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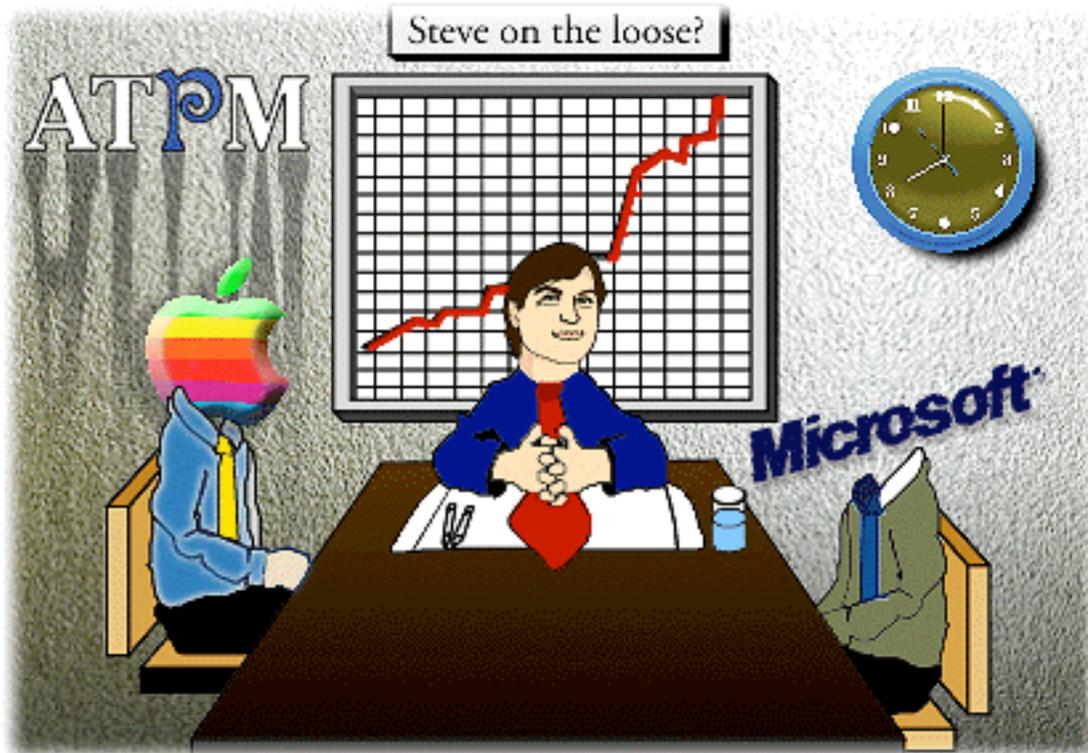
About This Particular Macintosh™ 3.08: About the **personal** computing experience™

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Thanks for reading *ATPM*.

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Welcome

What Can We Say?

Yes. We admit it. We were surprised. Not so much by what was said, but by the impact of a $150 million investment in a company that already has over $1 billion in cash. We guess it doesn't always matter what's given as much as who gives it. We may not know everything, but a roughly 33% jump in the value of Apple's market value following the Microsoft announcement indicates the company had one heck of an image problem on Wall Street. In his usually unique way, Steve Jobs found an offbeat way to spell r-e-l-i-e-f. For more of "plop-plop-fizz-fizz"on the Boston show, please read Michael Tsai's Personal Computing Paradigm inside this issue.

What Can We Do?

There are many people in the Mac community who have responded with a bit of indignation to Steve Job's pronouncements at Mac World Expo. There are some who claim his involvement at Apple leaves them with a bit of indigestion. We find some of this "spicy" talk just a little too "acidic" for our tastes. Please feel free to "pepper" us with your comments. Interesting letters may be published in next month's issue. For a more "seasoned" view on the matter, please read Apples Kids & Attitude inside this issue.

We Admit It...

We think it's elegant. We also appreciate your letters. Mac OS 8 is already the most successful software introduction in the history of the Macintosh and it continues to set new

sales records each day! The editors of ATPM follow Apple's tribulations on a daily basis. We do this because we like to provide you, our loyal readers, with a light monthly "snapshot" of events in Mac computing. We remain mindful that not everyone has the opportunity to immerse themselves in all things Macintosh like we do.

With this in mind, we're very pleased to recommend Mac OS 8 to our readers. We believe that anyone with a 68040 or PowerPC Mac should seriously consider upgrading to the latest OS. Not only is the new user interface kind of cool, it's much, much more stable than System 7.x. If you're not among the first million plus buyers of OS 8, we think you should be among the second million or the third million and so on. In other words "try it...you'll like it."

Not A Trivial Matter

Most members of the civilized world by now are are aware of Steve Job's keynote address at Mac World Expo. Some people are calling it the most important turning point in Apple's history since the introduction of the Macintosh! But for those of us at ATPM worldwide headquarters, the highlight of the Boston show is that our Webzinger, Evan Trent won a PowerTower 166, LinoColor Jade scanner, and Macromedia Freehand Studio at Power Computing's "This is not Jeopardy" trivia game.

Unfortunately, Evan sheepishly returned to his ATPM duties without saying a word to his fellow staffers. We learned of his success from another party. Not only did this deny us an opportunity to congratulate our young star on his performance, it also denied him the opportunity to be generous and share his spoils with the other members of the staff.

Accordingly, we'd like to take a moment now and congratulate Evan on his public performance. We know he's probably busy setting up his new equipment at home. It's the place where he keeps his journals, magazines and academic periodicals that helped him prepare for the grueling match. Evan doesn't need to share anything he doesn't want to. We'll respect his wishes. However, in lieu of sharing his winnings, we think it's appropriate that he be available to answer the trivia questions from our readers. Please feel free to e-mail your esoteric trivia questions to: **<evan@atpm.com>**. Your questions need not be computer-related, just things about which you always wondered. Feel free to e-mail him again and again. It's our way of sharing all our ATPM resources with our readers. Hee, hee, hee.

Speaking of trivia, take a peek for our new trivia section. Our friend Ed Goss will be providing us with cool questions from time to time. We hope it'll take some of the heat off our computer columns. We don't promise any prizes (at least not yet). The answers will be published in next month's issue. By the way, who was the original voice of Betty Rubble, and in which two TV series did she appear as a regular? If we're going to build a trivia column, we might as well start in…Bedrock (Sorry, we just had to say that).

Bored Of Directions

We think much of the reason for Apple's latest imbroglio (we always wanted to use that word) is because of the many "new directions" announced by the company. We figure there has been a new direction declared about every four months or so. This can be very

confusing, especially for those of us who write about Apple and try to make sense of things for other people. Now that the board of directors has some computer industry people (this does make sense, finally) we think it's time for the company to stop boring us with new directions. Let's find a path and stick with it. Enough said.

TTFN (Ta Ta For Now)

But remember to pay close attention to CNN (or at least get a monthly subscription to ATPM) to stay on top of all the latest happenings in the world of Macintosh computing. About This Particular Macintosh (ATPM) was created to be a fun, monthly chronicle of the personal computing experience, written by and for everyday users of the world's best personal computers—The Apple Macintosh and Mac OS clones. We take our job seriously and we appreciate your support!

Please enjoy our latest issue.

The ATPM Staff

Email

C'mon, 8 is Great

Hi! I've been a devoted reader of ATPM ever since I got the first issue from some library in eWorld. I'm running Mac OS 8 right now, and just finished reading your story about OS 8 in your July '97 issue. I agreed with most of the stuff said there. It would be kind of nice if you could set a system-wide option for window preferences (i.e. calculate folder sizes). However, you didn't mention enough of the new improvements and made it sound like there was **lots** of room to improve, which I disagree with. C'mon, it's what Mac users like have been waiting for for years! While it is missing some key features of Copland like having the, uh, appearance manager, I think you called it, it still has so many improvements that make users far more efficient. Plus, Apple obviously left out some features to ensure compatibility. By the way, the compatibility is great! Every program on my hard drive works with it except for a few extensions. And it's incredibly stable! Anyway, I think Mac OS 8 is great, and, as computer columnist Don Crabb says, "The best Mac OS ever."

Walter Tersch
a247@aol.com

While Mac OS 8 is missing key features from Copland—pre-emptive multitasking, protected memory, the theme manager, and numerous Finder features—I agree that it's the best Mac OS yet and recommend that anyone with an '040 or greater system upgrade to it. —MT

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8's Great, Buy It

I'm in Switzerland but couldn't wait till Apple/Claris finally got around to selling US-versions here, so I borrowed a fc5 version from a developer friend (I have **every** intention of **buying** OS 8 - Apple needs the money and version 8 deserves every cent of it!)

As I don't think there were any changes from final candidate 5 to golden master to shipping version, I can only say that version 8 is great. Stable!!!, quite fast (though I can't see much of a difference between 7.6.1 with SpeedDoubler and 8 without), and all these nice features!

I had Hidden Finder Features installed with 7.6.1, so some of the new commands aren't new to me (alias by dragging (new: command-option-drag), Reveal Original, Move to trash), but the context menus are quite handy (especially when one has a two-button mouse) and the spring-loaded folders are indispensable. What I find interesting is that hardly anyone mentions the "magnifying glass" as a handy feature (I couldn't care less about all-native Finder - I had SpeedDoubler: same effect). But to be able - finally - to burrow through hierarchies of folders without littering the monitor with open windows! It's a pity this "one-and-a-half click" isn't better documented!

Well, about my two cents. If one's Mac supports it, go get MacOS 8!!

Yuan-Yuan
sun@iha.bepr.ethz.ch

. . .

7 > 8 — At Least In Some Ways

Hello. I've been working with Mac OS 8 for almost a week now, and I have to say that I like it. I've really only had two main problems: having to move my old preference files, fonts, and a printer drivers over to the new system folder, and having to buy the latest version of RAM Doubler because I couldn't find the master disk. My Mac isn't crashing as much as it used to, and trouble apps are behaving better. As far as the new interface goes, I like it. I just have to get used to double clicking the title bar instead of triple clicking it for WindowShade. The new way of using the menus is great, and I'm finding it easier than the old way, esspecially for those trips to the apple menu.

But, there are a couple places where I liked System 7 better. To get to certain apps, I used to be able to type the first couple letters of the volume, press command-O, type the first couple letters of the next folder, press command-O, and so on until I'd opened the app, but

for windows with many icons in them I've found that this doesn't work. Typing what I want for the next window while before it's opened, but after having been told to never seems to work. This is making it much slower to work with my Mac in OS 8. It also seems to be slower in some other areas. Overall, it's a great improvement over System 7, but there are some things that I can do faster and easier in System 7. Let's hope the review changes for the next version of the MacOS I get.

Neal   Wilson
wilcafe@mail.execpc.com

I used to use the "first couple letters, command-option-O" method of opening files. It's really too bad it doesn't work well in OS 8. I guess spring-loaded folders were designed to make this method more accessible. Unfortunately, they're slow, especially when you have to scroll one of the windows. —MT

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It's Not By Choice

I found your magazine yesterday and really liked it. I am a Mac lover, but reduced to using Win 95 since work is my only computer access right now. I enjoy the opinions expressed here and am looking forward to your next issue. Keep up the good writing!

Mike and Nancy
lhc@isd.net

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Extensions Strip

I was just reading your article "Tuning Mac OS for the Future: Part II". In regards to "Application Switching: Keyboard," I have found a neat little gismo to do this very thing. It is similar to Shortcuts and has the ability to use window shades. It also leaves a little bar anywhere I want to put it. I am left handed so it makes sense for it to be place on the left of the screen. I found the application menu very difficult to use, and it caused me discomfort to switch quickly because I had to menuver the arrow to the top right hand corner to change applications. This gismo folds up when not needed, but stores the icons of all the open applications as I open them. The one that is open is shown in the upper right hand corner of the menu bar so I always know which one is open, even when the application bar is folded up. When needed, it is close to where I'm working, and I just open the shade by clicking on the little open-shut button, and it opens. I click on the icon of the application, and it automatically changes to that application, placing the icon in the menubar. While it is in

the process of changing, I close the shade by clicking on the button, and it keeps on working until the menu appears with the icon of the menu in the right corner of the menubar. This gismo called "Extentions Strip" has been very useful. I placed it in my Startup Items folder in the System Folder. I always have it to work with, and it is never in the way. As a dedicated Mac user I have found this to be and excellent little gismo to make Me and My Mac work more efficiently together. I recommend it for a standard feature in the new Mac OS.

Heather Isaacson

<div align="center">· · ·</div>

Information, not Opinions

In the five years sense I bought my first Mac, one thing that stands out is the fact that everyone has an "opinion." PeeCee users are of the opinion that I don't have a real computer, which is almost understandable from their prospective. However Mac users also have an "opinion" about who should be hired/fired at "Apple Central", what good/harm the clones are doing, and the big one "What Apple should do is <fill in the blank>!" I am tired of opinions, I am now on my second Mac (a PowerMac 7200/120), it is a damm good computer, even better than the 68030 I kept for years. I don't care about "opinions" but I would appreciate any information that will help me use my Mac better.

Cal Clift
cal@clift.org

It's funny that you should bring up such a concern at this particular point in time. I am currently planning a column which should address your interests head on. I too am getting tired of every writer under the sun discussing how Apple should be run. While this may be of concern, it is certainly out of the hands of the average user. What is of more immediate concern is how to make Apple's computers work for our readers. FYI, I too hung onto an '030 machine for a while, and then made the jump to an '040, and from there took a leap to an 8500/120.

Keep your eyes open, because in the next few issues I intend to provide some very helpful information regarding how to best make use of your Macintosh. Topics should range from

automating tasks, to optimizing speed, to some basic programming and Applescripting and general tips on computer maintenance. If you've got some suggestions or questions, please by all means send them on! I could really use some input on what our readers would like to read in terms of computing advice.

Thanks for your feedback!

Evan Trent
ATPM Webzinger

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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>**. Or, if you have an opinion or announcment about the Macintosh platform in general, that's ok too.

Mt. Misery

It was more years ago than I'd like to admit. Three of us sat on the right side of Mr. Moore's sixth grade class. The room was arranged so that students sat in more of a circle than conventional rows. To my left sat Philip and to my right, Charles.

Philip was a natural artist. If he were a baseball pitcher, he'd be called a "southpaw." He liked Led Zeppelin music and could draw any object that popped into his mind with extraordinary accuracy and detail. We thought that was cool. Charles was the prolific reader of the class. Tall and lanky, he'd add vitamin and calorie supplements to his milk at lunch that made it taste like eggnog. We thought that was cool, too. Of course, it was the early 1970's. The elementary school kid definition of what ranks as "cool" has changed a bit in the ensuing years.

Richard Nixon was in his first-term as president and Tang, a flavored "space-age" powder that was mixed with water, was the breakfast beverage of choice for school kids across America. There was no such thing as a personal computer. Steve Jobs and Steve Wozniak had yet to help create Silicon Valley. Don McClean's "American Pie" filled the airwaves and the original Star Trek was finding its way into heavy syndication.

Life at J.H. Coles School in Cherry Hill, NJ seemed rather good. Lower grades filled the one-story annex, while the "upper class men" reigned in the older, multi-story building at the center of the campus. Evidence of more parochial times still existed. The entrance at one side of the school was marked "Boys," and on the opposite side was an entrance marked "Girls." It was a time of transition in America and a time of change in public schools. We were among the last students of a generation taught by older, seasoned teachers who had the gumption and community support to remain in their profession well into their late 50's and early 60's. Sometimes we learned more from the teachers' stories than we did from textbooks. We were at the end of one era in public education and the beginning of another.

Our last year of elementary school included a rather unique event—a week-long camping trip. We didn't pitch tents and cook over an open flame, but five days of cabin living with your elementary school classmates is an adventure! Add some high school students whose job was to assist in leading us and supervise our cabins and you have a recipe for any

variety of surprises.

The campsite was formally called "Mt. Misery." Our first night was filled with group songs and stories around the camp fire. The air was filled with the scent of nature and the sky was filled with glistening, shimmering stars. We shared homespun stories and our mutual excitement for the upcoming schedule of crafts, hikes, science experiments and campground fun.

After the camp fire, we retired to our cabins (girls in one row of cabins, boys in another). In addition to Philip and Charles, my cabin mates included Gary, my best friend since Kindergarten, and a few other boys from Mr. Moore's class. We slowly unpacked and got ready for what we hoped would be a good night's sleep in the middle of what seemed like the wilderness. Just before the official "light's out," our high school guides advised us, in hush tones, to keep a vigilant ear open for late-night rustlings of "Blind Paul."

This nefarious character, according to our guides, had been in the area. Our guides, of course, had never actually seen Blind Paul. His existence was a matter of legend. They told us they had heard about half-eaten remains of livestock and forest creatures being found close to our camp.

According to legend, Blind Paul angrily roamed the Jersey pines lashing out at others because of his mutated appearance (he was physically huge, overly developed and had a single large eye located in the center of his head). To make matters worse, he had apparently been driven to madness by cruel treatment he received as a child. He wandered the Jersey pines in an unending rage, feeding on any piece of flesh that crossed his path. According to our guides, the last thing Blind Paul wanted to see were non-mutated young boys having fun and enjoying themselves in the middle of his territory. It would only drive him to further rage!

By the time they finished imparting this overly embellished story, it was after midnight. There we sat, rather "bug-eyed," listening for any sounds which might suggest Blind Paul was roaming through our camp site. We shut all the curtains and, unlike the kids in Jurassic Park, made sparing use of our flashlights so as not to attract this legendary beast/man.

Our high-school guides knew the situation was a near-perfect set-up for such a story. Most of us were eleven or twelve years old. It's an awkward time in the life of a boy. We stand on the last steps of childhood and impatiently reach to open the doorway of adolescence. It's a time when we might make a transition from fantasizing about being Superman to dreaming of spending personal time with Wonder Woman.

It's a time when our imaginations work massive amounts of overtime and our sheltered lives provide us with few skills to distinguish fact from fiction, especially when we are miles into the woods and far away from familiar surroundings. Charles, my classmate and now my roommate, had a fast metabolism. After that spine chilling story, he was not about

to sleep. He was elected to take the first watch. If we were to be Blind Paul's next victims, we wanted to know about it!

Early the next morning we awoke, relieved that the night had passed without incident. Charles, who remained at his appointed overnight post with only a few short lapses into sleep, looked every bit the tired night watchman at daybreak. Breakfast lifted our spirits. We didn't divulge to anyone outside our cabin our concern for the whereabouts of Blind Paul. We didn't want to be alarmists. We did look for evidence of Blind Paul's presence and whispered about who would stand guard that night. We decided to work in shifts.

By midweek, our concerns that Blind Paul might be in the immediate vicinity had been upstaged by the business of crafts, rock and mineral collecting and group science experiments. We became closer as friends and classmates. The school's principal joined us for an overnight and spent part of the evening teaching me and my classmates a few things about playing cards. It was a time of male camaraderie and bonding. It was also a few days spent with my best friend, Gary. We first met when I joined his Kindergarten class after our move from Massachusetts. We would soon be separated by our junior high school room assignments. The days of elementary school innocence and fun were quickly fading behind us. About a year later my family moved to Connecticut. Our trip to Mt. Misery is among the last memories I have of my best childhood friend.

Almost fourteen years after the trip to Mt. Misery, I acquired my first Mac. Steve Jobs had already moved on from Apple to start NeXT. His brilliance was a matter of Silicon Valley legend and his reported "quirks" were already part of computer industry lore. Then, as now, most Mac enthusiasts have strong opinions about Steve Jobs, good and bad.

A lot of things have changed in my life and the lives of millions of Mac users in the years since I first turned on my Mac Plus. Other than my personal affection for the Mac, my life is very different than the day I placed the all-in-one Macintosh on a black laminate particle board desk in the living area of a rented basement room in an Arlington, VA townhouse.

Things have changed at Apple Computer, too. The return of Steve Jobs and his involvement in day-to-day business decisions of Apple Computer have caused quite a stir in the Mac community, Silicon Valley and the international press. In many ways, the debate over Steve Jobs' most appropriate role at Apple hasn't changed much in the twelve years since he first left the company.

From my vantage point, some of the views expressed about Steve Jobs paint a picture of a man not too different than Mt. Misery's Blind Paul. While Steve Jobs hasn't been accused of leaving the remains of half-eaten live stock and wilderness creatures in his wake, we've heard concerns he's disappointing millions of Mac users as he single-handedly rips apart Apple Computer and destroys the Macintosh. Perhaps it isn't just adolescents who have trouble distinguishing fact from fiction.

People sometimes forget that a lot has changed for Steve Jobs since he co-founded Apple Computer and helped create Silicon Valley. What may not have changed is our opinion of him. The successful release of Mac OS 8 and the introduction of Apple's latest hardware have been sometimes overshadowed by speculation about Steve Jobs and his role at Apple. Controversy sells copy. The departure of Dr. Amelio and the reemergence of Steve Jobs as Apple Computer's chief visionary helped create worldwide interest—for good reason.

His keynote address at MacWorld Expo rocked the stock market , the press and the computer industry. Not just for what he said, but for the manner in which he said it. He communicated a new vision for Apple Computer. He spoke about new strategic partnerships and the future of personal computing. In short, he took center stage and by his presence turned the world's spotlight on one of the most innovative organizations in American history—Apple Computer, the company he co-founded. He stood above the fray. He commanded people's attention. From Boston, he had the world as a stage.

Before he finished speaking, millions of people knew that Apple Computer had a new board of directors and a new relationship with its former arch-rival, Microsoft. In less than an hour, Steve Jobs changed the minds of Wall Street analysts about Apple Computer and the purchasing decisions of thousands of computer buyers. Thanks to Steve Jobs, it was now safe to buy Apple on Wall Street and Main Street.

This was not the Steve Jobs that's been described in the press. This was not the legend-and-lore Steve Jobs. This was a seasoned innovator and industry leader responding to the marketplace and the needs of millions of Mac users. This was a man who "buried the hatchet" with Apple's biggest rival so that he might raise his leader's sword and move the company forward toward victory, rather than sideways toward defeat. This was Steve Jobs, visionary and leader. A lot's happened to Steve Jobs in twelve years. Until MacWorld Expo, very few people noticed.

When I look back on the handful of days we spent at Mt. Misery, I often wonder what happened to my classmates, Philip and Charles. I often wonder, too, about my childhood friend, Gary. If I saw them today, I wonder if I'd recognize them. I don't know how much we'd have to say, or what we'd have in common, but I do know our outlook and ideas will have changed since the days we stood together at the threshold of adolescence, just before leaving the comforting sights and familiar sounds of J.H. Coles Elementary School in Cherry Hill, NJ. Our time at Mt. Misery brought us closer together. It was a shared adventure.

When we returned to Mr. Moore's sixth grade class we had a good time sharing stories about Mt. Misery. We even spent time laughing about Blind Paul and our gullibility. Philip "spoke" with his hands. He drew pictures of the legendary "Jersey pines madman," with an added twist. His version of Blind Paul wore Levi's. We'll see how the world press and millions of Mac users view the legendary Steve Jobs and his plans for Apple Computer.

I feel fortunate to have been a Mac user for all these years. I think of fellow Mac users as

people with whom I've shared lots of common experiences. But, just like when my classmates and I moved from elementary school to junior high, Mac users will be leaving behind many familiar sights, sounds and ways of doing things. Thanks to the announcements made at MacWorld Expo, Apple Computer will no no longer be perceived as a "niche" manufacturer. For the first time in many years, it will again have an important role in developing an evolving computing industry paradigm.

I believe Steve Jobs is very smart. I don't expect him to be perfect. For sure, he has some ideas with which I'm not completely comfortable. I'll admit it. It's OK. The results of his MacWorld Expo keynote address are a new global interest in Apple's products and a dramatic increase in the stock price.

For Mac users, the next several months will mean even more change as Apple Computer continues to realign its products and development plans. There are many people who don't like Steve Jobs and his plans for Apple. The problem is, Apple Computer doesn't live in a world of its own. At least not anymore.

Despite the company's recent problems, the Apple name and logo are among the most recognized brand names in the world. Many companies wouldn't mind buying that name and logo at an attractive price. Apple's stock price had fallen so low, it was vulnerable to takeover for the marketing value of the name and logo alone. Further development of the Macintosh and its OS might have been curtailed, eliminated. Hardware and software assets may have been sold to unrelated third parties. Remote? Far-fetched? Take a look at the purchase prices for other well-known brand names.

I'd rather have Steve Jobs and his recently announced changes than have Apple become a former computer company that puts its brand name on everything, including cheap radios and bowling shoes. To me that would be a real "Mt. Misery." Steve Jobs has given us reason not to close the curtains and turn off the lights. Once again, Apple Computer has a very bright future.

Apple juice, Apple sauce, or the whole fruit? — Apple's future after the Microsoft deal

The way I see it, Steve Jobs is a Jerk. That statement is strong and irreverrent, but it's how I feel. Announcing the Microsoft deal the way he did, in front of the Mac faithful at a Macworld Expo, was tantamount to a kick to the nether regions for dedicated Mac users all over the world.

There, in one sweeping gesture, Jobs effectively called us a bunch of stooges. After all, it was a Steve Jobs-led Apple Computer which created the famous 1984 commercial. You remember that one—everyone who used that other company's computer was a brainless zombie, but the athletic woman with the red shorts, white tee shirt, and a mean hammer toss was going to fix it for all for us. After all, "1984 isn't going to be like 1984." We have always been told by Apple that we were that liberating force, working against oppression by the "big guys."

Now, Jobs invites Big Brother Bill to appear on the big screen in front of the people who keep Apple up and swinging. I'm surprised no one tossed a hammer through the screen in protest.

Imagine if the CEO of General Motors made a surprise announcement at the model year roll-out in Detroit that the company was being bought out by Mercedes Benz. What would the country's response be? How would the news be taken at a venue where American automobile technology was supposed to be the star? Probably not too well.

I also have to let you know what I think about Bill Gates. He's no better than the "robber barons" of the late nineteenth century. He's getting very big and it is becoming very scary. People were angered over the preception of Japanese encroachment into American society in the 1980's, yet no one seems to mind the immense growth and acquisitive nature of Gates' Redmond, Washington-based firm.

OK. I've gotten that off my chest. I've probably covered the range of anger most Mac users felt after Jobs' August 6th announcement of the Microsoft buy in. Immediately after hearing the news, I signed on to my AOL account and went to the live chat area for Apple Computers. Let me tell you, the venom was flowing freely. There were calls for people to abandon computers all together to protest the Microsoft monopoly. Others were calling for open revolt on the streets. The general feeling was that something surely had to be done. Some were expecting the Federal Government to come through and break Microsoft monopoly to pieces.

Hey, wake up and smell Boardwalk. Microsoft already has a 90%+ share of the market. How much more of a monopoly do you want a company to have before someone blows the whistle? If 90%+ of the people flew American Airlines, they would be considered as having a monopoly on air travel. If UPS delivered 90%+ of the country's packages, they would have a monopoly on package freight. With 90%+ of the desktop operating systems out there, Microsoft has a stranglehold on the home computing industry. And, don't hold out hope for the Fed to break Microsoft into "Baby Bells." There's not going to be an AT&T-style breakup here. Besides, how could any other company come off the bench cold with a brand new OS and take on the Microsoft Juggernaut? IBM couldn't with OS/2, Jobs couldn't do it with NeXT, and it seems Apple's not going to do it by going head to head.

So, now where do we go? I'm going to sound hypocritical, but let me tell you that Steve Jobs is a genius (I drive my wife crazy when I cover all the bases like this). Apple Computer has always had the edge in computing technology. System integration and ease of use have been the Macintosh hallmark since 1984. Plug and play, built in networking through the printer port, ease of configuration, crushing speed in graphics, and heck, even the smiling icon at startup are all things that set Macintosh apart. Despite all of these advantages, Macintosh has consistently lost market share.

Jobs recognized that for Mac to break out of its anemic performance during the past decade, a management team with a proven track record in technology had to be brought aboard. Larry Ellison, Oracle's CEO, who has sent up trial balloons for a possible Apple takeover, was brought on board—even after the protests from the Apple community which felt that he was trying to destroy them. Oracle's meteoric success, however, is nothing short of impressive. Ellison possesses the aggressive marketing skills and technical expertise Apple needs from each member of its Board of Directors. Obviously, the "feel-good, touchy-feely" approach of the past decade has failed miserably.

Most importantly, Apple and Microsoft will be sharing patents and technology. Am I the only person in the world who grasps the gravity of this statement? For years, the pipe dream of everyone in the Macintosh community has been to see the Mac OS on 90%+ of computers. Let me see… Apple and Microsoft are sharing technology… Microsoft has a history of acquiring companies and cherry picking the best technology from them… Mac's OS has inspired the look and feel of Windows… hmmmm… Don't be too surprised of Rhapsody is renamed "Windows '98."

For those of you playing at home, it was only a few weeks ago that Microsoft announced that Windows '98 was going to be the next OS upgrade. The bombshell Jobs announcement came too close on the heels of the Windows '98 hype be mere coincidence. You'd figure that a deal like this one had to be hammered out over a few weeks at least, and reports claim the deal was initially concocted around July 4th. Wouldn't it be great to see Windows' DOS underpinnings finally crushed like a bug under a heavy boot while former Windows '95 users get a taste of the Mac experience?

And what about Bill Gates? Here's the only guy who can say, "I want Rhapsody to be Windows '98," and make it a reality. For years, Gates and Microsoft have been envious of the Mac OS. Microsoft programmers have attempted to squeeze everything that is good in the Mac OS into Windows. Heck, Windows exists because DOS couldn't stand up to the Mac. People looked at the C:\ prompt and scratched their heads while Mac users were zipping through their work. Any Windows system, no matter how primitive or ineffective, was considered an improvement over DOS. Even though my brother-in-law needed to run DOS, Windows 3.1, and another third party Windows navigation program just to have an operational OS, he felt it was better than just running plain ol' DOS.

Besides, if the Microsoft release of Rhapsody looks like a Mac, acts like a Mac, and feels like a Mac, will the word "Windows" on the box be enough to screw it up? Hardly.

Big Bill also gains a few other major benefits from this partnership:

First, he gets a chance to bust into the two markets which have eluded him for years: Creative Content (Desktop Publishing, Internet, Graphics, etc.) and Education. If this deal works out well, Jane Internet Publisher will be able to use any platform she wants to without having the surprise of finding that her financial package for the Mac is incompatible with the Windows program used by her accountant. Microsoft Office can sit next to Adobe Photoshop and Macromedia Freehand on her hard drive with no trouble.

Secondly, Gates gets to check the patent infringement suit filed by Apple off of his list of things to do. Turning this wasted effort into R&D may defray the cost and speed the release of OS upgrades and software titles. As I stated before, sharing the technology instead of litigating it will probably result in an improved, Mac-ified version of Windows in the very near future.

Third, Microsoft can start a new partnership with another chip manufacturer. At times, the Wintel platform has looked like it was assembled by the Three Stooges. The famed Pentium bug (2+2 = 3.9879347872927734672388) has made Microsoft look foolish. The people to blame, Intel, never had to worry about getting the boot. After all, of the two other major chip manufacturers, Digital has always been lukewarm to any advances by Microsoft, and Motorola has been Apple's partner. While other upstart chip companies have offered quality chips and given a scare, Intel still rules the roost on the PC side. However, with Apple in partnership with Microsoft, Intel's technicians, dancing to *Play*

that Funky Music in their brightly colored clean suits, may be looking for a new job in the event that Motorola gets the nod.

What's to become of Apple as an entity? While the past years have brought nothing but heartache and stories of the company disappearing into the sunset, the future looks a little more clear now. Three possible scenarios come to mind, and any one of them would still prove vindication for us Mac users:

First, Apple could miraculously bounce back, return the $150 million to Big Bill, and go on to crush Microsoft into the turf. Yeah, sure, whatever. Maybe they'll bring back Ameilo, Spindler, and Sculley to lead the charge. Keep dreaming.

Second, Apple could become an independent, wholly owned subsidiary of Microsoft. From this position, they could act as the Research and Development arm, providing Microsoft with the "Gee Whiz" technology that has made Mac a snappy little system. Apple could also continue to work as the graphics division of the software giant, ensuring a clean transition from Apple vs. Microsoft to a unified platform for the core users of the Mac system.

Finally, Apple could just be swallowed whole by Microsoft. Period. End of discussion. All of what Apple is just becomes a part of Microsoft and Apple, Inc. becomes a ghost lurking around in the halls of Microsoft's corporate headquarters, and in its new operating systems...

One option, which I'm not even considering, is that Apple just withers and dies, leaving all of its technology in the trash bin. This won't happen. Unlike systems such as the Commodore Amiga, there's both a rabidly devoted user base plus software support from major companies.

Apple will live on, but in what form? As sauce, juice, or the whole fruit?

"Apple Cider" is © 1997 by Tom Iovino, <tkiovino@aol.com>.

The fine folks here at ATPM, (Ok, it was my cohorts, Michael and Rob), have asked me to take this column in a new direction (after spending a year and a half finding my voice). "No problem!" I said tentatively. Part of this new direction leads to a change in name o' the column. *MacMan to the Rescue* can still be found elsewhere in this and every issue as long as user questions keep coming in.

Allow me to explain. The title above refers to where I physically work. The buildings at Huge are at the southern border of Los Angeles International Airport, or LAX. When I'm in an office that faces North while responding to a trouble ticket, I can see the planes take off and land while I'm waiting for whatever "fix" I'm downloading to finish. Looking further to the North, I can see the Marriot and the Airport Hilton. Above those, when the sky isn't cloudy or smoggy, I can see the (you guessed it) "Hollywood" sign.

Which leads to the other reason I've chosen this title. As most of you know, I've written a few screenplays in an effort to launch my acting career. Lately, whenever someone asks me what I want, I simply say, "A three picture studio deal," and get back to what I was doing (which is usually installing MS Office).

So, the new direction of this column will be how Apple affects the two industries with which I'm involved, Aerospace and Entertainment.

Bill Gates Has Capitulated!!!

If you haven't been on a deep jungle expedition without a satellite hookup to the 'net, you know what was announced at Macworld Expo last week—"Our Good Buddy Bill" (OGBB) has "purchased" $150 million dollars of Apple stock. Purchased is in quotes because they are non-voting shares. Now, some people will tell you that this will simply keep Apple around for another six months because this figure is about equal to how much they lost in the last two quarters. However, I've got a different take on it. The maker of Gatesware has finally figured out that if Apple goes under, he won't have any place from which to copy technology. After all, an immediate effect of Apple going under would cause OGBB to lose 25% of his business. He's also made a commitment to MS Office for Mac for the next five years. Yes, we have to share patents with MonopolySoft, but at the same time, we get

Internet Explorer. "Ok," you're saying, "Do we want Exploder?" (Exploder is its nickname among the masses.) Well, every review I've read gives Explorer the edge over Netscape Navigator. I haven't tried Communicator yet, however.

How does this fare with my "100% Microsoft Free" bumper sticker campaign? Well, I've stopped printing them, if that's what you're asking. I haven't checked out my second favorite newsgroup of late, alt.destroy.Microsoft, either, to see how they're taking the news. However, I believe that everyone should strive to use the best software available for the Mac, regardless of where it comes from. I think this is a cease-fire (I was reminded today that the Korean War still isn't over, we've just been observing a cease-fire for over forty years).

Good Things Come To Those Who Wait

Last month, I talked about Gil's resignation and speculated who should become the CEO. The crowd shouted, "Steve Jobs," to which I replied, "Guy Kawasaki." Neither has said they want the job, and Jobs even turned it down when the offer was made. At the recent Macworld Expo, Steve stood in front of the masses for forty minutes and talked about Apple's new direction. He also talked about new Board members (or is that "Bored members?"). Anyway, Larry Ellison's name was mentioned. Recently, you may recall, he tried to buy Apple outright and now, he sits on the board. Three seats on the board are still open, including one for the CEO. I've put myself on the short list, but don't hold out too much hope. This, with Bill's cash infusion, should keep the company going in the direction that Gil Amelio set forth when he came onboard. Like you, I'll be waiting patiently for the announcement of a new CEO. I have no guesses at this point, other than to say, "Don't make any assumptions based on the fact that Jobs sold all his Apple stock recently."

You Too Can Own Stock

This was a bit of bad financial planning. As recently as last Friday, Apple's stock was at $29.81 a share. Because Mr. Jobs got anxious, he lost approximately $20 million. As I write this, the price has leveled off at $23.25. I think I remember mentioning here recently that Apple will be back at $30 a share by fall. But I'm not a financial advisor and don't even play one on TV. I say this in case any of you decide to go out, buy Apple stock on this recommendation, and then find out I'm totally 100% wrong (i.e., Apple goes under tomorrow).

How to 'Save' Apple

Here at Huge, I see all kinds. Secretaries who have Macs on their desks complaining that it's the worst computer they've ever seen. Except, when I go back six months later on a different problem, the Mac is still sitting there patiently, waiting for me to fix it again. When I spend any amount of time at a Huser's desk, they always steer the conversation

toward, "The Mac is going away, I can't wait," or my personal favorite, "Apple should dump the hardware side of their business and just sell the OS." For more fabulous tips, check out the recent cover story in *Wired*:
<http://wwww.wired.com/wired/5.06/apple.html>. Although some of these are quite dated.

I'd like just to spend just a moment on the former. The aforementioned Board of Directors retained Gareth Chang, who's Senior Vice President in charge of Marketing here at Huge. As long as he's there, I don't see the Mac leaving this site anytime soon. Otherwise, I'll be looking for other work and I may have to take off for a column or two. I hear UPS is hiring. Three words: "Not Gonna Happen," and you can quote me.

Dumping the hardware business makes no sense. The élan of the Mac OS comes from its design to coexist with the underlying hardware. Simply put, if there's no hardware, the entire company might as well fold up shop. Bill and his company would have to go looking elsewhere for innovation. Furthermore, where would the clones be? Good question, since not all clone makers are anxious to sign the current licensing deal which Apple structured. I'll let others speculate on what this would mean to the Mac as a whole, but I prefer to believe that Macs and Mac-compatibles are here to stay. After all, I just renewed my *MacUser* subscription for three years. Then, they went off and merged with *MacWorld*. More on this, next time.

72 and sunny, here in El Segundo. "E Ya" next month.

Remember to check out *MacMan to the Rescue!* elsewhere this issue.

Disclaimer: Mike gets lonely, so if you hear something radically different pertaining to either the Mac or the Entertainment Industry, or both, he can be reached at <Mshields@atpm.com> (and he still needs lots o' money to make his film).

ABOUT THIS PARTICULAR

OPINION

MACMAN TO THE RESCUE! BY MIKE SHIELDS
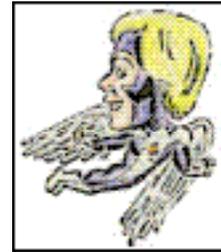
Well, it seems that the number of monthly columns I'm now responsible for has doubled! Be sure to read *On A Clear Day, You Can See The HOLLYWOOD Sign*, elsewhere in this issue. From now on, this column will be dedicated to you, the readers that have problems with our favorite machine, the Mac. If you have a question, don't hesitate to send it to me at **<MacMan@atpm.com>**, and I'll try to answer it to the best of my ability, in my borderline divine and humorous way.

Rebuilding the Desktop

I haven't been able to rebuild my 9500/132/7.5.5 desktop file. I've tried:

1. Turning off all extensions but Easy Open, restart holding Command-Option.
     —It merely restarts.
2. Turning off all extensions by holding down the Shift key as it restarts, then Command-Option.
     —It merely restarts.

I don't have At Ease. I do have a Jaz drive, and I have tried rebuilding with that attached/unattached.

Any suggestions?

MacMan responds: Tech Tool! The current freeware version is 1.1.4 and is available at various free Mac software sites. It allows you to rebuild your desktop, and zap the PRAM without restarting your machine! Also, you can order Tech Tool Pro from MicroMat, which allows you to do more stuff, for a reasonable price. Tech Tool allows you to save your current PRAM and desktop configs, but I don't recommend doing a restore from these, as you may recreate the problem you just fixed.

If you don't have the time to surf and you have ResEdit, you can use it to delete the files Desktop DB, and Desktop DF, located invisibly in your Hard Drive. I've never done it this way, just read about it, so be careful…

• • •

Cleaning that Keyboard

Sometimes I believe what I read in magazines. I once read that you can clean a Mac keyboard by washing it in the sink and leaving it to dry for a day or two. A couple of years ago I tried this with an extended keyboard (bought second hand and in a very filthy state) and ended up with a keyboard that seems to have the ALT/SPACE/TAB keys permanently locked on. Oops.

Inquiring at my local apple dealer I was informed that the cost of unsoldering each individual key, testing it and replacing it would be more than the cost of a new keyboard. So I purchased a new Apple Design keyboard.

Last winter I had a burst water pipe in my loft directly above my Mac. In the middle of playing Solitaire a torrent of water cascaded down on me.

I dived for the wall socket and ripped out the plugs. Fortunately my LC and monitor were set back in a 'shelf unit' so they did not get too wet but my design keyboard was soaked through. Again, once the keyboard had dried out it seemed as if a number of keys were stuck on. Being on a limited income (hence the LC instead of a PowerMac 9600) I bought a MacALLY keyboard which has stood me in good stead (so far).

My 16 year old son phoned me tonight to say that his Performa 6200's design keyboard had the ALT key stuck on and could I help. After further enquiries it seems that he spilled tea on it last week...

Oh well. Estranged father to the rescue again. I can 'borrow' a keyboard from the college where I work (and have my email address) for a couple of weeks while I look at his keyboard, but I think a new keyboard will be needed.

The question: Is there any way that a (fairly competent) home user can repair sticking keys on a Mac keyboard? Am I doomed to have to fork out loads of money for a new keyboard for my son (I may not have much money, but I have more than him)?

Robin Whale
robin@physcorn.demon.co.uk

MacMan responds: The quick answer is you can do it yourself, but then you'll end up buying a new keyboard anyway. When I was in sales, the techs behind the counter gave customers the same story you got.

Apple and I do not recommend doing this, however, you can pop off the keys with a screwdriver, and then wash the individual keys. Make sure they are completely dry before putting them back on the keyboard. Also, under no circumstance should you wash anything inside the keyboard itself.

To prevent this in the future, you could get a vinyl cover that allows you to type comfortably, and this should avoid any further 'Pepsi Syndromes'.

• • •

Desktop Printing?

The problem centers around desktop printers. I have a PowerMac 7500 with System 7.5.5 and have two printers, an Epson Stylus Color 600 and an Apple Personal LaserWriter LS connected to the printer serial port through PortJuggler. Desktop Printer software version 2.0.1 is installed.

The laser printer appears on the desktop as it should but I've not been able to include the Epson printer as a destop printer. I've tried all of the suggestions that Apple makes with the Desktop printer software plus putting an alias of the Epson driver in the desktop printer forlder, but all to not avail.

Any suggestions?

Clare N. Shumway
clarens@voicenet.com

Michael Tsai responds: According to an e-mail I received from Epson, the Stylus Color does not support Desktop Printing. I've heard that the documentation for writing Desktop Printer drivers isn't very good, so Apple is just about the only company that supports the architecture. I hope this isn't a tactic for selling more StyleWriters (which all support Desktop Printing).

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That's all for this month. Next month: more answers, as long as you supply the questions!

Disclaimer: MacMan can be found each and every month here, as long as you e-mail him all your Mac questions at: MacMan@atpm.com*. And remember, he doesn't do Windoze™!*

Welcome to Twilight Junction

Welcome to Twilight Junction. Population 8,005...according to the latest census. It's a small town nestled snugly between here and there and a little more than half-way between the way things were and the way we would like them to be. It sits in the foothills of the nearby mountains, where the commuter rail line ends and the freight line begins. It's home to a little bit of yesterday, a fair amount of today and a few glimpses of tomorrow.

When we last visited (ATPM 3.04), Mrs. Reiser, the school board president , had put to a vote the recommendations of the special Internet task force headed by Charlie Dixon, chairman of the high school English department. As we return to the meeting, the school board has just approved the recommendations of the task force by an 8 to 1 margin. The only dissenting vote was cast by Henry Harriman, the school board's vice-president.

Kimberly Schoengrun has just arrived at the meeting with her two daughters, Amy (age 8) and Jennifer (age 6). Amy is scheduled to speak about using the school's Macintosh computers. Following Amy's presentation, the next item on the agenda is discussion about purchasing new computer equipment. The schools have used Macintosh OS compatible computers for years, however the school board has come under pressure from a variety of sources to at least consider purchasing Wintel-based machines.

It was about one year ago when Amy's parents, Mark and Kimberly Schoengrun, purchased Curly's, the town's old-fashioned "five and dime" store, and moved their family to Twilight Junction. Prior to the move, they lived in Sobriquet City, the region's largest metropolis. One reason for the change of address was concern for Amy's academic performance. Although very young, she seemed to have trouble keeping up with her classmates. Her basic reading skills were below grade level and she struggled with basic math.

By purchasing Curly's and moving to Twilight Junction, Mark and Kimberly hoped to spend more time with Amy and her sister. They thought the less-pressured environment would help Amy with her school work. They felt it was worth giving up conventional careers for a better quality of life. Amy has just finished second grade and her sister, Jennifer, has completed Kindergarten.

Amy is a happy child with a broad smile and cheeks speckled with freckles. She has long brown hair that is usually braided in back and she loves to run around in her red and blue

baseball cap. Amy loves to talk and is prone to bouts of spontaneous giggles. Jennifer, two years younger, is a little less outgoing than her older sister. Although only six years-old, she appears to be more on the "studious" side of things. More than one person has commented that although Jennifer's mouth is often motionless, her brain seems to be always working overtime.

Jennifer shares her sister's long brown hair but prefers not to wear braids. Jennifer approaches things in a determined manner. This is evident in one activity the two girls share: using their Macintosh for fun and learning.

When Mark and Kimberly were renovating Curly's (ATPM 3.04) they installed the store's first computers. The lack of electronic equipment didn't surprise people who worked and/or shopped at Curly's. It was an old-style "five and dime." Inventory was counted by hand (more accurately, by Curly's cane) while walking the store's aisles. Many items were one-time purchases and Curly didn't care how many "what-it-was," as he put it, he might have. "Essential items" were things like fabric and sewing supplies, household items, sundries, tobacco and candy. If Curly saw an empty bin or shelf space that wasn't for an "essential item," it meant that something new and different was needed to fill the spot. Curly's had a reputation for miles around as an eclectic collection of things long gone, things hardly ever made and things that might not find shelf space anywhere else. Although Mark and Kimberly remodeled and revamped the store, it's historical notoriety helps bring in the tourists on their way to and from the local mountains. In effect, Curly's has become kind of a local landmark and tourist attraction.

 Mark and Kimberly restored the old-style soda fountains that once were the town's favorite gathering spot. The soda shop is now open on weekends and for a few hours after school. Patrons walk over a refurbished black and white checkered floor to sit at red and white speckled tables trimmed in chrome. The new menu offers low-fat milkshakes, several different soda flavors and a small, but appealing, assortment of ice cream sundaes and floats.

The computer system for Curly's was chosen with Amy and Jennifer in mind. Mark wanted to have the same computer at home and in the store. He called their school to find out which machines they used and the answer was, "Macintosh." He chose a PowerPC to handle the store's inventory and bookkeeping and bought a similar model for their home.

Amy's computer work caught her parents' attention. For hours, Amy would sit in front of her Macintosh learning reading, basic math and her favorite subject: animals of the world. Mark and Kimberly felt that Amy's interactive learning boosted her confidence and self-esteem, not to mention her performance with pencil and paper.

Mark was so surprised by Amy's performance that he contacted an Apple education reseller to learn more about educational software for his children and led a fund raising drive to buy more Apple hardware for Twilight Junction's schools. Curly's was the rallying point for parents to collect dimes, nickels and pennies for the school's computers.

Back to the school board meeting…

At the appointed time, Mrs. Reiser invited Amy to come up to the microphone and speak. Mr. Harriman, the board's vice-president and curmudgeon, mumbled something about not allowing the girl to take "too much time" from what he considered "more pressing matters." Mr. Harriman was roundly silenced by audible "sshhsshh" sounds coming from the crowd.

Amy began her presentation. "Ladies and gentlemen, my name is Amy Schoegrun and I will be in third grade after summer vacation. I wanted to talk to you about my Macintosh computer. It's helped me learn numbers and how to read and spell. My mommy says I sometimes spend too much time on my computer," Amy giggled, "but I know it helps me with school work."

At that point, Kimberly Schoengrun walked up to the microphone, put her arms around Amy and said to the board members, "I'm Amy's mom. We'd like to take a moment to prepare a short presentation." Kimberly then asked for a volunteer to help bring in the equipment.

During the brief pause, Harry Tomlin took the liberty of addressing Mrs. Reiser and the other school board members. "I understand the little lady's been helped by a computer. But that doesn't mean we shouldn't look at different options. I'm scared about continuing with Macs. For the life of me, I can't understand how Apple stays in business. From what I've read, the company's had more CEOs in the past few years than Henry VIII had wives!"

Just then, a cart carrying a disassembled Apple computer was wheeled to the front of the room. Nathan Tucker, the high school science teacher, brought in the equipment and placed it on the table. All eyes turned to Amy and her mom.

The silence prompted Mr. Harriman to complain, "Mrs. Schoengrun, is there a technician to set-up this equipment or do we intend to stay all night?" "Mr. Harriman," Kimberly responded, "this is part of the presentation." With that statement as their cue, Kimberly and Amy walked hand-in-hand to the table. To the surprise of many, it was Amy who connected the monitor, keyboard and printer to the computer and the mouse to the keyboard. Amy plugged the power cables into the surge suppressor, then invited her mom to take the final step of plugging the surge suppressor into the wall .

Total elapsed time: one minute, forty six seconds.

With a triumphant smile, Amy pressed the "Power On" button on the keyboard. The computer sounded its familiar Mac chime and began to whir. Amy opened a document with several thumb-nail images of photos depicting important moments in Twilight Junction's history. She asked that the lights be dimmed. For the next 5 minutes, the photos displayed in full-size on the computer's monitor while Amy's voice was heard in a prerecorded narration. Amy's Dad, who, at that moment, was hurrying in vain to close Curly's in time

to see his daughter's presentation, had helped her put together the multi-media show.

The images Amy used were from original pictures that adorned the walls of Curly's. Kimberly and Amy scanned them before having the photos reframed. The photos told the history of Twilight Junction, from its founding to the height of its glory, just a few decades ago. The town began as a sleepy hamlet for railroad workers and their families when the railroad line was extended to the foothills. The freight lines still employ many of Twilight Junction's residents. Today, the town is the first and last stop on the commuter train each day. Amy's presentation began and ended with the sound of a spirited but antiquated freight train as it began its day's journey from the yard, slowly picking up speed with a familiar "clickity-clack" pentameter. The images brought back sweet memories of a more innocent time, an era remembered by many of the meeting's attendees.

As the lights returned to their normal setting, few people said a word. Most everyone was a little stunned by what they saw, an eight year-old girl confidently working a personal computer and making a multi-media presentation to the school board. Even Mr. Harriman appeared impressed.

"Is that it?" asked Mrs. Reiser. "That's it!" responded Amy and her mom. "Does anyone have any questions for Amy?" asked Mrs. Reiser. The room was decidedly quiet. After several moments of silence, Mr. Harriman asked, "Who helped you with this project?" "Well," said Amy, "My mom helped get the pictures and my dad helped me put them all together."

"Is this the computer you used?" continued Mr. Harriman. "Yep," Amy replied and giggled, "this is the computer I use at home. It even has the marks from when me and my sister were fighting and I accidentally brushed it with my magic marker." Amy's raised her arm slowly and pointed to a couple of small black streaks on the computer's outer casing. The room filled with the sound of parents' "we know all too well" laughter. "Good!" exclaimed Mrs. Reiser in a playful manner, "we now know you're as much a little girl as you are an accomplished narrator!"

Mrs. Reiser then picked-up her gavel and reestablished order in the room. "Does anyone have an opposing presentation they'd like to make?" she asked half in jest. Again, the room was silent except for a few grumbles and murmurs.

"I can understand why someone would develop a real affection for this computer. Did you use any special equipment?" Mrs. Reiser asked Amy and her mother. "We borrowed a scanner for a few days," responded Kimberly Schoengrun. "Other than that, we used the microphone that came with the Mac. The patrons of Curly's are donating money to the elementary school for a scanner and any software necessary to help students and teachers make similar presentations. The Mac comes with everything else you need. It really is a unique computer," she added.

With that, Mrs. Reiser rose from her chair and said, "I think we've seen enough for tonight. Does anyone wish to make a presentation advocating non-Macintosh computers?"

With that the room fell silent. After a short pause Mrs. Reiser banged her gavel and motioned that the issue of the school's computer purchases be tabled until next month. "In fairness to all citizens of Twilight Junction," she said, "I want to be sure all voices are heard on the matter. I challenge anyone to present a compelling reason to this board why we shouldn't continue to use Macintosh computers in our schools. I'd further recommend that any such presentation had best be a very convincing one."

Mrs. Reiser then turned to Mr. Tomlin, the board's Wintel advocate, and said a bit brusquely, "I trust one month is enough time for someone to make an appropriate presentation? I do not wish to revisit this issue for at least two more years. Our purchasing plans should be forward-looking." Mr. Tomlin simply nodded his head a bit sheepishly without a word.

Mrs. Reiser then asked for a motion to adjourn the meeting. As she banged her gavel, the attendees rose to give Amy a standing ovation. A few of the town's elders stopped to tell Amy and her mother where they were when some of the photos were taken. Without realizing it, Amy's work touched the hearts and minds of seniors. With a scanner, a few photos and a Macintosh, Amy helped bridge yesterday with today and give a few of Twilight Junction's elderly citizens a bit of hope for tomorrow.

In our next segment, we'll see how two of Twilight Junction's younger citizens learn a bit about friendship and a little more about themselves in "Twilight Junction: Behind the Stage Door."

Macworld Expo Boston

Early this month Evan Trent, ATPM's Webzinger, and I attended the annual Macworld Expo in Boston. About 50,000 Mac users came from near and far to visit many exhibiter booths housed in the World Trade Center and Bayside Exposition Center buildings. One great thing about Macworld Expos is that when you're milling around amongst thousands of fellow Mac users, you feel reassured that Apple isn't dead. There are still real-life people who use Macs. You see the whole spectrum of users: corporate types, elementary-school students, artists, engineers, teachers, teenagers, programmers, and senior citizens. This year, I noticed several differences from previous Expos. They alerted me to the fact that Apple is no longer the strong, vibrant company it once was; but the enthusiasm of the attendees proved that, contrary to press reports, not everyone is abandoning the Mac.

Microsoft-Apple

You already know the biggest news of the show: Steve Jobs' Keynote Address. Rather than rehashing things that have been widely reported in the mainstream media, I'll just skip to my analysis. Several sources I've read say that Apple discovered a crucial piece of evidence for its QuickTime suit against Microsoft. Rather than fighting it out for months (years?) in court, Job's tried to use it as an opportunity to revive Apple's credibility. I think he made the right decision. It seems that Apple has very little to lose and quite a bit to gain from the deal. Technologies, such as QuickTime, in which Microsoft has an interest are already cross-platform, so the patent-swapping portion of the deal doesn't really hurt Apple. Internet Explorer becomes the default browser for the Mac, but Netscape will still be on the Mac OS CD. I personally feel that IE is a better browser, so I think it's a good deal for Mac users. Microsoft Office for the Mac is now guaranteed for the next five years. Microsoft would probably have developed it anyway, but now it's official. The next release of Office will be a full Mac version, not a mere port of Office for Windows to the Macintosh environment. Microsoft used to make excellent Mac business software, maybe they still can. Finally, Microsoft invests a small amount of money (for Microsoft) in Apple. This has already generated some good press for Apple.

So it seems that every point in the deal is either good for Apple or doesn't hurt it. Of course, it's also a win-win deal for Microsoft. If Apple lives, they'll sell us Office. If not,

we'll buy Windows 98/NT and Office for Windows.

My historical side tells me that this deal is awfully similar to the office-bluff Bill Gates used to convince John Sculley to let him build Windows in the first place. However, this time around Apple is less likely to lose and has more to gain. Additionally, Netscape and Sun, both of whom dislike Microsoft and claim to support Apple, are feeling left out of the deal for the moment. Look for Steve Jobs to go knocking on their doors in the near future. If they choose not to deal with Apple, Microsoft and Apple could pull the browser and Java markets right out from under them.

Before Microsoft, IBM was the enemy. We never expected Apple to deal with IBM, but the PowerPC saved Apple. I think some good will come of Microsoft and Apple being pals.

A is for Arthur

The second biggest news at the show was the announcement of Power Computing and Motorola machines using the PowerPC 750 chip, also known as G3 or Arthur. Power Computing's PowerTower Pro G3 and Motorola's StarMax 6000 each won Macworld Best of Show awards, and for good reason. Each system is about twice as fast as current high-end (single processor) machines. They're also much faster than anything Wintel has to offer. A Power Computing rep demonstrated the PowerTower Pro G3 for us, using Director to rapidly flash pictures in succession. The Power machine did this at about 50 frames per second (fps). He said the fastest speed for a Pentium II was only 13 fps.

Motorola's StarMax 6000 is also the first Mac based on the Common Hardware Reference Platform. The unit at the show was running a special CHRP-enabled version of Mac OS 7.6.1. It appears that the StarMax will actually ship with Mac OS 8.0.1, which supports RAM-loadable ROM, next month.

Furthermore, even though the G3 is much faster than the 604e, it uses less power and is smaller. Ditto compared to the Pentium Pro and Pentium II. Soon, we'll see PowerBooks (and hopefully notebook clones) with Arthurs in them. Belinda Wagner, ATPM's Copy Editor, just got a new PowerBook 3400/240. The ArthurBooks will leave her already-quick PowerBook in the dust. They also promise to be cheaper. Whoooeee.

Power-Apple

In second place behind the newsiness of the G3 machines was the licensing turmoil between Power Computing and Apple. The two companies have been negotiating a new contract for months. Not knowing the specifics of Power's licensing deal with Apple, I cannot judge who is right. However, Power Computing worked very hard to promote the view that Apple was against clone makers and against choice. Inside and outside the World Trade Center, Power Computing employees handed out 11x17 posters with the text "We Demand Choice." Power COO Joel Kocher tried to rally showgoers to put some pressure on Apple, but Apple was

virtually silent on the licensing issue. Since everyone agrees that clones are good for Apple and the Mac, I think most people left with the idea that Apple was haggling over price.

This year, more than previous ones, Power Computing and Apple seemed to be opposites. Apple reps wore standard, white Polo, show attire. Power reps wore black flight-suits. (Last year, they wore army fatigues). Power Computing gave free software and hardware to showgoers who correctly answered questions in its "This is not Jeopardy" trivia game. Apple, on the other hand, gave out free Mac OS 8 t-shirts to anyone who could tell them Apple's current stock price. Power made a nasty swipe at Apple, saying "Mac OS 8 is **nice**," when they gave one of these shirts away. They like Mac OS 8, but they'd rather have a licensing deal.

The highlight of Apple's self-promotion campaign exploded high over Boston Harbor. On Wednesday night, Apple treated the city to a half-hour display of fireworks launched from a barge in the middle of the harbor. Not wanting to read too much into the exploding displays of color, I'll simply say that a large number of the fireworks towards the beginning of the show looked distinctly 8-shaped (in reference to OS 8). These were followed by blue-within-yellow spheres (possibly symbolizing Rhapsody's Blue Box) and yellow-within-blue spheres (Yellow Box for Mac OS).

Though on a tighter budget, Power Computing was more **present** than Apple. They, not Apple seemed to be the ones, "Fighting back for the Mac." Their Expo ad campaign, Beat the Machine, stated:

> Beating the machine means overcoming the system. A system that says the status quo is good enough.…It means beating the odds. Defying the norm. Refusing to accept the unacceptable. Power Computing beats the machine. We are the first to offer the fastest. We simplify what is complicated. And we deliver what we promise.

It's bold, it catches my attention. Further, it captures the essence of Macintosh as well as representing Power Computing. While Power was energizing the Expo with "Beat the Machine," Apple distributed bumper stickers saying "I brake for 8! Mac OS 8." By contrast, that seemed rather lame. "No wonder Apple's going downhill," I heard someone say.

Products

Enough about the Apple/Power rivalry. The real reason people go to Macworld is to see products, cools things, to find out what's going to be released before it actually is. Here's the list of products that I, personally, found the most exciting at this year's Macworld Expo.

Wacom Wonder

One of the neatest things I saw at Macworld was the Wacom PL-300 Display Tablet. I use a Wacom ArtPad with my Mac, and like it very much. The Display Tablet works just like an ordinary Wacom. You can draw on it with the special stylus, and it has 256 levels of pressure-sensitivity. The Display Tablet differs from the ArtPad in its built-in, active-matrix LCD screen. The screen has a 10.4 inch diagonal and look fabulous. It's crisp, sharp, and the whole thing is only a little bigger than Wacom's ArtZ 6x8 tablet. I'm not much of an artist, but I can see the value of painting, with full pressure sensitivity, directly onto the display screen. The catch, of course, is the $2700 price. For that amount, you could buy a nice PowerMac. Still, the coolness factor of this tablet is sky-high.

20th Anniversary Mac

At one of the booths, I saw a 20th anniversary Mac in a display case. It **looks** very cool. The sub-woofer is huge, the case is elegant, and it's obvious that someone spent a long time fine-tuning the design. The LCD is very nice, but then, I guess all active-matrix color ones are. The most processor-intensive application on the hard disk was DukeNukem, so we fired that up. The machine crashed before the game had even loaded. I felt embarrassed for Apple. Here we were, trying out a cool, new, exceedingly expensive, product that's rife with design innovations, and it crashes. I knew it was supposed to be stable, and I really wanted it to be stable. So I blamed the crash on DukeNukem. Sort of an Apple-pride thing.

The upside to this was that the 20th anniversary Mac needed to be restarted. Now the chime that my PowerMac makes when it's restarted is nice, but you've haven't heard a startup chord until you've heard the 20th anniversary Mac. It filled the booth with bass and turned more than a few heads. We've come a long way since the square startup tone of the first Mac.

Unfortunately, I wasn't impressed with the speed of the machine. It only has a 603e, which is not very impressive considering the latest offerings from Apple and the cloners. I think it symbolizes some of what's wrong with Apple. They expect people to buy a Mac with mid-range CD-ROM and processor, and a relatively small screen for a huge amount of money because it's cool. It looks futuristic. It's from Apple. The Apple of old made industrial design breakthroughs available to the mass-market. I certainly hope this is somewhere in the current plan, because powerful, cheaper machines like the 20th anniversary Mac will sell. And they'll help revive Apple.

BeOS

The Be demo this year was even better than the one I wrote about last August. This time, the demo machine was a multiprocessor Mac with dual 200 Mhz 604e's. The demo began just

like last year's, with multiple movies, audio tracks, and 3D renderers open at once. The difference was that this year, the movies weren't playing in plain old windows. The demo runner opened some 3D models: a book with turning pages and a water-ripple-like surface. Then he dragged movie files from the browser directly onto the 3D surfaces. The movies stuck to the surfaces and began to play. When he turned the pages of the book, the movies bent along with the book pages. They kept on playing without a skip. Most of the people in the audience had seen Be demos before, but we were all impressed. Just think: in a few months, Rhapsody will bring this kind of power to the Macintosh desktop.

Mailsmith

The least flashy, but coolest in my mind, demo I saw at the Expo was of Mailsmith. Mailsmith is the name chosen for Bare Bones Software's new email client. I'm not crazy about the name (I prefer the Bluto code-name.), but I was very impressed with the product. Bare Bones' main product is an excellent text editor called BBEdit. There's a review of it in ATPM 3.07, if you're interested, and Bare Bones unveiled an updated version, BBEdit 4.5, at the Expo.

Anyway, Mailsmith is an email client which integrates the power and functionality of BBEdit into a first-class (apologies to SoftArc, Inc.) email program. I currently use Claris Emailer, as I feel that it's the best product on the market. But I'm going to switch to Mailsmith as soon as it's released.

Mailsmith has a Bare Bones interface. To me, this means that it doesn't look high-tech, pretty, or modern. It's just there, simple, powerful, clean, efficient, and lightning-fast. Mailsmith does everything I wish Emailer did. It supports unlimited email accounts (though it won't support online services, e.g., AOL, until the next release), has an excellent, fast search engine, and powerful address book features. You can be sure that I'll review Mailsmith in an upcoming issue of ATPM.

Other Highlights

• Apple showed PowerMacs with the Mach 5 chip, an updated version of the 604e. These machines have clockrates over 300Mhz.

• Bungie demonstrated their upcoming game Myth. The graphics and realism are simply amazing, but that's what we've come to expect from the company who made Marathon.

• Claris demonstrated ClarisWorks Office, a souped up version of ClarisWorks which will compete with Microsoft Office.

• Dantz Development demonstrated Retrospect 4, an even-more-polished version of its excellent backup software.

OpEd: The Personal Computing Paradigm

- Newer showed the MAXpowrPro CPU upgrade cards. They let you put a PowerPC 750 (Arthur) in your existing PowerMac or clone.

- Vertegri showed their luggable imediaEngine portable, an 11 pound "notebook" that doesn't have a battery. The imediaEngine sacrifices portability for speed, the reverse of current PowerBooks. It sports a fast 604e processor and a 14-inch active-matrix screen.

A Winner Among Us

Wednesday, Evan and I were at the World Trade Center where Power Computing's booth was. We got there just in time for a round of "This is not Jeopardy," a multiple-choice game of Macintosh trivia hosted by Power engineers. The game took place on a huge display screen, visible from booths away, and quickly drew a large crowd. There were so many people watching and trying to participate in the game that one of the hosts would periodically instruct the crowd to "move in from the aisles" with his megaphone.

There were ten questions in each round of the game, and the prizes got progressively larger. A 12-year-old kid won a copy of the Microsoft Wine Guide. Later on, people won passes to ride Power Computing's zip-wire outside the World Trade Center. The best prize was an XClaim video card. Unfortunately, though our hands were raised for the questions, neither Evan nor I was called upon to answer.

After a morning at the Bayside Exposition Center, we came back to WTC and the Power booth for a second chance at winning. The prizes started out funny. People correctly answering the first few questions received free stuff that Power had scrounged up from around the expo floor, such as Macworld bags and magazines and a one-dollar bill. Some people got Power Computing t-shirts. Then they started asking for donations. A man in the front row gave up his Apple t-shirt. The winner received it along with a free copy of MintDoubler (DoubleMint gum). A Power employee gave his jump-suit to the person who knew what A/ROSE was for.

The game was humorous and sometimes rousing. One question asked who Mr. Macintosh was. The first person to answer said "Steve Capps." "You know where he works now?" asked the host. "Microsoft. Someday you'll all work there." Of course, the crowd reacted strongly to this statement.

Periodically, the host got the crowd to yell "Power Computing rocks!" at the top of their lungs. Then he'd ask, "Why do you love Power Computing? Because we make cool computers or 'cause we give away free stuff?"

"Free stuff!" the crowd would shout back.

For the last question, number ten, Power announced it would give away a PowerTower 166, the largest prize yet. Just after this announcement, there was one last call for a "Power Computing rocks." Just after it, the adjacent crowd at the LinoColor booth yelled their slogan: "We kid you not!" Since the Power crowd was much larger, we were urged to drown out the LinoColor people with a thunderous "We kid you not!" They responded with a rather feeble, but enthusiastic, "Power Computing rocks!"

With the two booth's turfs thus established, the Power rep. announced "We're giving away a free computer. Do you want to throw in a free scanner?"

LinoColor responded by adding one of their Jade scanners to the prize for the person who could answer question ten.

The question appeared on the display screen:

What was the first Mac to ship with an 800k floppy drive?
A. Mac 512ke
B. Mac Plus
C. Mac 512k
D. Mac SE

Hands shot up. Everyone wanted a chance at winning the computer and scanner. Evan and I whispered back and forth, agreeing that the answer was the 512ke. The host decided that he'd pick the person to answer by **birthday**. All the hands went down while we waited for him to choose a day. "Is anyone's birthday May 3rd," he asked? The date sounded awfully familiar. Then I saw Evan jumping up and down with his hand raised. He was jumping partially because of excitement and partially to be seen over the crowd of people in front of us. We both knew that he knew the correct answer. They checked his driver's license to make sure his birthday really was May 3rd, started reading off his height, weight, and residence to the audience, then asked for his answer. Everyone started yelling different letters. Evan announced that he was choosing choice A: the 512ke.

"Do you think he's right?" asked the host?

"No!" everyone yelled. "It's C, the 512k," shouted someone.

"Do you hope he's wrong?"

"Yes!"

The host clicked the mouse on choice A. It was right! Evan won the PowerTower 166, the LinoColor Jade Scanner, a copy of Freehand Graphics Studio, and a pack of Juicy Fruit. Apparently, they were out of MintDoubler.

The Verdict

This year's Macworld Expo felt distinctly smaller than previous years. Big-name companies such as Hewlett-Packard, Iomega, Macromedia, and Newton were conspicuously absent. Another reason the floor seemed less crowded might have been all the recent company consolidations. Still, the show was far from empty, and there were a number of new booths and new products. The sheer numbers of booths and attendees should convince any Mac doom-sayers that despite Apple's troubles, the Mac is here to stay. You can bet that I'll be back next year. Maybe then they'll be giving away an Arthur machine.

"The Personal Computing Paradigm" is © 1997 by Michael Tsai, <mtsai@atpm.com>. Michael is still searching for the ultimate answer to the ultimate question of life, the universe and everything.

SEGMENTS
SLICES FROM THE MACINTOSH LIFE

BY TONY HARWOOD-JONES, tonyhj@MTS.Net

This Particular PowerBook

"A priest and his PowerBook?" Isn't that a bit odd? Sort of like "a fish with a pencil?" or "an infantry soldier in ballet slippers?"

It depends on your stereotypes, I guess.

Certainly a priest with a PowerBook would be odd if you held to the stereotype of religious leaders as being otherworldly sorts—head in the clouds, irrelevant, slightly dusty. It can be a likable image of the clergy, actually—a bumbling, but nice, eccentric, more in the next world than in this. But it's a stereotype all the same, and few living clergy actually model it.

Mind you, there are some religions which **demand** that their visible leadership have very little to do with anything the modern world admires. No money, few clothes, frequent fasting, and constant reflection and meditation. The great Hindu civil rights leader, Mohandas Gandhi was such a man—indeed he is said to have owned only a watch, his dhoti, and a pair of glasses at the time of his assassination.

Gautama Buddha taught that all human suffering comes from attachment. If we could only learn not to desire—not to feel the need of earthly things—he said, we would achieve enlightenment. Consequently the proficient Buddhist should live in the greatest simplicity—in poverty, actually—without any of the comforts and tools we so commonly desire. A Buddhist monk would not likely have a PowerBook.

St.Paul, in the Christian Bible, says, "Set your minds on things that are above, not on things that are on earth," (Colossians 3:2). Thus, there are elements in Christianity, too, which recommend not becoming too hung up on earthly things. In the monastic movement, for example, monks and nuns must take a lifetime vow of "poverty" in which, as individuals, they may not own computers or other material things (although their organization as a whole may do so).

While Christianity emphasizes a danger in getting hung up on earthly things, it never suggests that we despise them or fling them away. The controversial opening passage of the Bible—the story of creation—says "...and God saw that it was good" (Genesis 1:10). This

phrase, which appears in a chapter of Scripture revered by Christians, Jews, and Muslims alike, affirms that the earth, fossil fuels, silicon, copper, and the amazing migrations of electrons is created by God, enjoyed by God, and in no way a detriment to holy living.

I am a priest. Week by week I stand at an altar with other Christians and give thanks to God for the wonderful acts of creation and Salvation. I am committed to holy living.

I also own a house, have raised a family, and am in love with my wife and partner-for-life (the worldwide Anglican Communion—my spiritual family—does not forbid its bishops and priests to marry).

And I own a PowerBook.

I have always enjoyed and admired technology. To me, fine engineering is as wonderful a use of God's creation as is music or painting. I bought a 64K Atari computer when it was a state-of-the-art machine with the best graphics and games in the land. Macs had just come out, but were too expensive for me. But I always wanted one. I encouraged the church where I serve to buy a 512K Mac in 1983 and made sure it was upgraded from time to time. Our parish progressed through a "Plus" to a "Quadra," through an ImageWriter to a LaserWriter. My own personal computer remained the discontinued and aging Atari while I scrimped and saved for a Macintosh I could one day call my own.

That day came some three years ago. $3,000 of our Canadian dollars flew out of my pocket and I came home with one second-hand PowerBook 180, and one external CD-ROM. I didn't have enough money for a printer, but figured I could print stuff with the church's LaserWriter.

There is no need to rhapsodize about what happened next. If you are reading this, you know what owning your first Mac does to your head. The fact that mine was a laptop is an added pleasure, mind you. I was blown away by its monstrous memory, hard drive space and blistering speed, all packaged to fit inside my briefcase. It goes where I go: home or holiday, church office or somebody's rec room.

It contains my life: a Bible in two translations plus Greek and Hebrew, my appointments, my personal finances, the complete listing of all my parishioners, some of my sermons, my writing, and my web site.

The biggest change that this particular PowerBook wrought came via the modem that is tucked somewhere inside. Having had Macs at the church for so long, I was familiar with WYSIWYG word-processing, spreadsheets, and powerful, multi-layered databases. With the arrival of my PowerBook, I stepped out into the Internet.

Anyone who surfs the web knows that it is teeming with religion. Christians are most active, to be sure, but you can find Muslims aplenty, Jews, and a host of sects and spiritualities.

I also found colleagues. Theologians, philosophers, and church leaders from around the world, were right at my fingertips, willing to correspond! Stimulating debates occurred on one Canadian list server, with contributors that live in every region of our country. Because of these relationships, I was able to organize a national prayer vigil via the Internet when the need arose.

Many members of my congregation were also coming online, and the operation of our parish suddenly became smoother. Where it would have been difficult to get a meeting together because of various church officials' business trips, now pressing matters could be discussed via email—travelers merely logged on from wherever they happened to be!

I developed a parish newsletter which I email every once in a while to the households in my congregation that have an Internet address. Other clergy in our region are now coming online in some numbers, so meetings and discussions are happening there as well.

Of course, the Wintel-Mac controversy finds its way into all this. I have a parishioner whose adult son works at Microsoft headquarters and he frequently tells me I have bet on the wrong horse. Frankly, the pain of being a Mac enthusiast in a sea of Wintel is multiplied tenfold in the relatively small market of Christian-specific software. Software abounds for Bible study, to be sure, but when I phone the supplier, I have to stop the sales pitch in mid-stream to ask if the product is available for the Mac OS, whereupon the pitch stops with an apology, or some vague promise that "we're working on it."

My first Internet membership was with Apple's own "eWorld," and early in my 'net meanderings I downloaded some Bible Software written specifically for Mac. Ken Hamel's "Online Bible," is excellent, and, if you only want the King James Version, it's free. Try **<ftp://members.aol.com/khamel/olbmac/olb253.hqx>**, or email Ken at **<KHamel@aol.com>**.

Already my PowerBook is obsolete. It has a greyscale monitor. In the brief time since it came out, color screens for laptops have become things of marvelous beauty. My 60 Mb hard drive once seemed enormous, but now it's filled to capacity, and I have to keep almost everything "Stuff'd" by Aladdin's "SpaceSaver" just so I can have a few Mb of free hard drive space.

My oft-used tool looks like it's been through a few wars. The back door has broken off and the middle row of keys is shiny and pock-marked. To my shame, I once dropped the whole thing on the floor of my office, snapping the shell open. It fit back together and kept on going. Another time, I short-circuited the power supply trying to figure out why the modem sounded like it had static (the modem was defective, and the manufacturer replaced it without complaint). But for all the abuse, this particular PowerBook keeps on going, and it goes everywhere with me.

Would I buy another Mac? Without a doubt. When I see the struggles my PC-loyal colleagues have with installations and compatibility, I realize how much I have benefited from Macintosh quality, durability, and its phenomenal plug'n play ability. Despite the

fact that I enjoy the marvel of technology which all computers represent, I know I don't want to spend my time being focused on the the operation of the tool, but rather on the work the tool can help me produce. I want to do what I do as a priest—study the Scriptures, write sermons and articles, prepare educational resources, and manage a parish. My Mac does this superbly. Like all good tools, it remains almost invisible between me and my work.

And, because I don't know **when** I will be able to afford another computer, I appreciate how forward—and backward—compatible my Mac is. When this particular PowerBook finally becomes a total dinosaur, I believe my applications will fundamentally be able to "speak" to whatever is then the state-of-the-art in the Macintosh world.

So here I sit, typing on an intelligent machine no bigger than a large book, and listening to Schubert from a CD controlled by this same extraordinary machine. Soon these ruminations will be flashed—again by this machine—to a computer far away, and read by you in some place I can scarce imagine. In the process, my awareness of God's creation, and of the brilliant children of God who write such music and invent such machines, is suffused with awe and wonder.

BY JAMAL GHANDOUR, jghandour@atpm.com

I apologize to those readers who wrote to recommend that I write a little more about file exchange formats. I just received your emails a tad too late. However, I promise to do it as soon as possible. I do want to thank those of you who took the time to write in. As always, you really do boost our moral.

This month I decided to do that 3D section I have been promising for ages. I will try to explain what 3D really is and how it works.

3D means three dimensions, where a dimension represents either width, height or depth (known as x, y, z in 3D terms). That means that an object must have x, y, and z coordinates to be present in space. Shocking as it might sound, 3D can exist only in real life. You ask, "How do we see 3D objects rotating on the web?" Well, the reason is simple. Programmers have devised a optical illusion technique that makes users think they're seeing 3D, called rendering.

Rendering is a procedure that casts colors, shadows and highlights on objects to make them appear three-dimensional. If you have trouble believing this, try to approach the idea this way: can you see how deep the object is on the screen? Of course not. That's because screens are capable of projecting in only two-dimensions: x and y. Most amazing is that today's 3D software can calculate not just colors, shadows and highlights, but goes farther and calculates shininess, reflections, refractions, transparency, metallicity, and even glow!

If you still don't believe me, look at this two-dimensional circle and see that, by adding some simple shadows and highlights, it magically becomes a sphere.
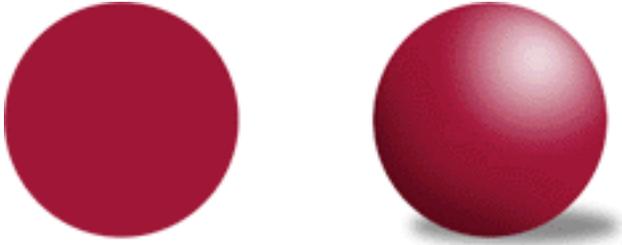
Types of Rendering

Although rendering is a global technique, there are many types; the most common of which are: wireframe, fast, better, best, phong and raytracing. Here's a summary of how they differ:

Type	Speed/ Quality	Color	Textures	Reflection	Glow	Transparency
Wireframe	1					
Fast	2	yes				
Better	3	yes				
Best	4	yes	yes	yes		
Phong	5	yes	yes	yes	yes	
Raytracing	6	yes	yes	yes	yes	yes

Higher numbers denote higher quality and longer rendering time.

Art: 3D in Infini-D

Tip: In the beginning, work in wireframe mode, then slowly advance into more time-consuming rendering modes as you approach the final stages of your model. This will save you much time in producing 3D scenes.

Anti-aliasing

rough S   anti-aliased S

I am sure you have heard of this before, because this procedure is also used by non-3D programs, such as Adobe Photoshop. Anti-aliasing smoothes by subtly blurring rough edges of shapes. It is used vigorously in 3D because most rendering modes leave rough edges behind.

Conclusion

With an array of rendering and anti-alaising techniques, modern software produces very convincing 3D scenes. It can also achieve 3D animation by calculating scenes in frames. It certainly takes much time, patience and effort, but the results are certainly worth it. Examples of high-end 3D computer art in action are films like *Terminator 2*, *Independence Day*, *Toy Story*, and even Walt Disney's *Hunchback of Notredame*.

I hope that, by now, you have a better idea about 3D. Please, don't hesitate to send me any inquires, problems or even requests you might have regarding graphic design.

Art: 3D in Infini-D

ATPM RATINGS

VERY NICE

Design Your Own Home®
3D "Walkaround™"

Product Information
Published by: Abracadata Ltd.
Phone: (514) 342-3030
Web: **<http://www.abracadata.com>**
List Price: $99.99

System Requirements
68040 with FPU (math co-processor) or PowerMac (recommended)
27 MB hard disk space
8 MB RAM (16 MB recommended)

There are many folks who would like to try their hand at design, especially when it involves their own home's improvement. But where do you start? There are books, periodicals, and of course, design professionals. If any of those options seem intimidating, or hands-on design is more your style, then flex some creative muscles with **Design Your Own Home® 3D WalkAround™**. This program is easy enough for users who are novices in both design and computer usage, yet will hold the interest of experienced users who would like to experiment with a fun, creative program. However, if your goal is to get serious design "mileage," then be prepared to make a commitment. Even though the program sells itself as a user-friendly, easy-to-use program, there is a lot to discover in order to fully appreciate WalkAround.

This program does go out of it's way to make you feel comfortable. The manual and instructions are worded so that you never feel incompetent. Topics are organized in a clear and concise manner, which is good, since you'll most likely need frequent during your forays into designdom. Before you even load the program, I suggest that you go through the manual and familiarize your-self with WalkAround's tools and commands. Though the program is non-threatening, the icons give little indication about their function, so you

may feel somewhat lost. The interface is hardly intuitive. There are many toolboxes full of ambiguous icons which can be confusing.

Getting started, however, is easy. Just load WalkAround onto your hard drive. It takes up a fair bit of hard disk space and uses a good chunk of RAM because it is a graphics program complete with rendering capabilities and 3D animation. After a short installation, you're set to go.

One of the first topics is a basic tutorial setting up a room with some furniture and art. This is a comfortable setting which will boost the confidence of even the most computer phobic person. I've used other modeling programs, such as **AutoCad**, so I had no problem getting started. I encourage you to try your hand at it. You'll gain confidence and familiarity with the tools. As the manual puts it, you can't ruin anything. Everything can be fixed.

If you feel a need for extra help with setting up a suitable interior, browse through the samples folder. In it you will find numerous styles for many different tastes, all set up and ready to be altered as you wish. In this way, you won't have to grunt and sweat, struggling to establish an original plan. You may even be inspired.

Once the design process begins to gel, the itch to view your room in 3D is immediate. There are two separate screens: one for 2D, the other for 3D. After creating a plan design, clicking on the 3D button enables you to behold your masterpiece. The tour through the space is not as majestic. You will notice that you have the coordination of a two-year-old, stopping in the middle of exterior walls, or stuck in the end table.
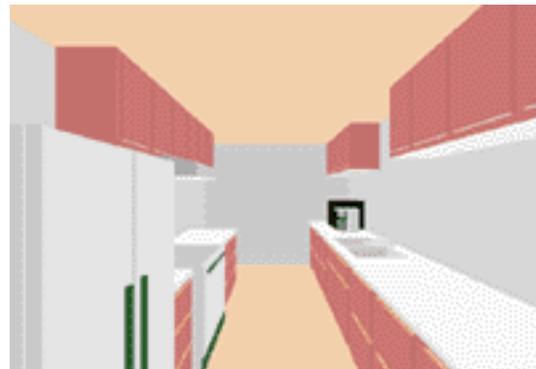
After completing the tutorial step by step, I set out to see how far I could stretch the limits of this program. This is a great program for drafting. There are a wide variety of tools and commands available which make plotting a plan pleasurable. Just enough tools are available to proceed comfortably. However, having been spoiled by the freedom of drafting by hand or in AutoCad, I soon ran into a number of snags. WalkAround lends itself to quick design if the client has a standard, straightforward plan in mind. This means that if you want sloping roofs, continuous curved walls, or custom millwork (to name a few), you should reevaluate their importance because you may not get them. For example, many tools

are available in 2D design. Choices are limited by only one's imagination and determination. So, many objects can be created in plan.

Unfortunately, there is a discrepancy between 2D drawings and the resulting 3D realization. Sometimes it just does not exist! What one draws on plan will not necessarily translate into an object. Objects are created by specific 3D tools. This can be frustrating and sometimes you will need to improvise in order to compensate. In my case, I was looking to place a curved wall in my pseudo dwelling. Initially, I plotted the curve with the bezier curve tool, but then discovered that I couldn't find it in the WalkAround. After experimenting with the wall tool, I finally achieved a fairly decent curved wall by linking a number of smaller manipulated panels together. Remember to preset any 3D information on objects (except altitude), if possible, before placing them on the plan. Once an object is placed it cannot be altered, short of deleting and starting again.

Sometimes fighting with the program to prove who is master becomes exhausting. In which case, there are a fairly extensive furniture and textures libraries to peruse. Interestingly enough, the creators of this program realized that a little character goes a long way. You may only have four walls, but if you've got furniture and objects, you can make any space seem full, or cozy (which explains the depths of WalkAround's libraries). I'm assuming there are "add ons," or that there are ways to add to the libraries.

Furniture is the most easily manipulated object. You can rotate, shift, and resize without difficulty. The only shortcoming is that all objects are in plan form, including doors and windows. They are labeled with a descriptive name and dimensions, but other than that, it's a 3D surprise every time! Surface materials are viewed in small square samples, and the selection is limited. You can create your own furniture symbols if the library is found lacking, but given the extensive "pick and plot" options, who will bother?

Two aspects of the program were completely lacking. The first is the quality of lighting available. Choices include bright, grayed out, or dark general light settings. Though different types of lighting are available in the furniture library, they are not operable as light sources. Few rendering programs provide a good sense of how lighting affects a space, which is a very important factor in design. At best, the lighting in this program is functional.

The second aspect is viewing heights. Though there is the possibility of creating multi-story spaces, be prepared to view them from the ground level only. You can view upwards in the WalkAround, but you cannot view a space exceeding the height of the first floor in a WalkAround. You may design two floors, but they would need to be split into two separate files. This is unfortunate, as there is a loss of continuity when moving through the space.

All criticisms considered, "Design Your Own Home 3D WalkAround" is a worthwhile commercial design package. As a recent graduate, currently working in a design office and well-acquainted in dealing with clients, I would say that this program is well-suited for those who want to explore design ideas on their own. I particularly appreciate that WalkAround provides an environment where one learns to develop a direct correlation of 2D to 3D, even if the two seem separate. One is constantly reminded of how both affect each other, while flipping back and forth between the 2D and 3D screens (which will often occur out of sheer necessity). In addition, WalkAround could be a helpful first step in either designing a dream home to discuss with a professional, or upgrading to another design program where the 3D is harder to achieve, but there is more precise control over each of the elements. Those looking for a souped-up, high-powered graphics package will be slightly let down. But if you'd like a program where you can fiddle around and get immediate 3D gratification, then check it out. There are certain limitations to WalkAround, and to use it to it's full capacity requires some time. Once you do get the hang of things, you will find it enjoyable, perhaps to the point where you'll find it difficult to leave your room(s).

Design Your Own Home® 3D WalkAround™ review is © 1997 by Julie Parks B.I.D. (Manitoba). Ms. Parks is a professional Interior Designer. Reviewed using a Macintosh Performa 5200CD, 8 MB RAM, and RAM Doubler.

GOOD

REVIEWED BY ROBERT MADILL, rmadill@atpm.com

Explorers of the New World

Product Information
Distributed by Softkey International Inc.
Web: <http://www.softkey.com/>
One Antnenaeum Street
Cambridge, Mass 02142
Street Price: $39.95

System Requirements
Mac with 68030 25 MHz or better processor
Minimum 8 MB RAM
Minimum 13" monitor with 256 colors
System 7.1 or later

By sheer coincidence, several months ago I chose to review the multimedia CD-ROM entitled: **Explorers of the New World** without remembering that here, in Canada, we were about to celebrate the 500th anniversary of the landing of John Cabot and his ship, the Matthew, on our east coast. This CD, issued by **SoftKey Multimedia Inc.**, documents the activities and accomplishments of European explorers who sailed the oceans from 1450 A.D to 1600 A.D. in search of "New Worlds," adventure, fortune and fame.

This production, which can be run directly from the CD, chronicles the histories of three famous voyagers: Christopher Columbus' (1451-1547) voyage across the Atlantic Ocean to discover the New World, the conquest of the Aztec Nation by Hernan Cortes (1485-1547), and the circumnavigation of the globe by Ferdinand Magellan (1480-1521). Another sixty explorers and their accomplishments are documented to a lesser degree. The initial "splash screen" allows easy access to the narratives of the three main characters.

A mouse-click on any one of the three figures brings up an illustrated story line with narration. Also shown are the "hotspots" which take you to the other areas of information including "Other Explorers," "Timeline," "Database," and a general "Tour" of the CD contents. The "Compass," at the lower left corner of the screen, is a user friendly control panel allowing you to move back and forth in the program, get "Help," view the CD contents in a diagrammatic tree form, or quit the CD entirely.

The stories of all three major sea captains have similar formats. Each character introduces his intentions via a Quicktime narration followed by a "Map Screen," keyed with the important aspects of his journey. A mouse-click on anyone of the active "Map Screen" icons will take you to a narrated, illustrated tour of that specific event or phenomenon.

Theatrical vignettes, in the form of QuickTime movies, are cleverly integrated into landscapes. Textual material is accompanied by interesting ambient musical accompaniment. Slight variations in formats for the "Big Three" give a good historical and cultural context of the times. This prevents any feeling of redundancy in the material.

Subjects range from entertaining trivia to fascinating historical information. The "Navigational Instruments" icon in the Columbus story has an adequate discussion of the instruments and methods whereby the early ocean sailors managed journeys on the open seas. Their use of the quadrant, compass, and "dead reckoning" for navigation would amaze travelers of our century who are accustomed to pinpoint radar positioning. For Columbus and his contemporaries, reckoning wrong meant that the phrase "dead reckoning" could (and often did) take on a literal meaning!

Activating the "Fighting the Tlaxcaltecs" icon in the Cortes journey initiates an interesting discussion of weapons and warfare between European and Aboriginal peoples. In this case, I was amazed at the effectiveness of the native weaponry. The *Macuahuitl* sword, capable of beheading a horse with a single blow, often balanced the Spaniards' arsenal of horse and canon.

A mouse-click on the "Trinidad" ship icon in the Magellan section brings into view a 3-D model of a ship typical of that period. Also illustrated are various aspects of life aboard ship. One amusingly ironic fact was that since most of the drinking water on the ships spoiled, two liters of wine were issued daily as a substitute. This led to most men serving their watch "slightly tipsy."

A number of the screens are interactive, allowing the user to activate items ranging from a

native village to a view of the Court of the European Royalty which sponsored Columbus' voyages to the workings of an Aztec Palace (Cortes).

The information content may seem rather sparse from time to time, yet taken together, the total material yields a reasonable foundation for understanding the "breed of men who were far from content to stay within the confines of their world." Hollywood-driven action movies sometimes pale in comparison to the dangers faced by seafaring individuals. In the case of Magellan, five ships and 258 men left home port. At the conclusion of their "adventures" during a three year circumnavigation of the globe, only one ship and 18 men returned home. Kevin Costner and Water World are child's play by comparison - Shame! The exploration and exploitation of the New World, fantasy or otherwise, are more than just shoot 'em up macho scenarios.

Clicking on the "Other Explorers" sailor from the start-up "Splash Screen" takes you to the hold of a ship containing barrels with the letters of the alphabet emblazoned on them. Clicking on a barrel will generate a list of explorers alphabetized by last name within the range of letters depicted on the barrel icon. Each name can be activated to call up information and maps associated with that captain's journey(s) and accomplishments. You can access this same information via the "Database" section. I prefer the "Database" approach because it is a cleaner interface for accessing all relevant material, including individual portraits (where available), textual material, map(s) with hyperlinks between map location and relevant text, and a "Print" option. Furthermore, the "Database" section allowed for individual word searches against all "Other Explorer" text areas.

The "TimeLine" section is divided into two linear streams. The top stream indicates exploration activities within the 1415 A.D. to 1625 A.D. timeframe. The lower stream denotes corresponding historical events; however, this data is rather minimal and

Stuff: Explorers of the New World

sometimes obscure. For example, paralleling the completion of Leonardo da Vinci's Mona Lisa (1506) with the publication of a world map (1507) by cartographer Waldseemuler (which included the first "America" labeling of the newly discovered continent) or pairing the Portuguese discovery of the Azore Islands (1427) with the Death of Joan of Arc (1431) is interesting, but of minimal use to someone whose primary interest is global exploration. More relevant connections to Galileo's and Kepler's discoveries or discussion of the technological, economic, and political underpinnings of the featured explorations and conquests would have been of greater help.
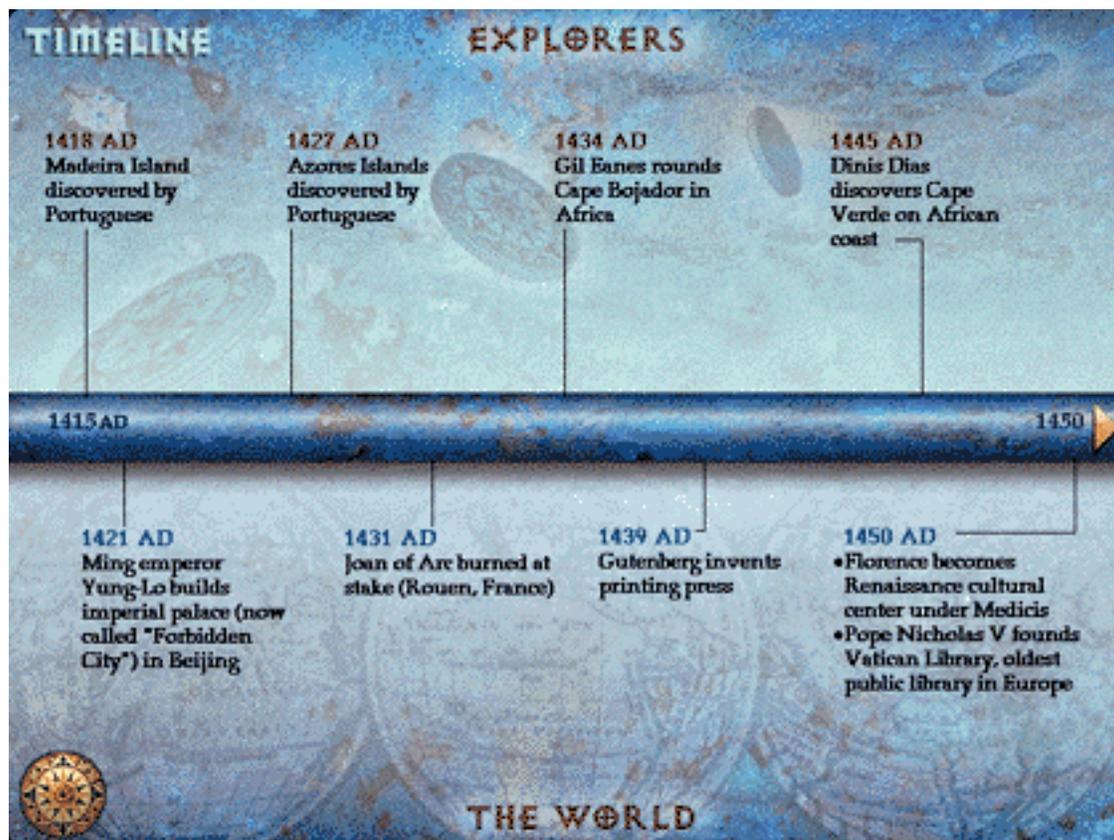
A final section, "Impact," lists about twenty items of export and import that affected both the Old and New Worlds and hence the future of the following centuries. Most everyone is aware that tobacco importation from the New World to Europe developed from its historical use in the New World for ritual and "medicinal" purposes. Less well known is that the New World tomato (once thought by the Europeans to be poisonous) became the European basis for pizza and the twentieth century condiment of choice for french fries, ketchup. My favorite Old World use of New World imports is corn/maize. This product, initially valued for its ability to grow in difficult soil regions in Europe, has become the basis of today's automotive "Gasohol!" Anything to help in today's world of extreme industrial pollution and global warming. The Old World, in turn, exported grapes to the New World, which eventually became the bases of the California wine industry.

Coffee and olives were also key Old World to New World exports and became economic commodities for the future countries of Latin America, Chile and Peru. A brief mention is made of some psychological, social, and health "Impacts" on the New World. Smallpox, STDs, cultural disruption, warfare, and slavery are only a few of the less pleasant aspects of European contact with the cultures of the New World.

While examining this CD, I decided to check back on John Cabot and his voyage in the Matthew. Activating the "Other Explorers" section and then "Cabot," I read that he had discovered his section of the New World by landing at Labrador! Mmmm, I think not! Historians recognize three possible landing sites: Bonavista in Newfoundland, Cape Breton in Nova Scotia, or possibly somewhere in Maine, U.S.A. A double check in the Microsoft® Encarta® 96 Encyclopedia did not support the Labrador landing site.

I am not an expert in "Other Explorers'" histories, so I cannot attest to the accuracy of the information contained in those sections. However, I was disappointed that the production did not contain a bibliography to facilitate additional reading for the student user. In its present form, "Explorers of the New World" is an interesting family library addition and a moderately useful research and study resource for grade school and high school students. As a final footnote, I must admit that the CD-ROM contents did lend a better contextual understanding for me when I had the chance to view the film, *The Mission*, starring Robert De Niro. This excellent film, set during the era of "Explorers of the New World," emphasizes the ambiance of that time and the battle between the Portuguese and Spaniards for New World supremacy at any cost. Rent the video. Even Leonard Maltin (Movie and Video review Guru) gives the film an above average rating!

If you wish to examine an interesting shareware program dealing with the same explorer topic, boot up the old Internet connection and go to the URL:

<http://hyperarchive.lcs.mit.edu/HyperArchive.html>

Do a search for "Explorers" and download the shareware ($15) program produced by The Iverson Software Co. The timeframe is more expansive, including a Viking favorite: Eric the Red (c.950-1001), and even "Doctor Livingstone, I presume?"

ABOUT THIS STUFF

REVIEWED BY A.T. WONG, *atwong@xpressnet.com*

Virex 5.7.1

Product Information

Published by: Datawatch Corp.
234 Ballardvale St.
Wilmington, MA 01887
Phone: (800) 847-3982
Fax: (508) 988-0105
Email: **<sales@datawatch.com>**
Web: **<http://www.datawatch.com>**
AOL: Virex
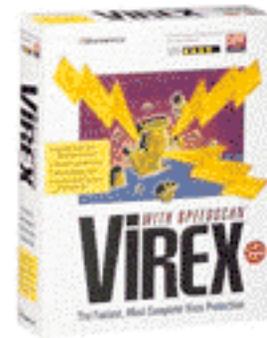
System Requirements

Virex requires a Mac Plus or better, System 7 or later, 4 MB RAM. Virex is accelerated for PowerMacs and will work over any Appletalk network.

I evaluated Virex 3.7.1 under System 7.1 on a IIsi, on a Quadra 800 running System 7.5.5, and a PowerMac 8600 running System 8 with an ATI XClaim VR. Removable media devices tested included: floppy disk, Jaz and Zip drives.

Viruses and Trojan Horses

Viruses and Trojan Horses are aptly named computer programs that perform exactly what their names suggest. Viruses are small programs designed to infect other programs or files so that those programs or files can be used to make even more viruses. Just as a bad virus infection can make you feel sick or even kill you, a virus infecting your Mac can affect its operation or even delete all your files.

During the Trojan war, the Greeks realized that deception was the most efficient method to breach the defenses of the city of Troy. They built a large wooden horse, filled it with soldiers, and left it outside the city gates. The Trojans, believing the horse to be some kind of gift, rolled the horse into the city. At that point, the Greeks exited the horse and killed the Trojans. In computer terms a Trojan horse is a program that masquerades as a

legitimate program, but in reality harbors a program that could damage your files.

Virus Detection Programs

A good virus detection program will detect and hopefully remove a virus or Trojan horse. Each anti-viral (AV) program detects viruses in its own way and one program may be better than another in a given situation. Some important factors to consider when deciding on an AV program is efficiency, number of viruses detected, detection method, and ease of use.

Efficiency is a generic term that refers to the productivity of the AV program. An efficient AV program will quickly scan your drive to locate and remove viruses without giving too many false alarms.

One should be wary about statements that refer to the number of viruses that are detected. Unlike the PC world, where there are several thousand viruses, the Mac world has only a few hundred. Of those, only 20% are responsible for 80% of all Mac virus infections. Therefore, it more important for the AV program to detect all common viruses, rather than missing a common virus and detecting the 10 rarest virus strains.

Ease of use is a catch-all phrase that includes ease of install, ease of installation, ease of virus detection and removal, and the ability to turn on and forget about the AV software. To avoid any possibility of viral infection don't use a computer. If that's not a practical alternative then the solution you chose will include a trade-off between security and ease of use. Generally speaking, the easier a program is to use, the less secure it is.

Detection and Prevention Methods

There are three basic types of virus detection and prevention methods: activity monitoring, checksum, and scanning. Each type has its own strengths and weaknesses.

Activity monitors watch for suspicious activity and bring up a dialogue box which asks for confirmation before allowing the suspicious activity to proceed. A request from a game to format your hard drive is a suspicious activity, as is a word processor attempting to add a new code resource to your System file. It is, however, very hard to tell the difference between a program recording your name and serial number information and a virus infecting a file. Activity monitoring programs may be more trouble than they are worth because they continually ask for confirmation of valid activities.

A checksum is a unique number generated from the bytes within a file. Any changes made will generate a checksum different from the one previously calculated. Checksum is one of the most reliable methods of virus detection. However, it has two main disadvantages: viral infections are detected after the fact and checksums must be recalculated after files are

changed.

Scanners, as the name implies, scan files for viral signatures, bits of computer code that exist only in specific viruses. Scanners have the advantage of being almost invisible during operation. Their biggest disadvantage is they look for specific bits of computer code, so they can detect only those viruses listed in their databases. Scanners, because of their almost transparent operation, have become the most successful type of AV program on the Mac. To simplify updating the programs' virus databases, most scanners permit downloading of new databases from the manufacturer's web site.

Virex 5.7.1

Datawatch Corporation's Virex is an AV program that uses both the checksum and scanning detection methods. Datawatch has made the checksum and scanning techniques easy to use with a simple and efficient user interface. Scanning has been made easy by allowing user-defined combinations of scanning: at pre-determined times, during file download, while a volume is mounted, or when files are opened.

Installing Virex from its two floppy disks is a very simple procedure: launching the installer; scanning for viruses; and installing the Virex application on your hard drive. Along with the Virex application, the Virex control panel, Virex DropScan, and the Control Strip module are installed. The Virex application is used to create a snapshot (the checksum database) and to scan your hard drive. The control panel works in the background, scanning for viruses when volumes are mounted, during file downloads, and when files are opened. Since files are scanned either before or when they're opened, your chances of being infected are greatly reduced. The DropScan application works in conjunction with the control panel to provide drag and drop scanning for files, folders or volumes. Finally, the control strip module lets you access common Virex control panel functions from the Control Strip.

Configuring Virex

The Virex application and control panel are easy to configure. Some of the more useful parameters that can be configured are:

- Scan floppy disks on insertion. If you have many floppy disks to scan, there is an option to scan and automatically eject floppy disks.
- Diagnose compressed files.
- Automatically repair infected files.
- Automatically delete Trojan horses. Trojan horses contain none of your data and can always be safely deleted.
- Scan specific types of volumes at startup. i.e. server volumes, locked ejectable disks, etc.
- Automatic, scheduled scanning.
- Scan at download. Download refers to downloading from modems or copying files to your Mac.
- Bypass key. To bypass scanning when a floppy is inserted.

Real World Use

As a general rule, a checksum of your files should be generated as soon as possible after removing any viruses from your drive. Datawatch refers to the checksum process as "generating a snapshot." Since scanning requires a database of virus definitions, scanning will detect only those viruses known at the time the database was created. A snapshot will help alert you to an infection by an unknown virus. Generating a snapshot is a quick and simple process that creates a checksum for every file on a volume. If, at some later point in time, you suspect a virus infection and scanning doesn't reveal any known viruses, then you can direct Virex to generate a new snapshot and compare it to the previous one. Files changed prior to the most recent snapshot will be flagged for your attention.

Reviewing an AV program would not be complete without testing with live viruses (on an isolated Mac, of course). I used a collection of over 30 viruses, ranging from the ANTI virus to the ZUC virus, to test Virex in different situations. With the Virex control panel preferences set appropriately, Virex located and, in most cases, eradicated the viruses as soon as I tried to introduce them onto the hard drive. I say, "in most cases," because I ran across 2 instances where Virex could not automatically eradicate virus infections.

The first case involved viruses in an archive compressed with a rarely-used archiving application. Although the manual states that Virex is able to scan archives, it was not immediately obvious what kind of archives could be scanned. It took awhile to determine that StuffIt and CompactPro archives can be scanned. It was only later that I found a list of compatible archives on the back of the Virex box.

The second case where the Virex control panel could detect, but not delete a virus, involved unstuffing a StuffIt archive. With a few viruses I got a -23 error. Using the Virex application rather than the control panel, I successfully removed the viruses that caused the -23 error.

I was pleasantly surprised by Virex's ease of installation and configuration. After using Virex for several weeks on 3 different Macs and 3 different versions of the OS, I could not attribute any crashes to Virex itself. The scanning speed on a PowerMac is very high - less than 5 minutes to scan through 12,000 files including several thousand files in several StuffIt archives.

As a final, and admittedly unscientific test, I disabled the Virex control panel and used ResEdit to add a 00 hex byte to the end of some known virus code resources. Re-enabling the control panel and running the Virex application did not reveal any viruses but launching the infected application caused my System file to be infected. This little exercise only proves that no matter how good the AV program may be, one should always practice safe computing.

Just before this article went to press (Aug. 1), Datawatch released the latest virus database containing definitions for 147 new Microsoft Word Macro viruses. Installing the virus update was a simple matter of double-clicking the update program. The ReadMe file for the update indicates it will detect and delete three Word97 macro viruses. Either Datawatch is referring to the PC Word97 macro virus or they have access to a beta copy of Microsoft Office 97 for the Mac. I didn't have any Word macro viruses handy, so I wasn't able to test Virex on those.

Conclusion

Aside from a few minor anomalies, I found Virex to be very good at virus detection and prevention, virtually transparent during scanning, and reliable. Virus updates are easy to get and install. In other words, it's efficient, detects a good number of viruses, and is easy to use. It's a program that I would have no trouble recommending to my clients.

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ABOUT THIS
STUFF
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REVIEWED BY JAMAL GHANDOUR, *jghandour@atpm.com*

ATPM RATINGS
OKAY

Kaleidoscope 2.0

Product Information
Published by: Abbott Systems Inc.
62 Mountain Rd.
Pleasantville, NY 10570
Phone: (800) 552-9157
Fax: 914-747-9115
Web: **<http://www.abbottsys.com>**
List Price: $29

System Requirements
Color Mac with FPU (math co-processor) or PowerMac

Abbott Systems is a company known for good products, so I was very eager to try Kaleidoscope 2.0, a fractal generator that sounded promising at first. Fractals are computer generated drawings that depend heavily on mathematical formulae to be generated.

When I double-clicked on the Kaleidoscope 2.0 icon, the first word that came my mind was "Windows!" First off, the program uses a weird interface that is definitely non-Mac. The only available option in the upper menus is to quit. Not sure what to do next, I tried on-line help only to find that there was no online help in the main program. I wasn't ready to read the manual as yet, so I tried clicking on the icons in the top window. The first was a somewhat familiar "Close" button. The next button, amazingly enough, was a "Menu" icon, next a "Minimize" icon, and lastly, a "Zoom Window" icon. The bottom commands were pretty vague, which forced me into opening the "Read Me" Manual.
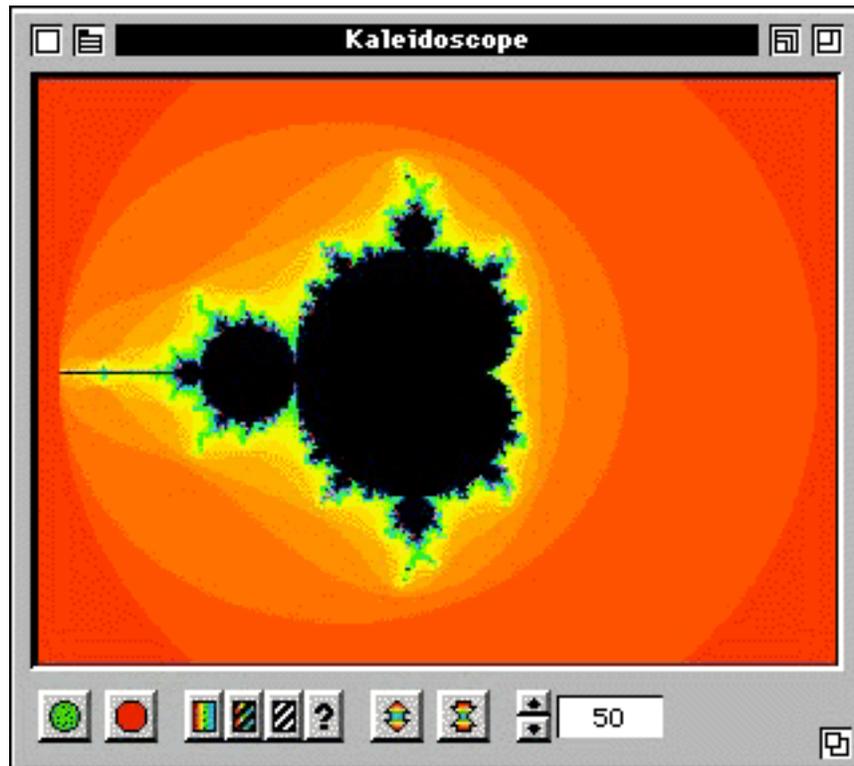
Once I learned the commands (which took minutes), it was time to play. Keep in mind that only few people will find fractal making actually useful. These people are normally professionals with specific needs, which the programmer seemed to have missed! I have listed a few of the overlooked features below:

Lack of MP (multi-processor) support: Very strange especially for a program that relies heavily on FPU (Floating Point Unit) calculations.

The program allows exploration of only the "Julia" fractal set. Isn't this supposed to be a program specializing in fractals?

Another letdown is not an overlooked feature, but a "bug." During my brief use of the program, I noticed that the program tends to glitch sometimes.

Changing the resolution has to be done using the arrows. Why can't a user simply type the desired resolution? A definite time waster.

No online help. Not having an online help, especially for program with a non-standard GUI (graphical user interface), is very frustrating.

No support for high-end use of images. Kaleidoscope allows images to be saved as low resolution pictures only. This means that they cannot be used in high resolution jobs. However, the manual does describe a way to overcome this difficulty, and I quote, "If you want to have Kaleidoscope images commercially printed (maybe for a poster!), save the desired image as a PICT file, and have your output service produce a 35mm color transparency. Your commercial printer can then use the transparency to print in full color and almost any size you want!" Does this mean, that to use it in a layout, I have to output the image to a slide (costing me more than the program itself) and then scan it again with a drum scanner (again note cost here) to be able to use it? If I really have to do it, I might just do a snapshot with another shareware program and get the job done!

The Ups?
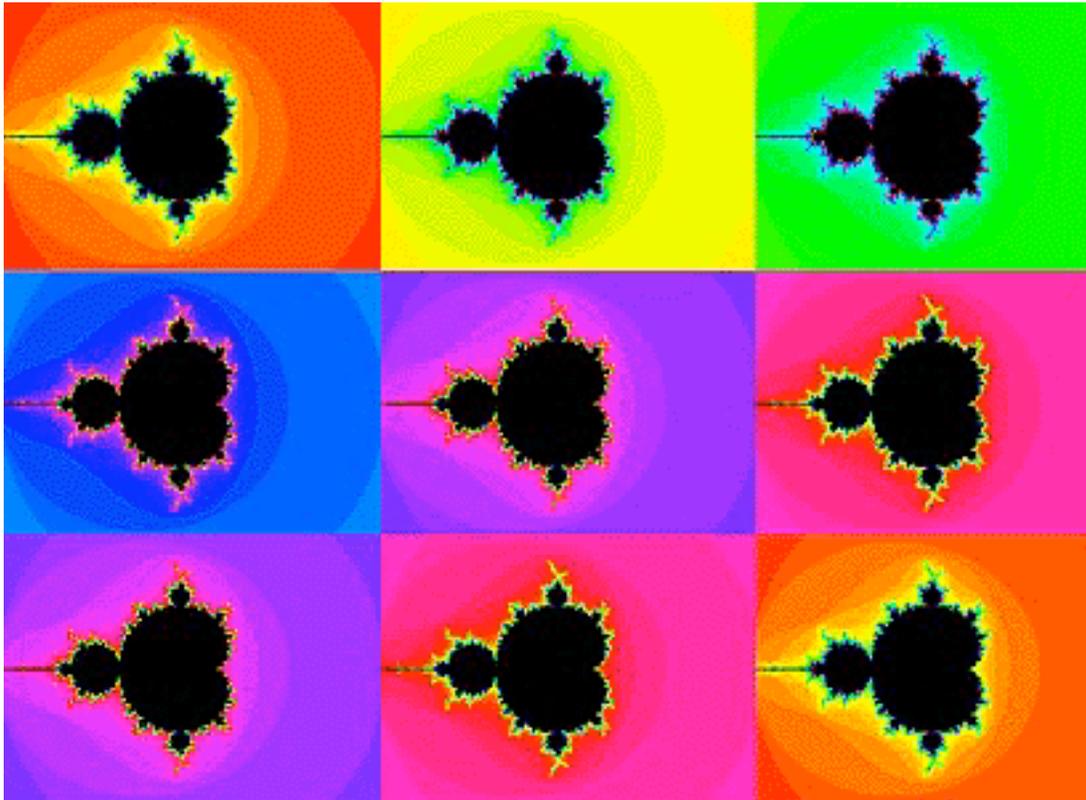
Well, fractals have a very small market, so making a program that covers this niche is an "up" in itself. There is also a nifty minimized floating option.
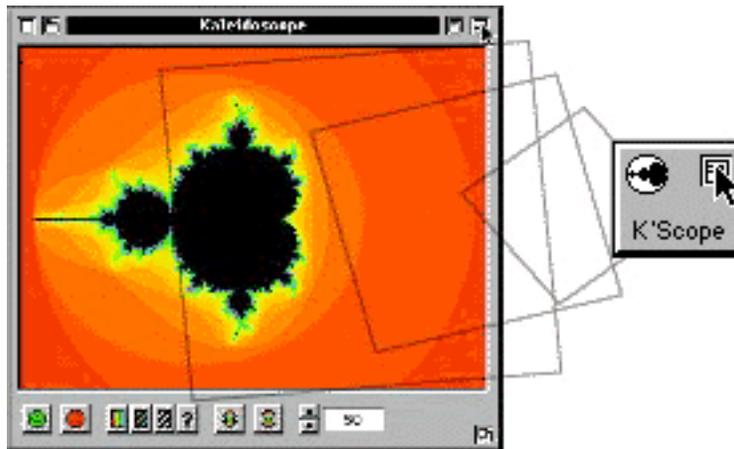
But do these nice features justify all the flaws? Maybe I will be able to whole-heartedly recommend a future release to all users; but for now I think it better stay where it is, in Abbott Systems.

Kaleidoscope 2.0 review is copyright © 1997 Jamal Ghandour, <jghandour@atpm.com>.

ABOUT THIS

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REVIEWED BY MICHAEL TSAI, *mtsai@atpm.com*

System Sculptor 2.0.1

Product Information
Published by: ColourFull Creations
5398 Americana
Casco, MI 48064
Phone: (810) 749-3013
Fax: (810) 749-3475
Email: **<ccsoftware@aol.com>**
Web: **<http://users.aol.com/ccsoftware>**
List Price: $29.95

System Sculptor is an application from ColourFull Creations for managing startup items. This market is already dominated by Casady & Greene's excellent Conflict Catcher and Apple's Extensions Manager, which comes as a standard part of the Mac OS. The latest versions of these two products feel unnecessarily slow, and I think there's room in the market for a low-end, minimalist startup-file-management program that's lightning fast and simple to use. Unfortunately, System Sculptor is not this product, and frankly doesn't stand up very well to Apple's basic, but free solution or C&G's more powerful and expensive one.
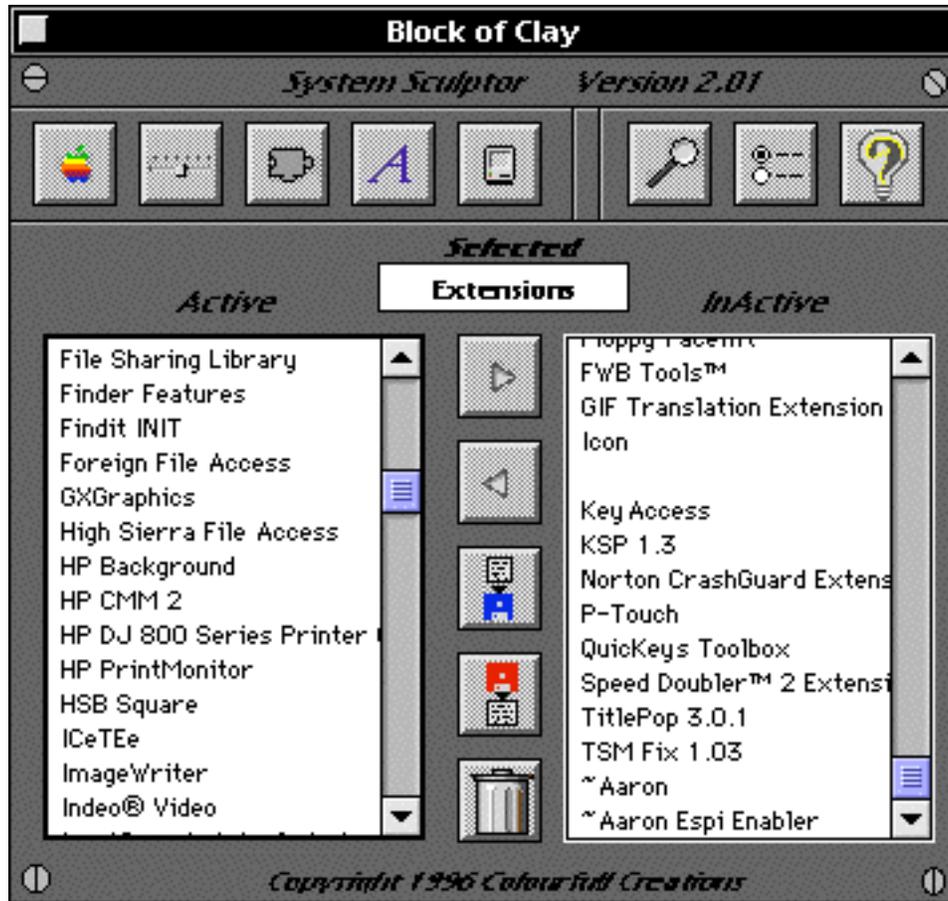
All of System Sculptor's commands are available only from its main window. There are no menu commands, except "Quit" and "About." System Sculptor can manage the Apple Menu Items, Control Panels, Extensions, Fonts, and System folders. The row of buttons at the top left allows you to change which folder's contents are displayed in the two columns below. Active components appear on the left, inactive ones on the right. The two arrow buttons allow you to move files from one list to the other. The red and blue disk buttons let you save lists of active and inactive components and switch between sets of installed software. The trash can button lets you delete unwanted files in any of the folders System Sculptor manages.

File Information

File Name : Appearance Extension

File Size : 716827 k-bytes

File Creator : appr

File Type : INIT

Created : 6/16/97

Modified : 6/16/97

OK
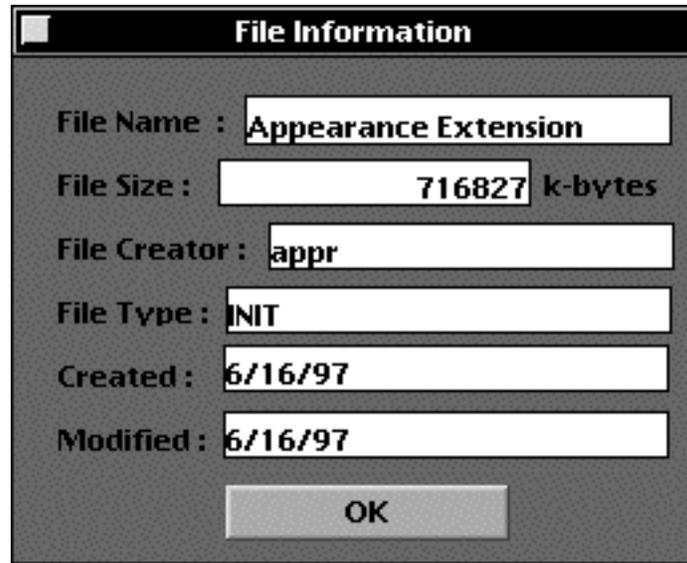
The magnifying glass button shows information about the selected startup file. Unlike Conflict Catcher, System Sculptor does not tell you the file's installation date, memory usage, package information, or manufacturer and gives little more information than the Finder's Get Info window. Unfortunately, this is a telling example of how a competent product such as System Sculptor fails to offer a compelling reason for its use.

Most lacking in System Sculptor is some means of conflict testing. In fact, the active and inactive lists are not significant improvements over moving files between active and disabled folders manually with the Finder.

System Sculptor requires that it be installed in the Apple Menu Items folder. It is an application, not an extension or control panel, meaning that it doesn't cause extension conflicts. But this also means that it is unavailable during the startup process; it's only useful once your Mac has started up.

System Sculptor does not permit saving of entire sets of startup files. Apple Menu Items, Control Panels, Extensions, Fonts, and System folder settings must be saved individually. This limitation requires you to save five separate files for each complete System "Sculpture." Managing and remembering which file goes with which folder is not something I should have to spend time doing.
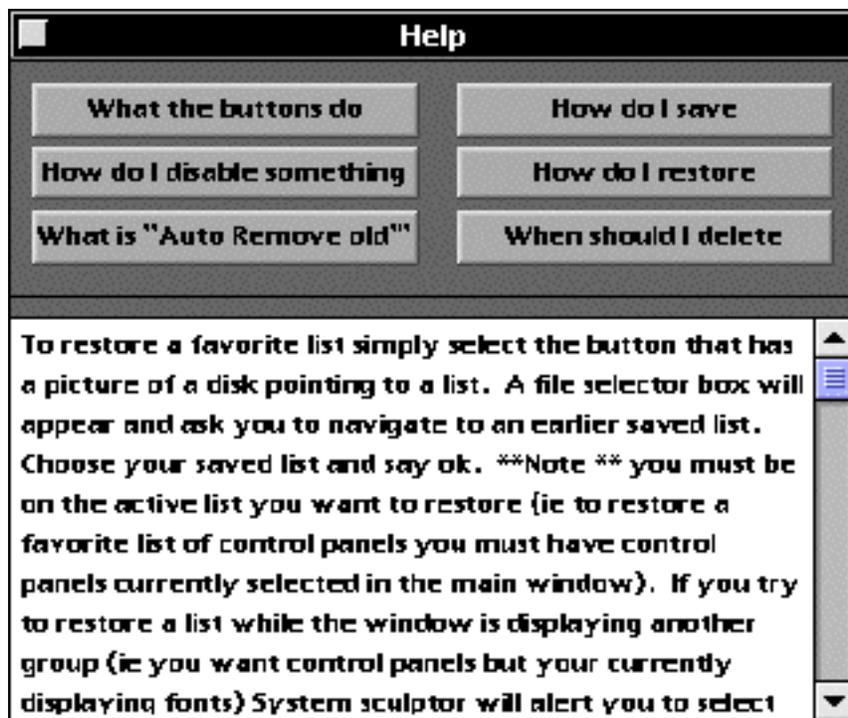
The help file suggests that this feature saves disk space—a ludicrous assertion. The System Sculptor application takes upwards of 800k on disk and 2000k of RAM. The latest release of Conflict Catcher takes only slightly more disk space than System Scultpro, mainly because it stores lots extension information in a database. Conflict Catcher uses less than 1MB of RAM. Apple's Extensions Manager uses even less hard drive space and RAM.

You can't create links between files, so managing groups of related or incompatible extensions is tedious and error-prone. System Sculptor does allow you to manage more files than either Conflict Catcher or Extensions Manager, including ones that do not contain startup code. However, it also allows you to disable or delete files that shouldn't be touched, such as the Clipboard, System, and Finder.

Despite the company's ColourFull name, System Sculptor's interface is black and gray, ugly, and un-Mac-like. While the program didn't crash or otherwise harm my Mac, it wasn't beneficial, either. At $29.95, the quirky System Sculptor offers many fewer features and far less polish than Apple's free Extensions Manager and Casady & Greene's $99 Conflict Catcher.

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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 **Shareware Reviews Editor**. Please contact us at **<editor@atpm.com>** if you're interested.

Cover Art: We enjoy the opportunity to display new, original cover art every month. We're also very proud of the people who have come forward to offer us cover art for each issue. If you're a Macintosh artist and interested in preparing a cover for *ATPM*, please e-mail us. The way the process works is pretty simple. As soon as we have a topic or theme 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.

We Want To Hear From You

E-Mail: Got a comment about an article that you read in *ATPM*? Is there something you'd like us to write about in a future issue? We'd love to hear from you. Send your e-mail to **<editor@atpm.com>**. We often publish the e-mail that comes our way.

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 qualitiy answses 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. Several Segments contributers have gone on to become *ATPM* **columnists**. 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>**.

Wishful Thinking

Wishful Thinking: Is the space for Mac enthusiasts who know *exactly* (if you do say so yourself) what Apple should do with its advertising campaigns and product introductions. Have you come up with a great advertising tag line? What about that Mac campaign that has been stewing in the back of your mind? Send your big ideas (or your art) to **<editor@atpm.com>**.

Subscription Information

Subscription Information: The *ATPM* subscription list now comes in two flavors! We have our deluxe list which includes all notices and advisories and an e-mail copy of *ATPM* as soon as it's released. Our second option is our notification list which includes all notices and advisories but instead of automatically and conveniently receiving *ATPM* when it's released, we will notify you when each issue is uploaded to our web site.

To subscribe to either the *ATPM* deluxe list or the notification list simply send an e-mail message to **<subscribe@atpm.com>**. For the deluxe list simply put the word "subscribe" in the body of the message. To be added to our notification list, please put the words "subscribe notification list" in the body of the message. We don't, at this time, use an automated list server so each piece of e-mail is cheerfully read by our subscription manager. He doesn't ask for much, just a kind word or two if you have them.

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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>**.

Wishful Thinking

Wishful Thinking ...

BY GEORGE LACY, *george3@airmail.net*

Open on a computer store and a guy is looking at laptops.

A guy goes into a computer store to purchase a laptop for a multimedia presentation. The presentation is happening at 3:00pm in the afternoon on the same day. The current time is 1:45pm when the decision is made on which laptop to buy after looking at several.

Next are scenes switching between clocks and waiting for the laptop to have extra RAM installed by the service department, checking out (and being hasseled by the credit card company) and driving through heavy traffic (past a car fire) back to the office to pick up the business partner.

Finally at the office the partner unboxes the new laptop. The guy changes quickly into "presentation" clothing, presentation material is quickly gathered, and they are out the door. More scenes switching between a clock and the previous action, more driving, and more traffic. Arriving with only a minute to spare, they greet the person to be presented, go to conference room, plug in in the laptop, watch the extensions load up, load the CD-ROM, and bingo! The multimedia presentation goes perfectly!

Everybody is smiling!

Close on the Apple logo.

Tag line: "When you have to get the **real** work done... There is only one computer and one OS, the Apple Macintosh!"

How do I know? 'cause I'm the guy. Nothing extra was needed to run the presentation, just electricity.

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>

ABOUT THIS PARTICULAR

TRIVIA

A TRIVIA CHALLENGE BY EDWARD GOSS, *egossaim@neca.com*

This is the first in a series of Trivia Challenges in ATPM. The subjects will vary, as will the difficulty level. Personally, I don't like "multiple-choice" quizzes because, by default, I have to provide a correct answer. Then again, I don't want to make this *too* difficult.

If you have comments, ideas, suggestions, or if you dispute an answer, please e-mail me and I will take them under advisement. Please do not send e-mail just to get an answer. Answers to this month's Trivia Challenge will be found in September's issue of ATPM—ATPM 3.09.

Trivia Challenge #1 — Rock & Roll

1. In The Who's seminal rock opera "Tommy," what is Tommy's last name?
A. Ferguson   B. Townshend
C. Walker   D. Bolin

2. In which town will you find radio station W.O.L.D.?
A. Billings, MT   B. Boise, ID
C. Fargo, ND   D. Salt Lake City, UT

3. Visitors to *The Hotel California* haven't had " that spirit " since:
A. 1987   B. 1958
C. 1972   D. 1969

4. We have heard Neil Young ("Old Neil") put this state down:
A. Alabama   B. Florida
C. Nevada   D. Connecticut

5. Two questions you might ask of the rock group Chicago:
A. 25 & 624   B. 2 & 37
C. 74 & 75   D. 67 & 68

6. You could be a Dental Floss Tycoon in this state:
A. New Mexico   B. Utah
C. Montana   D. New York

7. Someone left this to ruin, out in the rain:

    A. The Cake   B. Bad Sneakers
    C. A Raspberry Beret   D. Sugar Pie Honey

8. Jeremiah was one of these:

    A. A Pilgrim   B. President
    C. A Bullfrog   D. An Astronaut

9. Which of the following was NOT a Buckingham's Top-40 hit:

    A. "Susan"   B. "I'm Lonely Tonight"
    C. "Don't You Care?"   D. "Kind Of A Drag"

10. John Mayall's "Blues Breakers" debuted this guitar icon:

    A. Jimmy Page   B. Eric Clapton
    C. Ginger Baker   D. Jimi Hendrix

The Rules

There is only *one* correct answer for each question. You may get any help needed. (Anyone who knows all of these answers is as sick as I am!). The answers are stored in a hermetically sealed envelope and guarded by a fierce Lhasa Apso named "Hammerli" that lives in our house.

Last Month's Answers

Since this is Challenge #1,we have no last month's answers. Maybe someone can tell me the significance of our dog's name?

Next Month's Trivia Subject

Star Trek — Deep Space Nine