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Thanks for reading *ATPM*.

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Welcome

Yowza!

Now that's a word we haven't used at ATPM lately! We're using it today because we've run out of other superlatives to describe how we feel about the upcoming operating systems from Apple! The imminent release of OS 8 and the progress reports on Rhapsody indicate that good things are on the way for Mac users.

There are a lot of cool applications and upgrades in new release that will cost you only a little bit of your cold, hard cash. Keep your eyes on the news and your hands on your wallet! Before you buy anything, take a look at our reviews located inside each issue.


Platform Detente

Can you imagine Rhapsody's Yellow Box running on Intel PCs, not to mention Windows 95 and Windows NT? In addition, there are new hardware and software solutions that will allow you to use Windows on your Mac OS computer (If you must!). This is all kind of weird to us. One day we're Mac users "fighting the good fight," and the next day we have platform "detente." Maybe the computer cold war is over. That's good, because the latest hardware for the Mac OS is "red hot."

We know it's not always easy being a Mac OS user in a predominately Wintel world. This month's issue has a story about coping amidst the Wintel madness. In all things, please remember to be patient and kind. We live in a multi-lingual, multi-racial, multi-cultural world. We even have some individuals with multiple-personalities! Why would someone expect that there would be only one personal computer platform? The most effective way to evangelize for the Mac is calmly, gently and politely. The best way to remove a "window" isn't by breaking it, it's by removing the underpinnings that give it support. Believe us on this: Rhapsody will be a compelling reason for people to take a different "view" of things. The facts about Mac OS 8 and beyond can already "hold a lot of weight."

The Awful Dodeca

We'd like to thank Jamal, our graphics artist and editor, for his work in ATPM these past few months. He dodges his way around a myriad of responsibilities to bring us a fresh, informative column each month. Last month's piece on backgrounds was a real help to many of our readers. We think of his column as an integral part of our efforts at "Web beautification." Help us make the electronic world a better place. Take a look at this month's column and pass his tips on to a friend.

Don't forget to put the "Made with a Mac" logo and link on your Web pages. The high percentage of web content created with Macs is one piece of market share data you don't see in the "papers." It's the type of news people may have to "see for themselves." Take a look at <http://the-tech.mit.edu/Macmade> for more information. 

To The Moon, Alice...

Actually, we think the sales prospects for Macs and Mac clones really are "out of this world." In the days when Jackie Gleason played a bus driver (things were more black and white back then), "Big Blue" was at the center of the computing universe. Today, IBM is involved in designing the microprocessors that may have Apple's competitors "seeing red" and the company's shareholders a little green. The 604e will soon be replaced by a new series of chips from Apple-IBM-Motorola that still have funny code names (such as G3 and Mach 5) but will help bring the Mac to the next level of performance.

If you have a friend who's in the market for a Mac or Mac clone, tell them we think now's a great time to buy! Prices have come down significantly, and the hardware manufacturers are looking to move product in advance of new models and designs that will be introduced in the summer and fall.

And So On...

This month's Personal Computing Paradigm is the last of a three-part series entitled, "Tuning Mac OS for the Future." In addition to Michael Tsai's comments in this column, ATPM is planning to provide you, our loyal readers, with an in-depth look at the future of the Mac OS and Apple's continuing migration to Rhapsody. We think there is a lot of practical information to be covered in the coming months and we look forward to bringing you our rather unique, sometimes offbeat, often entertaining view of things to come.

One final note: Belinda J. Wagner, our intrepid copy editor, is on a one-month sabbatical from her ATPM duties. Rumor has it that she's traveling areas of the US east coast by motorcycle. No pager, no cell phone, no CD Player on the ride. In fact, we understand she's using a camera which requires film! This is all kind of weird by our reckoning, but some people are just drawn to the pioneer days and old fashioned ways.

We're trying to reach her by CB, but somebody said she might not have "her ears on." We thought this was a weird comment because we wanted her to use her eyes, not her ears to do the editing. When we looked up the term in a 70's nostalgia reference book we found out it meant her radio might not be turned on. We guess it's the old fashioned way to say "away from my e-mail for the weekend." So, if things seems a little strange in the grammar

department this issue you'll know why. Happy trails, Belinda. 10-4, good buddy?

Keep cool in the early summer heat. We'll have plenty more hot stuff for you next month!

The ATPM Staff





Email

Send your e-mail to editor@atpm.com. All mail becomes the property of ATPM.

Application Switching

I was reading your article in ATPM about application switching, and wondered if you have seen/tried the freeware Control Panel ApplWindows? I've used it for years, and think it's great.

Bob Eidson
SRBobSR@aol.com

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We'd love to hear your thoughts about our publication. We always welcome your comments, criticisms, suggestions, and praise at [<editor@atpm.com>](mailto:editor@atpm.com). Or, if you have an opinion or announcement about the Macintosh platform in general, that's ok too.



FEATURE

BY TOM LOVINO, RnTrTNT@aol.com

Mac-in-Bash Attack

Unless you have been living under a rock for the past decade or so, you have overheard or been the target of a “Mac-in-Bash Attack.”

Don't be alarmed. It's happened to many of us. Unfortunately, with the current state of Apple Computer's financial affairs, it has become a common occurrence. Equally common, however, is that those who launch verbal offensives at our favorite computer platform are often — how can I put this gently — misinformed.

I remember fondly the days of the first Mac-in-Bash Attacks. The main complaint centered around how easy the Macintosh was to use. Those were heady days for the attackers. Armed with their DOS programs and a “C:” prompt flashing in front of them like a guiding star, they looked at our beloved Mac II's and spat out with derision:

“Hey, nice toy!”

“What are you gonna do with that Beige Toaster?”

“Havin' fun yet with your Mac-in-Trash?”

To these DOS foot soldiers, anything easy to understand must be lightweight. I suspect they also enjoyed filling out their 1040 forms at tax time.

But even when Ron Reagan was in the White House and big hair was in vogue, companies like Adobe, Aldus, and Claris were introducing software that was years ahead of its time. PageMaker, Illustrator, and their ilk were making the Mac one seriously powerful toy!

Fast forward to today...Now the Mac-in-Bashers take a new tack. No longer is DOS seen as hip or cool. Now there is Windows. All of the foot soldiers marching in the Microsoft revolution have changed their tunes.

“It looks just like a Mac, so why buy that soon-to-be-defunct computer?”

Of course, this change in reasoning is funny, considering the “DOS is superior, Mac is a toy” hype of only a few years ago. I guess they needed to play, too.

Still, despite the “Windows is it, Mac is history” talk, Macintosh manages to do things far better than Windows ever dreamed possible.

Conventional means of combating the Mac-in-Bash hype have not worked. So, it is time for each dedicated Macintosh user to employ unconventional warfare to drive our point home.

Yes, this is the official Mac Guerrilla Guide. Just call me “Che” Iovino.

Now, I’m not advocating that Macintosh users barricade themselves in a compound in a desolate area of a large western state and prepare for a final standoff with law enforcement. Nor do I recommend using childish retaliation to disrupt the work of Windows users. Their system is handicap enough.

Instead, I urge Mac users everywhere to demonstrate how effectively we can do our everyday work. Let’s show the other side how we get important jobs done without worrying about configuring the .ini and autoexec.bat files, or whether a snazzy new peripheral is truly “plug-and-play.”

First, let’s identify the “enemy.” In the office where I work, there is only one Macintosh. Period. I am vastly outnumbered and must stay alert at all times, else someone may write a replacement system into the budget and standardize the office’s computing base.

I have put together a list of personality profiles that describe the various people who take issue with my choice of computing platform:

The Wheeler-Dealer Stock Broker — This guy’s job is to take the daily pulse of Apple’s stock dealings and report his findings directly to me. A typical day’s banter may include:

“Hey, Apple posted another record loss this quarter.”
Or, “Oracle is ready to make another takeover bid.”

Look out, Charles Schwab. There’s a new stock guru in town!

The Savvy Systems Operator — This gal is full of technical facts and Mac-in-Bash chatter for my listening pleasure:

“Hey, UNIX is a far more capable programming language.”
“Ease of setup? I can configure a Windows system with my eyes closed.”
“If I had my way, I’d pitch that Mac of yours out the window and laugh as it shatters into a million pieces on the street below.”

She likes it difficult, that’s how she keeps her job.

The Nervous Nellie — He wants to buy his first computer, knows little about how to set one up, and has received lots of conflicting information:

“I hear Windows is as easy to use as a Macintosh.”
“I don’t want to buy an Edsel.”
“Haven’t they stopped making software for the Mac?”

Looking for ease of use, but buying into the other platform’s hype is this person’s M.O.

They are a scary lot, full of misinformation and unfounded ideas. Sure, you can meet their objections in a head-on fashion. Debate until you’re blue in the face. While we see clearly the logic of our choice, they cannot. They are, after all, armed with reams of articles signaling Apple’s imminent demise and the Rolling Stones playing the opening riffs to “Start Me Up” in their heads.

The most effective form of combat is to show them how we do things in the Mac world. Easy. Elegant. Effective.

One of those Wheeler-Dealer Stock Broker types came to me one day asking if I could lend him a hand. His investment club was meeting in a few days, and he was trying to design a form with which members would gather information about the stocks they were tracking. He was having trouble printing this form on a Windows machine, and was wondering if I could design and print one for him. "No problem," I said. "Can I get it to you in an hour?"

"An hour?" He seemed amazed. "I tried all last night to put this together and couldn't get it right." He was even more amazed when I dropped it on his desk within 20 minutes. Score one for the Mac.

The Savvy Systems Operator was in a funk. Three days of struggling to set up a modem on a PC in our office and she was having no luck. I found her sitting in our lunchroom, cold soda in hand, rubbing her temples. "What's up?" I asked. She explained her problem and I offered a suggestion: "Why not use my Mac? It came with a modem."

A few clicks of the mouse and a restart later, she had a functioning modem. She grunted, "Thanks," got the information she needed, and reluctantly went back to configuring her modem. It only took another day-and-a-half of effort for it to work. Score another.

The Nervous Nellie came into my office for the third time that day. "Che,' I was looking through the catalog and now it says I have to buy both a sound **and** video card for this computer. They're nickel and diming me to death!"

"Well," I said, pensively tapping my pencil eraser against my front teeth, "If you buy a Mac, you won't have to worry. It's built in."

"That's the third time today you told me to 'go Mac.' Are you sure Macs are that easy?"

"Why don't you call their support line. (800) SOS-APPL"

He shot me a sideways glance. "But they're gonna bill me as soon as I get on the line."

"Just give it a try," I said.

Two weeks later, I asked him how his Mac was working. "Just like you said it would." That's a Mac hat trick!

Truth is the most powerful weapon in the Mac Guerrillas arsenal. Armed with a working knowledge of how easy and capable your system is and the ability to show Mac-in-Bashers what can be done, you may find yourself in the midst of a Macintosh revolution.

By taking the high road and not resorting to name-calling (unfortunately, one of the main tactics of the Windows crowd), I was able to convince three devout Mac-in-Bashers that:

"Hey, this system has merit."

"It works with a minimum of fuss."

"It does what you want it to."

If I could only get my car to do that!

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Apple's Turnover and the Resurgence of the Mac OS

It's about 6:15 PM early Sunday evening. I'm feeling a bit harried, a little pressured, a bit tired, and a little overwhelmed. Church has just let out and I'm on my way to the high school track for my daily run. The track is just a few hundred yards from the church, and the city keeps it open 24 hours a day for use by residents. Although the lights are turned off late at night, you can often see people jogging and walking by moonlight.

The sun is shining brightly through the trees as I park my car on the street. My mind is racing as I think about the list of things that need to be done before morning. I'm thinking about why I spend so much time at church with all the things I need to get done and whether or not I really have time to exercise. I quickly put on my running shoes and step out of the car to change my shirt. I reach over to reopen the car door, and my stomach suddenly feels like it's in my running shoes. There, on the front seat of my car, are the keys, along with my leather wallet that has the permanent impression from the "credit card" emergency key tucked snugly inside it. My pager and cell phone are stored safely in their usual places, which means they're not standing alone in the street with me. As you may have guessed, when the car door closed behind me, the electronic door locks were not in the most advantageous position.

"Now what do I do?" I say to myself as I stand by my car gazing in the driver's window at the items I list among life's essentials. I slowly walk toward the track. As I walk I remember that the house on the corner always seems to have someone home. I walk up the steps and ask in one breath through the screen door "Is someone home? may I use your phone?" A woman cheerfully answers the door and shows me her phone. Like me, she also has an auto club membership and digs through her purse to find the number for me to call. "I recognized you from church," she says "otherwise I would have been a bit wary about letting you in." My misfortune allowed an opportunity for at least one of the day's questions to be answered, I thought.

Now, it's the waiting game. I need to wait by my car for the auto club's locksmith. At this moment life seems a bit surreal. It feels like time has been taken out of time...

Life has awkward moments and interesting times. I remember about two years ago this month, when the world was filled with Windows '95 hype. Newspapers, TV, magazines, and retail stores were all announcing the soon-to-be-released operating system for the Wintel market. In my view, what was finally delivered in August, 1995 met the expectations of very few users. It wasn't all that easy to install, it required a large amount of hard drive

space, and it still wasn't as elegant or easy-to-use as the Mac OS. Unfortunately, that didn't seem to matter.

What did matter to computer makers, retailers, software developers and most others directly involved in the personal computer industry was that Windows '95 and Wintel machines were where the money was being spent and where the crowd seemed to be moving because of the hype. Lost in all the Windows '95 commotion were Apple Computer and its story. For a veteran Mac user like me, August, 1995 was a time that also seemed a bit surreal...like the beginning of time taken out of time.

Almost to the day that Microsoft released their updated operating system, I replaced my Mac Ilci with a Power Macintosh 7500/100. It's the personal computer that adorns my desk today. It was among the first PCI-based Power Macs and it's been a real "workhorse" of a computer. Later that month I remember visiting the bookstore of a large, prestigious Southern California University as students began to return for the Fall semester. The staff couldn't keep the new PowerPCs in stock. Demand far exceeded supply.

Apple was losing ground not just to the Windows '95 hype, but to poor planning and bad product forecasting. There were more than enough 68k Macs to go around, but most buyers didn't want them. People wanted the RISC-based technology. The stores wanted PowerPC products. Apple wanted high margins on lower cost machines. More of the market moved to Windows. What the advertising hype couldn't do to move buyers away from Apple, the company did to itself by not having available the machines people wanted.

Since its inception, the Mac OS has consistently been better than its Microsoft counterpart. We can sit around and blame a lot of different people for Apple's lost market share and the time lost in developing the next generation OS. What we can't do is change history. The seeds of Apple's future success may be found in the ashes of its recent failures. Apple has to be much better than the competition. It no longer has the luxury of time and blind buyer loyalty. It must move quickly to reestablish itself and distinguish its products from those of its competitors. Apple now has the best personal computer hardware in the world. Apple's financial necessity and the company's recent hardware innovations are not coincidental to one another.

The decision to terminate the Copland project and create a new operating system (Rhapsody), will provide Apple Computer with an extraordinary opportunity to expand its user base and overstep the competition. Many of the user-visible changes to the Mac OS developed for Copland are incorporated in Mac OS 8. Many of the unseen but fundamental changes developed for Copland will be incorporated in future Mac OS upgrades (Allegro, Sonata, etc.). By providing a backward compatible operating system via the Mac OS, Apple ensures that the release of Rhapsody will not make millions of Macintosh computers immediately obsolete. Rather, by implementing a dual OS strategy, Apple is extending the useful life of millions of computers. This may be crucial to the company's ability to maintain its strong presence in the education market.

Additionally, Rhapsody's "Yellow Box" component will be adapted to run on different platforms including a version for Intel PCs and a version to run on Windows 95 and Windows NT. This should make Rhapsody more appealing to software developers by broadening the potential market for their products beyond the Mac and Mac clones. Rhapsody will run many current Mac OS applications via its "Blue Box," thus allowing developers and users to migrate gradually to Apple's next generation OS.

Buyers of Apple's latest hardware offerings are assured that their computers will run Rhapsody when it's released, as well as the current Mac OS. Additionally, great progress has been made in optional hardware and software solutions that allow Macs to run Windows compatible software. For computer buyers who have been concerned about Mac-Windows compatibility, the good news is that in many, many cases this will no longer be an issue. Computer buyers can take advantage of Apple's quality hardware and the ease-of-use of the Mac OS and still have the potential to run many Windows applications, if needed. The closer we get to the release of Rhapsody and its "Yellow Box" component, the less important this will be.

Windows '95 is a technological dead end. That statement isn't a Microsoft slam, it's computer industry fact. Microsoft itself will be migrating users to a more full implementation of Windows NT. This is an interesting time for PC users because we are in the midst of a cycle of accelerated obsolescence of installed Wintel PCs. The ever-increasing sophistication of software and the continuing need for greater processing speed and power will bring buyers into stores well within the three years since their last purchase. The upgradeable CPU daughter cards on many Macs and Mac clones are valuable options in today's computing world.

Apple's plans for future hardware innovations are very impressive and will be hitting the stores in almost "rapid fire" succession. While most magazines focus on the technical aspects of the enhancements, the practical implications for computer buyers should not be left unmentioned: ease-of-use, upgrade ability, Rhapsody-ready and optional Windows compatibility. The release of Mac OS 8 along with exciting hardware options should create new excitement for Macs and Mac clones. The question for Apple is no longer about their technology and seeming lack of compatibility, it's about whether or not Apple can effectively communicate the advantages of the Macintosh and Mac clones to computer buyers. Apple, PowerComputing, Motorola, UMAX and others have an opportunity to pleasantly surprise millions of consumers.

Apple has started addressing the company's perception in the market by discontinuing the use of the Performa name. This is because Performa line of personal computers became erroneously synonymous in the minds of buyers with 68k technology, not the newer RISC-based chips. I'm glad that brand name is no longer being used. I'm also glad that cheap Macs are no longer competing with Wintel machines for shelf space at office supply stores. I think it soiled Apple's image in the minds of buyers. I'd much rather see Apple appeal to potential buyers through school promotions (students and parents) and at retail businesses where the staff is presumably better trained and there is more of an opportunity to tell the "Macintosh story."

Apple's turnover in the way it approaches hardware innovation and OS development will bring about a resurgence in the Mac OS. Again, Apple simply needs to explain its new approach to computer buyers. People who buy Apple hardware will be selecting from among the finest personal computers available on the planet. People who choose to buy Mac OS 8 will have an OS that not only provides a great deal of satisfaction today, it will also allow for an easy migration to the Rhapsody OS of tomorrow.

At the same time, Apple's decision to port Rhapsody's Yellow Box component to multiple platforms will further de-couple Apple's hardware and software strategies. This will provide an opportunity for Rhapsody to sell itself to a much larger group of potential

buyers. It may also appeal to software developers who do not currently release Mac OS versions of their software.

All these changes in less than two years! It really has seemed somewhat surreal, like time taken out of time...

There I am. Standing by my car waiting for the auto club's locksmith to come by and open the door. What a silly thing to do — allowing the car door to close behind me. The thing is, when a mistake like that happens, there is nothing really one can do after you take the necessary steps, except stand and wait. Or, stand and think. Or, stand and ponder. I couldn't leave the car unattended until after the locksmith arrived and opened the door. This gave me time to think about a lot of things including work, this column, upgrading some of my software, and the myriad of other silly things I've done recently.

The locksmith arrived within the 30 minute time-frame that was promised. It may not seem like a long time, but standing by one's car in the street, waiting on someone else puts time in a different dimension.

Two years ago Apple made a few silly mistakes, too. They were caught unprepared by the Windows 95 hype and their own consumers' demand for more modern technology. In effect, they let some doors inadvertently close behind them. It sometimes takes awhile, figuratively speaking, to open doors after they've been closed. We'll see how Apple reopens the hearts and minds of consumers. It may still take a little time. But rest assured that Apple is taking the necessary steps to revive its product line and reestablish itself in important markets.

For those of us who have stood by Apple waiting for the company's changes, it's seemed like a really long time. Like I said, almost like two years taken out of time.

The locksmith worked quickly and within a few minutes of his arrival I was reacquainted with my keys, my possessions, and my pride. I thanked him and walked to the track. In all my fussing about time, I had lost a half hour but still had time to run. Looking back, now that I have my keys and a few days perspective on the incident, it wasn't so long of a wait. It was more of a minor, albeit embarrassing, inconvenience.

Let's hope the same holds true for Apple. OS 8, the plans for Rhapsody and the new line of Apple hardware should unlock a few doors. We'll see what the world thinks of Apple's products now that everyone has reason to look inside.

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ABOUT THIS PARTICULAR
OPINION

THE PERSONAL COMPUTING PARADIGM, BY MICHAEL TSAI

Tuning Mac OS for the Future: Part III

Mac OS 8, formerly known as Tempo, will be released soon after you read this, but there are still quite a few areas of the Mac OS to be improved. I'll mention a few here.

Clippings

One of the best features of Mac OS is drag and drop. Direct manipulation has always been an important concept in the Macintosh world, and dragging text and graphics between applications and onto the desktop has become an important paradigm. There are countless uses for desktop clippings files, and I'm continually finding or reading about new and interesting ways of using them. Clippings are great a place to store data for a project in an easily manipulated form, but they would be even more useful if they were editable. There was something like this on the old and venerable Apple IIGS. Its purpose was providing an easy way to edit bits of text without having to open a separate application. RAM was scarce in those days, remember? More importantly, though, the mini-editor was convenient.

Being able drop pieces of a project onto the desktop and work with them there would allow you to take advantage of the Finder's already good — and soon to be improved — organizational features. It's silly to have open an application, drag the clipping into an empty document, make the changes, and create a new clipping every time you want to edit it.

I envision an editors folder inside the System Folder (possibly by a different name if OpenDoc and its editors persist) that holds plug-ins for viewing and editing files from within the Finder. Text, Styled Text, PICT, and the other clipping types would be supported by default, but the architecture would be extensible so that support for other, more complicated, file types could be added. For instance, Aladdin Systems could create a plug-in for viewing and manipulating Stuffit archives within the Finder, much the way their True Finder Integration works now. Utilities such as Stuffit TFI and Aladdin's CyberFinder will need a way to interface with Rhapsody, since the Yellow Box will not support Mac extensions as we know them, and this seems like a natural way of doing it. It also promotes, somewhat, the task-centered rather than application-centered philosophy that OpenDoc was supposed to bring us.

Selecting Text

As previously written, that a useful improvement for Mac OS's basic text handling

capabilities would be support for recognizing URLs in text. Such a feature would be very valuable if it were available to all Macintosh applications that use text. I also think that Apple should expand the user's options when selecting text. NisusWriter, a powerful word-processor, allows users to select text in non-contiguous blocks. For instance, when you "Find and Replace", you can have all the words matching your criteria selected at once. This makes it very easy to make font and style adjustments, since a single action will now affect all the selected text.

The user can also make non-contiguous selections manually, by selecting while depressing a modifier key. I don't use NisusWriter much, for other reasons, but I keep it around specifically because of this feature. If it were available as part of Apple's standard text tools, all applications could take advantage of it with almost no extra effort on the part of the programmers. NisusWriter and the other Mac program that supports this (Is it Mariner Write?) would lose one of their claims to fame, but Mac users would gain lots of functionality.

Another excellent way of selecting text, which, as far as I know, is only supported in Microsoft Word, is rectangular selections. There are so many times when it's useful to select only a column (or other rectangular-shaped block) of text in a document, that this should also be a regular part of the Macintosh experience.

File Types And Creators

One of the great technologies employed by the Mac's early designers was type and creator codes. Each Mac file has a four character type code such as 'ttrt', 'CARO' or 'SIT!' which tells Mac OS what kind of document (or file) it is. A four character creator code such as '8BIM' or 'R*ch' or 'Dk@P' allow Mac OS to keep track of which application created a given document so that it can be launched when the document is double-clicked. Together, these two codes help Mac OS decide which icon to show for a given file in the Finder.

The great thing about these codes is that, most of the time, users don't need to care about them. They're almost invisible, in contrast to the even more cryptic three-character suffixes that DOS (and Windows) use. So what's the problem, then? Well, sometimes a document doesn't have a valid creator code. This can happen if a file becomes corrupted. Sometimes all the Mac OS has to go on is a DOS-like three character suffix. This usually occurs when a file downloaded from a network was originally stored on a machine that doesn't use the Macintosh file system, and wasn't properly translated after being downloaded. Finally, if the application used to create the file isn't available, it won't be opened automatically when it's double-clicked. This can happen even if there is an installed program that knows how to open the file.

There's a handy little control panel called Mac OS Easy Open. When you double-click a file whose creator you don't have, Easy Open lists programs able to read a file. However, it's slow, and doesn't always work. Furthermore, I don't always want to see a list of able applications. When I double-click a mysterious text file, I always want to open it with BareBones Software's BBEdit. Period. Easy Open will let you set this kind of preference, in a limited way. I'd like a control panel that allows the user to select his or her preferred applications. It would also be nice to be able to override the type and creator codes of a file. I always want to open graphics files I receive with Adobe Photoshop, even if they've been created by another piece of software I happen to have installed.

Right now, the closest work around I've found is to use Binary Software's KeyQuencer to create an "Open With" macro. If I want to open a text file with BBEdit, I can click on it in the Finder and press control-b. Perhaps in the future there will be a way to choose general preferences for opening documents. There might also be commands in a contextual menu for choosing an application to open the document. Holding down a modifier key could determine if this application assignment were permanent, temporary, global, etc.

On The Horizon

Rhapsody, when it ships to the general public next July, will include lots of features that Mac users have been wanting. We'll finally get windows with proportional scrollbars (available on the IIGS for years :P), where the length of the scrollbar thumb is proportional to the amount of the window's content currently being displayed. If you've never used a machine with proportional scrolling, you'll like it. It's especially useful when live scrolling, which will also be present in Rhapsody, is present. Live scrolling allows the contents of the window change as you drag the scroll thumb, not just after you release the mouse button. With proportional scrolling, the size of the thumb is generally larger than it is now, so you are saved lots of mouse movement. Hopefully, Apple will not follow Microsoft's lead by allowing the scroll thumb to shrink to only a few pixels high when the window has lots of content.

With live scrolling will also come live dragging: when you drag window, the whole window will move, not just its outline. Live resizing means that when you change the size of the window, it updates before you release the mouse button. This is the kind of stuff Be has been wowing us with for about a year.

While these interface niceties may seem frivolous, they will be a sign that everything "under the hood" is finally modern. Current PowerMacs have plenty of horsepower to do live scrolling and dragging now, but Mac OS isn't quite up to the task. Remember the days when you could pause an AOL download by holding down the mouse button?

R-Windows

Another nice feature of Rhapsody will be refinement of the Mac windowing model. Currently, when you click on a window owned by an application which is in the background, all that application's windows come forward. This helps to reinforce the notion of an application switch, but also can be inconvenient if the user wants to look at windows of two applications simultaneously. Also, computing is moving towards a document-centric world, rather than an application-centric one. In Rhapsody, selecting a background window will bring only that window to the foreground — not the entire application. Currently, Mac OS is one-up on Windows in this area because applications don't have their own global windows (with menubars!), which obscure things behind them. Adopting the NeXT/X windowing methodology will further strengthen the Mac user experience, and if users want to bring an entire application to the front, they'll still be able to.

rlogin: Rhapsody

Finally, Rhapsody's UNIX base promises another excellent feature: the ability to log into your networked Mac from across the hall, across the street, or across the ocean. Imagine having access to your files and applications from any wired hotel room or public terminal. It wouldn't be like carrying a Zip drive or laptop containing a small subset of your Mac. You'd actually be using your very own Mac. How's that for personal computing?

It's also probable that Rhapsody will make network disks and FTP servers first class volumes. If all your Mac applications — even those running in the Blue Box— could read from and save to servers through FTP (using the proper encoding when necessary) as though they were normal Mac disks, it would greatly strengthen the Mac's role in internet content creation. Hopefully, these dreams will eventually become realities.

Contest: The first person to correctly identify the types and creators mentioned in this article will get something for free, such as mention in next month's Personal Computing Paradigm.

"The Personal Computing Paradigm" is © 1997 by Michael Tsai, mtsai@atpm.com.



ABOUT THIS PARTICULAR
OPINION

BY CHAD G. POLAND, proedge@mindspring.com

Hate Groups

Not too long ago I was surfing the web and found an unusual link. It was for a site named 'HateWatch' <<http://www.hatewatch.org>>. I arrived at the site and was bowled over at the number of links to 'Hate Groups.' There was a veritable plethora of web pages that the subject dealt with hating someone. I would like to discuss my thoughts as I travelled these sites, but first let me mention 'HateWatch.'

'HateWatch' has spent long hours and resources to uncover some of the most 'hated' sites on the Internet. Their exhaustive research shines through the words on their pages. Each site is cataloged according to type of hatred and there are many categories left to fill. The individual viewpoint of the pages are described with a short synopsis and a logo or picture from the site. Not only are there links to the 'hate' pages, but also other groups that are monitoring the progress of the offenders. After exploring 'HateWatch' a little bit, I followed some of the available links.

There were several of these 'hate' sites that were well designed and thoughtfully written. It was obvious that someone had taken time to create a showcase of writings and laid them out so they were pleasing to look at. They had graphics that an artist definitely spent some time creating.

Despite these beautiful headers and nice backgrounds, you can still feel the hatred oozing out of these articles. These men and women were writing words that would make most people feel compelled to come to blows. They believe strongly in their cause and some of them are willing to lay down their lives in the struggle. Some articles claimed the holocaust never happened, and believe that the Jewish community is out to rule the world. Others think that anyone of Arab descent is subhuman, while others think that homosexuals are responsible for all child pornography.

Many of the leaders of these groups rightfully attest that the Internet has become their foremost medium for conveying the message of hate. The sheer number of sites is staggering. If sites like HateWatch are supported and created, the citizens of the Internet should band together to learn from each other. As easily as the 'hate groups' have proliferated, understanding can also be shown. The Internet is but a tool, that we can do with as we please.

These 'hate groups' provide a service to society. They give us a reason to grow as people. To learn that hate is not something that we want the future to hold. Naturally, we can't hope to create a perfect utopia, the natural traits of the human species stop that. What we can do is

help someone to realize that everyone has an opportunity to realize their potential.

The Internet links many countries around the world. People from many different races congregate every day in cyberspace. They make business deals, talk to friends and loved ones, make travel plans, and just surf for fun. Many times you can meet people and not even realize that they are not of the your race. Ask yourself when the last time you asked someone what nationality they were via email. Chances are you never have. Through the anonymous nature of computers we are all equal. No one race is better than another. Every Internet citizen has an equal chance to be heard through the writings in their email, on their web site, in the newsgroups, or in internet relay chat.

Since we are all equal, and everyone has a chance to speak, a cacophony of voices has been raised. Any viewpoint, despite how strange, has turned up. Anyone who has a message that is important to them has and will get it across. This gives us the chance to test our understanding of civil rights.

By allowing those that hate to speak, we accomplish two things. We are able to learn tolerance, and we don't allow censorship. Both of these things are vital to the evolution of man as a whole. The talents of all the world's citizens can be utilized in a way that can be beneficial to everyone.

We can not afford to ignore these sites. Their lesson is a powerful one. We must take what they have said, and learn from it. Learn that if we want to become better, we have to lay down our swords.

When you teach someone to be more tolerant of others, you help everyone. By not caring what someone's race is, you show the world that we can improve. It's doubtful that we will ever reach perfection, but we certainly can move the 'maturity-meter' up a couple of notches.

*"Hate Groups" is ©1997 Chad G. Poland.
<<http://www.mindspring.com/~proedge>>*





A Case For Upgrading

How I Turned My 630 Series Mac Into A PowerPC With Power!

If you are the lucky owner of a 630 series Macintosh (LC 630, Quadra 630, or any of the Performa 630 series), you have one of the most versatile Macs ever made. With an easily disassembled case, this Mac can be configured into an endless number of hardware versions for whatever your needs may be. I would like to tell you of my experiences in upgrading my Performa 636 to show just a few of the possibilities.

I started out with a hand-me-down Performa 636CD (My wife needed to upgrade for her desktop publishing projects.). The base 636CD came with a 33 MHz 68LC040 processor, 8 MB of RAM, 1 MB video RAM (non-upgradable), a 250 MB hard drive, and an Apple 300i 2X CD-ROM drive. A decent machine in its day, but hardly up to the rigors of today's programs and Internet surfing activities. After using it for awhile, I wondered just how good I could make it without spending more money than a new PowerMac might cost. What follows are **My Plan** and **The Results**. Before I proceed, I would like to state what I hope is obvious: If you do not know how to do any of this - **don't!**. All of the hardware I installed easily slides or plugs in, **but**, the possibility of messing something up is ever present. You should be able to find a service technician who can do this for what should be a nominal fee. No operation described here requires much more than a screwdriver and some patience. If you don't have either, find someone who does.

My Plan — Step 1

I wanted to improve the machine in as many ways as possible, but I had to start with the 636's most glaring weakness — not enough RAM! A quick call to Data Memory Systems (DMS) got me a 32 MB SIMM chip to boost the memory to 36 MB. The 630's come with either 1 or 2 RAM slots. My 636 had 4 MB soldered on the logic board and 1 extra slot which had another 4 MB chip in it (total 8 MB). To install the 32 MB chip:

- 1) Unsnap and remove the back plastic case cover (after removing all of the cables - the power cable included!)
- 2) Remove the two Phillips screws holding the logic board into the case.
- 3) Slide out the logic board using the small metal handle on the back panel.
- 4) Remove the 4 MB chip and replace it with the 32 MB chip.

5) Carefully slide the logic board back in until it seats, put the 2 screws in and back cover back on. Full instructions come with the chip, and DMS is very helpful if you need it. After enjoying the 36 MB of RAM for awhile, I decided I was ready for step II.

Step II

After purchasing a modem and getting online, I discovered that a lot of the neat new stuff I could download off the Internet was for PowerPC only. I began to investigate a PowerPC upgrade. Not wanting to use the PDS slot in the 636 for a processor card (This would interfere with my next step.), I check a lot of ads in the various magazines until I discovered KIWI Computer. They have 3 different logic board upgrades available for the 630 series: 75, 100, and 120 MHz. I figured “what-the-heck” and went for the 120 MHz PowerPC 603e logic board. It came with 256k Level 2 Cache and 2 SIMM slots. KIWI Computer is another Mac friendly company with helpful, real people on the phones! The boards are sold on an exchange basis, and their shipping box doubles as a return container; they even provide FedEx return paperwork. Installation was as easy as installing the RAM chip described above. Instructions also came with the board, along with a CD to install a new system on my hard drive. Now I had more speed and a Power PC chip - I was ready for step III.

Step III

I love graphics — pictures to use with Desk Picture (My favorite shareware program. Check it out at <http://www.peircsw.com>), pictures to use in publications, pictures in games. You get the idea. I also like to use larger screen resolutions on my monitor: at least 832 x 624. At that resolution, the 1 MB of video RAM in the 636 is just not enough to view pictures as they were meant to be. 256 colors is not my idea of realistic! Some more catalog, magazine, and web surfing led me to Micro Conversions. They make a product called a 1724PD 24-bit Graphics accelerator. I purchased one from the fine folks at MacWarehouse and installed into the 636's PDS slot. The 1724PD provides millions of colors on monitors up to 17" and 8-bit color on monitors up to 21". It also provides hardware QuickDraw acceleration and a virtual desktop for working on huge desktops no matter how large your monitor is. Once again, installation was as easy as sliding out the logic board and plugging the 1724PD into the PDS slot. Now I was able to download and view all sorts of graphics and pictures, which led me to the other glaring weakness of the 636: the 250 MB hard drive is **too small!** On to step IV.

Step IV

A quick trip to the web found APS Technologies. Luckily for me, they had a 1.2 GB IDE hard drive on sale in the tempting “Netsurfer's Specials” area. Out came the VISA card again, and my last piece of the puzzle was in place. Installation was again very easy. It was accomplished by popping off the front cover and sliding out the old hard drive. (I had backed up the complete hard drive to Zip disks using the neat backup program Disk Fit Direct, by Dantz Development Corp., that came with my Iomega Zip drive. I simply reinstalled everything using the DiskFit's restore program.) Since I still had an empty

SIMM slot, I called DMS again and got another 32 MB SIMM chip to bring my total ram to 64 MB! On to the internet I went!

The Result

I now own a Mac 6320 with a 120 MHz PowerPC 603e processor, 64 MB RAM, a 1.2 GB hard drive, and a 24-bit accelerated video card supporting millions of colors! The searching and installation was fun — creating my very own Mac, as it were — and I'm simply enjoying the results! (Some may ask why I did not upgrade the 2X CD ROM drive. I may in the future, but I don't play a lot of shoot-em-up games that require fast CD speeds. I mostly use the CDs for reference work, and those are not generally written to take advantage of the newer 10X and 12X drives anyway.) I suppose I could have just gone ahead and bought a new PowerMac or clone and been done with it, but by doing it myself — searching and researching the products I installed — I brought to life My Own Mac (Its name is KOSH) and enjoyed the hunt and the people who helped along the way. I should also mention that some of the products I used will also fit into other Mac models — from the Performa or LC 475 up to the 6xxx series Power Macs — just check with the suppliers, they'll be glad to help. Long live the Mac!

The Products

2 x 32 MB 72-pin SIMM
(\$139 ea. + shipping)

120 MHz PowerPC logic board
Upgrade w/256k L2 cache
(\$475 + shipping)

1724PD PDS slot 24-bit
Graphics Accelerator
(\$249 + shipping)

1.2 GB Quantum Fireball
Hard Drive
(\$169 + shipping)

The Companies

Data Memory Systems
Salem, NH
(800) 662-7466
<<http://www.datamem.com>>

KIWI Computer
Los Angeles, CA
(800) 334-5494

Micro Conversions, Inc.
Arlington, TX
<<http://www.microconversions.com>>

APS Technologies
Kansas City, MO
<<http://www.apstech.com>>

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If you have something interesting to say about life with your Mac, write us.*



ABOUT THIS PARTICULAR
OPINION

MACMAN TO THE RESCUE! BY MIKE SHIELDS



My problem is that when I started this column, I wanted to be the Dave Barry of cyberspace. Then, I discovered that he's already here.

There's a lot of stuff going on this month, both at Huge and elsewhere, and most of it isn't Mac related. So, you can get off here, and I won't mind, or you can read on.

The Evil Empire

I received a CD-ROM in the mail today, asking me to sign up for the Microsoft Network, or MSN for those that know. Now, there are a couple of problems with this. 1) It's not available for the Mac, and 2) I don't like Bill Gates.

For those of you new to this column, I'll review: this is not a hatred that I carry lightly. I believe it began when he appeared on the cover of Wired over three years ago. You see, Our Good Buddy Bill, has a theory, based on his company's Mission Statement: 'A computer on every desktop.' What he really means is, 'A computer on every desktop, running only Microsoft software.'

As a result, others have formed the newsgroup alt.destroy.microsoft. It's always a good read, and I suggest you go there. Go ahead, I'll wait.

Back already? Well, here are some Macintosh statistics for you, as this is a Mac eZine. One outta every four pieces of software that comes from Redmond is built for the Mac. Our Good Buddy Bill publicly supports the Mac, as it is 25% of his business. Ok so far, right? Then why doesn't he write Mac software from the ground up? I'll tell you why. He hasn't written any software in years! You see, he never met a piece of software he didn't steal. To avoid possible lawsuits from our good friend to the north, I'll rephrase. Do you know why we have Windows? Windows 95? Ok, he borrowed the concepts. And supposedly expanded on them. In case that doesn't do enough, you can email Bill Gates at billg@microsoft.com and beg him not to sue me. Thanks. I'll startup the legal defense fund next issue.

His next step, which he started approximately last year, was the takeover of the Internet. He came out and said it. The last time I checked, the Mac had a 40% presence on the 'net. Someone should tell Bill. NetGuide published an issue with the blurb 'Microsoft Declares War' on the cover when Microsoft Explorer was released. There are some Mac people that would tell you that Explorer is better than Netscape. I'm not one of them, for the simple reason that Netscape isn't developed by Microsoft. My new motto for this year is '100% Microsoft Free!' I'll be selling bumper stickers, to help raise money for my legal defense fund. Today I find out that Bill and Netscape are getting together to create common

encryption algorithms for the 'Net. I'm scared; are you?

Cross-Training

No, I'm not talking about Nikes. I was informed in my weekly 4 o'clock bore 'em to death meeting that I have until the end of July to get up to speed on PC's. I get to learn either Windows NT or Windows 95, depending on what Huge decides is going to become the standard PC OS. Maybe both, from what my manager says. The site manager wants everyone cross-trained or replaced with people that know both platforms. Personally, I believe it's better to know one thing really well, than to dilute my knowledge base with information I'm never going to use. Maybe it'll help to win a game of the Redmond version of Trivial Pursuit, but you can't count on these things. The bright side is that the PC techs have to learn the Mac. Hopefully, once they go Mac, they'll never go back. I'll be looking for a new job at the end of July, so please put in a good word for me at your nearest personnel office. So, in addition to being sued, I'll be outta work. It sucks to be me right now, don'tchya think?

When it absolutely positively needs to be there in an hour

Bill did one thing right. He sold MS Mail to Quarterdeck. The bad news is that Huge doesn't realize this. I still have to support the thing, which boils down to pointing people at their proper post office and installing desk accessories.

Until yesterday, when I discovered a problem in the daily morning bore 'em to death meeting. It seemed that when you sent an attachment to someone within the company who was using ccMail, the gateway in Long Beach decided to scramble the bits. The Husers believe this is our problem. We've told them for months now that MS Mail is going away, but they insist. The solution would be to get Quarterdeck to fix it, but the problem with that is that Huge doesn't wanna spend the money. I guess it could be worse. I could be management and spend 42% of my work week in meetings. Then I'd probably be asked to fix this.

You Will Be Assimilated

Project Houston is being rolled out. Again, for the newcomers, if you've even made it this far, Houston provides server based apps, freeing up space on your hard drive, and creating a uniform work environment. This works, in theory, at a small site such as Tuscon. In practice, at the large El Segundo North site, things will get sticky. Like waiting six minutes for Excel to fire up. I feel this is just going to be used as another excuse for Huge to get rid of the Mac platform, as if they didn't have enough of those already...

Attach This!

The fine folks at Attachmate have done something incredibly short sighted. I quote, from

their press release dated May 30, 1997:

To satisfy the changing needs of our customers and to align our offerings with market reality, we periodically review the suitability of our products...As of December 31, 1997 Attachmate will no longer offer Macintosh specific host connectivity products.

Why is this important, you ask? You didn't? Well, I tell you anyway. This is the company that provides our dispatchers and admins with the software necessary to talk to the mainframe that generates our trouble tickets. There are currently seven Macs in the war room, as we like to call it, using this software almost exclusively. I say almost, because when it gets dull, the admins take to arbitrary net surfing and game playing. But you didn't here that here. Anyway, without this software, we can't go to the Husers that need us. Of course, we could switch to PC's in the war room, but you know how much I already don't like that idea. Furthermore, CSC wouldn't pay for it. This software is used throughout Huge as well, for seemingly trivial things, like, filling out your time card. Get real, Attachmate. As part of the press release, they even encourage changing platforms (!?) so that the fine folks here at Huge can have the opportunity to get rid of my favorite computer, the Mac.

MacMan to the Rescue!

Well, I had only one question this month, and it wasn't immediately answerable, however, I believe that the user and I have found a solution. Don't be afraid to send me your questions. I can be reached at <MShields@ccgate.hac.com>. Until of course, the end of July. Letters of support, and job leads also will be graciously accepted. Southern California area only, please, my wife doesn't wanna hafta move.

Disclaimer: Mike's views are entirely his own, and don't really reflect those of this eZine, or anyone he knows, for that matter. He will always be reachable at Mshields@atpm.com, until the 'Net police track him down.





BY JAMAL GHANDOUR, jghandour@atpm.com

Backgrounds

This month, I was going to make a section about software interchange formats talking about what each digital format means and how to get the best results while swapping files between applications and platforms. However, due to the overwhelming demand for another Background how-to section, I could not but submit. I must thank all our dear readers for their enthusiasm, for it is the very reason we go on with ATPM. I think that my colleagues agree, right guys? [Right. -Ed.]

I am going to show you how to achieve a Rocky background. As I said last month, although I am using Adobe Photoshop, you can achieve the same results using any pixel based program with minor adjustments. Just follow the principles.

1) Open a new document in Adobe Photoshop. Size does not matter much. (Found: File>New)

2) Make sure you have basic colours for Background and Foreground colours.

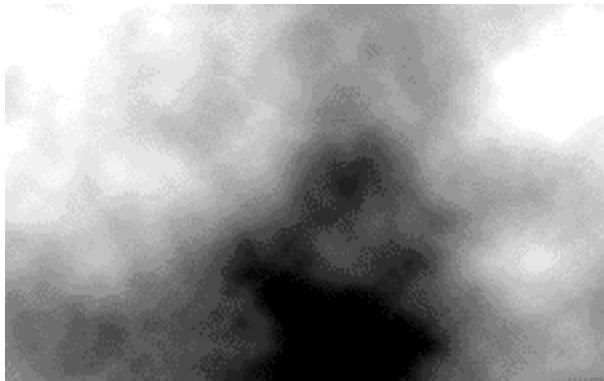
Tip: you can achieve this easily by pressing the letter D on the keyboard.

3) Do a clouds effect. (Found: Filters>Render>Clouds)

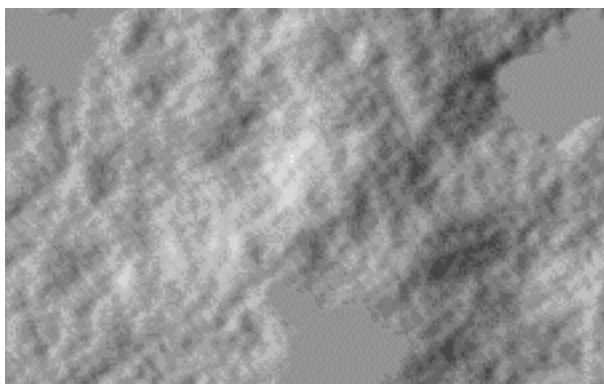


4) Repeat the Clouds filter till you get the desired pattern. (You can also press Command-F to repeat the filter)

5) Now play around with the brightness and contrast controls until you achieve hard edges as illustrated below. (Found: Image>Adjust>Brightness & Contrast)

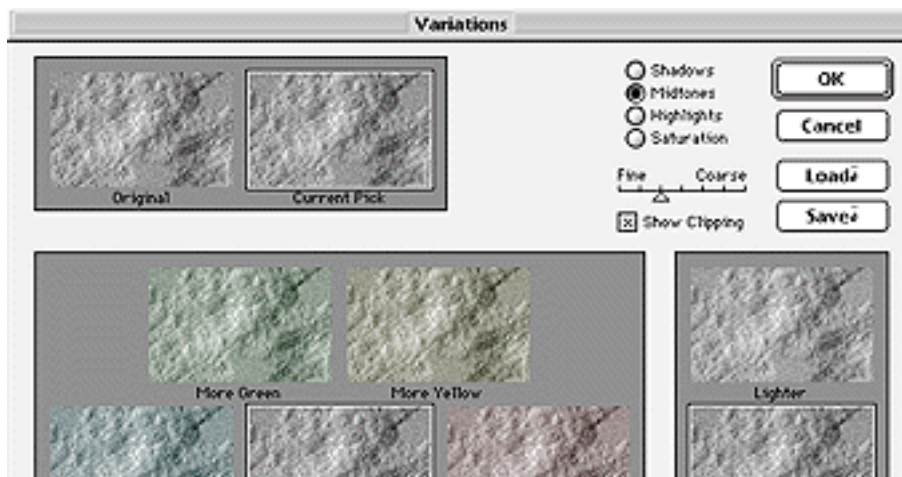


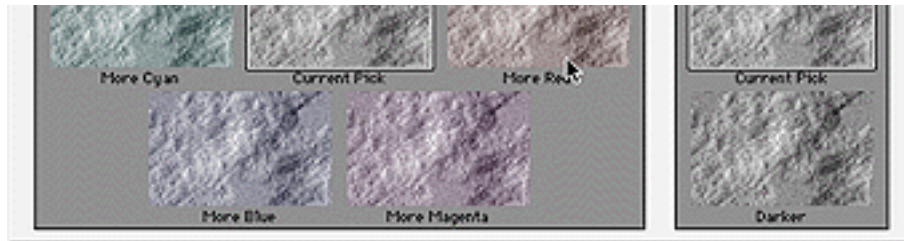
6) By now you should have a weird spotted image that looks like a 101 damalian. Don't worry; just proceed with an Emboss filter. Make sure here you keep the Emboss setting low and the offset setting a bit higher. This is to provide a hard edged rock, just like in real life. (Found: Filter>Stylize>Emboss)



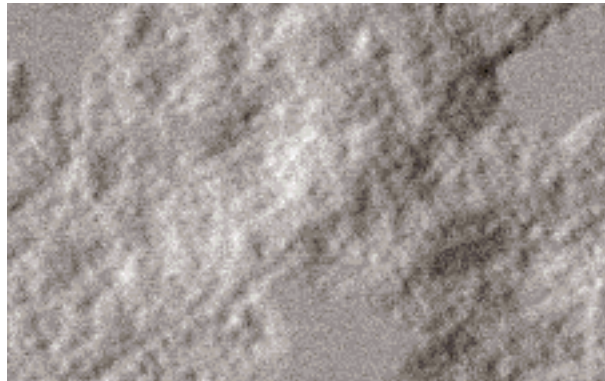
7) We are nearly there now. All we need to complete the illusion is a bit of graininess. To achieve this run the Add Noise filter. Just choose a setting that you find appropriate. (Found: Filter>Noise>Add noise)

8) As a final step, we need to colour our background. Just choose variations and colour according to your needs. (Found: Image>Adjust>Variations)





And presto the Rock Background is ready! Hope you enjoyed creating it as much as I did.



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ABOUT THIS
STUFF
STUFF

REVIEWED BY TOM BEADLING, drfumble@aol.com



CASTLES SIEGE & CONQUEST.

Product Information

Publisher: MacPlay Division of Interplay

Phone: (80) MACPLAY

Fax: (714) 252-2820

Web: <<http://www.macplay.com/website/titles/castles.html>>

List Price: \$34.95 U.S. for CD-ROM; \$19.95 diskette (where available)

Requirements:

System 6.0.7 or higher

Monitor with 256 colors

2 MB free RAM

13 MB hard drive space

The year is 1312, a time of tumult in feudal France. In your palace, sweat beads your brow as you ponder the famine ravaging your provinces and the treachery of the spy you ordered to Brittany last month. A messenger from the arrogant Duke of Burgundy suddenly appears, ominously demanding a gift of gold. On the other hand, a fanfare of trumpets has announced completion of your castle in Nantes, doubling your production of metals and suppressing an incipient rebellion by your ungrateful subjects.

This is life in Castles: Siege and Conquest, MacPlay's aging strategy game, now in its third incarnation since 1990. As one of five ruling lords vying for the vacant throne of Bretagne, you are challenged to employ all your resources, political; economic; diplomatic; and military, to outwit your opponents and claim the throne.

In an age of multimedia-conceived games, Castles seems woefully quaint at first blush. Its vintage 512 x 384 window floats on your monitor screen, the font is pure DOS, and text

messages drive much of the game play. If you don't disable the tootling music track, you will surely go mad. The game is made no less eccentric by the QuickTime clips from the silent classic "Alexander Nevsky" that punctuate game events. But don't be misled. Skilled gamers who take this AI too lightly will quickly find they've won, not the coveted throne, but the post of Rat Catcher, Food Taster, or Village Idiot, depending on their point score. It could be worse. Beheading is another common reward for failure.

To reach the throne, you employ scouts, spies, saboteurs, police, diplomats, merchants, and armies. You must call councils, maintain the happiness of your surly subjects, cultivate alliances, recruit soldiers and siege engines, and manage your economy. Each province produces a single product, wood; metal; gold; or food, and whatever products you are unable to produce must be bought from your allies or purchased on the risky black market.

As in all well-conceived strategy games, Castles is easy to learn but difficult to master or, in this case, "impossible," the other three difficulty settings being hard, average, and easy.



Most game play takes place in the "strategic" window. From here, you direct the activities of your provinces with all actions limited by a strict economy of "ability points." These control the amount of time required to complete tasks, the critical factor in real-time game play. You can divert, say, political efforts to the military, but beware of falling into disfavour with the Pope. Diverting military effort to the economy can jeopardize your defenses. In addition to the main window, a tactical window allows you to design and build castles for the defense of your provinces. All combat also takes place in this window.





Military gamers take heed. Armed aggression has no advantage over commerce or diplomacy as a path to victory. There are a few deployment advantages to be gained in the tactical window, but actual combat plays out automatically. Relying on warfare alone will quickly win you the post of Court Jester, though neglecting one's army and building cheap, flimsy castles will have the same result. Victory points toward the throne are awarded for armies, diplomatic relations, happiness of your subjects, economic wealth, provinces owned, size and number of castles — in short, the whole complex of your status as a ruler.

“Castles” isn't for everyone, of course, least of all gamers who take neutron blasters seriously. But if you value well-conceived strategy game play in a stylish and witty, albeit dated format, it might be fun to acquire this minor classic from the days when the phrase “Mac strategy game” was almost a non sequitur.

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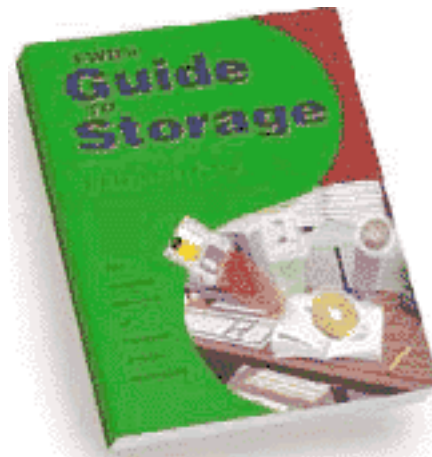
ABOUT THIS STUFF



REVIEWED BY A.T.Wong, atwong@xpressnet.com

Product Information

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List Price: \$29.99



As a long-time user of FWB's Hard Disk Toolkit, I eagerly awaited my chance to review FWB's "Guide To Storage." The press release claims the book is "...an essential companion for end-users, graphic designers, programmers, and IS professionals alike." While I do give credit to Norman Fong, the author and president of FWB, for stating in his preface that the book is meant to serve as a bridge between non-technical documentation and the technical specifications that defines various storage standards and technologies, those of you looking for hard-core details will have to look elsewhere.

"Guide To Storage" starts off with a brief introduction to the mechanics of hard drives. In an effort to aim the book toward a general audience, a number of concepts were omitted. Some readers might wonder if they skipped a page. One example is that the term "Sector header CRC" is used with no prior reference or explanation. However, as introductions go, it's passable.

FWB's background in SCSI drives and Mac software development becomes apparent in Chapter 3, "All About SCSI" and Chapter 4, "All About Serial SCSI." The amount and level of detail on the SCSI protocol should satisfy most any user. These two chapters, which amount to a third of the book, persuaded me to make the book a permanent part of my reference library.

The last third of the book briefly covers IDE drives, expansion buses, storage-related utility programs (actually a short chapter on FWB software - a little more publicity never hurts), and hard drive troubleshooting. For those of you who don't support hard drives on a daily basis, the troubleshooting chapter provides a nice summary of common Mac and PC hard drive-related problems.

I suspect that the interested lay person will find this book an interesting overview of storage devices we use on a daily basis, but never consider in any great detail. However,

even with the book's heavy emphasis on the SCSI protocol, coverage of the topic is uneven and leaves the reader with many unanswered questions. For those of you who find the book a nice starting point for further research, the appendix has a list of publications dealing with storage standards and technologies, as well as a number of Internet sites and mailing lists related to storage technology.

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ABOUT THIS STUFF

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Most recent Macs come with a 1 GB drive standard which is suitable for most users. Those of you who bought a Mac with a small 500 MB drive face the prospect of purchasing an external drive to hold Microsoft Office or the CD-ROM game that insists on installing a 50 MB directory.

Purchasing a mail order drive, including Apple branded external drives, could lead to an unpleasant surprise when it comes time to format that drive. If you're lucky you'll get a formatting program with the drive. If you don't get a formatting program with the drive and try Apple's formatting program you'll likely find that it won't see your new hard drive. The Apple drive setup program ignores hard drives that don't contain Apple-installed firmware. Ever notice how Apple-brand internal drives have a little Apple sticker on the drive?

It's understandable that Apple may want to keep its drive utility software as simple as possible by limiting it to work with only Apple firmware. However, such a restriction only creates problems when you have third party drives and removable media such as Magneto-Optical (MO) drives.

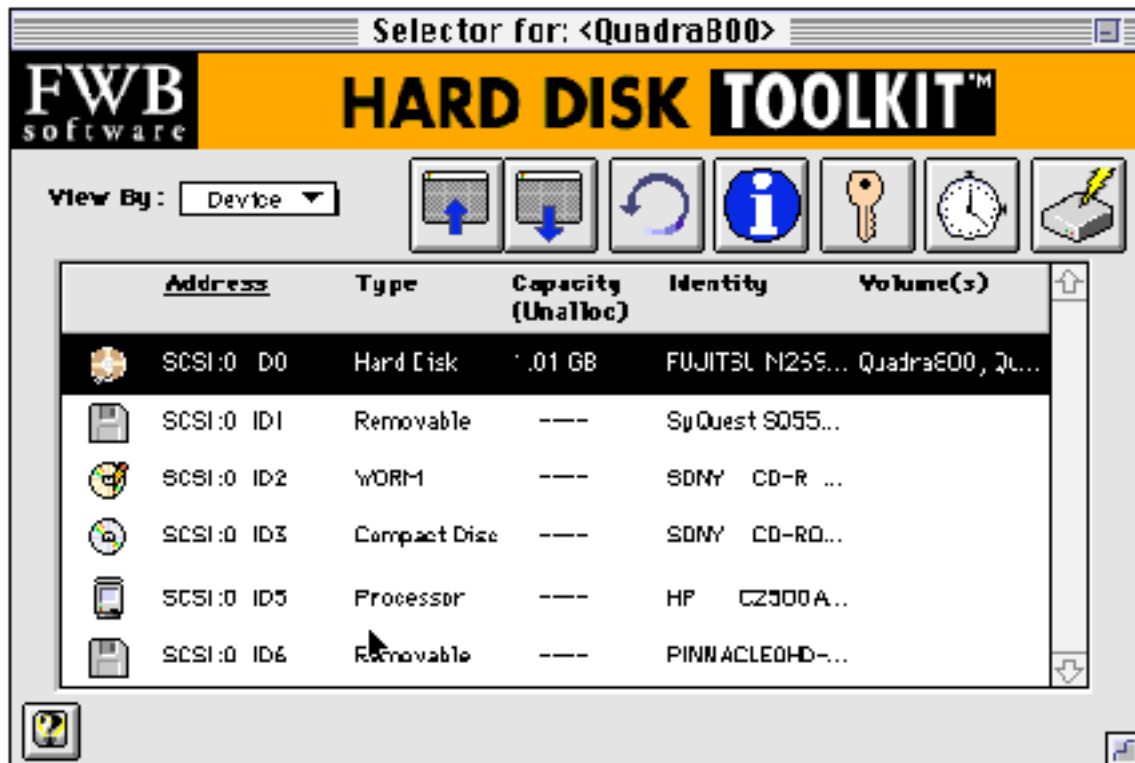
FWB Hard Disk Toolkit (HDT) is a drive utility program that will let you format almost any read-write storage device from almost any vendor. The good news is that many drive vendors include HDT Personal Edition with their drives. The formatting function will satisfy most users. The power user who wants more control over their drive hardware will want to upgrade to HDT version 2.0.6.

For this review I evaluated HDT with a 1GB Fujitsu M2694ES, a 160MB Apple-branded Conner drive, an 80MB Quantum ProDrive80S, a Pinnacle Micro OHD650 650MB MO, an 800MB Toshiba MK428EP, a Squest 44 removable cartridge drive, a Squest E7425S, a

1GB Iomega Jaz, a 100MB Zip drive, a 150MB Iomega Bernoulli, a Quantum 540MB IDE, and finally an old 1988 Jasmine 20MB MegaFloppy. I used a Quadra800, Mac IICI, 6100, LC575, 8100/80, and a Performa 5200 to perform my tests. HDT supports over a half-dozen types of RAID arrays but I did not test that feature.

HDT comes on four floppy disks. The first two contain the Crisis Tool that will let you start up most Macs and reformat the drive. The Crisis Tool disks are meant to be used only if all other attempts at disk recovery have failed and you are resigned to reformatting your entire drive. The two other disks contain the utility programs that make up HDT.

The Hard Disk Toolkit program handles the basic formatting and partitioning functions. The Volume Selector screen displays all the SCSI devices on the Mac and lets you select any device for further configuration. Non-drive devices limit you to getting some SCSI information about the device such as the vendor and product name. My attempts to format an HP IICx scanner resulted in a message telling me I could not perform the format operation on that device.



The Volume Selector screen can display IDE devices and SCSI devices on the internal and external SCSI bus. Fast and Wide SCSI-3 devices are displayed if you have an additional SCSI card in the Mac. Clicking the Auto Initialize icon on the Volume Selector screen starts an automated formatting process that formats the drive, installs the disk driver, and creates a partition consisting of all the free space on the drive.

The driver that HDT installs is compatible with SCSI Manager 4.3, which supports features such as asynchronous I/O, Power Mac native device drivers, and improved SCSI bus utilization for higher data throughput. The driver has a unique architecture which stores the driver in two partitions: **Driver** and **Driver Objects**. The two-part architecture allows multiple drivers to be installed. For example, on removable media,

HDT will install SCSI and IDE drivers so that a cartridge can be used on a SCSI drive and then moved to an IDE drive.

The BenchTest feature will benchmark a drive using 8 different measurements. I used BenchTest to benchmark my drive to determine if my efforts to optimize the drive configuration had a positive effect. The benchmark results are presented in graphical format and can be saved for future comparisons.

The Test function will thoroughly test a drive by reading and writing every sector on the drive. The Best option can take hours to test a drive. Testing my Toshiba 800MB drive was an overnight process but it did confirm my suspicions that the drive was faulty.

The FWB Mounter utility will display all active drives and let mount or unmount them. Perhaps its greatest feature is the mount function. With the mount function you can leave a drive turned off until you need it. When you need it, turn the drive on, start FWB Mounter, and then mount the drive. In conjunction with a smart SCSI terminator I can hot plug/unplug SCSI drives and mount/unmount drives any time without any data loss.

The FWB SCSI Configure utility handles the more exotic SCSI device functions. The Configure utility is used to examine and modify the **mode** pages in a SCSI device. Mode pages contain the internal configuration parameters that control the operation of a SCSI device. Exotic functions such as Automatic Write Reallocation, Read Continuous, Disable Correction, and Force Sequential Write are some of the many dozens of functions that you can change should you wish to. The manual includes a fairly good description of the parameters you can view and change but it's not material for the faint-of-heart. After changing any parameters I highly recommend the use of the BenchTest and Test functions to certify your drive.

The Diagnostic utility automatically performs a diagnostic test of your drives during startup. It's designed to detect drive problems at an early stage before they become serious enough to damage data. After using it for a few days I decided that the extra time required at boot time was not worth the slight increase peace of mind. After all, all smart Mac users always backup their drives on a daily basis.

Real World Testing

Testing my drives on different Macs was an interesting experience. In most cases replacing the Apple driver with the FWB driver resulted in faster performance as reported by the BenchTest function. In one case the FWB driver actually resulted in **lower** performance. Modifying some drive parameters using SCSI Configure resulted in a small throughput increase with a few of the test drives. HDT was able to format and partition all of my drives except the Jasmine MegaFloppy. The MegaFloppy was one of the earliest removable cartridge drives from the now defunct Jasmine company. It was introduced in 1987 and featured a Qume drive mechanism that used 20MB floppy cartridges. HDT was able to low-level format the drive but every attempt to partition the MegaFloppy resulted in a crash. I gave up trying to partition after 7 hrs.

System Requirements

Unlike earlier versions of HDT, version 2.x removes support for 68000 Macs such as the Mac Plus and SE. Any Mac beginning with the Mac II and later is supported. System 7.0.1 or later and 3 MB of free RAM is required. Many SCSI and IDE drives are supported. A comprehensive list of supported devices is supplied on the install disk and is also available on FWB's Web site.

Conclusion

I like this program and I highly recommend it. I have been trying various drive formatting programs since 1987 but I always go back to HDT. FWB is running a summer promotion that includes HDT, the CD-ROM Toolkit, Turbo Toolkit, and HSM Toolkit (also reviewed in this issue) for an incredible price of \$99.

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Requirements

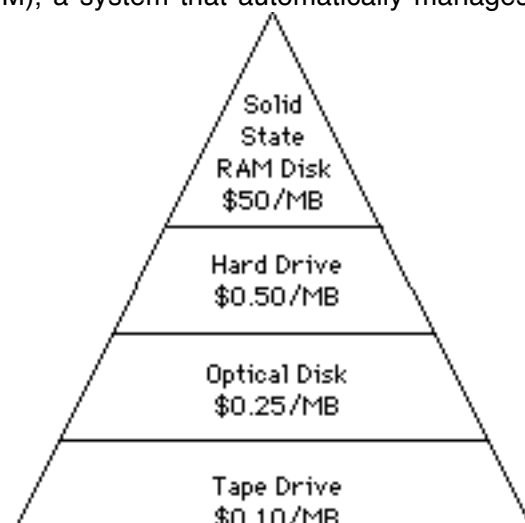
Mac with a 68020 better processor
System 7.1 or higher.
Hard disk with 2 MB free for HSM TK.
At least 1 MB of free RAM.
A near-line storage device.

The Drive Space Problem

Today's entry level drive is 1 GB in size and will probably become 2 GB within 18 months. Along with the increasing drive size are larger and larger applications that create larger and larger data files. The typical solution is to add another drive but no matter how many drives are added, there is a finite limit to drive space and/or disposable income. The solution is Hierarchical Storage Management (HSM), a system that automatically manages how and when data is moved onto a less expensive

How Does HSM Work?

HSM is a management system that has the ability to move files along a hierarchy of storage devices so that the primary disk drive contains only the most frequently used files. The action of cleaning a storage device of old files is called grooming the device. The hierarchy of storage devices ranges from expensive devices such as fast hard drives, to less expensive and slower devices such as tape drives.



The HSM name implies the system has the intelligence to automatically migrate little-used data from the most expensive to the least expensive device. When files are migrated HSM typically leaves an alias on the original device that points to the new location of the files. When a file that has been moved is accessed, HSM will automatically demigrate a file from the slower device back to the faster device.

Another way to consider the storage hierarchy is in terms of on-line, near-line, and off-line storage. On-line storage devices are those that provide immediate access to data. Hard disks and RAM are the most common types of on-line storage. Near-line storage devices are those that provide slower access to data. Magneto-optical (MO) disks and network volumes are near-line storage devices. Off-line storage devices are the least expensive and slowest of the storage devices. Tapes are the most common off-line devices. Whereas MO disks can access data in a matter of seconds, accessing data on tape can take many minutes.

HSM complements, but is not a replacement for data backup. A data backup will help restore data after an accident or catastrophic failure of the storage device. The purpose of HSM is to manage data storage and administration.

HSM Toolkit (HSM TK)

HSM Toolkit 1.0 is FWB's version of HSM for the Mac. It's a decent 1.0 version of a program that implements basic HSM for certain groups of users. I'll expand on that statement later.

Installing HSM TK is a simple procedure that only requires a few minutes. Initial use of HSM TK requires that you specify the source and destination volumes. The source volume is the volume to be groomed. Only one source volume can be specified. The destination can be almost any Finder-visible read/write device such as a SyQuest or AppleShare volume. Only a single destination volume can be specified. There are several other settings but the initial defaults will suit most users. After selecting the source and destination volumes HSM TK will begin to record your file usage in its own file migration database. HSM TK needs to maintain its own migration database because the Mac OS tracks only the time and date a file was created or modified and not when the file was last *accessed*. The initial defaults may cause you to wait several days or weeks before you notice HSM TK migrating files. If you don't want to wait for HSM TK to do its work you can ask it to migrate particular files or folders immediately.

User Settings

For finer control of the grooming process HSM TK has options to control the migration and demigration of files based on available disk space and last access.

The watermark rule allows you to specify when to start migrating files based on available disk space. For example, the default watermark value is 85%. When the source volume becomes 85% full HSM TK will migrate files until the volume capacity is 5% less than the watermark value.

The second method to control migration is by specifying the file age at which migration should occur. The default file age is 2 months. HSM TK will monitor its file migration database for files that have not been accessed for 2 months so unless you change the file age rule to something less than 2 months, you may not notice any activity for 2 months!

The migration/demigration time setting lets you control at what time you want HSM TK to do its work. The default setting is 20 minutes of idle which means HSM TK will start migrating or demigrating after 20 minutes of inactivity. Other choices allow you to specify at Shutdown time or after a particular time on a specific day of the week.

To save space on the destination volume data files, but not application files, can be compressed during migration. During normal operation the files are uncompressed when they are demigrated. The compressed files are in a slightly modified Stuffit format but the HSM Expander utility will decompress the files if want to access the files without demigrating them.

For finer control over individual files the anchor feature will allow you to specify files that will never be migrated automatically. For example, you may not want sensitive payroll files to be migrated to a server volume. The manual migrate option will force the immediate migration of files and folders, including any anchored files or folders.

Real World Test Results

After several weeks of use I came across no problems that could be attributed to HSM TK. On several occasions I changed the time and date on my Mac to past and future dates to test the robustness of the HSM migration database. I also rearranged the folder hierarchy of the migrated files on the destination volume to determine if HSM could locate the files for demigration. Even the addition of my favorite 15 Extensions didn't stop HSM TK so I'll have to give HSM TK an A+ for reliability.

The Final Word

HSM TK is a very decent version 1.0 of an HSM program. However its inability to handle more than one source or destination volume, or any off-line storage devices may limit its usefulness somewhat. Power users or professionals that generate large amounts of data may find HSM TK a convenient method of managing rarely used files. Although I didn't test HSM TK with my NetWare 4.11 server, I can foresee how the tape backup on the NetWare server can provide the backup ability that's required for a complete HSM/backup solution.

At the time of this writing, FWB has announced its intentions to replace HSM TK in May with Storage Wizard, an updated HSM product with enhanced archiving, automation and compression functions.



7.5.5. An AppleShare server provided a destination network volume for testing HSM TK with a network. Storage devices tested included SCSI hard drives, SyQuest and Jaz drives.

ABOUT THIS STUFF



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Product Information

Published by: CE Software, Inc.
Phone: (800) 5CE-SOFT
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Requirements

Mac II or later
Mac OS 7.5 or later
8MB RAM (about 600K for QuicKeys)

Have you ever wished that your Mac could do a little bit more on its own, without you having to tell it every step of every process? Don't you love those applications that let you assign custom keyboard shortcuts to any of their built in commands? If all your applications could be customized like that, you'd be more productive. QuicKeys is part of a class of software called macro programs that allows you to assign keystrokes to application commands and automate (sometimes very long) repetitive tasks. Besides saving you the drudgery of clicking the same sequences of menus and icons each day, macro programs offer another advantage: additional speed. After all, most of your Mac's processing power is wasted, while it waits for you.

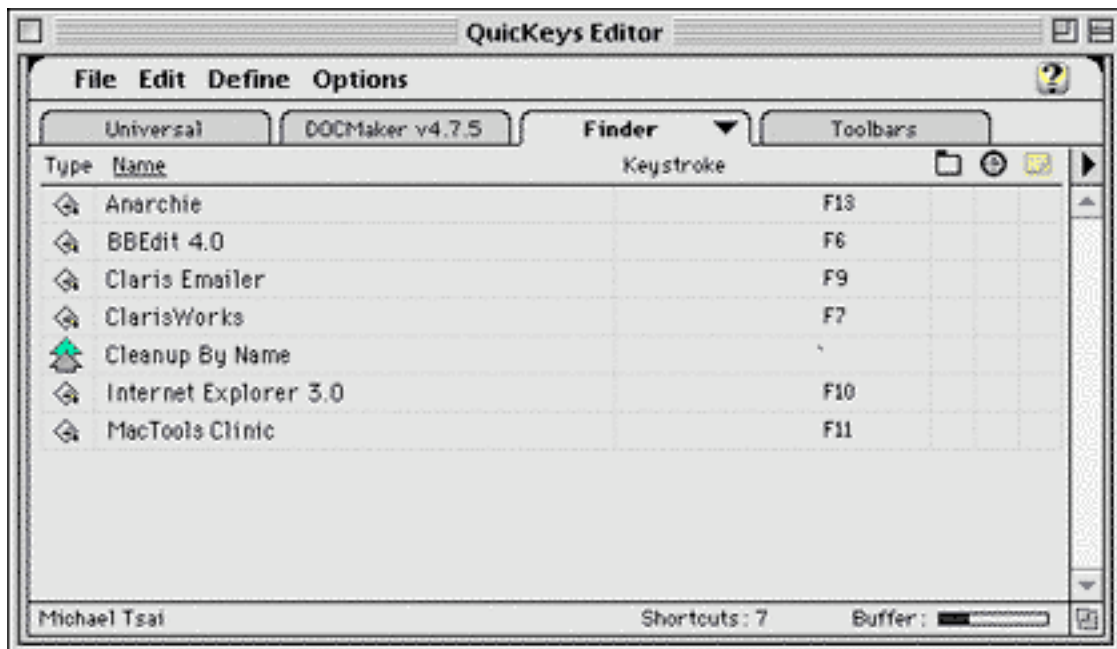
QuicKeys is probably the most popular Macintosh macro program. It's also one of the most powerful and easy to use. Its commands are always available from the QuicKeys menu which can be placed either in the main menubar or as a submenu in the Apple Menu. From the menu, you can access the main QuicKeys dialog, where you create and edit macros; a quick reference card, which lets shows you the key commands you've assigned for your various macros; controls for displaying and editing Toolbars; and any macros you've chosen to include at the bottom of the QuicKeys menu. This menu is also where you access the QuicKeys recording tools.

The recording capability is probably the single feature that makes QuicKeys such a popular

macro program. While manually creating macros with QuickKeys is easy, recording is even better. The Record One Shortcut command is useful for assigning custom command keys to menu items. After selecting “Record One Shortcut” from the QuickKeys menu, and selecting the item that you want to make into a shortcut, QuickKeys brings up a dialog box asking you to name the macro you’ve just created and assign a key command for it.

“Record Sequence” and “Record Real Time” both let you create a sequence, the QuickKeys term for a multi-step macro. In either case, after selecting “Record,” QuickKeys watches what you do with the mouse and keyboard up until the time when you press the stop button. “Record Sequence” records only your actions, so when you execute a recorded sequence QuickKeys eliminates user pauses and lets your Mac complete the macro’s task faster than you could if you were doing it yourself. “Record Real Time” records your actions and pauses, so replaying a “Real Time” macro will take the same amount of time as if you did the task yourself.

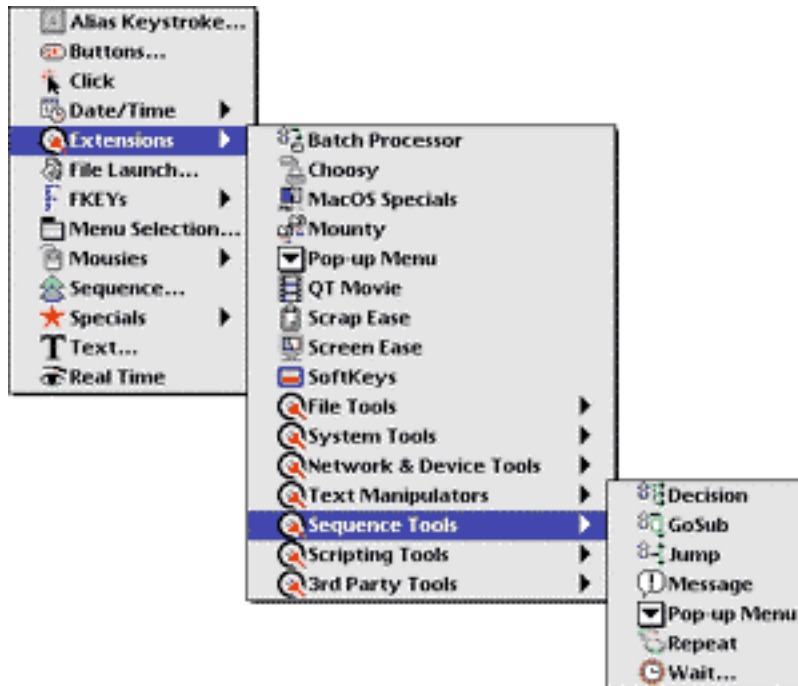
Most of the time, when you record a macro, playing the macro back simply works. Sometimes, though, QuickKeys misinterprets some of your actions, or mis-times them. A good way to make your recordings as precise as possible is to use the keyboard, instead the mouse, when recording them. If part of your macro involves clicking the **Ok** button in a window or dialog, use the **Enter** key instead; that way, the macro will work even if the button doesn’t appear in the same location when your replay the macro. If you are writing a macro to fix a typo, such as the transposition of letters, use the arrow keys to move the insertion point, holding down **shift** to select the text. This works much more reliably than if you use the mouse to select the text when recording the macro.



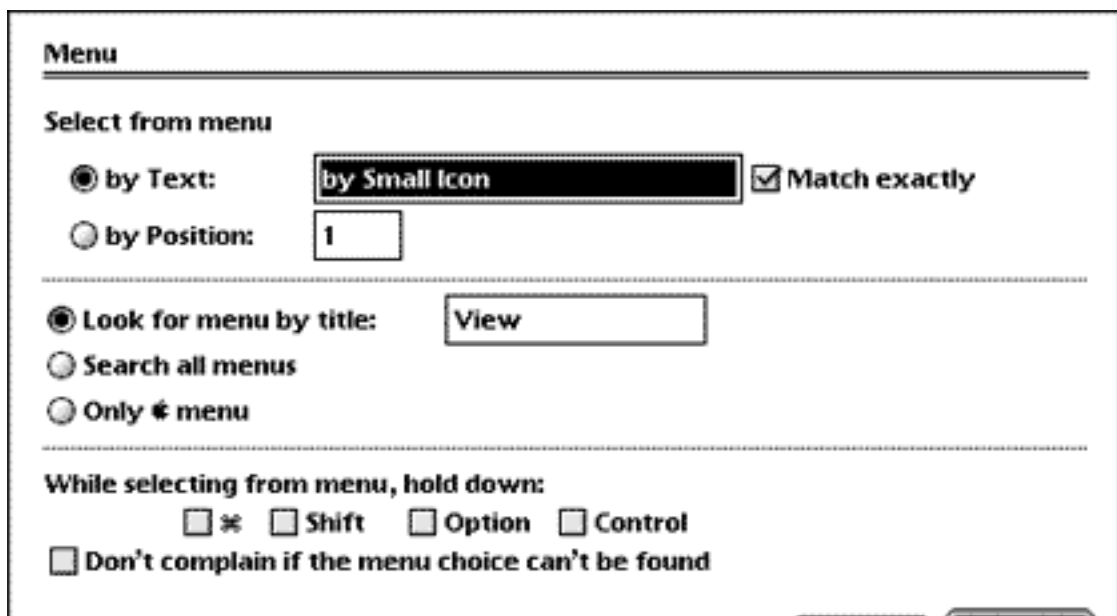
If you find that you need to edit or debug a macro that you’ve created, you can do so from the main QuickKeys window. From there, you can also choose the key-command for activating the macro (if any), whether the macro appears in the QuickKeys menu, and if the macro is automatically run at a specific time (or system event such as startup or shutdown). The QuickKeys editor displays a list of the macro’s steps. You can double-click on one of the steps to edit it, and you can use cut and paste to reorder them. You can also add additional

steps, such as sequences controls for conditionals and repeats.

You can also use the QuickKeys editor to create macros entirely from scratch. When creating macros manually, all available commands are accessible from the “Define” menu. This makes sense, except that most of the useful tools, especially the ones for managing repeats and conditionals in sequences are buried beneath a mountain of submenus. As a result, creating macros manually in QuickKeys feels like a very slow process, especially because it involves so much mouse work.

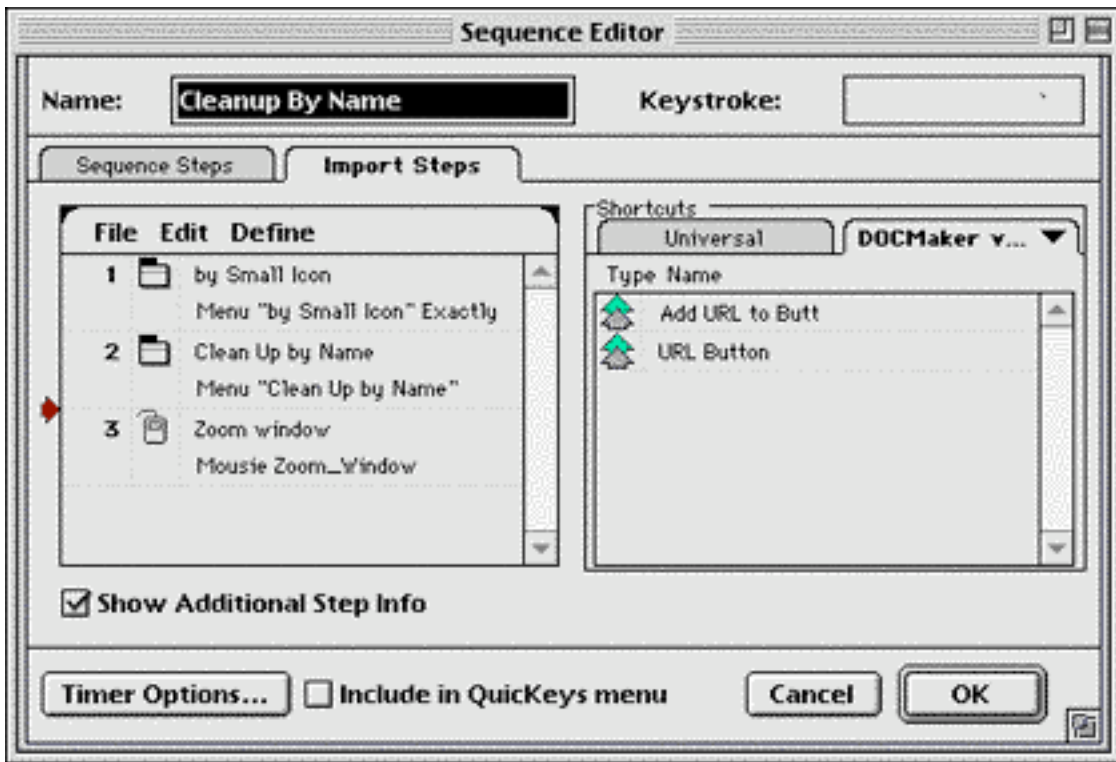


Whenever you insert a command into your macro, it can be configured completely via dialog boxes. This visual process makes QuickKeys feel like an extension of your Mac, rather than a programming language, and encourages experimentation.





Unfortunately, after creating steps, it's cumbersome to reorder them; you must select a step, cut it, move the insertion arrow to where you want the step to go, and paste. In this day and age, drag and drop support is sorely missed.



There are five ways to execute macros that you've recorded or written:

- Pressing a user defined keystroke.
- Selecting the macro name from the QuicKeys menu.
- Clicking the macro's button of a user-defined QuicKeys palette (which comes in three styles).
- Opening a QuicKeys icon, a macro that's been saved at as an individual file.
- Scheduling the macro so it is automatically run at a specific time or event.

There are a number of reasons why QuicKeys is one of the most popular Mac macro programs. Without a doubt, the number one feature that separates it from the competition is its recording ability. With it, a beginning Mac user can create powerful macros for automating his or her work, without writing a single line of code. However, there are also a number of reasons why QuicKeys does not feel as polished as a product of its age should.

The QuicKeys editor has its own menubar and uses many tabs, some of whose titles are also menus. Also, some of the sub-dialogs have their own menubars.

This is frustrating and confusing. The main QuicKeys editor should be an application and should use the Mac's global menubar. Within the editor, better use of the main menubar or

scrolling lists could replace the many levels of menus. Palettes, like those in Photoshop, could replace the seemingly endless layers of modal dialogs. QuicKeys is a resource hog. It uses almost 600K of RAM, even when only a few macros are defined, and slows down Mac OS's response times. Finally, the macros don't seem to execute as quickly as they do with competing products such as KeyQuencer and AppleScript.

Despite these shortcomings, QuicKeys is a very useful program. The feature set is strong. It supports subroutines and conditionals in macros, though not variables. It's not as fast at executing macros as KeyQuencer, but the speed is acceptable. QuicKeys is pretty much the only way to go if you want to automate you Mac without learning an arcane scripting language. The good documentation can help explain some of the less intuitive interface oddities. The best part is that once you've created the maros you need, you can forget about QuicKeys and enjoy the time it saves you. After you've used a macro program for a few weeks, you'll forget how you ever got by without one.

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BY ROBYN LYONS, rlyonsme@net66.com

Ahhhhhh. I can picture it now.

Mix a little bit of the 1984 commercial with a little of this and a little of that. It starts out with all the zombies from the 1984 commercial, walking around staring at a huge set of TV Screens. They are watching a news bit, staring intently as she rattles on:

“Apple Computer stock has plummeted a full point in recent weeks. We attribute this to the troubled times and sure demise of a once prominent computer company...”

All of a sudden the screen goes dark and the words “Oh Yea” accompanied by a voice appear. Then in a big explosion you hear fast paced music and many images screaming by. Pictures of people playing Doom, surfing the Internet, children writing reports, the happy Mac icon, startup chimes, newscasters talking about the new OS and Apple rising influence, and bits of commercials gone by.

Then as quickly as it started, it all stops, and you see a man in a study sitting at a Macintosh putting a CD on and playing Bach. He says, “Apple Computer. A new way to do new things.”, as you hear the CD begin to play.

Wishful Thinking is a space for Mac enthusiasts who know exactly what Apple's advertising should be. Did you come up with a great advertising tag line? Have you had a Mac campaign stewing in the back of your mind for a year now? Send your ideas, or your art, to <editor@atpm.com>



Guidelines

The Official ATPM Guidelines!

The official ATPM guidelines page is the place to go when you have a question about our publication. We can't imagine that you simply wandered in here. That's because the information on this page is very dry and mostly unentertaining (which is why it's on this page and not included in another part of our publication). We guess you could call this the "Relatively Boring But Occasionally Important Page of Information." OK, enough already with the extraneous syntax, now onto the stuff.

What is ATPM?

About This Particular Macintosh (ATPM) is, among other things, a monthly Internet magazine or "e-zine." It's published by Michael Tsai and Robert Paul Leitao (who are still looking for a cool logo for themselves that depicts their joint effort). ATPM was created to celebrate the personal computing experience. For us this means the most personal of all personal computers - the Apple Macintosh. About This Particular Macintosh is intended to be about your Macintosh, our Macintoshes, and the creative, personal ideas and experiences of everyone who uses a Mac. We hope that we will continue to be faithful to our mission.

We'd like our readers to be involved!

Here, at ATPM worldwide headquarters, we're interested in hearing from you, our loyal readers. We're especially interested in stories about you and Life With Your Particular Macintosh. We guess we could have called this publication LWYPM but it just didn't sound quite right. So we called it ATPM and decided to ask for your stories and anecdotes about our most personal of personal computers. ATPM is also looking for people interested in joining our editorial staff. We currently need a [Cover Story Editor](#) and a [Shareware Reviews Editor](#). Please contact us at <editor@atpm.com> if you're interested.

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for the upcoming issue we let you know about it. Then, it's up to you. We do not pay for cover art but we are an international publication with a broad readership and we give appropriate credit alongside your work. There's space for an e-mail address and a Web page URL, too. Write to <editor@atpm.com> for more information.

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MacMan: Got a technical question? Mike Shields offers technical help in his column. While the opinions expressed in his column are his own, and the advise he gives is also his own (not to be confused with any 'official' or 'semi-official' or 'not official at all but might seem official' advice or comments from ATPM), he does think that he provides quality answers to your e-mail questions. Check it out for yourself! Send your inquiries to: <macman@atpm.com>.

Segments — Slices from the Macintosh Life: This is one of our most successful spaces and one of our favorite places. We think of it as kind of the ATPM "guest room." This is where we will publish that sentimental Macintosh story that you promised yourself you would one day write. It's that special place in ATPM that's specifically designated for your stories. We'd really like to hear from you. Send your stuff to <editor@atpm.com>.

Let us know that you know what you know!

Hardware and Software Reviews: ATPM publishes hardware and software reviews. However, we do things in a rather unique way. Techno-jargon can be useful to engineers but is not always a help to most Mac users. We like reviews that inform our readers about how a particular piece of hardware or software will help their Macintosh lives. We want them to know what works, how it may help them in their work, and how enthusiastic they are about recommending it to others. If you have a new piece of hardware or software that you'd like to review, contact our reviews editor at: <reviews@atpm.com> for more information.

Shareware Reviews: Most of us have been there; we find that special piece of shareware that significantly improves the quality our our Macintosh life and we wonder why the entire world hasn't heard about it. Now here's the chance to tell them! Simply let us know by writing up a short review for our shareware section. Send your reviews to <reviews@atpm.com>.

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That's It!

We hope by now that you've found what you're looking for (We can't imagine there's something else about ATPM that you'd like to know.). But just in case you've read this far (We appreciate your tenacity.) and still haven't found that little piece of information about ATPM that you came here to find, please feel free to e-mail us at (You guessed it.) <editor@atpm.com>.

