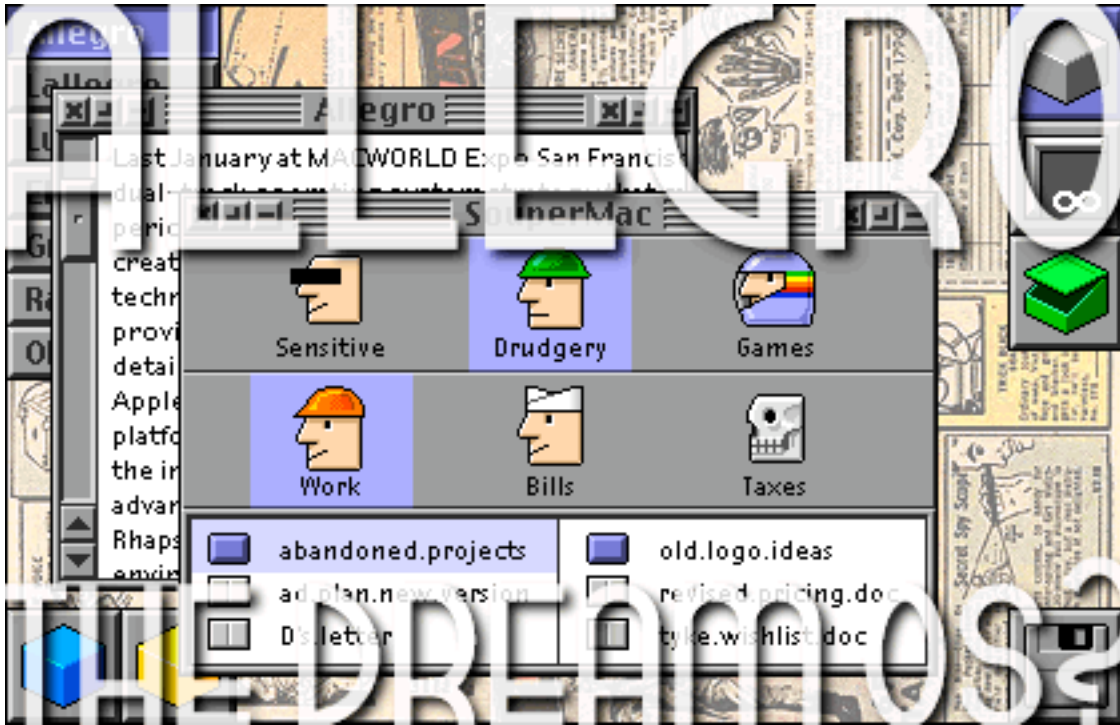


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Thanks for reading *ATPM*.

...



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Welcome

Welcome to the latest issue of *About This Particular Macintosh (ATPM)*. We've been expecting you! Please come inside our humble e-zine and make yourself comfortable. We have many exciting things on this month's pages. Before you begin your self-guided tour, please take a moment and visit our welcome page. It's a mix of unique news and rather interesting views...

Where's The Beef?

Attendees of Apple's recent annual shareowners meeting were treated to tiny tidbits of information about upcoming products and technologies. The company just announced the new PowerBook G3s and the revolutionary iMac. Frankly, we'd like a bit more info to go with our Allegro. Apple has promised to reveal its software strategy at this month's World Wide Developers Conference, but we'd like to know what plans they may have for sub-\$1,000.00 computers.

Apple's \$55 million second fiscal quarter profit did add a little "meat" to its bare bones balance sheet, but we think hardware news should be a little less "rare" even if the last six months have been very "well done."

Ed and the Bermuda Archipelago (Part III) ...or What's "INIT" for us?

Households with two or more children know a little something about sibling rivalry. Ed's house is no exception. Hammerli, the fierce Lhaso Apso that guards Ed's computer work, has always been a little jealous of the attention given to Schep, the family Border Collie. Schep, in turn, wouldn't mind some of the "creature comforts" bestowed upon Hammerli.

Schep's been known to "borrow" Hammerli's Rin-Tin-Tin floor pillow. In turn, Hammermerli's been known to hide Schep's red rubber "squeaky" toy.

While Schep was searching the neighborhood for evidence of Ed's whereabouts, Hammerli was attempting to hide the red squeaky toy inside his master's left bowling shoe. Although he has long hair, Hammerli will never be confused with a tall dog. His lack of "jaw clearance" means Ed's bowling shoe was left on its side in the middle of the closet. Mary found the shoe and discovered more than the squeaky toy. Stuffed inside the shoe was a wadded piece of paper from Al's Bowlorama and Banquet Hall. It was a lost *ATPM* trivia column. Ed's between frames handiwork can be found in this issue!

Meanwhile, Schep came trotting home with a note of a different kind. Near the Apple tree where Ed would sit and program his Newton, Schep found the following cryptic note:



Does it hold clues to Ed's whereabouts? Please tune in next month for "Schep's Revenge."

Leggo My Allegro

We think it's time Apple released Allegro to the common folk! The announced enhancements, which includes a lot more native PowerPC code, makes this forthcoming Mac OS upgrade a definite "must have" for everyday Mac enthusiasts (including the *ATPM* staff).

Allegro will be the demarcation point for owners of 680x0 series Macs. This is one reason we'd like Apple to make known its hardware plans. The company has stated it expects near-term sales momentum to be fueled by existing Mac owners who upgrade their machines. The sooner owners of older Macs can make upgrade plans the better.

Don't Sit Under the Apple Tree

Don't sit under the Apple tree with anyone else but me. This was *ATPM* staffer Tom Iovino's plea the night he and his future wife became engaged. Now married and living in a home of their own, we're happy to say their relationship has been...fruitful. Dominic Louis Iovino was born to the happy couple in April. Congratulations, Tom & Rhonda!

It's Apple Blossom Time

Spring is in the air and the days are getting longer. It's a wonderful time of year to find your own apple tree, sit beneath its delicate blossoms, and enjoy our latest issue. Sir Isaac had a good idea. But if anything falls on your head while reading our e-zine (figuratively speaking) please pass it along to our staff. We can be reached at: [<editor@atpm.com>](mailto:editor@atpm.com).

Thanks for your support!

The ATPM Staff





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Whither Apple?

I wish I could be as sanguine about Apple's long-term prospects as Robert Paul Leitao is in his recent perspective piece on Apple as a "new company": "Apples, Kids, and Attitude" (*ATPM* 4.04).

Mr. Leitao makes the point that Apple will prosper if it can hold on to its core market while slowly expanding into new markets. He assumes (hopes?) that with great new hardware and an exciting new OS on the horizon, that Apple is on its way back.

If reason and facts were all that decided the issue, he would undoubtedly be right. Sadly, they are not. I am a long-time educator at a school which has been Mac-only for 15 years. Starting this year, we will be migrating to Windows, eventually becoming either (at best) a dual-platform school or (at worst) a Windows-only school within a few years. All around me I see other schools doing the same thing.

Why is this happening when the future of Apple products looks so bright? It is happening because all these wonderful changes are **five years too late**. Apple has marginalized itself to 5% of the new computer market **or less**. Schools, previously one of the most dependable and loyal segments of Apple's market—from the university and research level on down to the primary schools and kindergartens—have started their steady and inexorable migration to Windows. Teachers and students know that Macs are cheaper overall, easier to use, more reliable, easier to maintain, etc. But **they** do not make the financial decisions about computer purchases—boards of education, superintendents, ISM's, and principals make these decisions. And all of them are succumbing to parental and business pressure to join the Wintel bandwagon. It takes courage to buck this trend in the

face of this unrelenting pressure—and courage is not too commonly associated with educators or bureaucrats.

Without the schools, I'm afraid, Apple cannot maintain itself as a major computer hardware innovator. What will happen with Rhapsody, I think (and fear) is that Apple will offer the world an attractive alternative to Windows 95(98...2000?) and there might be a sizable exodus to Rhapsody for Intel machine users. But Apple hardware will die an inexorable death. In the end, Microsoft will probably end up cooperating somehow with Apple/Rhapsody and make Rhapsody the universal OS of the future.

The chip technology being developed today by IBM/Motorola will eventually find its way to Intel-makers. Apple will continue to make and sell hardware, only to a much smaller niche than at present—mostly to high-end content creators. But its days as a mainstream manufacturer of CPU's for the masses are coming to an end. I say that with real regret; I love my Mac. But the analogies with Beta vs. VHS are apt. In the end, it didn't matter who had the better technology. All that mattered was that a single standard prevailed so that we could all have the convenience of choosing any video in the store without any doubts about its playability. So it will be with computers and software.

The future will look nothing like the present. You can count on that. Neither Apple nor Microsoft will be recognizable in its present form ten years from now.

David D. Huston
dhuston@drfast.net
Cleveland, OH

...

Or Maybe Not...

God bless you. Your article will be printed a great many times, forwarded to a great many Wintel fans, and shown to a great many Apple Doomsday prophets.

You hit the bullseye. All the latest good stuff, compressed into one coherent, flowing article.

Thank you.

Jurrasitol
Jurrasitol@aol.com

...

Looking Up, After All?

Some time ago the editor of *ATPM* invited my response to the generalized statement that the Mac had survived the worst and was about to enjoy an upturn in public esteem.

I replied negatively. But today I read in the computer supplement of the Independent, a serious London (and national) newspaper:

In her column about the Internet, Eva Pascoe (who had never in the past even mentioned Apple) discusses a projected tie up between Microsoft and British Telecom (BT). She winds up with the following:

If I were writing a spec for a home computer I would look for a company that has a home consumer and education-oriented culture, a history of understanding personal technology, that has experience in Mum-proof interface design, that understands the need to make things easy and fun, but also compatible across any file format and any platform people might come up with in the future.

Well there is a company like that. If you want something complex to be made simple, you don't call a plumber (BT) and you don't go to your accountant (Microsoft), but seek someone who has helped you before and made those awful DOS systems go away. Apple holds all the keys to the puzzle, from its recent success with QuickTime as the new multimedia standard, to years of visionary hardware developments. The success of its eMate demonstrated that there is still a great talent lurking around Apple's corridors. Let's stop wasting time and send that spec where consumers are likely to be understood and where our stupidity is met with kindness of design and not error messages.

Marius Pope

marius@dadoo.demon.co.uk

...

Too Many Opinions

I have been getting your magazine for some time and noticed a continual increase in the number of opinion columns. It has gotten out of hand. Frankly, I don't care about your opinions. At least not five of them! Get it down to a single column. Draw straws to see who does it each month. Put these folks to work on ferreting out help in actually using a Mac.

Rich Antcliff

r.r.antcliff@larc.nasa.gov

Thanks for **your** opinion. <g> Seriously, though, we try to keep a good balance. We are working on finding someone to write a regular “tips” column.

...

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 announcement about the Macintosh platform in general, that's ok too.



ABOUT THIS PARTICULAR
OPINION

APPLES, KIDS AND ATTITUDE™, BY ROBERT PAUL LEITAO



It's 10:00 PM on Monday night. My kids are finally in bed. It's been a long day for each member of the family. The recent switch to daylight savings means Matthew and Jessica remain active well into the evening. To help them fall asleep, I often read books by candlelight. Tonight we read the first few pages of *Josephina's Surprise*. The book and accompanying doll are from the Pleasant Company's American Girl Collection <<http://www.americangirl.com>>.

The American Girl Collection is based on the lives of six fictional girls, each growing up at a different time in American history. The stories are well-researched and provide an interesting look at what it was like to live in a particular era. There's also an interactive CD-ROM available that allows you to create your own stories using characters from the books. Although some of the items can be a little "pricey," I recommend the collection to anyone who has a daughter between the ages of seven and twelve.

Ironically, while bed-time marks the end of the day for Matthew and Jessica, it's often the beginning of more work for me. There are school lunches to be made, laundry to be folded, and a kitchen to be cleaned. It's quiet, routine work for a single parent.

Recently I gave up the responsibilities of owning a Hollywood Hills house for the convenience of a rented apartment in Burbank. I enjoyed the extra square footage in the house when the kids were with me, but on the days they were not in my care the rooms were filled with what can only be described as "the deafening sound of silence." I spent many sleepless nights traveling the world via an Internet connection and my Macintosh. Using a 1710 AV monitor, my late-night Web travels were like taking an electronic magic carpet ride. It often eased a bit of the loneliness.

I've come to appreciate the rich, intuitive elegance of the Mac OS. It's something that just isn't matched by Windows 95. It's one of the reasons so many artists and educators continue to use Macs. But it's not just educators and graphic artists who are partial to the Mac. There are many other people who prefer the elegance and ease-of-use of the Macintosh and the Mac OS. Sadly, personal preference for the Mac has been overshadowed by a general concern that Apple Computer is going out of business or the widespread fear that purchasing a Mac is the equivalent of buying the "Betamax" of PCs.

Thankfully, Apple's new ad campaign comparing the speed of the G3 to the Pentium II is

raising a lot of eyebrows and changing people's preconceived notions about the future of the Mac. This is because Apple has again positioned itself as an innovative market leader. The fact that processing speed has not traditionally been a Macintosh strong point only increases the amount of consumer interest.

Since its release in 1984, the Macintosh has always been the computer that was "easy-to-use." The introduction of Windows 95 closed the ease-of-use gap in many people's minds much the same way the new G3 Macs are changing the way consumers look at processor speeds.

At the same time, the release of software that allows users to run Windows 95 applications on their Macs is eliminating concerns about the lack of software availability for the platform. It also does away with the argument that a Macintosh is incompatible with the Wintel machines people are compelled to use at work. Any way you look at the matter, G3-based desktop and mini-tower Macs provide the best price/performance value for personal computer buyers, even for current Wintel users with a substantial software library.

I suspect many software developers are wondering about the efficacy of porting their applications to the Mac when software is available that allows Mac owners to use Windows 95 applications. This issue will be addressed in a decisive manner at Apple's upcoming Worldwide Developers Conference (WWDC). I believe there will be many surprise announcements during the conference. If rumors are true, Rhapsody will be widely licensed to hardware manufacturers. This, of course, will be in sharp contrast to the licensing strategy (or lack thereof) employed by Apple with regard to the much-coveted Mac OS.

It's no secret that the underpinnings of the Mac OS are quietly being replaced by the core technology used in Rhapsody. In addition, Rhapsody's Yellow Box will have a profound effect on the way we look at platform-dependent software. The extent to which Apple can effectively communicate its software vision to developers will not only impact the future of Macintosh computing, it will effect the computer purchase plans of school districts in the United States and school systems around the world.

The computer lab at my daughter's elementary school is exclusively Macintosh. The majority of machines are 680x0-based Macs, and the lab continues to use System 7.x. The lab recently purchased several previously owned 7200/90s. Needless to say, the school has made a large investment in Macintosh computers. Budgets are limited, so the school upgrades piece-by-piece, as funds become available.

In contrast, one of my largest clients is a private, non-profit elementary school. The school's computer lab, classrooms and administrative offices use Pentium-based Wintel boxes. Despite my prodding, the school doesn't see a need for Macs; Apple's financial performance over the past couple of years hasn't helped matters. At this school, Macs are viewed as the computer of the past, not the computer of the future. That said, Apple's new

ads have been noticed by the school's teachers and administrators.

In the case of my daughter's school, they would like to use Macs for many years to come. Because of budget constraints and the age of the hardware, it may be awhile before the school upgrades to Mac OS 8, and it may be years before they fully benefit from today's hardware technology. For this school and many like it, Apple needs to provide clear and concise information about upgrade options and the best way to integrate new technologies with old ones. There is a lot of pressure on schools, from parents and computer companies wishing to gain market share, to move away from Macs and embrace the Wintel platform. Not only does Apple have to differentiate its products on a price/performance level, it must also provide educators and administrators with timely information about its software strategy.

Due to the manner in which municipalities develop and approve their school budgets, purchasing decisions are often made months before the school year begins. In districts where multi-year budgets are employed, the time difference can be even more pronounced. Can Apple reverse the current migration away from the Mac platform? Yes. But it will take time, hard work and a desire to provide lots of information to decision-makers.

Apple's recent return to profitability will do more for the company's sales than an additional \$100 million spent on advertisements. The fact that Apple has been able to cut costs, introduce new products, increase unit sales, and earn a profit while simultaneously lowering prices is an extraordinary accomplishment. The word "turnaround" is frequently appearing in press reports about Apple.

What is not mentioned in many of the press stories is that Apple's most recent quarter ended not only with a \$55 million profit, it also ended with \$100 million less in channel inventory than when the quarter began. This means that Apple's earnings were high quality earnings that did not come about by aggressively pushing product into stores. This means an end to "fire sale" prices on bloated inventories of Macintosh products. It also means higher margins and better inventory control.

Apple's unit volume was up for the quarter, but dollar sales were down. Much of the reduction in Apple's dollar sales is because the current G3 models are less expensive to make and can be sold at more attractive prices. Dollar sales were also impacted by Apple's decision to discontinue making many hardware peripherals such as digital cameras and scanners. An increase in dollar sales is the final demand Wall Street has placed on Apple before it declares that a bonafide turnaround has occurred at the company.

It's my view that the current quarter will, in hindsight, represent Apple's defacto return to sustained profitability. I also believe that Apple will achieve year-over-year dollar sales growth by the end of the September quarter. G3-based desktop and mini-tower Macs should continue to sell at a torrid pace and the rollout of the new G3-based PowerBooks should be very well-received by the marketplace.

Where does all this leave me? In the kitchen making hot buttered popcorn. My kids are asleep, I've finished my work, and I'm making a late-night effort to complete this column! Earlier today my kids and I ventured to the local mall. In between our first stop at Sears for their clothes and our final stop at In-N-Out Burger for my dinner, we made a pilgrimage to CompUSA.

I must admit my adjustment to apartment life (and the subsequent reduction in living space) has been more awkward than I first expected it would be. It's nice to have a heated swimming pool outside my front door, but it's also nice not to have every square inch of floor space covered by things that just a few months ago seemed "essential."

I'd like to upgrade to a G3 Mac, but there isn't room in the apartment for a new computer. Unfortunately, CompUSA's attractive store-within-a-store Macintosh display tempts me to try and make a new computer fit. My eyes have been fixed on the new 300 MHz mini-tower Mac while my wallet keeps humming something about a desktop 233 MHz machine.

Tonight I think I came up with a solution. I'm going to wait...for the new line of G3 PowerBooks! It looks like there will be a configuration that will make both my eyes and my wallet happy. I'll get the freedom to use a Mac wherever my day takes me, and my daughter's school may get her old Macintosh to add to its collection. I'll also repatriate several square feet of desk space. It sounds like a win-win scenario.

I can see the day when I'll be at work humming through my projects on a screaming fast G3 PowerBook. If need be, I'll even be able to run those Windows 95 applications we're sometimes compelled to use.

What will I tell people at work who ask me why I'm so happy? Thanks to the G3 "Get a Mac" may have a brand new meaning!

"Apples, Kids and Attitude™" is © 1998 Robert Paul Leitao, <rleitao@atpm.com>.





No One Likes a Bully

Who can forget the tough kid on the schoolyard who roughed you up from time to time and took your milk money? The toughest kid in my school used to make the targets of his attention eat bugs. Fortunately, his family moved to another city before he worked through his list and got to me.

In many ways, the second fiscal quarter of the year had been a big bad bully to Mac fans for the past few years. If you add up the losses over Q2 in 1997 and 1996, Apple lost \$1.5 billion. Yes, that Billion with a capital B. I would have to win this week's \$15 million Florida Lottery 100 times—and gleefully hand my winnings over to Steve Jobs and company—to replace those funds. No other fiscal quarter has consistently been so large a headache.

And, this year was actually setting up to be another heartbreaker. Q1 saw a legitimate profit. Apple's death watch slackened for a few days. The stock rose substantially. Of course, we were setting ourselves up for disaster.

Well, surprise, surprise, surprise! Apple has turned a profit in this, recently the bleakest of quarters. The company with more lives than your average house cat gave the bully a good kick in the shins.

And this profit occurred even with the decision to drop Claris and Newton cold.

How on Earth did this quarter not flop? Well, G3-powered machines have been selling briskly.

And why is that?

Apple—gasp—launched a humorous, effective ad campaign.

Finally, the company is getting the commercial exposure it has been hungering for all these years. Sure, the 1984 ad was dramatic. And the Think Different ads were introspective. But they never really motivated the average consumer to run right out and

buy a Mac.

But now, well, the Snail ad caught my attention. It made the point that, head-to-head, the G3 chip was greased lightning compared to the Pentium II. Is this necessarily true? Of course it is. The speed advantage has been demonstrated in numerous tests. And it is also pretty sizable. But even if the advantage weren't so great, it's the job of advertisements to make people believe that it is enormous. This reality has been grasped by other segments of the business community a long time ago.

Say someone were to blindfold me and give me two glasses filled with ice. A cold can of Coca Cola is poured into one. An icy Pepsi is poured into the other. I doubt that I could tell the difference between these two colas in this blind test. However, watch your TV for a day or so and I guarantee you'll see clams from both companies stating that their drink is the best thing since sliced bread. Both companies seek to make a lasting impression in the consumer's mind that they have a decided advantage over their adversary. You'll see the same strategy repeated for cars, TV networks, shoes, and dozens of other products. That's because it's a proven strategy. Tell people you have a great product again and again.

Even better than the Snail ad is the one called Flaming Bunny. In this one, Apple is taking this concept a step further, parodying the oft-seen Intel commercials. Even the choice of Disco Inferno playing in the background is a perfect foil for Intel's retro '70s soundtrack. Burn, Baby Burn! I laughed for quite a while. This one was so good, I have it on my hard drive right next to the venerable 1984.

These ads have breathed a new life into the Mac community, and they have encouraged lots of people to buy Macs. Gee, what a novel idea.

But what now? All of this success, yet another bully has come on the scene. Intuit, developer of the extremely popular Quicken accounting program, has announced that they are no longer going to be providing a Mac version. Yikes!

"Hey," Intuit is saying, "I'm taking your kickball and going home. Just try to stop me."

I was never able to balance my checkbook before Quicken. Before I bought my first computer—a used IIsi—my wife and I resorted to keeping a four column ledger sheet of withdrawals and deposits in an attempt to get control of our finances. You'd think we were a small business.

But, with Quicken, we have been able to figure out where the money has gone and point fingers accusing each other of ruining our bank account. We've been able to create budgets that are mere momentary speed bumps on our path to emptying our bank account. We've been able to produce colorful graphics which clearly illustrate our family's slide to financial ruin.

Say, maybe it's a good idea Intuit dropped the Mac version!

All kidding aside, we have found Quicken to be very useful, and I'll wager that we're not the only family putting the program to work. So, why did Intuit decide to pull the plug on the Mac version of Quicken?

Apparently, Steve Jobs forgot to explain to the nice folks at Intuit that Apple plans on being around for a while. Oops. He says that he's been on the phone ironing this new wrinkle out.

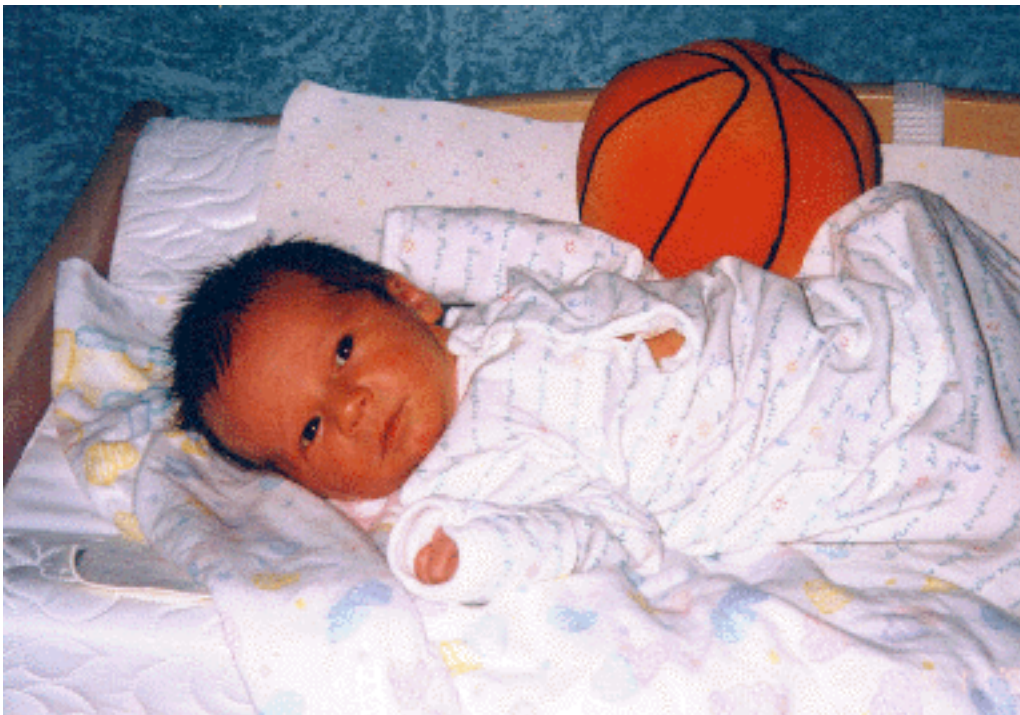
Steve, how many times to I have to say it? Without applications, the Mac is a very expensive paperweight. Let's just hope that Steve remembers to keep developers such as Adobe and Macromedia up-to-date on the future outlook for Apple.


After all, with all of those bullies out there, we need as many friends as we can get!

Oh, yeah, by the way...

I just wanted to apologize to Rob and Michael, our intrepid editors, for the lateness of my article this past month. You see, my wife and I were busy celebrating the birth of our first child!

That's right. For those of you who remember my January column, we were due in early April, and, right on cue, little Dominic Louis lovino arrived on April 5th! He weighed in at 7 lbs., 1 oz., and was 20.5 inches long. He, his mom, and his often over-emotional dad are all doing very well.





As you can see from his photo, we're trying to teach him the right way to make a jump shot early, so he doesn't pick up any bad habits from the other kids on the playground.

As he gets older, I'm looking forward to showing him how easy it is to use a Macintosh and recounting the stories of how our favorite computer company was on the brink of disaster, but rebounded to prosperity. And, I'm also looking forward to someone installing a Change Diaper icon on my Mac.

"Apple Cider" is © 1998 by Tom Iovino, <tkiovino@aol.com>.



ABOUT THIS PARTICULAR
OPINION



ON A CLEAR DAY, YOU CAN SEE THE HOLLYWOOD SIGN...
BY MIKE SHIELDS

This place has become a real litterbox (with apologies to David Gerrold).

I read a column about fifteen or twenty years ago by the above-mentioned author which I'm going to bastardize to make my point this month. To wit, what it comes down to is this: You're either in a sandbox or a litterbox. Find out which one you're in and act accordingly.

Remember when you were in kindergarten? Ok, for the two or three of you that don't, I'll explain. Sandbox wasn't an activity, it was a way of life. You built your castles, and your friends helped. They offered to build bridges from their castles to yours, and everyone got along in one big happy kingdom—until the bell rang or the big kids came over and bulldozed your kingdom to put up their own condo project.

And of course, cat owners know what a litterbox is. Those of you that have observed your cat in the aforementioned box know that your cat gets in, does its business, and gets out.

Ok, what does this have to do with the price of Macs in Japan? Nothing. Why do I bring it up? I'm way past deadline. Well, that's not the only reason.

A little history, for those that may have joined us recently. I'm contracted to a company, that contracts me to Computer Sciences Corporation, hereafter referred to as CSC, that in turn contracts me to Ray-O-Hac, the once and former Huge Aircrash, now Raytheon Systems Company. And for over two years, I've related my exploits with you, the home reader, each and every month. In fact, I'm thinking of having a contest to see if you can name the different titles my column has had.

When I started out, I was doing something I loved and being paid fairly well for it. I was in a sandbox. Macs enjoyed a modest superiority at the site. Of course, almost as soon as I got there, things went downhill.

Now, I'm not suggesting a cause-and-effect relationship here, as I'm sure some of you are. Far from it. I call it a case of bad timing. You may recall my writing about the 7200s and the late, lamented OS 7.5.2.

That was the first domino to fall, with more to follow. Still, I'm in a sandbox. Everyone's

cooperating with everyone else, life goes on.

Then, Apple went through some tough times. Very tough. Long-time readers will remember myself and others writing about not panicking.

Which is precisely what Huge did. Mac orders went down. Departments put out unofficial official edicts: no more Macs. As a Mac tech, I'm troubled, to quote a TV attorney from my current favorite show. I'm going to take a moment.

The sandbox has become a litterbox. Time to finish up and get out.

The project from hell is going quicker than anticipated. We even took a week and a half off, while they patched the server, as it kept going down. The original estimate was that we'd be done by June 30th, and now it looks like we'll be done a month early. And the project leader isn't so much insane; he's just driven. I say that not as a retraction, but because he might read this.

This month will be the first time I alert the MacHacers (pronounced Mac Hackers) that this rag even exists. And I'm going to tell them,

"You're in a litterbox. Time to finish up and get out."

Other signs: I attend an all-hands meeting with the site manager. Up there in black and white on his viewgraph in front of God and everybody are the following words: Macs will be drastically reduced.

It's a litterbox. Time to finish up and get out.

The CIO of Raytheon is reported to be anti-Mac. Don Crabb and others have even posted the unofficial official memo.

It's a litterbox. Time to finish up and get out.

I find out from a source close to the situation that the no-Macs directive comes not from Raytheon, but from the fine folks at CSC. It seems that they believe they can't meet their Service Level Agreements supporting two platforms.

It's a litterbox. Time to finish up and get out.

Now, even if I don't get fired for having written this, my current job isn't going to last too much longer, for the reasons stated above. So, again, I ask you, my loyal readers, for help.

I'm looking for a sandbox. A place where Macs are freely flowing, and I'm not ridiculed for supporting the superior platform. Preferably in the South Bay area. Of course, as always, I'll go out of the area for a job in the entertainment industry—supporting Macs of course. I

hear Disney is hiring. I also hear 20th Century Fox is hiring. But they call me every six months, then give the job to someone else.

Now, to make what's left of my column relevant to the rest of you and not just myself, my advice to you is this: You're either working in a sandbox or a litterbox. If you're in a sandbox, you'll know. They aren't getting rid of their Macs, corporate short sightedness hasn't taken over, and you're probably being paid what you're worth. Stay as long as you can. Let your coworkers use your shovel and pail.

On the other hand, if you're in a litterbox, it's time to finish up your business and get out. Are they getting rid of their Macs? Are you being paid what you're worth? Are you being micro-managed? Are they forcing you to give up your Mac for an inferior PC-compatible? If you don't know or don't like the answers to any of these questions, it's a litterbox. Time to finish up and get out.

So, to review, Mike needs work. Quickly. Mike also needs to meet his deadlines. Last month, due to a random spell check error, I wrote that I had bilateral tendentious, not to be confused with bilateral tendonitis. Why didn't I meet this month's deadline? Well, I was finishing up a script I was writing for a contest deadline. For some reason, my brain couldn't write two things at the same time. [That script had better win, Mike. —Ed] Wish me luck.

72 and sunny in El Segundo.

e ya next month.

Disclaimer: Mike will accept praise, flames, and job leads at: <mshields@atpm.com>. He wants to stay in the LA area and would prefer some sort of Mac job in the entertainment industry.



More Keyboard Shortcuts

Since most people spend a lot of time in the Finder, I thought I would share a few tips for using it more efficiently. In addition to the command keys listed in the menus, there are many other keyboard shortcuts you can use.

Selecting Files

In icon view, the arrow keys let you select an icon above, below, or to the side of the currently selected icon. When nothing is selected, Up and Down Arrow select the first and last items (alphabetically). Typing the first few letters of a file name selects that file. Regardless of what view you're in, Tab selects the next file alphabetically. Shift-Tab cycles through the names backwards.

Command-Up Arrow and Command-Down Arrow

As in open/save dialogs (discussed in *ATPM* 4.03), these commands let you navigate the folder hierarchy. When a folder's window is open, you can move up to the enclosing folder with Command-Up Arrow. If a folder's or disk's icon is selected, Command-Down Arrow moves you down the folder hierarchy. If an application or document is selected, it is opened. This is equivalent to Command-O (Open), but is often more convenient if you are browsing a disk because "Down Arrow" is closer to the other arrow keys than "O" is.

If you hold down Option in addition to the above keys, the enclosing folder closes when the parent or child folder (depending on whether you pressed Up Arrow or Down Arrow) opens. This lets you "tunnel" through the folder hierarchy without cluttering the screen with windows. Using this technique, combined with typing the first few letters of a file's name, you can browse your hard disk much faster than with Apple's Spring-Loaded Folders (spiffy as they are).

Command-Click

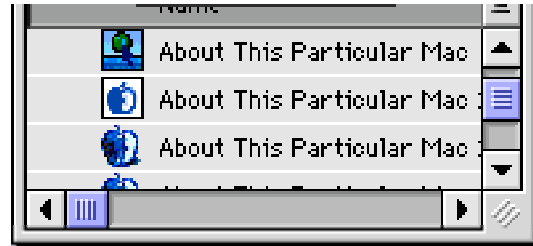
Command-Clicking on the title bar of a window reveals a menu that lets you navigate up the folder hierarchy. If you



hold down Command and Option, the current window closes behind you.

Command-Drag

Holding down Command while dragging a file temporarily reverses the Snap To Grid setting in View Options (Mac OS 8) or the Views control panel (System 7).

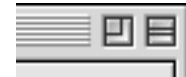


Holding down Command while dragging a window lets you move that window without bringing it to the front. This also works in applications other than the Finder.

Option-Click

Option-Clicking on another application's window switches to the other application (as usual) and hides the current application.

Option-Clicking the collapse box collapses (or expands) all of the current application's windows.



Option-Drag

Normally when you drag a file in the Finder, Mac OS decides whether to make a copy or move the file. If you drag it to another location on the same disk, the Finder just moves it. If you drag it to a different disk, it makes a copy. Holding down Option forces the Finder to make a copy even if you drag the file to another location on the same disk.

Command-Option-Power

This puts the computer to sleep. (The Power key, usually at the top right of the keyboard, is marked with a left-pointing triangle.) This shortcut works in any program, not just in the Finder.

Command-Option Drag

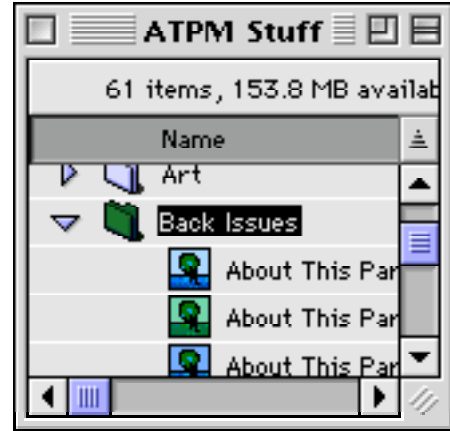
Under Mac OS 8, this makes an alias in the new location. “*alias*” is only appended to the filename if necessary.

Command-Delete

Under Mac OS 8, this key combination sends the selected files to the trash can. The shareware control panel Hidden Finder Features <<http://www.download.com/Mac/Result/TitleDetail/0,4,0-31721,501000.html>> lets you use Command-Delete in the System 7 Finder.

Command-Left/Right Arrow

With the name of a folder selected in the Finder's list view, Command-Right Arrow is equivalent to clicking on the disclosure triangle to open the folder. Holding down Option, too, expands the entire hierarchy. Command-Left Arrow collapses the folder listing. Holding down Option collapses all the contained folders.



Option and Menus

Some of the Finder's menu commands do slightly different things if you have Option held down.

- Option-Open opens the selected file or folder and closes the enclosing window.
- Option-Close closes all the windows on your screen. (This works in many applications, too.)
- Option-Shift-Close closes all windows and any popup windows at the bottom of your screen.
- Option-Empty Trash empties the trash without warning you and lets you delete locked files.
- Mac OS 8 changed the behavior of the Eject command. It now behaves just like "Put Away," ejecting the disk and removing it from the desktop. Option-Eject restores the old Eject behavior, allowing you to "Eject and Leave Behind."
- Holding down Option while selecting "Clean Up" under System 7.x cleans up and sorts the items in the current icon view.

Command-Y

Ok, I admit there's nothing secret about Command-Y. It simply issues the Put Away command from the File menu. However, many users don't realize that Put Away serves two functions:

- If a volume is selected, Put Away unmounts it. For removables, this is equivalent to Eject (without leaving behind).
- If you have files or folders selected on the desktop or in the trash, Put Away puts them back in the folder they came from! When I'm working on a project, I put all the relevant files (from all different parts of the hard disk) onto the desktop. When I'm done, a single Command-Y puts them all back where they came from.

Option-About This Particular Macintosh...

No *ATPM* article about Finder tips would be complete without a mention of the the "secret

Finder about box.” Holding down Option while selecting “About This Macintosh...” (or “About This Computer...” if you’re using Mac OS 7.6 or later) opens the Finder’s about box. Under Mac OS 8, it’s in color and lists development team members all the way back to the Lisa days.



...

Have any Finder tips or shortcuts I didn’t mention? Send ’em over here. We’d love to hear from you.

“The Personal Computing Paradigm” is © 1998 by Michael Tsai, <mtsai@atpm.com>. Michael hasn’t yet gotten the knack of throwing himself at the ground—and missing.





BY JAMAL GHANDOUR, jghandour@atpm.com

Glowing Edges

In an attempt to diverge from the now-frequent Web tutorials, this month, I am going to show you a very fast way to create glowing edges using Adobe Photoshop. All you have to do is adhere to the following steps:

Step 1

Copy the element (that you want to glow) to the clipboard.

Step 2

Make a new layer, then paste your element onto it. This will leave you with something like the visual below.



Note: In Photoshop 4.0, any element pasted is automatically made into a new layer, so there is no need to make a new layer before pasting. For more fun, you can alter the layer's opacity status by pressing numbers 0-9.

Step 3

Name your layer by double clicking on it (this step is optional). For simplicity, let us

assume that this new layer is called “feather.”

Step 4

Just drag the “feather” layer onto the page icon (shown below) at the bottom of the layers palette, then release the mouse. You will be left with a duplicate of the “feather” layer called “feather copy.”



Step 5

Drag the “feather copy” layer under the “feather” layer in the layers palette.

Step 6

Load the “feather copy” transparency selection mask by going to the “Select” menu then choosing “load selection.”

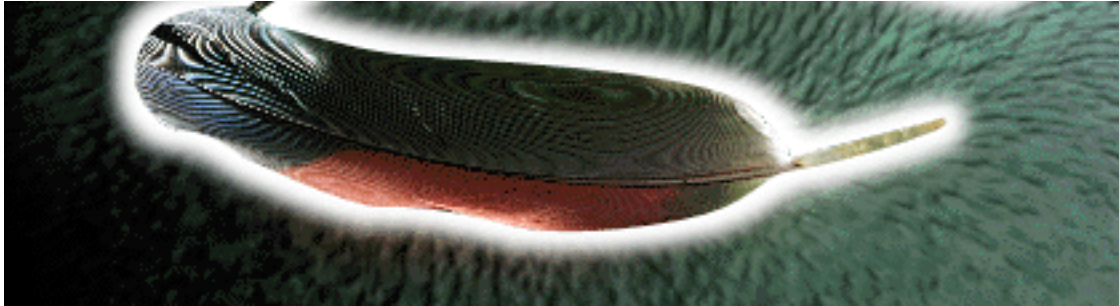
Step 7

Here is the tricky part. Go to the “Select” menu and choose “Expand...” from the “Modify” sub-menu. The Amount of pixels depends heavily on the resolution you are using. For low-resolution jobs, a 3 pixel expand is good enough to do the job.

Step 8

Fill the new altered selection with white (you can vary the glow color depending on your needs.) A quick tip to do this is by pressing Shift-Delete.





Step 9

Deselect the selection (Command-D) and apply a Gaussian blur filter, again here the amount is up to your needs. However, in this step you will get a true WYSIWYG experience, as the changes of the blur settings are directly shown on screen.

Hope it was as much fun for you as it was for me. See you all next month. :)

Copyright © 1998 Jamal Ghandour, <jghandour@atpm.com>. Jamal Ghandour is currently the Executive Manager at SwiftAd international. His motivation for completing his masters degree in computer science was to research a device to clone many Guy Kawasakis! The research continues...





Document Express

Product Information

Published by: Document Express

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Email: [<info@documentexpress.com>](mailto:info@documentexpress.com)

Web: [<http://www.documentexpress.com>](http://www.documentexpress.com)

Price: \$89.95 for Document Express Lite (supports 1000 records)

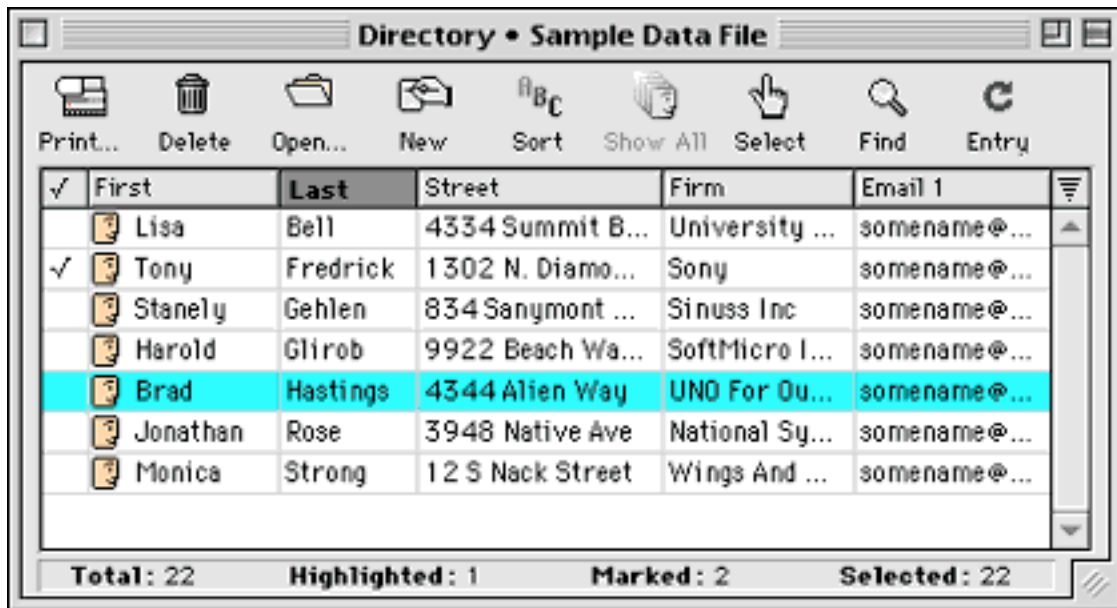
\$169.95 for Document Express Pro (supports 5000 records, plug-ins)

Document Express is an incredibly useful application; it makes bulk e-mailing and faxing far easier than ever before. Unfortunately, its contact management is a bit weak. But Document Express does show immense promise, and right now, it may serve some as the best tool for bulk electronic communication.

Contact Caveats

Upon launching Document Express (henceforth referred to as DE), the user is prompted to select a "data file" which contains a database of contacts. DE then presents the user with a tabular display of the contacts contained within the data file. For those of our readers who have used a contact manager like TouchBase Pro or Now Contact, DE's "directory" window should seem relatively familiar. There is a button bar across the top of the table that provides convenient access to functions such as sort, find, new, delete, etc. The table of contacts is limited to 10 columns of data, plus an additional column at the far left, which enables the user to mark/unmark individual contacts. My first complaint with DE is not so much a matter of the smaller number of columns it is capable of displaying (TouchBase can display 16), but rather how poorly DE budgets its space for tabular display. For example, I like to be able to view the contact's First and Last Name, Work Address, Phone, Fax, e-mail and an additional custom field all at once. DE's table uses one column for Street, one for, City, one for State and one for Zip. So if a user wants to view the contact's entire name and address all at once, they have used six fields to do this. This is a bit silly. TouchBase

and Now Contact both offer a “preferred listing” such that the entire work address can fit into one column. TouchBase further enables the user to display Entire Name, Entire Work Address, Entire Home Address, each as a single field. This means that in TouchBase, a contact’s name and address would occupy two columns, leaving fourteen for other information. In DE, there would be merely four fields left for data. Aside from leaving more columns free for use, TouchBase’s “preferred listing” method often makes reading the table easier.



DE does offer a good “select” command, which enables the user to select only those contacts whose specified fields contain specified values. But this command is limited by its ability to search only two fields. TouchBase’s, by contrast, can search every field. Furthermore, whereas DE only can search for exact or partial matches, TouchBase can do searches for numerical values using the standard mathematical comparisons (less than, less than or equal to, greater than, etc.) which is useful for selecting by dates, ages, or zip codes. Of course, TouchBase can also display these newly selected contacts in a user-specified list format and then search in a user-specified manner. DE doesn’t offer either of these features.

DE’s search is horrendously limited when compared against TouchBase’s powerhouse of a search engine. DE can search for text only in one field at once, whereas TouchBase can search in any number, from one to all, of the fields at once. TouchBase also offers “contains”, “exact match” or “begins with” as options. DE does not. But DE does offer replace, whereas TouchBase does not.

One teeny tiny feature I like in TouchBase is the “Rolodex” like display at the bottom of the table, which enables the user to quickly see all contacts whose “preferred listing” (which could be anything from last name to city) begin with that letter. For small databases, it’s

very quick and sometimes can circumvent a tedious search or select command. DE doesn't lose points for not having this, but I still wish it did.

Essentially, in terms of the tabular display, DE is quite limited and this must change if ever it is to blossom into an industrial-strength product.

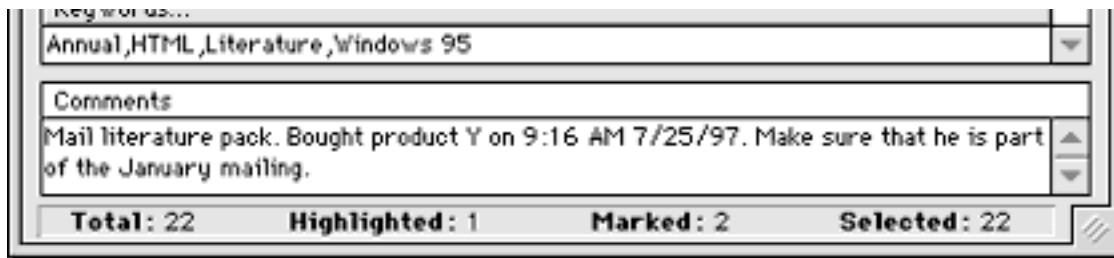
Delightful Data Denotation

In terms of editing contacts, DE replaces the tabular display with the contact editor in the same window. Apparently many users find this behavior appealing because it conserves screen space. I suppose I could see that if it were an option in the preferences. Personally I find it very unnerving to not be able to view the table and the current contact at the same time, the way I can in TouchBase or Now Contact. Often times I will be copying values from contact to contact, and I like to see the table at the same time as I generate a new contact. Or perhaps I simply want to see who else falls into the category I am about to file the current contact under. Regardless, this should at least be an option in DE.

The screenshot shows a window titled "Directory • Sample Data File". The window has a menu bar with icons for Print, Delete, Open, New, Duplicate, Back, Next, Find, and List. Below the menu bar, it displays "Record 13 of 22" and a name field containing "Brad Hastings" with a category dropdown set to "Gold". The contact information is organized into several sections:

- Personal:** First: Brad, Last: Hastings, Title: Extra Terrestrial Locator, Firm: UNO For Outer Space, WEB: seds.lpl.arizona.edu
- Telephone:** Work: 419-555-4353, Home: 419-555-4367, Mobile: 435-555-7629, Pager: 419-555-1122
- Work:** Street: 3000 Arlington Ave., City: Toledo, State: OH, Zip: 43614, Country: USA
- Messaging:** Fax: 419-555-4353, Email 1: somename@somedomain.com, Email 2: (empty), WEB 2: (empty)
- Home:** Street: 4344 Alien Way, City: Toledo, State: OH, Zip: 43619, Country: USA
- Custom:** Field1, Field2, Field3, Field4 (all empty)

At the bottom, there is a "Keywords..." field.



That one little gripe aside, DE's contact editor performs extremely well when compared to other products. It has a nice, condensed, efficient, intuitive interface for entering data. A handful of preset views are provided for smaller and larger screens, which is nice. It also offers, as does Now Contact, "Data Entry Aids" which provide auto-capitalization, formatting for phone numbers and other useful features. DE also allows the user to edit the label of any field (i.e. change Fax to Facsimile, or Field 1 to Favorite Movie) and allows the user to put a data filter on the field, restricting what types of data can be entered into the field. TouchBase does offer check boxes as part of its cluster of "custom" fields and allows the user to sort or search based on the status of that check box. It's a nice feature but I don't really think it's appropriate to deduct points from DE for not having custom check boxes. It would be nice if DE had a few more custom fields; it has only four, whereas TouchBase has 12, (plus its four check boxes). But when it comes down to it, DE's interface for data entry beats Now Contact's hands down, (Now Contact's interface is hideous and unintuitive), and ties TouchBase's in most every respect.

Importing data from a flat file database (i.e. a tab delimited text file exported from a database or other contact manager) is easy and intuitive with DE. DE does just as good a job of importing the data as TouchBase or Now Contact, although for some reason its import is slower than TouchBase's. But the interface for importing data is a bit confusing. There are two sets of Street, City, State, and Zip. While I realize it's a petty complaint, they should be labeled as Home or Work respectively. Aside from all of this, DE's export-to-text capability is perfectly implemented and works as well as any other I've seen.

Template Turmoil

DE really starts to falter with it's ability to print out contact information in various forms. It contains one template for labels, and no templates for envelopes, just a blank page with margin settings. TouchBase provides templates for slews of label formats and allows the user to design his own with the utmost of ease. TouchBase also has a slew of envelope templates, and as before allows the user to create new ones in a snap. TouchBase can, of course, do bar codes for envelopes as well. DE can't. In truth, the entire label and envelope section of the program needs to be rewritten. TouchBase has a separate set of templates (and a template editors) for addresses, return addresses, envelopes and labels. These are very useful. DE needs these features.

Utter Uniqueness

Having compared DE to the two most prominent contact managers on the Macintosh, it's now time to discuss the features DE provides which these other programs do not. DE's selling point is its ability to easily send bulk e-mail and faxes. DE does an exemplary job of dealing with bulk e-mail. It has "mailforms" which are like form letters (or fastletters in TouchBase), which can contain graphics and text, in any font, size, or style. Any field from a contact can be inserted anywhere in the letter, thus making a custom greeting (Dear <First>!) is simple. DE even lets the user put fields like <First> in the subject line of the e-mail! DE's mailforms editor puts TouchBase's fastletter editor to shame, but Now Contact's letter editor is considerably nicer in a number of regards, primarily the interface and full page view. The only real limitations of DE's editor are that it lacks multiple alignments for tabs and has no hanging indents. Both TouchBase and Now Contact have these features in their editors. I understand that DE's selling point is bulk e-mail, but DE could sell itself as a good form letter utility for print as well if it added these features.

One thing that DE provides which none of the other contact managers provide is a spell checker. This is a really great feature. Most of the time I write my form letters in a word processor and then bring them into TouchBase or Now Contact, but that means fixing lots of poorly imported text, because those editors always managed to drop the ball when they import text from another program. But now all I have to do is start from scratch right in DE, and it does it all for me, including spell checks.

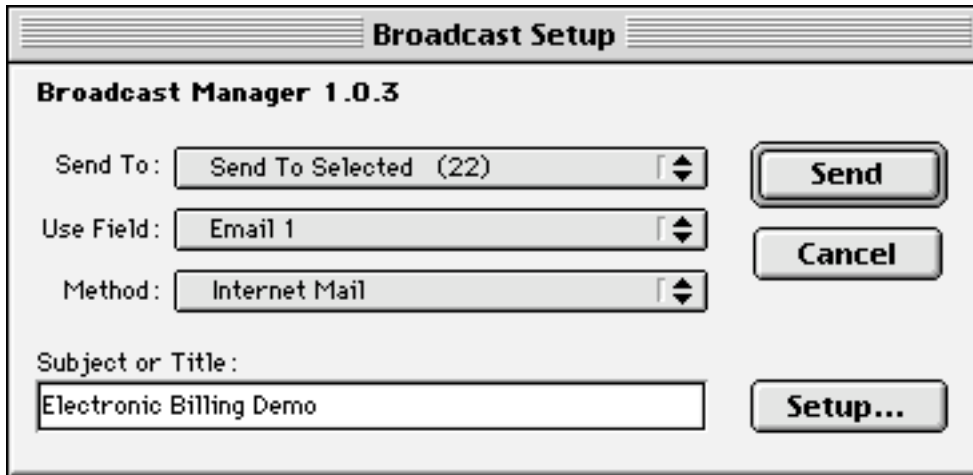
I'm a bit surprised that DE doesn't provide a little more support for HTML in e-mails. One might expect that it could support colored text at the very least. So many of my e-mails contain HTML, and many e-mail clients support it, it seems odd to me that DE doesn't at least have a small selection of preset HTML commands. I'm not asking for DE to implement PageMill, but it would be nice to allow for colored text, lists, block quotes, and maybe tables. DE does automatically deal with fonts, sizes, styles, alignments and special characters in e-mails by implementing HTML, which is really nice! I'm merely proposing a handful of additions to polish off an already well-implemented feature set.

I'm also quite surprised that DE doesn't offer support for Internet Config. It seems as if IC would eliminate some of the settings in the preferences dialogs, and since so many other Internet programs use it, I see no reason why DE shouldn't.

Exhilarating E-Mail

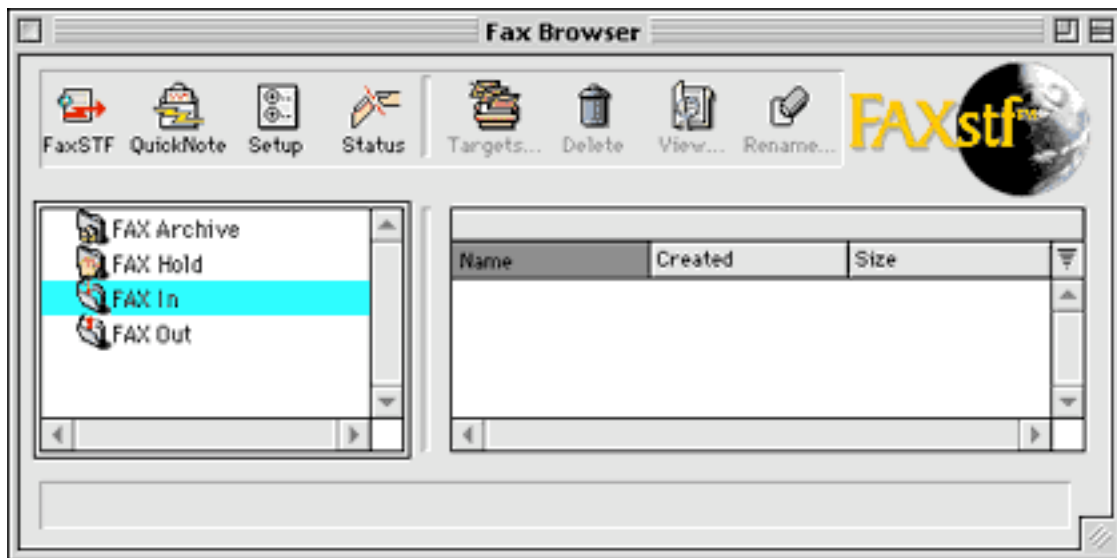
From my testing of the application, e-mailing works without a hitch. I'm very impressed by how useful, intuitive and fluidly DE handles e-mails. To send an e-mail to fifty different users, all a user has to do is select them in the directory, choose the mailform to send, and then pick "Send to Highlighted" as the recipient group. The user can also choose which field's value should be used as the e-mail address, a useful feature. I wish that the recipient group popup menu would contain the values found in the "category" field for the current contact file. That way the user could simply send a mailform to all "subscribers" for example. This can be achieved through the "select" command, but it would be nice to

have it in the mailform send dialog box.



Fabulous Faxing

Bulk faxing is also made easy with DE much thanks to a FaxSTF plug in. Frankly I think that all fax software for the Mac leaves a lot to be desired, but FaxSTF is about as good as it gets. DE enhances the usability of FaxSTF by allowing bulk faxes to be sent out easily and also by providing access to the STF filing cabinet right from DE, which is really slick. Pretty much anything that can be done from STF's own STF Manager can be done from within DE, which is incredibly useful.



Intuitive Interfaces

DE's interface is much more attractive and slick than TouchBase and Now Contact's put together. DE is quicker, follows the Mac interface guidelines better, and is less intrusive on screen space than either of these programs. I do however have a handful of little gripes. First of all, the Page Down, Page Up, Home and End keys don't work on the tabular display. This can be annoying because I rarely pick up the mouse in TouchBase. I use the keyboard to navigate through my list of contacts, and I use it to enter data for new contacts. Picking the mouse up to scroll through a long list of contacts can be a hassle.

Of an slightly more significant nature is my complaint regarding the menu system which DE uses. There are simply too many hierarchical menus. Several of them should be their own menus up on the menu bar. Otherwise I find DE to be intuitive and user-friendly—indicative of a well-designed user interface. I especially like the little palette of icons providing quick access to DE's different windows.

Pleasant Plug-Ins

As evidenced by the FaxSTF plug-in, DE has a very robust plug-in architecture, which is an exciting feature. Most other programs of this nature have no plug-in architecture at all, which is a good thing for DE, as they pose no threat.

Customer support and all contact with DE support staff have been of an exemplary nature.

So What's the Deal?

DE delivers on its promise of well-implemented and efficient bulk e-mail capabilities. I have no complaints with how DE handles bulk communication, either by e-mail or by fax. There's little question that it offers far more flexibility than a list server. However, I feel that DE has some shortcomings in terms of its contact management capabilities, and while that is not the main selling point, it does unquestionably affect performance and usability. I hope that future versions of DE address these shortcomings because with a few small changes DE could be an outstanding program and an invaluable utility to many Mac users. Charging \$169.95 for DE Pro may be a bit much to ask for the average user. DE Lite seems to provide adequate features and performance at a more reasonable price of \$89.95. Of course, if these products are used extensively, they will pay for themselves in no time at all. DE is, despite its somewhat youthful nature, a solid product with a promising future. It is a sound investment and a valuable addition to any user's software arsenal. Future versions will hopefully remedy some of the contact management problems described in this review, and at that point DE will clearly be the best option for both contact management and bulk electronic communications.

Copyright © 1998 Evan Trent, <etrent@atpm.com>. When not working on Web sites, Evan enjoys C/C++ programming and desktop publishing. Every now and



then he spends five minutes away from his computer.



Hot Carts: Race Driving Game

Product Information

Written by: by Donald A. Hill Jr.

List Price: \$30

System Requirements

180MHz or greater PowerMac

CD-ROM drive

I sat down to play this game on my Quadra 605 at home. Of course, this was before I read the system requirements. Not even my lowly PowerMac 6100 at work was up to the task. Fortunately, we have a 9600/300 we're using for testing up here, or else Bob (*ATPM's* reviews editor) and you would still be waiting for this review.

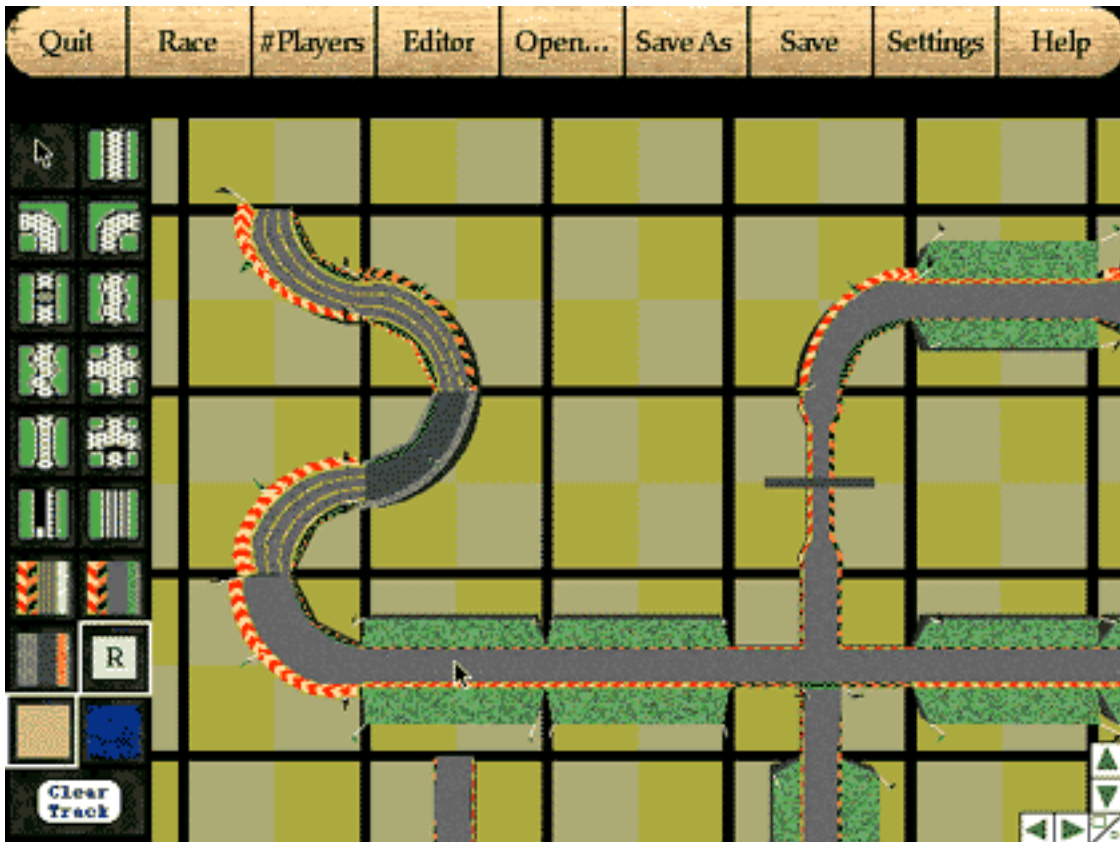
I had a small problem at the start. Opening up the CD shows two folders, one for if you have QuickDraw 3D, and one for if you don't. They're mislabeled. Chalk it up to being left-handed. This didn't bode well for things to come.





Ever driven a Go-Cart? Hot Carts puts you in the seat of a Go-Cart, racing against three others on various tracks. I mostly played against the computer, however, there's a two player option, where you both play on the same screen. I have to say most of my trouble with this game came from the 'steering wheel'. The default settings of 4, 5, and 6 on the numeric keypad for left, straight, and right can be changed if need be. And, being left handed, maybe I should have tried this.

It wouldn't seem to matter, however, as the steering mechanism was klunky, at best. The author's assumption is that the Carts all travel at top speed, so I didn't have the extra burden of an accelerator, fortunately. Unfortunately, this makes for a very lousy first play, as you attempt to get used to the steering wheel. Pressing on the 4 key, for instance, turns you slightly left, and three more times for a hard left. The problem is, lifting up on the key doesn't return the steering wheel to straight, you have to press the 5. Maybe I'm uncoordinated, but even after I mastered this, I still came in last every time. The justification for the Carts all travelling at top speed is that the computer Carts weave. Uh-huh. I didn't ever get close enough to see this. There are speed-up pylons that fall from the sky; however, maneuvering to pick them up usually crashed me into a wall, causing an immediate slow down.



I only raced on the oval track to get my feet wet, however, several other tracks are provided. There's also a track editor that I fooled around with, which seemed limited in its scope. Although, I did have much more fun with this than the actual game.

MSRP for Hot Carts is \$29.95. When I showed it to my friend, he asked, "Did you get this out of the \$5 bin?" And while I was play testing it, the owner of the 9600, after seeing the cheesy graphics, said, "I give this two thumbs down." If you're looking for a game for your kids, this might fill the bill, but as a serious racing game, I'm sure there are better ones out there. You make the call.

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ABOUT THIS STUFF



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Phone: (800) 800-4880

Fax: (801) 596-9128

Web: [<http://www.AccessSoftware.com>](http://www.AccessSoftware.com) (demo available — 9 holes, 28 MB)

Street Price: \$45; additional course packs for \$18

System Requirements

PowerPC 6100/66

System 7.5.1 or higher (7.6.1 recommended)

16 MB RAM (20 MB free RAM recommended)

40 MB of free hard disk space (200 MB recommended)

2x CD-ROM (4x recommended)

800x600 resolution (1024x768 recommended)

Thousands of colors

OpenTransport 1.1.2 or higher for AppleTalk or Internet play

14.4 K Modem for Modem/Serial recommended, slower might work

MacIPX for IPX play

Golf for the Rest of Us?

I don't like golf. That is, I didn't like golf. I always thought it was boring. I rarely leave my computer anyway, and if I do then it's just to get some food and sleep. You know, those computer golf simulators all have crappy graphics; they are boring and far from being realistic. Wrong. Links LS really got me fascinated.

Links LS is just not any golf simulator. It is the king of all of them. It features a dazzling list of features:

- high resolutions of up to 1600x1200 and higher, if VRAM allows it, at 16 million

colors

- 3 18-hole courses with very different and beautiful landscapes
- 4 different player “personalities”
- multi player capabilities: Internet, AppleTalk, Modem, Serial, IPX, and file sharing
- fly-through movies of the courses
- highly realistic graphics
- realistic physics
- multiple camera views: top view, side view, green view, chat view, profile view and custom views



Albert Palmer's Country Club Course

So Links LS is the ultimate golf simulator for all of us? Not quite. The system requirements leave out a lot of people. First of all you will need a PowerPC. Secondly, and most importantly, it requires 800x600 resolution in thousands of colors. This throws out many users. Access Software is considering to make an update that allows 640x480, but they say the program is not laid out for such a low resolution. Thousands of colors are required so you can enjoy the quality of the graphics. 20 MB of **free** RAM are recommended for good performance.

The interface violates all Mac standards, but at least it is pretty and intuitive (after a while). The game rarely gets boring because of its large set of features. The standard pack

(3 CDs) includes 3 golf courses:

The Kapalua Plantation and Village courses on Maui, as well as the Latrobe Country Club. They feature a variety of landscapes with magnificent views. The scenery is very detailed. Each course features a fly-by movie that shows you the actual holes and gives comments and hints about the course. Another movie shows you the local facilities. Also included is a virtual reality tour of the local resort and golf shop. Ambient sounds make the courses feel real.

The golfer can play against other humans or computer opponents. There are four factory players that can be custom configured: the famous Arnold Palmer, as well as a young man, a young woman, and a middle-aged man. Each character has its own graphics, skills, comments, and sounds. When they make a bad shot, they show their anger. It is very amusing.

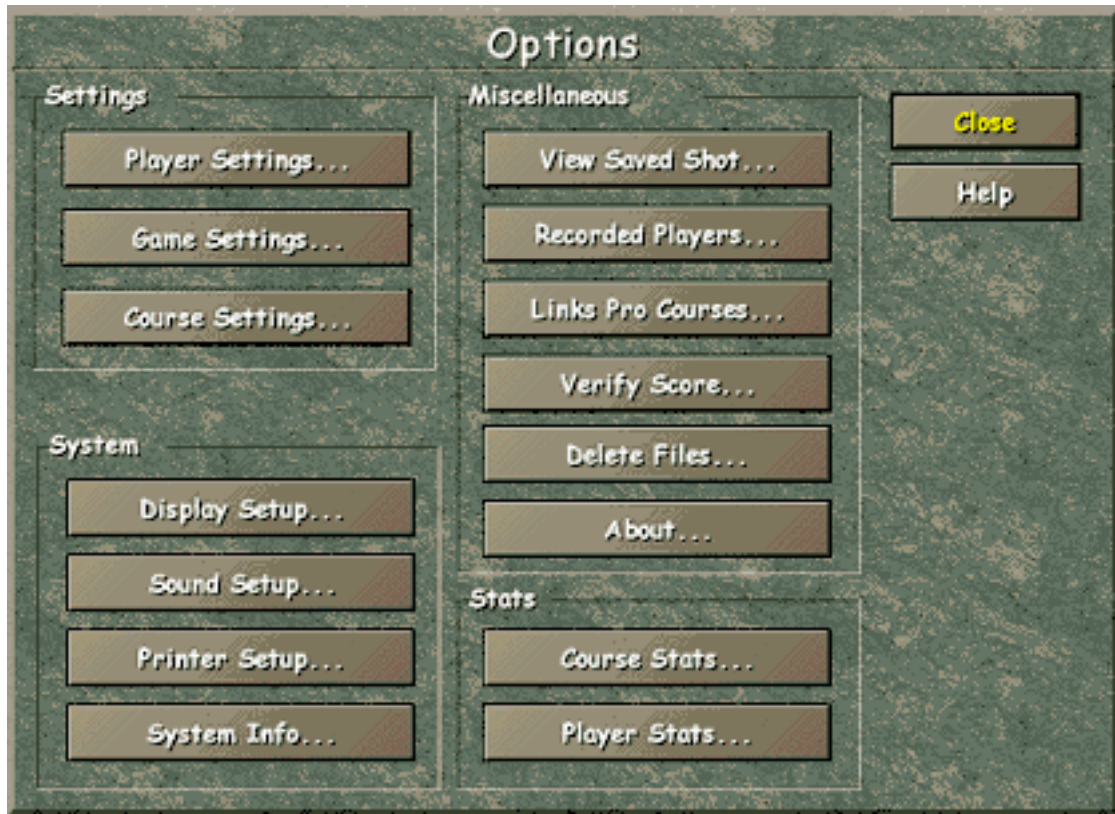
Courses, characters and other add-ons can be expanded by buying additional course packs. Various golf variants can be played: simple practice, stroke, best ball, match, and skins.



Kapalua Plantations Course

Shooting is quite easy. After choosing the direction of your shot, it involves clicking the “swing” button, keeping it pressed, releasing it and clicking again at the right time. The

timing determines the strength and other factors of your shot. Optionally, you can alter the positions of your feet and the ball, as well as some more advanced settings. A “post shot selection” gives you statistics about your shot and options to replay, reverse, or save the shot.



An enormous variety of options lies at your finger tips

The quality of the game is very high. However the redraw speed was slow, even on my G3/266 with 36 MB of RAM at 1024x768 and thousand colors. Still, it's a lot faster than actually walking up to the ball!

A 72-page manual explains all aspects of the game in full detail and with many screen shots. I wish all games had such a handbook.

Links LS makes playing golf at the computer quite enjoyable—even for non-golfers. The reality of the courses and the varied characters of your opponents, as well as the virtually limitless expandability guarantee long hours of fun if you have a machine that qualifies to run the game. Finally, golf doesn't have to be boring!

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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 **Copy Editor**, a **Shareware Reviews Editor**, a **Publicity Manager**, and an **Interviews Manager**. Please contact us at [<editor@atpm.com>](mailto:editor@atpm.com) if you're interested.

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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 of 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>.

Your Stuff: If you or your company has a product that you'd like to see reviewed, send a copy our way. We're always looking for interesting pieces of software to try out.

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>.

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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>.





If you are like me, you wake up early in the morning to download that large file you just have to get (we all know that it's quiet online at 5 AM). Before the coffee kicks in, the startup process on your Mac is just a blur. Now is the time to see how much attention you've been paying to those little icons that flash along the bottom of your screen. Yes, it's just you and your system folder, it's 5 AM, and it's time for:

Trivia Challenge #7

Do You Know What's INIT?

Match the icon on the left to the name of its control panel or extension on the right. Not all of these are shown during startup.



1.

A. Wacom Tablet



2.

B. Kaleidoscope



3.

C. Quicktime Musical Instruments



4.

D. ClickBook



5.

E. PGPemailer



6.

F. Retro Startup



7.

G. ColorSync



8.

H. Okey Dokey Pro



9.

10.

11.

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22.

23.

I. GoMac

J. MkLinux

K. Apple Modem Tool

L. Map

M. Color Picker

N. Kerberos Client

O. CopyPaste

P. MetroNub

Q. DeskPicture

R. KeyQuencer

S. OS Chooser

T. PPP

U. English Speech Recognition

V. QuickTake

W. AfterDark



24.

X. Key Access



25.

Y. Dialog View



26.

Z. Double Scroll

The Rules

Each question has only *one* correct answer. The answers are stored in a hermetically sealed envelope guarded by a fierce Lhasa Apso named “Hammerli” who lives in our house.

Last Month’s Answers—Rock Singers

- | | |
|---------------------|--------------------------|
| 1. Sting | H. The Police |
| 2. Kenny Rogers | F. The First Edition |
| 3. Alex Chilton | K. The Box Tops |
| 4. David Gates | M. Bread |
| 5. Burton Cummings | P. The Guess Who |
| 6. Chrissy Hynde | Q. The Pretenders |
| 7. Dennis Yost | L. The Classics IV |
| 8. Jon Anderson | B. Yes |
| 9. Johnny Maestro | N. The Brooklyn Bridge |
| 10. Smokey Robinson | A. The Miracles |
| 11. Linda Ronstadt | E. The Stone Ponies |
| 12. Eric Burdon | G. The Animals |
| 13. Roger Daltry | J. The Who |
| 14. Bill Medley | C. The Rightous Brothers |
| 15. Glen Frey | D. The Eagles |

Copyright © 1998 Edward Goss, <egoss@atpm.com>. Congratulations to Larry Cafiero, <larkyo@cnet-sc.ne.jp>, for getting all of last month's Trivia questions correct.

