

About This PARTICULAR[®] Welcome Macintosh

to About This Particular Macintosh® 1.08

November 11th, 1995

▀ From the Editor

Welcome to another issue of About This Particular Macintosh. Last month we had a few, um, let's call them "editorial typos." Little things like incorrect chapter titles, unedited text, forgotten names, and the usual spelling errors. There aren't any in this issue. (I certainly took the time to make sure, eh?) If you find any, write to me and the first person will get free stuff. I promise.

This issue is late, plain and simple. Mostly it's because, well, things happen. A trip here, work there, a bad snowstorm... but this issue has also been through the wringer a couple of times. I wrestled with a lot of important ideas, problems, thinking about the future, and whatnot. The result is, pretty much, just a late issue. You'll see some more fundamental changes next issue, in December.

Why all the changes, all the time? Well, I want to think that I'm continually improving ATPM, bringing it from a one-shot in the dark to a real, respected publication. All the little things, and the big things too, are hopefully moving ATPM in that direction. It's a blessing, or a fault, of the electronic medium. Change is easy and costs little, compared to print medium.

I also see it, however, as a reflection of the Macintosh. It's so easy, and so much fun, to customize our computers, our lives, what we do on our computers. A couple of years back, a columnist complained that the Mac was a terrible business machine because Mac users spent so much time tweaking their flowcharts and tables that they got nothing done.

Well, I didn't get nothing done, but the issue's late. C'est la Macintosh vie.

I'm proud of this issue, and what it includes. Inside, you'll find a new table of contents, eMail from you, the readers, and my usual column about my computer. Clarence Kwei returns with a second column, this one on what makes Macintosh users so loyal to their computers. We've got reviews coming out our ears, including Electronic Arts' Top Ten Mac Pack, LucasArts' Full Throttle, and MacSourcery's CinèMac for QuickTime. Oh, and a long list of cool shareware, too. The contest was won, and a new contest is born, and About Apple adds some information about

our favorite computer company.

And then there are two most important announcements. AppleSauce, our monthly review of news and rumors has gone weekly! As a result, it will probably not be featured in ATPM anymore, but will instead exist on its own. I'm looking for a Web site to carry it, too. (Anyone?) More on that later.

The best thing to happen this month is that ATPM has received its one-hundredth subscription request! I know that doesn't seem like a lot, but the last issue has also been downloaded by about 350 people across the various networks to which I post it, and is re-uploaded to several more. I would humbly estimate ATPM's readership at about 500 a month. For a little information on our one-hundredth subscriber, please turn to Segments.

Which serves to remind me...

You, our readers, are the most important element to our publishing success. We'd like to hear what you think. Especially if it's critical. You can already tell that I have no qualms about changing stuff from one issue to another, so don't hold back. I'd like to know what serves you well, and what you could do without.

To find out what's in this issue, please turn the page.





Thanks for reading ATPM,

A handwritten signature in black ink, appearing to read 'RD Novo'.




RD Novo
Editor, About This Particular Macintosh

Use the scroll bar to move forwards and backwards ¶


Stuff

-  **eMail** presents your letters, with your gripes and your praises.
-  **AppleSauce** has gone weekly! See the announcement in this issue.
-  **About Apple** provides a snapshot of what makes up Apple Computer, Inc.
-  **endnotes...** contain all the info you could ever want about this magazine.

Columns

-  **About my Computer... by RD Novo** Resurrecting Maxie, or how I brought an old computer back to Happy Mac life.
-  **Apple á la mode, by Clarence Kwei** Mac Loyalty, plumbing the depths of what makes us Mac fanatics, and makes Them plain old computer users.
-  **Segments: Slices of the Mac Life presents...** Perry Myers, About This Particular Macintosh's one-hundredth subscriber! All hail and free stuff!

Reviews

-  **Reviews:** this month we review Full Throttle, a game from LucasArts, CinèMac for QuickTime, a utility from MacSourcery, and Electronic Arts' Top Ten Mac Pack.
-

eMail



Send your own commentary to: rdnovo@eworld.com
All eMail received becomes the property of Only Boy Productions, and may be edited for length and clarity

Oh woe the green horse is me!

RD, LOVE THE rag. Last ish was great (ATPM 1.07). One minor plot point, however. Pokey, Gumby's Pony Pal, was orange. I'm sure you've probably gotten other letters to this effect, but how many people out there can sing the Gumby theme song?

GUMBY!

He was just a little green ball of clay,

GUMBY!

You should see what Gumby can do today,

GUMBY!

He can walk through any book,

with his pony pal Pokey too,

if you've got a heart,

then Gumby's a part of you...

Anyway, thanks again, and keep 'em comin'!

Mike Shields, *eWorld*

▀ I gotta say, even the Gumby experts in my circle of friends can't sing the theme song. I am impressed. And, of course, chagrined that I should make such a basic mistake. You will forgive me, I trust.

A little bird...

HI. I HEARD about ATPM through the September issue of PlayRoom e-zine. I look forward to receiving your documents, thanks for signing me up.

Nielsonfam, *America Online*

▀ We get a couple of these a month, with readers saying that they've heard about us from one source or another. And we LOVE it! Nothing quite as satisfying to the ego as learning that other people are recommending your publication. Now if I could only find a copy of this PlayRoom thing. Anybody?

Heap it on, I can take it

I LOVE READING ATPM - as a new Performa5200 owner, I'm eager for Mac news and entertainment. I'm looking forward to enjoying my subscription!

Stephanie, *eWorld*

JUST WANTED TO drop a line and say that i love your e-zine. the design and content are top-notch! keep up the great work.

Crillee, *America Online*

I THOROUGHLY ENJOY ATPM. In my life I meet few who are simply tickled by their Macs. The generous dose of that feeling is why I enjoy this magazine.

Marc Bodine, *America Online*

Thank you all. I don't usually include notes of pure praise in the letters column, but I wanted to make sure that you all knew that, even while I may not be able to answer every mail message personally, I really do appreciate the kind words you have for this magazine. Besides, I needed to put up a buffer before getting to the next letter...

Fare thee well

SEÑOR NOVO: I kindly request that you remove my address from your ATPM mailing list. I enjoyed reading a few of them, but ultimately not enough to continue subscribing. Adios,

Paxton Frombaugh, *eWorld*

Oh, the palpitations of my heart. This is the first subscriber to have asked to be removed from the list. I know it happens all the time in the "real" publishing world, but I'm sure it hurt the first time. If only the next to unsubscribe could be counted on to be so courteous.

T-shirts

I was happy to see that you are considering printing Only Boy t-shirts. I once suggested this to you, so I felt completely responsible when I read that you were considering this (if you came to this decision by other means, please don't tell me, my ego is fragile (HA!)) As soon as you decide to go through with it, let me know, I want shirt #1.

GJ, *eWorld*

Do it. (See how many you can pre-sell first.) I want one. I'll probably be the only person in Oklahoma with an Only Boy T-shirt, but if anyone ever recognizes it, the experience will be priceless.

Bill Beall, *eWorld*

T-Shirts, two designs to start with, are in the works. A full advertisement will appear in a future issue of ATPM. They will be high quality, and hopefully they won't cost much. There will probably

be a price difference between the two. I'm excited about this, so you can be sure it'll happen.
Thanks for your words of encouragement.



Announcing **AppleSauceWeekly**

AppleSauce has been spun off into a pretty-often-weekly publication, to be written by RD Novo and the Infinite Loop (∞) Rangers. All ATPM subscribers will receive a complimentary copy of AppleSauce Weekly in their mailboxes. Let us know if you would prefer not to receive it. Anyone who would like to contribute news, hot tips, cool rumors, or other bits and pieces for **AppleSauceWeekly**, and thus become one Infinite Loop (∞) Ranger, should write to the ∞ Rangers at ilrangers@aol.com. Thanks. This Particular Management.

Resurrecting Maxie

You've heard me talk about my co-worker, John. He's the only guy in the office who really knows what a Mac is. In fact, I'm happy to relate that, despite getting a 486-Windows95-loaded-16MB-CD-equipped laptop at work, he still sides with me in Mac vs. PC debates. All the more gratifying when you realize that his Mac is a Macintosh SE, not a snazzy new machine. And even more amazing when you find out that his Mac hasn't worked in about year. I like him.

I determined that I would help him get his computer in working order. After all, I'm something of a computer expert, right? I've taken Apple II's apart. So I asked him to bring his Mac in to work one day, and I'd see what I could do for him.

A week later he brought it by. Now, I don't know how many of you out there are new to the Macintosh fold. I consider myself an old-timer. But even I skipped over the Macintosh, the Macintosh 512k, and the Macintosh Plus. My first Mac was an SE with two 800k drives, and frankly, it was pretty much useless after a couple of years. (That'd be back in 1989.) John was still plugging along on his old SE, and was happy with it, too. Only now it wouldn't boot up.

We went down to the parking lot to move the computer from his car to mine, and I asked, "So what's your computer's name?"

He looked at me like I was from Mars. Okay, maybe he's not quite the dedicated Mac enthusiast that I am, or maybe I just name everything in sight—excuse me while I go find Midge and Madge, my fluffy bunny slippers—but not naming your computer strikes me as a crime.

"What's your hard drive called," I tried again, while he lugged the thing out of his back seat, brushing off some dog hair.

"Oh," he said, enlightened. "HD 40."

<sigh>

We strapped it into my car (I always use the seat belt when moving computers by car) and I let him know that I'd have to name his computer to fix it. Not a technical thing, mind you, but I can't really work on something (much less write about it) if it doesn't have a name. He said he thought that would be fine. In my mind I named her Maxie, and determined that I would fix her so that she could have an identity. I would get her to the point where I could rename her hard

drive.

That night I got home and eagerly set the computer up on the floor by Pokegenia's desk. (You'll recall that Pokegenia is my Mac IIci.) Click. Bing! Grind grind grind. Pokey and I look down on Maxie sadly. Now I knew what was wrong. She showed us a little picture of a disk, with a flashing question mark in it. Help me... help me... help me...

She couldn't find a boot disk from which to start up.

Easy as pie, I thought. I'll just slip the Norton Utilities Emergency disk into her floppy drive, reboot, and everything will be fine. I tried that. "This disk is unreadable. Would you like to initialize? Single sided or double sided?"

Egads.

It had been so many years since I'd had to deal with my own SE that I'd forgotten that they didn't come with SuperDrives. Those are the 1.4 MB floppy drives that are commonplace on Macs now. But Maxie could only read 800k disks. And I wasn't sure that I had any.

I dug around in the closets (finding Midge and Madge, by the way) and tossed all the disks I owned on the floor. Amid the heap there were a few with "DD" stenciled on them, and I snatched them up. Pokegenia said they were blank, so I reformatted them on her disk drive and started to copy the System Folder to... "The Disk is Full. An Additional 3 Gazillion kilobytes Are Needed."

Okay. So Pokey's System Folder was too large for an 800k disk. I pulled out my System 7.5 CD-ROM, restarted Pokegenia ('cause you can't use the CD-ROM unless it was on at startup) and brought up the Installer. I clicked on Custom Install, because there was no way Maxie was going to be able to handle software like Apple Guide, QuickDraw GX, or QuickTime, and I proceeded to create the smallest System Folder I could. It came out to something like three gazillion kilobytes.

I was stumped.

I turned Maxie off, I couldn't bear the sight of her forlorn blinking, ?... ?... ?... ?... ?...

And so I sat, bathed in the warming glow of Pokegenia's screen, lights off, watching the blinking light on the CD-ROM, the static red blips on the modem, the occasional flickers as Pokey checked her hard drive, the calm, waiting light of the iomega Zip 100 MB removable disk drive...

...!

Aha! I had it! Blowing her a kiss, I shut Pokegenia down. Fingers shaking with victory, I reached around back and unscrewed the Zip disk's SCSI connector. I unplugged the power cord, unhooked the CD-ROM, and pulled the Zip out of Pokey's tangled mess of wires.

I rushed to Maxie, and yes! There was a SCSI port on the back. Sweaty now, I tried to fasten the screws of the Zip's cable to Maxie's port. My fingers slipped, but finally I had it. I plugged the power cord in, and flipped the power switch triumphantly! Bing! Maxie came to life, her screen flickered, the Zip drive blinked, I scrambled for my Zip disk, the one with the System

Folder on it...

And realized that I don't have a Zip disk with a System Folder on it.

Turn Maxie off. Unplug the Zip. Plug the Zip back into Pokegenia. Turn Pokey on. Stop.

Turn Pokey off. Plug the CD-ROM back in. Turn Pokey on. Load the System 7.5 CD-ROM. Install a System Folder for all Macintoshes onto a Zip disk.

Repeat step 1. Do not pass go.

Finally. Maxie was on, the Zip was attached. And I was running System 7.5 on a Macintosh SE.

Yowza.

In the frenzy described above I'd had the foresight to copy Norton Utilities to the Zip disk too, and I ran that program now. It found a number of errors with Maxie's hard drive, and fixed them. What was wrong, you ask? Well, I call it entropy. Everything wants to move and change, and that applies to the magnetic filings that make up hard disks, too. Information is stored on them by aligning these tiny pieces one way (a zero) or the other (a one) in a binary code.
0010110

(Anybody know what I just said? I don't.)

A magnet, passed over the hard disk, will realign those bits of metal, effectively making them all ones or zeros, and erasing your data. But in the natural course of things, even if you keep magnets as far away from your neighborhood as you can, one little piece will just flop over. Then, a week later, maybe another will flop over. Usually this only changes very small bits of information. The creation dates of your documents get changed. ("Hey look honey, someone wrote this in 1904!") Or they forget where their icons are. But every once in a while the little binary code that is changed is the one that tells the computer where the hard drive is.

That's what had happened to Maxie. She just couldn't find the hard drive. Norton Utilities fixed the problem, and everything was hunky dory. I took the Zip disk out of the Zip drive and rebooted. Maxie started up flawlessly. I went to the Apple Menu and checked... System 6.0.2. Maxie didn't even have MultiFinder. I tried a program, MacWrite 1.0. Back then (for you youngsters) you had to quit and save your work before you could get back to the Finder. You couldn't just "switch out" and run another program if you needed to.

I wanted to give Maxie something, some sort of token. System 7.5 would be nice, I thought. But running System 6.0.2, Maxie was snappy. I mean she hummed. It made me think about what I had said about the 286 at work. Those old computers would crawl if they had to run Windows or System 7, but using DOS or System 6 they just fly along. System 7.5 would bog her down. She'd complain, her memory would be maxed out, her insides would strain, and she'd probably die the useless death of a computer thrown out because it's too slow, not because it's broken. So I left her hard disk alone. All I did was one little thing. The one thing that would help her to live as long as she could, the one thing that would endear her to her owners long past when they bought a new PCI PowerMac.

I clicked on "HD 40" and typed in "M A X I E."

About My Computer... is a monthly column by RD Novo about the goings on in the vicinity of his Mac. Tired of using this space to throw out all sorts of tidbits, he's taken to calling this a "real" column and wearing his Hallowe'en sack on his head. We think he's lost it. He'd like feedback about his particular mac at rdnovo@eworld.com.

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Mac Loyalty

Apples, pears, and peaches ... these are three fruits... that I'm allergic to.

Windows, glasses, and bottled water ... these are three things I can see through.

McIntosh, Nakamichi, and Bang & Olufson ... these are three stereo brands I can't afford ... and if their names are spelled incorrectly, then let me add that these are three stereo brand names that I can't spell.

Microsoft, Dominos Pizza, and the IRS ... these are three organizations I don't like.

You probably think I'm going somewhere with this. Well, I'm not. Where I am going... is home. It's late and I'm still at work. Today is a special day for me. I didn't bring my Powerbook into work, and used my Data General 486 all day. I have a feeling that when I get home, I'll be reaching over on the control key when I mean to press the command key on my Powerbook. For those of you who don't use or have never used a Windows machine, you wouldn't understand ... You're lucky, it's an awful feeling.

It's like finishing a bowl of soup, finding a wad of hair hiding under some vegetables and then seeing that the chef looks like someone who hasn't bathed, much less washed his hair, in months. It's awful... trust me.

Loyalty

Now why is it such an awful feeling? Not the soup/hair example, the keyboard example. I'll tell you why... it's because of loyalty. Customer loyalty and loyalty to your Macintosh OS. Everyone knows that Apple is ranked highest in customer loyalty. But that's like saying Time Warner cable is ranked highest in customer loyalty. I mean, once you start using a Mac, there really are no acceptable alternatives. Sure you can unplug your cable box and use an antenna and get some of the channels, but it's nothing compared to what you'll get from cable.

How does that saying go... once you've had the best...

Still, I think cable is expensive, but I pay for it every month. And Macs are expensive, but I've owned eight of them. And Apple... their customer service ranges from excellent to "I hope you all DIE today in Cupertino!" They can never deliver new machines or products on time, or even

reasonably late (what happened to OpenDoc? Late 95? and Copland... did someone say early 97?), and they're a bunch of snobs that need a reality check (see my previous article, "Apple's Attitude").

Still... I love 'em. Many of you could argue that Apple is failing, but if it's going under, why are people still buying more Macs than Apple can make? What makes a Mac so appealing and desirable? Loyalty... customer loyalty.

I think it goes... Once you've had the best, the rest is just... no that's not it... is it... Northwest... no, never mind.

Relationships

Carrying this point further, I think the loyalty stems from an emotional bond a Mac user has with his/her Mac. Okay, I know, call the loony farm, I'll put on my straight jacket now (yes, I do have one at home... Just kidding). But just wait and think about it...

When you walk up to another person's Mac, what do you see? Yeah sure there's a menu bar, there are folders, there are icons, bla bla bla.

But, for example, when I look at my female friend's Mac, I don't see a black pointing arrow, I see a pink hand with a pointing finger (courtesy of ClickChange... no, the middle finger is **not** the one that's pointing. Sheesh!). The background on her desktop is some disgustingly colorful pattern, and her folders have little cutesy pictures of Animaniacs and other cartoon characters on them. Her hard drive is her name and its got a "Hello Kitty" head for an icon. I know, right? And you thought I had problems. The point is, her Mac is **distinctly** her Mac.

Another friend of mine has Japanese Anime everywhere, and I mean *everywhere*. Gundam, Robotech, Akira, umm... y'know, the guy with the messy hair... and... that other robot thingy... anyway... he even changes the icons of his aliases. Now there's a guy with too much time on his hands.

My girlfriend... I hate her Mac... it's cluttered, messy, disorganized and her desktop pattern is the one of the cats that comes with System 7.5. **Barf!** But the one thing I hate the most, is opening one of her folders only to find that the 50 files are in "Icon" (not "Small Icon"... BIG "Icon") view. Then I have to either change the views to "View by Name" or scroll from here to Hell to find what I want. I hate that! Not to mention the fact that she doesn't clean her Mac or her trackball very often so it's quite a grimy machine.

Me... I'm boring. I'm a minimalist. I don't like fancy icons, my hard drive partitions are called "System & Utilities," "Applications," "Documents," and "Games," and all my folders and files are neatly arranged. Very neatly arranged. Can you say, "Always snap to grid?" My folders are in "icon" view and my files are always in list view. The only thing I have to differentiate my Mac from a brand new Mac from Apple is my desktop. It has the Batman logo on it embossed in granite or something (I would credit the author of the background texture but I don't have the Read Me anymore... my apologies, it's an excellent desktop pattern).

The point of all this, is that everyone's Mac is different. I know a lot of Mac users who take pride in customizing their Macs to reflect their personality and interests. I mean, I've seen

some very nicely done Macs, and I've seen some Macs where I can't even find the System Folder. It's all a reflection of the individual.

But, even when people don't customize their Mac, the user's personality is still reflected in the Finder. Cluttered folders, disorganized files, aliases on the desktop, scattered documents, having QuickDraw GX and PowerTalk installed. These are all signs of the individual's personality, no matter how warped or different it may be.

Windows 3.1X

Y'know, I can spend hours rearranging folders and files on my computer and cutting and pasting icons. Okay, so I have some problems, we already know that, but let me finish. I've never seen a Windows user spend more than an hour arranging his/her program manager. I mean, you can't really have cluttered folders, and files are all listed the same way in the File Manager. What can you really do?

Sure... go ahead and change the background or pattern... big deal. Hmm... let's double the size of the pointer! That's cool... really. Is there a program to make Windows 3.1 look like Cairo? No. Do they have icons of every single possible Simpson's character (that's Simpson's as in Homer, Marge, Bart, Lisa and Maggie)? No.

In Windows, if you can install a font other than the ones that came with the machine or the printer, you're about as unique as you can get. I can hear them saying, "Hey... How did you get that font on your system? Wow, that's cool..."

I mean really... just about all Windows machines look the same. Exactly the same. You have your "Applications," your "Main," "Startup," Accessories," "Games," and a couple of applications. That's on every Windows 3.1 computer, and they **all look the same**. Boring.

I think it goes... Once you've had the best, the best is just the rest? No that's not it... maybe it's... Be the best... no that's the Army... <sigh>

Getting a Little Closer

Let me ask you this:

1. Do you feel an uncontrollable urge to turn on your Mac every day for no reason?
2. Do you like seeing the little Mac Plus in the "Welcome to Macintosh" sign?
3. Do you spend time getting your desktop just the way **you** want it?
4. Do you get mad when people move your folders or files around?
5. Do you wish you could bring your Mac everywhere you go... even to the bathroom?
Even on a date?
6. Do you have an account on eWorld?

Oh wait, sorry... The last one only shows that you have a bond with Apple. Anyway, if you answered "yes" to numbers 1, 2, 3, 4 or 5, then you may indeed have a bond with your Mac. Congratulations.

Now, I'm not saying all Mac users should have a bond with their machine, or that they even customize it in any way. In fact, most of them probably don't and don't want to have one. Why don't they? I don't know. Maybe they don't care, maybe they don't have time.

Still, bond or no bond, a computer is just a tool... an intermediate step in accomplishing some goal or task, whether it be to write a report, analyze data, play games, waste time, whatever.

The thing is, I know PC users who feel threatened by their machines. What kind of tool is that if you're scared of it? It's like getting scared of a hammer because you think it's going to hit you in the head. I never get scared of my Mac. Working on something with a Mac is like working with Mr. Rogers. Nice, clean and friendly. Working on something with a PC is like working with Mr. T. You have to be nice to him or he'll beat you up.

Not everyone may get as close to their Macs as I am to mine, but all I'm saying is that it's a lot **easier** to get close and develop a bond with a Mac than any other computer. Boy, do I sound like an Arrid anti-persiprent commercial or what?

"It's all right to sweat... when you're working out... but when we're close ... "

The End

Have you ever noticed that PC users never say, "I love DOS" or "I love Windows for Workgroups." Sure, they say PC machines are better, or Pentiums are just as fast as PowerPC chips, but I've never heard them say they love DOS or Windows. OS/2 users, now there's a bunch of folks that could revolutionize the idea of customer loyalty. Still, with all the Win95 hype going on, maybe Windows users will finally be able to love their OS the way Mac users do. Know anyone making Simpson's icons for Win95? Probably not huh. That's too bad.

Well, for all us Mac users... Be proud, not since the Cabbage Patch Kids has there ever been a product that has spurred such bonds and loyalty. So, go home and get a little closer to your Mac. When was the last time you changed your folder icons, or the icon for your hard drive? How about organizing some of those folders? If you've been away all day, I'm sure your Mac misses you, whether you know it or not. I know my Powerbook and I certainly miss each other right now. And as they say:

Once you've had the rest... I mean the best... the rest... oh... you get the idea.

Apple á la mode is a regular column by Clarence Kwei. Clarence lives in New York, where Time Warner cable is the only game in town, and therefore Time Warner = Cable TV. In case you were wondering. Maybe next month Clarence will give me his own blurb, so I won't embarrass him. <grin> Clarence would appreciate feedback at 71461.1644@compuserve.com.

This article is ©1995 by Clarence Kwei. The opinions expressed in this column are not necessarily those of this particular Macintosh.

Segments: Slices from the Mac Life

Number 100

Dear RD Novo,

While strolling through eWorld last night, I came across your wonderful electronic publication. Please put me on your subscription list so that I can find it in my email box every month.

Thank you,
Perry Myers

Perry Myers is the one-hundredth subscriber to About This Particular Macintosh. The October issue was delivered to ninety-seven people, and this November issue will be sent to one-hundred and five. I'd like to congratulate Perry on his fine choice of publication and timing. For his fortuitousness, Perry received free stuff for his coffee, and a mention in Segments. Thank you all for reading, and here's to number 200. Keep the faith.

Dear RD,

Here's a little about myself:

I'm the sports editor at the local newspaper, the Tribune, and I've been here for about a year. My wife Kelly is a teacher, and we bought our Performa 580CD about a month ago through the Educator Advantage program. We've been having such fun with it ever since it showed up on our doorstep. We use it for our work, of course, (my paper has a Mac system) but we also enjoy the online services, surfing the Net and playing games (I bought Links Pro yesterday!).

Our Mac has opened many new doors for us and has allowed us to meet many nice people (such as yourself). It's all so exciting! We're still feeling our way around, but it's nice to know that we have ATPM to help us out.

Perry Myers

Perry Myers is the one-hundredth subscriber to About This Particular Macintosh. And, well, you know all about him from the stuff above.



Segments: Slices of the Mac Life is a regular feature where we publish the stories, artwork, and commentary of readers who have something to say about life with a Mac. Please consider writing. Opinions expressed in Segments are not necessarily those of this particular Macintosh.



Welcome to ATPM's newly organized reviews section. Here you'll find the contents of this month's reviews (often skimpy, I'm afraid) and a quick look at their ratings. Click on any of the icons to get where you want to go.



Electronic Arts' Top Ten Mac Pack, reviewed by Mike Wallinga.

This is the best Macintosh gaming deal to come down the pike in years and years. Ten of some of the best games in recent years, for about \$3 apiece! Yowza!



CinèMac for QuickTime, reviewed by RD Novo.

A small program that turns your QuickTime movies into self-standing screen savers. No need to own That Other Product to make it work. Very cool.



Full Throttle, reviewed by David Lindsay

Hey, it's a hammerin' biker game, with plot, puzzles, and action galore! Oh, and there's a rompin' sound track, so those without speakers... go buy some!



What to Download

ATPM's monthly look at the shareware that crosses our desks. This month we explore AutoClock, ASCIIpaint, Sticky Click, Art Valve, and TidBITS.



Electronic Arts' Top Ten Mac Pak

by Mike Wallinga

FIRST, I'VE GOT to say kudos to Electronic Arts (EA) for packaging their **Top 10 Mac Pak** of CD-ROMs and then giving it a suggested retail price of \$30. PGA Tour Golf II, Power Poker, and Syndicate alone are well worth the price of admission. There's something for everyone here, from a poker game to role playing and strategy to even two children's edutainment titles. So if you're in to Mac gaming, check out the Top Ten Mac Pak from Electronic Arts. I doubt you'll be disappointed.

Each game has its own CD-ROM, which gives you ten CDs in the box. I like that fact because it makes each game easy to locate if you ever need the CD again, and all of those filled-in slots look nice in my CD case, too. However, it should be noted that two CDs (or even one) might have sufficed. If you have 70 or 80 MB free on your hard drive, you can install nine of the ten titles and never have to bother with the CDs again. The Labyrinth of Time is a little too large to be put on the average hard drive, though, using up almost 300 MB of the CD it's on.

I found it a little disappointing that you don't get a printed manual for the games. The enclosed papers list only the system requirements and some basic information for each game. The instructions are found on each CD in the form of an Acrobat Page Description File (PDF). A copy of the Acrobat Reader *[used to read PDFs]* is also on each CD. I was disappointed because I found myself taking notes on the control keys, etc. for each game (it was either that or print the document), and I don't really like the Acrobat format anyway. EA could have at least used DOCMaker or something. One final gripe on that subject is that the PDFs tend to be large — most over 1 Meg (the manual for Chuck Yeager's Air Combat checks in at 3.9!!!), and none are smaller than 500 K. That's a lot of disk space for instructions...

Anyway, here's what I think of the games in the package. Overall, they're all great and offer an

oustanding value, but some are better than others.

▶ **PGA Tour Golf II: Yowza!**

I've found that PGA Golf gets the most play at my house, but any sports title by EA is going to get mucho attention in my family of sports nuts. Still, the graphics and game play are both done real well, and there are plenty of options to keep you entertained, such as going to the driving range, the putting green, playing a practice round, participating in a tournament with all the real pros, or even a skins match. True-to-life courses add to the fun. This coming from a 16-year old whose links experiences are limited to the local miniature golf courses and the two or three annual trips to the driving range taken by my school's physical education classes. In short, I am a novice. Knowing very little about the sport (everything I know I learned from watching SportsCenter) really didn't impede my enjoyment, either. I'm sure that the more you know about golf, the more enjoyable this game will be, but that won't stop the average sports fan from getting a big kick out of it. You'll keep coming back until you're at the top of the leader board and first in the earnings.

▶ **Syndicate: Cool**

Syndicate is a great cyberpunk action game. The opening sequence was awesome the first time I saw it, and I still sometimes let it run its course before loading my game, simply because it's pure eye candy. The basic premise is that in the future, large corporations rule the world. You are the head of one of these companies, and you undertake the project of ruling the world. You can send up to four fully-equipped soldiers out into the field to accomplish the missions, which range from assassinating rivals to capturing and "persuading" citizens and officials to join your cause. The action is rather slow but intense, and I found it easy to get absorbed into this game. I don't recommend trying to beat it in one or two sittings — there are too many missions that are all a little too much alike, and it might get a tad tedious. However, if you take one or two levels at a time, you'll find *Syndicate* to be worthwhile and surprisingly addicting. The mix of action, simulation, and strategy is just right for this sci-fi fan.

▶ **PowerPOKER: Yowza!**

I'm a big fan of card games. There's several solitaire and blackjack games on my drive, and until recently there were numerous poker games. Now there's only one of the latter variety. PowerPOKER is head and shoulders above every other poker game I've ever played. Like PGA Golf, the options on this game are mind-boggling; I didn't know so many variations of poker existed! The QuickTime movies featuring the players' actions and words were one of my favorite parts of the game, too. If you're low on memory or tire of hearing the same phrases muttered over and over, turn the movies off and just look at a still-life portrait of each player. Either way, PowerPOKER is a must for any poker enthusiast, and one great game any way you look at it.

▶ **The Labyrinth of Time: Cool**

The Labyrinth of Time is a first-person role-playing type game. You have been chosen (actually, yanked from a subway train) to save all of time and space from King Minos, and to do just that you must destroy the Labyrinth. The soundtrack is excellent, argueably the very best

part of the game. The music really lends itself to the mood. This game is no Myst, but does offer a challenge and some pretty good for puzzle-solving role-playing game fans. I'm nowhere near done with it. Maybe in a year or so I'll finish it. It's kinda taken a back seat to some of the other games. Still, though, this is a good game, and I've enjoyed it. One note: as I said above, the game takes around 300 Megs on the CD, so don't try to copy the whole thing unless you've got a huge drive. However, I'd suggest copying the 500 K application program, or else the game runs VERY slow off of the CD.

▶ **Chuck Yeager's Air Combat: Cool**

Air Combat hasn't overwhelmed me, yet. The keyboard controls are a little quirky, and for those of us non-experienced pilots the learning curve is rather steep. I've never played a flight sim before, and I found even the easiest missions a little hard to get used to. Still, the graphics are great, and there's plenty of missions of varying difficulty. If I ever get this one figured out, it'll take a while to master. Maybe if had one of those flight sticks that the manual recommends it'd be more enjoyable...

▶ **PowerMonger & Populous II: S'Okay**

PowerMonger and Populous II I really haven't spent much time with, mainly because the time I did spend with them I didn't enjoy as much as the other games. Both games look nice (I especially like the "Bullfrog-designed" look to PowerMonger — look at the opening sequence and you'll know what I'm talking about), and play OK enough. They aren't bad games, it's just that they aren't my cup of tea. Strategy and war-gamers, look here. These are probably for you. But I found them frustrating, at times confusing, and in short just not quite as good as the other games.

▶ **Theme Park: Cool**

Theme Park is a little kiddish for SimCity fans, but I found it a good, enjoyable game nonetheless. This game is full of fun and strategy, and gives a neat look at managing an amusement park. Once again, the Bullfrog team did a great job developing the game, and the graphics and opening scene are both great. The plays the thing, though, and this game ain't half bad at that, either.

▶ **Eagle Eye Mysteries in London: Cool**

▶ **Around the World in Eighty Days: S'Okay**

I didn't like the prospect of reviewing the two edutainment titles included in the bundle, so I didn't. I did let my 11-year old brother try them out, though, and got his responses. From what I could gather, here's how those games rate:

Eagle Eye Mysteries in London is kind of like Broderbund's Carmen Sandiego series. The game's pretty fun, but not as good as Carmen. It's still worthwhile if you've got someone in you're family who is in the right age group and enjoys this kind of game.

Around the World in Eighty Days did not impress. It's a "Creative Reader" title, if that means anything. I suppose that it does what it is meant to do, and by that standard I guess it's pretty good. It's just not my cup of tea.

Summary

There you go. All ten of 'em. I'd like to mention a few general words about the titles. These aren't hot-off-the-presses, just-new-on-the-shelves games. The way I understand it, PGA Tour Golf III just got released about the same time as Golf II was being packaged in this bundle. Chuck Yeager's Air Combat is no longer the best fighter-flight sim out there, and titles like Labyrinth of Time, although still good, are no longer on the cutting-edge of their genre, instead having passed the torch to games like Myst. So don't expect to be blown away by much of anything here; if you want QuickTime VR or first-person shooting action, look elsewhere. If you want ten well-done, worthwhile programs that'll give you some hefty enjoyment for the low, low price of \$3 each, then go for it. I heartily recommend you do.

Although I only gave two games the Yowza! rating (I almost gave it to Syndicate, but the repetitiveness of the game held me back), I still give the ten-pack as a whole the prestigious Yowza! because of the sheer value and enjoyment that can be had. Enjoy!

Requirements: An Apple Macintosh (or compatible) computer running System 7.1 or higher. You must have a CD-ROM drive and a lot of RAM is always nice.

Specifications: Some of these are better than others, but they all provide a lot of fun.

Price: A trip to Best Buy produces a price of \$29.95 for the entire Top Ten Mac Pak.

Mike Wallinga is a 16 year-old Mac enthusiast with a penchant for writing about his Macintosh, his stuff, and little things going on in his life. He publishes a semi-regular electronic magazine called Wall Writings, which can be found in eWorld's Community Gallery (go CG). Mike would appreciate any feedback at MLWALL@eworld.com. This article is © 1995 by Mike Wallinga. Happy gaming!



CinèMac for QuickTime

by RD Novo



CINEMAC FOR QUICKTIME (I keep trying to call it chee-neh-muk like the Italians would, but I don't know how it's really pronounced) is a great little program that makes screen savers out of your movies, and does it quickly, quietly, and with no hassles. I made mention of this product last month, when I announced to the world that MacSourcery, the publisher of CinèMac, had sent me free software that turned out to be a tish buggy.

Well, I'm here to tell you that CinèMac for QuickTime 1.0.6 is no longer buggy. In fact, it works like a dream. Not only was the flaw fixed, but it was done in record time with poor access (by all accounts) to the type of Macs that were having problems (like mine). I'm impressed.

CinèMac for QuickTime (there's also a version that works with Director files) does one small thing, but does it well. The application will convert your QuickTime movies into stand-alone screensavers.

That's it.

Nothing else.

I thought to myself, when I first read about this, that they were going to have a hard time selling this thing. Then my mind started to go to work on the idea. One could get a copy of the famous Apple Macintosh commercial, "1984," in QuickTime format and immortalize it on your computer, I thought. Or you could convert a QuickTime movie of your favorite grandkid, your favorite puppy, your most hated enemy tripping over the sidewalk...

Even better, you could make a QuickTime animation of your company's logo (as the MacSourcery folk did), or you could snip a QuickTime sequence from the files on the Myst CD. Or hey, you

could take one of the QuickTime bits from one of those enhanced music CDs floating around, and have the Cranberries, Bob Dylan, or Sarah McLachlan on your Mac. I started to think this was pretty cool.

So I agreed to review the product.

Turns out that the authors had additional ideas. They suggest that companies might like creating corporate logos to use as screen savers on all their corporate computers. Multimedia companies might want to create original animations or stories, and sell them as screen savers. All of these options are available to end users, and MacSourcery is open to these avenues.

▶ **Converting QuickTime movies**

Nothing could be easier. You open the application, you select the movie you want, and a little while later, you have a control panel with your movie installed. It's really that easy. I have had no problems converting huge QuickTime files, files with sound, music, whatever. The authors do recommend that you use QuickTime 2.1, and I'm not sure if there may be problems with earlier versions. But if you don't have QuickTime 2.1 yet, you should try to get it from Apple.

[See About Apple, at the end of this issue.]

▶ **Using the Screen Saver**

Nothing to this, either. The control panel goes in the control panels folder, and you restart. That's all it takes. The screen saver controls are pretty basic. You can turn the thing on or off from the control panel, you can set the number of minutes until sleep, and you can designate a hot spot corner to run the screen saver on command. You move your cursor to that spot, and your computer goes to sleep immediately, bringing forth your movie.

Unfortunately, there is no way to keep the thing from turning on after the designated number of minutes, except to go to the control panel and turn the whole thing off. A "Never Sleep" hot spot, to complement the "Sleep Now" spot, would be nice.

The screen saver is quick (quicker on a faster Mac, and even quicker with a small movie) and does just what you would expect it to. Sound works beautifully, coming across without choppy notes (again this is dependent on your Mac, not CinèMac). I've tried their included screen saver, an interview from Inside Mac Games, and several screen savers from the Internet. They all worked well.

▶ **So, like, do you need it?**

That's for you to decide. CinèMac is cheap (only \$35) and Christmas *is* closing in. I can see the potential for a great present here, and if you buy the program, and give away the screen savers, it's a present that keeps on giving...

Seriously though, if you think you've got access to some cool QuickTime movies, and you'd like them to come up every once in a while, this program was written specifically for you.

Requirements: An Apple Macintosh (or compatible) computer running System 7.0 or higher. You must have QuickTime installed. QuickTime 2.1 is recommended, and I think a lot of RAM is nice, too.

Price: Individual license is \$35. The commercial version is \$300 and allows unlimited copying for sites with many computers. The commercial version also allows some modifications to be made to the user interface. Whatever that means. I didn't get the commercial version.

URL: Call MacSourcery at 1-800-MAC-SRCE



Full Throttle

by David Lindsay



HELLO EVERYONE. I'm sort of new at writing for eZines, so give me a break. Let me start off by introducing myself. My name is David Lindsay, and I love to play Mac games. I started off with a Mac SE playing games like Tetris and later moved up to a Centris 610. My first COLOR game was **The Secret of Monkey Island** from LucasArts (back then, it was LucasFilm). Now I'm running off of a PowerMac playing games with full motion video and 3D graphics.

This brings us to the review. Direct from my favorite game publisher, LucasArts, I give you one of the newest additions to the Mac games market... Full Throttle.

▶ Let's get this review on the road!

You're riding along with your gang, the Polecats. You can make out a white Hover-Limo just up the road. Pulling back on the throttle you accelerate up to the car. The music changes. Pulling back on the handle bars, you fly over the car, smashing the tacky hood ornament on the front.

After the long movie-like intro that just makes you want to jump on your bike and ride, you awake...in the dumpster in back of a bar called The Kickstand. Your keys and your jacket are gone. So is your gang. After a little chat with the bartender, you just know you're going to like this game. Full Throttle is about living—biker style. Your home is your bike. You don't know where you're off to next. And you play the role of Ben, the leader of the Polecats.

Plot

The whole plot of the game: this guy Ripburger wants to take over Corley Motors and turn it into a minivan company. You have to stop him, and save Corley motors, making sure it keeps on making bikes. Along the way you get framed for murdering Malcolm Corley, and you must clear your name. You get to control Ben's every move via the special (get this) tattoo interface (explained later). There are also some mini-games incorporated into the game. For example: the Corley Motors Demolition Derby where you get to race your little car around, stalling and blowing up other cars. Pretty simple.

Graphics

There is a combination of low and hi-res graphics in the game. Most of the characters are drawn 2D in the unmistakable LucasArts style of animation. However, the vehicles, locations, and backgrounds are all in 3D, adding to the unique quality of the game. The game itself is PowerMac native thus speeding up animation, road sequences, and the power to use a video smoothing option.

There are 4 video options. **Small screen**, which makes the game screen really small. **Interlaced** only shows every other line, making the game darker than it already is. **Doubled** is basically the resolution of the PC version (VGA) and looks sort of blocky. **Graphic Smoothing (GS)** smooths out those jagged lines, but GS is PPC only. You may believe that the pictures on the box cover always look different from the actual screen image. Not in this case. They look just like the GS video option.

Interface

The little manual doesn't talk much about the interface. They must have assumed we've played the DOS version (I played the DOS demo in a store). All you have to do is place your cursor (which is a cross hair) over an object. If a little red box appears around it, you can do something with that object. You now hold down the mouse button, and access one of the 5 features contained in the tattoo interface. The hand icon is for pushing, pulling and picking up. The mouth icon is for tasting, and for talking. The eyes are for looking. The foot is for none other than...kicking. You push the "i" key for your inventory, and when you don't need objects, the game automatically removes them.

Music and Sound

The voice acting in the game is great, as it is in all LucasArts games. Roy Conrad plays Ben (who sounds like Clint Eastwood) and Mark Hamill of Star Wars and Wing Commander plays three voices, including Ripburger. Most of the music in the game was performed by the Gone Jackals, an authentic hard-hammerin' biker band. They also have a CD out that has all the Full Throttle music on it. Remember that computer generated music in Monkey Island 2 and Indiana Jones and the Fate of Atlantis? The iMuse™ music? Well that's here too, only a lot better.

Cool Stuff

One of the added features in the game is a built in screen saver (you can't have After Dark or anything else on) which has 3D models of the bikes rotating around your screen. Full Throttle also picks up extra points for taking a picture every time you save your game so the next time you load it, you can see where you were. The only downside to this option is that some of the graphic files can be rather large. I've had them up to 110K. With about 50 saved games, that can really add up.

▶ Gameplay

Let me just say that you won't need a hintbook for this game. I wouldn't say that the puzzles were easy, but just not very difficult. There is at least one part where you have to walk to the edge of the screen to see an important item. That was probably one of the more frustrating parts.

The puzzles took me a little while to figure out. There weren't many though. I just play them whenever I can! In one of the action portions of the game, you go zooming down this road beating up biker after biker, collecting their weapons, all while trying to get a pair of glasses. The graphics in that portion are extremely processor intensive (and gorgeous). The little bunnies are so funny too! *[What is he talking about?—The Editor]* Buy the game and find out. *[Ah.]*

Unfortunately, gameplay isn't one of the game's stronger points. In fact, I was very disappointed with the length of the game. They could have added more puzzles and put it on two CDs. The ending left me completely out on a limb (just like Ben was before I finished the game). This is a great game, but it would have even better if it was longer, and if it took a little more brains to figure it out. A difficulty option would have been nice. Still, despite all that I just said...

▶ Summary

The graphics, the music, the voice-overs, everything makes Full Throttle a polished product. I did encounter some very annoying bugs only because I am running on an upgraded Mac 638. More typical systems shouldn't encounter any problems.

Overall, this game is a must. If I had to pick out one fault in the game, it would be the length. It just seems to go by so quickly. I love this game, and I recommend it to anyone. Full Throttle follows in the footsteps of all great LucasArts games. Like those others, you will not forget it.

I ordered the game from LucasArts about three months ago. Every time I called, they said it would be two weeks. Last Sunday (10/8/95) I saw it at Fry's and cancelled my order. I got it the next day, and played it for about 2 hours. I'm writing this on 10/13/95 and I just finished it! FIVE WHOLE DAYS! I asked for only 2 hints. Honest, and they weren't for very difficult parts of the game, either! This isn't to say the Full Throttle isn't really, really good, it's just really, really SHORT! I would still recommend this great game to anyone though.

Pros:

Excellent graphics
Nice voice acting
Great story

Cons:

Small manual
Problems on some systems
Short :(

New type of game
Simplified interface
Overall great game
Real music
Built in screen saver
For beginners
For advanced gamers

Humans killed

RSAC Advisory rating:

Violence: 2

Language: 2

Final note: Make sure you have a good pair of speakers for this game! Also, watch for **The Dig**, coming from LucasArts. Looks great. Find out more about it on the Full Throttle CD.

Requirements: An Apple Macintosh (or compatible) computer with at least a 68040 (or a PowerPC) running System 7.1 or higher. You must have a double speed, or faster, CD-ROM drive (you all do, trust me) and a bootful of RAM (8 MB recommended).

Specifications: Wicked cool music, so you'd best have good speakers.

Price: at the last catalog check, Full Throttle could be had for \$49.95.

David Lindsay plays a lot of games, a lot of the time. He's finally written a column (and had it published, I might add) and would love to hear back from readers. Send your mail to him at gamstr@eworld.com. This article is © 1995 by David Lindsay. The opinions expressed in this article are not necessarily those of this particular Macintosh.



What to Download

(and where)

AutoClock 1.4.4



URL

This past weekend saw the lapsing of Daylight Savings Time. (I can see some readers smacking their foreheads, suddenly cognizant of why traffic has been so light on the way to work.) I will never worry, because I have **AutoClock** on my Mac. This program, by Jean-Pierre Gachen, can call into a time server in either Washington DC, Colorado, or other sites in other countries, and set your Mac's clock to within a fraction of a second of the correct (atomic) time. It then calculates how fast or slow your Mac is, and constantly adjusts the computer's internal clock, making your Mac the most accurate timepiece in the house. Certainly in my house. But there are other programs that do that. Nobody hears about this and falls over dead. But what really wows 'em is the automatic Daylight Savings Time adjustment. People just can't seem to get enough of that. "Really? It just re-sets your clock? You don't have to do anything?" I think this is because folks never know when Daylight Savings Time will begin or end, they just hope some collective unconscious will let them know a couple days ahead of time. That their computer can do it for them boggles their minds, and makes AutoClock a really cool program to have. And Autoclock is free! **Reviewed by RD Novo**

ASCII Paint 1.0



URL

Now this is a really cool program. You've all received at least one e-mail message where someone tried to make a drawing using text. You have to change it to mono-spaced font like Courier to see it right, and then it's usually hard to make out anyway. There's even a newsgroup on the net dedicated to ASCII art, as it's called. Until now, if you wanted to make some ASCII art, you had to fire up your word processor and painstakingly type spaces and letters to get your image just right. No longer.

ASCII Paint does all that work for you. Fire up the program and it looks like a paint program. There's a pencil, an eraser, and a couple of shape buttons, circles, squares, the like. Type a letter, say an x, and then use the mouse to "draw." Wherever you press the mouse you'll get x's. Type an a and you get a's. Type the space bar and you can "erase." Click on the circle tool and draw a circle, it'll draw it with x's, or a's, or whatever you press. The window is resizable, the tools are flexible, and you can save files as, get this, a text file. No converting obscure formats, no messing with the space bar or tabs... now you just point and click, the way it should be. ASCII Paint is FloppyWare, which means you should tell people about it and pass it on. Done.
Reviewed by RD Novo

▶ **Sticky Click 1.2**



In response to my commentary about Windows having a click-lock feature, one reader sent me a copy of **Sticky Click**, a program that makes your Mac behave in a most un-Maclike fashion. Namely, like that Windows computer. A mouse click acts like you are keeping the mouse button down, even when you're not. A second click brings that mouse back up. That's called a "click-lock" because it locks the click down or up.

Sticky Click was written in 1992 by Steve Zellers in order to make life easier for PowerBook owners. Apparently, when using the trackball on airplanes or busses, a click-lock feature was very handy, as the jostling made it difficult to keep the mouse in one place. I tried Sticky Click for a while, and decided that I preferred the click-lock button on my Kensington Trackball better. But the good reader did make his point, even with that function available on my trackball, I never use it. The Windows way is a kludge, plain and simple. Sticky Click is free.

Reviewed by RD Novo

▶ **Art Valve 2.0**



This shareware title was reviewed in another electronic 'zine, and the product was so useful, I thought it deserved as much acclaim as it could get. **Art Valve** is a control panel that, when activated, prevents online programs like America Online and eWorld from downloading thirty-five gazillion minutes of artwork when you visit new places.

Usually, you go visit a graphics heavy area on America Online like MTV or ABC News, and it can take ten minutes to download the graphics. There's no way to cancel it, to leave, or to quit until the transfer is done. Well, Art Valve just shuts the transfer off, and displays little art valve graphics instead of the gorgeous, time-intensive images. Art Valve works with any version of eWorld, and version 2.5 or older of America Online's software, and requires System 7. The shareware fee is a paltry \$5, and as Bill Karsh—the author—notes, it'll pay for itself in no time. **Reviewed by RD Novo**

▶ **TidBITS #300**



TidBITS is an electronic 'zine, much less pretentious than this one, and chock full of good stuff, reviews, commentary, breaking news... this is just about as good as it gets. The weekly publication has finally reached issue number 300 (that's six years!) and

URL

it's a lot of fun. The "300 Reasons the Mac is Great" article is all that's in this issue, but it's an interesting way to determine your Mac saaviness. See if you can identify all the name-dropping going on. TidBITS is free. **Reviewed by RD Novo**

What to Download is our monthly look at the best shareware to cross our desk(s), and we're still looking for shareware reviews and shareware reviewers. If you have a piece of software that you absolutely love, write up a little review about it, and send it off to me at rdnovo@eworld.com. Don't worry about sending the program, if I can't find it, I'll email you back. Don't be bashful, let us know what your favorite shareware is.

the very, very ...endnotes

The Contest

LAST MONTH'S CONTEST, "How many extensions do *you* have?" was won by **Randy Crane**, with a whoppin' seventy-one things loading up at startup. They are...

Conflict Extension	RZS Clown	RAM Doubler
Now Toolbox	Thursday	Apple Guide
AppleScript	Apple Event Manager	CEToolbox
Click, there it is!	Color Picker	ColorSync
Datebook Pro Extension	Discolour	File Sharing Extension
Find File Extension	Finder Scripting Extension	IM Saver
Intelligent Battery	Menutasking Enabler	Mouse Odometer
PowerBook Monitors Extension	Printer Share	QuickTime
Sound Manager	Speech Manager	Speed Access
Speed Copy	The Grouch 2.5B3	Thread Manager
TSM Fix 1.03	ZMac's BackSplash II	Aaron
SoundMaster	A La Carte	Apple Menu Options
ArtValve	AutoMenus Pro	Clipfolio
Control Strip	CursorAnimator 2.0.1	CursorBeacon
Date & Time	Find Pro Key	Flash-It 3.0.2
General Controls	Greg's Buttons	Label Secrets
Macintosh Easy Open	MacLink Plus Setup	MacTCP
Memory	Monitors	MenuChoice
Open-wide 3.5.9	PC Exchange	PowerBook
PowerBook Setup	PowerPort 500	Program Switcher 3.0
Shutdown Delay	SmartKeys 2.1	Software FPU
Sound	Speech	Typelt4Me
WindowShade	WYSIWYG Menus	YesNoCancel
Zipple 1.9.2	TempoEZ	

Randy has won his choice of free stuff mailed to his doorstep (you no longer have to take what I send you, now you get to pick from three obscure categories instead). I might add that he could extend his lead (for next time) by adding the Disinfectant INIT.

THIS MONTH'S CONTEST is as follows. The reader with the largest number of America Online, CompuServe, Prodigy, eWorld, or any other online service's free software disks wins. This

means you have to have kept them in a corner somewhere (for whatever reasons, I don't really want to know). Email your numbers to me at rdnovo@eworld.com. The reader with the highest claim will have to mail the disks to me for verification. I'll send money to cover postage when I send them back with your prize.

Next time

FUTURE ISSUES WILL still include a review of Iomega's Zip, a removable 100MB storage device that uses disks only slightly larger than 3.5" floppies. In the back room we also have Mom's Top Ten Shareware Games, yet another column from Clarence Kwei, the longer past due review of non-computer electronic magazines, as well as the promised review of ClarisWorks 4.0. Rest assured that we have something to entertain you.

Submission Guidelines

ATPM IS ACCEPTING all kinds of submissions. I continue to encourage you to submit any personal accounts of Macintosh computing for what is now known as Segments. But I am also looking for regular contributors to supply news reports, software and hardware reviews (including shareware), regular columns, and/or feature stories for publication in ATPM. I've now got a job, and I don't have the time to write a full issue of ATPM every month. Please consider writing for ATPM. Thanks.

SEGMENTS: Slices of the Mac Life is always looking for contributions, and I'm looking for just about anything. Have you got a one-shot story? Send it in. Did your four year-old digitize Mommy or Daddy? I'd like to see it. Poetry, fiction, whatever. It has only to be entertaining (and yes, I'm the judge of that) and about your particular Macintosh(es).

COLUMNISTS If you would like to write a regular column for ATPM, I encourage you to submit a sample of your writing along with any ideas you have on the topic, scope, and whatnot. I am looking for one or two (or maybe more) people who have entertaining views on Macintosh computing. Columnists should be prepared to write something once a month, though I'll consider a less rigorous schedule if you ask nicely.

REVIEWERS If you would like to review hardware or software, write up a short proposal (including the name of the product you'd like to review) and send it to me. I am looking for feature length reviews as well as short shareware reviews for the shareware column. Your reviews will be your own, and will not represent the views of ATPM, at this point. As I get to know you, I may take your opinions under my wing. <grin>

TO ALL WRITERS This is an opinion forum, so don't be afraid to be opinionated, but try not to be pushy. I like the "gentle humor" comment from ZiffNet/Mac's reviewers, and I hope to keep that tone. I cannot promise that your stuff will get published, but I will read it, and I will at least deliver comments back to you. All submissions become the property of Only Boy Productions upon publication (not upon submission) for purposes of reproduction unless otherwise agreed upon with the author. Send your work to: rdnovo@eworld.com

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BY SUBSCRIPTION By far the easiest way to get ATPM is to have it delivered to your eMailbox. Subscriptions are free (and will remain so as long as there's money in my bank account) and are available to people with accounts on eWorld, America Online, and CompuServe, and also to Internet accounts that can receive mail attachments. Send requests to rdnovo@eworld.com

ON eWORLD All issues live in the Community Gallery area (go CG). Once you're there, hit the Find button and type in "atpm" and that will get you every issue. Recent issues of ATPM also lives in the ZiffNet Mac area (go SHAREWARE) if you look for "atpm" under the Find button.

ON AMERICA ONLINE Do a software search (by menu or using the keyword "filesearch") and look for the search string "atpm". That'll get you all the issues, in every library on AOL.

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DOCMaker, and owes its existence to Mark Wall's DOCMaker 4.1.1. May cry all the way to the bank. Contributors to this issue were: RD Novo, Mike Wallinga, David Lindsay, and Clarence Kwei. Nobody got paid. ATPM may be uploaded to any online area, so long as the file remains intact and unaltered. Again, thanks for reading ATPM.



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by phone: 1-800-SOS-APPL
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on the WWW: <http://www.apple.com>
via ftp: <ftp://ftp.apple.com>
Snail mail: Apple Computer
1 Infinite Loop Drive
Cupertino, CA

Apple's Stock

October Issue: \$36.50
November issue: \$39.63

Companies making Macs

Apple Computer, Inc.
Power Computing
Radius
Daystar Digital
Goldstar
Pioneer
Bandai (well, the Pippin)

About Apple is a new section that will keep a scorecard of all things Apple. You can come here to find the latest stuff, up-to-date. This month we have only one offering, but we'll add stuff as you suggest it. Send your ideas to rdnovo@eworld.com
