ATPM

About This Particular Macintosh™ 5.02: About the **personal** computing experience™

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<http://www.atpm.com>

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Info-Mac and all its Mirrors
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The CD-ROMs Accompanying:
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not necessarily those of this particular Macintosh. Product and company names and logos may be registered trademarks of their respective companies. *About This Particular Macintosh* is published with DOCMaker 4.8.4, and owes its existence to the program's author, Mark Wall. May his camels never have fleas. Thank you for reading this far, and we hope that the rest of the magazine is more interesting than this.

Thanks for reading *ATPM*.

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Welcome

Welcome to the mid-Winter edition of *About This Particular Macintosh*! This issue should arrive on your desktop about halfway between the Winter Solstice and the Spring Equinox. We have so much in store for you that we're calling this the special post-Solstice, pre-Equinox, double barreled, high-octane, super-charged edition of *ATPM*!

New Year News

The holidays are over and the new G3 desktops have come in! Apple has reported yet another profitable quarter, and their balance sheet reflects $2.6 billion in cash and cash equivalents. We're not quite sure what "cash equivalents" mean, but we do know that high sales and low costs equal a tidy profit. This tidy profit indicates the tide has finally turned in Apple's favor. No matter the fact that Apple has stopped manufacturing many hardware peripherals (leaving the market for third parties to be a part of Apple's new-found success), our friends in Cupertino realized significant year-over year revenue gains in the fourth calendar quarter of 1998. In addition, gross margins improved to 28% of sales.

Although Apple doesn't predict that gross margins will maintain that extraordinarily high percentage of sales, the iMac was the #1 personal computer in the retail and mail order market in the fourth calendar quarter. This was an impressive accomplishment considering the aggressive holiday season cost cutting by many of Apple's hardware competitors. When all was said and done, Apple held 9.6 percent of the retail and mail order market and unit shipments, an increase of over 40% from the prior year period.

Bye, Bye, Bondi Blue

The close of 1998 marked the end on the original iMac. Now found in "five flavors," the original Bondi Blue iMac is only available until existing inventories are sold. It's a smart move to differentiate the new generation of iMac's from their predecessor. The many-colored iMacs are an interesting contrast to competing products on retail shelves.

The editors of *ATPM* recommend that readers not be alarmed if Apple's retail market share

dips from its current levels. More important than Apple's recent consumer-level success is the undeniable fact the company has regained its critical mass. Apple's next move is to reestablish its products in the enterprise and education markets. The average price for consumer-level PCs will continue to fall. But the total cost of a PC purchased for the enterprise and education markets isn't just the nominal price of the hardware. The person-hours required for installation and a computer's ease-of-use are among the factors that contribute to the total cost of a PC. Further, inexpensive Intel Celeron chips are no match for the computing power inherent in the G3's RISC architecture.

Apple's new G3 minitowers and the release of Mac OS X Server offer compelling computing solutions for educators and business managers. The Mac's legendary ease-of-use coupled with Apple's superb hardware products will help the company expand its presence in many new and established hardware markets. Apple will continue to grow at a rate greater than the PC industry as a whole. The company's success depends not on its ability to continuously gain large amounts of consumer market share, but on the company's ability to make a profit while expanding its overall user base in each of its key markets.

The real story isn't the iMac's popularity, but Apple's ability to remain competitive in a dynamic hardware market. Apple may not be the largest PC hardware manufacturer, but it will continue to make the computer of choice for people who dream, people who create, and people who simply wish for their computing lives to be a little more fun.

Time for Change

This issue of *ATPM* marks the end of an era. Daniel Chvatik has replaced Robert Paul Leitao as *ATPM's* managing editor. In this month's *Apples, Kids & Attitude*, Rob talks about the need for change and its importance in *ATPM's* past, present, and future. The *ATPM* staff welcomes Daniel's increasing contribution to our e-zine.

Please don't miss the much-rumored reason for this change at the bottom of this month's Welcome.

It's A Large World After All

Apple's recent success has raised the level of enthusiasm among Macintosh software developers and users. This is clearly evidenced by the increasing number of exhibitors and attendees at recent Apple expositions. In this month's *Personal Computing Paradigm*, Michael Tsai looks at the exciting new products announced at Macworld Expo and other happenings in the world of personal computers. It's an informative look at the state of Mac computing.

We Deny All Rumors…(Part II)

In *ATPM* 2.06 we responded to some nasty, pernicious rumors as to why personnel changes were instituted at *ATPM*. Similarly, the promotion of Daniel Chatvik to the post of *ATPM* managing editor has become the source of new rumors. For the record, Daniel's promotion has nothing to do with his passion for data dumpster diving. No matter how heroic his feats of bravery may be, the decision for Mr. Leitao to step down as managing editor in favor of Daniel was made by Rob and Rob alone. There was no pressure for him to step down so that

Daniel could save the world as we know it…honest injun!

We've become weary of the ever-growing amount of Microsoft-bashing that occurs in the Macintosh press. The end of the Cold War and eight successive years of economic growth are not reasons for us to target Microsoft as the great villain of our times. Blatant Microsoft-bashing only evidences the high level of mass anti-Microsoft hysteria that grips the Macintosh community. It's reminiscent of the anti-Communist "news reels" that were so prevalent in 1950's America. If *ATPM* staff members have saved one world, we've saved them all. It's such a routine event it's no longer a basis for a staff promotion. Our job is to put aside our personal views and report only the truth. Our coverage of Microsoft should be based solely on solid fact. With this in mind please find below our latest special report.

The New Monetary Order

Last month's Welcome revealed our recommended strategy for Y2K. This month the *ATPM* staff would like to help you make plans for the New Monetary Order. That's right, forget about the small stuff. 1/1/2000 will come and go without so much as a hiccup (if you own a Mac). The real issue is the pending final battle between good and evil. Don't let anyone fool you. If Microsoft were only a software company they wouldn't need such big profits. Their real goal is to bring in so much cash that they suck-dry the Federal Reserve System. It's the first step toward the New Monetary Order. If successful, all US currency in circulation will be replaced with "digital dollars" that can only be transacted via of a Windows-based PC.

Once Microsoft controls all the banks and replaces our money, they will take over our schools, local governments and children's playgrounds. Forget the Euro. That stuff is chump change! We've discovered evidence that proves Microsoft won't be satisfied until they take over the world. Our secret sleuths have rummaged through the trash at Microsoft's home office and found some very ominous e-mail exchanges concerning their plans to replace our money. Using several quarts of Elmer's Glue-All we've recompiled the nasty evidence from Microsoft's shredder bin. The following are excerpts from the two tons of pulp we sifted. We warn you, it's some pretty heavy duty stuff! The employee names have been deleted to protect anonymity.

Discovered January 7, 1999:

Employee A—"Steve Ballmer wants his picture on the ten and Bill's picture on the twenty."
Employee B—"When did [Microsoft's President] start making decisions?"
Employee A—"Ever since Bill's video deposition. [Chairman Gates] is supposed to be at home taking medication for amnesia. It shouldn't be hard to replace a picture of a US president with Microsoft's president."
Employee B—"Who is on the ten now?
Employee A—"Alexander Hamilton."
Employee B—"When was Alexander Hamilton president?"
Employee A—"I dunno. Either before or after Aaron Burr."
Employee B—" Aaron Burr? I thought he was the guy who played Perry Mason on late-night TV."
Employee A—"No, silly, that's Raymond Burr. Aaron Burr is the guy who shot

Alexander Hamilton."

Employee B—"Why did he shoot him?"

Employee A—"I dunno. Maybe he knew too much."

Employee B—"Speaking about knowing too much, does anyone else know about our plans?"

Employee A - "Only Bill, Steve, you and me…and maybe Daniel."

Employee B—"Who's Daniel?

Employee A—"He's that horrible guy from *ATPM*. He knows too much. I don't know how to spell his last name. It seems to be missing a couple of vowels."

Employee B—"*ATPM*?"

Employee A—"*About This Particular Macintosh*. They know too much. We caught Daniel sifting through the shredder bins using a butterfly net. He claimed to be doing research on animal behaviors for an Ivy League school. He said our site was a prime location for species observation."

Employee B—"He was observing things in the shredder bin?"

Employee A—"I think so. Where else would he look around here? Anyway, I'm not sure that was his real mission. He's only the reviews editor for *ATPM*. My concern is he's bucking for a promotion. If word gets out about this stuff it could ruin our plan."

Employee B—"Did you make him an offer?"

Employee A—"Yeah. But he's the kind of guy who uses a Mac. There's no talking to those people. The last time we opened a dialogue with one of those Apple types it cost us a $150 million investment and a huge royalty for the QuickTime code we discreetly borrowed."

Employee B—"Borrowed?"

Employee A—"Well…we planned to license it. We just wanted to wait to pay for it with the new tens and twenties."

Employee B—"How much does Daniel know?"

Employee A—"He knows too much. We hope the bosses at *ATPM* won't take him seriously. The managing editor is a real zealot. The guy acts like he's on a mission from God."

Employee B—"God?"

Employee A—"Haven't you read the new beta version of Encarta? God is the name for the deity some people think created things. Those people are really dangerous. Can you imagine a world where making money wasn't the be-all and end-all?" That kind of thinking is dangerous!"

Employee B—"I thought Bill Gates and Paul Allen were the creators of all good things?"

Employee A—"They are.

Employee B—"What happened to Paul Allen?"

Employee A—"After a short struggle in Digital Paradise he was banished to the wilderness. He's now known as the Lesser Creator."

Employee B—"Oh…. If only Bill, Steve, you and me know about this, do you think we will become full-fledged employees? The only thing I know about the temp agency that hired me is that I don't get a lot of benefits and there is no regular retirement plan."

Employee A—"Shh. Keep quiet. The Greater Creator has promised to take care of all that. Things will be different as soon as we're paid in Digital Dollars. The courts will no longer be able to mess with our plans."

Employee B—"When will that happen?"

Employee A—"The first Sunday in 2001."

Employee B—"Sunday?"

Employee A—"The day that's now reserved for sports and shopping. We're giving it a new name—MSNday."

Employee B—"Won't the Lessor Creator have his picture on any money?"

Employee A—"Yep. He'll be on the new penny."

Employee B—"Penny?"

Employee A—"Oops!"

Employee A—"Don't worry about it. The real concern is *ATPM*. If Daniel gets in a position of authority at *ATPM* he might just reveal our plan. If that happens people who don't like the Greater Creator might buy more Macs. Macs are immune."

Employee B—"Immune?"

Employee A—"Yeah. They can't be controlled from Central command. That's why it's useless to put out another version of Encarta for the Mac. Mac users have their own…way of looking at things."

Employee B—"Wow! Can I see one…I mean a Mac?"

Employee A—"Only in the wilderness. You can't miss them. They come in interesting colors."

Employee A—"Darn it! Gotta go! Somebody's in the shredder bin again!"

Employee B—"Maybe it's Daniel!"

Employee A—"Hope not! Those Mac types are scary!

Editor's Note: Save our money, save our world…Buy a Mac! Thanks, Daniel. The planet you save may be your own!

Please enjoy our latest issue!

The ATPM Staff

Email

ClarisWorks 5

Why does everyone just simply ignore ClarisWorks? I'm using 5.0 and it's a superb word processing program, far cleaner than MS Word. (MS Word 5.1a is the only Microsoft product I keep on the computer as occasionally it's required for an incoming PC file.) Additionally, the ClarisWorks database and spreadsheet programs are highly effective.

Eric Barnes
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ClarisWorks is *ATPM's* word processor of choice. An update that rebrands it as AppleWorks is available from **<http://www.apple.com>** —Ed

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Apple Cider

Just read your piece (*Apple Cider*)in the 4.09 edition of *ATPM*. I know it may be a sorry tale, but it does my heart good to know there are other poor unfortunates in the world suffering the same problems (lack of funding to public service, so ancient Mac, no software upgrades and 'advice' to get a PC!) as me.

Good luck to you and long live the Mac.

John Appleby
Bradford, England

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Oldies But Goodies

I am running System 8.5 on my G3 and still use MacWrite Pro as my word processor of choice.

I also use Dollars and Sense version 5.0, which was written in 1990 by Monogram. Everyone told me it wouldn't work with System 8.0 but it does. I use it to handle all the accounts for my own one-person business, plus those for my three clients.

Before I converted to System 8, I contacted Casady & Greene and asked whether Quickdex II (1991) would work. They said "Heavens No!!!" But it does. The free-form database is great for storing all kinds of junk that I use daily.

I have been wondering what System X will do to me! Maybe I'll ignore it!

Tim Gooderham
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ColorIt!

[In reference to *ATPM* 5.01's "Whither Competition?" which questioned whether ColorIt! was still available]

ColorIt! was upgraded just a couple of months ago with many net-friendly features added (animated GIF's can be made within ColorIt! for one thing).

I haven't forked over the money for the upgrade yet, but it looks interesting and I will soon I hope. It's still a great alternative to Photoshop (for my needs anyway).

Beelers
beelers@mindspring.com

More information is available at **<http://www.microfrontier.com>**. —Ed

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Software Nostalgia

I enjoyed your column in the January issue of *ATPM*, and fully agree that it's more difficult to find software to serve your needs than years back, and in computer history, that's not far back. Almost all of the programs you mentioned, I've gone through. It makes it difficult for us long term-users to select software when we don't know if a particular program will be around in a few years, whether they abandon development, or just sell out

and are dropped into oblivion.

I think TechTool Pro is the best repair utility we have, and that's a shame. Symantec should be ashamed. But the most used on my computer is Disk First Aid 8.2.

I loved and used AutoDoubler and DiskDoubler for years (I think we can blame Symantec for this, too), but as you say, today's StuffIt is almost worthless except for its use decoding and decompressing downloaded items, and that's a shame.

For years I've looked for the ideal backup software, but it's not there or it just comes and goes.

Since I got on the Internet a couple of years ago, I've searched for a good e-mail program not a part of Internet Explorer or Communicator, but it's not there.

All I can say is that I'm thankful for FileMaker, which I've had and used since its inception, and I'm thankful that Microsoft screwed up Word with version 6 because that forced me to switch to Nisus Writer, and I've been happy with that one, although not as happy as I was with the very early versions of Word. But I'll never go back.

I'm not much of a gamer, but here's something that'll blow many minds. I still have my copy of the 1988 Tetris (it has no version, so maybe it was so good it never needed revision) in black and white and it still runs on my G3 with OS 8.5. Is there another program out there that can beat that?

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

A Time For Change

Dear Readers:

With the release of *ATPM* 5.02 I have chosen to step down as *ATPM's* managing editor. I'm happy to announce that Daniel Chvatik, *ATPM's* reviews editor, will be assuming the responsibilities of managing editor. Daniel brings a myriad of skills and a lot of enthusiasm to his new post. I'm grateful that he has chosen to accept the invitation to replace me. It's time for change.

Change has been an integral part of our e-zine's history. *ATPM* was created in 1995 by Danny Novo. His desire was to publish an entertaining and informative Internet magazine that could be read and appreciated by all Mac users, whether they purchased their first Mac ten minutes or ten years ago. The first issue of *ATPM* was uploaded to the eWorld server in early 1995. It wasn't long before *ATPM* attracted a substantial number of monthly subscribers. With the demise of Apple's eWorld, *ATPM* was moved to America Online. At the same time enthusiastic readers began posting *ATPM* on electronic bulletin boards all over the world.

By the Spring of 1996, Danny had become overwhelmed by *ATPM's* popularity and its daily demands. His engaging style had won the hearts and minds of Mac users the world over. It's not that Danny was incapable of dealing with the challenges brought about by *ATPM's* success; it was a matter of graciously ending the trials and tribulations of a divided heart. Danny's first love was his fiancee and the life that the two of them were beginning together. He was starting a new career and needed to focus his time and energy on the responsibilities of husbandhood and the demands of his chosen vocation.

Rather than end *ATPM* and disappoint our readers, Danny ceded the e-zine to Michael Tsai and myself. In doing so, Danny was faithfully living what he believed. His belief was that the real power of a personal computer isn't measured in processor MHz and cache speed, but in the way it helps people live more abundant and productive lives. For Danny, this meant that his interest in computers must often take a back seat to the important matters of everyday life. It's no wonder he uses a Mac.

In the three years Michael and I have published *ATPM*, we have worked diligently to expand the size of our readership and the scope of our content. I am often awed by the e-mail remarks from readers who recount how *ATPM* has touched their lives in a special way or simply made it easier for them to understand how to use a personal computer. This indicates to me that we have been faithful to *ATPM's* original mission of providing useful and entertaining information to a special collection of thoughtful readers.

My decision to vacate the position of managing editor is less of an abrupt change in my role at *ATPM* and more of an acknowledgement of the contributions of others. As *ATPM* has grown over the years, so have the talents and abilities of our experienced staff. *ATPM* is intended to be an ever-changing chronicle of what we call the "personal computing experience." The skills needed in a managing editor at the time Michael and I assumed responsibility for *ATPM's* publication may be different than the skills that are needed today. I'm privileged to have the opportunity to step aside and allow others to contribute to the success of our publication. This decision also frees me to devote more of my time and attention to my greatest passions—serving God and raising my family. Like *ATPM's* creator, Danny Novo, I am also seeking to end the trials and tribulations of a divided heart.

I would like to thank Danny Novo for creating *ATPM* and for allowing Michael Tsai and myself to continue its publication. I'd also like to thank Michael Tsai for his friendship during the past three years and for the wisdom and knowledge he has shared with me during that time. Although I am much older than Michael, he has taught me some very important lessons about life.

I started writing for *ATPM* at a time when I was struggling with the responsibility of learning how to be a single parent and the daunting task of restarting my life. "Learn by doing" were Michael's oft-mentioned words of encouragement. I am grateful for his caring advice.

New worlds are opening for me. Therefore I have a lot to learn and a lot to do. *Apple, Kids and Attitude* will now become a quarterly column and will next appear in *ATPM* 5.05. In that column I will revisit many of the predictions I made in *ATPM* 5.01. I look forward to sharing my insights with you.

Until then, may God bless you. On behalf of the *ATPM* staff, thank you for your continued support.

The Comeback Kid

Spam.

Oh, yeah. How many of us who have with e-mail accounts know that this word means more than just canned luncheon meat? Probably everyone.

You see, spam has taken the place of the old fashioned chain letters your annoying friends used to send your way. You know the ones I mean?

"Send ten copies of this letter to your friends or you will be hit by a bus." It's far easier to bang out an e-mail message and forward it to every name in your address book than it is to write a letter, address an envelope, and actually purchase and affix a stamp.

Yes, Spam greets me when I go to retrieve my mail. Get rich quick! Visit the hottest site on the Internet! The government is out to take your rights! I had Elvis' space alien child!

The favorite piece of spam I have ever gotten was the one about Craig Shergold. You know the story—teenage boy has incurable cancer and he just wants to get into the Guinness Book of World Records by collecting the largest number of business cards.

As far as chain mail goes, this one is pure industrial-strength hokum. I should know—I worked for the **Make-A-Wish Foundation** for almost two years. We got dozens of calls on this story a week from people who just wanted to help out. Of course they were surprised to learn that the letter was a hoax, especially after they had spent months collecting business cards from every store owner and industrial park they could find.

The true story of Craig Shergold actually is an interesting parallel for Macintosh.

You see, Craig was actually a real person who was diagnosed with a very aggressive form of cancer. Doctors didn't really give him much chance to survive. So, he wanted to make his mark in history by collecting the largest number of get-well cards and get listed in the Guinness Book of World Records.

In much the same vein, Apple Computer and its Macintosh line were labeled a dead company over the past few years. You were a fool to buy a Macintosh because everyone knew that the company was going to fold…any day now.

No less respected media outlets than the *Wall Street Journal* and *NBC News* were letting the world know that Apple was indeed on the way out. The obituary was being written in real

time across newspaper financial sections and on market watch TV shows. Apple owners were told to pray.

Well, I am happy to report that Apple has made a comeback which is just short of miraculous. A little ingenuity, a little showmanship and a little touch of uniqueness have lit a fire under a company. Not a fire like a funeral pyre, which the mainstream media believed was Apple's fate. Instead, more like a Saturn V rocket main-stage ignition.

The flames of this ignition have propelled the company into frontiers it has not been to for a while. The company has vigor. Its commercials are funny. Its products sell very well, thank you. And, it is turning quite a healthy profit quarter by quarter.

Many developments have given Mac boosters this chance to celebrate. The original iMac has dropped in price to $999. Finally, the $1,000 barrier has been broken by this machine. Oh, sure, I had my doubts when it first hit the market, but this little computer has delivered for customers. It won some converts from the PC world. It cemented the bond Mac fans have had with the OS for years. And, it grabbed a fair amount of people who had never made the leap to use a computer before. Imagine, people who have heard nothing but gloom and doom from the media getting onto the Mac bandwagon?

The reason the original iMac dropped in price was due to Apple's release of the multi-colored line of iMacs which hit the marketplace in January. These fruit-flavored iMacs come with a faster processor and a beefier hard drive. While they don't necessarily put the first iMac to shame, they offer their better performance for $100 less than the first iMac. Not too shabby…

And, hey, if it works for the iMac, why not adapt it for the rest of the line? Apple has given the curves and translucent plastic body to its G3 minitower and monitors as well. These new, powerful computers definitely look at home with graphic artists and other creative professionals—a segment which helped keep Mac afloat during the lean years.

The news from Cupertino looks so good, in fact, that I nearly fell out of my chair when the media began to back Apple. At first, I had read some good reports about sales in the local paper's business section, and, of course, the iMac was considered as one of the best designs of the year. The moment I knew Mac Apple was definitely taken off the death watch was when on the NBC Nightly News, Tom Brokaw pitched to a segment talking about the Comeback Kid of 1998, Apple Computer.

The segment was exactly what I would have written had I scripted it from the point of view of a Mac-Boosting Columnist. The reporter showed the roll-out of the new iMacs. He interviewed Jobs. He talked about how the media had counted Apple out and even showed some of the magazine covers which touted the demise of Apple. Steve Jobs called the new iMacs with their fruit-flavored names Life Savers. Indeed, they have proven to be.

I don't remember much else of the segment. After all, I was in bliss. I ran around our house, pumping my fist in the air and screaming, "Vindication is ours!" My wife quickly removed our son from the room, fearful of how else I was planning on celebrating this victory.

Oh, and what ever happened to that Shergold kid? Well, he came to the United States from

his native Britain and was operated on by one of the leading cancer specialists in the states. He has since gone on to live a full life, and the cancer has never reappeared in his system. He truly beat the odds and has demonstrated that he is definitely a comeback kid.

In fact, if you want to check out his story, you may want to go to the **Make-A-Wish** site at **<http://www.wish.org>**. And, if you want to contribute to a charity that does some really good work, give 'em a call…

Yes, indeed, 1998 was amazing. And, in 1999, as Macintosh turns 15 years old (yes, it has been 15 years since the fabled 1984 commercial), it has become quite the spunky teenager.

Of course, you realize this means that next year we have to give Macintosh the car keys and enroll it in driving school!

Well, it's good to be back. Where have I been? Well, I've still been here, however, I haven't graced you, the home reader, with my presence. Mostly because Dennis Sellers over at *MacCentral* stole my beat. Check him out, as he's reporting all the Mac sightings on TV and in the movies. **<http://www.maccentral.com>** However, I've been doin' a multitude of things, the least of which is, reading up on QuickTime 3.

QuickTime became the industry standard last February, approximately one year ago as you read this. Now, I could simply regurgitate what I've read at **<http://www.apple.com/quicktime/>** or, I could point you there. You can download QuickTime 3, and then upgrade to QuickTime 3 Pro from there.

What I'd rather do is tell you all the wonderful things that you can do with it, and then wrap up with a little tidbit about, well, The Super Bowl.

FireWire

What is it? **<http://www.apple.com/firewire>** has the specifics, but the highlights are that the latest G3 has two FireWire ports. And this really nifty logo.

IEEE 1394 defines the standard for FireWire, invented by Apple Computer. FireWire allows for throughput of 400 Mbps, or approximately 30–40 MBps—which is more than adequate for digital video. On Thursday I was privileged to attend a FireWire seminar at Apple Computer conducted by the fine folks at Intelligent Media, Inc. **<http://www.intelligentmedia.com>**. They demo'd the Canon XL 1 digital video camera and Adobe Premiere 5.1 on Apple's latest and greatest G3, codenamed Yosemite.

In fact, I was going to title this section, "You Can Make a Movie for only $9995!" but I thought better of it, based on news I'll get to in a moment. I can't do the demo justice with mere words, so suffice it to say, I was blown away. They provided the following list of URL's, which I suggest you check out at your earliest convenience.

Digital Video magazine's site. Impressive if simply because they have an OS 8.5 banner ad on most of their pages. **<http://www.dv.com>**

The repository for all things FireWire, however, it didn't look like it was updated recently. **<http://www.dvcentral.org>**

Home of *New Media* magazine, I suggest you run right over and sign up for a free

subscription. You'll be glad you did. **<http://www.hyperstand.com>**

The homepage of the four cameras I saw demo'd. **<http://www.canondv.com>**

And of course, **<http://www.apple.com/firewire>**, the home of the standard. A really nice whitepaper is available here, plus an essay on why you should shoot your next film on DV. The answer? Broadcast quality digital video. Of course, the Canon rep said that was an oxymoron.

So, do you need 63 different peripherals? Well, FireWire supports that. You can hot connect, or disconnect your FireWire device. Try that with a SCSI hard drive. Of course, the big story, as I mentioned before, is digital video. A 9 GB hard drive comes standard with the Yosemite. The system I saw had two, capable of storing 90 minutes of digital video.

And of course, according to Ron Margolis, president of Intelligent Media, QuickTime is the glue that holds the system together.

So, how does this affect you? Well, I've been busy in other ways since last we chatted as well. I'm putting together a small budget film. I received a commitment last week for half the money. I may not even need the other half if I can purchase the above system outright. With Adobe Premiere, I can edit the film that I shoot myself. Bump the result to 35mm film, and voila. Sundance here I come. Six films at the festival this year did the same thing, and to talk to them, they'll tell you that conventional film is dead. They just can't agree to when. What they can agree on, is that Apple is responsible.

"It was a bug, Dave."

For the one or two of you that didn't see Super Bowl XXXIII, during the first commerical break, quite possibly the biggest media event of the nineties took place. I'm of course referring to the Apple ad, wherein HAL explains to us that the misnamed millennium bug wasn't his fault. Or was it? And I like the all red Apple logo. Some of you may recall the last time Apple ran a major ad during the Super Bowl, 1984. So, this is kinda the 15th anniversary of that ad, which is #3 on the all time Super Bowl ad list. I think Apple did an admirable job of following it up. You've got to see it to believe it. So, it's viewable and downloadable at the Apple Website at **<http://www.apple.com/hotnews/features/hal.html>**. Tell your PC-afflicted friends.

72 and sunny in El Segundo.

Until I set up offices at Manhattan Beach Studios.

e ya next time.

THE PERSONAL COMPUTING PARADIGM, BY MICHAEL TSAI

Fresh Apple Thinks Different

The new Apple is a confusing mix of cautiousness and risk-taking. The blue-and-white G3's, like the iMac before them, have an eye-catching style that's sure to turn off more than a few people. They have no Mac serial ports, no built-in SCSI, no built-in floppy drive, and a single ADB port that apparently isn't suitable for use with keyboards or mice. With the iMac, the lack of standard Mac I/O could easily be written off by saying "The people we're targeting with iMac have no legacy peripherals." That is certainly not the case with the professional market that the blue-and-white G3's target. A year ago, everyone agreed that Apple must make bold moves to survive. Now, with its survival all but assured, when Apple will stop making these controversial decisions remains an open question.

Which brings us to Apple's conservatism. Current Macs come in one of only three shapes: PowerBook, iMac, and blue-and-white tower. There are no pro-level desktops, dockable subnotebooks, palmtops, or big Quadra 950-style towers. The new iMacs have new colors, but the other enhancements—a 33 Mhz faster processor and 2 GB bigger disk—are small improvements indeed. It hardly seems a coincidence that the new iMac's disk matches that of the "Good" level blue-and-white Power Macintosh; Apple does not have to stock any extra parts. Further, the iMac's price is still holding steady above $1000, keeping Apple's margins high. And to eliminate inventory problems, Apple is requiring dealers to buy each color of the new iMacs in equal numbers.

While the I/O ports on the new Power Macs are FireWire and USB, the internal drives are connected with yesteryear's ATA, and the standard internal hard disk is the IDE we've grown to know and hate. And with three free PCI slots, the new machines are far from the most expandable Apple has made. Sure, FireWire will begin to obviate the need for more slots, but the current FireWire is only 400mbps, slower than today's state-of-the-art SCSI. FireWire storage peripherals are certainly the future, but for the coming months they are likely to be scarce and overpriced. Frankly, I'm glad Apple is finally moving away from the nightmare that is SCSI, but I wish they had made the transition smoother.

The new G3's have a nice-looking case, but how elegant will it look when it has a USB floppy drive, a USB to Mac serial adaptor, a FireWire to audio-visual adaptor, and a USB to ADB adaptor (to attach a full-sized keyboard and mouse) dangling from its back? Those, plus a SCSI PCI card that apparently does not yet support booting, are what you'll have to add to a 1999 Power Mac G3 to make it I/O compatible with the 1998 Power Macs. If Apple is not going to include legacy I/O on its machines, it should at least make the adapters available as build-to-order options. There is a fine line between a revolution and a disaster.

It's good to see that Apple continues to improve the usability of its hardware. The "door" on the new G3's is a great idea, but I wonder how long it will take for Apple to make adding internal drives as easy as adding internal memory and PCI cards. With full control over Mac hardware and software, they are in a unique position among computer vendors to add hot-swappable bays to towers, just as they have with the PowerBooks.

I think Steve Jobs hit the nail right on the head when he said that most people don't care about megahertz or gigabytes. They just want to be able to trust that Apple will sell them a good computer. And be able to pick its color. Maybe that's why the fruity iMacs seemed to steal the show from, what I think were three more important accouncements: the new Power Macintoshes, Mac OS X Server, and FireWire. Or, maybe, the reason the new iMacs were such a hit is that no one saw them coming. The rumors sites had plenty of news about the "Yosemite" Macs, and how Apple had a NetBoot ace up its sleeve. We knew practically everything about the new Power Mac G3's except their case design, well in advance of Macworld San Francisco, yet there were no rumors of multi-colored iMacs reported. It seems that this is just the sort of secrecy the new Apple needs in order to wow audiences.
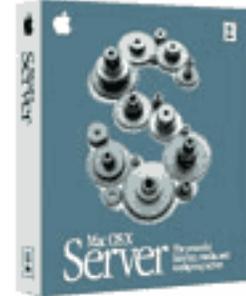
Last year Apple made the mistake of announcing the iMac and its new line of "Wallstreet" PowerBook G3's at the same time. iMac, the unexpected announcement, stole the show. Instead of thinking about buying high-margin PowerBooks, everyone was thinking about buying lower-margin iMacs. That's why, with a new line of higher-margin Power Macs to be announced at the January Macworld, I couldn't believe that anyone (let alone the non-Mac press) actually expected Steve Jobs to talk about the upcoming consumer portable. It doesn't make sense.

Mac OS X

Will Steve Jobs wait until January 2000 to unveil Mac OS X at the San Francisco Macworld? I certainly hope it won't be that long, but after hesitating for a second in his keynote, the iCEO did say that it was still a year away. While it is frustrating that despite the moniker, Apple's modern OS is always about a year away, I think with Mac OS X the company finally has a plan that makes sense and that they can deliver on, roughly on-time.

The Naming Game

Apple seems to think that buying a Mac is like buying a car. There are the iMac line and the Power Macintosh line, the PowerBook line and the Consumer Portable line. The model names don't even have years in them, but, like automobiles, each new year brings a new style of casing, and a slightly different fashion statement. Thus, while from the consumer point of view Apple seems to have an enormously simplified product line, the actual picture is quite complicated. Things aren't as confusing as the days of the obscurely numbered Performas, but then how helpful is it when the front of your computer's case says "Power Macintosh G3," sans year, model, and processor speed? And while many probably don't care about the details of the iMac's specifications, I have to wonder how many people think Apple has not changed its innards since the introduction last May.

Choice After All

I've lamented several times in the past the dearth of high-powered Macintosh word-processors, so I was pleased to learn that Akimbo **<http://www.akimbo.com>**, maker of the Globetrotter Web publishing system, has released its once-dominant word-processor, FullWrite, as freeware. FullWrite 2.0.6 is powerful, intuitive, and the only Mac word-processor I know besides Microsoft Word that has a true integrated outliner. It also has a nice change bars feature and an integrated table editor, as well as good find and replace and support for long documents. The catch? Well, FullWrite hasn't exactly been updated recently.

Finally, shortly after my "Whither Competition?" column went to press last month, I was pleased to find that StuffIt now has competition, after all. Mind Vision Software, makers of the excellent Installer VISE and Developer VISE products, has created a replacement for StuffIt Expander called Mind Expander. **<http://www.mindvision.com>** I have my fingers crossed that a Mind Deluxe compression product is on the way.

BY JAMAL GHANDOUR, jghandour@atpm.com

Web Buttons

In response to the frequently requested Web tutorials, this month's *Art Department* will focus on producing fancy buttons for snazzing up your home pages. Below you will find the instructions for making buttons using Adobe Photoshop:

1) Select the area to be "buttoned."
2) Fill it with the colour of your choice.
3) With the selection still active, go to the "Channels palette" and choose "New Channel…" from the Channels menu.
4) Name the new channel "Original mask," and fill it with white.
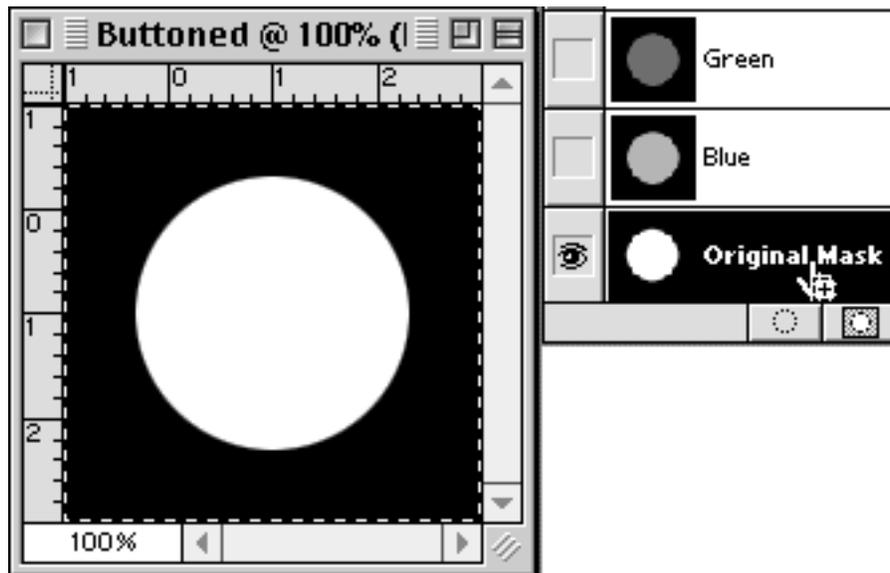
5) Duplicate this mask by dragging it onto the "Page" icon at the bottom of the "Channels palette."
6) Blur the duplicated channel according to your resolution (normally 3–5 pixels is enough).
7) Emboss the blurred image (default settings work just fine normally).
8) Name (by double-clicking) this channel "Emboss1."
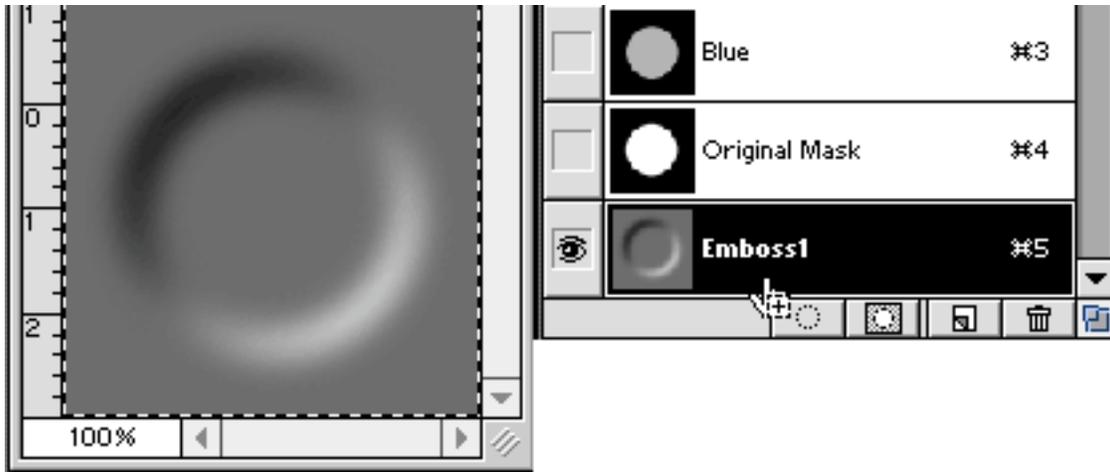
9)   Duplicate the channel "Emboss1" and name the resulting channel "Emboss2."
10) Invert the channel "Emboss2" (Under Image->Adjust).
11) Call up the Levels window either by the menus or by pressing command-L
12) Here is the tricky part: get the black pipette in the Levels menu and click on the
      grey of both the channels "Emboss1" and "Emboss2" one at a time

The resulting images should look something like this:
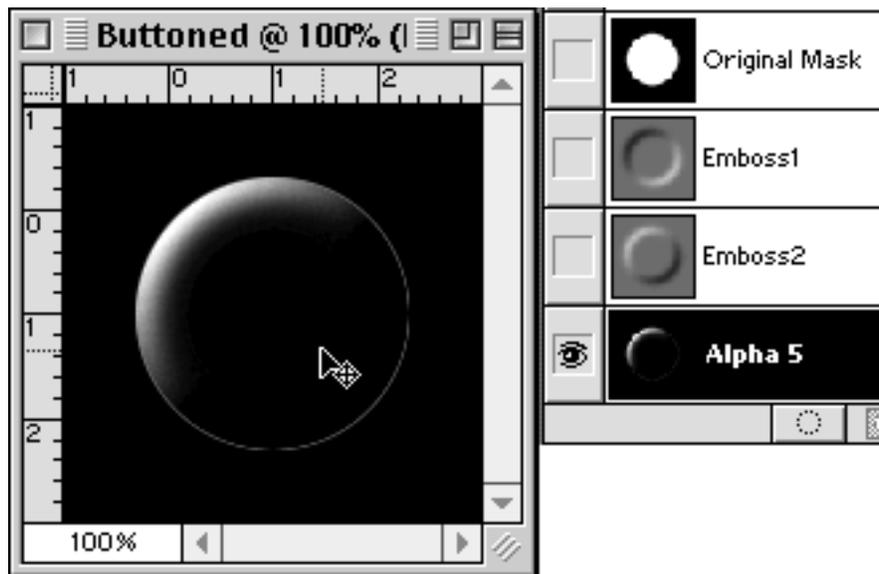
13) Now return to the layers palette and click on the layer you are working on.
14) Load the selection of the "Original Mask" channel (Select->Load Selection…).

Load Selection

ent: **Buttoned**

nel: **Original Mask**

☐ Invert

OK

Cancel
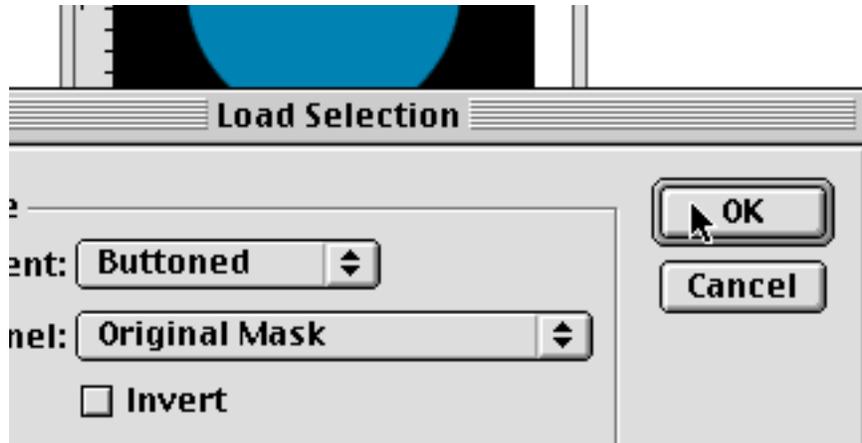
15) Load the selection of the "Emboss1" channel (Select->Load Selection…) but this time make sure the "Intersect with Selection" checkbox is ticked
16) Fill resulting selection with white

Repeat steps 14–15
This time using the "Emboss2" instead of the "Emboss1" channel

17) Fill resulting selection with black
18) Type the desired text on the button
19) Finally, save as GIF or JPEG
20) Give yourself a pat on the back
        (but don't break your arm!)

Kineticon 1.5

Download Size: 1.3 MB
Requirements: Color Monitor
Author: Kinetic Creations
Web: **<http://www.kineticcreations.com/index.html>**
Shareware Fee: $15

ATPM RATINGS

GOOD

Mac icons are static, motion-impaired critters. Unlike some of their Windows counterparts, they usually just…sit there. Even if you slap a pretty picture on them, not much happens.

Not so with Kineticon. This extension/application duo brings life to the desktop by allowing you to assign animation sequences, referred to as "kines," to folders, files, and alert dialogues. Twenty-five are supplied, ranging from a pair of eyes peeking out of the Trash to a revolving, PacMan-esque smiley face to a simple bouncing ball. Depending on your tastes, you can animate every single thing on your desktop and turn it into a garish circus of motion. Then again, this will likely wear off the program's novelty that much faster—unlike Windows icons, which animate when clicked, kines just keep going and

going. Fortunately, Kineticon gives you control over the speed and frequency at which they each do their little dance. Your kines can be subtle coolties, or they can be flagrant annoyances. The choice is in your hands. Fully functional, the demo lasts only 15 days.

IdeaKeeper 1.2

Download Size: 1.3 MB
Requirements: 1.5 MB free application RAM
Author: Glenn Berntson/ Software from Plum Island
Web: <http://www.softplum.com/SW/ik/IdeaKeeper.html>
Shareware Fee: $15

Stickies may be a useful program, but IdeaKeeper is better. Like its Post-It™ inspired predecessor, IdeaKeeper gives you room to scribble down various scraps of random information whenever the need arises. It also allows you to group those notes into topics, format their text, and insert links to other notes, other files, sounds, pictures, or web pages. IdeaKeeper knows how to dial phone numbers as well.

Upon registering, the ability to set alarms for important events means you have no excuse not to realize your organizational skills to their fullest potential. As if all of that weren't enough, with IdeaKeeper's export abilities, you can save your notes as text. Open them in any text editor that uses the WASTE Text Engine (Tex-Edit is one example), and your font, style, size, and color information remain intact. About the only disadvantage to using this application is its footprint—the minimum RAM requirement is 1.5 MB, compared to 200 K for Stickies. All the fringe benefits are worth it. IdeaKeeper will remind you to register whenever you launch it, and certain features such as hot-key links and archiving are disabled until you do.

MaBaSoft Quit CSM 1.7.1

Requirements: Control Strip or other CSM module host
Author: MaBaSoft
Web: <http://www.k-inet.com/MaBaSoft/download.html>

Good things come in small packages, especially when the package is a control strip module. Quit CSM offers increased control over whatever applications you have open, showing you how much memory they're sucking up and allowing you to quit any or all. This saves you from switching to the Finder every time you want to access "About This Computer…" to check how much free memory you have available. With Quit CSM's running bar graph of that amount right on the front of module, you'll always be in-the-know. The price: $10. The demo: 15 days.
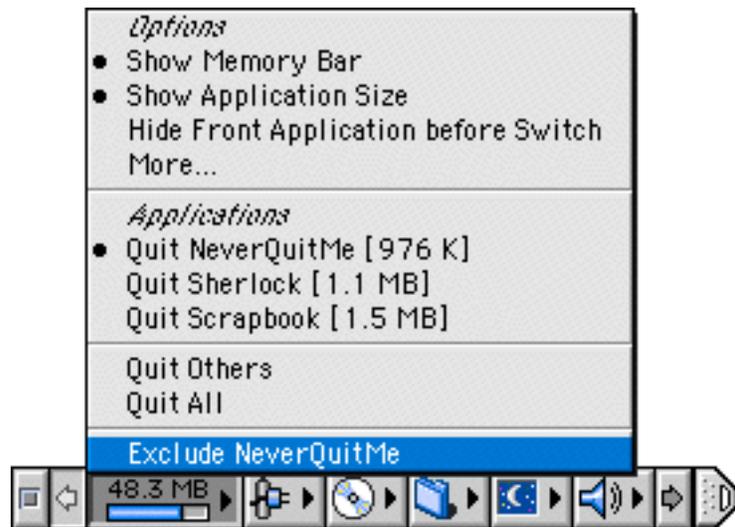
Tex-Edit Plus 2.4

If you have had to use it for very long, you may have noticed that SimpleText is a rather simple application. It tends to wimp out on large text files, and can't do too much beyond opening your average Read Me file. Tex-Edit Plus, on the other hand, is a text editor on par with most commercial word processors.
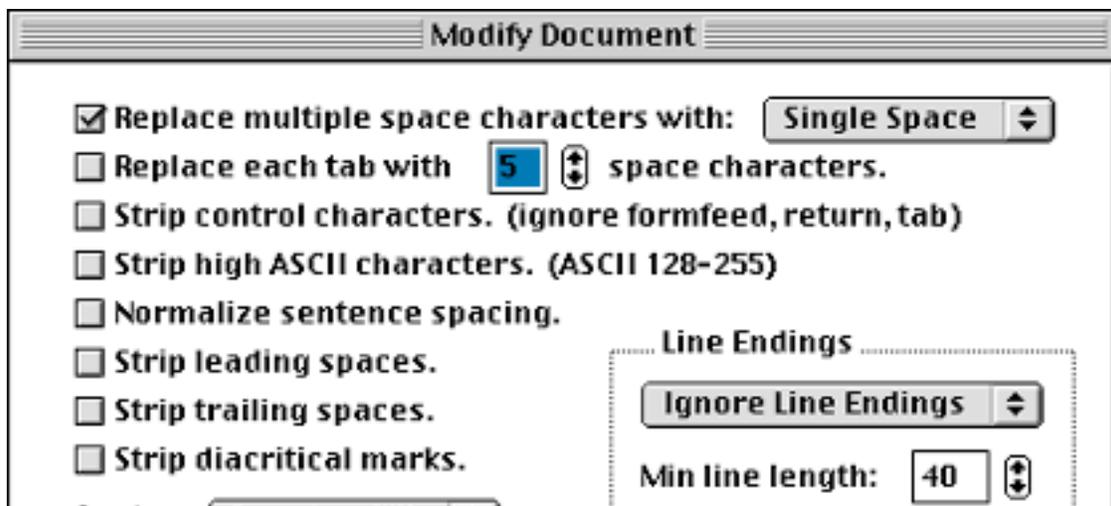
Much of its power comes from an ability to reformat skanky text—anything from e-mail messages with inconsistent line breaks to copied selections from web pages that are speckled with random blank spaces. Bring any of this into Tex-Edit Plus, and cleanup is just a matter of setting a few reformatting options. The results may not always be perfect, but the ability to modify so many different things in one fell swoop is something you won't find in your average word processor. Working in the opposite direction, you can also have Tex-Edit get rid of smart quotes and other symbols not found on a standard typewriter so that the text files you send to PC users look their absolute prettiest. You can even run formatting-minded AppleScripts on your open documents. This is a great program—not to mention stable—which you'll find yourself relying on more and more as you use it.

Scrollability 1.0.4

Download Size: 133K
Requirements: none
Author: Eden Sherry
Web: **<http://www.edenware.com>**
Shareware Fee: $10

Scrollability may very well be the easiest way to improve your Mac's interface. Since we don't all have behemoth monitors, scrolling through windows is a common activity, perhaps even one of the most fundamental. It can also be one of the most annoying once the zig-zag effect sets in: you're using the mouse to point at something inside the window, perhaps to highlight a block of text or to click on a hyperlink, and must then return to the scroll arrows to move up or down. Then back to something inside the window, then out.
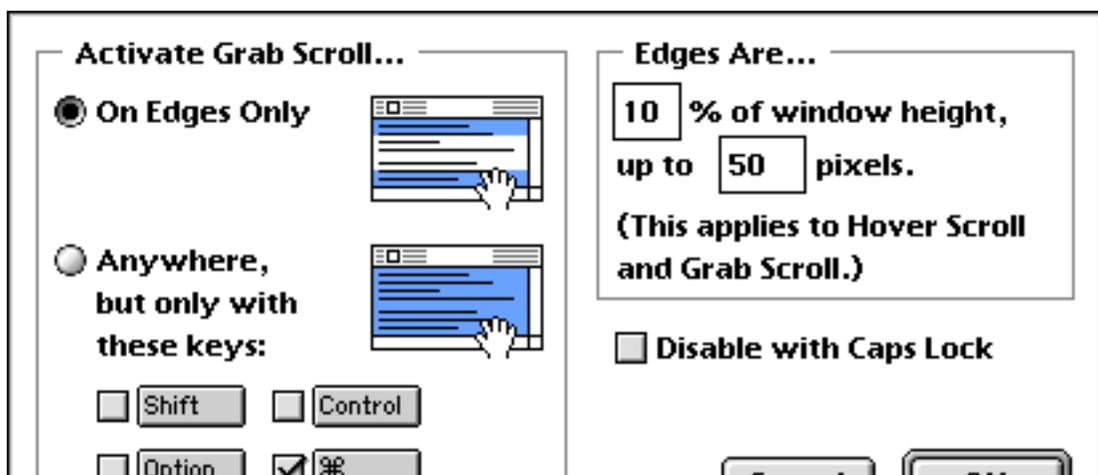
All of that becomes a thing of the past with this control panel. Just move the mouse to the top or bottom of the window, and it scrolls automatically! Or, in Acrobat Reader style, it changes to the shape of a hand and allows you to "pull" the page up or down with a click and a drag. Those dinky scroll arrows become little more than a part of the scenery. In case this feature starts to annoy you or is entirely inappropriate to begin with (you probably won't want to use it with Photoshop or other graphics programs), Scrollability won't affect applications you've placed on its exclusion list. You also have control over how it defines the "edges" of your windows—just how low you have to go is your call. Version 1.0.4 fixes a bug where Scrollability would previously poop out for no apparent reason during use with Netscape Navigator, adds support for MacOS 8.5, and lets you exclude the Finder. After the demo period has expired, Scrollability will provide entertaining registration reminders.

REVIEWED BY EVAN TRENT, *etrent@atpm.com*

BBEdit 5.0.2

What is it?

For those readers unfamiliar with BBEdit: shame on you. Now that we've gotten past that, you might want to consider reading my review of version 4.0.4 in *ATPM* 3.07 **<http://www.atpm.com/3.07/page11.shtml>**. Having given BBEdit a rating of Excellent at that point in time, one can only imagine how excited I was to hear that a new version had been released.

BBEdit is a text editor, and a fully featured one at that. It offers sophisticated search and replace facilities, fast editing, syntax coloring, split scroll, file comparison, a full HTML editing and site management suite, and even an FTP tool.

Why Didn't it Suck to Begin With?

BBEdit is one of the best programs I have ever used, or as Bare Bones might say, it sucks a lot less than most other programs I've ever used. BBEdit is fast, powerful, flexible, intuitive, and possessive of many other fine qualities. Quite frankly I would have been hard pressed to improve upon it, but the folks at Bare Bones are simply caught up insuring that BBEdit continues to suck less and less. As a result they released version 5.0.1, and just as this article went to press 5.02. Both versions offered a number of noteworthy improvements, additions and bug fixes.

How Does BBEdit 5 Suck Less?

For starters, Bare Bones completely revamped the HTML authoring suite from the ground up. While a lot of the old tools will seem familiar, and some perform identically, there are a

Markup
HTML Tools Palette

number of welcome additions to the Markup Menu and likewise the HTML Palette. The syntax checker is now far more sophisticated and can detect malformed HTML. It is also updated for HTML 4.0.

Bare Bones chose to base the syntax checker on SGML (the language which defines how markup languages, such as HTML, are formatted) which brings forth several advantages in terms of "intelligent" syntax checking. A new Tag Maker function is another example of the new "intelligent" context sensitive capabilities in BBEdit 5. Simply place the insertion point at any given point in an HTML document (or make a selection using the cursor) and select Tag Maker from the Markup menu and a list of appropriate tags will appear. For example, <TD> and <TH> will be the only two options if you place the cursor directly after a <TR> tag. However if you place the cursor right after a <TD> tag a host of other options will appear. Likewise if you place the cursor inside of a <TD> tag, all of the attributes which that tag might define will be listed, but those already defined will not be. Snazzy! Similarly there is an Edit Tag command which pops up the appropriate dialog for the tag at which the insertion point is placed, assuming that there is a dialog for this tag in BBEdit (the <IMG> tag for example). Another cool feature: you can now pull up the Web safe palette from the Windows Menu, and from there you can drag colors into the document to insert their hex values where you like. Very nice!
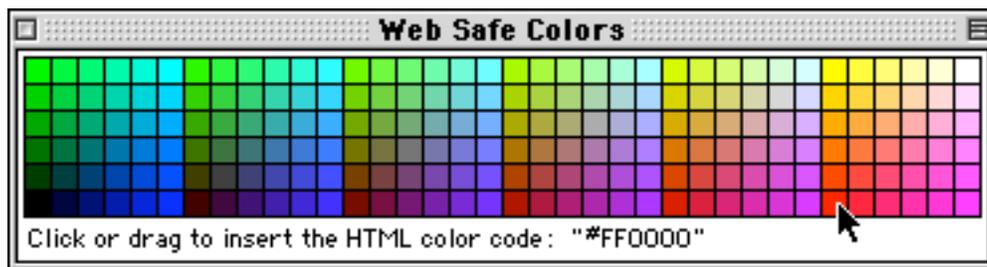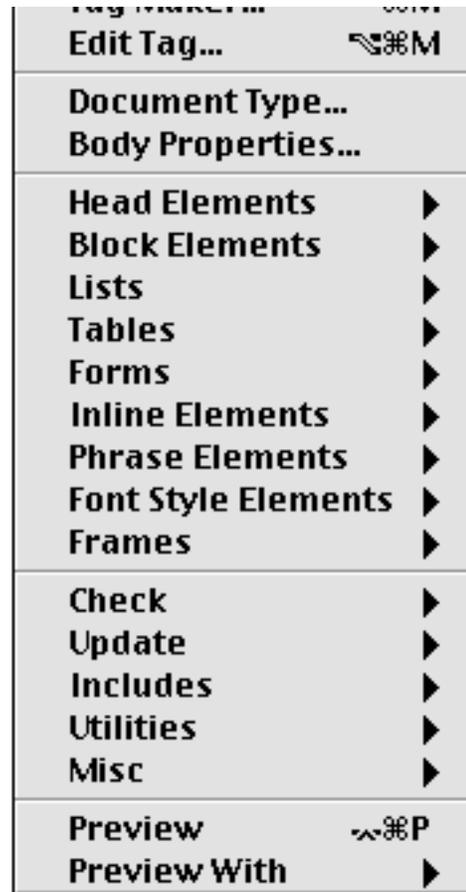
BBEdit also has a new Format command which provides a method for retaining a consistent formatting style throughout an HTML document. The Format command can change all tags and attributes to uppercase or lowercase, choose whether or not to enclose attribute values in quotation marks, and decide whether or not to translate "entities" (accent marks etc.) found in attribute values to their HTML counterparts. However this tool can also be used to format the style of indentation and tag placement for an HTML document. For example, using the Hierarchical style of formatting puts indents one tab stop for every level of tag depth, plus one for the text between the tags. The text between the tags is placed on its own line. Gentle Hierarchical functions similarly but does not place the text between tags on a separate line, rather it leaves the text between the opening and closing tags. There are

several other options as well. This feature provides a quick, consistent, and dependable method of formatting documents consistently. It would be great if the user could define his or her own method of formatting and make it a custom option for the Format command, but that's just on the wish list, and hardly a required feature.

Client-Side Server-Side Includes

BBEdit provides for a method of macro-like copy and paste commands analogous to `#include "filename"` in C/C++ and `<!--#include virtual="filename"-->` for an HTTP server that supports SSI (server side includes). The `<!-- #bbinclude "filename"-->` command includes the entire contents of the file "filename" at the exact location of the text `<!--#bbinclude "filename"-->`. The great thing about BBEdit's implementation is that it will work using the Preview feature, since BBEdit does all of the processing. With SSI, previewing will not render included documents because the documents are not being processed by the HTTP server. As a result it can be an HTML author's nightmare to deal with SSI, and yet SSI is such a fantastic time saver in many respects.

BBEdit's solution to this dilemma is elegant. SSI slows down HTTP servers because they cannot simply send out the raw HTML to the Web browser, rather they must parse it first for all SSI commands. This is fast for one HTML document but Web servers process gobs of these files every minute, and that extra overhead can add up. BBEdit's method enables the user to save time by simply putting in `#bbinclude` for commonly used headers, footers, or other template-like material. When it's time to publish the HTML and upload it to the site, BBEdit's Update Document command will replace each instance of `#bbinclude` with the text of the referenced file. This circumvents the SSI overhead issue altogether, while still saving the user loads of time and providing for a slick method of using templates.

Bare Bones is so slick that they couldn't simply provide a `#bbinclude` command without having some gnarly features. `#bbinclude`'s can be nested up to 16 levels deep. They can take parameters too, and the values of the parameters will plugged in at placeholder locations in the `#bbincluded` file.

```
<!-- #bbinclude "nextPrev.script"
    #pages#="index.html,page2.html,page3.html,page4.html"-->
```

Most slick of all, they can execute AppleScripts and use return values from them. The above example will call the `on include` handler of nextPerv.script, which returns links to the next and previous Web pages. Clearly Bare Bones is pushing the envelope with their no longer Bare Bones HTML editor. Unlike most applications, when BBEdit learns new tricks it learns them completely without sacrificing any of the speed or elegance we've come to expect.

There is also an improved Update Images command in version 5.0.2 which now will search through all the linked images in a file and automatically insert the height and width of the image. This makes for cleaner HTML because when the user's browser first draws the page, it will draw it correctly for images of the proper size, whereas without the height and width attributes the page would redraw when the images begin to download, which makes it very difficult to read a page while images are still downloading, as the text tends to jump around. There are also some options for the Update Image action. For example, you can set it to only update the height and width attributes for `<IMG>` tags which already have

those tags present. Similarly you can tell BBEdit to ignore single pixel images, often used for spacing in tables and for other purposes.

Enough With the HTML Already!

A number of non-HTML related changes have been made to BBEdit as well. Users can now define the command key equivalents for most BBEdit menu commands using the new Set Menu Keys under the Edit Menu. Similarly you can assign key commands to BBEdit Scripts now, which is slick. There is a nifty little feature in the Find Differences dialog which will enable the user to skip over files which are contained in folders whose names are enclosed in parenthesis. Some tweaks have been made to the AppleEvent suite which make life easier and less cryptic; this will mostly affect AppleScripters out there. Additionally a lot of new scriptable commands have been added to the AppleEvent suite, for example the Preview feature of the HTML suite.

Some minor changes have been made to BBEdit's behavioral tendencies. The Quick Find dialog now highlights the text entry box, as an example. Syntax coloring now supports JavaScript, the function scanner deals with C++ namespaces and template member functions better, coloring of foreground text colors and window background colors is more sophisticated than before, the Perl function scanner now recognizes prototyped functions, etc. These are all very minor but welcome additions to BBEdit's existing arsenal of tools and time savers.
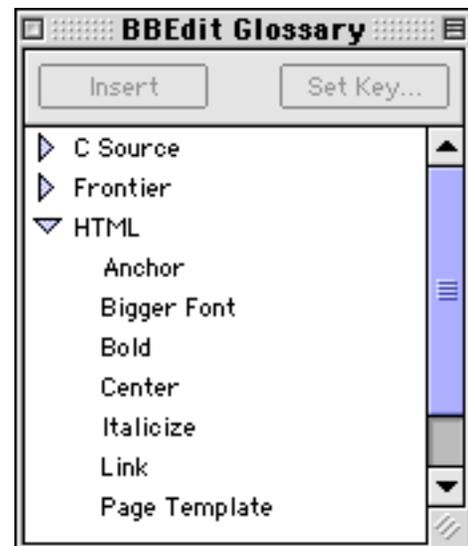
The Wish List

As much as I love BBEdit, and have always found it to be a wonderful product, there are still a few things it doesn't do that I wish it did. Although the new version sports a much more extensive AppleScript suite, it's still not recordable, which is to say you can't go into the Script Editor, press the Record button, and have your actions translated into AppleScript commands. I recognize that it represents a lot of work on Bare Bones' part but it would be a welcome addition. Also, the Text Colors setting in the Preferences dialog should allow the user to define words and define their respective colors, or at least define a "Custom" category and have all user defined words appear under that category and color choice, although that would be less desirable. Also, the Spell Checker still has an odd tendency to not make Replace the default button when the user types a word in the Replace With text item. The consequence of this is that pressing return after typing a replacement for the word in question results in skipping it rather than replacing it, and often times the

user doesn't realize that this what has happened. These are small gripes though and I'm sure Bare Bones will address them as they have addressed even the pettiest grievances of their loyal user base in the past.

So What's the BB on BB's BB?

The Bottom Line on Bare Bones' BBEdit is this: If you own any version of BBEdit prior to 5.0.2, you need to update because, as difficult as it may seem to believe, Bare Bones has made some very cool changes to an already outstanding application. And if you don't own BBEdit you need to purchase it right now because it still doesn't suck, now more so than ever.

GraphicConverter 3.5

Product Information
Published by: Thorsten Lemke
Web: **<http://www.lemkesoft.de>**
Shareware Fee: $35
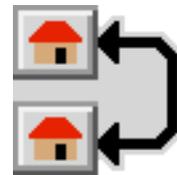
System Requirements
System 7 or later
At least 3 MB of free memory

Like digital spoonfuls of alphabet soup, graphics files are a good example of acronym gibberish. Online, you've got JPEGs and GIFs with the occasional PNG mixed in here and there. Offline, you've got PICT files, TIFFs, PPATs, BMPs, and hordes of application-specific formats like the Photoshop PSD. With all these letters, converting from one format to another could easily turn into a nasty case of indigestion. Fortunately, there's GraphicConverter.

Unlike many programs that can only recognize the most common picture formats, GraphicConverter is far from picky when it comes to alphabetical persuasion. No matter what the format, if it's any sort of picture file then there's a strong chance this program will be able to open it. Frequent updates keep it alive and kicking—at last count, GraphicConverter could import over 100 of the most common Mac, IBM, ATARI, and Amiga graphics formats and export to any of forty.

More than just a conversion utility, GraphicConverter is also a picture editor. Its capabilities are a far cry from high-end imaging applications like Photoshop, but there's still plenty of room to manipulate and monkey around. You can reduce the total number of colors in the image, for example. You can alter a picture's contrast and brightness settings, then adjust the gamma. You can work with a file's alpha channel, or add one. You can even create animated GIFs. The forty-eight improvements in version 3.5 include a smorgasbord of bug fixes, expanded import options, and improved compliance with Mac OS 8.5

No matter what you do, beware monster-sized files. Like any image program, GraphicConverter can move slower than molasses when conditions turn megabyte-heavy. In some situations, though, this program can one-up even the mighty Photoshop. I once had to open a PC file saved in Photoshop's native format, and it was GraphicConverter that saved the day. For whatever reason, Photoshop just couldn't hack it.

GraphicConverter's interface is heavily menu-based. In spite of four floating palettes—an information window; a toolbar; a thumbnail of the entire image; and a magnification window—most of the program's abilities can only be accessed from the menu bar.
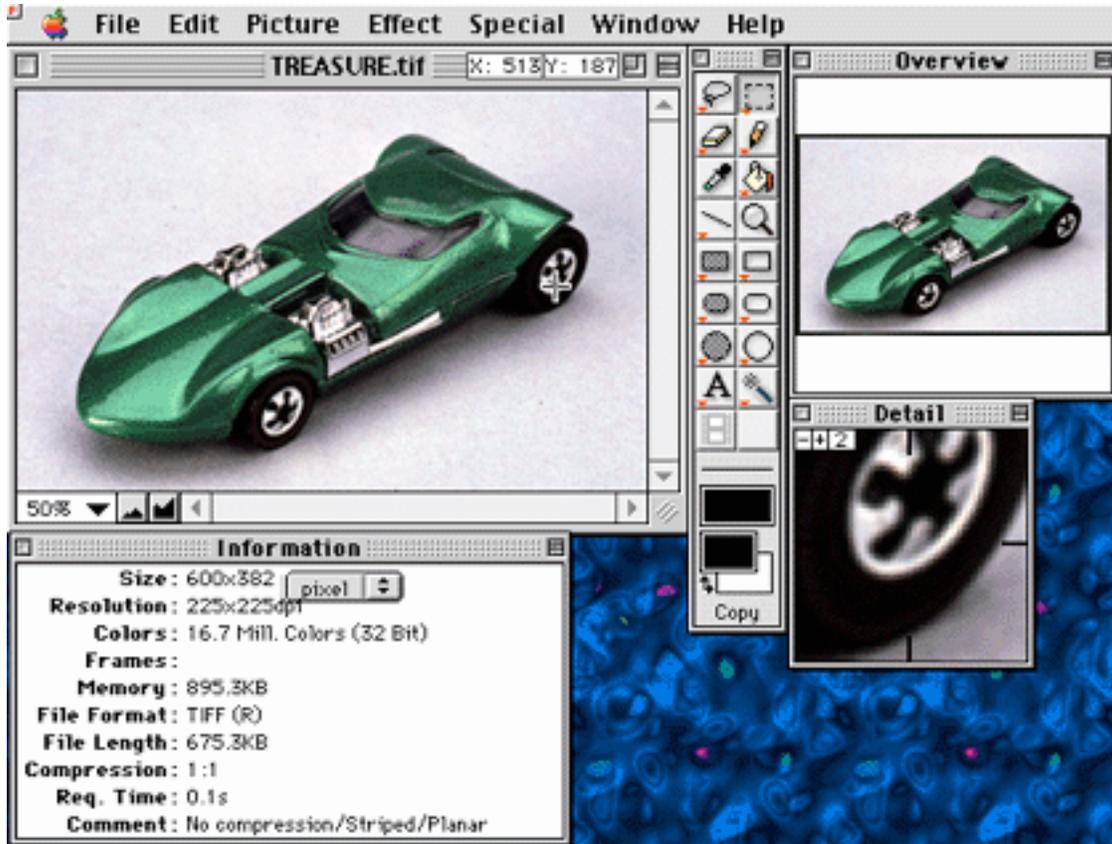
There are ample keyboard shortcuts available and contextual menu support as well, but expect to put your mouse and your wrist through their paces when the task at hand calls for anything beyond minor cosmetic changes. The four palettes have a habit of getting in the way when you have more than one file open or need to resize the window frequently, although there are preference settings that attempt to address this.

One of the best features of GraphicConverter beyond its conversion capabilities is the ability to browse through all the graphics in a folder you specify. The program will return a list of thumbnails which can be sorted in whatever fashion strikes your fancy, and clicking on one displays a larger preview in an adjacent pane of the browser window. All these previews take a few seconds to pop up, depending on the size and number of the files, but it's still more efficient than manually opening ten or twenty files at once. Aside from using the browser, you can also have GraphicConverter display a slide show.

Buttons as well as keyboard shortcuts allow you to throw the current picture in the trash, rename it, or create an alias. Best of all, if you don't quite remember a file's exact name, you can run a file search and then slide show through the results.

Although slide shows can be turned into hard copy by printing a catalog of images, getting them to look their best can be tricky. For single images, you can print part of the image or all of it, and have GraphicConverter reduce or enlarge it to fit the page if necessary. But catalog printing can be dicey in that you can't see a preview beforehand. Assuming you want uniform size, the number of rows and columns on each page depends on what resolution you print at—as the resolution gets larger, the printed image gets smaller. If your pictures are all the same size, all is well. But if you've got a mixture of sizes with different resolutions, layout will be more of a chore. This is alleviated by an option to create single page layouts by hand, but doing so requires having all the images open at once.

For all its file-format savvy, GraphicConverter's knowledge is by no means exhaustive. I found this out when I tried to open an EPS file, and received this message.

> Please select one and click on "Search" to link GraphicConverter to the application on your harddisk or click on "Cancel" if you need to download one app.
>
> [Cancel] [Search...]
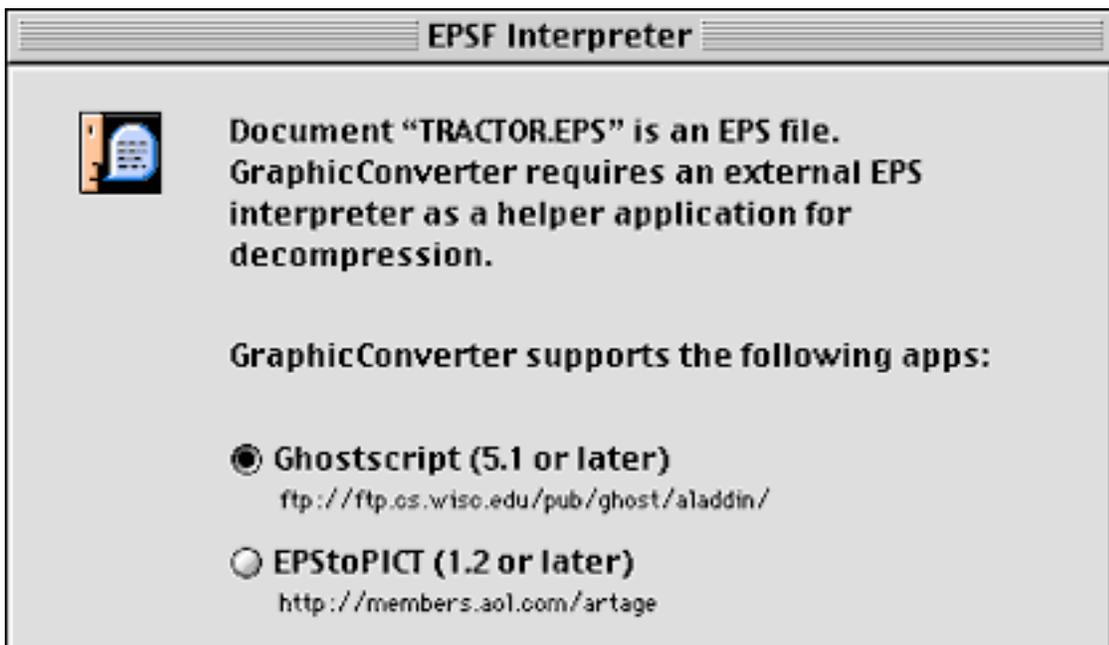
At least the program offers a solution, instead of just giving up.

In *ATPM* 4.11, we reviewed Adobe Fireworks, a graphics program that specializes in the production of web graphics. Unlike that program, GraphicConverter isn't really a web specialist, nor does it have bragging rights when it comes to drawing editable paths with bitmap attributes. On the other hand, GraphicConverter still has plenty of editing power to shrink file sizes without emptying your wallet. The manual weighs in at a whopping 110 pages, and although they aren't the place to learn about the overall intricacies of file conversion and compression, they meticulously go through each and every menu item.

Funky, foreign files could be lurking around any corner, waiting to frazzle your nerves with never-before-heard-of suffixes. Think of GraphicConverter as a batch converter on steroids. With it, you can be assured that a picture, no matter how it is dressed, is still just a picture.

ABOUT THIS
STUFF
STUFF

REVIEWED BY DANIEL CHVATIK, dchvatik@atpm.com

ATPM RATINGS
VERY NICE

LapBottom

Product Information
Produced By: LapBottom Products
P.O. Box 1430
Painesville, OH 44077
Email: **<lapbottom@ncweb.com>** (for interested distributors)
Web: **<http://www.lapbottom.com/>**
US & Canadian Retailer: The Macintosh Guy of Portland
Tel: (503) 789–0977
Fax: (503) 892–2475
Email: **<orders@themacintoshguy.com>**
Web: **<http://www.themacintoshguy.com/sales/lapbot.shtml>**
More Pictures: **<http://home.earthlink.net/~themacnut/lapbottom.htm>**
Price: $24.95

System Requirements
None, just a PowerBook to use it with

The LapBottom is a simple answer to a simple problem: How do you use your PowerBook comfortably when you are away from home, or even at home?

All PowerBook owners know that problem. No matter if you are trying to use your PowerBook in your bed, riding a train, in a car, or on a friend's couch, it seems virtually impossible to get it into a comfortable position. And once you have it in a spot that seems fine, it just slips away again. You play that game over and over, making your hands feel sore, your feet cramped, and are left wondering why there isn't a better way to do it. Well, there is!
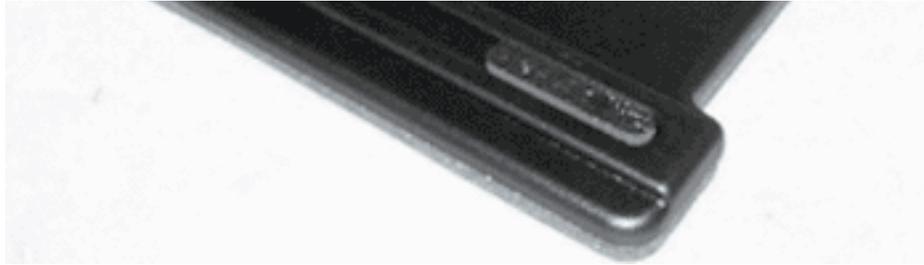
The LapBottom solves that problem and more. Another issue with laptops, and especially the new PowerBook G3s, is heat. After a prolonged period of use they get hot. Damn hot! After using my PowerBook G3 for 8 hours straight, it got so hot that touching the trackpad hurt. It needs less time than that to get its underside uncomfortably hot. This is not good for you and even less for the PowerBook. It requires proper ventilation if you want it to last for a few years!

The LapBottom achieves that by slightly raising the bottom of the laptop so that air can circulate beneath it. It also provides a firm surface so that soft objects like cushions cannot mold to the bottom of your laptop shutting the air out. The surfaces are coated and/or textured to eliminate any slipping. I could hold my PowerBook at a 35-degree angle from the horizontal without letting it slip.

The bottom of the LapBottom is cushioned, which keeps the heat out and your lap comfortable. The cushioning also makes the LapBottom a lot lighter than it seems. It was very nice and easy to use. The quality of the craftsmanship seems excellent and makes a very durable impression.

The only issue I have with the LapBottom is its size, which makes it a little unpractical for transportation. There are other solutions available which are much smaller, although they only provide a heat shield and are much less comfortable. I guess the size is the trade-off one has to make room for all the good features it has.

So if you have a laptop whose slipping and heat really bother you, and if you have enough extra space in your carrying case, I strongly recommend you get a LapBottom!

ATPM RATINGS

VERY NICE

Snap-To 2.1.2

Product Information
Written by: Eden Sherry
Email: **<eden@kagi.com>**
Web: **<http://www.edenware.com>**
Shareware Fee: $5

System Requirements:
System 7 or later (System 6.0.4 and up version available)

Snap-To is a time-saving control panel which "snaps" the cursor to the default button in any dialogue box that appears on your screen. After using Snap-To for awhile, you'll wonder how you ever did without it! It's that handy. Snap-To 2.1.2 works on any Mac running System 7 or later, and an older version that works with System 6.0.4 and later is available by request.

Installing Snap-To is as easy as dropping the control panel into your System Folder and restarting. There are four options available. You can choose in which dialogue boxes Snap-To is active: Open; Save; or both. You can choose to have Snap-To "snap" the cursor to back from where it came, and you can choose to have Snap-To "glide" the cursor to the default button instead of "snapping" it. I found that "gliding" the cursor is a little more comfortable for me, but the really fast typists may prefer the "snap" action. A little experimentation will prove which settings are right for you.

☒ Use Snap-To in Save Dialogs
☐ Snap Cursor Back
☒ "Glide" Cursor
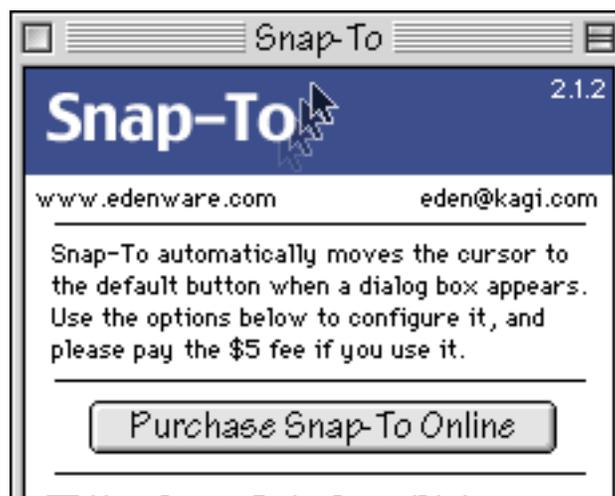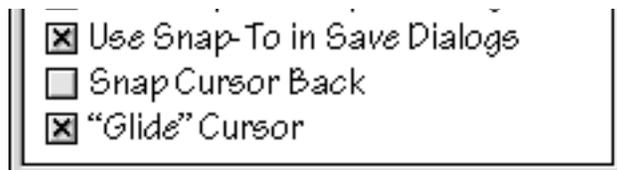
The Snap-To Control Panel

Snap-To does take a little getting used to. Having my cursor move without me moving the mouse was a little disconcerting in the beginning. At first, I found myself trying to move the mouse normally, out of habit, which interfered with Snap-To's intended function. Once I got the hang of it, though, it became second nature to let the mouse move and just click the button. If you are going to choose a button other than the default, having the cursor snap to the box still saves time, because you can select whatever option you wish in the dialogue box with minimum mouse movement.

Unfortunately, there are some programs with which Snap-To does not work. In my case, the most notable one is Eudora Pro. The Read-Me accompanying Snap-To also lists "many parts of the America Online software and Microsoft applications" as others which do not support Snap-To. According to the author, Eden Sherry, this is because the programs deal with dialogue boxes themselves, instead of using Apple's toolbox routines for dialogues. Snap-To thinks that a window has opened, not a dialogue box, and will not take any action.

Despite a few annoyances when Snap-To doesn't function, due to a program's failure to follow Apple's *Inside Macintosh* rules, Snap-To is a real time-saver that deserves a tryout by anyone who wants to speed up their productivity. At $5.00, it's a bargain that everyone should try.

ATPM RATINGS

VERY NICE

Yoot Tower

Product Information
Published by: SEGA
Web: **<http://www.yoottower.com>**
Street Price: $35

System Requirements
PowerMac with Mac OS 7.5 or greater
32 MB of RAM, 100 MB free hard disk space

YOOT TOWER

As we had purchased **Sim Tower** a month before, I anxiously awaited receiving Yoot Tower, the pulse pounding sequel. Ok, it's an upgrade, but I'm the Hollywood Guy, so what the heck. I received the software via express delivery, and it even included a nifty t-shirt, with their logo and slogan, "You build it. You maintain it." So, I put on the t-shirt, loaded up the software, and went to work.

For those of you not familiar with Sim Tower, let me walk you through this game from the beginning. Yoot Tower offers three different scenarios: Hawaii, Kegon Falls, and Tokyo. All have their advantages and disadvantages. I chose Hawaii, because, well, who wouldn't wanna own a luxury tower in Hawaii?
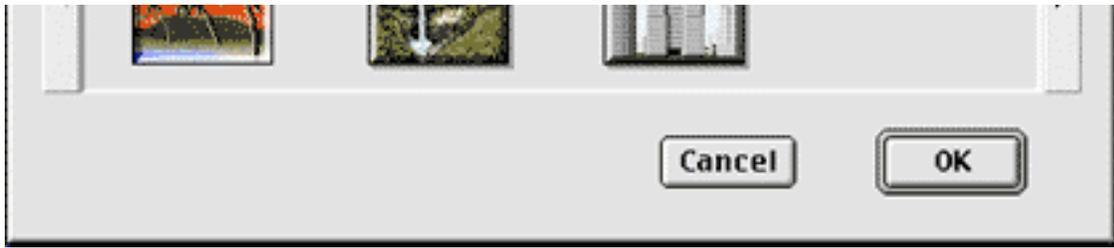
If you've played any of the **SIM** line of games, you know what's next. You get a basic layout, on which to build. In this case, the first thing you have to put down, is a lobby for your tower. Add an elevator, followed by a couple of floors, and you're set. Now, the fun really begins, as you choose what to put on each floor. I've put up a couple of condos, two coffee shops, and an ice cream parlor. I've also added a restroom facility. These guys thought of everything! This isn't a very good design, as the game seems to want you to put like developments on the same floor. I think I did pretty good to start out, as I'm merely trying to illustrate the game on a 14" screen.

Later, as it grows, you get more options. You arrange for security, to deal with the occasional bomb threat, housekeeping staff, and garbage detail. All these things cost money, so, you'll need to attract tenants, with office space, movie theatres, malls, and more shops. Also, a good four star restaurant wouldn't hurt. Make sure you put in a freight elevator. The new feature of this game that my wife really liked was the ability to build multiple towers, and you can even put a skyway between them!

Well, the object of this game, is to build until you get to put the specialty item on top of your tower, while keeping down your tenant's stress levels. For Hawaii, it's a Cathedral. And even then, you're not done. The "finished product," looks like this:
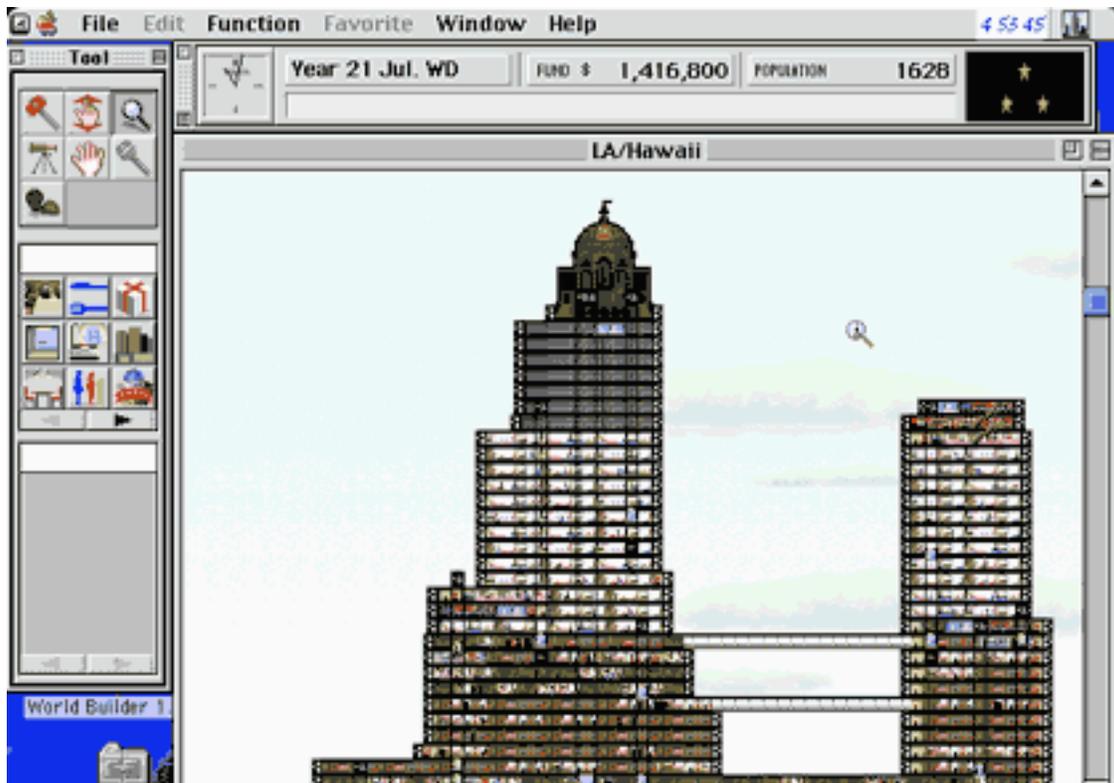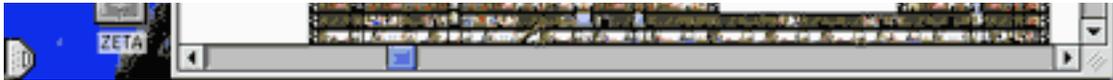
However, this still isn't a four star building. Some problems that I noticed, the maintenance fee seems a bit high. Just as you're about to earn enough money to buy something, the maintenance fee kicks in, and you have to start saving all over again. This gets frustrating after awhile, but I think this happened because I built too fast.

You can earn extra income buy selling billboard space. Also, keep a constant eye on the feature playing in your movie theatre. They don't change automatically, and the moviegoers stop showing up after about a month. So, you've got a money pit on your hands.

All of the above aside, I liked Yoot Tower. I mean, where else can you be a building owner, hotel manager, and movie theatre owner all in one?

ATPM FAQ
Frequently Asked Questions

What is ATPM?

About This Particular Macintosh (*ATPM*) is, among other things, a monthly Internet magazine or "e-zine." *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.

Are You Looking For New Staff Members?

We currently need an **Interviews Manager** and an **Publicity Manager**. Please contact us at **<editor@atpm.com>** if you're interested.

How Can I Subscribe To ATPM?

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How Can I Submit 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.

How Can I Send A Letter To The Editor?

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.

Do You Answer Technical Support Questions?

Of course. E-mail our Help Department at **<help@atpm.com>**.

How Can I Contribute To ATPM?

There are several sections of *ATPM* to which readers frequently contribute:

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>**.

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: 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>**.

Which Products Have You Reviewed?

Check our reviews index at **<http://www.atpm.com/reviews>** for the complete list.

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Where Can I Find Back Issues of ATPM?

Back issues of *ATPM*, dating since April 1995, are available in DOCMaker stand-alone format from **<ftp://ftp.atpm.com>** and **<http://www.atpm.com/Back>**. In addition, all issues since *ATPM* 2.05 (May 1996) are available in HTML form at **<http://www.atpm.com/Back>**. You can search all of our back issues from **<http://www.atpm.com/search>**.

What If My Question Isn't Answered Above?

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>**.

This is the latest in *ATPM's* series of Trivia Challenges. Answers to this month's Trivia Challenge will be found in the next issue of *ATPM*. If you have any suggestions for future Trivia Challenges, or wish to comment about almost anything, please e-mail me at **<egoss@atpm.com>**.

Here's another chance for you to test your wits with an assortment of questions in a number of categories. Get out your encyclopedias and take a crack at:

Trivia Challenge 5.02—The Grab Bag II

1. John Glenn first orbited the Earth in what year?
   A. 1962   C. 1961
   B. 1963   D. 1960

2. How many feet make up one fathom?
   A. 5   C. 10
   B. 6   D. 14

3. The Aswan Dam was completed in what year?
   A. 1970   C. 1964
   B. 1949   D. 1957

4. How long is a cubit?
   A. One-half meter   C. One Yard
   B. 18 Inches   D. One Parsec

5. Who was the last Major League ballplayer to hit .400?
   A. George Brett   C. Rod Carew
   B. George Sisler   D. Ted Williams

6. What is the name of the Taco Bell Chihuahua?
   A. Borders   C. Dinky
   B. Raul   D. Checkers

7. Which city is farthest west?
   A. San Diego   C. Los Angeles
   B. Reno   D. Walla Walla

8. Who is the author of "The Hitchhiker's Guide To The Galaxy?"
   A. Carl Sagan   C. Ray Bradbury
   B. Isaac Asimov   D. Douglas Adams

9. What is the name of our sponsor Small Dog Electronics' Pomeranian?

```
A. Hammerli          C. Goldie
B. Hooper            D. Patra
```

10. Who is the only President to actually report seeing a UFO?
```
A. Regan             C. Carter
B. Bush              D. Truman
```

11. In which state is "Jousting" the official state sport?
```
A. Maryland          C. South Carolina
B. Utah              D. Delaware
```

12. How many points does it take to win a game of Cribbage?
```
A. 95                C. 100
B. 121               D. 110
```

13. Who won the 1998 National Collegiate Basketball Championship?
```
A. Duke              C. Kentucky
B. North Carolina    D. Kansas
```

14. In order to bowl a perfect score of 300 in the game of Ten Pins, how many strikes in a row must you throw?
```
A. 15                C. 10
B. 11                D. 12
```

15. What was the development nickname for the Macintosh PowerBook 3400 series computer?
```
A. Vincent           C. Hooper
B. Lombard           D. Wall Street
```

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
5.01—Paranormal Puzzler

1. For what agency of the federal government has Byers worked?
```
B. The FCC
```

2. Who was the "invisible" former Green Beret in the episode "Unrequited"?
```
C. Nathaniel Teager
```

3. What does the UFO poster in Mulder's office say?
```
B. I Want To Believe
```

4. Before the *X-Files*, for what unit of the FBI did Mulder work?
```
A. Behavioral Sciences Unit
```

5. What brand of cellular phone does Mulder favor?
```
C. Nokia
```

6. What actor plays Alex Krycek, aka "Ratboy"?
   A. Nicholas Lea

7. In the *X-Files* pilot, where did Mulder and Scully go to investigate their first case
   together?
   C. Bellefleur, Oregon

8. A.D. Skinner served in Viet Nam in what branch of the service?
   C. Marines

9. Who was Mulder's informant from the U.N.?
   C. Marita Covarrubias

10. Who killed Duane Barry?
    B. Alex Krycek

11. In the episode "Piper Maru," what was the name of the WWII submarine?
    B. Zeus Faber

12. Who brought Scully to Skyland Mountain?
    A. Duane Barry

13. Who originally owned the dog given to Scully by Clyde Bruckman?
    C. Mrs. Lowe

14. Where did Mulder and The Lone Gunman first meet?
    B. Baltimore

15. What rock'n'roll star was Clyde Bruckman's favorite?
    C. The Big Bopper

This Month's CD Recommendation

The best live album of all time that you've probably never heard—
"McCartney Unplugged—The Official Bootleg" by Paul McCartney (A limited pressing
album of his MTV Unplugged performance. A must-have for Beatles fans!)

<http://www.amazon.com/exec/obidos/ASIN/B000005JZ2/aboutthisparticu>