ATPM

- iCab: Nice Browser
- Navigation Assistants
- AppleShare IP 6.1

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Thanks for reading *ATPM*.

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Welcome

Welcome to the April edition of *About This Particular Macintosh*! This month we're rather "bumfuzzled." That's the spiffy *ATPM* word for that special place that rests between perplexed and dumbfounded. We're a little dumbfounded by the continued success of Apple's iMac. Ten months after its public debut, no other manufacturer has released a compelling all-in-one competitor to the multi-color machine. We're a little perplexed that with all its success, the depiction of Apple in the mainstream press has only marginally improved.

Later this month Apple will report its sixth consecutive quarter of positive earnings along with substantial year-over-year gains in unit shipments and gross revenue. The G3 blue and white minitower is very popular with professionals and "Wall Street" version PowerBooks have continued to sell at an astounding pace. There's no logical reason for continued pessimism about the Macintosh platform and its future.

ATPM is intended to be a monthly e-zine for everyday computer users. Our editors are not financial or computer industry experts. However, we do spend hours each day keeping abreast of changes in the Macintosh market. From our vantage point, we're not the only ones who are "bumfuzzled" on this beautiful spring day. When Apple reports its latest quarterly results the executives in Cupertino will most likely tell the world that the company has almost $3 billion dollars in cash and net profits for the quarter, well above last year's performance. In our view, there's no reason the company's debt should be rated below investment grade. In addition, the continued success of the iMac indicates that consumers are willing to invest their hard-earned dollars in a quality computer that comes in different colors. It's a high-tech, multi-colored corporate turnaround.

Stand Up and Be Counted!

Before we delve into all the exciting news and views inside this month's issue, we'd like to remind all of our readers to do something good for Mac users everywhere. Please stand up and be counted or, in this case, registered. There's a lot of debate about the size of the Macintosh for education and entertainment software. Much of the uncertainty about platform's software market share is because many titles are sold on hybrid CDs. Therefore, unless you send in the registration card (or register the software over the

Internet) Macintosh sales can go uncounted. Be Macsmart! Register your software and let every Mac sale be counted.

The widespread adoption of USB and Apple's own FireWire means that Mac users will have many new and exciting choices when selecting hardware peripherals. It takes only a moment or two to fill out your warranty card. Please remember to mark the Macintosh box on the warranty questionnaire.

Serve's Up!

At press time Mac OS X Server was making its way to retail shelves. While much of the computing world has been preoccupied with the ascent of Linux at the expense of Windows NT, the release of Mac OS X Server is cause for celebration. Not only do Linux and Mac OS X Server have a common Unix ancestor, Apple's new networking software offers compelling solutions to schools and enterprises that want modern server technology without the need for a staff of techno-wizards to make it work.

Everyday Mac users should educate themselves about Apple's new server software. It offers many cool previews of features that will be included in the Mac OS X consumer product that will be released later this year.

Schools administrators will be delighted by Mac OS X Server's easy of use and the advanced features which will allow teachers the opportunity to better use technology to educate students. Mac OS X Server's NetBoot capabilities (allowing several Macs to be booted simultaneously from the same server) is a compelling feature that is sure to excite technology-minded IT managers and administrators.

There is no better way to improve technology than to allow others to contribute to its development. It's our view that the time and talent of thousands of engineers and programmers working together to improve Mac OS X Server's Open Source code is of greater value than hundreds of additional engineers hired to further develop a proprietary product. By making an Open Source commitment, the company that ignited the personal computer revolution may be blazing a new Open Source trail for proprietary software companies.

iCab—Your Taxi to the Internet

In this month's *Personal Computing Paradigm*, Michael Tsai takes riders on an unmetered tour of a new and exciting Web browser called **iCab**. In our world of bloated applications and Web browsers that do everything but help you surf the Web quickly, iCab offers Mac users an inexpensive and efficient way to travel the highways and byways of Cyberspace. Please read more about what iCab has to offer inside this month's issue.

Stand By Me

If there was ever a request made by Apple to its loyal customers it can be summed up in the title of the famous pop song recorded by Ben E. King, "Stand By Me." Many years after the song was originally recorded by Mr. King it became the theme for a very successful motion

picture. In this month's trivia challenge Ed Goss offers readers the chance to test their knowledge of popular songs that have been used as titles for motion pictures. Please don't miss Ed's review of Icon Tools 1.6 which is also inside this month's issue.

Lovett or Leave It

Bill Lovett, *ATPM*'s shareware reviews editor, has very high standards for shareware applications and utilities that claim to make a Mac user's computing life better or easier. This month Bill casts his discerning eye on navigation helpers such as DragThing and FinderPop.

Evan Trent or Clark Kent?

In this month's issue Evan Trent takes on the Herculean task of exploring the many benefits of AppleShare IP 6.1. If you're a computing super hero, this is the review for you! We swear the guy must have X-ray vision. It's the most penetrating look we've seen at this very important software offering. Now if we could only get the guy out of the *ATPM* telephone booth! Please don't miss this exhaustive review inside our latest issue.

Not For Sale!

At last month's annual meeting Apple iCEO Steve Jobs revealed that he had been interested in acquiring 3Com's Pilot (not just the device but the technology, brand name and other applicable rights, title and interest). However, the fine folks who make the handheld device informed him that the Pilot was not for sale. We think interest in acquisition is among the greatest forms of flattery.

It's our understanding that Mr. Jobs also informed Apple's investors that the Cupertino-based company was now licensing technology to 3Com and that the two companies were working on an Apple branded Pilot-like product. We eagerly await the results. Please look inside this issue for Eric Blair's review of Go Type, a Pilot keyboard. The more ways that data can be easily entered into a handheld device the more popular these products will become.

At press time we're awaiting news on Apple's consumer portable, Lombard-version PowerBooks, Mac OS 8.6 and the much talked about AltiVec technology. The next few weeks will be full of cool announcements about hot new products. We'll be there with you. Until next month, please enjoy our latest issue!

The ATPM Staff

Email

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Yellowstone Desktop Pictures

While I am waiting for the download of pictures from **<http://www.atpm.com/5.03/yellowstone.shtml>** I decided to write.

Rather that use the Desktop Pictures function of OS 8.5.1 I use ZMac's Backsplash II. It allows me to have a new desktop picture every 5 minutes (adjustable). I now have 324 pictures to cycle through. I have used this program for several years now and would hate to be without it.

Bob Poland
rpoland@usa.net

The shareware utility Decor is also nice. —MT

. . .

FutureCop

I read your review of Future Cop and I think the game is Totally "A" material! I recently purchased the Fusion Thrustmaster USB gamepad for my Rev. A iMac, and now FutureCop totally Rocks! There is a place where you must transform into the HoverCraft. There are 6 or 7 gates that have to be opened quickly. Once I realized that the Hovercraft is **faster** than the Walker, I cruised thru on the 2nd try! My wife and I enjoy playing the 2-player mode when the kidz are in bed. She gets the gamepad, I get the scrawny keyboard! I am totally blown away by the speed, smoothness, and graphics of this truly Awesome game from EA! Oh, and lets not forget the incredibily low price ($20)!! I originally came here to see about writing a review or 2 in my spare time. I'm 35, married, both grads of Ohio University, iMac fanactics, 2 kidz! I like your site! Later!

Dan Hess
danhess@bright.net

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Whither Mac Applications?

While Jobs would say that there are 1000s of new apps released (since the iMac) I concur with you statement that there is still some apps not available for the Mac and the Mac world suffers from it

Here in Europe we are as games mad as you are and if you don't have soccor game then kids just don't want to know

Flight simulator game—Microsoft for once has a decent benchmark game here that's kept its pilot wanabee fans. Where is the MS Flight Simulator for the Mac?

Flight Combat—I don't care how realistic A-10 COMBAT is, compared to the best PC simulator games it's like Pacman versus Quake (I await the release of Falcon) I want a flight combat game with top-notch realistic ground mapping and anti-aliased fighters (yes even if it means getting a 3D card or saying only an iMac or faster Mac will do). Not one that looks like the school of Origami.

A **heavy duty database** that's great on a Mac server and has a decent Windows client (where are you Oracle?) so I can still support those few Windoze laggards.

Accounting programs—Where are the accounting software packages for the Mac? And I don't mean Quicken. Apple needs to create a special group to nurture this forgotten tribe. As long as the CEO can see the bottom line details and it has good links to the server then nobody cares what the hell accounting uses to do the sums.

A **low-end DTP package**. On the Windows side there are MS Publisher and a few other DTP packages in addition to the default DTP/image editing CorelDraw. What about us who don't have the reddies to buy QuarkXPress and Photoshop. Yes PhotoDeluxe is there but there is not a DTP equivilant. I'd like to see Macromedia and Quark bring out a low-end publishing bundle aimed at inkjet users and black & white laser printers. The new Adobe K2 pack looks great but does it have to cost the same to be taken seriously? Why not make the basic package cheap but sell the plug-ins aimed at the professionals like colour seperations and advanced layout controls? Make the tech support Web-based or have a set number of support calls before you start charging if that's the reason they can't sell to the rest of us

Worms—its a cult PC game like Lemmings. Steve this is your first persuasion task.

K J
macavity@tinet.ie

. . .

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

APPLE CIDER, BY TOM IOVINO

RANDOM SQUEEZINGS FROM A MAC USER

Computers are very important tools.

Without computers, satellite telecommunications would grind to a halt. Stresses on building components would have to be calculated by hand, adding expensive labor delays during the construction process. The advances provided by medical diagnosis through the use of Magnetic Resonance Imaging would never have been realized without the computer…

Aww, the heck with all that. Let's talk about the thing most of us use our computers for in the first place…

Games.

Yeah, I know what you are thinking. "Tom, I only use my Macintosh for cost/benefit analysis of the future production of the soybean crop in the South/Lake District of Chile before investing in agricultural futures."

Sure you do. But, let's face it, once all the dry stuff you have to do is done, somebody in your family—perhaps even **you**—likes to crank up the latest first person shoot 'em up, lob laser-guided precision munitions at the 'enemy,' or pound the keys frantically trying to get all of those little multi-shaped blocks to fall in the right place making complete lines.

Hey, there's nothing wrong with playing computer games. It's a great release. Where else can you put on the guise of a fighter jock splashing bogies left and right or a Brigadier General commanding troops in the field? It's an excellent release after a long, stressful day of meeting work obligations, driving the kids to and from ballet practice, or scrubbing Hawaiian Punch stains out of your carpet.

Besides, doesn't it seem as if the folks who use Windows-based computers are playing Solitaire on theirs all the time? It's a shame that they only know about Solitaire, though. There are lots of cool games which are available for the PC market. Actually, there have been plenty of times when I have cast an envious glance at my PC-using friends who landed the latest and greatest games for their platform. Why was it that these designers were only producing PC versions of these great games?

The problem which has faced us Macintosh users has been the perception of our beloved Mac platform as being too small a market for game designers to cater to. Let's face it, if you are a start-up game designer, why would you try to develop for a market which the media says is not much longer for this world?

And, since these games were developed for the PC platform first, and were (much) later

ported to the Macintosh as an afterthought, they were clunky at best. My wife bought me a copy of Doom for the Macintosh last year, and I was not very pleased with the game play.

Of course, there have been exceptions to the rule. For instance, I remember picking up a copy of Tac Ops from Arsenal Publishing when my wife and I bought our first used Mac IIsi. There's nothing like commanding an Armored Calvary Division going against the OPFOR on a simulated battlefield. Retired Marine Corps Major Holdridge, the designer of the game, put a great deal of effort and forethought into this product, and it was just for the Mac. And, when we bought our LC 580, it came with a free copy of Marathon from Bungie Software. I was blasting the P'hor out of the Marathon with my standard issue .44 caliber handgun like crazy. And, it was only available for the Mac.

Apple floundered during the mid 1990s when dealing with game manufacturers. I can vividly remember when Apple brought out their Game Sprocket technology. It was supposed to be the technology which was going to make Mac the ultimate gaming machine. Spotty developer support, however, severely limited the efforts of game developers. And, thought the game developers, if it's going to be difficult to program games for the Mac, and there is a huge installed market of PC users out there, why don't I take the path of least resistance and develop my game for the bigger market?

Enter the iMac.

The multi-colored, cute computers with the translucent bodies have done a number of things which this former skeptic thought would be impossible. First, it has converted a number of PC users to the Mac platform. Second, it has grabbed a sizable number of folks who were buying their first computer and saw that, gee, Apple really isn't dead after all. And, three, it has encouraged many older-Mac owners to ditch their old machines and upgrade to the fun world of G3.

At first, Apple had underequipped the first generation iMacs for gaming. The graphics processor wasn't quite robust enough for the latest and greatest games. The VRAM was inadequate as well. This was addressed in the Revision B iMacs and the Second Generation 'Life Saver' iMacs which feature beefed up graphics support. Soon, people began to realize that these iMacs were not only cute and functional, but they made great game machines as well.

I am encouraged by the news that Apple has reinvested itself in the gaming market. I was heartened by Phillip Dyer's article "Apple's Money, Mouth Merge at GDC (Game Developer's Conference)". Apparently, Apple made a big push at this year's GDC, held in San Jose, California. According to Dyer, Apple was one of the largest presenters at the conference. This is a great sign, since so many game developers attend to get a feel for the market. A bigger Apple presence demonstrates that Apple is serious about pushing support for the gaming market.

The game market is vital for the Mac platform. I know several people who made the decision to go PC because, "They just don't have enough games for the Mac." I can pontificate as much as I wish about processor speeds, unified system architecture, and ease of use, but that will have no effect on these guys with the itchy trigger fingers.

And, since I have all of your attention…for all of you game developers who may have swung

by the *ATPM* site and are reading this, can you answer one question for me? Can you please explain why there are so few sports games for the Mac? I mean, OK, there's golf, and there's bowling, and even pool. But, what is wrong with developing a basketball game? How about a football game? Why is it that EA Sports or one of their ilk can't be persuaded to put out some games like these? I mean, with the NCAA Men's Basketball Final Four taking place down the road a ways from my house (OK, Tropicana Field is about 15 miles from my house, but who's counting?), I'm seriously looking to drop some monster dunks on the competition or tickle the twine from the perimeter. Since I'm only about 6 feet tall, have a vertical leap of about three inches, and my shooting percentage from the floor is about 3%, I'd like to take on the persona of some of the big stars of the college game and make myself feel better by dunking on my neighbor's nine-year-old son.

So, even though us serious Mac Users don't like to admit it, we love to sneak a game or two into our daily regime. All I can say is, "Play Ball!"

ABOUT THIS PARTICULAR

OPINION

THE PERSONAL COMPUTING PARADIGM, BY MICHAEL TSAI

iCab: A Web Browser You Can Like

Most people I know choose their Web browser based on which one crashes less often. Invariably, either Netscape Navigator or Microsoft Internet Explorer is ridiculously unstable, so they choose the other. Sad, but true. If you're lucky, the browser you prefer actually works reliably on your system.

Enter iCab, a new browser built by a small German company. (See **<http://www.atpm.com/5.03/icab.shtml>** and **<http://www.icab.de>** for more information.) iCab has been getting a lot of press lately, but opinions are divided. About half the people I've talked to think iCab is terrific. The other half seem to have no idea why people rave about it. This column will focus on answering that question.

I do not know of anyone who finds iCab unstable, even in its present preview state. It has never crashed or unexpectedly quit on me. I wish I could say that about the Big Two, which are significantly larger than iCab in both company size and disk usage. Netscape Communicator 4.5 takes up more than 20 MB on my system. Granted, it does a lot more than browse the Web, but that's all I use it for. Internet Explorer 4.5's folder uses about 5 MB, and it also puts several files in the System Folder (there are some code sharing reasons for this, but overall I think it's a bad idea). Further, IE 5.0 (for Windows) weighs in at 110 MB; we can only hope that they have better plans for the Mac version (which, apparently, is delayed until fall).

iCab 1.3 Preview uses a mere 2 MB. Both Netscape and IE require installers, although IE's is self-running. iCab needs only one file (the iCab application) to run. Back in 1984 people took this stuff for granted. Today it is a feature.

Is your Web browser a memory hog? Netscape Communicator uses about 8 MB of RAM. IE uses 4 MB in the Get Info window, but it also gobbles up your system's temporary memory. Although Microsoft has commented that IE releases memory when other applications need it, that has not been my experience. After a hour or so of surfing graphics-heavy Web sites in multiple windows, IE gobbles up more than 100 MB of RAM on my system, and I am forced to quit it.

What about iCab? It uses only 1400K of memory.

Even better, iCab is very fast at rendering pages. It's not fast enough to make one forget how slow Web browsers always seem to be, but it feels much faster than Netscape and IE, especially when rendering local files. This may change in the coming months as iCab Company adds support for Cascading Style Sheets and Netscape's display engine is replaced

with the new Gecko, however at present iCab is the speed champ in my book.

Features You've Come To Expect

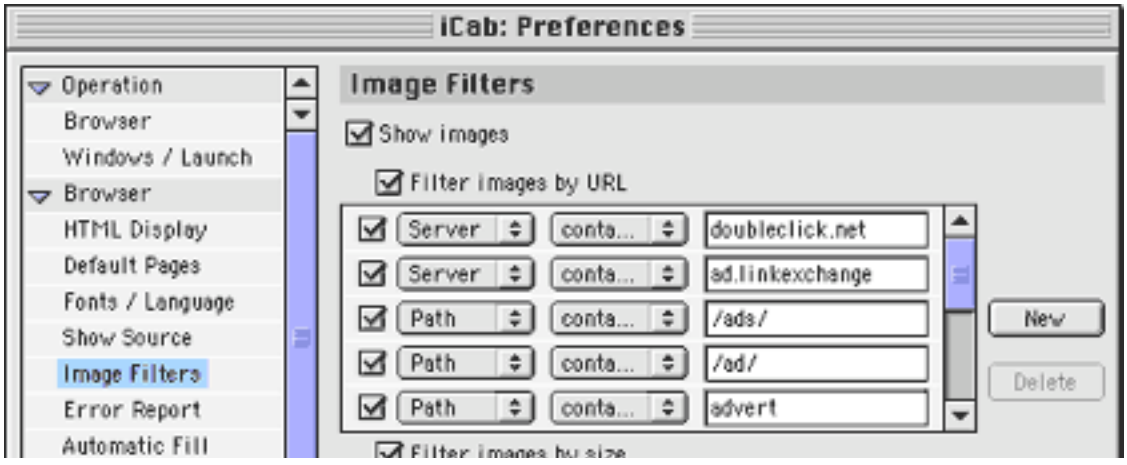
Of course, speed and stability are worthless if the browser is missing features you have grown accustomed to. iCab does not disappoint. It has a nice download manager that is very similar to IE's, supports the command-click shortcut for opening a link in a new window that I have been unable to live without since IE 3, has the usual support for bookmarks (called the Hotlist), and so on.

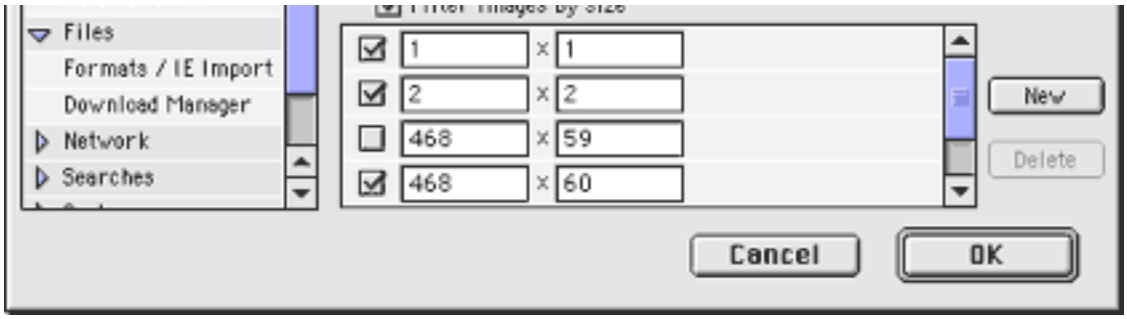
Like IE, iCab lets you download an entire Web site, however iCab gives you more options than IE, which only lets you limit the link depth; and unlike IE, iCab does not store the downloaded site in a proprietary format. iCab even has some of the new features from IE 4.5, namely support for auto-filling forms. However, it does not have the latter's Page Holder or Print Preview.

Innovation

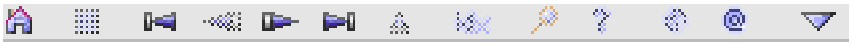
Maybe disk and memory usage don't concern you, and your current Web browser runs fast and stable. In that case, iCab would not be worth a look if it did not offer any extras. Luckily, it does.

iCab has great support for Web developers. Unlike Netscape and IE, if you save an HTML source file (in BBEdit, say) the open copy in iCab will automatically update without the need to click the Refresh button. The browser window includes a little face icon that smiles or frowns depending on the correctness of the page's HTML. Clicking on the face summons a list of HTML errors. You can even choose which HTML specification iCab uses to validate pages. Even though HTML authoring tools like BBEdit and Adobe GoLive have syntax checkers, Web developers will find iCab's validator useful because it can check the page after server-side includes have been inserted. Normal Web surfers can in turn see how the HTML of their favorite sites stacks up. I think they will be surprised at how bad some of it is. If iCab ever gains a significant market share, it may provide some incentive for Web developers to fix up their HTML. A rather humorous preference lets you control whether iCab simulates rendering bugs in Netscape and IE, in order to display certain pages "correctly."





Probably iCab's most controversial feature is its filtering. Like the WebFree control panel that has been around for a few years, iCab can filter which images are downloaded based on their URLs. It can also filter out images with certain dimensions. iCab comes pre-configured (but with filtering disabled) to block many advertisement banners. Since many sites (*ATPM* included) depend on advertisement revenue to provide their services, I'd prefer people didn't use this feature. Nevertheless, I have personally found it very helpful at speeding downloads when I'm on the road accessing the Internet through a modem. I doubt Microsoft or Netscape would ever include such functionality in their browsers.



My favorite innovative feature in iCab is the navigation toolbar beneath the URL box. This bar contains a slew of icons that provide access to meta information embedded in the <LINK REL> tags of certain Web pages. This information can include links to the next or previous page, the home page, the copyright notice, the "parent" page, and more. If every browser and Web developer supported this meta information, a good portion of the buttons and text links on Web pages could be eliminated. Instead of having to scroll and decipher cryptic image maps, users would always have quick access to the essentials of navigation on the navigation bar. The same buttons would work for every page, making the Web much simpler to navigate. The Web pages, meanwhile, would be free to devote a higher percentage of their space to actual content. Although these tags have been official since 1997 and were around long before that, they are not widely used because neither of the Big Two implemented support for them. If they ever become widely used, they will be a boon for users and may make possible a new generation of intelligent software agents that understand the link structure of pages.

Usability Improvements

In many ways, iCab works a lot like Netscape or IE, yet it manages to improve on them. You can set your preferred fonts for viewing pages in, and you can also set a preferred language and different fonts for headings and body text. Not only can you quickly increase or decrease the size of the display font from the toolbar, but you can also set its exact size without going to the preferences. The standard array of commands is available through contextual menus, however iCab also offers submenus listing links from the current page and subsections of the current page. The History works much like IE's, and iCab also uses a different icon to show which history pages currently reside in the download cache.

There is full support for accepting and rejecting cookies, as well as blanket rejection for whole domains. You can choose how iCab identifies itself to Web servers, masquerading as a

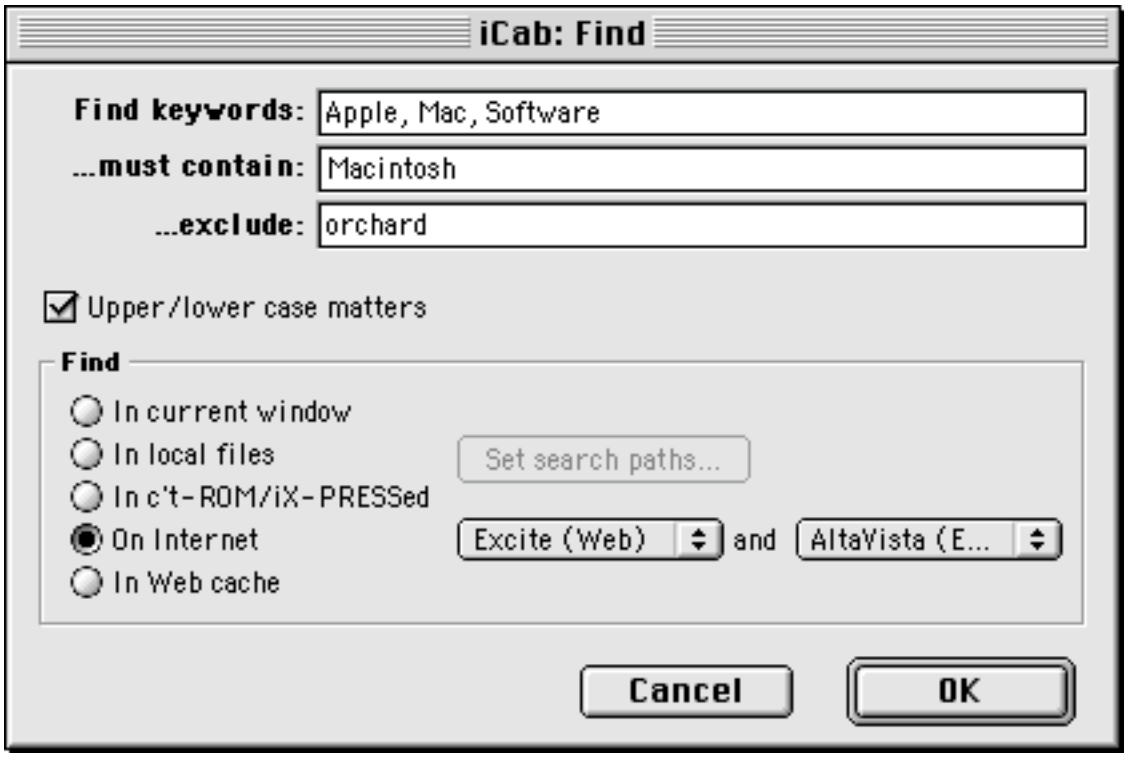
different browser for compatibility if necessary.

A neat feature lets you save logs of communication with Web servers. I imagine this feature was probably used internally by iCab Company for debugging, but Web developers may find it useful for testing out their servers.

iCab has the usual controls for managing its disk cache, however, it also lets you manage separate caches for Web pages and for images. Personally, I like to cache images, which rarely change, rather than HTML, which is often updated between my visits to pages.

As usual, you can view the source of an HTML page color-coded for readability. In addition, you can customize the colors of the different HTML elements, and edit the HTML in-place from within iCab. Alternatively, you can set iCab to always view the source in a helper application like BBEdit.

Whereas IE and Netscape have rudimentary support for finding text on a Web page, iCab also lets you search whole folders of local HTML files (useful for searching the HTML-formatted help files that many programs now provide) as well as simultaneously searching a collection of Web search sites, à la Sherlock. In addition to searching for strings of text, you can exclude or require certain words.



My favorite: iCab actually supports drag and drop in a sensible way. A much-touted feature of IE 4.5 is the ability to drag a translucent copy of an image to the Finder to save it to disk. But have you ever tried that with a large image? That can cause even a G3 to freeze for a second when you first start dragging, and the whole process feels incredibly slow. iCab simply displays an outline while you are dragging: less flashy but it works better. Similarly, it lets you drag text to the desktop (IE doesn't!), and when you drag a link to the desktop it makes an OS 8.5 URL clipping (usually what I want) instead of downloading the

link to disk. Just about any text you see in iCab-even HTML errors-is draggable. Use it too much and IE (which is already the smoother of the Big Two, in my opinion) starts to feel downright clunky.

So What's the Catch

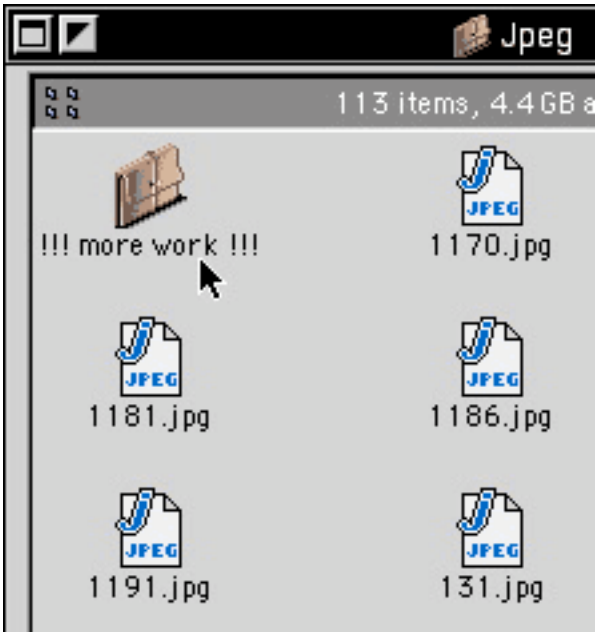
Whether iCab can replace your current Web browser depends on whether you require Cascading Style Sheets, JavaScript, Netscape Plug-Ins, or security certificates. As far as I know, none of these is currently supported (although CSS support is definitely on the way). The only other catch is that iCab will eventually cost about $25; however I think that is a small price to pay for one of the most important applications on your hard disk. I see it as a way I can vote for a standards-based Macintosh product, in the face of less-inspired loss leaders from the corporate giants. Although it is far from perfect, iCab is the first Web browser since Cyberdog that I actually like.

Shortly after writing a piece lamenting the lack of competition in the Macintosh software market, I am very encouraged by the scope and quality of work put into iCab. Perhaps it is still possible for two guys in a garage to overthrow entrenched standards. At the very least, we now have evidence that speed and stability are not the only areas where Netscape and IE can improve.

BY JAMAL GHANDOUR, jghandour@atpm.com

Batch Processing

“Deadline…today!” If, like me, you are familiar with that sentence then you will definitely appreciate this month’s column about batch processing images in Photoshop. The batch processing concept is simple: your “steps” to one image are “recorded” and then “played” again on any number of targeted images. (Those of you familiar with actions might have noticed the evident similarity; this is because Photoshop utilizes actions to accomplish its batch processing.) How effective is batch processing with Photoshop? Quite effective actually. Although the batch process takes a little while to set up, the results are astounding, saving loads of time.



Convert 113 RGB JPEGs to CMYK PICTs? No problem!

Now, let’s see how it works:

1. Place all images to be batched in one folder (which we will call “2b-batched” for explanation sake).

2. Figure out what exactly you want to do with the images. (Crop, convert format or color, etc.)

3. Break up the process. Basically, what you should always keep in mind is that the

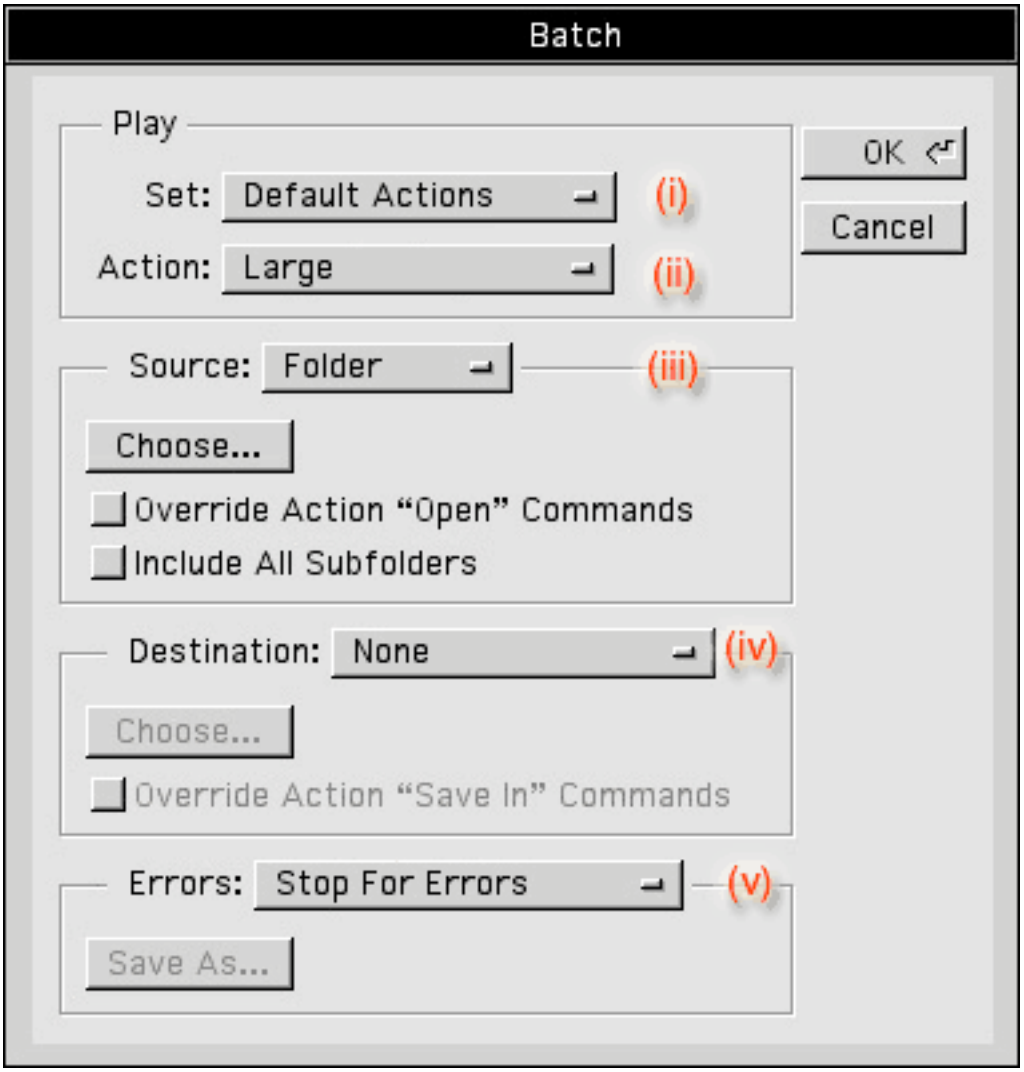
computer is very stupid. You can not assume that, just because you know what to do, the computer does too. So, a simple image resize consists of the following steps:

1. Open file
2. Choose “Image Size..” from under the “Image” menu
3. Type in pre-saved numbers
4. Save
5. Close

This makes much more sense to a computer.

4. Record an action with your resulting steps (you can override “Open file” and then activate the Override Action “Open” Commands check box in the batch process window).

5. Select “Batch…” from the “Automate” submenu of the “File” menu.



i) The name of the set where your action is saved.

ii) The name of the action to be executed.
iii) The location of the folder to be batched (in this case call “2b-batched” folder)
iv) The location of where you want the resulting images to be saved.
v) Error control.

With the above steps finished, all you have to do is select the “Ok” button and watch the computer do your work for you.

A word of advice: **never** under any circumstance show this to your boss or you will end up fired :-)

ABOUT THIS STUFF

SHAREWARE ROUNDUP BY WILLIAM LOVETT, wlovett@atpm.com

Navigation Assistants

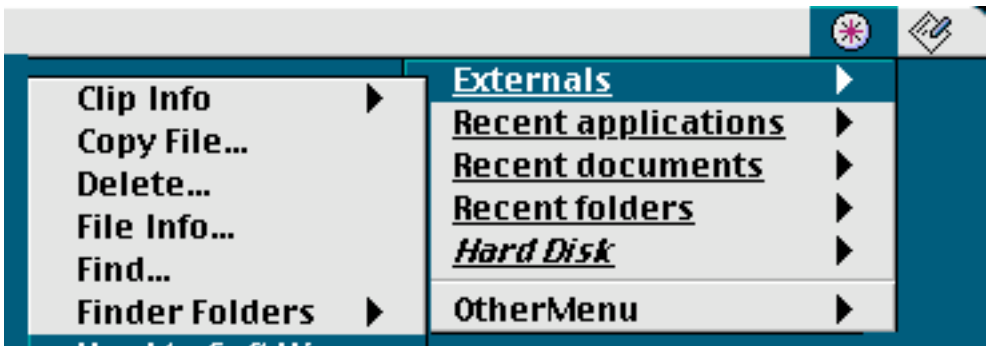
Whether it's a 12 GB G3 or an aging 68K with barely 100 MBs, tunneling through your Mac's hard drive can be a nightmare of repetition. Need to look at your Netscape plug-ins folder? The click path probably goes something like Hard Disk, Internet Folder, Netscape Folder, Plug-ins. Want to trash a few preferences files? Hard Disk, System Folder, Preferences. Over and over, you follow these same steps to get to the same destinations, making the click sequence a digital mantra. The more organized you get, nesting folders within folders, the more tedious this process can become.

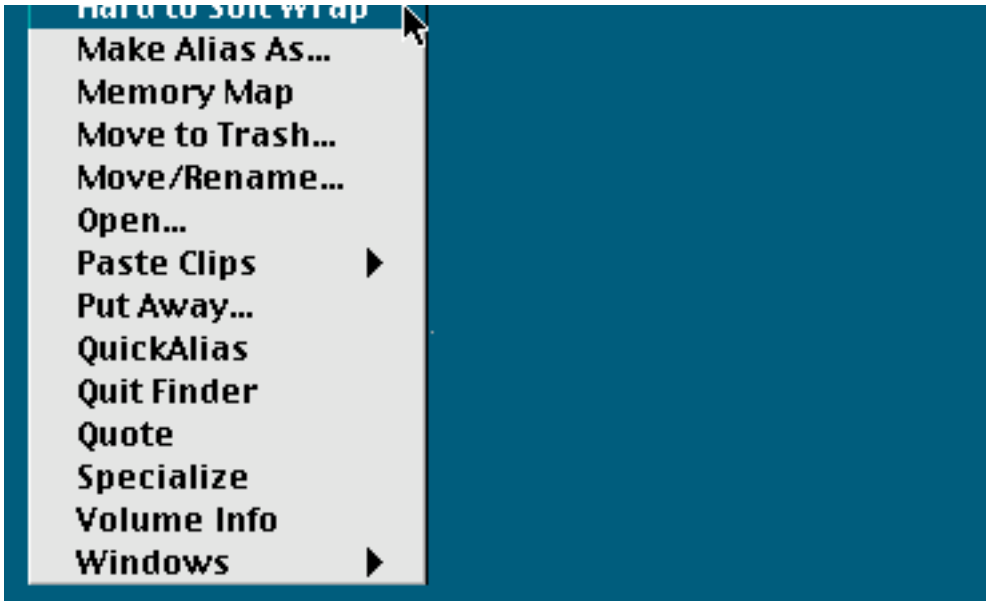
But it doesn't have to be this way! This month, we stop the navigational madness and present you with five ways to bring the furthest nooks and crannies of your hard drive within a two-click distance of the desktop.

OtherMenu 2.0.1

Download Size: 340K
Requirements: Compatible with System 7 and later
Author: James W. Walker
Web: **<http://members.aol.com/jwwalker/index.html>**
Shareware Fee: $10

This extension adds a menu to the top of your screen that offers hierarchal access to your hard drive. By itself, that wouldn't be too interesting, since you can achieve the same effect by putting a few folder aliases in your Apple Menu Items folder, or even a single alias for your entire hard drive. OtherMenu's Recent Applications and Recent Documents folders are similar reinventions of the wheel. But OtherMenu has plenty more to offer.





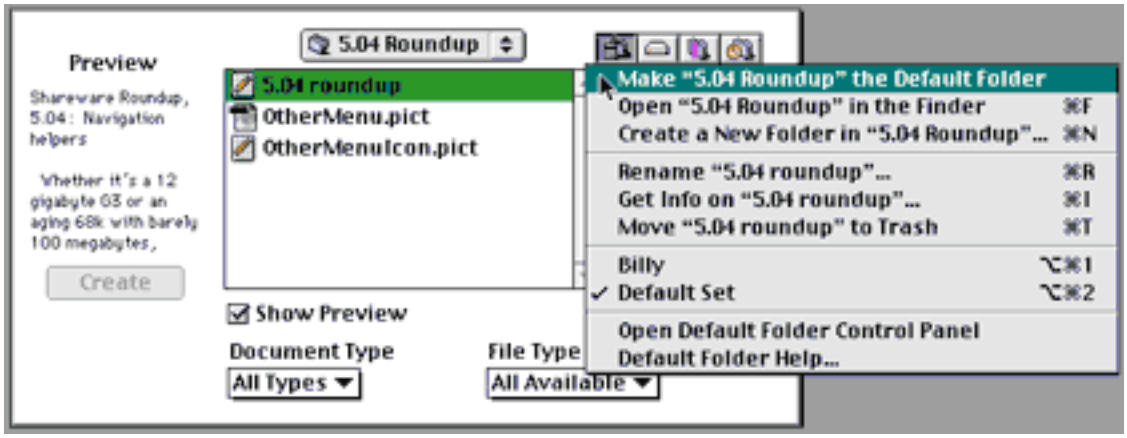
The disadvantage of using folder aliases in your Apple Menu is the clutter factor—to get to them, you have to maneuver around the other stuff in the menu. Since it's devoted to displaying your files, OtherMenu gives you as much menu space as you need. And there are perks. Insert a floppy or Zip disk, and it will automatically appear in the menu. OtherMenu can display aliases to your most frequently used folders, or you can use the self-updating "Recently Used Folders" item instead. Get info about any menu item by holding down the "i" key (which can be changed according to your preferences). OtherMenu is even accessible from within Open and Save dialogue windows.

But wait, there's more! OtherMenu also comes with 28 "Externals," tiny programs that perform single, simple tasks without all the hoopla of a full scale application. "Paste Clips," for example, lets you store 10K of text so you can paste it anywhere and anytime you like. "Hard to Soft Wrap" may come in handy if you need to rewrap a few lines of text. Most of the externals duplicate features of the Finder, such as making aliases or throwing something in the trash, but you can get rid of the ones you don't need.

Default Folder 3.0.1

Download Size: 913K
Requirements: System 7 or higher, including Mac OS 8.5.1
Author: St. Clair Software
Web: **<http://www.stclairsoft.com/>**
Shareware Fee: $25

Most Open and Save dialogue windows leave a lot to be desired. With flagrant disregard for your computing habits, they make you click through the same folder pathway over and over, even if you end up in the same place each time. Default Folder fixes that by watching where you go. More than just returning you to the last place you were when you opened or a saved a file, though, it offers quick access to a "favorites" menu where you can store your most frequently used folders for quick keyboard-shortcut access.



The more time you spend customizing Default Folder, the more useful it will be. If you install it and then forget it, your enhancements are limited to a list of recently-used folders, the "rebounding" feature, and the ability to click on a currently open window in the background and have the Open or Save dialogue automatically jump there. That's a big step from the plain vanilla capabilities of normal dialogue windows, but an even bigger step comes when you start building your favorites menu and tell Default Folder to bring you to different folders **by default** according to which application you're in. If you still need more customization power, Default Folder gives you the option of creating multiple folder sets. Each set maintains its own favorites menu and collection of default folders, so you can switch from one to the other on the fly depending on the task at hand.

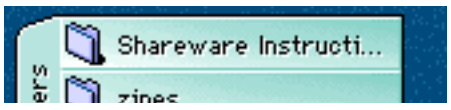
Default Folder is marginally cheaper than the commercial product ACTION Files from Power On Software ($29.95). Both products target the same weaknesses in Open and Save dialogues, but Default Folder may be all you need. Unlike Default Folder, ACTION Files brings almost all the abilities of the Finder into every instance of opening or saving, and still gives you many of Default Folder's features. For maximum file access, ACTION Files is a definite consideration. In terms of practical usage,though, you're probably better off with Default Folder.

Drag Thing 2.6

Download Size: 2.3 MB
Requirements: System 7.5 or later
Author: James Thomson
Web: **<http://www.dragthing.com/>**
Shareware Fee: $15

Instead of relying on menus to get you where you're going, DragThing acts as a docking station for folders, files, and URLS. This unobtrusive application is a great way to keep your Desktop uncluttered, while at the same time giving you clickable access to as many things as you want.

DragThing consists of a Process Dock and as many Application Docks as you want. The Process Dock



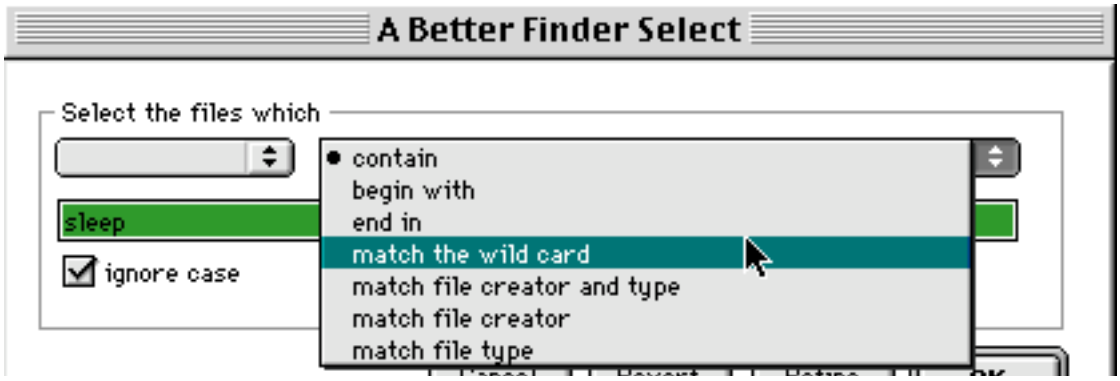
shows you which applications are active à la OS 8.5, and you can switch from one to another from the keyboard. The Applications dock, on the other hand, is a much more unique. When System 7.5 was all the rage, many Macs had a control panel called Launcher that let you launch your favorite applications and documents from a customizable palette. DragThing builds on this idea and takes customization to an entirely new level.

From color schemes to sounds to the way the window is drawn, DragThing lets you control almost every aspect of its behavior. With a little experimentation, you can make its presence almost completely transparent. When minimized, the dock shrinks to a small rectangle that will likely get buried under the windows of other applications. But once you switch back to DragThing and click on the dock, you have access to a multilayered grid of buttons that can automatically close the dock when they are clicked. The result is a window that's there when you need it, and invisible when you don't.

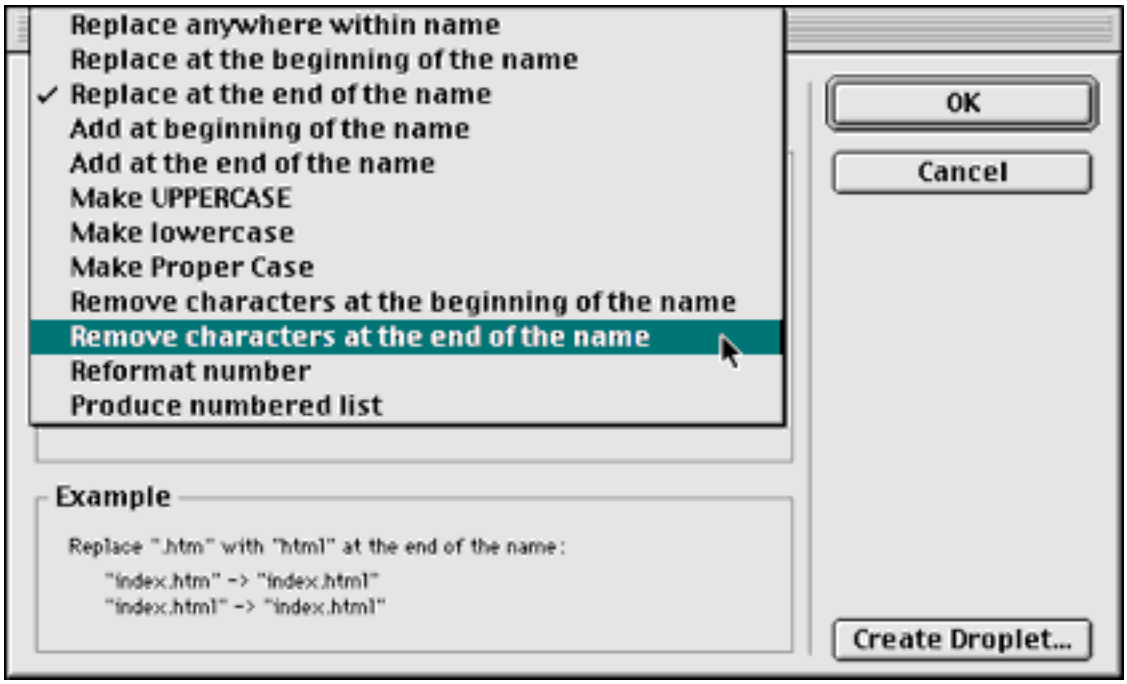
As an application, DragThing is less likely to cause problems on your Mac than an incompatibility-prone extension or control panel. But it also means you'll have to introduce it to your Startup Folder, or get into the habit of launching it. Which, considering its purpose, would be counter productive. If you hate menu surfing and know that you were born to click, DragThing will serve you well. You just have to set it up so that it fits you and your Mac just right.

A Better Finder Rename/ Select/Creators & Types

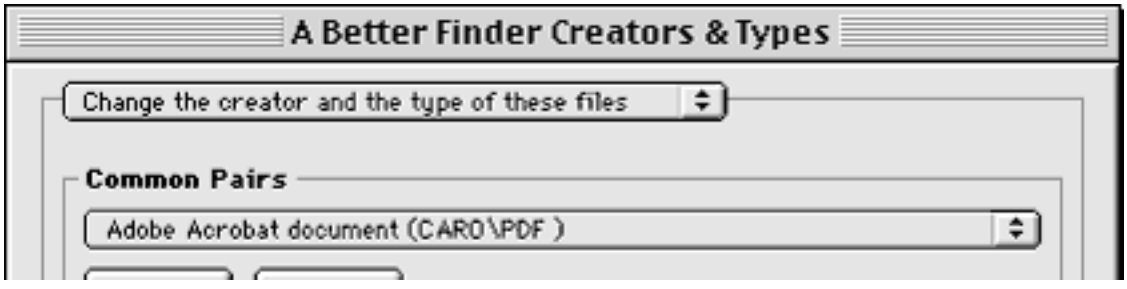
Download Size: approximately 800K each
Requirements: Mac OS 8 or later
Author: Frank Reiff
Web: **<http://www.publicspace.net/ABetterFinderRename/>**
<http://www.publicspace.net/ABetterFinderCreatorsAndTypes/>
<http://www.publicspace.net/ABetterFinderSelect>
Shareware Fee: $10 each, $25 for all 3

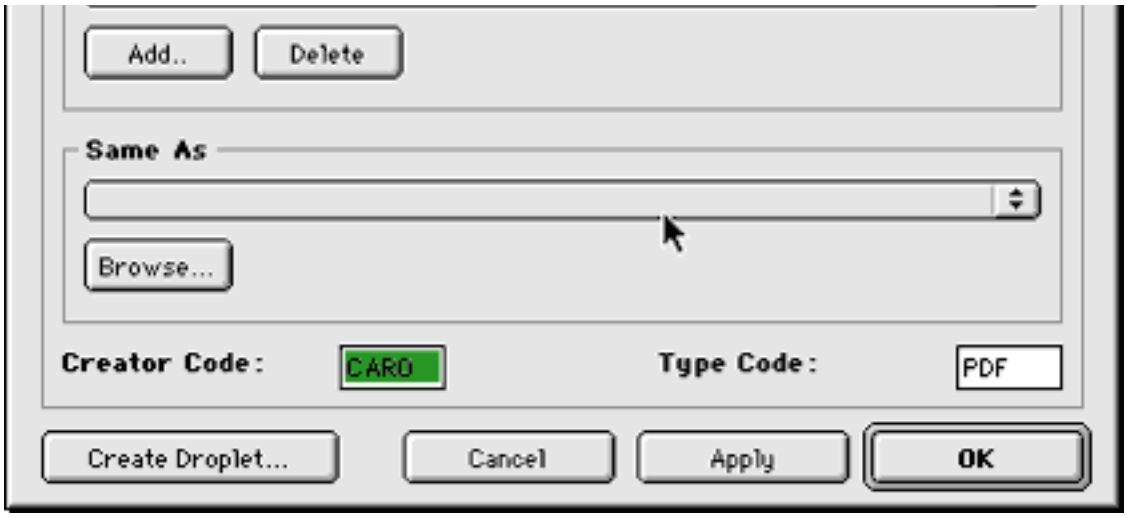


This trio of contextual menu plug-ins can be a blessing for webmasters or anyone who works with large numbers of files at a time. A Better Finder Select brings the searching power of Find File to the contents of a single window. It allows you to select a group of files according to specific search criteria such as name, file type, or creator, rather than shift-clicking them one by one. From there, you can use ABF Rename to change all of their names in one fell swoop. Files with .htm endings can be changed to .html, for example, or the word “old” can be inserted at the beginning of each one. New in version 1.7 is the ability to create ordered lists of files—image001, image002, image003, and so on. Finally, ABF Creators and Types offers access to the four-letter codes that help the Finder identify a Preferences file as a Preferences file, and not a Microsoft Word document. If you’ve ever downloaded a PDF file and been frustrated by the fact that it didn’t shed its generic icon until you manually opened it from inside Acrobat, this plug-in will let you correct the problem. The Finder will correctly recognize the file, and you’ll be able to double click it as you would anything else.



Because their features are useful primarily when you have to do the same thing to several files at once, the average user may find that these utilities are something to install and then forget about. Even so, you’ve still got the power at your disposal, should you need it later on down the line.



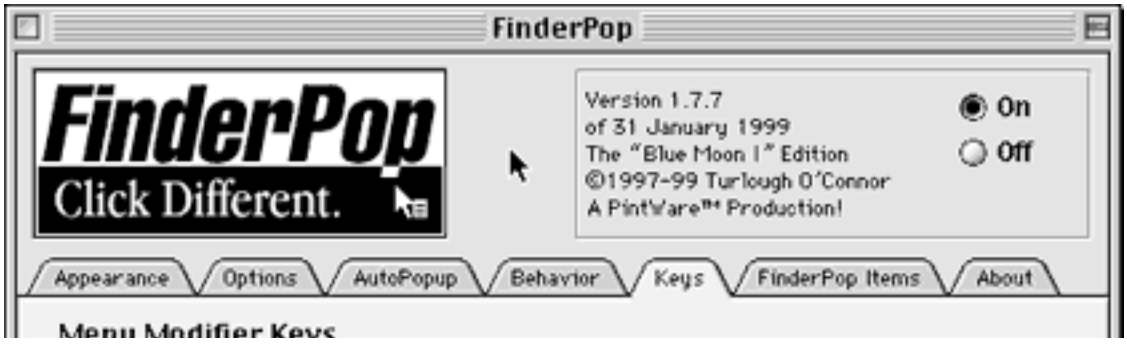


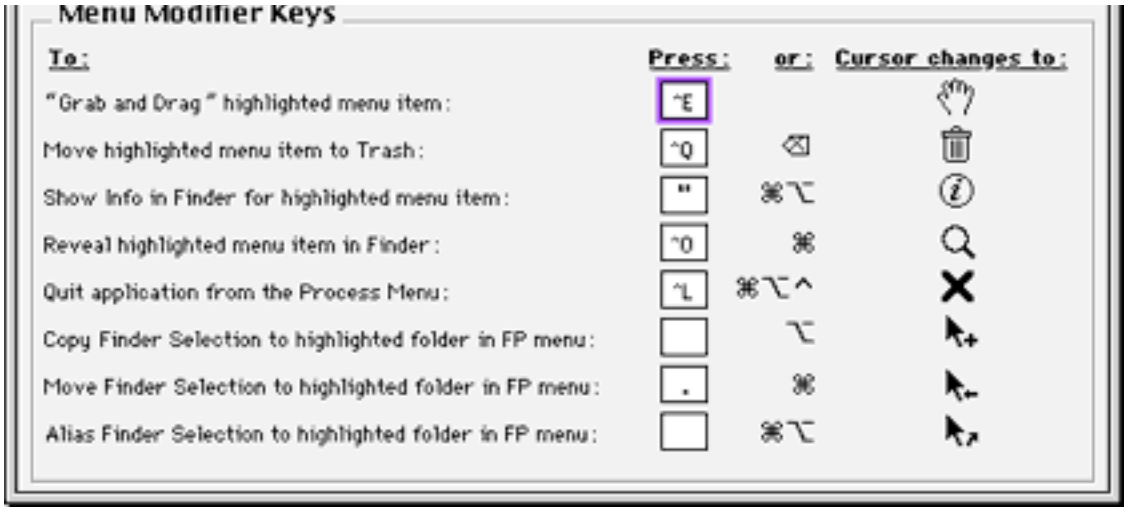
FinderPop

Download Size: 246K
Requirements: Mac OS 8 or later
Author: Turlough O'Connor
Web: **<http://www.finderpop.com/>**
Cost: $8 (optional)

If you download only one of the programs from this month's roundup, make it this one. A Mac without FinderPop is a Mac that isn't having any fun.

FinderPop lets you access your contextual menus without coordinating your mouse click with a jab at the Control key. Instead, you just hold the mouse button down for a definable amount of time and the contextual menu appears by itself. From there, you can switch to another application via the "Processes" menu, switch among the open windows of the current application, and tunnel through the contents of your hard drive as you would using OtherMenu. FinderPop also lets you add folder aliases to your contextual menu, and then interact with their contents. Beyond opening a file by selecting it from a menu, you can also move it to the trash, drag it into another folder, copy it, get info about it, or do just about anything else with it. With FinderPop, you can truly work with your files without ever leaving the world of pop-up menus. And lest we forget those Open and Save dialogues, you even get submenus within the folder list. It's menu madness!





FinderPop is a continually evolving control panel. It's creator, Turlough O'Connor, has been known to crank out a newly improved, bug squashing version ever six to eight weeks. Best of all, paying for FinderPop is optional! If ever a piece of shareware deserved payment, though, this one is it. Version 1.7.7 fixes some bugs, but created a few new ones in the process.

ABOUT THIS STUFF

REVIEWED BY EVAN TRENT, etrent@atpm.com

AppleShare IP 6.1

Product Information
Published by: Apple Computer, Inc.
Phone: (800) 293-6617
Web: **<http://www.apple.com/appleshareip>**
List Price: $999 (50-user license)

System Requirements
Apple Power Macintosh or Apple Workgroup Server
or a 6500 series computer with a 603e processor.
Mac OS 8.1 (Mac OS 8.5 recommended)
48 MB RAM minimum, 75 MB of disk space minimum

A Mac, A Server?

Traditionally speaking the Macintosh has made for a lousy server. Much of this is attributed to the antiquities of the Macintosh operating system, which, in contrast to an operating system such as UNIX, prevents the Mac from performing well as a server. True, solutions such as WebTEN have circumvented the Mac OS and, in the case of WebTEN, yielded better Web serving results on the Power Macintosh than on most any other computer. However, up until recently Apple's server solution, AppleShare, was inadequate for anything but a small network of Macintosh computers desiring to share files among one another.

AppleShare IP changed all that; upon releasing version 5.0 of the AppleShare server software, Apple renamed the package AppleShare IP and added a lot more than simply a new name. Since then AppleShare IP has seen one major upgrade, to version 6.0, and another minor update to 6.1. Version 6.1 of ASIP is truly remarkable in many ways. In many respects it has smashed Apple's reputation for being unable to deliver a serious server solution. However, in order for ASIP to be taken seriously by the networking world at large, Apple needs to add some features and fine tune certain elements.

A Jack of All Trades

ASIP is an all-in-one package, which is to say that it provides HTML, SMTP, POP3, IMAP, Finger, NotifyMail, AppleShare (via AppleTalk and TCP/IP), FTP, and Print Server (again, via TCP/IP or AppleTalk), DNS, and Windows File Sharing services...quite an ambitious work load. ASIP ties all of these services together using seven (or eight if you

include MacDNS) applications in total: AppleShare IP Manager; Web and File Server, its admin application; Mail Server, its admin application; the Print Server and its admin application. The admin applications provide the administrator with a number of settings for each service. The actual server applications themselves can run as faceless applications (with no windows open) but also offer a number of nice monitoring devices for administrators. Both the server applications and their admin counterparts run as OpenDoc components. I am still not quite sure why this is, and Apple hasn't said much about ASIP and OpenDoc, but it was interesting to discover that ASIP does require OpenDoc to run.

Setting Up a Server

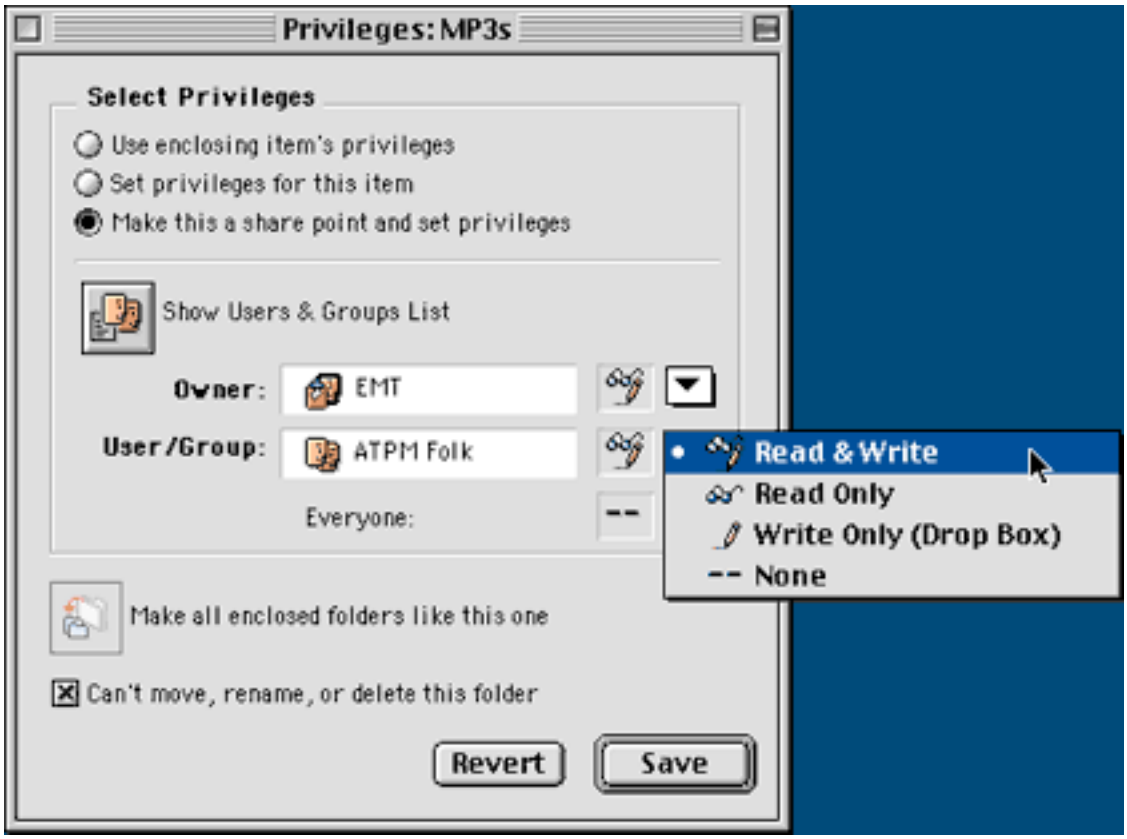
AppleShare IP 6.1 requires a PowerPC processor, from the 601 up through to the G3. Speaking from my own experience with ASIP, a G3 makes a big difference in performance over even a very fast 604e, particularly for the file server. Most of the other services are not as obviously affected by a faster processor. I ran ASIP on a 240 MHz 604e off of a 60 MHz bus for several months and performance was good, but once I upgraded the server to a G3, performance nearly doubled for file services. Part of this is attributed to the SCSI bus, but Apple has reported that the G3 processor dramatically increases file serving performance, even for comparable SCSI buses, over previous PowerPC chips. ASIP requires 48 MB of RAM with virtual memory, or 64 megabytes of real RAM. Running ASIP with virtual memory on is an incredibly bad idea and will yield sub-par performance. With RAM being so cheap these days, I recommend no less than 128 MB of RAM for an ASIP server.

In terms of setting up the server, ASIP couldn't possibly make life easier. There is a setup assistant which holds the user's hand through the process, and in a few moments most anybody can have a server up and running. There are a number of options in the various admin applications which need to be tweaked for a user's particular setup, but these are very simple and well documented parameters. Generally speaking ASIP gets a perfect ten in the ease-of-use and setup department.

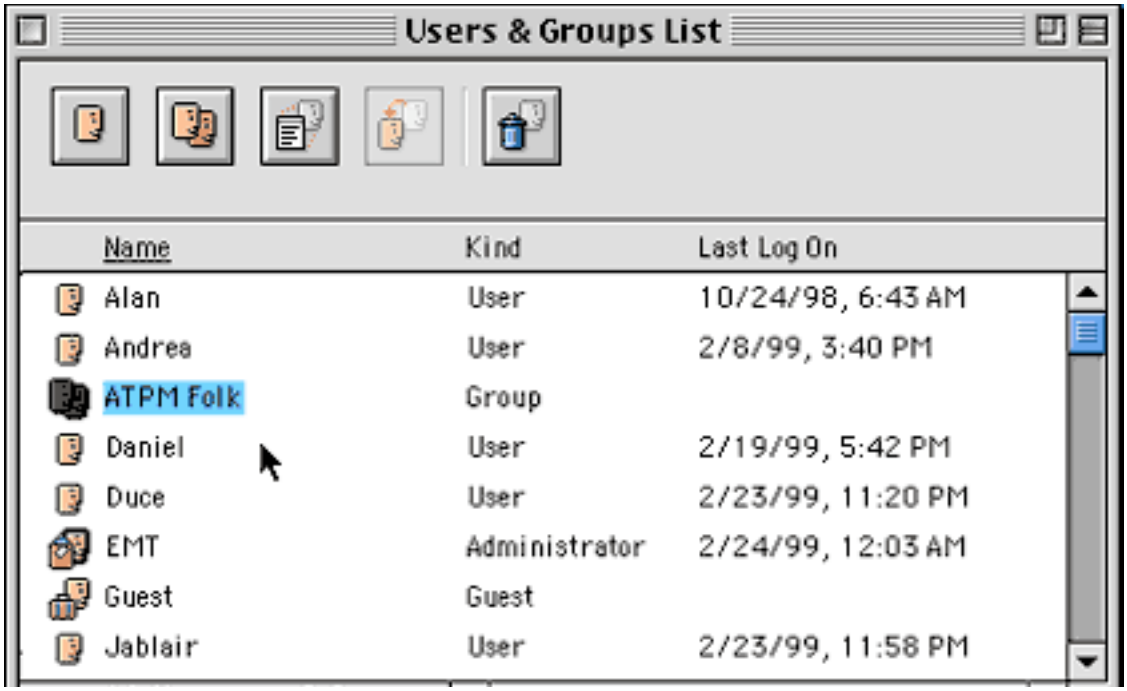
AppleShare File Sharing

Undoubtedly one of the primary reasons an administrator would take interest in ASIP is because of its ability to provide speedy file sharing services. In this arena, not surprisingly, ASIP shines. Not only is AppleShare file sharing fast, but it is easily configurable and well implemented. Even pre-OS 8 users can access HFS+ volumes that are served up by ASIP, which is slick.

Administrators define Share Points, which are the directories or volumes which clients will mount on their desktops as remote volumes. Even removable volumes such as CD-ROMs can be defined a share points, which is cool. I was even able to connect to CD switchers and share all the CDs in these switchers (eleven total) via ASIP (for more information on CD sharing, see **<http://www.milesapart.com/>**).
Aside from share points, privileges may be assigned to any file or folder on any of the server's volumes. The administrator can access any file on any of the server's volumes, but he may restrict access for users and groups as he or she sees fit. The distinction between a Share Point and a restricted item is subtle but important and I particularly like this model of privilege allocation.



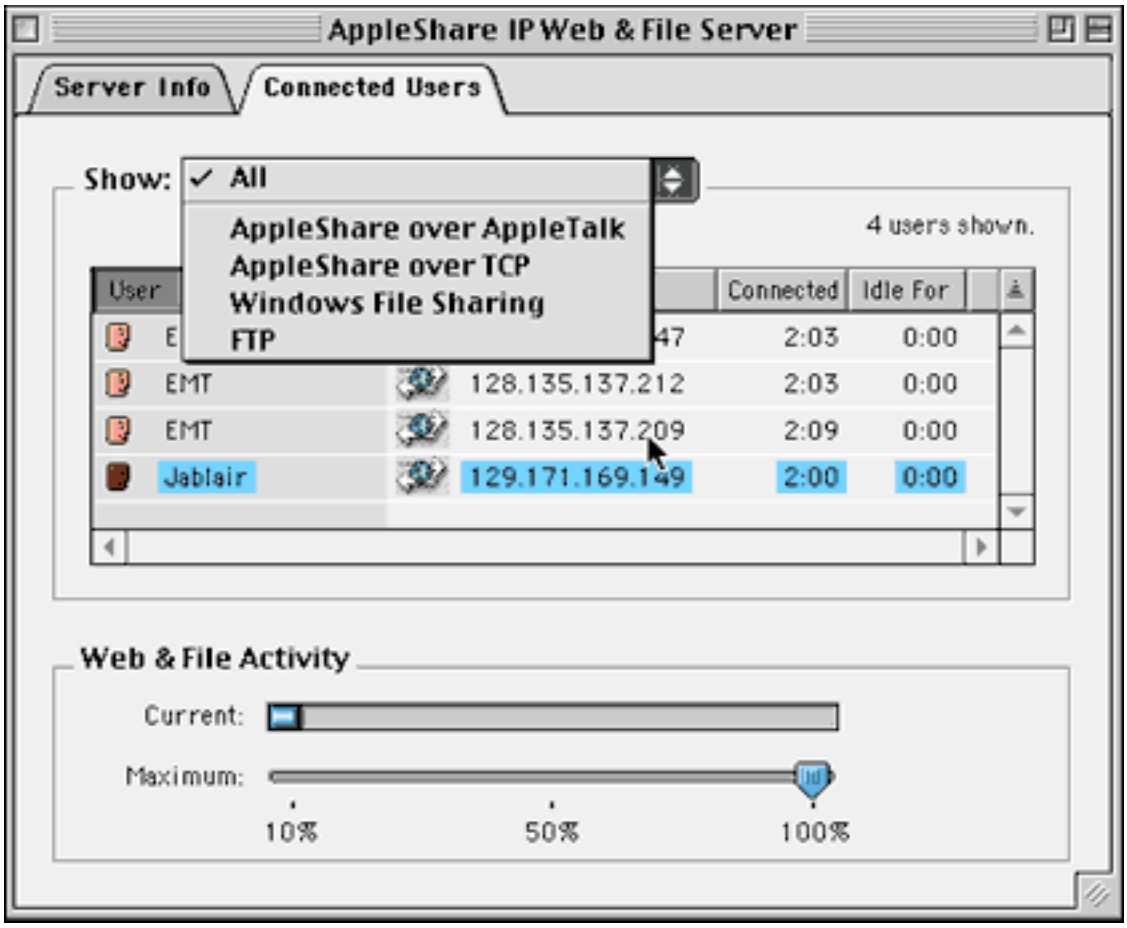
There is a global set of users and groups which are defined in the Web and File Admin application, along with Share Points. Users and Groups are defined for all services, which is to say that there is one central users and groups database, which all the services (mail, FTP, web, AppleShare, etc.) tap into when necessary. This makes administrating the server considerably easier that it could be if a separate FTP and Web server were run on the same machine, for example.



The file server is pretty smart as well. First of all, it always tries to establish the connection between the client and server via TCP/IP, even if the users goes through the Chooser and connects via AppleTalk, because TCP/IP is much faster than AppleTalk. Another nicety: if a user copies a files from one shared volume on an ASIP server to another, the files will be transferred directly on the server itself and will not go through the client. This is, of course, the way it should be, but it's still very cool that Apple has implemented this functionality.

The file server performs very well, outperforming NT when both the server and clients are running OS 8.5.1, over a 100Base-T TCP/IP network, according to Apple. Generally speaking I found that the performance was excellent, limited only by the SCSI bus of the server itself, over a 200 Mbps full duplexed 100Base-T network. This is to say that purchasing a good SCSI card and a fast drive is essential to truly yield the performance ASIP can provide.

Windows File Sharing support is included in ASIP's file serving abilities. I was able to test this in a few PCs with both Windows 95 and 98, and it worked quite well. ASIP's ability to facilitate Windows users is a big selling point and enables ASIP to function as a cross-platform server, particularly because making non-Mac or non-AppleShare servers work with Macs can be an issue.



AppleTalk Multihoming is supported as well. This means that you can stick three Ethernet cards in your server, and use all four Ethernet ports (three plus the internal Ethernet connector) all at once for incoming AppleTalk client access. In other words your server can perform as a router, sort of. Separate branches of the network can be plugged into each Ethernet card and they will all have access to the file server and the print server via AppleTalk. This is a nice feature, particularly because ASIP will even do it for LocalTalk networks, so you can bridge an Ethernet and LocalTalk network via Multihoming; both the LocalTalk and Ethernet branches of the network will have access to the file server, with no additional hardware. Very slick. ASIP supports up to four Multihomed ports in total, Ethernet and/or Localtalk. My only complaint with Multihoming is that the print server doesn't multihome, it is only accessible to clients connecting through the server's primary network interface (whatever is chosen under the AppleTalk control panel).

So what's the verdict on the file server? It gets exceptionally high marks from me. I think it's the strongest suite in the package. This is hardly surprising considering that AppleShare was originally nothing more than a file server. So Apple has had some time to perfect these services, and I believe that they have done an exceptional job. The only thing I wish the file server provided is logging, particularly for file transfers and user logons/logoffs.

Web Server

ASIP provides a solid Web server as part of its numerous offerings. Apple includes a default Web folder and a handful of cute HTML files to get you started. The path to the Web folder can be changed, as can the name and path of the homepage HTML file. Version 6.1 has added support for multiple domains, so users can setup a server which has multiple Web sites for multiple domains, all served from one machine. Essentially, one achieves this by defining the path to the homepage for each domain.

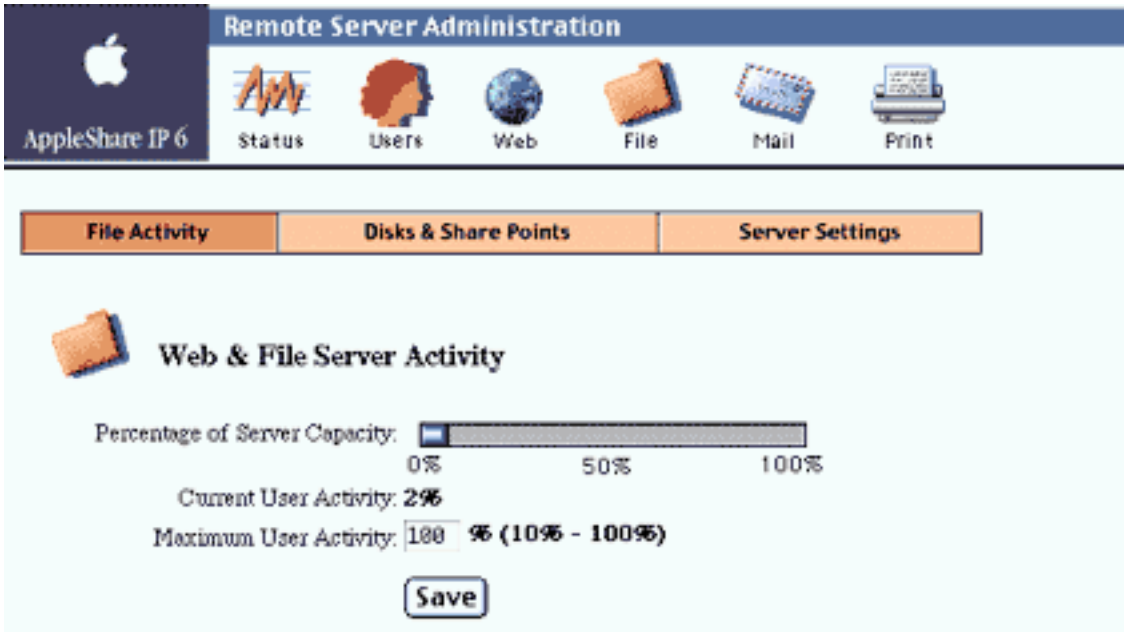
The performance of the ASIP Web server is on par with WebStar, but honestly I have no hard data to compare its performance to WebStar, WebTen, or NT. Suffice it to say that it is more than adequate for most small or medium sized networks. I can only imagine a large user base connecting over high bandwidth lines bringing the ASIP Web server to its knees.

Configuring user access and privileges is slick: just pick a folder, assign privileges to users and groups as you would with the file server. Users will then be presented with an authentication dialog upon attempting to access that directory via a Web browser. Apple has made it a matter of a few mouse clicks to set up drop boxes, read-only directories, and other such restricted directories.

The Web server can execute CGIs and ACGIs, which can be AppleScripts, applications written in C/C++ (or another langauge) which use AppleEvents, or Perl scripts sent out to MacPerl. CGI performance is not stellar for AppleScripts, although OS 8.5.1 does help to speed things up. Making Perl scripts which were written for UNIX work with MacPerl can be a nightmare, but that's not Apple's fault. Generally speaking Apple has provided an open-ended Web server. WebStar API–compatible plug-ins can be used, and it is easy enough to link up to FileMaker using Lasso or some other solution.

One cool thing Apple has included is the Upload CGI, which enables a Web users to upload files to the server from their browser. It's very snazzy and easy to implement.

Without question, the coolest feature the Web server provides for is remote administration. An administrator can carry out almost every function and tweak nearly every server setting from most any Web browser. It's a very nice feature that some of the virtual servers I have dealt with in the past have offered.



Overall the Web server is solid, but it could be better. For example, there is no support for server side includes at all. This is entirely lame on Apple's part. Also, Apple provides no CGIs to deal with form input or even the most basic interactive Web site tasks. How hard would it be for Apple to put together a simple CGI to mail out form data from a Web form through the ASIP mail server? I bet it would take them a lot less time than it would take me, or your average ASIP administrator. There is very limited logging as well. There are logs but they don't offer all of the tracking and statistical breakdowns I would like to see.

FTP Services

Also included in the Web and file serving package is an FTP server. There are no settings for this server, although greeting messages can be customized for FTP users. Providing for FTP access is helpful in many respects. First of all, for low bandwidth connections (such as an analog modem) users will experience snappier responses via FTP than they will via AppleShare. The reasons for this are fairly obvious. For example, via AppleShare the operating system must download icons and other directory information every time a folder is opened, whereas via FTP this is not an issue. Also, while ASIP does offer Windows File Sharing support, often times FTP is the easiest way to deal with cross platform file transfers, and certainly is the easiest way to support an otherwise unsupported operating system such as BeOS or OS/2, neither of which would be able to mount an AppleShare volume directly.

The FTP server does provide for some logging, and generally speaking it is adequate. I wouldn't mind being able to configure things a bit differently. For example I would like to have a specific directory dedicated to anonymous FTP users, and another directory for

registered users. However ASIP doesn't really provide for this. Or more accurately, it does provide for these settings, but they must mirror the AppleShare file server settings exactly. There are no independent settings for FTP. It might be nice to set things up a bit differently for FTP users from time to time.

Going Postal

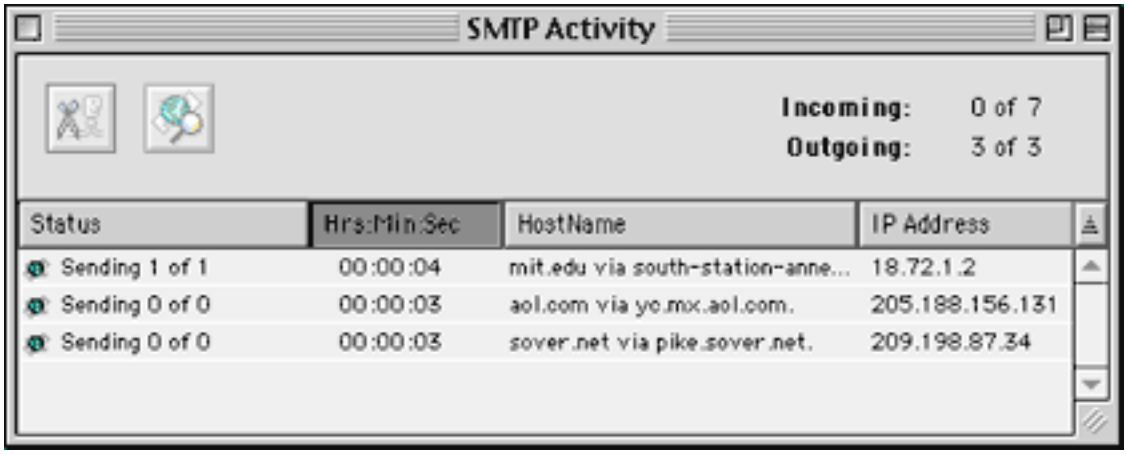
AppleShare IP also offers a mail server, complete with POP3, IMAP, PASS, APOP, Finger, NotifyMail and SMTP support. Most of my experience with the mail server is with POP3 and SMTP, but from what I have heard and seen, IMAP support is well implemented. The POP3 support is solid, and provides for APOP support, which is very nice. The SMTP server is brisk and has worked very well for me. At present I use it exclusively for all my outgoing mail, particularly because my local ISP imposes a strict limit on attachment sizes, which can be a real pain. Furthermore, I run a listserv on another machine on my LAN, and my local ISP would yell at me for the traffic with which I would be flooding their SMTP server.

All in all I have found the mail server very reliable, fast, and extremely useful. All POP/IMAP accounts for the mail server are generated through the Users and Groups console in the Web and File Admin application. A user can be set to POP3, IMAP, or both, the latter of the three options providing for the most flexibility. ASIP offers the option of using an alias for e-mail addresses, such that the user with logon name Evan might have the email address etrent@mydomain.com rather than Evan@mydomain.com. I imagine this might prove useful for folks who like to log onto servers with the handle Slothman but don't want their boss to get upset when people are e-mailing Slothman@motivation.com for info on the latest set of motivational seminars.

A feature I was surprised to find implemented in ASIP's mail server is support of NotifyMail. Administrators can switch NotifyMail on selectively for any user. For those readers unfamiliar with NotifyMail, it is an extension which listens on a specific TCP/IP port for new mail and when new mail arrives the user is alerted in some fashion. NotifyMail is very cool because it will talk to a number of popular e-mail clients and tell them to get mail when new mail has arrived, which means that you need not set your email client to check every five minutes, which can hog your CPU and slow down your net connection intermittently. NotifyMail is intended for use with full time Internet connections, not dial up connections. For full time Internet access NotifyMail can be truly useful; for readers who wish to read more please see:
<http://www.notifymail.com/Products/NotifyMail/notifymail.html>

ASIP's mail server also provides for some nice anti-spamming features, as well as a fairly sophisticated set of SMTP parameters for dealing with various hosts. For example, messages can be relayed through hosts, blocked from hosts, allowed from hosts only if they are for local recipients (i.e. prevent relaying through your mail server), or all messages from a host can be blind carbon copied to an email address. There are other options as well, and Apple plans to implement even more anti-spamming options in the future, so I've heard.

The mail server also has an option which allows the administrator to set all of a user's incoming mail to forward to a specified address, which can come in handy for temporary situations, or simply for aliasing purposes.



Overall the mail server is very good. It has most of the features needed, is zippy but not overwhelmingly so, and provides for a number of protocols, including the elusive IMAP, the somewhat obscure (but very cool) NotifyMail, and APOP encryption for POP3. As with the rest of ASIP, logging could be better, but it is decent. Status displays are snazzy and provide for good monitoring of server activity. The mail server is certainly the second strongest suite in this package, taking a close second behind the AppleShare file server.

The Print Server

Without question the weakest link in AppleShare IP's chain is the print server. For small networks and classroom environments, the print server will be more than adequate. I have experienced good response time from the server, and it works well with all the printers with which I have tested it.

The print server worked well for me printing to both printers connected via TCP/IP and AppleTalk, and I was able to print from client machines to the ASIP print server using both TCP/IP and AppleTalk. A nicety that Apple provides is the ability to remove a printer from the Chooser's display, which prevents clients from printing to these printers directly, forcing them to go through the print server. ASIP will also print cover pages before, or after, documents which are printed through the print server.

On a less positive note, I have read on the AppleShare IP listserv that many other customers are having serious problems getting the print server to work with printers, particularly with Tektronix color printers and a handful of other less mainstream printers. One complaint most every ASIP user has is that the print server supports password protected printing but Apple's LaserWriter 8.5 driver still doesn't support printing to a password protected printer! Apple claims that a new version of LaserWriter 8.5 is under development and will be released any day now.

MacDNS

ASIP also includes MacDNS, which provides for bare bones DNS services. MacDNS is not as slick as QuickDNS from Mice and Men **<http://www.quickdns.com/>** and it still isn't PowerPC native, but it's free and provides basic DNS serving. It would be nice if Apple would update this dinosaur, but for many users MacDNS will prove adequate. For the rest

of us, there's QuickDNS.

Administering the Server

AppleShare IP provides for a limited suite of administrative functions while the server is running. The mail, Web and file, and print servers all have Admin applications which enable the administrator to configure the server, and also provide for some status displays of various sorts. Messages may be broadcast to individual AppleShare clients, users may be booted off of the server, activity of the various server suites may be monitored, and print server jobs may be held, moved from queue to queue, or cancelled altogether.

I found that, generally speaking, it would be relatively unwise to attempt to run any other full time applications at the same time as AppleShare IP. This is to say that ASIP really is intended for use on a dedicated server, as are most server packages.

One of the niceties of ASIP is that an AppleShare client, with the proper privileges, can modify access privileges for files and folders on the server. This means that I can administer the file server from the desktop of my main computer, rather than going over the server, which is nice. This is easily done through the Get Info dialog, by way of the Sharing menu item in the popup menu which defaults to General Information.

The Wish List

AppleShare IP is such a great product. However I have some complaints, and a small list of features I wish were implemented.

On the complaint side, ASIP currently has a RAM bug. The problem occurs because ASIP does not use RAM allocations, rather it uses the System heap. The administrator tells ASIP how much RAM to leave **free**, rather than how much RAM to use. However, many users have experienced instances where ASIP uses all available RAM regardless of the amount they indicated they wished to have left free. I personally never experienced this bug once, however an overwhelming number of users on the ASIP listserv have complained about this bug. Literally as I started to write this paragraph, I received an email from the listserv indicating that ASIP 6.1.1 had been released, and that the RAM bug had been fixed.

The other primary complaint I here about is the problems administrators experience with the print server. Not knowing first hand what their problems are, I can only speak, again, from what I have read on the ASIP listserv. As with the RAM bug, a large group of users seem to find the print server either inadequate, or problematic.

There is also a Sherlock bug, which prevents clients from indexing mounted volumes which are anything but entire server volumes. In other words, if the administrator has decided to share a directory on a volume rather than the entire volume itself, Sherlock will not index properly when the client mounts this shared folder. Apple has promised to fix this for the next release of ASIP.

In terms of minor little gripes which I personally have with ASIP, there is the issue of logging for both the Web and file server, which is completely inadequate. There is also the issue of aliases pointing to IP addresses for TCP/IP ASIP servers, rather than to domain names, which can be an issue if the DNS server which assigns the domain name an IP

address assigns them on a dynamic basis rather than a static one.

As far as the wish list goes, I wish that the AppleShare client provided for some sort of chat engine, so that the admin and a client could chat, or even a client and another client, logged onto the same server, could chat. This functionality can be achieved by installing Apple Network Assistant on both the client and server, but it would be nice if ASIP included this functionality as part of the client and server package.

I would also like to see some settings for the FTP server, specifically for setting up separate paths and parameters for anonymous FTP users. I definitely would like the see the functionality of the Web server increased. As it is now it provides only a bare bones Web server, and frankly it just doesn't cut the mustard. I want server side include and some prepackaged CGIs. The multi-domain provisions are nice, as is the awesome remote admin CGI; both are an indication that Apple can utilize the plug in architecture to greatly enhance the facilities of the Web server, and I wish they would do so to a greater extent.

I wouldn't mind seeing an update to MacDNS, even if it was just a recompilation into PPC native code. Apple used to bundle Vicom Internet Gateway with ASIP 5.0, but they stopped with 6.0, which is too bad because VIG is a very useful application and I could certainly see how most ASIP users would find it valuable.

Overall Impressions

These petty grievances aside, ASIP is awesome. It is an all-in-one server solution that shines in the file serving arena, offers a very nice mail server, provides solid FTP serving, decent Web serving, and an OK print server. Overall as an integrated suite I would certainly say that ASIP is a good value at $999 for a 50 users license; and for schools, small, and medium sized networks, it seems like a perfect solution. For larger, more complex networks, it is less appropriate, but still worth a serious look. Future releases of ASIP promise even more finesse and features than the current incarnation.

ASIP never crashed on me, and I ran it for months without a hitch. I find the user interface as welcoming as one would expect from Apple, the performance excellent, and the feature set impressive. There is an incredibly flat learning curve, and the support Apple provides on its listserv is excellent.

The bottom line? If you have a small or medium sized network of Macs, PCs, or both, ASIP may be your best option of you need a jack of all trades server package, or even if you won't use all of ASIP's suites but want one or two of them. However, if you want the best Web server on the market, or the best print server, look elsewhere. Similarly, if you are running an ISP or an industrial strength network, ASIP may not be quite sufficient, but I would encourage you to look at it anyway, as it may serve some of your purposes quite well and can make administrative tasks much less painful. I would encourage readers who are interested in ASIP, its capabilities, limitations and specifications, to visit Apple's AppleShare IP Web page at **<http://www.apple.com/appleshareip/>**.

To summarize: ASIP is an extremely impressive product, perhaps one of Apple's greatest accomplishments in a long time. With a mere handful of quirks, it is well on its way to becoming a genuine contender in the world of networking.

ABOUT THIS STUFF

ATPM RATINGS
EXCELLENT

REVIEWED BY DANIEL CHVATIK, dchvatik@atpm.com

Benwin BW2000

Flat Panel Speaker System with Subwoofer

Product Information

Produced by: Kwong Quest, LLC.
116 Coiner Court
City of Industry, CA 91748
Phone: (888) 9-BENWIN
Email: **<sales@benwin.com>**
Web: **<http://www.benwin.com>**
List Price: $99 for speakers and subwoofer
Street Price: $89

System Requirements

A multimedia device with a standard 3.5 mm sound output jack

Everything around us seems to get more compact and beautiful, with the possible exception of SUVs and computer speakers. Why is it that computer speakers have to be so ugly, boxy, and—if you want to have nice sound—big?

A new generation of speakers, named “flat panel” for their design, promises to change the whole situation. In the age of miniaturization, this is an overdue development. Several manufacturers are beginning to introduce flat-panel speakers into mainstream computing. Benwin already has them on the market. The Benwin BW 2000 speaker system is small, stylish, and offers very good sound in a small and affordable package.

Flat panel speakers operate differently from traditional speakers. Instead of a cone and the movement of a diaphragm, they rely on a transducer that translates electric signals into a complex pattern of vibrations on a stiff, flat panel. This flat surface can be very small and very thin. It also offers the advantage of eliminating “hot spots.” Traditional speakers have their best sound quality right in front of the speaker, which degrades in volume and quality as you move to the side. Flat panel speakers, however, emit the sound at an even 360-degree angle. They sound just as good if you are standing on the side or behind the speakers.

The BW2000 is indeed very small. The speakers are a little larger than my hand, although I might have to add that I have big hands. They are no deeper than an inch, and most parts of the speakers are much thinner than that. With 0.59 lbs (270g) for the speakers and 2.2 lbs (1000g) for the subwoofer, they are also rather light. They came with two little desktop stands, but with the right accessories you could hang them on the wall. The two speakers are each connected to the central subwoofer by a single cable that splits into two parts, and allows each speaker to be no more than seven feet away from the base. The subwoofer itself has an on/off button with an LED to show power, a volume dial and a bass dial, as well as a button that enables the 3D effect. That button is a new addition to the speaker and replaces the headphone output. When activated, it produces an astonishingly real surround effect that makes you feel as if you were right in the middle of a set of speakers. Sometimes this slightly distorts the sound, but you can do away with most of that by turning down the volume a little. The whole system has an excellent design as you can judge yourself from the picture. If you don't like the light gray of the speakers, Benwin will introduce a black version in April.

I had a little trouble in the beginning because the cable that connects the subwoofer to the computer seemed to be defective. I replaced it with my own cable, and everything worked fine. I contacted Benwin and they assured me that that was an exception. The sound quality of the speakers is very good and can satisfy the needs of most of us, with the exception of people who would not pay that little for a speaker system anyway. At the recently reduced price tag of $99 for the complete system, it is almost too good a deal to pass up on. So if you have too little space on your desktop or are searching for a good-looking set of speakers, I fully recommend the BW2000. If you have too much money, you just might want to get a second set for that radio in the living room!

ABOUT THIS STUFF

REVIEWED BY DANIEL CHVATIK, dchvatik@atpm.com

Cameraid 1.1.2

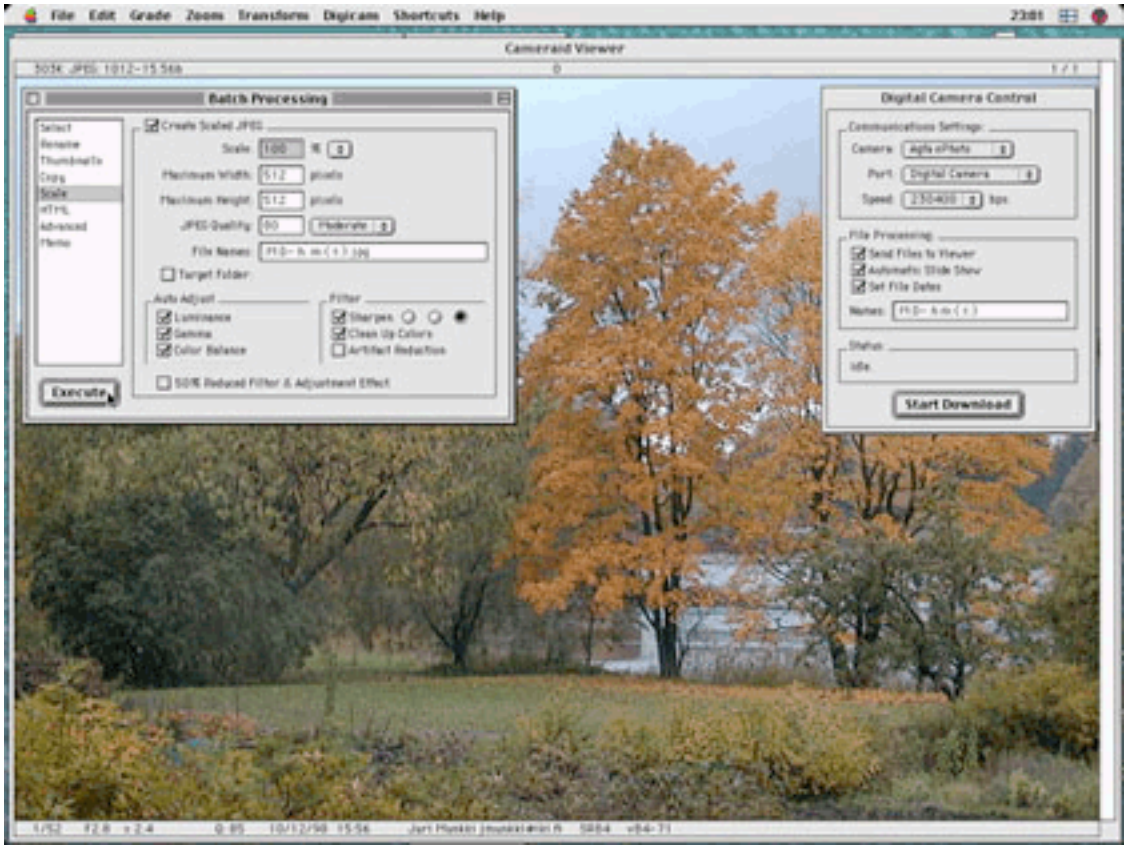
Product Information
Written by Juri Munkki
Email: **<jmunkki@iki.fi>**
Web: **<http://www.cameraid.com>**
Shareware Fee: $15 ($250 site license)

System Requirements
Macintosh with a 68020 or newer processor (also PowerPC native)
System 7.1 or later, QuickTime, at least 2 MB of application RAM
Supported Cameras: Agfa ePhoto, Apple QuickTake 200, Epson, Fujifilm, Leica, Nikon Coolpix 900, Olympus, Sanyo, Toshiba

Digital cameras are becoming more and more common. Although they still cannot fully replace the point-and-shoot film cameras, there are increasing uses for digital pictures. Two aspects are especially appealing: you do not need traditional film that has to be constantly replaced, and you “immediately” have the pictures in a digital form that you can work on. Instead of requiring you to develop the film and then scan the pictures, you can simply connect the camera to the computer and download the pictures.

But it is not as simple as that. Anyone who has connected a digital camera through the serial port, especially the new mega-pixel cameras with huge image sizes, knows that it can take forever for the pictures to load into the computer. The reason is that most software that comes with the cameras limits the transfer speed of the serial port to 56 kilobits per second (or about 7,000 bytes per second). When you have to download 30 images, of 280,000 bytes each, this can take quite a while, between about 20 to 40 minutes. What is worse, most of that software does not let you use the computer during that time. So you have to sit there for 40 minutes, patiently waiting for the pictures to slowly trickle in.

Cameraid, on the other hand, lets you use the full 224 kilobit/sec that most Macs offer. That is a full 28,800 bytes per second, or about four times faster. Instead of taking 20 to 40 minutes to download, Cameraid gets the job done in 5 to 10 minutes. Even better, Cameraid downloads in the background, letting you use the computer during the download. This saves serious time. I estimate that I have gained two days in my life simply by using the faster download. Sometimes it is even the only possibility. The software that came with my Olympus camera refused to recognize the serial port of my PowerBook all together, and does not even want to talk to the Keyspan serial adapter that I use to load the pictures into the iMac. I might have to note that I can only get the standard 56kbps with the Keyspan adapter on the iMac, but that is better than nothing at all.



This alone would deserve a lot of praise, but there is so much more. Some people do not use a serial connection to get the pictures into their computer, using a floppy or a memory card reader instead (which is much faster than any serial connection, even with Cameraid). Even they will get to enjoy these features that make Cameraid a must for the serious or casual digital camera user.

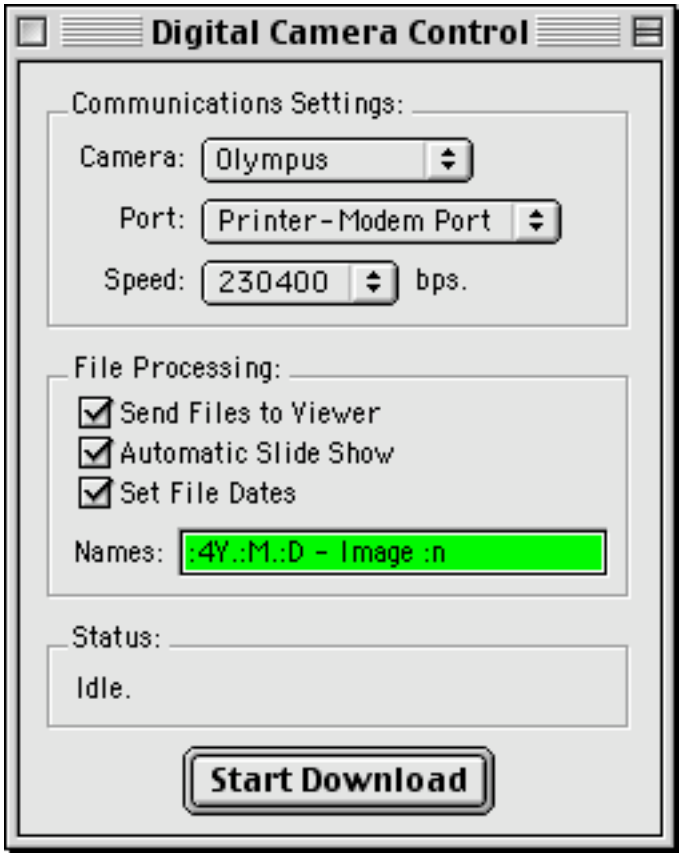
I have given up my traditional camera for a digital camera, and all the pictures I ever made are in a couple of folders. There are around 2000 pictures in these folders, and I am constantly adding more. It is crucially important to stay organized. Cameraid is tremendously helpful in this respect.

As you download the pictures or drop them on Cameraid from the Finder, it opens them in the “Viewer,” the central piece of the interface. The viewer shows every open picture, one at a time, and you can easily open hundreds before you run out of memory. It also shows additional information about the picture like its size and the date it was taken, as well as the shutter speed with which it was taken, provided that the camera includes that information. From there you can manipulate an individual image, or all images currently in the viewer at once.

You can scroll through the list of images in the viewer by using the scroll bars or the left and right arrow keys on the keyboard. When you come to an image that needs to be rotated, you can simply press , to rotate left or . to rotate right (or choose the commands from the menu). Cameraid provides lossless JPEG rotation, i.e. you do not lose quality when rotating the image. This is not self-evident. Cameraid was the first shareware program for the Mac to introduce this and, with the exception of Graphic Converter now, is the only one. As you

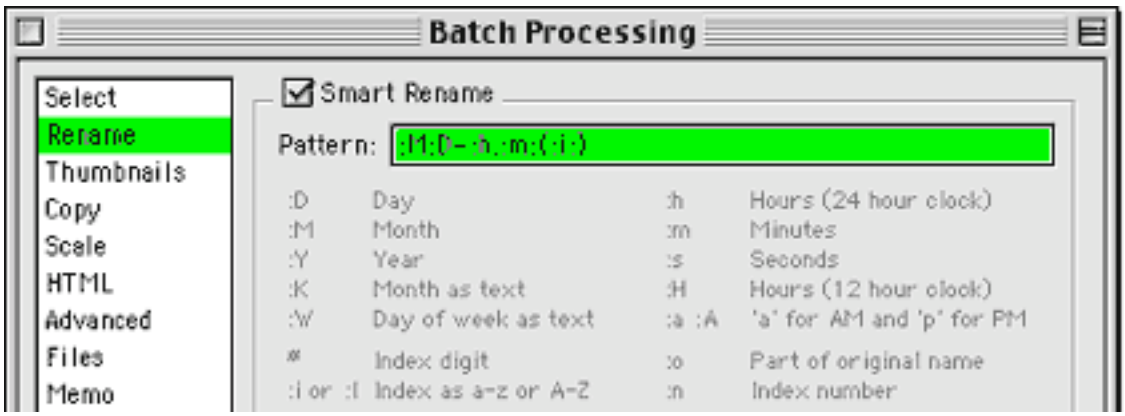
download the images from the camera, it adds them one by one to the viewer and you can rotate them as you go. The whole process, especially with the keyboard shortcuts is very efficient.

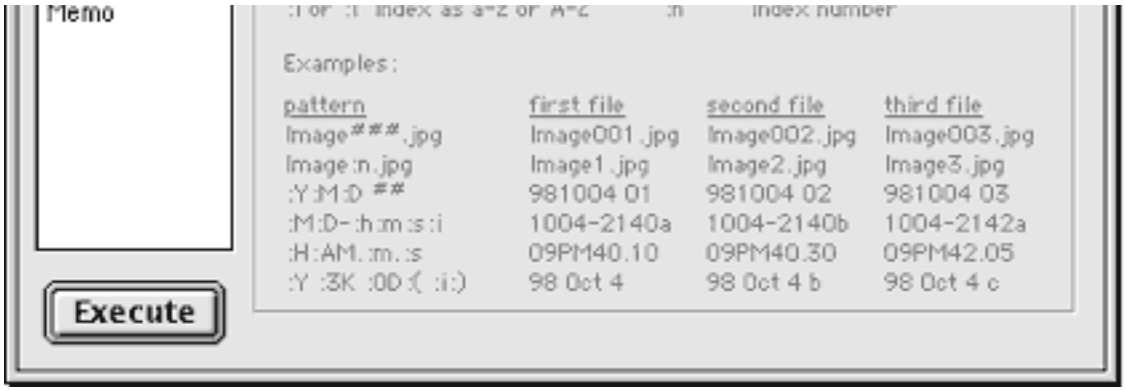
Cameraid also lets you specify the exact filenames of the images it downloads. Specifying ":4Y.:M.:D - Image :n" as the filename, tells Cameraid to name every image like "1999.03.27 – Image 01", changing the date and index as you download the images. The possibilities for the name are nearly endless and well explained in the program.



Once you have the images properly rotated and named, you can modify them further. You have full control over how Cameraid displays and sorts the images. The most useful feature is the batch processor. It allows you to perform operations on the whole batch of images in the viewer. Some of the operations available are:

- Select (selects certain images in the viewer)
- Rename (the same naming function as at the download)
- Thumbnails (lets you create custom thumbnails and previews for the images)
- Copy (lets you copy all images to a new folder and perform various image enhancement functions on them as they are copied)
- Scale (lets you resize the images by a certain factor, or to a certain maximum width and height)
- HTML Web Page Generator (creates an HTML-based album so you can easily enjoy the pictures of share them with others through the Internet)
- Advanced (more image enhancements)





If you use the same batch processor a lot, you can save it and put it in the shortcut menu.

There are some more functions, like the advanced “Grade” menu that lets you select and choose images in a more refined way. Many of the more advanced functions will require you to read the easy to understand manual (also available online at **<http://www.pp.clinet.fi/~jmunkki/cameraid/manual/>**).

The beauty of Cameraid is that you do not need to understand all the functions to use the program productively. The complexity is well hidden and you can expand your knowledge of the program as needed. Many common functions are already included in the shortcuts menu. The interface is very well done, and the program is very fast. The Finnish programmer has taken a lot of care to make the program work well, and you can literally see the love he put into it. This is a program you do not want to be without if you use digital cameras more than once a year. I wholeheartedly recommend it; it is simply excellent.

ABOUT THIS STUFF

REVIEWED BY ERIC BLAIR, eblair@students.miami.edu

ATPM RATINGS
VERY NICE

GoType

Product Information
Published by: Landware, Inc.
Web: **<http://www.landware.com>**
More Info: **<http://www.landware.com/products/gotype/gotypeps.html>**
Price: $79.95

System Requirements
Any 3Com Palm Connected Organizer or IBM Workpad except the Palm V
Palm V support due second quarter '99

With the demise of the Newton, Mac users seemed to be left in the cold when it came to the PDA market. Of all the PDAs out there, only 3Com's Palm connected organizer could connect to the Mac. I never used a Newton, but I saw them and I read reviews of them. For all intents and purposes, the Newton was much closer to being a laptop than the Palm may ever be. The Palm/laptop gap closed a little bit when several companies released drivers for connecting a Newton keyboard to a Palm. Finally, it was feasible to write something longer than a short note. Using the Newton keyboard had its drawbacks, however. The biggest one was the need to carry the Palm's cradle with you. Sure, you could use a HotSync cord instead, but then you needed something to prop the Palm up against. Oh yeah, you also needed to remember the keyboard to cradle adapter. However, when Landware released the GoType! keyboard, the world of typing on the Palm changed dramatically.

The GoType is a 10" x 4" x .75" keyboard weighing about 11 oz. that, when closed, looks like an oversized clamshell organizer. On the bottom of the GoType, there is a pullout support foot that keeps the GoType balanced while in use. It requires no batteries, operating off power provided from the Palm's batteries. In almost four months of use, I have noticed no appreciable difference in my Palm's battery life.

Opening the GoType reveals a 61-key keyboard with inverted-T arrow keys. Along the top of the keyboard are six function keys. Through different key combinations, you can gain access to 24 different programs or commands. Along with mapping programs to the buttons, copy, cut, paste, undo, and backlight control can be accessed from the f-key combinations. Unfortunately, the application screen and the menu bar cannot be accessed from the function keys. I know that these are stylus driven for the most part, but I don't know many people who have 24 applications and commands to which they require one to three button access. Personally, I still have six key combinations I haven't even thought about assigning.

As far as the keyboard goes, I find it quite enjoyable to use. I type fairly quickly, so I was initially concerned that the small size of the keys would cause typos, but this is not the case. When I use the GoType to take notes during classes, I find that there are no more typos than are usually apparent when I type papers. For touch-typists, the GoType even has the raised nubs on the F and J keys.

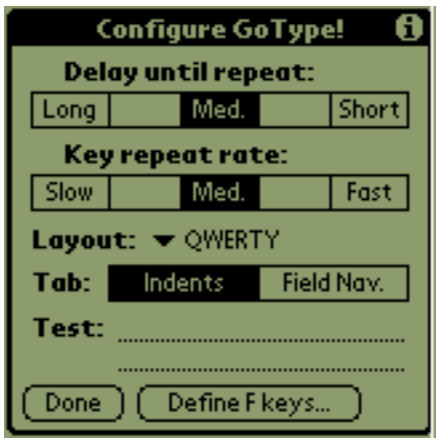
I do have complaints about the layout of the keyboard. In order to make room for the Done button, the accent/tilde key and the tab key have been dropped down one slot and the Caps Lock key has been removed. Replacing the Caps Lock key is a Shift Lock key. Unlike shift-locking the Pilot with the stylus, which requires the shift command to be written twice, the GoType requires you to press Alt-Shift lock or Shift-Shift Lock. I would prefer the option to enable caps lock by double clicking the shift key, à la the stylus. Aside from these complaints, there are really only two differences between a full-sized keyboard and the GoType. First, there is no numeric keypad. Of course, I really never expect to see a keypad on any keyboard for a Palm-sized device, since it would probably take up too much space. Second, the bracket/curly brace keys have been moved from over the Enter key to the right of the spacebar. This is not a major issue, since over the course of over fifteen years of typing, I have never used these keys outside of programming.

The GoType offers several other add-ons that are quite welcome when working with the Palm. First, the Done key. Unlike MacOS dialog boxes, which have a visually distinctive default button in most dialog boxes, the Palm does not. To make up for this, the GoType's Done key 'taps' the Done or OK button in any dialog box. Similarly, Shift-Done 'taps' the Cancel button. Other similar combinations include Alt-Done to select the Details… button and Alt-Enter to select the New button. The GoType also includes a Command button that does exactly what the Command button on a Mac does: it lets you use key combinations to select menu items. The GoType's final addition is the Shortcut button. In the Palm OS, Shortcuts are similar to the autofill option found in many applications, except that they must be preceded by the shortcut character. That is what the Shortcut key does—types the shortcut character. Shortcuts are useful for things you type often, like your name or e-mail address. Also, the Palm OS includes predefined shortcuts for printing the date, the time, and the date and time together.

The GoType would be rather useless if it weren't for the drivers from Landware that

accompany the keyboard. When I purchased my keyboard, the software was included on an IBM-formatted floppy disk. Since the first two generations of Palm devices had less memory than a high density floppy disk, I would not expect Landware to distribute the drivers on CD-ROM. At 20K, zipped, for two versions of the driver and a read me file, though, the download should not be a problem for anybody with an iMac or blue & white G3.

As I said, there are two versions of the driver—the stand-alone version and the Hackmaster-compatible version. For those not familiar with Hackmaster, it is essentially an extension manager for Palm enhancements, known as Hacks. There are two differences between the Hackmaster version and the stand-alone version. The stand-alone version needs to be turned on before using the GoType for the first time and it may need to be disabled before using the HotSync port for other operations (although it should not need to be shut off for normal HotSyncing).



Aside from these differences, the drivers are functionally the same. I use the Hackmaster driver because I have several Hacks installed, but my observances should hold true for both versions.

The driver's option screen presents you with the ability to change the key repeat rate and the key repeat delay. You can also choose between the QWERTY keyboard layout and the Dvorak layout. The Dvorak option is really only intended for those who can touch type with Dvorak, since there is no way to reorder the GoType's layout. The fourth option allows you to change the action of the Tab key. By default, Tab indents the cursor, Alt-Tab advances to the next field, and Shift-Alt-Tab goes to the previous field. This can be changed so that Tab and Alt-Tab exchange functions. Also accessible from the driver options is the ability to redefine the 24 f-key combinations so they carry out the functions of your choice.

As far as I can tell, there are only two minor problems with the driver. Occasionally, when the Palm auto-powers down, the Palm does not recognize the GoType. This is fixed by simply shutting off the Palm and turning it back on. Second, I have occasionally seen the cursor get stuck, usually at the beginning or end of a line. Either tapping elsewhere on the screen with the stylus or moving in another direction will unfreeze the cursor.

Judging by the GoType's features, I was not surprised to see that Landware started out producing software for the ill-fated Newton: many of the GoType's functions come straight from the Mac OS. For example, alternate characters like ® and é use the same key combinations as they do on the Mac (except that the Alt key replaces the Mac's Option key).

Also coming from the Mac is the ability to map the four Edit commands (Copy, Paste, etc) to the f-keys—on the Mac, these commands are mapped to F1–F4 by default.

The GoType is not without its shortcomings. Probably the most prevalent complaint about the GoType is the inability to use it at the same time as a modem. Landware's GoType FAQ says to keep watching their Website for information about this, but it has said this since the GoType was first announced. A few years ago, this might have been excusable. However, the last four shipping Palms have come with built-in support for TCP, along with an e-mail application. The GoType would be a natural companion for composing e-mail. At this point, the lack of modem support is the only thing standing between the GoType and a rating of Excellent. Another complaint is the GoType's inability to work with the Palm V. This is not the fault of Landware, however. 3Com decided to make the Palm V's design incompatible with virtually all existing Palm peripherals. Landware promises a fix for this issue during the second quarter of '99.

Aside from these two issues, though, I can think of no reason not to get a GoType If you own a Palm and take notes of any type, either with the Palm or by hand, the GoType will help you keep them organized and readable.

One more thing—as a testament to the GoType's ability to handle mid- to full-size documents, this review was written on my PalmPilot Personal edition using the GoType keyboard.

ABOUT THIS STUFF

REVIEWED BY EDWARD GOSS, egoss@atpm.com

VERY NICE

Icon Tools 1.6

Product Information
Written by Riccisoft and Alessandro Levi Montalcini
Email: **<support@riccisoft.com>**
Web: **<http://www.riccisoft.com/icontools>**
Shareware Fee: $15

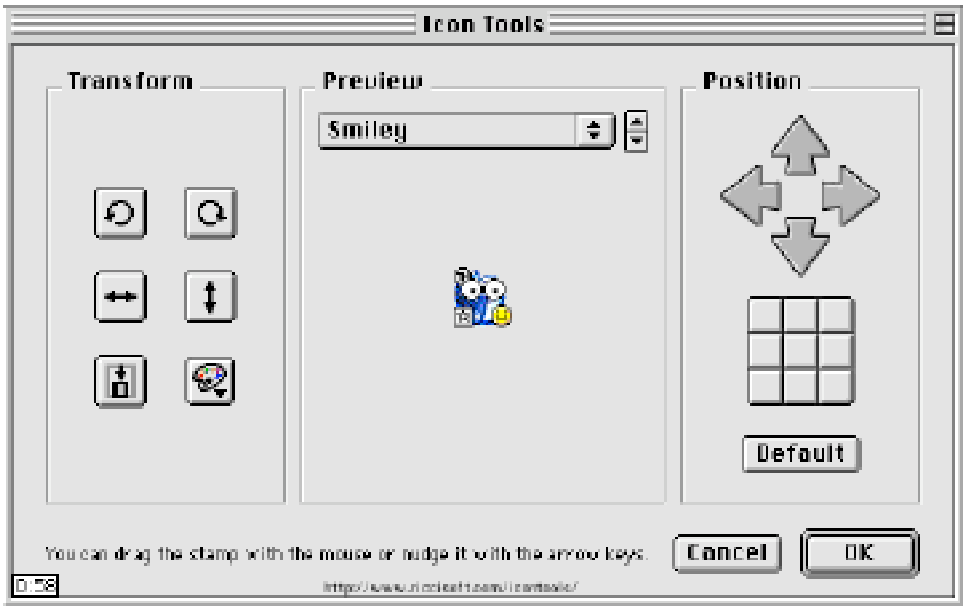
System Requirements
Power PC–based Mac with Mac OS 8.0 or higher

In case you and your Sherpa guides have just returned from another assault on the South Face of K-2 and have been out of touch for awhile, let me remind you: we love our Macs because (Fill in your favorite reason here.) and we can customize them to our heart's content without getting into too much trouble. If you are the type who can't leave well enough alone, but might be a bit put-off by ResEdit, and want everything on your Mac to reflect your personality (a scary thought for some of us) you might like to try out the adventure of **Icon Tools** by Alberto Ricci and Alessandro Levi Montalcini.

Icon Tools is a Contextual Menu Manager plug-in that allows you to create, modify, customize, rotate, invert and mark your Icons. For users of System 8 and above, the Contextual Menu Manager is a control-click menu of actions that can be customized to save time, mouse movement and keyboard strokes. I have to admit that I had not used the Contextual Menu very much until I began the review for Icon Tools, and I find it is a very powerful tool available to all Mac users that should not be overlooked. You can use the Contextual Menu to create folders, change desktop settings, make aliases, move items to the trash and many other repetitive chores. There are a number of helpful plug-ins available (like Icon Tools!) that you can use to customize your Contextual Menu Manager. Version 1.6 of the Icon Tools package has been redesigned to take advantage of the new 32-bit icons available with the release of System 8.5. Preview icons now look much better, and you can now apply transparent or translucent icon stamps.

Icon Tools comes as a package complete with its own installer. Simply launch the installer and restart and you're ready to customize. To use Icon Tools, control-click on any icon and a menu of Icon Tools will be displayed. You can then choose the method of changing the Icon. As you can see in the examples on the right, you can take the wonderful *ATPM* apple icon and frame it, add a small "stamp" to it to indicate that it's our favorite reading material, or go crazy and mark it with eyes, smileys, stars and trademark stamps. It's so easy to use you might find

yourself getting carried away! The smaller stamps can be moved to any position on the icon with a handy palette that appears when you select a stamp to use.



Another handy use for Icon Tools is creating individual preview icons for pictures, sounds, movies, and desktop patterns. On the right are two examples of what can be done with a desktop pattern clipping and a regular text document. You can create preview icons for desktop patterns to easily see what the pattern looks like, and customize text icons to indicate subject, importance, under construction, or whatever you need to more easily be able to spot important documents or folders. Icon Tools also allows you to put many smaller icons on your desktop using the “minimize” command. That way aliases of all your favorite applications could be put on the desktop without using too much room.

There is no way for me to list all of the possible features and uses for Icon Tools in this small review, so my recommendation is to grab a copy of Icon Tools and try it out for yourself! It is easy to use and won’t get you in any trouble, unless you overdo it and render some of your icons totally unrecognizable! In that case, there’s always a “reset icon” command to restore sanity. Icon Tools will appeal to anyone who wants their Mac to have that “custom” look. It can also actually speed up your work by making it easier to locate files and folders. I now can’t live without it.

ABOUT THIS STUFF

REVIEWED BY JAMAL GHANDOUR, jghandour@atpm.com

Kai's Power Tools 5

Product Information
Published by: MetaCreations
Web: **<http://www.metacreations.com>**
List Price: $199
Upgrades: $99

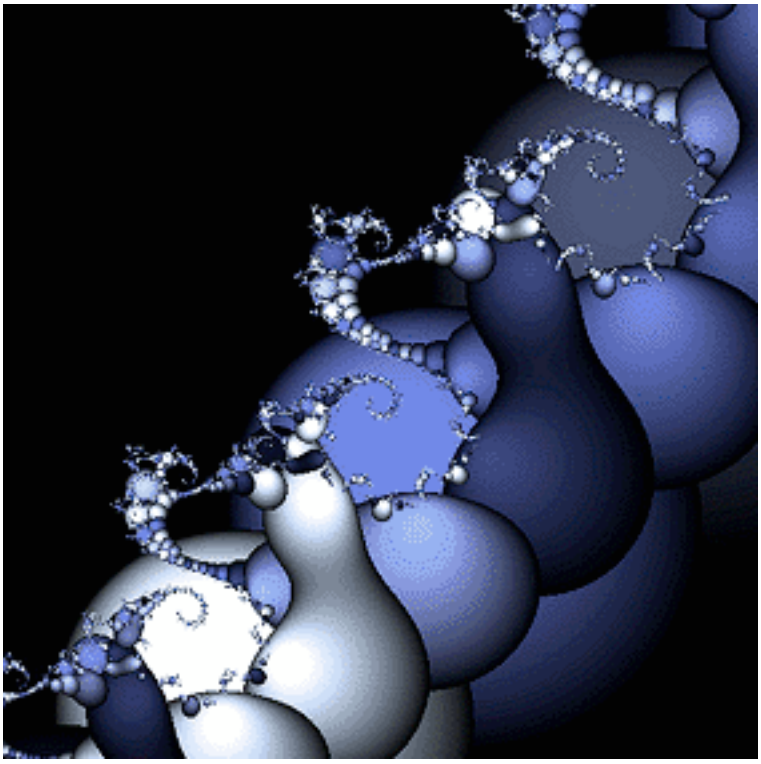
System Requirements
PowerPC–based Macintosh, Mac OS 7.6.1 or later,
Photoshop 3 or later or 100%-compatible host,
32 MB RAM and 50 MB hard disk space,
24-bit color video, color monitor, CD-ROM drive

Here comes yet another killer version of Kai's Power Tools from MetaCreations. A program that not only took the creative industry by storm, but also secured its company a very bright future, KPT was originally designed to be a creative new filter for Photoshop; however, its unethical interface and wild creativity made it instantaneously popular. Nowadays, everyone is copying KPT's ways and even imitating its interface.

So why all the fuss? Simply because these filters not only offer astounding effects but also give results you would expect from a Hollywood Studio—not from your very own desktop Mac. My only regret is that this new version should have been out earlier. Anyway, I am absolutely positive that was worth the wait.

The plug-in is now much faster than its previous releases (but inevitably does require more resources) and supports Photoshop. Here are some few features at a glance:

KPT ShapeShifter
Create stunning shapes and objects with refracting glass edges, 3D light sources on beveled metallic surfaces, soft, curved and lit Web buttons, and text. Resulting elements carry masks with them, which makes compositing a snap.



KPT FraxPlorer
The new, definitive fractal explorer features real-time-fly-through, 1000% larger previews, and never-before-seen fractal styles.

KPT Orb-It
Explode a source image into thousands of spheres with variations in size, density, and realistic 3D lighting. Produce fields of bubbles, raindrops, and giant lenses, text effects, and mind-boggling distortions.

Also included are KPT FiberOptix, KPT FraxFlame, KPT Frax4D, and many more…

Verdict: KPT is the ultimate collection of Photoshop plug-ins. If you read this far and can afford it then buy it now!

Ohh, right, I am also supposed to state downfalls? How about that took this much time to be released? :-)

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.

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Alternatively, you can subscribe and unsubscribe from *ATPM* using our Web site at **<http://www.atpm.com/subscribe/>**.

What If I Get Errors Decoding ATPM?

ATPM and *MacFixIt* readers have reported problems decoding MacBinary files using StuffIt Expander 5.x. If you encounter problems decoding *ATPM*, we recommend Mind Vision's MindExpander or StuffIt Expander 4.x. **<http://www.mindvision.com>**

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.

Will You Review My Product?

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. Contact **<editor@atpm.com>** for shipping information.

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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>**.

ABOUT THIS PARTICULAR

TRIVIA

A TRIVIA CHALLENGE BY EDWARD GOSS, egoss@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>**.

Watch for next month's Trivia Challenge 5.05. It will be a Mac-based Trivia Challenge with our largest group of prizes yet! You could win my **Favorite Album of All Time**!

This Month: Many movies have been made that use titles from popular songs as the movie title. See if you can match up the Movie/Song Title on the left with the Song's original artist on the right as you take part in:

Trivia Challenge 5.04—Movie Music

1. Something To Talk About	A. The Temptations
2. One Fine Day	B. The Rolling Stones
3. Stand By Me	C. The Beatles
4. Pretty Woman	D. The Castaways
5. Sixteen Candles	E. Buddy Holly
6. Peggy Sue Got Married	F. Bonnie Raitt
7. Can't Buy Me Love	G. The Chiffons
8. Jumpin' Jack Flash	H. Ben E. King
9. Girls Just Want To Have Fun	I. The Crests
10. Addicted To Love	J. Roy Orbison
11. Liar, Liar	K. Cindi Lauper
12. My Girl	L. Robert Palmer

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 5.03—Lost Leaders

1. The BBs	G. Flim
2. Union Station	E. Alison Krauss
3. The Silver Bullet Band	M. Bob Segar
4. The Detroit Wheels	S. Mitch Ryder
5. The Deleware Destroyers	J. George Thorogood
6. The Monsters	B. Big Head Todd
7. The Range	R. Bruce Hornsby
8. The Dukes	Q. Steve Earle
9. Crazy Horse	O. Neil Young
10. The Attractions	F. Elvis Costello
11. The Miracles	T. Smokey Robinson
12. The Reclines	P. k d Lang
13. The Medicine Show	D. Dr. Hook
14. The Holding Company	L. Big Brother
15. The Romantics	A. Ruby
16. The Hot Licks	K. Dan Hicks
17. The Teenagers	N. Frankie Lyman
18. The Fish	I. Country Joe
19. The Playboys	C. Gary Lewis
20. The Mysterians	H. ?

This Month's CD Recommendation

"God Shuffled His Feet" by The Crash Test Dummies—the best lyrics in a rock album that you've probably never heard, great music and Brad Roberts' voice. Wow!

<http://www.amazon.com/exec/obidos/ASIN/B000002VKU/aboutthisparticu>