wirelessly.

<http://www.apple.com/creative/stories/rnc/index.html>

\* Requires an account with a compatible Internet service provider.

### 6. Technically Speaking...

You're ready for more performance and have just purchased some additional memory for your Power Mac G4.

How easy--or difficult--is it to install?

We've created a series of short instructional videos that demonstrate (step-by-step) how you can easily replace some of the installable parts--batteries, cables, expansion cards, drives, and memory--in the Power Mac G4 and Power Mac G4 Cube computers. Come take a look:

<http://www.info.apple.com/support/cip/>

### 7. Quick Takes

Do you manage rental properties? Would you be interested in a software program that lets you create solid residential leases, rental applications, move-in letters, and other legal documents you need to produce on an ongoing basis? Then take a look at

LeaseWriter, one of the Mac titles available from Nolo Press:

[http://www.nolo.com/product/LWD1/summary\\_LWD1.html](http://www.nolo.com/product/LWD1/summary_LWD1.html)

Casady & Greene--who bring you such software titles as SoundJam MP Plus, Spell Catcher 8, Conflict Catcher 8, and other great utility packages--is offering Apple eNews subscribers savings of up to 40% during its "Hot August Days and Nights" special. For details, visit:

<http://www.casadyg.com/apple-enews.html>

"It's quite simply the most beautiful personal computer I've ever seen," says Bob LeVitus in a recent article in the Austin American Statesman, where he summarizes the announcements Apple made at the Macworld Expo.

[http://austin360.com/statesman/editions/friday/technopolis\\_9.html](http://austin360.com/statesman/editions/friday/technopolis_9.html)

This weekend, be sure to stop by a local Circuit City, many of which will be hosting their very first Demo Days, showing you how easy it is to use iMovie to create Desktop Movies on your iMac. For details, visit:

<http://www.apple.com/hotnews/articles/2000/08/demodays/>

Event dates are subject to change. Some products, programs, or promotions are not available outside the U.S. Visit your local Apple site or call your local authorized Apple reseller for more information. Prices are estimated retail prices and are listed in U.S. dollars. Product specifications are subject to change.

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tional purposes only and constitutes neither a recommendation nor an endorsement.

# O P Q R S

## On: Pixels; Quality; Resolution; Scanning & other Mysteries of Digital Photography

Reprinted from Naples MacFriends Users Group, Naples FL

by Bob Kenedi Part 2.

### SUMMARY OF PART 1:

A digital image is captured dot by dot, usually by a digital camera, or a scanner. For color images each dot is memorized as a set of 3 numbers representing the color of that particular dot. Each such memorized dot is called a pixel. Photo programs are used to organize the pixel information into picturefiles. The amount of information in the file—the total number of pixels and the range of numbers available for color definition (or color depth) determines the resolution, hence the quality, of the picture that may be recreated from the file.

For good picture quality use 72 pixels per inch, if viewed on a monitor, and, 300 pixels per inch, if printed by ink jet printer.

#### Examples:

- to print a 4 X 6 picture we need approximately 2 million pixels;
- a camera advertised as "1.3 megapixels" can be expected to produced good quality pictures up to 3 X 5 size;
- a 4 X 6 print scanned in at 72 pixels per inch will reproduce well, at the same size, on a monitor.

'Dots per inch and 'pixels per inch are similar in concept, but not always identical. The term pixel is used when we talk about information held in the computer, while 'dots' is the term to use when discussing the visible image.

### FILE FORMATS AND FILE

From: Apple eNews  
<apple\_eneews@applenews.lists.apple.com>

### COMPATIBILITY

While this tutorial is written in English, someone writing a similar article in France would most likely do it in French. A person who knows several languages could write and read the same in multiple languages. Only if a truly international language, like Esperanto, was indeed understood by everyone, could an article be written in it, and understood by everyone in the world. I am using this as an analogy for illustrating the frustrations of file incompatibility issues.

Just as thoughts have to be organized into sentences in order to be expressed in a selected language, pixel information has to be organized and structured into computer files. Typically, a computer file can only be opened by the same application program that created it, just as this article, written in English, can only be read and understood by those who can read in English.

Unlike Esperanto, the international standards for pictures, are, thankfully, in a relatively advanced state. Most importantly most photo application programs can open several different standard file formats, analogous to a person's multi-lingual capabilities. In addition, translators are also abundant. As a result, different file formats should not represent major hurdles. Still, it is important to recognize the different formats, and have some understanding of their use.

### FILE SIZES

Can't avoid it! Finally we have to get down to the numerical details of bits and bytes. To refresh your knowledge: 'Bit' refers to the single memory cell, or transmission signal, that represents a "0" or a "1" which is used by digital systems to memorize and to perform logical operations. Computer memories are organized into—and measured in terms of—"bytes". One byte consists of 8 bits. Memory sizes are typi-

cally expressed in kilobytes (KB) or megabytes (MB).

The number of bits assigned to capture and memorize the density of each of the three primary colors determines how finely the different shades of colors will be distinguishable. Hence, the color depth is measured by the number of bits used for each pixel.

# of colors	best use	bytes per pixel
millions (24 bits)	colorphoto	3
256	color graphics	1
258 grays	black and white photos	12
(Black & white)	text, line drawings, no shades	1/8

You can illustrate for yourself the effect of color depth by opening the 'Monitors' Control Panel. Click on the 'Monitor' icon, and then choose a different color depth in the panel. Observe the increased contrast and harshness with lower color depth due to the reduced number of shades being reproduced versus the finer smoother image reproduction when choosing a higher depth setting. (Return to the original setting, unless you prefer a new one, before closing the control panel.)

Four color depth settings are typical for a good quality scanner. I am listing them along shown along with a note on their use as well as their respective memory requirements per pixel:

Multiplying out the numbers, we get the memory requirements for the image files. For example, a 2 megapixel 4 X 6 picture at 24 bit color depth requires 3 bytes of memory for each pixel. Altogether 3 X 2,000,000 = 6,000,000, which makes a file size of 6 MB.

### COMPRESSED IMAGE FILES

One of the most innovative applications of digital technology is the compression of digital (as well as audio) files without significant loss of quality. Compression technologies were developed after studying how humans perceive (image and/or audio) and

then discard, picture information that would not have, or would only have minimally improved the human perception of the image. In addition a kind of shorthand is also used to reduce memory consumption.

The difference between the creation of compressed files and the regular picture files is that compression discards, or distorts (however minimally and imperceptibly), some picture information, while uncompressed image files maintain every pixel the exact way as the image is captured in the computer's work space (RAM). Saving an image in a compressed format is normal practice, but repeated compressions should be minimized, better, avoided.

## LETTERS AND NUMBERS

Now the inevitable alphabet soup:

Frequently used non-compressed image file formats used on the Mac include PICT, TIFF and Photoshop. BMP is a frequently used Windows format. JPEG is the undisputed (though not unchallenged) king of photo compression, while MPEG is its close relative for movies and video. Most image handling programs, including Photoshop, Photo Deluxe as well as AppleWorks can open and save pictures in all, or at least most, of these above mentioned formats.

As a practical conclusion: save original, and work-in progress images in one of the uncompressed formats, until you are done, then, you may want to save your final result in JPEG to save memory space. Always save in JPEG before using images in e-mail, or in web pages. GIF is another frequently used compressed format for the Internet, but it only handles 256 colors, which is OK for graphics, but not for photos.

My statement in Part 1 was: "...the optimal dpi setting for scanning should be neither less, nor more, than what is needed for the end result...". Thus, I owe you directions, brave readers who persevered this far, how to work your way backwards from "the desired end results" to the "optimal dpi settings".

Examples were given in Part 1 for the simplest situations, namely, when there is no change in image size. Three other situations will be illustrated below: i) size reduction, ii) magnification, and iii) cropping.

i) Suppose your 'desired image' is a 2 X 3 print, but the size of your source image is 6 X 9. For a good quality print you want 300 pixels per inch, therefore, you will need to create a 600 X 900 pixels file (calculated as:

$$2 \times 300 = 600, 3 \times 300 = 900, \text{ and } 600 \times 900 = 540,000 \text{ pixels.}$$

If you were to pick up the pixels by scanning along the 6" direction of the source image at a rate of 300 dpi, you would end up with  $6 \times 300 = 1800$  pixels, likewise with 2700 pixels in the other direction, a huge, almost 5 megapixel file, of which your printer can use only about half a million pixels. Only 1 out of 10 pixels!!! This is not only wasteful of memory and your processing time, but also less than optimal in the end result. That latter phenomenon happens because the 9 out of 10 pixels which get discarded during the process may not leave you with the one pixels that would be the optimum choice.

The right solution is to set the scanner to collect 100 pixels per inch, a 100 dpi setting, or nearest available. That would create a file with 600 X 900 pixels ( $6 \times 100$  multiplied by  $9 \times 100$ ), exactly the desired size. On my scanner the nearest available settings are 72 and 200. I'd try both, and keep the one of the two with the better end result. If you do that, remember next time, whether your bias should be in a similar situation to adjust up or down. Also, keep in mind that all numbers you use can be approximate, that if you are more tolerant of image quality, you can be quite happy with less. Experiment.

To calculate the dpi setting: divide the desired dpi by the reduction ratio. In the above example we used a 3times reduction, so we calculated  $300/3=100$ . If you reduce by 1/3, say from 6 to 4. then  $6/4 = 1.5$  will be the reduction ratio.

ii) Clearly, enlargements are the opposite. Theoretically, if you scanned a 2 X 3 image with the intent to create a 6 X 9 print (representing a 3-times magnification ratio) you'd need to scan at a rate 3 times the desired resolution, in this case 900 dpi. The trap to watch out for, in this situation, is the quality of the original image, which may not have enough image detail to provide good enough picture information for an acceptable result.

iii) Cropping is much like enlargements, just a little harder to calculate. Suppose you have a 4 X 6 picture and you want the end result to be a 4 X 6 print, but, filled by only a portion of the original image. I offer two solutions:

a) use the preview process of scanning to do the cropping, then consider the enlargement ratio from the resulting cropped image to the desired, in this example 4 X 6 size, and, from then on, treat the situation as an enlargement.

b) If, for whatever reason, you want to control the cropping process inside your photo application program, rather than your scanner, then you need the entire source image scanned. In this case, you will have to calculate the enlargement needed, based on your estimated size of the cropped image, and scan the entire image at the resulting dpi setting. That may create a very large file, which, however, can be trashed later.

For parting comment, I offer a suggestion: to develop a good feel for image file sizes, get into the habit of checking the size of your images as you work with them.

Questions and comments are welcome, e-mail me at <bobk-mac.com>

# Starting up is more interesting than you think

Reprinted from "Voice", MacValley Users Group, Sherman Oaks, Ca  
Article by Adam C. Engst  
<ace@tidbits.com>

In a recent quiz on our TidBITS site at [www.tidbits.com](http://www.tidbits.com), we asked what you hold down at startup to eject removable media from your Mac. The correct answer is the mouse button, which about two-thirds of our 2,150 quiz respondents knew. However, most of the rest of the answers also have functions at startup, and the knowledgeable folks on TidBITS Talk pointed out even more startup modifiers as well. We thought it would be a cool idea to gather them all in one place, so here it is: the Complete Guide to Starting Up Your Mac. (Whew!) The next time you turn on your Macintosh, try one of the following:

## Controlling the Post-Startup Environment

Most Macintosh users know about holding the Shift key down to prevent extensions from loading, but there are numerous startup modifiers that affect the state of the system after the boot process finishes.

- Shift causes the Mac to boot without extensions, which is useful for troubleshooting extension conflicts. If you hold down Shift after all the extensions have loaded but before the Finder launches, it also prevents any startup items from launching.

- Spacebar launches Apple's Extensions Manager early in the startup process so you can enable or disable extensions before they load. Casady & Greene's Conflict Catcher, if you're using it instead of Extensions Manager, also launches if it sees you holding down the spacebar, or, optionally, if Caps Lock is activated. Conflict Catcher also adds the capability to configure additional startup-keys as ways of specifying that a particular startup set should be used. Choose Edit Sets from the Sets menu, select a set in the resulting dialog and click Modify. In the sub-dialog that appears, you can specify a startup key and check the checkbox to make it effective.

- Option, if held down as the Finder launches, closes any previously open Finder windows. On stock older Macs holding down Option does nothing at startup by default, although some extensions may deactivate if Option is held down when they attempt to load; see below for Option's effect on new Macs and Macs with Zip drives.

- Control can cause the Location Manager to prompt you to select a location. Although Control is the default, you can redefine it in the Location Manager's Preferences dialog, and since Control held down at startup also activates Apple's MacsBug debugger, you may wish to pick a different key combination

- Command turns until the next restart.

- Shift-Option disables extensions other than RAM Doubler from Connectix. To disable RAM Doubler but no other extensions, hold down the tilde (~) key at startup.

- Escape does nothing at startup by default, although some third party utilities might look for it at startup as a signal to disable themselves.

## Eliminating Corruption

Several startup modifiers are useful for resetting low-level aspects of the Mac to default states to aid in troubleshooting.

- Command-Option rebuilds the desktop files on disks when they're remounted. This can happen when you insert removable media, or at the end of the startup process as the Finder launches. Holding down these keys while all your extensions load may disable some of them it's best to press the keys between when you see your last extension icon appear and before the Finder launches.

- Command Option-P-R "zaps" the Mac's Parameter RAM, or PRAM which contains a variety of low-level settings including the date and time, location, color depth and more.

## Choosing Startup Disks

Not surprisingly, many of the startup modifiers affect the disk used to boot the Mac. A number of these are specific to certain models of the Macintosh.

- The mouse button causes the Mac to eject floppy disks and most other forms of removable media, though not CD-ROMs.

- The C key forces the Mac to start up from a bootable CD-ROM, if one is present, which is useful if something goes wrong with your startup hard disk. This key doesn't work with some older Macs or clones that didn't use Apple CD-ROM drives; they require Command-Shift-Option-Delete instead.

- Option activates the new Startup Manager on the iBook, Power Mac G4 (AGP Graphics), PowerBook (FireWire), and slot-loading iMacs. The Startup Manager displays a rather cryptic set of icons indicating available startup volumes, including any NetBoot volumes that are available. On some Macs with Iomega Zip drives, holding down Option at startup when there is a Zip startup disk inserted will cause the Mac to boot from the Zip disk. continued on page 11

## Starting Up your Mac

- Command-Shift-Option-Delete bypasses the disk selected in the Startup Disk control panel in favor of an external device or from CD-ROM (on older Macs). This is also useful if your main hard disk is having problems and you need to start up from another device. (On some PowerBooks, however, this key combination merely ignores the internal drive, which isn't as useful.)

- The D key forces the PowerBook (Bronze Keyboard and FireWire) to boot from the internal hard disk.

- The T key forces the PowerBook (FireWire) and reportedly the Power Mac G4 (AGP Graphics) and other Macs that have built-in FireWire to start up in FireWire Target Disk Mode, which is essentially the modern

equivalent of SCSI Disk Mode and enables a PowerBook (FireWire) to act as a FireWire-accessible hard disk for another Macintosh.

### Just for Fun

Although Apple has moved away from relatively frivolous "Easter Eggs" connected with startup modifiers, there are a few available for old Macintosh models.

- Command-X-O, when held down at startup on a Macintosh Classic boots the Classic from a built-in ROM disk.

- Command-Option-C-I, when

held down at startup on a Macintosh IIci whose date has been set to 20-Sep-89 (the machine's introduction date), produces some sort of graphical display that I can't check for lack of a relevant machine. A different display appears if you hold down Command-Option-F-X at startup on a Macintosh IIx with the date set to 19-Mar-90.

URLs for topics and products mentioned in this article:

- <http://db.tidbits.com/getbits.acgi?tbpoll=38>

- <http://www.casadyg.com/products/conflictcatcher/8/>

- <http://www.connectix.com/products/d9.html>

Adam Engst and his invaluable TidBITS site just celebrated their 10th anniversary. TidBITS is an incredible resource, providing timely and authoritative information week after week. Check out the site, and while you're there sign up to have TidBITS emailed to you each week... it's free!

## The 'Friends for Life' CD-ROM

By Max Jones

Submitted by Harry Lienke

Since 1995, Juiced.GS has been collecting Apple IIGS programs and files and releasing them as part of the Juiced.GS Collection. Each quarter since the newsletter began publishing in early 1996, Juiced.GS has compiled and made available for sale two-disk sets of Apple IIGS materials gleaned on line and from other sources. We've even compiled some special disk offerings, including two-disk sets of animation and music files.

In addition to our compilations, we have made available some specialty titles of Apple IIGS software, some of which were formerly commercial products reclassified by their authors and made available for public access.

Now, the entire Juiced.GS Collection is available on one CD-ROM.

On top of this fabulous compilation of IIGS material, 1996-1999 back issues of Juiced.GS have been placed on the CD in graphic format for high-quality viewing and printing from Macs or PCs. That's right, the entire stock of back issues of the Apple II world's premier IIGS-specific newsletter is archived on this CD just as it appeared in the printed magazine!

Among the great specialty titles you'll find are Animasia 3-D, ProSel, Twilight II 2.0, Wolfenstein 3D IIGS,

BeagleWrite and BeagleWrite GS, BeagleDraw, Marinetti 2.0.1, and many more.

Those who use IIGS emulators for the Mac or PC, or those who would like to explore the world of emulation, will find the 'Friends for Life' CD especially friendly. The CD is equipped with the most recent versions of Bernie ][ The Rescue and Sweet16. Several already-prepared disk images of many of the CDs main features are included as well, which will make getting going with emulation easier than ever.

The 'Friends for Life' CD-ROM is formatted for HFS and usable from any Macintosh or PC running BeOS. A PC running the Windows operating system must be equipped with the proper software for reading HFS disks in order to handle the CD.

The CD-ROM is decorated with a custom label and ships with a jewel case.

A compilation of the best freeware, shareware and public domain programs and files for the Apple IIGS released to the public since 1995.

Juiced.GS Friends For Life CD\_Rom Now Shipping

The Juiced.GS 'Friends for Life' CD-ROM is now shipping! Thanks to all for your patience during the product development period. It took

longer to complete this project than I had hoped, but it's done and will soon be in the hands of faithful Juiced.GS customers who continue to believe in what we do and support us in our endeavor to keep the Apple II spirit alive.

A special thanks to Ryan Suenaga, who mastered and burned the CDs from the half-dozen Zip disks I mailed him. His hard work and dedication to the project made the finished product better than it otherwise would have been. Ryan adds quality to every product he touches.

See the next message for details about the CD and ordering information.

Max Jones  
Juiced.GS  
HYPERLINK

<http://www.wbwip.com/juiced.gs>  
<http://www.wbwip.com/juiced.gs>

### Ordering Information

The Juiced.GS 'Friends for Life' CD-ROM is \$30, which includes shipping to anywhere in the world. To order, send a check or money order in U.S. funds to:

Max Jones  
Juiced.GS  
2217 Lakeview Drive  
Sullivan, IN 47882  
HYPERLINK

<http://www.wbwip.com/juiced.gs>

<http://www.wbwip.com/juiced.gs>

The Juiced.GS 'Friends for Life' CD-ROM is now available for credit-card purchases from our new Kagi on line order processing site.

Also available on the new site are subscriptions for 2000 and the back-issue package covering all issues from 1996 through 1999.

To reach the Juiced.GS on line ordering site, go to:

#### HYPERLINK

<http://order.kagi.com/?2ZM>  
<http://order.kagi.com/?2ZM>

The Juiced.GS Web site will also be updated soon to provide a link to this Kagi site, but it may be a few days before remodeling is complete. Don't let that discourage you from making a trip to the ordering site directly through the above URL.

If you have any questions about

Juiced.GS products or the on line ordering process, send e-mail to me at [juicedgs@delphi.com](mailto:juicedgs@delphi.com) or [juicedgs@kagi.com](mailto:juicedgs@kagi.com).

Max Jones

Juiced.GS

#### HYPERLINK

<http://www.wbwip.com/juiced.gs>  
<http://www.wbwip.com/juiced.gs>

## What's The Appeal Of The Apple/Real Deal?

by Dennis Sellers, [dsellers@maccen-tral.com](mailto:dsellers@maccen-tral.com)

June 22, 2000, 7:00 am ET

Submitted by Bryan Lienke

Okay, we know that Real is building support for Apple's QuickTime streaming format into its RealServer 8 platform (and if you don't, go to our earlier report and read all about it). However, there's been no announcement that Real is adding support for the QuickTime format (or that Apple would support the RealPlayer format in QuickTime for that matter) to its RealPlayer. So is the announcement merely symbolic?

As MacWeek points out, the deal is likely to increase the number of QuickTime-enabled sites because Web producers who use Real's technology can more easily add QuickTime streaming capabilities to their servers. And the collaboration may have been spurred, at least in part, by the MPEG-4 standard. MPEG-4 will begin to "commoditize" the streaming video business "soon," according to a story in "The Register."

MPEG-4 is a standard developed by MPEG (Moving Picture Experts Group), the committee that also developed MPEG-1 and MPEG-2.

## Woz Named To Inventors Hall Of Fame

by Dennis Sellers, [dsellers@maccen-tral.com](mailto:dsellers@maccen-tral.com)

June 16, 2000, 7:00 am ET

Submitted by Bryan Lienke

Steve Wozniak, who founded Apple in 1976 with Steve Jobs, has been named to the Inventors Hall of Fame for his

These standards made interactive video on CD-ROM and digital TV possible.

MPEG-4, finalized in October 1998, builds on its predecessor's success in the areas of digital TV, interactive graphics applications (synthetic content), and interactive multimedia (Web, distribution of and access to content).

"With version 1 in the can, and MPEG-4 version 2 -- which adds IP protection and specifies a disk file format, amongst other things -- in the works, the format is finally reaching silicon level," says The Register. "Toshiba, amongst others, is pushing hard to supplant H.323 with MPEG-4, and it's almost mandatory to include it in wireless multimedia specs."

The Register surmised that the Apple-Real announcement may open the doorway for Apple to begin selling "powerful" Mac OS X SMP boxes for MPEG-4.

An article in Red Herring, which isn't exactly a pro-Mac publication, says that the Real/Apple deal offers some benefit for digital content providers. Instead of needing separate computers to send RealNetworks- and Apple-encoded media over the Internet, they

can use one.

"The deal also helps Apple and RealNetworks, too," says Red Herring. "Namely, RealNetworks now lets just about any kind of video format flow through its server software. This makes Realserver an easier choice for content developers. Apple, too, gets a boost because its QuickTime technology, which is free anyway as part of Apple's open-source project, will now be included on the most popular streaming software for PC servers."

However, the publication calls the announcement "bogus" and says that Real and Apple aren't "really helping content providers any more than they're highlighting a problem that they, along with Microsoft, created in the first place."

"The irony is that most content developers would rather use just one type of encoding technology, but they can't do that if they want to reach the widest possible online audience," opines Red Herring. "That RealNetworks and Apple are trying harder to help content developers is only true to the extent that it takes a swipe at one of the key benefits of Microsoft's server software."

contributions to a broad range of technologies, a selection committee announced Thursday. According to an AP story, the Apple II "brought together all the elements of the modern personal computer."

After founding Apple, Wozniak, often

known simply as Woz, served as vice-president of research and development from 1976-1985. In 1985, he was awarded the National Medal of Technology. At the Tech Museum in San Jose, Woz recently celebrated the release of his updated biography written by Martha Kendall. It's entitled



"Steve Wozniak, Inventor of the Apple Computer." You can learn more about the book -- and the man himself at <http://www.woz.org/>.

Others named to the Inventors Hall of Fame were Walt Disney, who patented, in 1940, a special camera for filming animation; Alfred and Helen Free, who produced an easy self-test for use by diabetics in the late 1950s;

## Kenwood Gives MP3s CD Quality; Industry Curious

by Brad Gibson, [bgibson@maccen-tral.com](mailto:bgibson@maccen-tral.com)

June 23, 2000, 2:15 pm ET  
Submitted by Bryan Lienke

Engineers at consumer electronics giant Kenwood Corp. have developed a new technology that makes compressed digital music files, such as MP3 files, sound as good as the original cut from a compact disc.

The technology, code-named 'Supreme D.R.I.V.E.', re-creates high frequency sound signals usually lost when music is converted into digital data and then compressed.

When audio data is compressed in a format such as MP3, high-frequency data is lost. As a result, certain sounds in music might not be as recognizable. Supreme Drive takes the missing harmonics -- known as 'fundamental' -- and mathematically re-processes the data through a sound generator. When finished, music then has a

Reginald Fessenden for his 1902 inventions related to wireless radio; William Kroll, who developed a method for manufacturing titanium and zirconium in 1940; and J. Franklin Hyde for his 1942 invention of an ultra-pure, high-quality glass used in fiber optics and spacecraft windows. Helen Free and Wozniak are the only two living honorees, according to the AP story.

more natural sound, according to Kenwood.

Industry experts contacted by MacCentral say it is too early to tell if this technology will have a far reaching impact on all types of MP3 music files, but that early indications are it is a breakthrough and something to be watched closely.

"We'll have to take a close look at it and see how it can affect the various types of uses for MP3 files," Edward Kessler, Vice President of Engineering for Napster Inc. told MacCentral. "It's too early to tell what this could really do to the quality of MP3, but it's exciting nonetheless."

Napster is a controversial Internet music-sharing site, which has been in legal turmoil with the music recording industry over the illegal distribution of copyrighted music.

"From the little technical information Kenwood has released, I think this

The hall of fame was created in 1973 by the U.S. Patent and Trademark Office and the National Council of Intellectual Property Attorneys.

could make a profound difference in the quality of MP3," said Duncan Harmon, an independent digital audio engineer based in Cincinnati. "This is obviously both a software and hardware solution that would be built into audio components such as car stereos, portable MP3 players and alike."

"If it sounds as good as they say it does, I think Kenwood has got a real money-making technology on their hands," Harmon commented.

Kenwood said it plans to incorporate the technology into a future digital audio products of its own, but would give no time frame of when products using the new technology would be available, or what kind of products they would be. The company also plans to call on other player manufacturers and music delivery service providers to introduce the technology to their own products and services.

## Life in the Mac Lane Can Be Bumpy

By Melyvn D. Magree

"Life in the Mac Lane" by Scott Kelby in the July issue was an amusing look at PC users. I found that many of his examples on why a PC user is a preferable customer to be true from my own observations.

PC users are thrifty shoppers in the sense that they look at the short term costs only. If a PC with a keyboard, a monitor, and a CPU costs several hundred dollars less than a Mac, then it is a good buy even if it needed a sound card, a floating point card, a color card, a network card, and several hundred dollars more of extras

that were standard in a Mac. Don't forget the extra learning time also.

PC users are followers for sure. I was in a computer-using hobby group in which newcomers asked what computer they should get. A loud chorus would proclaim "IBM-compatible" and a couple scattered voices would proclaim "Macintosh". Later in the same meeting, some of the chorus would complain of their difficulties with their PCs and the scattered voices would snicker.

I am not sure about PC users having a sense of humor. Many would get very upset when criticisms were made about their choice of computer.

On the other hand, some of these same examples could be said about Mac users.

Mac users are very patient. They wait and wait for the next version of Mac OS. Fortunately, Apple labels its operating system sequentially rather than by year. Otherwise, Mac users might be getting Mac OS 99 in 2001.

Mac users listen to Apple and are followers. Just attend any Mac meeting where a vendor or Apple makes a presentation. Mac users hang on to every word and are ready to give a standing ovation for any "cool" new feature. Never mind whether the fea-

ture is needed or really does anything. Never mind that it might throw long-time users into confusion like the up arrow at the bottom of the scroll bar. If it is "cool" then it is a good thing.

Mac users have a sense of humor. Version Z.0 of the Mac OS always seems to be quickly followed by version Z.0.1. Some important details seem to be forgotten in each version. Details like an iBook never waking up from sleep. Details like the software for an internal modem crashing the system randomly in future versions. Details like not being able to find a printer two minutes after the printer

had just finished a job.

I probably could find more examples of bumps in the Mac Lane. I probably could find detours or warning signs. But I don't read Mac magazines, I don't visit Mac chat rooms or Apple's web site, and living in Duluth, I don't attend mini'app'les meetings. I look on my computer the same as I look on my pickup. I expect to turn it on and go places without a problem. I don't read auto magazines to get "the most" out of my truck. I don't visit Ford chat rooms or Ford's web site. And I don't attend Ford driver meetings.

Hardware and software vendors should remember the flip side of the cars-computer analogy. With cars more reliable than they have ever been, the computer industry should remember that cars start every time and don't suddenly stop in the middle of a trip. The auto industry may keep adding "cool" features, but they remember that reliability is very important to customer satisfaction.

## New Apple 2 Newsletter

Submitted by Harry Lienke  
A2 News and Notes  
July 2000

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- \* Welcome!

Welcome to the first issue of A2 News and Notes! My name is Ryan Suenaga and I am a longtime Apple II writer. This monthly electronic publication is freeware and may be reproduced anywhere free of charge provided that the copyright notice at the end of the issue is included. User groups may publish articles in whole or in part without specific permission provided the copyright notice at the end of the issue is included.

"Why A2 News and Notes? Don't you have enough to do?"

Well, yes, I do, but the Apple II world seems to be in need of a regular source of news that is freely available, so this will be it. This publication will not include reviews, how-to articles, or editorial content--well, okay, not much editorial content. What it will include is a smattering of tidbits from the Apple II universe.

We are in the process of setting up both a World Wide Web Home Page

and an email address for contacting us. Comments are welcome.

Have a great Apple II month!

- \* KansasFest 2000 Rocks Avila

KansasFest, affectionately known as KFest, recently concluded at Avila College in Kansas City, Missouri. More than 50 participants converged on the small campus to stay up all night and have fun all day, celebrating the Apple II like never before.

While there they saw a slew of new and updated products as well as a few surprises and technological leaps. Here are the highlights:

- \*\* KFest Webcam Debuts

In the first of many pleasant surprises at KFest 2000, Eric "Sheppy" Shepherd spearheaded a surprise effort to provide live streaming broadcast of KansasFest events on the World Wide Web via the <http://www.a2central.com/> site. The effort was a phenomenal success and gave many Apple II users the world over a taste of what KansasFest was like. This just goes to show how quickly technology can advance: five years ago, doing something like this was unthinkable; three years ago, possible but unaffordable; and today, we're doing this. All this forward movement, and still the Apple II is in use. . .

- \*\* KFest Session Recap

In the more or less chronological order of the original schedule

Keynote address: Ryan Suenaga

Hey, that's me! The keynote address focused on the importance of the diversity of Apple II users and the togetherness that makes us a strong community. I was very touched by the Hawaiian print shirts in the audience. To show my gratitude, when it's Kirk Mitchell's turn to do a keynote at KansasFest, I will wear jeans; when it's Howard Katz's turn to do it, I will wear a beard and glasses; and when it's Russ Alman's turn, I will offer to room with Ephraim Wall. Thanks to all.

Howard Katz: Lost Classics

Howard, Director of the Lost Classics project, went in depth into the steps involved in getting software reclassified. He discussed the lengths he goes to to insure that copyrights are observed and that permissions are obtained, as opposed to the all-too-common practice of outright piracy. Howard also asked for assistance from the audience in his effort. Very informative and highlighted by the many successes that he has achieved.

Jerry Cline and David Miller:  
ProTERM Mac Scripting, etc.

Jerry and Dave showed off some of ProTERM Mac's advanced scripting features, including many in the text editor. They also gave some examples

of writing scripts and what ProTERM Mac can really do. We were also reminded that a ProTERM Mac script converted some of the sound files used in Wolfenstein 3D for the Apple IIGs.

#### Max Jones: Desktop Publishing

Editor and Publisher of the premier Apple IIGs newsletter Juiced.GS, Max used his own work as an example and showed off templates in GraphicWriter III. Max shared that he uses both a physical and emulated IIGs in the publication process. He also showed off some of the accompanying software he uses, such as WordWorks Pro, The Manager, and Transprog III.

#### Ryan Suenaga and Kirk Mitchell: Linux--the Apple II Cable Modem Converter

Kansas and Hawai'i combined to show how to convert broadband connections such as cable modem and digital subscriber lines for use with an Apple II via a Linux-running computer and a null modem cable. High Geek value, but by no means simple, no matter what the session leaders had to say.

#### Tony Diaz: Accelerators

Longtime Apple II hardware guru Tony Diaz provided a history of acceleration on the Apple II as well as technical information on pushing your accelerator to its limits. Tony also made it clear that accelerator cards, being out of production, are expensive and hard to come by, so take care of the ones you have.

#### Apple Computer, Inc.: Apple Presents

The Apple representative cancelled their appearance, again. Unless they had a G4 Cube running Bernie ][ The Rescue, we didn't miss much.

#### Eric Shepherd: Mystery session

Sheppy's mystery session consisted of three new software releases: Network Printer Setup, a utility that helps you set up network printers; DiskMaker, a disk image utility that turns disk images (heavily used with emulators)

back into physical disks; and Lemonade Stand GS, a new version of the popular Applesoft game that dates back to the days of the original ][ and cassette tape storage, updated with sound, music, graphics, and new features. In case you were wondering, no, Sheppy doesn't suck.

#### Eric Shepherd and Ryan Suenaga: Bernie and Ernie

A surprise at the beginning, a surprise in the middle, and a surprise at the end: through the magic of the Webcast and the Delphi chat room, special guest Henrik Gudat was patched in to the Appleworks session from his home in Switzerland to assist in answering questions about the phenomenal IIGs emulator for the Mac OS. Along with Shepherd, who develops Sweet16 for the BeOS, a wide range of different emulator topics were covered.

Our second surprise was the announcement of the first SarahSoft program by Mrs. Sheppy, Sarah Shepherd. Sarah's GS ROM Grabber simplifies the job of creating a ROM image from your IIGs for use with Sweet16, Bernie, and other emulators. The final surprise of the session was the announcement of Bernie ][ The Rescue 3.0. A list of features is included elsewhere in this issue. This was a bigger surprise than thought originally, as the program was made available free of charge to all KFest 2000 attendees! Now that's a great deal!

#### Roast of Eric Shepherd

Long time Apple II programmer Eric Shepherd, a.k.a. Sheppy, was the victim of honor at this year's KansasFest Celebrity Roast. The persecution team consisted of Juiced.GS publisher Max Jones (who came up with lots of original poetry attributed to the early years of Sheppy), Gary Utter (snap, crackle, pop!), Ryan Suenaga (yet another PowerPoint presentation), Kirk Mitchell (long suffering SheppyWare beta tester), and Tony Diaz (I break everything after it's released). Also featured was the live debut of the A2Central.commercial, a parody on the hilarious discovery.com commercials.

BeOS, BeIA, and Clipper (including

#### Sweet16)

Eric Shepherd changed into his Be, Inc. hat and showed off the amazing multimedia BeOS, both on a desktop computer and on an Internet appliance (IA) known as "Clipper". While not released (and not assured of release), Clipper certainly looks poised to compete in the Internet Appliance arena which is being hailed as "The Next Big Thing"(tm). During his session, Shepherd also showed off Sweet16, the Apple IIGs emulator for the BeOS.

#### Geoff Weiss: Spectrum Scripting 2000

Geoff Weiss admitted that a certain Juiced.GS ad spurred his Apple IIGs product development for KFest, and Geoff proved he doesn't suck either with updates to Spectrum Internet Suite, the Apple IIGs Web browser and SCAP, his Portable Document Format creator for Spectrum. Geoff also showed off SFTP, his in-progress File Transfer Protocol program done in Spectrum scripts.

#### Eric Shepherd: New hardware introduction

Finally, what we've all been waiting for: an Apple II Ethernet card that isn't in the production run of one category. Joachim Lange of ///SHH Systeme in Germany has announced the availability of a new card. While the card was en route to KFest, it did not arrive at Avila until after the conference was over. He did send pictures and some details. More to follow as it becomes available.

#### \*\* KFest Announcement Wrap Up

\*\*\* The Time in a Bottle CD collection of almost 15000 Apple II files based on Syndicomm's libraries that were housed on Genie will be available exclusively through Juiced.GS. Details to follow.

\*\*\* Bernie ][ The Rescue 3.0, a new version of the Apple IIGs emulator for the Power Macintosh, will be released within the next few months, free for KFest 2000 attendees. Not all new features have been announced, but those that have been are:

all-new bit-enhancing VectorSound sound engine sound capture all-new full-screen mode with menu access and more dozens of smaller interface changes including a new 'high-tech', more interactive front-end tons of internal changes & fixes (such as deselectable floppy drive unit etc.)

\*\*\* Sarah Shepherd (a.k.a. mrs\_sheppy) has released her first program! GS ROM

Grabber is a \$5 shareware utility to capture ROM images of both the ROM\_01 and ROM\_3 IIgs for use with emulators such as Sweet16 and Bernie ][ The Rescue. Available now at <http://sarah.sheppyware.net/>

\*\*\* Syndicomm and <http://www.a2central.com/> have formed an alliance to enhance Apple II online support. Details are sketchy, but <http://www.a2central.com/> plans to greatly increase their scope of services.

\*\*\* Geoff Weiss announced three new or updated products:

SCAP 1.1, an update to his IIgs PDF maker;

Spectrum Internet Suite 1.1.1, an update to the Apple IIgs web browser;

Spectrum FTP, a Spectrum script based FTP client.

Distribution and availability to be announced.

\*\*\* Ken Gagne announced Sedistic, a freeware set of Spectrum scripts that perform find/replace on a set of text or Teach files.

a new version of the work-in-progress Apple IIgs web browser by Kim Howe of Australia. Available immediately at:

<http://www.omninet.net.au/~khowe/arachnid/index.html>

\*\*\* Tony Diaz released a new version of the Apple II software collection on CD ROM, A2-ROMulan volume 1, edition 2. Details in the most recent issue of Juiced.GS.

\*\*\* Eric Shepherd had a slew of new

releases. In addition to the previously announced new volume of The Complete Guide to SheppyWare and the Totally SheppyWare CD ROM, three previously unseen titles were released:

Lemonade Stand GS, a \$15 shareware version of the classic Apple ][ (and I do mean Apple ][) Applesoft game updated for the Apple IIgs;

DiskMaker, a \$5 shareware utility to create actual disks out of disk images;

Network Printer Setup, a freeware utility to assist with setting up network printers.

\*\*\* LANceGS, an Ethernet card for the Apple IIe and IIgs by //SHH Systeme in Germany. Unfortunately, the card did not arrive in time for demonstration at KFest. Availability, pricing, and details to be announced.

\*\*\* Juiced.GS will be making a new version of "The Compleat Lamp!" available. This CD ROM collection of GENieLamp A2, A2Pro, and "The Lamp!" will be current no matter when it is ordered. Details to follow.

\*\*\* Lyle Syverson and Ryan Suenaga have agreed to change the distribution system of "The Lamp!", a Delphi based electronic newsletter. Details within the next two weeks.

\*\*\* Contest winners:

Bite The Bag: Paul Zaleski  
Door Sign: Ray Merlin  
Roger Wagner Tie Contest: Jamie Hodges GShisen: Steve Gozdziwski  
HackFest: Geoff Weiss (with a Spectrum scripted version of Taipan)  
Special recognition to Ken Gagne for his incredible hoax named "Maxster" that had audience members puzzled, stunned, and rolling in laughter. Ken gained second place.

\*\*\* Miscellanea

\*\*\*\* After six wonderful years, Cindy Adams has resigned her post as The Big Cheese of KansasFest. Her incredible work and tremendous dedication is appreciated. The new head honcho is Steve Gozdziwski, known officially as The Grand Gouda.

We love you, Mrs. Al

\*\*\*\* <http://www.a2central.com/> will attempt to provide downloadable and streaming versions of digitally recording KFest sessions and other events. Watch <http://www.a2central.com/> for more information.

\*\*\*\* Shawn Beattie of Iowa was not able to attend KansasFest this year but his presence was greatly felt as he loaned a projector that was used with many of the sessions. Thank you Shawn for your tremendous help!

\*\*\*\* Kansas City local Sean Fahey again opened up his garage of Apple II hardware for participants who wished to fill their own garages at home. Thanks again, Sean.

\*\*\*\* The entire KFest committee of Cindy, Steve, Jerry Cline, Stan Marks, Max Jones, and Allan Moore for all of their hard work and dedication. It literally couldn't have happened without you.

\*\*\*\* KansasFest 2001 information: Avila College, Kansas City, Missouri, July 24-29, 2001. Intrec Software will continue as the sponsor. Watch <http://www.kfest.org/> for more information.

\* Sign Off

A2 News and Notes is produced with real or emulated Apple II computers using Appleworks 5.1 and Hermes with the occasional assist from ProTERM Mac on the Macintosh. Apple II Forever!  
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# NEC Debuts RISC-Based Mac Laser Printers

by Ben Wilson,  
bwilson@maccentral.com  
June 28, 2000, 1:00 pm ET  
Submitted by Bryan Lienke

Using the same processor technology that helped spur the power of Macs nearly a decade ago, NEC has debuted three new monochrome laser printers with a RISC-based engine.

The new 1400 series of consumer-targeted printers offers 12 page-per-minute print speed and comes standard with a 66MHz RISC processor, and IEEE 1284 parallel and USB serial ports. NEC claims an easy connection to Macintosh systems, and has also implemented a straight-through paper path using the multi-purpose tray and the face-up output.

At the low-end of the new line is the SuperScript 1400, a non-networked laser printer designed for the home or small office. The printer is equipped with 4MB of RAM, 1200-dpi-class resolution, up to 144 shades of gray and a 270-sheet internal paper tray. An optional 550-sheet lower paper tray unit is also available. The

estimated street price for the SuperScript 1400 is U.S. \$349.

The SuperScript 1450 is also a non-networked laser printer with 4MB of RAM, expandable to 68MB. However, the SuperScript 1450 also offers a Network Interface Card and PostScript Level 3 option. Meanwhile the SuperScript 1450N is networked-ready, and comes standard with PostScript Level 3 and 16MB, upgradeable to 80MB of memory. Both higher-end printers are equipped with a 550-sheet standard paper tray along with a 100-sheet standard multipurpose tray. Users can also increase the input paper capacity with an optional 550-sheet lower paper tray unit for a total input of 1200 sheets of paper. The SuperScript 1450 and 1450N are priced at U.S. \$499 and \$699 respectively.

"Whether for home offices or growing businesses, our customers need premium performance laser printers designed specifically to meet their requirements," said Don Hows, Director of Marketing, NEC Technologies Imaging Division. "By

adding the 1400 series to our family of SuperScript printers, we are delivering a perfect mixture of performance and features at the price points this audience demands."

The SuperScript 1400 will be available starting July 2000, to key NEC Technologies authorized resellers and distributors, including Ingram Micro, Merisel, Tech Data, ICG and Synnex. The SuperScript 1450 and 1450N will follow in late summer 2000.

## Ongoing Deals for Minn'app'les Members

Submitted by Tom Gates and Bert Persson

The following businesses have agreed to provide ongoing discounts to members of mini'app'les. When you contact these companies, please identify yourself as a member of mini'app'les to qualify for these discounts. For questions related to these discount offers, please contact Tom Gates - (612) 789-1713 evenings and weekends.

**Power Protection Products**  
Surge Protection strips, Battery backups, line conditioners, etc. Contact Keith Kalenda at Business Security Products (612) 789-1190. 1/3 off APC SurgeArrest line of products 25% off APC BackUPS, SmartUPS and related products.

**CartridgeCare, Inc.**  
CartridgeCare, Inc. of Roseville is offering Mini'app'les members an additional \$5.00 off the cost of laser printer cartridges. They handle sup-

plies for, and do repair work on equipment from a number of manufacturers. For example: Apple, Canon, HP, IBM, Epson, Sharp, Brother, Panasonic, Okidata, Minolta, to name a few. They also provide free next-day delivery and core pickup in the metro area.

For additional information about the user group discount and other services, contact CartridgeCare at (612) 331-7757.

**Macmillan Publishing/Peachpit Press**  
Once again we are offering a 40 % discount on Peach Pit Press and MacMillan family of book companies (Hayden, Adobe Press, Que, Sams, Brady, NRP, and Alpha). Contact person for Peach Pit Press is Keary Olson, he can be contacted at SIG meetings or on our BBS (home phone 724-0031). In order for our members to receive the 40% discount, Peach Pit Press requires that a number of books be ordered at the same time. Therefore please allow at least 4-8

weeks when ordering books from Peach Pit Press. Minnesota sales tax and a \$ 0.50 shipping charge will be applied to each book ordered. The 40% off MacMillan book offer can be applied on individual purchases plus Minnesota sales tax and a s/h charge. Use the mini'app'les account number # 10782880 -when ordering.

MacMillan Publishing produces frequent listings of new titles that have been added to their catalog. Mini'app'les will attempt to have these available on the BBS in addition to the catalogs.



# mini'app'les Handy Form

**New & Renewing Members-  
Specify your level of support:**

- \$25 (One Year)
- \$45 (Two Years)
- \$60 (Three Years)
- \$15 Student\*(One Year)
- \$100 Corporate (One Year)

Thanks!

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

**Make Checks  
Payable to  
"mini'app'les"**

Name: \_\_\_\_\_

Company (if mailed to): \_\_\_\_\_

Address: \_\_\_\_\_

City, State, Zip: \_\_\_\_\_

Phone (Home): \_\_\_\_\_ (Work): \_\_\_\_\_

Occupation: \_\_\_\_\_  Check if this is a

Member ID# (if applicable): \_\_\_\_\_ address change.

Please list the five software  
packages you use most often:

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Which personal computer(s) do you use?

- Power Macintosh model(s) \_\_\_\_\_
- Macintosh model(s) \_\_\_\_\_
- Apple II model(s) \_\_\_\_\_
- Other \_\_\_\_\_

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.

*Yes..*

*I'd like to join!*

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

## Macintosh & Apple II eDOM Orders

Please allow up to  
6 weeks for delivery

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

### Disk Prices

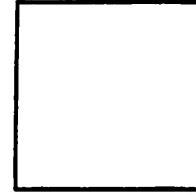
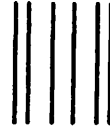
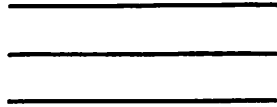
	Members	NonMembers
5.25" eDOM or System Disk:	\$1.00	\$2.00
3.5" eDOM:	\$5.00	\$10.00
Mac System 7.0.1 (9 Disks):	\$15.00	N.A.
GS/OS 6.0.1 (6 Disks):	\$10.00	N.A.
3.5" System Disks(All Other Systems):	\$2.00/Disk	N.A.

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

<b>Total Merchandise</b>	
<b>Add \$1/Disk for Shipping (\$4.00 Max)</b>	
<b>GRAND TOTAL</b>	

**Make Checks Payable to "mini'app'les"**

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

## September / October Photoshop / Digital Imaging SIG

Submitted by  
Gary Echardt

On Wednesday, September 20, 2000, the Digital Imaging/Photoshop SIG will meet at Pro Color in downtown, at 909 Hennepin Ave. South Minneapolis at 6 pm. Pro Color is a photographic service bureau that provides conventional and digital imaging services to the professional and amateur photographic community.

Emphasis of the seminar will be

on digital services and new capabilities in the industry. Seating capacity at Pro Color is limited to 25-30 people. There are nearby parking lots available as well as some on street parking. Please do not park in the parking area immediately adjacent to Pro Color as this space is reserved for customers. Also, cars parked in this area after 8:00 will be towed away. Please call Gary Eckhardt at 952-944-5446 if you plan to attend this meeting.

On Wednesday, October 18, 2000, the Digital Imaging/Photoshop SIG will once again meet at Hennepin Technical College in Eden Prairie at 6:30 pm. Jill Gerold, an instructor at HTC, will present a lecture on the use of channels in Photoshop. As you will recall, Jill gave a lecture on the use of layers in Photoshop and the lecture was very well received.

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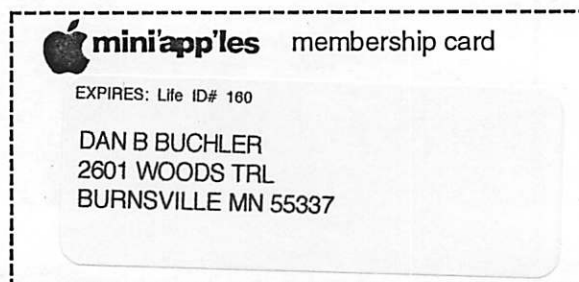
**Plus, you're supporting all of mini'app'les' special interest group (SIG) meetings that you can attend each month.**

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Volume 23, Issue 10



# mini'app'les newsletter

the minnesota apple computer users' group, inc.

OCTOBER 2000						
SUN	MON	TUE	WED	THU	FRI	SAT
1	2  7:00 pm	3	4  7:00	5	6	7
8	9  6:30	10	11  7:00	12  7:00	13	14
15	16  7:00	17	18  6:30	19  7:00am	20	21
22	23	24	25  7:00	26  6:30	27	28
29	30	31				



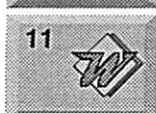
**2**  
Board of Directors  
mini'app'les members welcome.  
Byerly's  
7171 France Ave. S., Edina  
Lisa Huston



**4**  
AppleWorks SIG  
Washburn Library  
5244 Lyndale Ave S. Mpls  
John Hunkins, Jr., 651-457-8949



**9**  
Apple II / GS SIG  
Mounds View Library  
2576 Hwy 10, Mounds View  
Tom Gates, 612-789-6981



**11**  
Microsoft Word SIG  
2850 Metro Drive Rm 124,  
Bloomington  
Tom Ostertag, D 612-951-5520 E  
651-488-9979



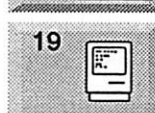
**12**  
Macintosh Main  
Washburn Library  
5244 Lyndale Ave S. Mpls  
Gary Eckhardt, 952-944-5446



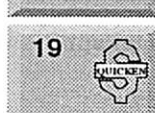
**16**  
Fourth Dimension SIG  
8200 Humbolt Ave South  
2nd Flr. Conference Rm.  
Bloomington  
David Ringsmuth, 612-853-3024



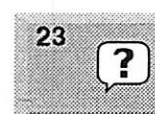
**18**  
Photoshop-Digital Imaging  
Hennepin Technical College  
Eden Prairie  
Gary Eckhardt, 952-944-5446



**19**  
Macintosh Consultants SIG  
Embers  
7525 Wayzata Blvd  
St. Louis Park  
Bob Demeules, 612-559-1124



**19**  
Quicken SIG  
2850 Metro Drive, Rm 124  
Bloomington  
Dale Strand, 612-835-5872



**23**  
Macintosh Novice SIG  
**CANCELLED**  
Richard Becker, 612-870-0659



**23**  
Meet Your iMac / Mac SIG  
**CANCELLED**  
Brian Bantz, 612-956-9814



**25**  
Programming SIG  
Washburn Library  
5244 Lyndale Avenue S, Mpls  
Denis Diekhoff 612-920-2437



**26**  
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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**Questions** – Please direct questions to an appropriate board member. Users with technical questions should refer to the Members Helping Members section.

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**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 952-595-9404.

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.

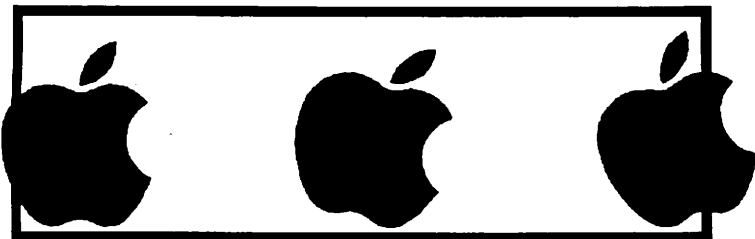
**Editor/Publisher:** Tom Ostertag 651-488-9979

**Newsletter Layout:** John Pruski 952-938-2818, Bert Persson 612-861-9578

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**mini'app'les WWW site:** <http://www.miniapples.org>



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## November 2000 Preview

Here is the tentative calendar of our Special Interest Group (SIG) meetings for November 2000. 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

Wednesday	November	1	AppleWorks nee ClarisWorks SIG
Monday	November	6	Board of Directors meeting
Wednesday	November	8	Microsoft Word SIG
Thursday	November	9	Macintosh Main SIG
Monday	November	13	Apple II / GS Main SIG
Wednesday	November	15	PhotoShop / Digital Imaging SIG
Thursday	November	16	Macintosh Consultants
Thursday	November	16	Quicken SIG
Monday	November	20	Fourth Dimension SIG
Wednesday	November	22	Macintosh Programming SIG
Monday	November	27	Macintosh Novice SIG
Monday	November	27	Meet Your iMac / Mac SIG
Thursday	November	30	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, 14	1. Les Anderson	651-735-3953	DEW
ClarisDraw	2	2. Mike Carlson	218-387-2257	D
AppleWorks / ClarisWorks	7, 8, 9	3. Eric Jacobson	651-645-6264	D
FileMaker Pro		4. Nick Ludwig	612-593-7410	DEW
FirstClass		5. Tom Ostertag	651-488-9979	EW
HyperCard	11	6. Ardie Predweshny	612-823-6713	DEW
MacWrite Pro		7. Owen Strand	612-427-2868	D
Microsoft Excel	2, 5, 6	8. Bruce Thompson	612-546-1088	EW
Microsoft Word	5	9. Pam Lienke	651-457-6026	EW
MYOB	6	10. Tom Lufkin	651-698-6523	EW
PhotoShop	3, 13	11. Ben Stallings	612-870-4584	DEW
Quicken	2, 6	12. Rodney O. Lain	651-452-5821	EW
QuickBooks and QuickBooks Pro	6	13. Gary Eckhardt	952-944-5446	EW
Mac OS 7	8	14. Michael Cumings-Steen	651-644-8653	DEW
Mac OS 8				
WordPerfect	4			
Cross-Platform File Transfer	5, 14			
Networks	11			
New Users	10, 11			
PowerBooks	11			
Classic Macs	11			
Power PC 601 Power Macs				
iMacs	12			

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 952-938-2818, 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
1/6 page . . . . . 2.5" Width x 5" Height . . . . . \$10	Inside back cover . . . . 7-1/2" Width x 10" Height . . . \$60
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1/2 page . . . . . 7.5" Width x 5" Height (save 5%) . . . \$30	
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All ads must be prepaid and submitted on electronic media. Ads of \$20 and under must run for a minimum of three months.

Mail inquiries to: PO Box 796, Hopkins, MN, 55343  
 Phone inquiries to: John Pruski, 952-938-2818

# Appleworks 6 vs PowerPoint

By Russ Conte  
Submitted by Les Anderson

I'm keeping this brief, though I plan to write a fuller account for our local club newsletter. It's the success I just had with AppleWorks 6 in a major presentation. Here's what happened.

I manage a multi-million dollar division of a Fortune 500. I'm responsible for supervising hundreds of employees, including everything from hiring and promoting to discipline and termination. My new boss said I need to do regular business reviews with my one client. (yes, I only serve one client with an account that size). She suggested her favorite program, PowerPoint. I replied that I'd like to use a different program, AppleWorks 6, now shipping for the Mac, and soon coming to Windows. She said OK.

I made. Normally PowerPoint bar graphs I've seen are boring colors like Red and Green (looks like a stop light to me), but these were much better done, and I used the 3D effects in AW6.

I have photos of quite a few of my employees, and I scanned those in to make a brief movie. The software I used was VideoShop, though the upcoming version of iMovie, called iMovie 2, supposedly can do the same thing.

I also created a QuickTime virtual reality movie of our office, and showed how it is used to the benefit of our employees. AppleWorks 6 does not do this, it requires separate software, I have Nodester, though other products work as well.

I showed my boss a preview of the presentation this morning in my office, on a computer monitor, and it went flawless. She asked for a special type of clip art to be included (a self-

plus lots of creativity) looks better to my boss (and my customer).

I created a color print out of my slides on my Epson 740, and to my surprise the Epson did NOT print the textures in some of the graphs, but they did print when I used my old B/W Apple LaserWriter 300. So it's clearly not an AppleWorks problem. That issue aside, my boss said the printing looked excellent, and she wants to know how I did it. I told her, but I don't think she's getting a Mac anytime soon.

To make things go even better, here are a few suggestions, if Apple is listening:

1. Output presentations to QuickTime. Right now I've got a huge presentation, (some 300 MB) but no one using a Windows computer can see it on their own computer, and the only way to see it is if they have AW6 for Windows when it does come out. If QuickTime output is available, that

I have several pet peeves about presentations. One is that when presenters try to create backgrounds with gradients, the gradients wind up looking like stripes. And this is a very jagged look. It looks like it was done on an IBM Asksketch. Maybe it doesn't have to be that way, but I KNOW with AppleWorks that I can make my own background, with a real gradient, and smooth text. (that I also spell-checked, another omission I've seen in many presentations), and the logo for both our company and the client company. My boss said it looked great.

I was able to use several pieces of clip art from the Clippings selections, to very good effect. In addition, I also used photos and other clip art I have from a second collection. Given my dislike of "string beans", and all of the same looking clip art I see in every other presentation, this was like a breath of fresh air.

The charts were also made with AppleWorks 6 (spreadsheet) and I created textured fills for the bar graphs that coordinated with the background

Clippings has it, so I just dropped it right in, and my boss was beam-ing. (we gave the customer top 2 percent of a fee, and 3% as an exclusive deal).

The actual presentation went very well. I had a little problem setting up the projector (one I'd never used before) and the projector was so weak that it could not show the movie I made (discussed in the sixth paragraph of this post) - the movie froze on the second frame and I was afraid AppleWorks 6 was going to crash, but it did not, and the rest went very well.

Now my boss wants me to show this AppleWorks presentation to our entire Chicago region, as an example of how a business review can be done. The customer is asking if I can help create a movie of their location, put it on a CD-ROM, and they would use it for marketing. Keep in mind one of my company's largest other customers is Microsoft, and two of my customer's biggest owners are Microsoft and Compaq. I'm entrenched in a Windows world, and AppleWorks 6

2. Create a "duplicate" slide number, not just a slide. This would save a whole amount of time.
3. Create an option when changes are made to a master slide, ask something like "should changes, yes or no?" (so for if I change a background color Master slide, I don't need to change every background in the set of slides based on that).
4. Slightly better layout, such as those in ClarisDraw, non-printing guides, wrapped a curve, and so forth.
5. Multiple undos. I'm sure I'll think of other things for the presentation for AW6. All in all we're on the path, I'm looking forward to again, and seeing what improvements our friends in Cupertino have for us.

## October Photoshop / Digital Imaging SIG

Submitted by  
Gary Echart

On Wednesday, October 18,  
2000, the Digital Imaging/Photoshop

SIG will once again meet at Hennepin Technical College in Eden Prairie at 6:30 pm. Jill Gerold, an instructor at HTC, will present a lecture on the use of channels in Photoshop. As you

will recall, Jill gave a lecture on the use of layers in Photoshop and the lecture was very well received.

## It Pays to Attend SIG's

Submitted by Les Anderson

The September Appleworks SIG was profitable for one member. After working on some members problems, and going over a few Appleworks shortcuts we saw a few features of the new Appleworks 6. I was impressed with the features of Appleworks 6,

and waited hopefully for the door prize drawing at the end of the meeting. The door prize was a copy of Appleworks 6. When the time came we all dropped our drivers license in the hat, and an impartial guest drew the lucky license. The lucky member was David Lundin, just think, that door prize has a value of over three

years of Mini'app'les dues. Thanks to Brian Bantz for getting this for us at Mac World.

It pays to attend the SIG's, and learn something too. Other SIG's have had drawings in the past, some even more valuable. See you at the next SIG meeting.

## Time in a Bottle CD Collection...

By Max Jones

Submitted by Harry Lienke

The Time in a Bottle CD Collection, a two-disc compilation based on the Syndicomm Genie Apple II Roundtable and Apple II Programmers Roundtable libraries.

Genie, the center of the Apple II universe for many years, finally shut down in early 1999. But the thousands of library files -- almost 15,000 in all -- were preserved by Syndicomm and are now available on CD-ROM to the Apple II community exclusively through Juiced.GS.

The files were sorted, organized and prepared for distribution by Ryan

Suenaga, a longtime staffer in Syndicomm forums and a leader in the Apple II community. He unveiled the CD project at KFest 2000 and made it available to attendees during the KFest Vendor Fair.

Now, the set of two labeled CDs are available for purchase (in a jewel case!) for the rest of the Apple II world. Packed onto the CDs are more than 1.1 gigabytes of public domain, freeware, shareware and reclassified/freely distributable commercial software. The CDs are in HFS format, and all library file descriptions remain intact. In addition to software files are the many forum archives preserved through the years.

Time in a Bottle can be purchased from Juiced.GS for \$50, which includes shipping to anywhere in the world.

To order, send check or money order in U.S. funds to:

Max Jones

JuicedGS

2217 Lakeview Drive

Sullivan, IN 47882

-- <http://www.wbwip.com/juiced.gs>

Credit card orders are also accepted at the Juiced.GS Online Order Processing Site at: <http://order.kagi.com/?2ZM>

Apple II Forever!!

## Apple and Miniapples present The Apple User Group Product Tour Fall 2000

Date: Wednesday, October 25, 2000

Time: 7:00 - 8:45 pm

Place: Washburn Library, 5244 Lyndale Ave. S., Minneapolis

See demos of Apple's latest hardware and software technology--presented by product managers who actually worked with Apple engineers to bring these products to market.

Grace Kvamme, Internet Product Manager Grace has been at Apple for more than seven years. She is responsible for the Internet-related features and technologies of the OS, especially Sherlock. and Peter Carcione, Portable Systems Product Manager Peter will be talking about iBook. He joined Apple earlier this year after spending 6 years in the PC industry working for Fujitsu

Personal Systems, Fujitsu PC and Everex Systems.

For more information, visit the user group web site at <http://www.miniapples.org/>.

We'll have lots of raffle prizes to give away. See you there!

## Apple eNews September 21, 2000 Volume 3, Issue 21

In This Issue

1. Now iMovie Goes with the iMac to Go
2. iMovie Now Shipping on PowerBook Computers, As Well
3. We Need a Few Good Beta Testers
4. Last Week to Save a Bundle on a Web Bundle
5. Mac Games
6. PowerBook Gives CNN Portable Production Power
7. Technically Speaking.
8. Quick Takes

1. Now iMovie Goes with the iMac to Go

At the Apple Expo in Paris last week, Steve Jobs introduced the next generation of iBook, the most personal of portable computers.

More like an iMac to go than ever, the new iBook comes with FireWire and iMovie software. The FireWire port lets you plug in a wide assortment of digital camcorders, and iMovie software lets you make Desktop Movies

wherever your iBook takes you.

Did we mention the colors? Like iMac, the new iBook comes in Indigo. Very becoming. And iBook Special Edition looks simply stunning in Graphite.

But if you fancy owning an iBook of a different color, you may want to consider a luscious new shade--Key Lime--available only at the Apple Store or as a special order from an authorized Apple reseller.

<http://www.apple.com/ibook/>

2. iMovie Now Shipping on PowerBook Computers, As Well Apple Expo attendees learned another piece of good news. iMovie now comes pre-installed on all new PowerBook computers. Just connect a digital camcorder to your PowerBook via a built-in FireWire port, and you can make Desktop Movies right on location. But that's not all: without increasing the price, Apple has also increased the storage capacity of PowerBook computers. New models are now shipping with either 10GB or 20GB hard disk drives. Like even more room to store files? Then consider ordering your PowerBook with a 30GB hard drive from the Apple Store.

<http://www.apple.com/powerbook/>

3. We Need a Few Good Beta Testers You've heard about Mac OS X. Apple's next-generation operating system, Mac OS X blends simplicity and elegance, power and stability. Developers are already hard at work optimizing applications to take advantage of its inherent strengths. But we also need you to help us make it the most advanced and intuitive operating system in the world. That's why we released Mac OS X Public Beta at last week's Apple expo 2000. We need you to take it on a long, grueling trip. Run the applications you use every day. Play the games. Surf the Internet. Transfer humongous files. We need you to use it, see how it performs, and tell us about your experience. Encounter any unusual behavior? See things you think could be improved? Discover a feature you'd like added? Send us your feedback and help us make Mac OS X your favorite Mac OS of all time. Available only at the Apple Store, Mac OS X Public Beta costs \$29.95 (U.S.) and is available in English, French, and German.

<http://www.apple.com/store>

With its four tightly integrated state-of-the-art tools--Flash 4, Fireworks 3, Dreamweaver 3, and FreeHand 9--the Macromedia Web Design Solution lets you create sticky sites that visitors will enjoy and come back to visit again and again. But you have only one week left to take advantage of this offer: Purchase a PowerBook, Power Mac G4, or Power Mac G4 Cube between June 24 and September 30 and you can purchase the Macromedia Web Design Solution for just \$595--a \$600 savings off the price of the four packages if purchased separately.

<http://www.apple.com/promo/webdesign/>

5. Mac Games Do you fancy yourself a pinball wizard? Super Bowl MVP? Asteroid smasher? Mah-Jongg champion? Thanks to a wide selection of classic gaming titles available for iMac, iBook, and other Macintosh computers, you can be any, or all, of the above. Just visit any online store (like the Apple Store) or your local authorized Apple reseller, and you'll find exciting games to meet any interest--from electronic versions of classic board games (like Scrabble and Chess) to sports (e.g., Madden 2000), solitaire, pinball, bingo, and more.

<http://www.apple.com/games/articles/2000/07/classics/>

6. PowerBook Gives CNN Portable Production Power The story that CNN technology correspondent Rick Lockridge aired the other day made a little TV history of its own, marking the first time anyone at CNN had eschewed the gaggle of traditional production equipment to create an entire CNN segment using a pair of digital camcorders, an off-the-shelf PowerBook computer, and Final Cut Pro.

"I never would have been able to edit the piece on the schedule we had if I had been limited to a desktop computer," says Lockridge, "because I edit-

7. Technically Speaking...

Is your Macintosh system still under warranty? Would you like to extend the protection afforded by that original warranty with a comprehensive plan that offers three years of service AND support at one economical price? We have just such a plan. One that covers hardware and system software. Includes a CD with powerful diagnostic software. Provides toll-free telephone support. And offers a special, members-only web support area. It's the AppleCare Protection Plan:

<http://www.apple.com/support/products/proplan.html>

8. Quick Takes Apple offers the Radeon graphics accelerator card as a build-to-order option on the Apple Store for Power Mac G4 and Power Mac G4 Cube systems. It's priced at \$100.

<http://www.apple.com/pr/library/2000/sep/13radeon.html>

Get a taste of Apple expo 2000. Check out the Music & Audio Showcase. See the Paris gallery. Watch QuickTime coverage from the show floor. Read our keynote coverage. And more.

<http://www.apple.com/hotnews/articles/2000/09/parisexpo/>

New on the Apple Store, 1-Click offers the ultimate in online shopping convenience--the ability to buy products with a single click, the moment you decide to buy them.

<http://www.apple.com/store/>

Who are Andrew Denton, Trevor Flett, Richard Henderson, Peter Garrett, David Hirschfelder, Karl Kruszelnicki, James Morrison, and Mandawuy Yunipingu?

<http://www.apple.com/applemasters/ussiemasters/>

4. Last Week to Save a Bundle

On October 5, 2000, Apple eNews is a free electronic newsletter from Apple published every other week.

The Macromedia Web Design Solution, a selection of powerful yet easy-to-use tools that you can use to create, produce, animate, and manage compelling websites.

How did Rick carry it off? <http://www.apple.com/creative/stories/cnn/>



# Moving to OS X

Reprinted from Sarasota/Manatee  
Macintosh Users Group  
By Stephen Beale

Submitted by John Pruski

Within the next few months, Apple will ship the first public beta release of Mac OS X, and life for many Mac users will never be the same.

Although it will let you run your current Mac applications, Mac OS X represents a radical shift from Mac OS 9.x and all of its predecessors. Some of the changes, notably the modern OS features such as preemptive multitasking and protected memory, will be immediately welcome. Others will take time to get used to. Gone are such familiar features as the Chooser, Apple menu and Control Strip.

Instead, you'll see the Aqua interface with its anti-aliased screen elements and photorealistic icons. You'll see documents and applications rising genie-like from the Dock when you need them, and disappearing in a puff of smoke when you don't. You'll see translucent Sheets that slide out from the title bars of open documents, offering quick access to commands for saving the file or performing other operations. Applications that take full advantage of Mac OS X will have capabilities far beyond those of current Mac OS software. And the new OS promises to end the Mac's second-class status in many areas of computing, such as the enterprise, professional 3-D graphics, high-end server applications and the like. But despite its foundation in Apple's Darwin software, this is not an evolutionary upgrade. It's a revolutionary one, and this will make some users uncomfortable even as they anticipate the goodies. Until recently, Apple offered little public information about Mac OS X. But since the release of Developer Preview 4 at the Worldwide Developers Conference in May, Apple has published numerous documents to help developers get up to speed with the new OS, and has also added a consumer-oriented Mac OS X section to its Web site. Mac OS X remains a work in progress, but it's now possible to get a reasonably clear picture of how the new OS will look and behave when it's finally released to the public. In this ten-part series, MacWEEK will offer an indepth examination of the new OS based on publicly available information, largely

from Apple's own technical documents. Those documents, notably the System Overview (1.2MB PDF file) and Aqua interface guidelines (2.2MB PDF file), are aimed at developers. This series, in contrast, is aimed at Mac users who want to get an early handle on the OS—emphasis on "early," since we won't have the complete picture of Mac OS X until the final public release next year. The elements Mac OS X has four main components: the Darwin core, which includes the Mach 3.0 kernel and a customized version of the BSD operating system; an imaging layer, which includes the new Quartz technology for generating 2-D graphics, along with QuickTime for multimedia and OpenGL for 3-D; a set of application environments—primarily Classic, Carbon and Cocoa—for running OS X software; and the Aqua graphical user interface, which introduces new features such as the Dock, photorealistic icons and a Finder window for navigating local and remote files and media. Darwin. The core software, also available in an open-source version for free download, provides the underlying modern OS capabilities, such as protected memory, advanced virtual memory and preemptive multitasking. Protected memory forces each application to operate in its own memory space; if the application crashes, it doesn't bring down other applications or the system along with it. The advanced virtual memory feature, which is always on, automatically allocates memory resources to applications as needed; Apple says that "out of memory messages are out of here." Preemptive multitasking provides a more-efficient way for applications to share the CPU by actively managing . access to the processor. The current Mac OS is limited to supporting cooperative multitasking, in which applications must give up CPU time for other apps to have access to it. Darwin also provides the underpinnings for Mac OS X's file system and network services, and includes the device drivers that manage access to hardware peripherals, such as printers and displays. The imaging layer. Mac OS X introduces a new 2-D imaging engine called Quartz that is based on Adobe's PDF technology. Quartz, which drives the eye-popping interface features

in Aqua, performs real-time anti-aliasing and rendering of PostScript graphics and also offers built-in layer-compositing effects, such as transparency. For 3-D imaging, Mac OS X uses an optimized implementation of the industry-standard OpenGL API. The imaging layer also includes Apple's QuickTime technology for multimedia. Application environments. Mac OS X will run five kinds of applications—Classic, Carbon, Cocoa, Java and BSD Commands—of which the first three are the most important. The Classic environment, once known as the Blue Box, runs Mac OS 8.x and 9.x applications that have not been modified for the new OS. The applications will run much as they do in the current OS, but won't have access to Mac OS X's modern OS features or Aqua interface. Carbon is a set of APIs that allow developers to take advantage of the new OS features by making relatively modest modifications to their current applications. Cocoa is a development environment for creating new Mac OS X applications. Mac OS X will also support Sun's Java 2 Platform, including a PowerPC version of the HotSpot virtual machine for running Java applications. Aqua. Aqua, unveiled at January's Macworld Expo San Francisco, is the Mac OS X graphical user interface. It's a radical departure from the current Mac interface, and other OS interfaces for that matter. Applications and documents are represented as photorealistic icons as large as 128-by-128 pixels; for example, an e-mail app can be shown as a photo of a mailbox. Icons for applications appear in color; icons for utilities generally appear in grayscale to reflect their "serious" nature. The Apple menu and Control Strip are gone; in their place, Apple offers the Dock, an area on the bottom of the screen for storing frequently used documents and applications. The "Finder," which used to refer to the entire desktop, is now a window that lets you navigate among the Mac's file and network system. This, along with a new printing application called PrintCenter, spells the end of the Chooser.

Beyond the interface

Mac OS X will change the Mac experi-



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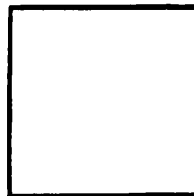
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2nd fold

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Dear mini'app'les  
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ence in ways that go beyond the interface. For example, it takes Mac OS 9's multiuser option to a new level by treating every user as if they're sharing the system with others. You will always begin your session by logging in—though you can automate this—and the system will automatically configure itself to your preferences. Thanks to Mac OS X's NetInfo feature, you can even store your preferences on a server and access them from a different machine, which will restore the same environment you were in when you logged out. Mac OS X extends the multiuser function to applications, which can store unique preferences for multiple users on one machine or network. For example, the same word processor, when launched, could present a Wizard screen to one user and a blank document to another if that's how they've set their preferences. The new OS also uses a feature called "bundling" that allows developers to present all files associated with an application—data and resource files, plug-ins, libraries, localized resources,

tutorials, images and multiple versions of the core software—as a single clickable icon. As a result, a single executable can run on Mac OS 9.x or X or in multiple languages. Bundling also simplifies downloading and installing software, prevents users from accidentally deleting required files, and makes it easier to run applications from a server. The bundling feature appears to support a trend—seen most prominently in Adobe's InDesign page-layout software—toward implementing programs largely as compact software engines with associated plug-ins providing most of the functions. Developers can store required plug-ins, or those considered central to using the program, in the bundle, but optional plugins can still be stored in a separate directory. Mac OS X also includes features that make it easier for developers to add plug-in capabilities to their software. Another subtle change in Mac OS X is the impending retirement of the resource fork. Mac files currently store information in a data fork and resource fork; the latter typically

includes the icon, creator type and other information that the OS uses to identify the file. The problem is that most file systems, including the Web, don't recognize resource forks, and tend to strip them out of the files. That's why you have to convert Mac files to StuffIt archives or BinHex format before you transmit them. Mac OS X doesn't eliminate the resource fork, but Apple is encouraging developers to store resource information in the data fork of a resource file placed in the application bundle. Apple also wants developers to end use of resource forks in documents by placing resources in the data fork. This might be welcome news, but it's not likely that Apple will be touting the death of the resource fork in its TV commercials for Mac OS X. Instead, the whizzy new Aqua interface is slated to get most of the glory. In Part Two of this series, we'll take a dive into Apple's watery new GUI.

## The 16th Annual Hamfest Minnesota & Computer Expo

Submitted by Bert Persson

### The Big One

The 16th Annual Hamfest Minnesota & Computer Expo will be held on Saturday October 28 (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 \$ 7.00

and \$ 9.00 day of show. For more information call (612) 535-0637 or see their web page at

[www.hamfestmn.org](http://www.hamfestmn.org)

Minniapples will have a table at the show where 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](mailto:bpersson@isd.net)



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Volume 23, Issue 11



# mini'app'les newsletter

the minnesota apple computer users' group, inc.

NOVEMBER 2000						
SUN	MON	TUE	WED	THU	FRI	SAT
			1 7:00	2	3	4
5	6 7:00 pm	7	8 7:00	9 7:00	10	11
12	13 6:30	14	15 6:30	16 7:00	17	18
19	20 7:00	21	22 7:00	23	24	25
26	27 6:00 7:00	28	29	30 6:30		

- 1 **AppleWorks SIG**  
Washburn Library  
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John Hunkins, Jr., 651-457-8949
- 6 **Board of Directors**  
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Lisa Huston 651-457-6950
- 8 **Microsoft Word SIG**  
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651-488-9979
- 9 **Macintosh Main**  
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- 13 **Apple II / GS SIG**  
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- 16 **Macintosh Consultants SIG**  
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- 16 **Quicken SIG**  
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Dale Strand, 612-835-5872
- 20 **Fourth Dimension SIG**  
8200 Humbolt Ave South  
2nd Flr. Conference Rm.  
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David Ringsmuth, 612-853-3024

- 22 **Programming SIG**  
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Andre Benassi 763-502-0187
- 27 **Macintosh Novice SIG**  
Merriam Park Library  
Marshall & Fairview, St. Paul  
Richard Becker, 612-870-0659
- 27 **Meet Your iMac / Mac SIG**  
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- 30 **FileMaker Pro SIG**  
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Paul Steve Wilmes, 651-  
458-1513

For the latest Information please call mini'app'les Voice Mail-651-229-6952



# mini'app'les

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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 952-938-2818, Bert Persson 612-861-9578

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## December 2000 Preview

Here is the tentative calendar of our Special Interest Group (SIG) meetings for December 2000. 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

Wednesday	December	6	AppleWorks nee ClarisWorks SIG
Monday	December	4	Board of Directors meeting
Wednesday	December	13	Microsoft Word SIG
Thursday	December	14	Macintosh Main SIG
Monday	December	13	Apple II / GS Main SIG
Wednesday	December	20	PhotoShop / Digital Imaging SIG
Thursday	December	21	Macintosh Consultants
Thursday	December	21	Quicken SIG
Monday	December	18	Fourth Dimension SIG
Wednesday	December	27	Macintosh Programming SIG
Monday	December	25	Macintosh Novice SIG
Monday	December	25	Meet Your iMac / Mac SIG
Thursday	December	28	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, 14
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, 13
Quicken	2, 6
QuickBooks and QuickBooks Pro	6
Mac OS 7	8
Mac OS 8	
WordPerfect	4
Cross-Platform File Transfer	5,14
Networks	11
New Users	10, 11
PowerBooks	11
Classic Macs	11
Power PC 601 Power Macs	
iMacs	12

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. Rodney O. Lain	651-452-5821	EW
13. Gary Eckhardt	952-944-5446	EW
14. Michael Cumings-Steen	651-644-8653	DEW

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 952-938-2818, with your name, telephone number, contact hours, and the software or hardware areas you are willing to help others.

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# Apple Distinguished Educator says revise strategy

by Dennis Sellers,  
dsellers@macccentral.com  
October 9, 2000, 7:00 am ET  
Submitted by Bryan Lienke

Apple Distinguished Educator Anthony H. Robinson, who has been an Apple advocate and purchaser for over 11 years, thinks Apple needs to revise its hardware/software strategy.

Robinson is technology director K-12 for Putnam County Schools in Tennessee. He just finished the Tennessee leg of the "It's All About Learning Tour" with the Apple gang.

"I have spent more than 11 years either influencing the decision to buy Apple products, and have been the primary decision-maker of those purchases for my school system since 1992," he told MacCentral. "To say I am advocate for the platform is an understatement at best. We have bought millions of dollars worth of products over the last 11 years."

Robinson says that Apple has done a good job of listening to its customers for the last couple of years, but wonders if "they have really heard us."

"Yes, the iMac is a brilliant marketing ploy and one of the best computers since the old Iie Platinum," he says. "The Cube is way cool and the tower is the best looking computer on the market, bar none. But great looks only go so far! Apple started with a great four-tier strategy, and it seems to be working for the most part. But it's time to take it to the next level. I

know what I'm proposing isn't Steve's idea, but it is a real person out in the field who buys Apple products and supports them, too."

Here's what Robinson says is important and needs to be done, based on what he sees on a daily basis:

\* Megahertz matters. "I don't want to hear the company line about dual processors and that, yes, the G4 500 is faster than the Pentium 1 GHz," Robinson says. "I know that, but your average Joe doesn't know -- and you WILL NOT convince him. We might as well be honest. If I am buying/selling computer A for \$1,599 at 1 GHz and computer B for \$1799 at 500 MHz, which one will be chosen? Not computer B. Joe doesn't understand Altivec and, moreover, he doesn't care. He just wants to tell his friends that his computer is a 1 GHz machine. The slowest Wintel chip I could find on Dell's page was a Celeron 566. While it's certainly no competition for the G3 or G4, the point is that 566 sounds like more than 500. Megahertz appearance is just as important as exterior plastics."

\* Give us an iMac with a 17-inch monitor. "The 15-inch monitor is a deal killer," Robinson says. "The biggest complaint I get is, the monitor is 'too small.' Go with a 17-inch short neck. If Apple can get all that power in an 8-inch cube, surely the lowly iMac can be put in a 17-inch monitor case."

\* Drop the price on the Cube. "Even at the education price it looks too expensive," Robinson says. "As was said to me last week, 'Why would I get that 450 MHz system with no monitor when I can get an iMac at 500 MHz with a monitor and printer for about the same money?' The average person may not understand all the technical jargon, but they do know 500 is more than 450."

\* Kick Motorola's butt. "This sounds like more of number one, but the difference is Apple could make a deal with IBM to perfect the G4 and increase the speed on the G3 (which they have already done)," Robinson says. "Maybe even bring AMD into the act. There is nothing AMD would like better than to take more business away from Intel, and I bet they don't even care what kind of chips they sell. They have a new state of the art factory. It all translates into dollars."

Finally, 10 months at 500 MHz on both chips is four months too long. He says Mac users need 750 MHz now and 1 GHz by late spring as the slowest Pentium on Dell's page is 733 MHz.

"Apple must remember that glitz may help you win a battle, but it is the guts that win the war," Robinson says.

## Griffin ships Cube serial card

by Brad Gibson, bgibson@macccentral.com  
October 6, 2000, 9:00 am ET  
Submitted by Bryan Lienke

Griffin Technology Inc. announced Friday it is now shipping the first Power Mac G4 Cube third-party add-on board that gives Mac users full serial support.

The US\$49 CubePort universal serial adapter gives Cube users a single serial port in place of the 56K modem. The board can be installed by an authorized Apple dealer who sells

Griffin products or by customers themselves.

Griffin first announced the Cube serial card on September 15.

In other Griffin product news, the company has posted version 2.51 of the iMate USB to ADB driver that allows IPD Alphasmart input devices to work with the 2.x version of the iMate driver. Additionally there is a fix for situations where the iMate control panel would not work.

The current iMate driver that sup-

ports all custom ADB drivers should be supported under the shipping version of OS, Griffin said. "We also expect to have a beta version prior to final OS X shipping version that will support devices that use custom drivers or communications protocols like trackballs, hardware protection dongles, drawing tablets and joysticks directly in OS X," the company said in a press statement.

# X-Plane updated

Submitted by David M. Peck

X-Plane, the powerful OpenGL flight sim that is without a doubt the most comprehensive of its kind, recieved an update this weekend. The list of updates is long, so I'm only going to give you part of it:

## INTERFACE/CUSTOM STUFF

- Fully-customizeable keys: check out the RESOURCES/KEYS folder... you can set your keys now any way you like!
- Go into World-Maker, put it in obstacle mode... now zoom way in on an airport... scenery-designers will be very pleased.
- HUD location and size is now customizeable in the viewpoint window in Plane-Maker.!
- Plane-Maker allows aircraft weights to be set to the 0.1 lb for RC planes.

# iGeek: The insanity of Wall Street

By David K. Every

Submitted by Bryan Lienke

Contributing Editor David K. Every is a software engineer and editor of the MacKiDo Web site. He's been playing with and programming Macs since 1984 and can be reached at dke@mackido.com.

I am always amazed by how much Wall Street hates Apple.

Many people believe that you can't be different in the world and succeed, despite the fact that most successful companies were different--which is how they prospered in the first place. But this attitude is reflected in analysts' reports on Apple, which claim that Apple's latest successes are just delaying the inevitable. And when anything minor goes wrong, they foretell the death of Apple once again, as they have since 1981 and the introduction of the IBM PC.

The latest example of the hatred of Apple can be seen in the stock plunge. Apple issued a warning that revenues will be off by about 10 percent for the year, and earnings off by about 33 percent for the quarter. The Chicken Littles of the world overreacted, and soon the press was back at its old game of declaring the beginning of the end. Again.

- Cockpit lighting at super-high altitude better. (Shuttle, Mars, X-15)
- Plane-Maker lets you zoom in on the fuselage section cuts!
- Indicate in Plane-Maker if the plane has standard nav lites or not in the view menu.
- Throttle up/down a bit from the joystick operates the collective on the helos.

## REFINEMENTS

- Jet-engine n1-mapping a bit better...
- Lit up OBJ TRIANGLE TEXTURES are ok now as well...
- Issues of temperature being reported correctly for elevation addressed...
- Graphical data output a bit "cleaner" looking and more precise to view...
- Engine/fuel flow/temperature response to mixture tuned a bit... best power is a bit rich of peak EGT now...
- Thermals taper out when real low since air is coming from the side at

that point not from below as in real life..

- Hangars/tower never bunched on top of each other like they used to be sometimes, trees drawn a bit better...
  - X-Plane uses male not female ATC voice now... works better for other speech engines...
  - No more jerky cloud movements as you fly into rising terrain.
- Check out the official website for the full piece of the cake. This update brings X-Plane up to version 5.41.

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## The basics

The entire high-tech sector is sensitive right now. The dot-coms tanked at the beginning of the year, when people finally realized that they were overvalued. (The "duh!" heard round the world.) What's amazing is that many little dot-coms took it worse than the big ones, an irony because I think the smaller ones, and those in special sectors, stand the best chance of not being over-saturated, and thus giving you a better return on investment.

But what do I know? I'm not an investor who responds to hype and perceived value; instead I tend to buy based on actual value. This is a dangerous assumption, since I'm gambling that humanity will get a clue, and that the many simple-minded stock analysts won't control the world forever.

Intel came in a week or two ago, and gave everyone a sanity check--pointing out that the company may not reach goals--so they took a minor correction. And there seem to be indicators that federal measures to choke the flow of growth (by inflating the cost of money) have been working, and slowing down the economy just a bit. And we are in an election year, which always makes investors a little

trigger happy. Analysts seem to predict doom and gloom if candidate "X" gets elected, and it never seems to make a difference which one is elected since they are more the same than different.

Then Apple makes its minor warning, and suddenly the company is supposed to be worth \$8.37 billion less than it was the day before. Why? Because it only made just under \$2 billion (somewhere between \$1.85 and \$1.95 million) this year, instead of just over (\$2.05 million)? Or because it only grew about 20 percent this year, instead of more. Oooh, scary stuff -- the company is doomed, doomed I say! Sell now while you still can.

## What happened?

This crosses the line from stupidity into insanity. What happened Friday that made Apple's previous valuation of \$17.39 billion suddenly so wrong? In most ways that you measure a company (P/E ratio, earnings, year over year growth, customer loyalty, and so on), the company is exactly the same today as it was a few days ago. In fact, this news likely means that next quarter will be better.

The big problems this quarter were as follows:

1. The iMac line was revamped late in the quarter, and Apple was pulling the older models off the shelves. This causes a slowdown, because you don't want to stick stores with lots of old models. And it took Apple a little longer than it had hoped to ramp up the low-end iMacs (\$799 models).

2. The iBook, as well, was revamped late in the quarter. Again, this means that you ramp down manufacturing and sales of the old model, and ramp up the new ones. Customers start getting leery about buying a computer when they expect a new model "any day now," and it's taken a little time to fill the stock on these new machines.

3. This was compounded by Apple's education quarter, the one when schools often buy heavily (the lowest-end models). Fewer models were to be found, and those were about to be replaced. So schools likely just delayed purchasing. Ouch. Bad timing. Not an indicator that iMac or iBook sales are slowing down significantly, just that introduction and delivery was mistimed. In fact, the models still seem to be moving quite well, and still offer excellent features and functions--even more so after the speed and feature bumps.

4. PowerBooks haven't gotten a major update in a while, so the line's sales and hype are winding down, and Apple isn't making the high-margin sales on the PowerBook that might be hoped. Rumors of new model announcements likely further depressed sales. However, this is a temporary situation, and we are likely to see new models and stimulation of this quadrant before the end of the next quarter.

5. Apple overpriced the Cube. Apple planned to have it as a larger-margined version of the iMac, and while it is an excellent machine that is selling well, it isn't selling as well as Apple had hoped/predicted. People basically said that a stylish, headless iMac (with a G4) is nice and a trend-setter, but not enough to warrant a \$500-plus premium. OK. Big deal. Companies price things, and then

adjust them based on market demands. It's easier to move a machine down in price than up, so I expect that Apple will react--bundle monitor and Cube, or drop the price, or add in software--to make it more attractive. Nothing traumatic or tragic, so no big hiccup.

What is likely to happen?

Steve Jobs described this quarter as, "We've clearly hit a speed bump." Not an exaggeration by any means.

Apple has smart leadership, smart people and good products. They've ramped up iMac sales, and have newly invigorated iMac and iBook lines. They are likely to introduce new PowerBooks before the holiday sales season. They may even reposition (slightly) the Cube. The G4's are still good machines and selling well, and demand isn't likely to go away. So this next quarter is likely to go fine as well. If the season is down, and the world economy isn't as great as last year, it could mean that Apple grows only a little. But Apple is not facing the kind of risk that would warrant the big selloff we saw.

Furthermore, if it were likely that the economy would turn down in the computer sector, then we should have seen bigger adjustments in PC companies. Let's face it: If people start getting frugal, they usually run to chop shops and start buying the cheap knockoffs rather than Compaq, Dell or Gateway.

So any kick in the market's shorts should be far worse for them than for Apple, because Apple is not just another PC clone company. It adds value, features and functions that PC's don't have. If you want a stylish, fanless machine, or you value your time (and like avoiding tech-support calls or fighting with installers) then Macs still have the same superiority they did a week ago. And while PCs are getting a bit easier to install and set up, they still haven't achieved the ease of use of the Mac. And this is at a time when more and more people are wising up and realizing that the Mac's superior design has value. So I think any downturn in the industry would be worse for the other machines than

Macs.

The only thing that could really change this scenario and hurt Apple is a bunch of negative hype, by the choice-haters in the world. Then maybe they could scare off customers like they did five years ago. But there seems to be a cycle time of every few years when the doom and gloomers get another chance to create the "Apple is doomed" scares all over again. <Yawn> If the bias weren't so vitriolic, it would be boring.

Fortuna's spin

One of the worst examples of bias that I read was at CNNfn. The author offered stellar quotes like:

"Most of the analysts who downgraded Apple Friday said that the revenue and earnings shortfall was a company-specific problem, not a sign of a slump for the entire personal computer industry."

Hello! It was like two or three of 20 analysts that downgraded the stock. This is not a compelling argument, this is deceptive attack.

"In our opinion, investors should not read this Apple blowup as evidence that PC demand is weak," said Merrill Lynch analyst Steve Fortuna in a research note.

Steve Fortuna is one analyst among many. Listening to one voice is seldom "balance." Some of his recent analysis includes:

\* He disliked the Cube from the beginning, saying he didn't understand its niche, and believed the lack of expandability would hamper it. (So he failed to see its niches, but he didn't question the price point?)

\* In July, when he talked about this quarter's Apple sales, he predicted the company would have higher-margin sales than they had before--projecting an 8 percent rise in average selling price, despite the fact that Apple was introducing newer low-priced models, and going into an education quarter, where low-end sales (not higher-end) usually increase.

\* He said in an interview that Apple's recent sales growth was driven up by upgrade sales, but to mix a metaphor, said that when the "juice" has been squeezed out of that "orange" later this year, Apple will have to "find more first-time buyers." I don't think he realized the number of new buyers in the iMac and iBook lines.

\* He went on to predict that Apple didn't have any long-term survival abilities in 2001 unless it shifts into making Internet appliances (and predicting that they would). This is because he thinks the upgrade sales will die out and that Apple can't get enough converts. But he ignores Mac OS X, and does he think that Apple has had 11 straight quarters of just upgrade sales? This makes no sense.

What I see in Fortuna is someone who is trying to make his own reality, or someone who believes his own hype. He predicted an increase in average selling price that doesn't seem to have happened. Strike one. He predicted that Apple's sales will slump not this quarter but in early 2001; he predicted an upturn for this quarter. Strike two. He doesn't seem to understand the draw of the iMacs and iBooks, and thinks that Internet appliances are the way to go, when many people only use the appliances as a stepping stone to buying more robust machines like iMacs or other PC's. We'll see if his predictions of Apple jumping into this market before or at January Expo are correct.

#### CNNfn's failure

Analysts want to be right, so predicting the beginning of the end in order to bring it about is not an uncommon tactic. I'm sure no ego is involved, and that Fortuna's attacks against Apple have nothing to do with his failed predictions.

But the really shameful thing is CNNfn's failure to do its job and investigate the people it quotes, and fairly disclose both sides of a story, or what biases (and success record) those sources have. Even worse, CNNfn got into spinning on its own with a chart that implied Apple's downturn.

The chart shows a substantial drop in June. Why? Because Apple did a stock split! CNNfn didn't adjust for it in the chart, nor disclose the fact. This is a horrendous error; stock charts always adjust for after-split cost, or they at least disclose (in big large letters) that there was a split. Without this note, the chart shows a downtrend that makes Apple look like a bad investment of late, when quite the opposite was true.

...and bias?

Other disingenuous quotes followed.

"In addition, Apple's announcement on Thursday was especially troubling because it noted that the company's sales have been weak in the education segment, a part of the market Apple historically has dominated."

This is their idea of a balanced news report? Spin things in the most negative way, and never explain the why's? Why were education sales weak this one quarter? Maybe because Apple didn't have the machines to sell. This isn't the beginning of some huge loss in the education segment; Apple is still very strong there. It is a minor one-quarter blip. To offer half-truths like this should be shameful to any magazine or news organization that claims to be professional and unbiased.

They went on to compound their spin with more spin. They brought back the "Apple was doomed" in 1997 stuff, which was never as bad as it was sold as. But they played that old card to try to bash Apple and scare away customers.

Then they discussed how Apple has a good balance sheet, but quickly suffocated that positive point by pointing to Apple's market share. Comparing Apples to oranges, or Apples to PCs, as if there is a comparison. Why not compare toasters with embedded processors, or WebTV sales to PCs as well?

They kept harping on the old, "Apple needs more software developers" diatribe, but failed to point out that more developers than ever have been moving to the Mac, and that OS X is likely to invigorate the movement


even more. They dodged the OS X Public Beta, and what it might mean to new development. Instead of telling the truth--"things have been looking up lately, with more investment and ISV's moving over," as well as a more-portable OS technology and better development tools--they make it seem the other way, that Apple is just barely hanging on.

Then CNNfn quoted Fortuna saying that Apple should think "outside the box" and follow Gateway. Hello! Are Fortuna and CNNfn really that ignorant of Apple's plans? It was nine months ago that Apple unveiled its strategy to do exactly that! Steve Jobs even called it "thinking beyond the box" in his Macworld Expo keynote. And at Expo, Apple talked about its new Web-based services, and how they were offering more technology services, and their partnerships, and so on. Apple revamped its already-profitable enterprise division (which they'd had since the NeXT acquisition, and before) to be iServices. To do what? Offer training, services, Internet consulting, and more. So Apple, which has been following this trend for between one and 10 years (depending on how you want to count) should look to Gateway's lead? Who started which trend when?

There are many trends going on in the computer industry and the economy at-large, but the cycle of mindless vultures pouncing on anything slightly negative in order to bash Apple is old and tiring. The problem is that news outlets are failing to do their job, such as investigating their sources, explaining both sides of a story, offering balance, or providing real analysis as to what happened and why. Interestingly, CNNfn forgot to disclose its partnership arrangements with Microsoft when it began bashing Apple. This makes CNNfn's story (and ones like it, both past and present) less about news, and more about hype and misinformation.

#### Full disclosure

I've invested in Apple stock. I've more than tripled my money (even after last week's adjustment) in the last few years by betting on Apple when the analysts said it was doomed. When a company is undervalued, and has



good technology, good strategies and good people, in a growing industry, I think it is a good investment. That Apple's stock took a pounding the other day just means that it is an even better investment now. I think CNNfn has the acuity to realize this, if it wanted to, but it is safer to follow the herd and bash alternatives, rather than take a risk and recommend them.

Heck, my philosophy applies to more than just Apple. I did the same thing the other day with Ford as well; its stock halved in value because of over-reaction to problems with Firestone tires. This large a drop in a stable company like Ford is rare, so I put some money there as well. Ford will bounce and, in a couple of years, no one will remember what the hype was about.

I'm not blindly contrarian. I just think I have more of a clue than many analysts do, and my ego isn't so big that I have to prove I'm right, or twist the

truth to try to make myself right. I try to just live, learn, and go on, and gamble that, over time, sanity will eventually win over stupidity and hype.

#### Conclusion


Apple is releasing new machines that are likely to be much faster and much more multi-processor aware, a move the industry will follow in a few years. It looks like Motorola may finally be getting off its incompetent rear and speed-bumping its processors, and completing its new processor designs. Apple has OS X in the works, which has a lot of potential. Consumers are finally catching on to the MHz game, and more of them are buying computers based on features and design rather than just on specs. The Internet is taking off, and things are becoming more standard and open, as is Apple's OS (UNIX-based).

This all means more software and solution choices for Macs. Even the

boom in Linux server sales is a likely win for Apple, in that the sales are coming from NT and Windows more than Macs. And Linux is more open than Windows, so it is a trend away from Windows to other choices. Microsoft is in a serious lawsuit that could easily end in its breakup, which would remove its biggest competitive advantage. Just having the government lawyers breathing down its neck is keeping the company more honest than it's ever been.

So most events and trends of late seem to be in Apple's favor, not against. Once again, I'm left to question what the selloff of Apple's stock was about? Was it sanity, and people coming to their senses, or was it stupidity and people overreacting to hype? If it was the latter, and I think it was, then I see Apple as a big investment opportunity.

## WebSideStory: Apple retains core user base on the Web



by Dennis Sellers, dsellers@maccen-tral.com

October 9, 2000, 7:00 am ET  
Submitted by Bryan Lienke

Hard as it is to believe with Apple having sold almost four million iMacs, many to first timers on the Mac platform, WebSideStory, a provider of real-time Internet intelligence and Web audience analysis, has reported that in terms of global Web usage share, the Mac OS has remained steady at around 3 percent since early 1999.

According to the WebSideStory data, Apple has retained a core following


among Web surfers worldwide, but hasn't cut into the Window's global OS share. As of Oct. 4, 2000, the Mac OS accounted for 2.84 percent of all monitored Internet usage, according to WebSideStory's StatMarket (whose statistics, according to WebSideStory, are collected from more than 40 million visitors a day to nearly 200,000 Web sites worldwide).

Windows had a usage share of 92.8 percent on the same date, while Unix had 0.44 percent. Other operating systems, including Microsoft's WebTV, Linux, SunOS, Silicon Graphics IRIX, Amiga, and IBM OS/2 among others, had an aggregate 3.90 percent usage

share worldwide.

Apple's Mac OS usage share on Jan. 10, 1999, was 2.66 percent. It hit a low of 2.39 percent on Aug. 1, 1999 and then a high of 3.21 percent on May 9, 2000, according to WebSideStory data. While the overall growth in Mac's usage has been nearly stagnant; it has held ground better than Windows, which has dropped by more than a percentage point from 94.11 percent on Jan. 10, 1999. Other operating systems have risen by more than a percentage point collectively since early 1999, according to the report.

## Time to defend Apple



By John C. Dvorak, PC Magazine  
Submitted by Bryan Lienke

Image and presentation are extremely under-appreciated in the tech world. Under-appreciated by everyone except Steve Jobs.

I was more than a little amused last week when Apple stock dropped by a whopping 50 percent in one trading day just because the company is

doing so well but can't keep up with demand. Okay, the stock market mavens are nuts nowadays and panicky, too. No sooner did the stock drop when a series of negative reports came out regarding the Apple Cube saying that many were developing hairline cracks. Hmmm, let me think. A big thick piece of clear plastic developing a crack. Incredible! I've never heard of such a thing. Assuming, of course, I've been living under a rock.

Plastic, indeed, cracks like that -- get over it. Fact is, Apple is getting a bum rap. But exactly why is Apple getting so much attention?

#### Doing design

Apple has managed to relight its fire based on nothing more than a pent-up demand for hot-looking computers. We cannot deny this. The sad part about this is that the PC world has

been unable to counter any of this with advanced designs. The old argument that people do not care about the look of a computer denies one simple fact of life: Most people care about the look of everything they own, although some will not admit it. Even people who buy pug-ugly cars such as the Ford Focus consider the design. Exactly why some people have such off-beat taste is another issue.

The key to Apple's good-looking machines is the anomaly known as Steve Jobs. No matter what anyone thinks of this egomaniac, there is no denying his heightened sense of style. He once said he didn't like Microsoft and company because as a whole the company had no taste. He's aware of his own good taste and finds people who don't have some sense of taste to be repugnant.

Jobs is a unique person who is a genuine taste-maker and could as easily be comfortable in the fashion industry cussing out models as he is in the computer business cussing out whomever. It's a unique skill that is probably more important than ever (taste, not cussing). It saved Apple, for sure. Now the question remains whether the rest of the industry can follow his lead. So far the answer is no. There have been some half-heart-

ed attempts, but nobody has jumped in with guns blazing. I'm more convinced than ever that we'll never see jazzy-looking PCs, because the kind of engineering and MBA talent that runs the computer manufacturing companies doesn't get that stylish. The closest anyone in the computer industry comes to Steve Jobs is the ascetic Larry Ellison with his \$5,000 suits and Japanese taste in environments. But he runs a software company and only dabbles in hardware once in a while.

That leaves nobody who cares enough to make a difference. The point is that this is not the fashion industry, and Steve Jobs is simply a fluke. What must be considered is the fact that this one lone element of good taste can make such a huge difference on the bottom-line profits of a company. Exactly why this phenomenon has not been promoted within the business-school environment is mystifying. Good taste is something that if you don't have it, you don't miss it. Few, if any, great American business-people have it. They were raised in a sterile environment unless they came from Europe. Few Americans are surrounded by art when they are children. Few are taught about good taste. Good taste to the American boy who becomes a scion of industry is a racing stripe down the middle of his car.

Most people cannot even dress themselves.

How about a Wintel machine?

I'm reminded of a time when I was giving a talk at an IBM sales meeting some years ago about industry trends. It was during the era when IBM had relaxed its dress code thus allowing employees to wear what they felt comfortable wearing. I looked into the audience and was stunned by the sea of mismatched clothes and dubious outfits. I thought to myself, Now I understand why IBM had a dress code! They don't know how to dress themselves. And these weren't just engineers but sales people too! Issues of good taste and style are very low-priority, especially in the tech world where raw brain-power and new ideas are considered the most valuable of assets. If you're a slob, so what?

But always lurking underneath it is image and presentation. Both are extremely under-appreciated in the tech world. Under-appreciated by everyone except Steve Jobs. I just wish he'd bite the bullet and do a Wintel machine for the rest of us

## Ongoing Deals for Minn'app'les Members

Submitted by Tom Gates and Bert Persson

The following businesses have agreed to provide ongoing discounts to members of mini'app'les. When you contact these companies, please identify yourself as a member of mini'app'les to qualify for these discounts. For questions related to these discount offers, please contact Tom Gates - (612) 789-1713 evenings and weekends.

**Power Protection Products**  
Surge Protection strips, Battery backups, line conditioners, etc. Contact Keith Kalenda at Business Security Products (612) 789-1190. 1/3 off APC SurgeArrest line of products 25% off APC BackUPS, SmartUPS and related products.

CartridgeCare, Inc.  
CartridgeCare, Inc. of Roseville is

offering Mini'app'les members an additional \$5.00 off the cost of laser printer cartridges. They handle supplies for, and do repair work on equipment from a number of manufacturers. For example: Apple, Canon, HP, IBM, Epson, Sharp, Brother, Panasonic, Okidata, Minolta, to name a few. They also provide free next-day delivery and core pickup in the metro area.

For additional information about the user group discount and other services, contact CartridgeCare at (612) 331-7757.

**Macmillan Publishing/Peachpit Press**  
Once again we are offering a 40 % discount on Peach Pit Press and MacMillan family of book companies (Hayden, Adobe Press, Que, Sams, Brady, NRP, and Alpha). Contact person for Peach Pit Press is Keary Olson, he can be contacted at SIG meetings

or on our BBS (home phone 724-0031). In order for our members to receive the 40% discount, Peach Pit Press requires that a number of books be ordered at the same time. Therefore please allow at least 4-8 weeks when ordering books from Peach Pit Press. Minnesota sales tax and a \$ 0.50 shipping charge will be applied to each book ordered. The 40% off MacMillan book offer can be applied on individual purchases plus Minnesota sales tax and a s/h charge. Use the mini'app'les account number # 10782880 -when ordering.

MacMillan Publishing produces frequent listings of new titles that have been added to their catalog. Mini'app'les will attempt to have these available on the BBS in addition to the catalogs.

# Why Mac OS X isn't a Mac OS

Gordon Mulcaster, gozer@mac.com  
Submitted by Greg Buchner

First a bit of History to frame my points.

Any modern\* desktop operating system is an amazingly complex device. It must manage memory, 2D and 3D graphic accelerators, third-party apps, drivers and hardware, inter-application and even inter-computer communication and interact with the user in a way that is easy for non-technical people to understand and use.

When the Mac was being developed the overriding idea was to bring new levels of power (and therefore ability) to people who didn't have computer science degrees, the "rest of us". It implemented an object oriented UI that was so good it has since been copied (the concepts of, if not the look) with varying degrees of success by almost every other desktop OS.

The Mac's designers did a very good job of hiding the complexity of the OS behind a "candy coated shell". The designers of other systems have done the same, the Mac's designers just did it the best. The reason, the Mac was built from square-one with this concept in mind. Mac OS X is starting with a complete OS (Darwin, i.e. BSD UNIX) where the complexity is in plain sight, Apple's task now is to hide it.

Mac OS X is bringing with it (via Darwin) lots of new (for the Mac) technologies, protected memory and preemptive multi-tasking probably being the two most important. These technologies were not unknown when the Mac was being developed (the Lisa used pre-emptive multitasking a year prior to the Mac's release) and it's unfortunate that the Mac's designers didn't include them or (where impossible -- 128K isn't very much room) at least include the hooks to implement them later (e.g. make all the tool-box calls re-entrant). The original Mac didn't have enough memory to reasonably run two applications at one time (it didn't really have enough to run one) so things like multi-tasking and protected memory weren't concerns.

But the computer industry doesn't stand still, the Lisa had a staggering (for its time) one MB of RAM, the original Mac came out a year later with only 128 K (one eighth of a MB) -- today a video card is considered under equipped if it only has 16 MBs and computers routinely have 128 MB (1,000 times the original Mac's memory) and a GB is not that uncommon. As the Mac developed and new models were released with more RAM multi-tasking became possible and desirable and we got Multi-Finder but it was a hack\*\*.

Multi-Finder is still with us in OS 9 (although it's just called Finder now) and it's still a hack. OS 9 doesn't have memory protection, the Toolbox isn't fully reentrant, multi-user support is a hack, etc. So while the Mac hasn't kept up with the industry on the technical side (a few key technologies aside, e.g. colour sync and quicktime) the lead it took in 1984 has allowed it to keep up (and still be aout in front) on the interface side -- the Mac OS is still the easiest OS to "just get stuff done" with ("stuff" being non-computer stuff, e.g. editing a picture, recording a song, writing a letter... if what you want to do is serve Web pages the Mac's interface is of little concern).

Enter Mac OS X, its BSD/Mach base supports memory protection, preemptive multi-tasking, multi-users, multi-processors and all the other hot industry buzz-words. Apple's task with OS X is to wrap a GUI around it and hide the complexity, a daunting task to say the least. As can be seen with the public beta Apple has a long way to go, for example:

All OSs need the ability to be extended, whether it's to support a new video card, new printer, new font or a new multi-media format. With the Mac such extensions are handled by dropping files into the Extensions, Control Panels, Fonts, Control Strip, etc. folders. To make things even easier for Mac users, if such a file is dropped on the system folder, the system identifies it and puts it in the correct folder. The Extensions Manager automates things without taking away the direct manipulation ability. It's

similar for startup and shutdown items, fonts, colour sync profiles, postscript printer definition files (ppd's), etc.

(Technically the method these extensions use to patch into the Mac may not be as good as that used by Mac OS X, but that's not what I'm discussing here, I'm talking about how the user manages such things.)

Under Mac OS X extensions are listed in various XML formatted text files. So while a Mac user can enable and disable extensions using the normal file manipulation methods they are familiar with, Mac OS X users are going to have to rely on installers and uninstallers. If the user wants to directly manipulate things under Mac OS X (say to diagnose a problem) they are going to need a much deeper understanding of how things work.

For another example, the Mac handles volumes (HDs, network, floppies, CDs, etc.) in a very straight forward manner, when mounted they appear as an icon on the desktop available for direct user manipulation. Under OS X they are hidden away in a Window. Users see HDs, CDs, etc. (i.e. volumes) as separate entities and Macs treat them as separate entities. Mac OS X attaches volumes into the file system at an arbitrary point, while this may be a very nice feature for technically-oriented people, it makes things harder for non-technical users (i.e. "the rest of us") to understand.

The Mac has the most forgiving OS around. For the most part the user can move and rename file and folders with impunity. I've seen Macs with three or four old OSs laying around in the boot volume. I've seen Macs with multiple versions of the same extension. I've seen System Folders buried half a dozen folders deep and named "Don't Touch". I've seen Macs that have extensions designed to fix a problem with an older OS in a newer OS. I've seen Macs with drivers for hardware that was taken out of the computer a couple of years ago and they all still work.

Some people are bound to say that the way Mac OS X handles things is



better, that the technical improvements are worth the additional complexity -- and they may be right (but keep in mind that some people like complexity). I'm not so sure, I support 75 or so Mac users (mostly audio and video-post artists) and when I try to explain the technical advantages of Mac OS X their eyes glaze over... they aren't "computer people", they just use computers. And they use Macs because they can get their work done on their Macs without having to understand how they work.

When released Mac OS X may be the best, easiest to use version of UNIX available and it may run most existing Mac programs without a hitch, but it

## Yahoo still lagging in Mac friendly service

by Dennis Sellers, dsellers@maccen-  
tral.com

October 6, 2000, 7:00 am ET  
Submitted by Bryan Lienke

There's still no word from Yahoo - the Internet media company serving over 120 million users monthly -- about when it's services will be more Mac friendly. As we reported in June, Yahoo has introduced several new software-based services that are generally only available for Windows, such as:

Yahoo Player, a digital media player based on Windows Media that plays MP3s, CDs, etc.

Yahoo Finance Vision, a financial news application that's a combination Web site/streaming video feed.

Yahoo Toolbar, a browser add-on toolbar that has a search box, links to

isn't a Mac OS. Apple should be making that clear in their marketing, their slogan for the roll-out of Mac OS X should be:

"The Mac is dead, long live the Mac"

If they try to market this as a Mac OS I think they will see a backlash when "normal" Mac users start trying to use it.

Windows was built on top of Dos in the mid 80's and even to this day that legacy shows through, even with Windows 2000. Can Apple do with Darwin and Mac OS X what Microsoft couldn't do with Dos and Windows

many My Yahoo modules, and alerts for new Yahoo Mail. And while there is a Mac version of Yahoo Messenger, an instant messaging client that also hooks into many Yahoo services like mail, news, sports, etc., it has fewer features than the Windows version (including no voice chat).

MacCentral reader Jeff Darnell says he's sent several e-mails to Yahoo! Broadcast, but "they've skirted on the issues that they exclusively use the Windows Media Player and that their multi-linked stations don't work on the Mac (same as Real Player ads before broadcast)."

"All I get is the commercial, and then I'm told I've lost connection in a window," he says. "This happens because Windows Media Player on

NT?

\* for the purposes of this article "modern" is defined as supporting multi-tasking, a GUI, (local, intra, and inter)-networking, multi-media, 3D graphics, etc.

\*\* "hack" is not a derogatory term.

\*\*\* If you have the Beta installed you are not a normal user.

the Mac is old. This frustrates me to no end. I have stations I used to listen to on Real Player, and now I can't. Almost all radio stations in the U.S. have Internet broadcasts and 95 percent of those are broadcast from Yahoo with WMP. This is supposed to be a service that everyone should have an equal right to use."

Contact Yahoo about this situation, and you get a standard reply along the lines of, "we are aware there is great demand among our Mac users, but at this time we have no timetable for developing a Mac version." But you're certainly welcome to ask them (politely) to add Mac support.

## Simple Technology debuts Flash Disk Module line

by Ben Wilson,  
bwilson@maccen-  
tral.com  
October 7, 2000, 9:30 am ET  
Submitted by Bryan Lienke

Simple Technology has taken its expertise in the flash memory market, and used it to create a new line of products dubbed "Solid-State Flash Disk Modules." The product is intended to offer an alternative to traditional hard drives while using existing connection methods.

Simple Technology's Flash Disk Module offers a transparent design, replacing or augmenting convention-

al IDE hard disk drives.

Specifically, the product line is available in 40 pin (100 mil spacing) addressing similar functionality to 2.5" hard disk drive, 44 pin (2mm spacing) addressing similar functionality to 3.5" disk drives and standard 144 pin SoDIMMs.

The product line is intended to plug directly into the existing IDE connector style and does not require any modification to the software at the operating system or drivers, given that it fully adheres to the ATA/IDE standard.

"Specifically, we are positioning this family of products as an answer to the increasing storage demand for users with small footprint/high capacity needs. The increase in capacity offered does not compromise low power consumption, performance, compatibility and reliability of the solution offered," said Jeanclaude Toma, vice president of Marketing and Business Development for Simple Technology.

Pricing for the new storage devices has not yet been announced.



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3.5" System Disks(All Other Systems):	\$2.00/Disk	N.A.

(Price includes 6.5% MN Sales Tax)

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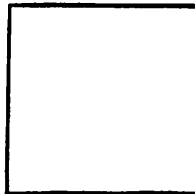
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2nd fold

1st fold

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

## Trans Intl announces PowerBook high capacity hard drive

by Brad Gibson, bgibson@maccen-  
tral.com

October 6, 2000, 10:40 am ET

Submitted by Bryan Lienke

Memory and mass storage concern Trans Intl. LLC announced Friday the online availability of a new high capacity 2.5-inch 32GB hard disk drive for PowerBook G3s.

The 5400 rpm hard drive has one of the lowest drive latency's on the market at 5.5, delivering media trans-

fer rates up to 228.8 megabits per second and the highest shock rating of 700 G/1 ms.

On a hard disk, latency is the time it takes for the selected sector to come around and be positioned under the read/write head.

"With the availability of this new drive, Apple PowerBook G3 users can expand the internal storage capacity of their systems up to 32GB at the fastest possible transfer rate an inter-

nal 2.5 inch drive can deliver," a company press statement said.

In addition, Transintl.com has recently added complete instructions for installing and upgrading the RAM and the Hard Disk Drive in the PowerBook G3 and iMac models on its Web site.

## November Photoshop / Digital Imaging SIG

Submitted by  
Gary Echardt

On Wednesday, November 15, 2000, the Digital Imaging/Photoshop SIG will meet at the Augsburg Library

### For Sale by Members

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at 6:30 PM at 7100 Nicollet Avenue. Doug Meisner and/or Brian Ziegler from Adobe will talk about the new version (6.0) of Adobe Photoshop and also about Image Ready (which is included with Adobe Photoshop).

If you have questions about the meeting, please contact Gary Eckhardt at  
952-944-5446.

Bert (612) 861-9578 or post message on our BBS, bpersson@isd.net


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In the past year, Apple, Hayes, Brøderbund, and APC Power Protection (Business Security Products), among others, have offered mini'app'les members significant discounts.

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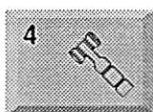
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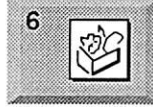
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the minnesota apple computer users' group, inc.

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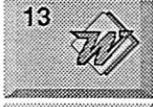
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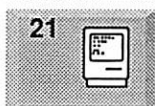
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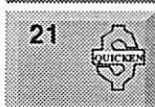
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David Ringsmuth, 952-853-3024



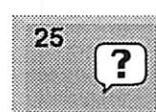
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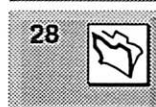
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For the latest Information please call mini'app'les Voice Mail-651-229-6952



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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 952-595-9404.

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.

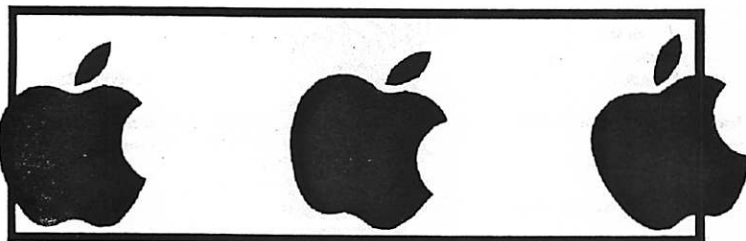
**Editor/Publisher:** Tom Ostertag 651-488-9979

**Newsletter Layout:** John Pruski 952-938-2818, Bert Persson 612-861-9578

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## January 2001 Preview

Here is the tentative calendar of our Special Interest Group (SIG) meetings for January 2001. 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	January	1	Board of Directors meeting
Wednesday	January	3	AppleWorks nee ClarisWorks SIG
Monday	January	8	Apple II / GS Main SIG
Wednesday	January	10	Microsoft Word SIG
Thursday	January	11	Macintosh Main SIG
Monday	January	15	Fourth Dimension SIG
Wednesday	January	17	PhotoShop / Digital Imaging SIG
Thursday	January	18	Macintosh Consultants
Thursday	January	18	Quicken SIG
Monday	January	22	Macintosh Novice SIG
Monday	January	22	Meet Your iMac / Mac SIG
Wednesday	January	24	Macintosh Programming SIG
Thursday	January	25	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.

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AppleWorks / ClarisWorks	7, 8, 9	3. Eric Jacobson	651-645-6264	D
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Microsoft Excel	2, 5, 6	8. Bruce Thompson	763-546-1088	EW
Microsoft Word	5	9. Pam Lienke	651-457-6026	EW
MYOB	6	10. Tom Lufkin	651-698-6523	EW
PhotoShop	3, 13	11. Ben Stallings	612-870-4584	DEW
Quicken	2, 6	12. Rodney O. Lain	651-452-5821	EW
QuickBooks and QuickBooks Pro	6	13. Gary Eckhardt	952-944-5446	EW
Mac OS 7	8	14. Michael Cumings-Steen	651-644-8653	DEW
Mac OS 8				
WordPerfect	4	D: Days, generally 9 a.m. to 5 p.m.		
Cross-Platform File Transfer	5,14	E: Evenings, generally 5 p.m. to 9 p.m.		
Networks	11	W: Weekends, generally 1 p.m. to 9 p.m.		
New Users	10, 11			
PowerBooks	11			
Classic Macs	11			
Power PC 601 Power Macs				
iMacs	12			

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 952-938-2818, 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
1/6 page . . . . . 2.5" Width x 5" Height . . . . . \$10	Inside back cover . . . . 7-1/2" Width x 10" Height . . . \$60
1/3 page . . . . . 2.5" Width x 10" Height Vert or 5.5 H. . \$20	
1/2 page . . . . . 7.5" Width x 5" Height (save 5%) . . . \$30	
2/3 page . . . . . 5" Width x 10" Height (save 7%) . . . \$40	
Full page . . . . . 7-1/2" Width x 10" Height (save 15%) . . \$60	

All ads must be prepaid and submitted on electronic media. Ads of \$20 and under must run for a minimum of three months.

Mail inquiries to: PO Box 796, Hopkins, MN, 55343  
Phone inquiries to: John Pruski, 952-938-2818

# Minniapples Mac Main Annual Holiday Auction

The annual miniapples auction will be held December 14 in the community room of the Washburn Library. The library is located at 5244 Lyndale Ave So, Minneapolis. The auction will start promptly at 6:30 P.M., preview one hour prior to the auction.

Members and friends of the club are encouraged to donate quality Apple /Macintosh equipment and software for this event. Many of us have a lot of stuff that is stored and not being used so here is an opportunity to clean out the closet of usable equipment and a possible tax deduction.

Also the public is invited to take part in the auction and all proceeds will benefit the Minnesota Apple Computer Users' Group, Inc.

For more information, please contact John Pruski on the BBS, e-mail johnpruski@aol or call (952) 938-2818 , or Bert Persson on the BBS, e-mail bpersson@isd.net or call (612) 861-9578

Going once,  
Going twice,  
Going,  
Going,  
and.....**SOLD!!!!**

## Apple 2 System Software Available

by Harry Lienke

A2Central.com is pleased to announce that effective immediately, we're able to ship Apple II system software disks for US \$2.00 per disk. This includes Apple II GS System 6.0.1 and Apple II System Disk 3.2 (for all Apple II computers with 64K of memory. Also available are HyperCard IIgs, the Apple II SCSI Utilities, the Apple II Video Overlay Card Utilities, and more.

We have also created Apple II

Telecom Starter Kit disks. These disks, with several versions available depending on which Apple II model you have, come preconfigured for a standard setup of the Apple II model you use. Each bootable ProDOS disk includes Modem Mgr telecommunications software and an assortment of key utilities needed when downloading Apple II software from online services, including ShrinkIt. These disks, too, are available for \$2 each.

A2Central.com is providing these disks at cost to help newcomers to the

Apple II community get their new computers up and running. Please visit {<<http://www.a2central.com/shop>> <http://www.a2central.com/shop>} for details and an order form.

A2Central.com is an authorized Apple II user group. All Apple software is distributed under license from Apple Computer Inc.

This announcement may be distributed or reprinted freely, as long as it is unaltered.

## A2 News and Notes October 2000

by Harry Lienke

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\* ByteWorks CDs to be a reality Mike Westerfield of ByteWorks announced on Delphi that not only

will there be a ByteWorks CD, there'll be two ByteWorks CDs. One will include all of the ByteWorks products that can be included, with manuals in electronic format; the other will include source code for everything on the first CD. Cost will be \$95 each. This is one of the most exciting product announcements in years. Keep an eye on <http://www.byteworks.org/> for updates.

**\* LANceGS News**

Several news items related to ///SHH Systeme's LANceGS network interface card:

**\*\* New LANceGS driver reaches beta**

A new driver for the LANceGS is currently in beta testing. Unlike the previous driver, this one allows the use of a router, which makes it more practical for use with fast Internet connections such as cable modems or digital subscriber lines (DSL). So far, results have been very good. Keep watching Delphi A2 for updates (at least until A2Central.com's message board areas are up and running).

**\*\* LANceGS groupbuy part 3**

In a related development, A2Central.com is sponsoring a third group purchase of LANceGS cards. Cost is estimated to be \$155 per card including shipping in the United States of America. See <http://www.a2central.com/> for details and email [groupbuy@a2central.com](mailto:groupbuy@a2central.com) if interested.

**\* Juiced.GS October 2000 ships**

The October 2000 edition of Juiced.GS, the premier Apple IIgs specific newsletter is now in the hands of subscribers. In this issue is KFest coverage--lots of it, as well as a few other articles on the hot new IIgs educational game Lemonade Stand GS and Bernie ][ The Rescue. For more information, see <http://www.wbwip.com/juiced.gs/>

**\* A2Central.com News**

Lots of A2Central.com news this month.

**\*\* A2Central.com obtains license to distribute Apple System Software**

Eric Shepherd of A2Central.com announced that the popular Apple II website now has a license to distribute Apple System Software, including Apple IIgs System 6.0.1, HyperCard GS 1.1, and a few other products. The disks are now available for download in both DiskCopy image Stuffit archives and Shrinkit disk archives. Finally, Apple II usable versions of Apple System Software is again available legally on the Internet. See <http://www.a2central.com/> for details or to order via regular mail or <ftp://ftp.a2central.com/> to download.

**\*\* A2Central.com Starter Disks**

In a related development, A2Central.com is also offering modem starter disks for sale. At a meager \$2 apiece for the IIe, IIc, or IIgs, these self booting disks include Modem MGR modem software (reclassified as freeware, a former commercial product) as well as utilities such as Shrinkit (GS Shrinkit for Apple IIgs users) and BSCit. Again, see <http://www.a2central.com/> for details.

**\*\* A2Central.com garage sale**

A2Central.com (there's that name again) is currently clearing out the garages of well known Apple II celebrities Roger Wagner and Eric Shepherd. Currently for sale at bargain prices are the ComputerEyes GS still video capture card, HyperStudio Quick Course, and the A2-Central (not A2Central.com) Font Collection. Check out their Kagi order page at <http://order.kagi.com/cgi-bin/r1.cgi?2QP&&> for more information.

**\*\* A2Central.com Status**

As the November 1 date when Delphi's text access is no longer supported loomed near, A2Central.com's Eric Shepherd posted a status report to update Apple II users eager to be a part of the coming "by Apple II users for Apple II users" text accessible service. See <http://www.a2central.com/features/2000-10/30-a2central/index.html> for the low down straight from the man himself.

**\* Shareware Solutions II News**

A couple of small SSII news items.

**\*\* Spectrum Upgrade Pricing Announced**

After a bit of confusion, Shareware Solutions II announced pricing for the new Spectrum 2.4.

\* v1.0=>v2.4 upgrade \$25 \* v2.0=>v2.4 upgrade \$20 \* v2.1=>v2.4 upgrade \$20 \* v2.2=>v2.4 upgrade \$5 \* v2.3=>v2.4 upgrade \$5 \* New/Full floppy version v2.4 \$35 \* New/Full CD version v2.4 \$35  
Outside U.S.: Add \$3.50 shipping for either upgrade; \$5.00 for full version.

Upgraders will need to provide proof of purchase. See <http://users.foxvalley.net/~joko/spectrum.html> for the various upgrade and payment options.

**\*\* No new SIS. . . yet**

In a related note, Spectrum Internet Suite author Geoff Weiss announced that testing of a new version of SIS that uses TCP/IP connections directly has shown that it is not much more reliable than the current version with his alpha TCP/IP library. What this means is that there will not be a new version available as soon as was previously thought.

**\* Shipwrecked! in Australia**

Australian Kim Howe, who is currently working on the IIgs web browser known as Arachnid, has released his first shareware game, Shipwrecked! Shipwrecked! runs under HyperCard GS. Check <http://www.omninet.net.au/~khowe/skipwrecked.html> for details and help to support a budding Apple II programmer.

**\* Silvern Castle 5.2 available Now; 6.0 to come soon**

Jeff Fink has made version 5.2 of Silvern Castle available, with a few fixes and changes as well as its new freeware designation. The popular text based adventure will be upgraded to version 6.0 in the very near future.

**\* Lost Classics keeps rolling**

Couple of more hits for the gang

at Lost Classics.

#### \*\* DiversiTune reclassified

Howard Katz, director of Lost Classics, announced that Bill Basham has reclassified DiversiTune for the IIGs as freeware. It is now available for download in the Delphi A2 database and better Apple II ftp sites Internet wide.

#### \*\* Pangea's Apple II titles reclassified

Katz also announced that Pangea Software, a successful Macintosh game company, has released its Apple II games as freeware. This includes the formerly commercial Xenocide as well as their former shareware titles such as Senseless Violence, Grackle, Copy Killers, Cosmocade, and Orbizone.

Lost Classics is still in the process of making these available. Thanks guys!

#### \* New Brutal Deluxe web site

Finally, the French Apple IIGs programming duo known as Brutal Deluxe has resurfaced with a new site on the World Wide Web. See <http://www.brutal-deluxe.net/> for their new location.

#### \* Sign Off

A2 News and Notes is produced with real or emulated Apple II computers using Appleworks 5.1 and Hermes with the occasional assist from ProTERM Mac on the Macintosh. Apple II Forever!

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## Mac FAKK2 about to be released

By David M. Peck

Contraband Entertainment's Andrew Meggs made a juicy post to Usenet. The post? F.A.K.K.2 for the Mac is currently going through duplication and should be hitting U.S. stores soon thanks to the fast publishing efforts of Gathering of Developers. Here is Meggs' full post for ya:

As I type this, a bunch of guys in Tennessee are stamping out copies of the final version of Heavy Metal F.A.K.K.2 for MacOS, which, according to the reviewer quotes on the box in front of me, is "the best looking Quake III game yet" featuring "moves

Lara Croft hasn't done in four games" and "a personality that is unmatched in the genre". :)

U.S. residents can expect Julie and friends to be waiting for them in the fairly near future wherever Mac games are sold, as Gathering of Developers has been astonishingly quick with that whole distribution thing in the past. European versions of the game will follow soon, pending availability of an international installer for Game Sprockets 1.7.5.

As Meggs stated in his post, FAKK2 uses the Quake 3 engine as you play Julie, the heroine of the

game. Your goal is to defend the peaceful eternal youths of Eden from an evil race of aliens hell-bent on enslaving them all. The game offers a unique combat system, which allows you to hold two completely different weapons in each hand and perform multiple types of attacking combos. As Meggs also stated in his post, the graphics and level design are absolutely gorgeous. This is most definitely a game to look forward to.

Reprinted with permission from MacGamer.com

## Mac Deep Space

By David M. Peck

NEW YORK, October 18, 2000 -

Simon & Schuster Interactive announced today that its highly anticipated Unreal Tournament powered CD-ROM game title "Star Trek Deep Space Nine(TM): The Fallen" will now be shipping for the PC (Windows(R) 2000, 98, 95) on November 13. The Mac version of The Fallen is scheduled to ship one month later in mid-December. The reason for the delay for the PC version is to allow for tweaking of gameplay and debugging by the developer, The Collective. Development of the Mac version of The Fallen is presently underway and it is expected to arrive

## Nine by December

at retail before Christmas.

Douglas Hare of The Collective commented on this very short delay. "We're taking the extra time to give The Fallen the spit and polish it deserves. It'll be worth the wait."

More information on Star Trek Deep Space Nine: The Fallen can be found at [www.ds9thefallen.com](http://www.ds9thefallen.com). Fans can also chat about the game and discuss the development of The Fallen with The Collective.

This game is shaping up to be very cool. As the announcement states, it is based on the Unreal Tournament engine, which already gives the game some powerful capabilities. The Collective, the company that is developing the title, has of course modified and tweaked the

Unreal Tournament engine to better suit their needs - for example DS9: The Fallen incorporates a multiple-character system. You can play as Captain Sisko, Major Kira, or Lieutenant Command Worf, with the gameplay experience being slightly different for each one. Each character also has their own weapons that are unique to them, which you can hone your skill in as you progress through the game. In the past, Star Trek games haven't been too successful, but with games like this, and the recent PC release of Elite Force (Mac release soon), that trend is looking to change.

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# Our new location for "Meet your iMac/Mac" and "Macintosh Novice" meetings

There will be no "Meet your iMac/Mac" and "Macintosh Novice" meetings on December 25th in celebration of the Holidays!

The Meet your iMac/ Mac, and Mac Novice Meetings will meet again starting January 22 in the

Community Room at Liberty State Bank, 176 Snelling Ave North, in St Paul.

## Fed study says 51 percent of U.S. homes have a PC

by Brad Gibson, bgibson@maccen-  
tral.com  
October 17, 2000, 7:00 am ET  
Submitted by Bryan Lienke

More than half of all U.S. households have a personal computer with 41.5 percent having some form of Internet access, a new government study of PC and Internet inclusion reveals.

51 percent of households had a PC in August of this year, compared to 42.1 percent in December of 1998. The number of households with Internet access also soared, hitting 41.5 percent in August, up 58 percent since 1999.

The report, "Falling through the Net: Toward Digital Inclusion," was released by Commerce Secretary Norman Mineta, Monday. Mineta said the results clearly show Internet access is crucial to economic and educational advancement and to community participation.

"I am especially pleased that many low-income, rural and minority households are beginning to 'get connected' at rates faster than the national average," Mineta said. "Access to these Information Age tools is becoming critical to full participation in America's economic, political and social life."

Among the report's other findings:

\* 116.5 million Americans were online in August, a jump of 31.9 million from 20 months earlier.

\* An almost equal number of men and women are using the Internet -- 44.6 percent, men and 44.2 percent, women.

\* The share of individuals using the Internet rose by a third, from 32.7 percent in December 1998 to 44.4 percent in August of this year. If growth continues at that rate, more than half of all Americans will be using the Internet by the middle of next year.

\* The gap between households in rural areas and households nationwide that access the Internet has narrowed from four percent in '98 to 2.6 percent in 2000. Rural households moved closer to the nationwide Internet penetration rate of 41.5 percent. 38.9 percent of rural homes had Internet access in August.

\* Sending e-mail remains the most popular use for the Internet at 79.9 percent. Online shopping and paying bills showed the fastest growth.

\* The number of individuals over 50 years of age with Internet access surged 53 percent this year making it the fastest growing age demographic.

\* Utah ranked number one in computer ownership with 66.1 percent of households followed by Alaska at 64.8 percent. States with the lowest percentage of computer homes were Mississippi at 37.2 percent and Arkansas at 37.3 percent.

\* The more you earn, the more likely you are to have Internet access, the survey found. Homes earning \$35,000 to \$49,000 a year had an Internet access rate of 46.1 percent in August of this year compared to 29 percent in 1998. \$50,000 to \$74,999 -- 60.9 percent. \$75,000 and above -- 77.7 percent.

\* People with a disability are only half as likely to have access to the Internet as those without a disability: 21.6 percent compared to 42.1 percent.

"Internet access is no longer a luxury item, but a resource used by many," the 139-page report concludes. "Overall, the findings in this report show that there has been tremendous progress in just 20 months, but much work remains to be done. Computer ownership and Internet access are rapidly rising nationwide and for almost all groups. Nonetheless, there are still sectors of Americans that are not digitally connected."

## Apple problems buried in online sales, study concludes

Apple problems buried in online sales, study concludes  
by Brad Gibson, bgibson@maccen-  
tral.com  
October 6, 2000, 4:45 pm ET

An analysis of e-commerce sales data by PC data company OneChannel.net concludes that slumping online sales for Apple that

started a downward move in April and dramatically plummeted in early July, were clear signs that the company's recent earnings warning and subsequent dive in stock value would soon be a reality.

The data collected weekly from third-party e-commerce retailers such as MacZone.com and Cyberian

Outpost showed beginning back in April that a strong calendar year second quarter (Apple's fiscal third quarter) was peaking and dropping quickly.

"When you look at the weekly numbers on a chart, it becomes clear that things started to fall in terms of online sales for Apple in mid-April,"

Tim Haight, Vice President of OneChannel.net's editorial content, told MacCentral. "Things were going very well in early April with online sales from e-retailers were up 92 percent compared to the first week in January, but in early July sales went south, off 30 percent, for example, in the week ending July 8."

Instead of the upward climb that was so pronounced last spring, prompting hopes of strong growth throughout the year, a precipitous decline set in beginning in May, Haight said. After a continuing gradual decline in June and a major drop off in the first three weeks of Apple's fiscal fourth quarter, it was obvious that Apple online sales would not be able to recover and would end the quarter off about 24 percent compared to the first week of January.

Haight mentioned that looking at quarterly results is deceiving because they don't give the total picture compared to weekly numbers. In the case of Apple's calendar second quarter, a huge surge in early April raised the quarterly totals and masked the real downward trend.

"Quarterly averages are very rough measures of what is going on," he said. "What was going in (calendar) Q1 was that things were going up for Apple and the weekly numbers reflected that. But, in (calendar) Q2, sales were only about three percent higher than Q1. While that shows a definite slowdown, the weekly numbers show an even more evident slowdown and you could almost see that the trend was going to be down going

into July, which is exactly what happened."

"It was really slow sales in July that whacked them," Haight commented.

Why the dramatic drop in early July? Haight was hesitant in wanting to give reasons for the drop, saying OneChannel.net isn't in the business to give reasons for why things happen but more to supply the data for its customers to make such assumptions.

Haight went so far as to say a number of factors could have been the cause for the early July slump, including lower-than-expected back-to-school sales and customers deciding not to buy new products in anticipation of new Macs that were introduced at Macworld Expo on July 19.

While it is true that, over the years computer sales have been seasonal, Haight said the comparison with the trend of non-Apple computer sales in the calendar third quarter indicates Apple's drop in calendar Q2 and Q3 was more pronounced for Macs than for other computers.

Although Apple's recent earnings revision announcement emphasized soft sales in the calendar fourth quarter, Haight said there is definitive evidence that Apple is pulling out of its sales slump gradually as it leads into the holiday buying period.

"Probably what we're going to see is third-party online sales for Apple are going to go up," Haight said. "How much? That's hard to say, but we

know there are some forces out there, like Christmas, that will have some impact on both online sales and Apple sales."

It is important to point out that the numbers from OneChannel.net do not include results of sales from the online Apple Store. Despite that, Haight believes third-party Mac sales are an accurate picture of sales overall.

"We realize these numbers represent a small percentage of Apple's total sales and don't reflect what Apple is selling exclusively online," Haight commented. "But absent a logical explanation for why computers buyers at independent dealers would act differently from computers buyers at the online Apple Store, we would say 'yes,' these numbers are very reflective. I can't think of good reasons why those customers and their buying trends would be any different."

Haight believes this data is additional evidence that online computer buyers are actually evidence -- or leading indicators -- of how well a company is doing.

"Weekly data can be very precise, as we've seen, and that's one reason why they can be more of an indicator," Haight commented. "The other is that we're getting evidence that Internet buyers are more upscale and 'lead the pack', sort of speak, in being the early adopters of new technology. That clearly seems to be the case in this situation with Apple."

## Ongoing Deals for Minn'app'les Members

Submitted by Tom Gates and Bert Persson

The following businesses have agreed to provide ongoing discounts to members of mini'app'les. When you contact these companies, please identify yourself as a member of mini'app'les to qualify for these discounts. For questions related to these discount offers, please contact Tom Gates - (612) 789-1713 evenings and weekends.

Power Protection Products

Surge Protection strips, Battery backups, line conditioners, etc. Contact Keith Kalenda at Business Security Products (612) 789-1190. 1/3 off APC SurgeArrest line of products 25% off APC BackUPS, SmartUPS and related products.

CartridgeCare, Inc.  
CartridgeCare, Inc. of Roseville is offering Mini'app'les members an additional \$5.00 off the cost of laser printer cartridges. They handle supplies for, and do repair work on equipment from a number of manu-

facturers. For example: Apple, Canon, HP, IBM, Epson, Sharp, Brother, Panasonic, Okidata, Minolta, to name a few. They also provide free next-day delivery and core pickup in the metro area.

For additional information about the user group discount and other services, contact CartridgeCare at (612) 331-7757.

Macmillan Publishing/Peachpit Press

Once again we are offering a 40 % discount on Peach Pit Press and

MacMillan family of book companies (Hayden, Adobe Press, Que, Sams, Brady, NRP, and Alpha). Contact person for Peach Pit Press is Keary Olson, he can be contacted at SIG meetings or on our BBS (home phone 724-0031). In order for our members to receive the 40% discount, Peach Pit Press requires that a number of books be ordered at the same time.

Therefore please allow at least 4-8 weeks when ordering books from Peach Pit Press. Minnesota sales tax and a \$ 0.50 shipping charge will be applied to each book ordered. The 40% off MacMillan book offer can be applied on individual purchases plus Minnesota sales tax and a s/h charge. Use the mini'app'les account number # 10782880 -when ordering.

MacMillan Publishing produces frequent listings of new titles that have been added to their catalog. Mini'app'les will attempt to have these available on the BBS in addition to the catalogs.

## Apple eNews November 16, 2000

Volume 3, Issue 25

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2. Create Your Own Holiday Movie: We'll Show You How
3. In the Studio and on the Road With Laika
4. Mac Games
5. Call of the Wild
6. Built for Mac OS X
7. Technically Speaking...
8. Quick Takes

If you'd like to read this issue on the web, go to:

<http://www.apple.com/enews/2000/11/16enews1.html>

#### 1. Don't Pass the Bucks

Did you hear? We've cut the price of our 500MHz PowerBook to just \$2,999.

That's a \$500 price reduction--the lowest price ever for a 500MHz PowerBook.

But that's not all.

Take advantage of our mail-in rebate program as well, and the final cost of a 500MHz PowerBook is just \$2,799.

It's up to you. Don't let this opportunity to save \$700 pass you by. Order a PowerBook today--from the Apple Store or your local reseller:

<http://www.apple.com/enews/quick-takes/pbfamily.html>

#### 2. Create Your Own Holiday Movie: We'll Show You How

The holiday season is fast approaching, and while you could send everyone on your list a simple card, you

might consider creating something really unique to share with friends and family this year. Your very own holiday Desktop Movie.

iMovie makes it easy. You can mix clips you captured last year with new video shot just for the occasion. Add a few stills. Some music.

A narrative track. A few transitions and titles. And, voila, you'll have a family holiday movie that you can post on your iTools home page for all to see and enjoy.

In fact, let us show you exactly how easy it is to make your own Desktop Movies. From now until the end of the year, we'll be sponsoring Apple In-Store Events at many US retail locations. Visit a participating U.S. reseller near you, and you'll be able to get hands-on experience with iMovie 2, iTools, AirPort, Microsoft Office 2001, and our great lineup of desktop and portable Macintosh computers.

<http://www.apple.com/hotnews/articles/2000/10/demodays/>

#### 3. In the Studio and on the Road With Laika

Named after the dog who hurtled through the heavens in Sputnik 2, the band Laika consists of just two people: producer Guy Fixsen and songwriter Margaret Fiedler. Unless, of course, you consider the Mac, which plays an integral part in their music making--both in the studio and on the road.

At home, the Power Mac lets them "evolve songs" using "analog synths and old keyboards." Says Fixsen, "In terms of multitracking actual audio, I've only ever used Macs."

And when the pair leave the studio (to promote their new album, "Good

Looking Blues," for example), the PowerBook hits the road with them.

"We can just take our PowerBooks with us in a van or a bus and have absolutely everything at our fingertips in a compact way, which is great," says Fixsen.

<http://www.apple.com/hotnews/articles/2000/08/laika/>

#### 4. Mac Games

Gridlock got you tied up in knots? Want to leave traffic behind and take your car off the road for shortcuts through terrain seldom traveled?

Then rev up Terminal Reality's 4x4 Evolution.

With over 150 trucks and 15 open-ended tracks to choose from, you'll have a blast designing and driving your own off-road vehicle. You can even get online and race against other drivers from around the world.

"We've put together a fun style of racing that will appeal to both the arcade and hardcore racer," says QA manager Evan Russell. "Hopefully, there will be something that will appeal to everyone."

4X4 Evolution Takes the Mac Off Road and Online:

<http://www.apple.com/games/articles/2000/11/4x4/>

#### 5. Call of the Wild

Want to hear sea lions bark and watch seabirds swoop? Now you can--no matter where you live--thanks to QuickTime and the AirPort-equipped network of PowerBook and Power Mac computers controlling the digital video cameras at the Race Rocks

marine preserve in Canada.

"As reserve wardens, we're concerned about the impact of too many visitors," says Garry Fletcher, who helped set up the virtual nature tour. "Our goal is to provide a window into this unique marine ecosystem while protecting it from damage."

Four cameras on the islands broadcast live streaming audio and video, allowing you to observe the animals without ever making your presence known. You can even play wildlife photographer and control one of the cameras remotely from controls available in your web browser's window.

<http://www.apple.com/hotnews/articles/2000/10/racerocks/>

#### 6. Built for Mac OS X

Whether you think a picture is worth a thousand words or a word is worth a thousand pictures, Mac OS X has a built-in application that lets you communicate with others the way you want.

It's called Mail, and it allows you to trade messages with colleagues, friends, and family--quickly, easily, and in ways other email programs may not permit.

Want to show off some digital photos from your vacation? How about a QuickTime movie of your new baby? No problem. Just drag and drop any files into an email message and they're ready to go.

Mail even has a companion that will help you organize your life. Called AddressBook, it does more than track email addresses. It includes digital cards that allow you to store street addresses, pictures, phone numbers, and even URLs.

To find out more, visit the Mail page on our Mac OS X site.

<http://www.apple.com/macosx/usin-gosx/communication.html>

#### 7. Technically Speaking...

What's new on Apple's support site? If you have a PowerBook, G4 Cube, or Power Mac G4 with a DVD drive and

you like to watch DVD movies, we have an informative article--just recently updated--that can clarify a sometimes confusing topic: DVD region codes.

<http://til.info.apple.com/techinfo.nsf/artnum/n60183>

Or maybe you'd like to download the most recent version of the Apple Memory Guide. The guide has been updated with information about the current models of the iMac (iMac, iMac DV, iMac DV Plus, and iMac DV Special Edition), Power Mac G4, and Macintosh Server G4. How much memory does each computer support? What kind should you purchase? This PDF will advise you. (Requires Adobe Acrobat Reader.)

<http://asu.info.apple.com/swup-dates.nsf/artnum/n10084/>

#### 8. Quick Takes

In Popular Science's look at the "Best of What's New: 2000," the Grand Award goes to the G4 Cube. "Words like 'striking' and 'inspiring' are rarely used to describe desktop computers. But they seem almost insufficient to describe Apple's rapturous Power Mac G4 Cube."

<http://www.apple.com/eneews/quick-takes/popsci.html>

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<http://www.apple.com/hardware/ads/>

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On Nov. 14, Sade's new album "Lovers Rock" premiered--exclusively in QuickTime--via the Internet, four days before it arrives in stores:

<http://www.sadeusa.com/listeningparty/>

At an inaugural event in Singapore, the AppleMasters program celebrates 18 leading athletes, musicians, artists, educators and civic leaders from five

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<http://www.apple.com/applemasters/asiamasters/>

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Thanks for reading this issue of Apple eNews. You'll receive your next issue on November 30.

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# Aspyr aspires for market dominance in Mac games

by Peter Cohen, pcohen@maccentral.com  
October 10, 2000, 1:00 pm ET

With Aspyr Media's weekend announcements about their new games for 2001, the company has clearly positioned themselves as a market leader in the Mac games business. Here's an in-depth look of where Aspyr came from and where the company is going.

Aspyr Media started life in 1996<sup>1</sup> as a modest publisher and distributor of Mac games. Their first titles out of the gate were fairly evergreen low-budget games like tile game Mah Jong Parlour and arcade platform game Bonkheads Deluxe -- titles the company still keeps in its inventory today. Later Aspyr struck a deal with UK-based Sales Curve Interactive to distribute their Macintosh version of the popular 3D-action game Carmageddon in North America.

Since then, Aspyr has consistently put together license arrangements with major PC game publishers to bring A-list games to the Mac market. For both Aspyr and its PC license partners, the attraction is obvious. With each new major title Aspyr gains presence in the burgeoning Macintosh game market, while its PC publishing partners gain a revenue stream with very little risk -- Aspyr forks out the money needed for the games Mac development, handles publishing and marketing costs, and pays hefty licensing and royalty fees.

Outside of the cost of paperwork and some minor administrative inconvenience, the PC publisher has nothing to lose, and as long as Aspyr makes careful decisions about which games to sell, everyone stands to gain in these deals. On the surface it seems like such a simple business model; it's a bit surprising that more companies aren't rushing to the Mac market to follow Aspyr's lead. Precious few have, and that's left a world of potential game licenses ripe for the picking by Aspyr.

A major component of Aspyr Media's success can be attributed to its relationship with fellow Austin busi-

ness Westlake Interactive. Mac game conversion specialist Westlake sports a team comprised of individual developers with years of Mac game conversion experience. Although Westlake works with other publishers, Aspyr has thus far worked exclusively with Westlake on its Mac game conversions. That relationship stands to continue -- without exception, all of Aspyr's new titles will be developed by Westlake Interactive.

Aspyr's first major coup was a license deal with Eidos Interactive, first for Tomb Raider II and then later for the other titles in the popular Lara Croft 3D adventure game series. This past weekend Aspyr indicated that the latest major game in that series, Lara Croft's posthumous Tomb Raider: Chronicles retrospective, will also be coming to the Macintosh.

Aspyr's relationship with Eidos has led to other lucrative opportunities, as well -- last summer, Aspyr published the Mac version of Deus Ex, the 3D role-playing game developed by Eidos partner Ion Storm. Deus Ex turned into one of the crown jewels of this past summer's Mac game offerings. With Eidos Interactive recently indicating that it's going to stay the course alone rather than accept one of several different buyout offers, it's hard to imagine that Eidos wouldn't want to continue to work with Aspyr to maintain a steady stream of revenue from Mac licenses.

Electronic Arts has been another major partner for Aspyr Media. The companies first worked together last year to bring to market a Macintosh version of Madden NFL 2000, the popular American football game. With American football's limited popularity outside of the U.S. and Canada, Aspyr may not have struck international gold with the game, but it was still the first major sports title to hit the Macintosh in years.

Electronic Arts is arguably the ace up Aspyr's Mac game licensing sleeve -- the companies have since worked together to license several other diverse hit games for the Macintosh, including Sid Meier's Alpha Centauri, its official expansion pack, Sid Meier's

Alien Crossfire, and this past summer's monster hit, The Sims. Two more EA games are coming to the Mac soon: Livin' Large, an expansion pack for The Sims, and Need for Speed: Porsche Unleashed, an ultra-realistic racing game featuring legendary Porsche performance automobiles.

EA and Aspyr are also collaborating to produce a Macintosh version of Tiger Woods PGA Tour 2001. While some will argue that it's not a "true" sports game because it's not as action-oriented as soccer, basketball or hockey, there's little question that golf has tremendous worldwide appeal. Golf games sell to a much broader audience than action sports games do, as well. It'll be interesting to see how this title does -- its release will follow MacSoft's own Links LS 2000 offering, and will precede the release of Links LS 2001, scheduled to be published by MacSoft founder and former Bungie Software exec Peter Tamte's new enterprise, which has a Mac game publishing deal with Microsoft. One thing's for sure: The game is a perennial favorite in EA Sports' catalog, and the endorsement of PGA stars like Tiger Woods certainly won't hurt its mainstream appeal.

Sim Theme Park is another game in which EA and Aspyr share a relationship, though it's a bit of a distant one: The Mac version's licensee is actually UK-based Feral Interactive, which is currently in the late stages of converting the title to Mac OS. Like SCI with its game Carmageddon, Feral is teaming with Aspyr to distribute the title throughout North America. Feral boss David Stephen has made it apparent that he hopes the relationship works out well -- Feral could use a strong North American distributor.

Feral has plans to publish two other major Mac games in the next few months, including Enemy Engaged: Apache Havoc, a helicopter combat simulator, and F1 2000, a Formula One auto racing game published by Electronic Arts. Aspyr hasn't given any indication yet if it's interested in these other titles, but if Sim Theme Park meets with reasonable

continued on page 15



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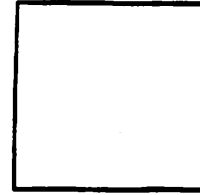
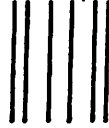
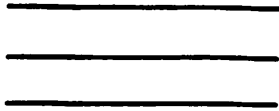
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Dear mini'app'les  
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success, Feral and Aspyr may be in a good position to work together further.

Sim Theme Park was originally developed by EA subsidiary Bullfrog and enables users to build and manage their own amusement park. Sim Theme Park may very well appeal to the same broad swath of hardcore and casual gamers that enjoyed Aspyr's recent release, The Sims -- folks who like to build and control their own worlds, having some laughs in the process. It's a savvy move for Aspyr, which is hedging its bets with a product line otherwise heavy in "hardcore" gaming value.

Other PC game publishers seem to be following Eidos and EA's lead as well. Activision has teamed up with Aspyr for a Mac license of its recently

released first-person action game Star Trek: Voyager -- Elite Force, which should be out for the Mac in the next month or so. Aspyr's most surprising announcement of the weekend was the news that LucasArts has licensed the company to make a Mac version of Escape from Monkey Island, the latest installment of LucasArts' popular pirate adventure game featuring Guybrush Threepwood and the vengeful ghost pirate LeChuck. It's the first time in years the Monkey Island series has made it to the Mac.

LucasArts' interest in Aspyr certainly food for thought. While LucasArts' adventure games like the Monkey Island series and Grim Fandango have had critical and commercial successes, the vast majority of the company's titles are based on the one of the most successful franchises in history: Star Wars. LucasArts has

more than two dozen different Star Wars titles released or in development presently, and they span a wide swath of game genres, from first person shooters to arcade-style action games, space combat games, strategy titles and other ambitious games. Will LucasArts allow Aspyr Media near these coveted properties if Escape from Monkey Island is successful? Aspyr says it's focusing just on this one title for now, but surely the company is aware of this new relationship's long-term potential.

If the first half-decade of Aspyr's life has been any indication of how the next half will go, Mac gamers should be in for a treat. Aspyr Media has put together a solid line-up of A-list Mac titles for the remainder of 2000 and the start of 2001, and doesn't show any signs of slowing down.

## December Photoshop / Digital Imaging SIG

Submitted by  
Gary Eckhardt

On Wednesday, December 20, 2000, the Digital Imaging/Photoshop SIG will meet at the Washburn

Library at 7:00 PM at 5244 Lyndale Avenue S.

If you have questions about the meeting, please contact Gary Eckhardt at (952) 944-5446.

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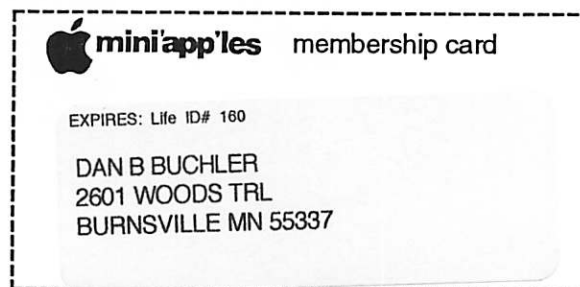
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# mini'app'les

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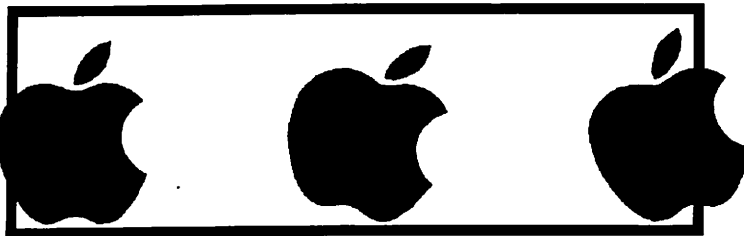
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## March 2000 Preview

Here is the tentative calendar of our Special Interest Group (SIG) meetings for March 2000. 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

Wednesday	March 1	AppleWorks nee ClarisWorks SIG
Thursday	March 2	Telecom SIG
Saturday	March 4	Annual Mini'app'les Meeting
Monday	March 6	Board of Directors meeting
Wednesday	March 8	Microsoft Word SIG
Thursday	March 9	MacintoshMain SIG
Monday	March 13	Apple II/GS Main SIG (Cancelled)
Wednesday	March 15	PhotoShop / Digital Imaging SIG
Thursday	March 16	Macintosh Consultants
Thursday	March 16	Quicken / Investing SIG
Monday	March 20	Fourth Dimension SIG
Tuesday	March 21	Apple II Novice SIG
Wednesday	March 22	Macintosh Programming SIG
Thursday	March 23	FileMaker Pro SIG
Monday	March 27	Meet Your iMac SIG
Monday	March 27	Macintosh Novice 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, 15
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, 14
Quicken	2, 6
QuickBooks and QuickBooks Pro	6
Mac OS 7	8
Mac OS 8	12
WordPerfect	4
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Networks	11
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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.

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# New Macintosh Programmer SIG leader

Submitted by Andre Benassi

As the new Macintosh Programmer SIG leader, I would like to say hello to all Mini'apples members. I am a recent graduate of the University of Minnesota, Twin Cities, and have been an Apple user since the Apple //e. I have experience programming C++, C, Visual Basic, and good old Apple Basic. I have no experience programming a Macintosh. Therefore it is your perfect opportunity to get into Mac programming!

"Well that's ludicrous!" you say. "Why would I want to go to a meeting to learn to program if the people running it don't know how to program

themselves?" That is just the point. We are all learning to program at the same time. I myself will not likely give many lectures about Macintosh programming. But even in the month since I have taken over the group, I have already made several industry contacts, tried and true Macintosh programmers, who are willing and excited to come and give us beginners some lessons. I even have contacted a former Apple employee who was a lead programmer on the QuickDrawGX project, in addition to others. Since we are all beginners, I can basically assure you that the material will all be beginner programmer level, at least for the first

few months or so.

My dream is to make the Mac Programmers' SIG a place where newbies can come and feel free to ask questions, while the local Mac programming community can come to talk about issues, work out bugs, and do everything else us Macophiles do. There never was a better time to get involved than right now. We will meet Wednesday, January 26 at 7:00 p.m. in the Washburn Library. For more information, email me at [abenassi@uswest.net](mailto:abenassi@uswest.net), or visit our website at <http://www.miniapples.org/>. Happy programming!

## Apple eNews January 13, 2000 Volume 3, Issue 2

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9. Quick Takes

### 1. The Creme de la Creme of the Mac World

Every year, the editors of Macworld make a list of the "products that make using your Mac easier, let you do your job more effectively, or simply give you freedom you never had before." We are very pleased that Macworld editors this year chose to recognize iMac DV (Hardware Product of the Year), QuickTime (Technology of the Year), and Jonathan Ive and his design team (Distinguished Achievement Award) as "World Class Award" winners in their 1999 Editors' Choice Awards. In the product categories, Macworld also recognized the 21" Apple Studio Display as the winner and the 17" Apple Studio Display as one of the runners-up in the Display cate-

gory and named Final Cut Pro 1.0.1 a runner-up in the important Digital-Video Software category. Your favorite hardware and software products are likely among the stellar list of winners, and we encourage you to read what Macworld editors had to say about each of the winning products:

<http://macworld.zdnet.com/2000/03/features/1999eddy.html>

### 2. Canon Bullish on Mac

Canon not only exhibited one of the coolest products at the Macworld Expo--the CanoScan FB 630Ui Scanner, a USB flatbed scanner that's about 1.5 inches tall, can capture over 68 billion colors in a single pass, and has to be seen to be believed. The company also announced a string of new peripheral products for the Mac, including multifunction printers and two new Bubble Jet printers:

<http://www.mac.canon.com>

Canon also announced that it has developed a series of software products for the Mac, including Canon Photo, Canon Photo Gold, OfficeReady, and OfficeReady Professional:

<http://www.software.canon.com/csp-news/pr11.htm>

But that's not all. Canon has also just introduced the world's first 3.3 megapixel digital still camera. And with its built-in support for USB, the PowerShot S20 is an ideal companion for any of us who'd like to bring digital still photographs into our Macintosh computers and onto the web:

<http://powershot.com/powershot2/s20/press.html>

### 3. Digital Movies Bring You This Close to the Mountain Gorilla

At the Bronx Zoo, Macintosh kiosks allow you not only to watch incredible footage of the endangered mountain gorilla in the wild but to experience daily life through the eyes of a silverback, an adult female, or a baby gorilla.

To find out how Cybermedia Interactive's David Gare used Final Cut Pro on a Power Macintosh computer to edit and render video footage provided by National Geographic and the BBC, visit:

<http://www.apple.com/medi-aarts/0301/edit/>

### 4. Now Optimized for the Velocity Engine: Final Cut Pro 1.2

Making professional desktop movies just got easier. With the release of Final Cut Pro 1.2. Available at all authorized Apple resellers around the

world, Final Cut Pro 1.2 supports Mac OS 9; imports Macromedia Flash files; offers new audio reverb filters, PAL support, improved batchrendering, and faster digital video encoding and decoding. It comes in three new languages--French, German, and Japanese--and comes with three complimentary software programs worth about \$1,000. Best of all, it's fast, delivering twice the rendering performance of earlier versions on Power Macintosh G3 computers. And because Final Cut Pro 1.2 has been optimized for the PowerPC G4 processor's Velocity Engine, those using a Power Mac G4 to create desktop movies will enjoy video rendering performance up to three times faster. You'll find more information at:

<http://www.apple.com/finalcutpro/>

#### 5. PowerBook G3 Helps Archaeologists at Digs

Newly unearthed and exposed to the elements for the first time in millennia, ancient artifacts face a precarious future. Should they melt in the rain, blow away in the wind, or crack in the heat of the day, valuable information about our past as a species and culture could be lost forever. That's why the team of archaeologists working the dig at a 4,500-year-old housing project in northern Syria rely on their PowerBook G3 computers. Fast and powerful, PowerBook computers allow the team to perform photo imaging, data collection, and data interpretation at the point of the find, permitting them to perform "a type of modeling in the field" that allows them to survey the site to a degree not previously feasible and "to preserve as much information as possible."

## Advice for the severely Mac addicted Advice Columnist

Reposted from: Right On Mac January 17, 2000 Mac Widow:  
[macwidow@rightonmac.com](mailto:macwidow@rightonmac.com)

You may think you know everything there is to know about the Mac from Clarus the DogCow to iTools, but do you have a clue about your personal life? Mac users have a unique perspective on solutions to life's quandaries. I am here to share my

<http://www.apple.com/hotnews/features/archaeos/>

#### 6. Special Educational Deals

Perhaps you'd like to build a Mobile Classroom (consisting of 5 iBook computers, an iMac DV SE, an AirPort Base Station, 6 AirPort Cards, and more). You may want to make a volume purchase of Mac OS 9 for your school or division, so that everyone can take advantage of iTools, Apple's new suite of Internet services. Or maybe you're looking for a great deal on an iMac DV and Canon Ultra Mini-DV Camcorder to use at home or in your classroom. Then don't forget to check out the special promotions we currently have available (for eligible individuals and institutions) on our education websites:

<http://www.apple.com/education/k12/promos/index.html>  
- and -<http://www.apple.com/education/hed/promos/index.html>

#### 7. Technically Speaking...

You may not have noticed (what with all of the Y2K excitement), but over the last couple of weeks, we've posted quite a number of important software updates to our Apple Software Updates website. There's FireWire 2.2.2, for example, which is designed to improve the performance of FireWire for those hot-plugging FireWire hard drives or exporting video footage from an iMac DV or iMac DV Special Edition to a digital camcorder. We also posted Automatic Update Software 1.1, which speeds the process of downloading software updates over the

experiences, discuss yours, and solicit advice from other Mac users.

This column will be something like a personal chat room/advice column for real life Mac addicts. If you're looking for advice from a Ph.D. or MD, then write to a print columnist or call a radio psychologist. He or she will be certain to give you the politically and professionally correct answers you're looking for.

Or you could trot your issues out

Internet (for Mac OS 9 users). And you'll find Mac OS 9 Audio Update 1.1, which provides support for the iSub speaker (for iMac DV models) and provides improved USB audio support for those using Mac OS 9. To see these and other recent software updates, click on the Recent Changes button at the following page:

<http://www.apple.com/swupdates/>

#### 8. Nike Breaks Advertising Ground, Makes QuickTime Connection

It's happening just two days from now. On January 15, during the AFC and NFC divisional playoffs, Nike will initiate a new interactive ad campaign featuring Marion Jones, the world's fastest woman. You'll watch the start of the commercial during the football playoffs--running with her as she jogs around Venice Beach, CA. But the ad won't end on TV. Instead--and here's the interactive part--you'll be able to visit the web and choose the ending you'd like to see. There'll be seven endings to choose from, and you'll need QuickTime 4 to play. To get a taste of the action, visit:

<http://www.apple.com/quicktime/whatever/>

#### 9. Quick Takes

Thanks a Million. That's the message Ivation delivered to those visiting its Macworld booth after shipping the one millionth USB SuperDisk drive for Macintosh computers:

<http://www.ivation.com/about/news/newsitem/0,1233,317,00.html>

on a TV talk show where your dirty laundry can be sold for ratings. But if you want to know how a real Mac woman would respond to your problems, and what other Mac users think, then send your questions to the Mac Widow.

I'll give you no holds barred advice on how to maintain the most important relationships in your life: your social ones, and the one with your Mac!

Now that I have your interest piqued, let me offer up some of my own dirt to get the ball rolling. I initially began to call myself the Mac Widow a year ago when my husband's game controller was getting more strokes than I was. The only thing getting turned on in our house was his new Orb drive. Granted, I love the time I get to spend with my Powerbook 1400 [upgraded with a Newer G3 card, thank you very much], but I was hungry for some real human contact.

Here's what I tried:

1. Yada, yada, yada I tried all that "just talk to him," "tell him your feelings" stuff. Yeah, like that was gonna work. The more I talked, the more attention his USB hub got. And I talked until I was blueberry in the face.

2. Sexy Banter Next I tried

## Appleworks 6

(from MacInTouch, 1/7/00)  
Submitted by John Pruski

AppleWorks 6 for Mac is scheduled to ship in a February 2000, with the Windows version to ship in late spring or early summer. Some time after launch, Apple will start pre-loading it on iMacs and iBooks. The retail price has dropped from \$99 to \$79. The education price will be \$39. No upgrade discounts will be offered.

The AppleWorks interface has definitely been showing its age, but its new look is as cheery and colorful as everything else Apple has been designing recently. Tools, windows and the button bar all have been updated. A new Starting Points window is used to launch any of the modules, call up recently-used documents, select a template for a new document or publish documents directly to the web.

AppleWorks 6 supports Mac OS Navigation Services, and in preparation for Mac OS X, AppleWorks has been "Carbonized," meaning it should be able to take advantage of

## Looking for Midwinter Madness ?

Submitted by Bert Persson

Around this time of year there has always been a watering hole for us frugal shoppers, namely the annual Midwinter Madness Ham and

clever diversion tactics like bondi blue tassels. I even dressed myself up in nothing but the shipping carton for his G3 minitower. I hoped to entice him into checking out the hardware. It didn't work. That act was about as tired as an 800k floppy.

3. Dates to Microcenter and CompUSA At least we would have to talk in the car on the way. Silly me, I was hoping that since the CompUSA people can't ever be found in the Apple store-within-a-store, I might get lucky behind some iMac boxes (they're always tucked away in a dark corner!) Strike three. The only people who got lucky were the Macophytes who asked my husband about Apple Talk and Ethernet. At this point I was convinced the Mac had widowed me and thus the moniker 'Mac Widow.' If I didn't love my 1400 so much, I might have pulled the plug on his G3.

Mac OS X features and the Aqua interface as soon as Mac OS X arrives. This already shows in small ways, such as live, translucent dragging of the Starting Points window. The old ClarisWorks communications module has been removed with AppleWorks 6.

### Presentation

The new Presentation module allows the creation of slide shows from one of the templates provided or from scratch. Imported graphics and QuickTime movies can be included and so can content from the word processing, drawing, painting, table or spreadsheet modules.

### Table Tool

Creating tables in AppleWorks no longer requires building a spreadsheet. Tables created with the Table Tool can easily be incorporated into other documents.

### Compatibility

AppleWorks 6 can save any document except a Presentation as an

AppleWorks 5 or 4 document. Until the Windows version is available, AppleWorks 6 users will have to save their files as AppleWorks 5 documents before giving them to Windows AppleWorks users.

Other New Features  
The mail merge feature has streamlined, and the ability to merge to single or multiple files has been added. Previously mail merges could only be done directly to a printer.  
Auto-Save protects against data loss caused by power outages or crashes.  
The clip art library offers more than 25,000 line art images (in resizable, vector format). More than 50 fonts from ITC also are included.  
Inter-spreadsheet referencing has been added, offering the ability to link a cell in one spreadsheet to another spreadsheet.  
Custom graphics libraries called "clippings" can be local or shared with other users via a web or ftp server. PICT, JPG, GIF, EPS and PDF formats are all supported now.

mentioned was that it may be held in April, just like last year. If any of you bargain-hunters out there get word of when this event will be held, let the newsletter staff know. Thanks

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# Ongoing Deals for Mini'app'les Members

Submitted by Tom Gates and Bert Persson

The following businesses have agreed to provide ongoing discounts to members of mini'app'les. When you contact these companies, please identify yourself as a member of mini'app'les to qualify for these discounts. For questions related to these discount offers, please contact Tom Gates - (612) 789-1713 evenings and weekends.

## Power Protection Products

Surge Protection strips, Battery backups, line conditioners, etc. Contact Keith Kalenda at Business Security Products (612) 789-1190. 1/3 off APC SurgeArrest line of products 25% off APC BackUPS, SmartUPS and related products.

## CartridgeCare, Inc.

CartridgeCare, Inc. of Roseville is

offering Mini'app'les members an additional \$5.00 off the cost of laser printer cartridges. They handle supplies for, and do repair work on equipment from a number of manufacturers. For example: Apple, Canon, HP, IBM, Epson, Sharp, Brother, Panasonic, Okidata, Minolta, to name a few. They also provide free next-day delivery and core pickup in the metro area.

For additional information about the user group discount and other services, contact CartridgeCare at (612) 331-7757.

## Macmillan Publishing/Peachpit Press

Once again we are offering a 40 % discount on Peach Pit Press and MacMillan family of book companies (Hayden, Adobe Press, Que, Sams, Brady, NRP, and Alpha). Contact person for Peach Pit Press is Keary Olson, he can be contacted at SIG meetings

or on our BBS (home phone 724-0031). In order for our members to receive the 40% discount, Peach Pit Press requires that a number of books be ordered at the same time. Therefore please allow at least 4-8 weeks when ordering books from Peach Pit Press. Minnesota sales tax and a \$ 0.50 shipping charge will be applied to each book ordered. The 40% off MacMillan book offer can be applied on individual purchases plus Minnesota sales tax and a s/h charge. Use the mini'app'les account number # 10782880 -when ordering.Ω

MacMillan Publishing produces frequent listings of new titles that have been added to their catalog. Mini'app'les will attempt to have these available on the BBS in addition to the catalogs.

# mini'app'les Gaming Group (mGG) Wants You!

Submitted By Dave Peck

You have a new iMac? They make for great gaming machines. Intrepid mini'app'les warriors are meeting on a regular basis for fun and socializing. Our interest is networkable Mac

games. We are always looking for others who would like to participate. Finishing a game solo might make you feel like King of the Hill. But there is nothing as challenging or fun as human competition.

The mGG meets about once a

month. To put your new iMac or G3/4 through it's paces, drop a note on the mini'app'les BBS or call me at (651)423-5711. We look forward to hearing from you!

# Jobs is permanent Apple CEO

Submitted by Bruce Thompson & Les C. Anderson

ASSOCIATED PRESS  
SAN FRANCISCO

Capping his remarkable two-year leadership of Apple Computer Inc., chief executive Steve Jobs dropped "interim" from his title on Wednesday and unveiled new Internet services and the next generation of his company's operating system.

Apple also announced a \$200 million investment in EarthLink, an Internet service provider that will work with Apple to bring new online features to computer users.

Jobs' decision to become permanent sent a strong signal to the Macintosh and investor community of his commitment to keeping Apple's

recovery on track. Still, Jobs said he will continue in his unusual dual role he also heads Pixar Animation Studios, the hot studio that produced top-selling films including Toy Story and Toy Story 2.

The news, revealed during Jobs' keynote speech at the MacWorld trade show here, drew gasps and rock-concert level cheers from the crowd of Mac faithful.

"It's a sigh of relief to a lot of Mac enthusiasts," said Rafi Guroian, editor of the Macreator.com gaming Web site. "There were a lot of questions going around about whether he would stay. And obviously we want him to stay."

Jobs co-founded Apple in 1976 and returned to run it in September 1997. He kept the title of interim chief executive even as he reversed several years of losses by introducing new computers and by slashing costs.

On Wednesday, Jobs introduced Internet services to Apple computer users through EarthLink. They include customized e-mail service for Macintosh users called mac.com, new ways to store files, an easy way to set up a personal Web site and a Web greeting card service.

Apple gets a seat on EarthLink's board as part of its \$200 million investment.

Jobs also previewed the Macintosh OS X operating system, the next version of the software that runs the basic functions of Apple computers, saying it will be available later this year. Its colorful images include chic, translucent buttons and sliding screens, intended to make it easier to organize and work with computer programs and files.

Apple stock closed down 8 11/16.

# Mini' Apple's Annual Meeting

(A family event)

Our Annual Meeting is Scheduled  
for Saturday, March 4th, 2000.

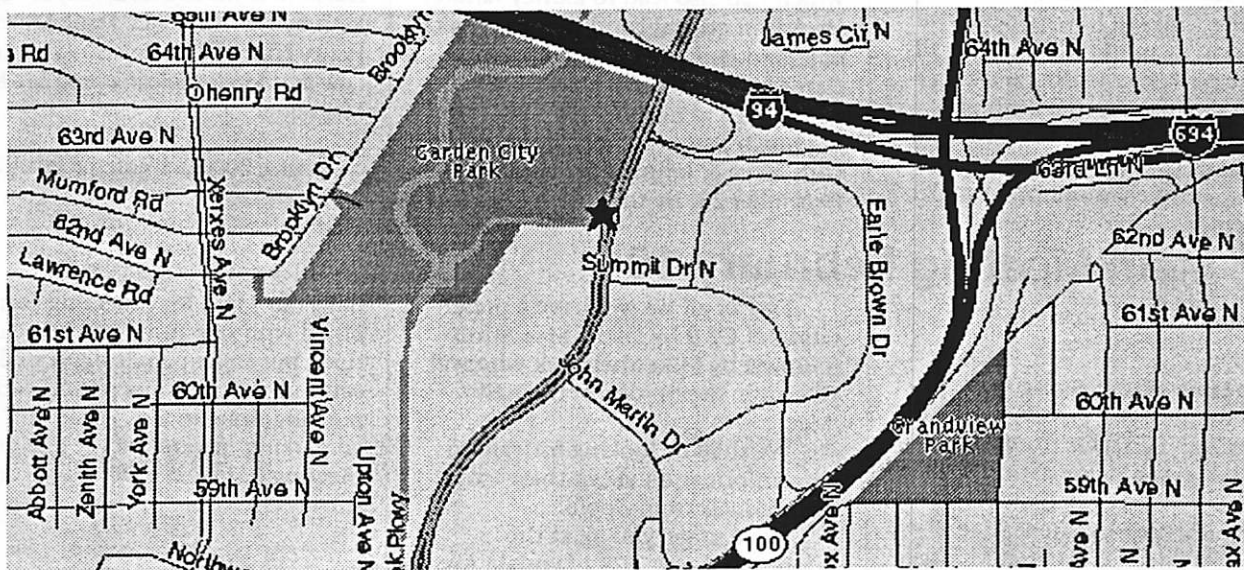
It will be held at the Brooklyn Center Community Ctr.  
6301 Shingle Creek Pkwy,  
Brooklyn Ctr.

The meeting will be held in the Constitution Hall starting at 12:00 P.M.  
There will be a brief business meeting, introduction of board nominees,  
presentations, demonstrations and a pot luck dinner buffet.

A heated swimming pool and water slide adjoins the meeting room which  
you and your family members may use for a small fee.

The Club will also provide some food, refreshments, plates etc, so stay tuned  
for more details in the March newsletter.

In addition the mini'apple's Gaming Group may facilitate an ongoing war with  
the latest greatest games. For more information about gaming contact  
John Hunkins Jr (651-457-8949) for details. Hope to see you all there!!



# Short Take: What ever happened to Don Crabb?

Reposted with kind permission from  
Rodney O'Neal Lain

1/20/2000 - By Rodney O'Neal  
Lain ( rodneyo@macconnect.com )

Note: talk about scary timing. As soon as I'd published this article early this a.m., I began to receive e-mail concerning Dr. Crabb's whereabouts. The sad news on his condition follows the end of this article below... RL

I was going through some of my older columns last night, trying to archive them on my home page. That's when I noticed a column that I'd written a few months ago, titled "Say it ain't so: Apple to sell itself to highest bidder?" This column was written in response to Don Crabb's internet pontification that Apple was prepping itself to sell off the family jewels, the crown jewels and anything else of value.

For the uninitiated, the eminent Don Crabb is arguably the dean of Mac journalism, having at one time been known to put out a voluminous amount of regular columns and articles for several print- and internet Mac publications. He did all of this while holding a "day job" as a professor of computer science at the University of Chicago. He moonlights for high-profile publications like Mac Today, as well as on-line 'zines like Maccentral. On top of this, he has a popular radio show and a column for one of the Chicago newspapers. The last I'd read from him (other than his current Mac Today stuff), he was getting a big wrinkle between his eyebrows over a few bones of contention he had with the current Apple management, and he wrote from that perspective.

## Mac Main Meeting February 10

Submitted by Bert Persson

For the Main Mac meeting this month we have the privilege to have two product managers from Apple Computer give a presentation to our group.

1. OS 9 presented by Sheila Mae Annis: WW Mac OS Product Manager
2. The new iMac presented by Mike Shebanek: WW iMac Product Manager

Some writers on the Mac web took umbrage at his critical commentary and responded with jihad-like articles like "Don Crabb is smoking crack." ( I'm not kidding. Keep in mind that this was during Apple's recovery from the dark days of 1997-98 and every Mac user was in a collective siege mentality.) Hindsight shows that he had valid concerns and brought to the fore valid points that needed to be addressed. He asked hard questions. And then, suddenly — in my mind, anyway — I began to find fewer and fewer of his writings.

What happened, Don? I understand that you may have pared back you writing chores to make way for the things that really pay the bills, but we'd like to think that you keep abreast of the Mac community and computer industry. I, for one, valued your insights. I'd be interested to hear whether or not your concerns expressed back then have been allayed, or do you still stand by them...So, stick around, and let us know what's on your mind. Fini. Note: the following is posted on the web site for Dr. Crabb's radio show, "Crabb on Computers":

Don Crabb was supposed to get married on Saturday, December 4, but it didn't happen. He hadn't been feeling well for several weeks and, while preparing for the ceremony, he collapsed. It was discovered that he was suffering from a blood infection which had also lead to kidney failure. He was in critical condition for several days and remained in the Intensive Care Unit for about a week.

The good news is that Don is feeling much better. He talked on the air with Steve & Johnnie on Wednesday, December 29. He told them "I'm mak-

ing a strong recovery." He's currently in a rehabilitation center undergoing dialysis as his kidneys return to their normal function (which they are doing). He's also going through physical therapy to regain strength after two weeks in a hospital bed.

Don told Steve & Johnnie that he is glad to be alive and he is grateful to the people at Good Samaritan Hospital for saving his life. He says he has lost a lot of weight and is feeling a lot healthier, and Steve & Johnnie agreed that Don sounded much better than he did even a week ago.

He hopes to be out of the hospital by the end of next week. Don is looking forward to getting back to work, but he's taking the advice of Janet (his fiancee) and making sure his health comes first.

We'll continue to keep you posted. In the meantime, you can send wishes to DonCrabb@wgnradio.com (although his e-mailbox is currently being overwhelmed) or, better yet, mail them to

Don Crabb, WGN Radio, 435 N Michigan Av, Chicago IL 60611.

Rodney O'Neal Lain

About This Author:

Rodney O. Lain is The iMac's Associate Editor. A former professor, he lives in St. Paul, MN. He is a free-lance writer and a supervisor at a major U. S. corporation. He enjoys comic books and pencil drawing. He adores Mike Royko, Zora Hurston, Lewis Grizzard, Maya Angelou, John Byrne, bell hooks, Frank Miller and Henry Louis Gates. He also writes for Low End Mac, Applelinks and My Mac Magazine.

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have our Main Mac meeting combined with our annual meeting at this time, but some people expressed concerns about the short notice, early meeting time on a weekday and limited parking. Therefore the annual meeting has been rescheduled as shown elsewhere in this newsletter.

# February round of Demo Days looks for workers

By News Staff, Insanely Great Mac

Another round of Demo Days are being planned in select regional and national retailer locations for February. MarketSource is looking for Mac experts to work two weekends in February for four days. For your efforts, you may be paid \$75/day. The scheduled Demo Days dates and times

are as follows:

Saturday, February 5: 10 AM - 4 PM  
Sunday, February 6: 11 AM - 5 PM  
Saturday, February 12: 10 AM - 4 PM  
Sunday, February 13: 11 AM - 5 PM

MarketSource notes two requirements for participation. Applicants must work all four dates and be either a Sears Retail representative or a for-

mer Apple Demo Day representative. Again, these dates are only planned for select cities, which are currently not available for review. For full information, paperwork and an application, visit the MarketSource web site.

<http://apple.marketsource.com/demoday/>  
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## Inside Mac OS X

### Core OS

From Apple.com

Submitted by John Pruski

Apple reasserts its leadership in operating systems with the next-generation OS for the Macintosh platform. We started out with two design goals for our new user interface: create an operating system that's appealing to look at, and make it a pleasure to use. And, as you can see, the pleasing Apple esthetic—the same design sensibility that gave the world the iMac, iBook, Power Mac G4 and PowerBook—inspires the Mac OS X interface. Mac OS X combines Quartz (based on the Internet-standard portable document format), QuickTime and OpenGL to give you the sharpest graphics ever seen on a personal computer. In fact, the quality of on-screen type alone reflects the attention that went into making Mac OS X the equal of its counterparts in the hardware space. An Easy Transition What of the future? Apple will not follow a disturbing industry trend and offer a confusing choice of multiple operating systems. Rather, Apple will orchestrate a smooth 12-month transition from Mac OS 9 to Mac OS X. To make the transition process as gentle as possible for customers, Apple will support three critical applications environments in Mac OS X. We call these three environments Classic, Carbon, and Cocoa. Classic lets you run all your existing Macintosh applications "as-is." Your old apps will run like they do on Mac OS 9, and won't take advantage of Mac OS X's state-of-the-art plumbing and the Aqua interface components.

### Graphics

Carbon applications, on the other hand, are optimized to run on Mac OS X. They'll get the use of the modern carbon applications programming interface, all the great features of the Darwin core OS (like protected memory for crash-resistant computing and



pre-emptive multitasking for a more responsive system). And for the future, we've included Cocoa, an advanced object-oriented programming environment. Cocoa gives developers an attractive inducement—a whole new toolbox for building the best next-generation applications. Developers Pledge Support Not surprisingly, Mac OS X debuts with public pledges of support from more than 100 developers, including Adobe Systems, Microsoft, Quark, Macromedia, Palm Computing, id Software and many others. Together, we're taking everything you love about the Mac and making it better. Classic Continuity. Thanks to the Classic application environment, all existing Mac OS apps will run just fine on Mac OS X. You've Got Mail. Mac OS X includes a mail client taking advantage of the Cocoa object-oriented programming environment.

### Aqua

The cornerstone of the rock-solid foundation under the engaging new interface, Darwin represents the next generation in the evolution of modern operating systems. As you'll notice the moment you start using it, Mac OS X is not just another pretty face. Beneath the appealing, easy-to-use interface is a rock-solid foundation—an industrial-strength modern operating system engineered for stability, reliability and phenomenal performance. The core OS—called Darwin, because it represents the next generation in the evolution of modern operating systems—was built using open standards, and the open source software community contributed to its development. Darwin delivers the reliability and performance you'd expect from a modern operating system, ensuring users and developers the benefit of a high-quality, interoperable system. Mac OS X Is Unix-Savvy Mac OS X supports POSIX file system semantics and NFS file sharing, as well as standard services like telnet and FTP, allowing easy operability with UNIX systems and applications. The system's kernel, which does the heavy lifting to support all those rich applications, is based on Mach 3.0 from Carnegie-Mellon University and FreeBSD 3.2 (derived from the University of California at Berkeley's BSD 4.4-Lite), the most highly regarded core technologies from two of the most widely acclaimed OS projects of the modern era.

We also took the famous Apache web server—which runs over half the websites on the Internet—and made it friendly enough to use on your

### Finder

desktop for personal file sharing. Faster, Standards Based Networking Darwin incorporates the time-tested BSD networking stack, the basis of the vast majority of TCP/IP implementations on the Internet today. In partnership with the Darwin open source community, we have extended it to also support the next-generation Internet Protocol IPv6.

We provide built-in support for PPP and IPsec, allowing users to securely access remote networks. We've also included full support for AppleTalk, to ensure smooth interoperability with existing Macintosh networks. Welcome to the Brave New World of Crash-Resistant Computing

Let's start with the notion of protected memory, and why it's so important. A reliable operating system should not only keep you operational, it should also protect your information from loss or corruption.

One of the ways an operating system ensures reliability is by protecting applications through a mechanism called protected memory (essentially walling off applications from each other). Darwin includes a modern, robust protected memory architecture that allocates a unique address space for each application or process running on the computer.

When applications are isolated in their own memory space, they can't interfere with each other if one goes bad. And, perhaps best of all, you don't need to restart your computer. The computer simply shuts down the offending application and its memory space, letting you continue on your merry way without interruption.

**We Didn't Forget Virtual Memory**  
Along with the protected memory mechanism, Darwin provides a super-efficient virtual memory manager to handle that protected memory space. So you no longer have to worry about how much memory an application like Photoshop needs to open large files. When an application needs memory, the virtual memory manager automatically allocates precisely the amount of memory needed by the application—no more, and no less. The result? Out-of-memory messages are out of here. Open Source

**Development—Another First from Apple** Apple is the first major computer company to make open source development a key part of its ongoing software strategy. In 1999,

Apple announced its participation in the open source community by releasing the source code to most of the core components of Mac OS X Server.

The core OS was quickly followed by new components like the Darwin Streaming Server, OpenPlay, and NetSprockets. By participating in the open source community, Apple partners with external developers to create leading-edge products and technologies for our users.

**Advanced Device Support**—the Macintosh Way Darwin includes a high-performance I/O subsystem for quickly moving large chunks of data from things like storage devices, printers, and digital video cameras.

This I/O subsystem also provides a concurrent capability for applications—meaning that multiple applications can access multiple devices simultaneously with minimal interference, for faster, more priority-driven data throughput.

Only we've implemented advanced device support the Macintosh way: the new I/O features build on the Macintosh tradition of plug-and-play ease of use by including built-in support for USB and Firewire, providing out-of-the-box connectivity for most of your peripheral devices.

**With Preemptive Multitasking, Everything Happens at Once** In today's fast-paced world, you rarely get to do one thing at a time. Even in the middle of transforming, say, a Photoshop file, you may need to find a crucial piece of information on the web while you compose an urgent reply to a customer. What you need is a computer that can handle several different tasks at once, giving priority to your primary application, but still crunching away at other jobs in the background.

Darwin makes this possible by incorporating a powerful concept called preemptive multitasking. It works like an air traffic controller, watching over your computer's processor—prioritizing tasks, making sure activity levels are at maximum, and ensuring that every task gets the resources it needs. Darwin sets process priorities depending on the importance of the task. When something more important comes along, the controller prioritizes it over other tasks in the queue.

**The Heart of the Matter** Many of

these features owe their strength to a key component of Darwin called the kernel. The kernel is the pivotal component in the operating system that handles most of the interaction between the operating system and the hardware. Mac OS X relies on the Mach 3.0 kernel, originally developed at Carnegie-Mellon University. The Mach kernel has been part of the open source community, undergoing continued development by leading computer scientists and evolving through the crucible of peer review for many years. Avadis Tevanian, Apple's Senior Vice President of Software Engineering, was part of the Mach development team at Carnegie-Mellon University, and he brings his years of experience and expertise to bear on the continuing evolution of the Mach kernel. Apple reasserts its leadership in operating systems with the next-generation OS for the Macintosh platform. We started out with two design goals for our new user interface: create an operating system that's appealing to look at, and make it a pleasure to use. And, as you can see, the pleasing Apple esthetic—the same design sensibility that gave the world the iMac, iBook, Power Mac G4 and PowerBook—inspires the Mac OS X interface. Mac OS X combines Quartz (based on the Internet-standard portable document format), QuickTime and OpenGL to give you the sharpest graphics ever seen on a personal computer. In fact, the quality of on-screen type alone reflects the attention that went into making Mac OS X the equal of its counterparts in the hardware space. **An Easy Transition** What of the future? Apple will not follow a disturbing industry trend and offer a confusing choice of multiple operating systems. Rather, Apple will orchestrate a smooth 12-month transition from Mac OS 9 to Mac OS X. To make the transition process as gentle as possible for customers, Apple will support three critical applications environments in Mac OS X. We call these three environments Classic, Carbon, and Cocoa. Classic lets you run all your existing Macintosh applications "as-is." Your old apps will run like they do on Mac OS 9, and won't take advantage of Mac OS X's state-of-the-art plumbing and the Aqua interface components. Carbon applications, on the other hand, are opti-





# mini'app'les Handy Form

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What are your areas of  
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- Business Applications
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- Desktop Publishing
- Programming
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- Games
- Other \_\_\_\_\_

Please list the five software  
packages you use most often:

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

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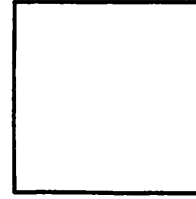
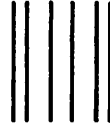
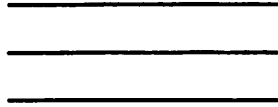
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 Software Director

**Mini'app'les**  
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2nd fold

1st fold

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

mized to run on Mac OS X. They'll get the use of the modern carbon applications programming interface, all the great features of the Darwin core OS (like protected memory for crash-resistant computing and preemptive multitasking for a more responsive system). And for the future, we've included Cocoa, an advanced object-oriented programming environment. Cocoa gives developers an attractive inducement—a whole new toolbox for building the best next-generation applications. Developers Pledge Support Not surprisingly, Mac OS X debuts with public pledges of support from more than 100 developers, including Adobe Systems, Microsoft, Quark, Macromedia, Palm Computing, id Software and many others. Together, we're taking everything you love about the Mac and making it better. Classic Continuity.

Thanks to the Classic application environment, all existing Mac OS apps will run just fine on Mac OS X. You've Got Mail. Mac OS X includes a mail client taking advantage of the Cocoa object-oriented programming environment.

## The Photoshop / Digital Imaging SIG

Submitted by Gary Eckhardt

The Photoshop/Digital Imaging SIG will meet at First Tech, 2640 Hennepin Avenue in Minneapolis, on February 16, 1999 at 6:30 pm. John Hyde will be demonstrating the software package iMovie that comes with the new iMac computers. The combination of the iMac hardware and the

iMovie software allows for home editing of videos for a very cost effective price. This is an opportunity to see the video editing package that has rocked the personal computer field. If you have questions about the meeting please call Gary Eckhardt at 612-944-5446.

Bring your questions about video editing. See you there!

## March / April Photoshop / Digital Imaging SIG

Submitted by Gary Eckhardt/ Bert Persson

The Photoshop/Digital Imaging SIG for March 15 will meet at the Washburn Library 5244 Lyndale Ave So, Minneapolis at 6:30 pm. Dave Johnson from National Camera will be demonstrating digital cameras, software and answering questions concerning digital imaging in general.

For the Photoshop/Digital Imaging SIG on April 19 at 6:30 pm. we will be visiting Prism Studios. This meeting was originally scheduled for January, but due to heavy snow has now been rescheduled.

Prism Studios is a photographic service bureau and caters to all needs of the professional and amateur photographer. In the digital world, Prism offers Photo CD and Pro Photo CD service, digital file to print and film, dye sublimation prints, etc. Photoshop is one of a number of applications that is supported for the Macintosh and PC computers.

We will tour the newly remodeled facilities of Prism and then have a Q&A session about digital imaging requirements. If you have questions about the meeting please call Gary

Eckhardt at 612-944-5446.

To get to Prism Studios, take 35 W to the Stinson Blvd exit. If you are coming from St. Paul, Kennedy Street is 3 blocks south from 35W and Stinson. If you are coming from Minneapolis, Kennedy Street is about 2 blocks south from the off ramp exit on Stinson. Take a left turn (east) on Kennedy and to about 1/3 block. Prism is on the north side of the street.

Bring your digital imaging questions. See you there!



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Just a few of the many items given away free in the last year included: Connectix QuickCam, Microsoft Encarta, Books from Peachpit Press and MacMillan, RamDoubler, SpeedDoubler, Lind PowerBook battery Conditioners and Rechargers, Microsoft Art Gallery, and Apple System 8.5 software.

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