

# ATPM

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

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# Welcome

Welcome to the January issue of ATPM, the first of the new millennium. Issue 7.01 contains the following articles, reviews and features. Before we introduce them though, here's a short look at what happened in December. We hope that you'll have a wonderful year 2001!

## Mac News

This December was again relatively quiet in terms of major Mac news.

- Bungie released the hotly anticipated [demo of Oni](#). Also, find out how to play [Level 2 from the PC demo](#) on your Mac.
- Mac OS X topped *Wired's* list of [Vaporware for 2000](#).
- Steve Jobs was CBS MarketWatch [Loser for 2000](#).
- Connectix released [Virtual PC 4](#), which is up to twice as fast as version 3 when used on G4s and can run multiple PC operating systems.

## Poll

Last month's reader poll asked how important you thought a printed manual was. 61 percent of you thought that every product should have one, while 30 percent said that a complete electronic manual was enough. 2 percent said that online help was enough, and 4 percent don't read manuals. This month we want to know which MP3 player you use. Go cast your [vote](#)!

## Columns

### *Apple Cider: This New Year's R-Word*

Tom Iovino explores resolutions, rocky road ice cream, Apple stock, and the other economical R-word in this month's *Apple Cider*.

“Well, Apple’s been there and done that. It’s not going away anytime soon because the company has proven itself time and again. Just when you think the company’s going down for the count, it finds a way to bounce back. How is that so? Well, Apple has three important intangible assets that some other market survivors have.”

### ***On a Clear Day: Did You Get What You Wanted?***

Mike Shields has a pretty full wish list for Santa. Will some of his wishes be granted?

Most of the things I want can’t be given as gifts. I want faster PowerPC chips. I want Apple’s stock price higher. I want OS X announced at Macworld. I want to go to Macworld.

### ***Beyond the Barline: In Defense of Napster***

David Ozab answers reader e-mails about his December *Barline* column.

“By providing the means to make unauthorized copies without due compensation, Napster has facilitated the theft of both intellectual property (the song) and physical property (the recording, compressed but still high quality). At what point the Napster user crosses the line is hard to determine. Intent is a part of the question, though. Do you download a handful of songs to help decide whether or not to buy CDs, or do you fill a multi-gig hard drive with music you never intend to pay for?”

### ***About This Particular Web Site***

Paul Fatula introduces the following sites: Peter’s Evil Overlord List (how to dominate the world), SpaceViews (news and reports about space events), IBVA Technologies (brain control on your computer), Aluminum Foil Deflector Beanie Homepage (how to protect your brain and pets from mind control), eSmurfs (smurfs are back!), and Computer Stupidities (unbelievable stories from clueless users).

### ***Profiles in Networking: Power Macintosh 8500***

Matthew Glidden looks at the Power Macintosh 8500 as a Mac networking mainstay.



“From a networking perspective, the 8500 is ready out of the box with built-in AAUI (transceiver) and RJ-45 (twisted-pair) Ethernet ports. Faster network speeds come via PCI cards, but the regular Ethernet’s 10 megabits per second (about 1 megabyte) capacity is a heady improvement over LocalTalk’s 230 kilobits (which the 8500 still supports through its serial ports). Twisted-pair Ethernet (10BaseT) is a snap with the RJ-45 port and you gain thinner Ethernet (10Base2) by connecting the proper transceiver to the AAUI port. You can’t use both ports at once, though, as it’s the same internal hardware; it’d be like plugging two mice into one ADB port.”

### ***Segments: Got Blog?***

Reader James McNally explores the online phenomenon of Web logs, or “blogs” for short, in this slice of the Macintosh life.

“One of the site’s mottos is “Get a site. Keep it interesting.” Bloggers tend to link to each other quite a bit, and there is a fair amount of blog gossip, which seems to remain mostly good-natured. One of the best things about blogs is that they help their readers discover quirky links. They also serve as a sort of geek chorus for any world event; just go to the Blogger site and try searching for the word “election” over the last week. You’ll experience the full range of political opinions in no time at all.”

## **Reviews**

### ***Backyard Soccer, MLS Edition***

Mike Shields covers the newest version of the Backyard Kids’s soccer game.

“I really enjoyed this game, even though it was made for my daughter Amanda, who’s six, and for my son Scott, who just turned four. OK, Scott does tend to kick the ball into his own goal a lot, but he has fun, and that’s all that matters. He was even able to choose his favorite color—green—as his team color.”

### ***Finale 2001c***

David Ozab evaluates the new version of the venerable notation program. It appears that with version “c,” Finale 2001 has finally achieved the same stability as its predecessor.

“All in all, it’s a good upgrade, but I’m not sure it’s worth \$99 for Finale 2000 owners like myself. The one major addition is the Fretboard Editor, so you should upgrade if you can’t live without that. I also recommend it for users of Finale ‘98 and earlier, due as much to the features introduced in Finale 2000 (which was a substantial improvement) as to the features added to this version. Though the program is still Excellent in general, my doubts about Coda’s choice of Internet publishing options, along with my reluctance to pay \$99 for a minor upgrade, lowers my final rating just a little.”

### **Microsoft Office 2001**

Gregory Tetrault talks about the newest version of Microsoft’s wide-spread office application, and why it doesn’t live up to its promise.

“Microsoft could have created a sensational product with Office 2001. The plethora of known bugs from Office 98 could have been fixed, and Office 2001 could have sported a logical, consistent, pure Macintosh user interface. [...] Microsoft could have made Office 2001 fully compliant with OS X. Instead, Microsoft served us a mediocre upgrade to Office 98. Numerous bugs were left unfixed, and the interface is more confusing than before. The lack of compatibility with Outlook shows that Microsoft does not want to give Macintosh users the ability to work seamlessly in a mixed platform environment. And, the lack of manuals makes it harder to deal with the flaws in Office 2001.”

### **Kodak Photo CD, Picture CD, & Photo Net**

Jens Grabenstein explains the advantages and drawbacks of Kodak’s photographic solutions.

“All three of Kodak’s options have their drawbacks. If you don’t expect high quality scans, but you’re looking for an intuitive and easy-to-use solution to manipulate your pictures or share them over the Internet, Kodak Picture CD is the best solution for a good value. The image quality of Photo CD may be much better, but it comes at a price and it lacks the ease of use of Picture CD.”

### **StuffIt Deluxe 6.0**

Michael Tsai explains why StuffIt Deluxe 6.0 is the best StuffIt yet.

“Everyone needs StuffIt Expander, which is free. The latest version includes all of Deluxe’s expansion and decoding features, which were previously only available to StuffIt Expander through the Drop Stuff with Expander Enhancer package (or the full StuffIt Deluxe). For \$30, DropStuff or DropZip will respectively add StuffIt compression and BinHexing or Zip compression, UUEncoding, and MacBinary. For the occasional user, these are reasonable alternatives to buying the full StuffIt Deluxe package or using Apple’s free Disk Copy. For those who frequently work with archives and strange Internet file formats, StuffIt Deluxe 6 is the way to go. It has its flaws, but it’s getting better and it’s easily the best StuffIt yet.”

### ***Socketoome 1.0***

Eric Blair introduces the versatile peer-to-peer transfer program.

“Peer-to-peer file transfer is relatively new to the average user. Programs like Timbuktu are overkill for simple file transfer tasks. Similarly, running a full-time FTP server isn’t really practical for most people. Operating systems typically include some file sharing capabilities, but they usually cannot communicate with other operating systems without some sort of add-on. Socketoome is plagued by none of these shortcomings—it is extremely focused, easy to use, has cross-platform compatibility, and is inexpensive when compared to many of the more complex options. Socketoome does contain a few shortcomings, but they are far outweighed by the benefits.”

### ***Norton SystemWorks 1.0***

Erik Barzeski looks at first version of Norton’s SystemWorks. Is it worth its price?

“All told, SystemWorks is something that all Mac users should have, unless they’ve got an older working copy of Norton Disk Doctor. This version does little more than bundle the applications together. Symantec long ago realized that there’s an “art” to upgrading; perhaps they took a page from the Good Book of Microsoft and are milking their customers a bit too much.”

### ***3D Bridge Deluxe 1.0***

Ellyn Ritterskamp discovers that Freeverse’s new bridge game cannot match any but the most inexperienced players, despite its very nice packaging.

“3D Bridge isn’t designed to mimic actual tournament play—there’s no substitute for that actual rush—but we could certainly figure out a way to move the players up the evolutionary scale a bit. With the skill level these characters have right now, we might as well be playing against that burning monkey.”

## Extras

### ***Desktop Pictures: New York & Washington***

Jens Grabenstein and ATPM staff member Lee Bennett present their wonderful pictures from New York City and Washington, D.C..

### ***Trivia Challenge: Fun With Numbers***

Edward Goss tests your wit about a number of things in this month’s *Trivia Challenge*.



# E-Mail

## [Apple Cider: Tidings of Comfort and Joy?](#)

Amen brother! I work part time in the service industry and know that “over the line” feeling all too well. Unfortunately, it seems that rudeness and vulgarity have taken over our society. Don’t get me wrong: my vocabulary can be quite snappish at times. I also work in the harness racing business where the ability to swear well is almost a must. However this is usually directed at a large beast who doesn’t understand the meaning of the words. I have been totally shocked by the personal attacks launched on some of the Internet forums. Fortunately, I also get a big laugh from the truly horrible spelling that goes with it.

—*Kathleen O’Doherty*

## [Graphics and the Internet: PNG](#)

One other aspect where PNG shines is mixing text and images. I’ve created landscape designs, in Canvas 7, using colored vector and bitmap objects, including layers of transparent objects, combined with many small text labels. You can save to GIF, but the labels are blurry and unreadable, even if you blow it up 4x first; JPEG is even worse.

But save as PNG and it looks the same on the screen as it does in native format, but about 100 times smaller (I don’t have exact figures or access to my computer at the moment). It’s a great way to send plans, etc., via e-mail.

—*Fenton Jones*

## [Buying a CD Burner](#)

This article is nice but has a couple of overgeneralizations that should be corrected.

It is not true that CD-RWs shouldn't be used for music. While that is a good rule if you're sending CDs to friends with typical CD players, some audio CD players are available that read CD-RW as well, which is great for those of us who like to reuse CD-RWs the way we used to "tape over" cassettes. I and a few others I know have a \$70 Philips portable CD player that advertises its CD-RW compatibility on the box.

I don't think it's true that all G4 towers have internal FireWire. I remember reading an overview of some of the newer G4 towers where the internal FireWire is no longer present. Not sure if this is because of cost cutting or whatever.

The article's tip about making a partition is nice. But another cool thing to do is to make and mount a disk image with [Disk Copy](#) and burn from that, particularly if you are trying to make a startup volume or something where your CD writing software wants to see a volume and not a folder. Could save you the trouble of reformatting to add a partition.

—*Al Egrias*



I wanted to mention that it is possible to record audio CDs at speeds higher than 4x. The potential problem is that recording at higher speeds can be more error prone. However, the newer CDR/CDRW drives seem to be better at minimizing errors.

I currently write audio CDs at 12x using a Sony FireWire 12x/8x/32x drive (\$315 with rebates at buy.com) and have had no coasters. I copy audio files to the hard disk before burning my CDs. It takes about five minutes to burn a full CD.

—*Ken Cohen*

### **Kodak Smart Picture Frame**

In your review, you mention that you cannot use MicroDrives with the frame. I have an IBM 1 GB CF MicroDrive and it works well in the Kodak frame and my camera.

—*Steve Benfield*

## DSL and the Mac

First of all, congratulations on a terrific site. Well organized and very informative.

However, I do have two questions about sharing a DSL connection that weren't clearly answered in the [April 2000 issue](#). I recently purchased an appropriate hub and router to connect up to four computers.

1. If I merely want to connect two computers so that they can share a DSL connection and I have no need for file sharing or anything like that, do I have to do anything other than connect the two, with Ethernet cable, to the hub and router?
2. If I want to connect a third computer that is a Macintosh to the same DSL connection, can I simply connect it to the hub and router with cable as well, or do I need special software or something?

—*Clint*

First off, thanks for the kind words regarding the site!

The answer to question #1 is simple—no. You only need to connect the two computers to the hub (or router directly if it has a built in hub). Configure the router, plug it into the DSL modem, and bingo, you're in business.

As for your second question, I can't tell from your e-mail if you are using two separate devices, one a hub, and one a router—or if you are using a combined router/hub (i.e. a router with a built in hub).

If you are talking about the first scenario, then there is nothing to worry about. Just plug all your computers into your hub using standard Ethernet patch cables. Then connect the uplink port of your hub into the LAN jack on your router. Your hub may have one port (the last one usually) that can be toggled between "normal" and "uplink," or it may not have an uplink port at all (though that is unusual these days). All you need to do next is plug the router's WAN jack into the DSL modem. Then once you configure your router properly, all the computers plugged into the hub will all be able to share your DSL line.

If you are talking about an integrated unit that serves both as a router and a hub, then the situation is a bit different. Setup is easier: just plug all your computers into the numbered LAN ports, and your DSL modem into the WAN jack. But keep in mind that most routers do not route AppleTalk. So you will not be able to print or share files among Macs using AppleTalk. Under the first scenario (separate hub and router) you can do both of these things because hubs (usually) support AppleTalk; the router comes after the hub in the chain, so it can't block the AppleTalk protocol from computer-to-computer or computer-to-printer. But when the router and hub are integrated into one unit, the AppleTalk protocol is blocked.

The lack of AppleTalk support may or may not be a problem for you. Mac OS 9 supports TCP/IP file sharing, and if your printer supports TCP/IP you can make an LPR desktop printer using the Desktop Printing Utility. Then you won't need AppleTalk at all on your Macs. But if you are not running OS 9, or your printer only supports AppleTalk, you should keep in mind that the router/hub unit may complicate your setup somewhat.

You don't need any special software on any of your computers to share a DSL line, so long as you have a hardware router. It does everything for you. If you need help configuring your router or Mac to access the Internet using your DSL line, please just let me know, and I can walk you through the process. —Evan Trent

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# Apple Cider: Random Squeezings From a Mac User

by Tom Iovino, [tiovino@atpm.com](mailto:tiovino@atpm.com)

## This New Year's R-Word

Isn't it great to be celebrating the arrival of the new millennium? I know, everyone made the big stink last January when the calendars rolled to 2000, but I'm sure we are all aware that January 2001 actually marks the beginning of the new millennium.

That never stopped the giant hype machine.

One of the by-products of last year's New Year's nonsense was that people were filled with a desire to make that event a memorable one. In addition to blowing big bucks to be in an interesting foreign city or at a historically or geographically significant site (except for me—I was home by myself watching Dick Clark), most folks sat down and made a long list of Resolutions for the New Year.

Looking back on 2000, I should have taken their lead and made a few of my own. I know I should have vowed to lay off the rocky road ice cream!

Well, there's no better time than the present to put pen to paper and scratch out my list of resolutions. For instance, in 2001, I resolve to *never* read the drivel that tech stock analysts spew forth, especially when it comes to Apple Computer.

Y'all know what I'm talking about.

You don't? OK, let's try this. Everyone who lost money on their Apple stock this year raise your hand.

Nine...ten...eleven...OK, that's a lot of folks. More than I can count.

Hey, it's a long fall from the low 75's to the mid 14's. That's quite a tumble for a stock that performed so well over the past few years. And, once that happened, it was easy for some financial hacks to take a swipe at the company based on some of the decisions Jobs and

company have made that contributed to this downturn. Most notably, there was the Cube, which fell outside of the marketing strategy that got Apple out of the jam it was in to begin with.

But, you know what? If you owned shares in Gateway, Dell, Intel, or Microsoft, you would have seen similar drops in value.

If this is the case, what's my beef with the reporting on Apple?

The problem is that no one is mentioning that these other companies are "in trouble." No one is even suggesting that these companies may go belly up.

Yes, folks, believe it or not, some market watchers out there are trying to return the beleaguered tag to Apple Computer.

I almost want to grab those lame brains and remind them of another R word—one which is usually whispered in fear among investors. The big R word that makes the entire economic landscape look a little more bleak.

Can you say *Recession*?

Think about it—for the past nine years or so, the US economy, as well as the economies of other industrialized nations, has been working pretty robustly. Inflation and interest rates have been held in check, and people have been feeling good about the economy. (Isn't that amazing? There's a generation of children in grade school, some as advanced as fifth grade, who have never personally witnessed a recession. For the vast majority of these kids, prosperity is all they know. Daddy has never been laid off. They have never had to rely on food stamps.)

The pump that has driven this economic surge has been—and this may be news for you if you have been living under a rock—technology. The explosion of the Internet in the early 1990s, coupled with the profusion of dot coms in the mid to late 90s, has inflated the worth of the international stock markets and delayed a possible recession.

But now, it looks as if the bloom is off the rose. Just as the railroad stocks a century earlier, tech stocks have seemed like an ironclad way to a fortune. But now, I fear we are entering a period of recession. Tech stocks, and others trading in the broader markets such as

General Motors, Maytag, and Owens Corning, are trading well below their 52-week highs. More companies are issuing warnings that their fourth quarter earnings won't meet projections. It seems as if the Recession engine is gathering steam.

But, you won't hear about any of these companies preparing to go belly-up.

No sir.

That's because long-lived companies—especially those in the non-tech field—have survived recessions before.

Well, Apple's been there and done that. It's not going away anytime soon because the company has proven itself time and again. Just when you think the company's going down for the count, it finds a way to bounce back. How is that so? Well, Apple has three important intangible assets that some other market survivors have.

First, they offer a unique product. Yes, there are other home computers. And, yes, Windows looks an awful lot like the Mac OS. But, the latter is still easier to set up and use than any flavor of Windows. Plus, the hardware folks have given the iMac, iBook, and G4 towers a stylish look that makes them stand out from the crowd.

Two, they have a solid reputation and name recognition. When you say Apple Macintosh, your mind conjures up images of an innovative product, the famous *1984* commercial or the latest Jeff Goldblum ads. That's how a brand goes about working its way into consumers' homes.

Finally, Apple has a devoted customer base. There are some people who won't use any brand of insulation other than Owens Corning. Some folks won't drink any other soft drink than Coca Cola. And, we all know that some folks won't be caught dead using any other computer than a Mac. Period.

So, as we enter 2001, the true beginning of the new millennium, it pays to make a few additional resolutions in addition to the typical "Gee, I gotta lose ten pounds" standbys.

First, remember that if the stock market falls to pieces and the economy tanks, this too shall pass. Just as surely as the leaves return to the trees in the spring, we will enter a new phase of economic growth and prosperity.

Next, keep in mind that if what you are doing isn't helping to bring you happiness, you need to change what you are doing. That goes for any and all fields of endeavor.

Finally, remember that no market analyst has a crystal ball that can accurately tell the future of Apple or any other company. If they did, what the heck are they doing writing a column for a magazine with an editor breathing down their necks to ensure they meet their deadline?

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## Defense of Napster—Response to My December Column

When you put your opinions in print, even virtually as we do at ATPM, you're bound to get responses. My colleague Tom Iovino [addressed an inappropriate response](#) in last month's issue, and I've received a few of those myself, which I prefer not to dignify with responses. Once in a while though, I get e-mails from someone who, while disagreeing with my point of view, is able to voice a disagreement with both intelligence and respect. An example follows:

### The First E-Mail

You call Napster users [thieves](#), yet in the same article you yell at the RIAA for having a monopoly and taking the artists' money. How can authors lose money if it never goes into their pocket in the first place?

The problem in the past was that artists weren't receiving royalties (which is how songwriters, composers, and other artists who write their own material get the bulk of their income). Napster has reached an agreement with BMI and is working on one with ASCAP to remedy that situation.

The RIAA is a monopoly. Obviously it has to pay its contract performers something, but it pays far less than it should. RIAA pays no more than \$2 a unit on a \$16+ CD that costs less than \$0.50 to manufacture (including recording expenses, artwork, etc.).

Read the other two parts (in [6.03](#) and [6.06](#)) to get a more complete picture of my position.

Personally, I hate Napster for one reason; most of the people on it are on PCs and have *no* clue how to encode a song or label it correctly.

No surprise there. If your average PC user had a clue, he or she would've bought a Mac instead.

## The Second E-Mail

I understand that position, but I don't understand the position of calling Napster users thieves. What are they stealing?

There are two types of copyrights intended to protect creative artists. The familiar © symbol refers to the composition and protects the author, while the p in a circle (the character is not available) protects the specific recording of the work and, ideally, the musicians who played on said recording.

By providing the means to make unauthorized copies without due compensation, Napster has facilitated the theft of both intellectual property (the song) and physical property (the recording, compressed but still high quality). At what point the Napster user crosses the line is hard to determine. Intent is a part of the question, though. Do you download a handful of songs to help decide whether or not to buy CDs, or do you fill a multi-gig hard drive with music you never intend to pay for?

## The Third E-Mail

Whenever I look at the CD jacket or similar material, it's clear that the record company owns the copyright, not the artist.

Look inside the CD. The artist often holds the copyright to the songs (usually under a publishing company that the artist registered through either ASCAP or BMI), and the artist (or songwriter if the artist doesn't write his/her own material) gets royalties from the songs. These royalties are paid by radio stations and should be paid when the same songs are broadcast or transferred over the Internet.

Yes, the record label owns the physical media (which gives the record label the copyright on the CD as a whole) and the recordings. But if the artist runs his/her own label, the label belongs to the artist as well. All the elements of production are now within the financial reach of the independent artist. The only advantage big labels have is access to an established network of distributors (namely record labels). The Internet changes that, and thus threatens the RIAA's distribution monopoly.

In fact, wasn't the digital millennium copyright act just a huge thing for the RIAA to hold all the copyrights for itself? And I know that the record company owns all the physical media involved.

I believe that the [Digital Millennium Copyright Act](#) is more complicated than that. Here's what I wrote about it in 6.03:

"This law, passed in 1998, makes it easier to sue the manufacturers of tools that are subsequently used for piracy, whether the manufacturer had that intent or not."

I have serious disagreements with this law, and cover these in the same article.

As for taking the physical copy, I have an analog. In a library you can copy pages of books or magazines for free. You can walk out of the library with those copies. This is not theft because the original book or magazine remains within the walls of the library.

Within reason, you are protected by "Fair Use Law," which allows you to make limited copies for personal research. Of course, you couldn't reproduce a whole book, bind it, and sell it. That would be a clear violation. But it's also a violation (though harder to enforce) to photocopy whole books in lieu of buying them yourself.

If you don't believe me, take something that's copyrighted (sheet music, a magazine) to Kinko's and try to have it copied. Any time I need to photocopy my own scores (for a performance or a festival) I have to show proof of ID and fill out a release form stating that I, as the copyright holder, authorize the Kinko's employees to make copies.

## The Fourth E-Mail...

is yet to come. Maybe I answered the reader's questions, and she is satisfied with my responses. Or perhaps we just agree to disagree. That is certainly a valid option in a free society peopled by freethinking citizens.

*Copyright © 2001 David Ozab, [dozab@atpm.com](mailto:dozab@atpm.com). David Ozab is a Ph.D. student at the University of Oregon, where he teaches electronic music courses and assists in the day-to-day operation of The Future Music Oregon Studios.*



# On a Clear Day, You Can See the Hollywood Sign

by Mike Shields, [mshields@atpm.com](mailto:mshields@atpm.com)

## Did You Get What You Wanted?

I normally write this column about ten to twelve days before you get to see it hot off the ePress. This month, that would have put me writing before Christmas, and you reading after it. Clearly, that solution is unacceptable. I contemplated writing about what I wanted, and seeing if I got it; however, reporting after the fact is preferable, at least in this case. So, I spoke to the deadline elf—he's the one that makes sure that Santa gets all the toys made and onto the sled on time. He gave me the high sign, which is a scary sight in and of itself, but it did achieve the desired effect.

A word about Christmas: the last few years, I haven't really wanted anything. I have a lovely wife and two beautiful children that keep me busy. I'm more into the whole "Celebrating Christ's Birth" thing and the whole "Peace on Earth, Goodwill toward Men" thing. I get gifts from my family, and am pleasantly surprised when I get something that I actually like. No ties here.

When I talked about getting what I wanted, I was alluding to the metaphorical. Most of the things I want can't be given as gifts. I want faster PowerPC chips. I want Apple's stock price higher. I want OS X announced at Macworld. I want to go to Macworld. Again, the fine folks at Rocket Science Central decided that their lead Mac Tech would be better served by staying home. Are they trying to tell me something?

I also want the next generation DV camera from Canon. The XL1 is still the top of the line, but I guess I'm holding out for the XL2. At a ShowBiz Expo around seven or eight years ago, a producer friend and I were joking about one day being able to shoot a film, remove the hard drive from the camera, take it to a PC (or Mac, I threw in) and proceed to edit. With the advent of FireWire and the VST external hard drive, we're getting close. I hear of a company that's developing the technology to replace the need for a computer hookup between the two. Ok, these last few things actually exist, however, I didn't get them.



I want a digital video-to-film transfer to cost less than sixty thousand dollars. I want the XtremMac. 1.2 GHz...I had to replace my keyboard from the drool. I want a manual for iMovie, but [The Missing Manual](#) fits the bill quite nicely. Look for the second edition to cover iMovie 2. Conversely, I'd like an understandable manual for Final Cut Pro. If I spend a grand on a piece of software, how much goes to the technical writer? Should I have to go to my nearest online store and buy seven or eight books to understand a piece of software I just bought? Come to think of it, I want a Final Cut Pro that will take advantage of the multiple processors on the latest G4. Supposedly, I'm getting this one at Macworld, but I'm not holding my breath.

I want a working space station. I want a monolith discovered on the moon. Ok, I'm trying to stay with the *2001* theme here, so go with it. Working at Jet Propulsion Lab gives me an interesting perspective on this type of stuff; as I write this, we have a satellite passing close to Saturn. I don't have an actual count on how many PowerPoint documents were made on how many Macs to make this happen, but another thing I want is at least 50% penetration of Macs in the lab. With the timely release of OS X, by next year I may get that.

Of course, that has nothing to do with the Mac in Hollywood. I could use a G4 PowerBook. If I believe the rumor sites, I should have one by next week. I still salivate at the ability to download digital video on location and watch the dailies as they're shot. If I need to do a retake for any reason, I can get it right away. Saving money is a good thing for an independent producer.

Which reminds me, I want my production company financed. Ok, that's something that can be given, but not usually as a Christmas present. Unless one of you out there has a spare ten million dollars. OK, with the advent of digital video, you can shoot an entire film for roughly 5K, and for an additional 10K you can purchase a top-of-the-line digital video editing suite.

I want flame wars to stop on the digital video list I'm on. Part of the whole "Peace on Earth, Goodwill toward Men" thing I mentioned earlier. I want an Apple store to open in my area, although I have a local company that does quite well for me.

I want game software to come out on both platforms simultaneously. While doing some research the other day, I found out that The Sims had just been released for the Mac—about six months overdue, in my opinion. We finally have versions of Tomb Raider and Rainbow Six, but it took a year to get them.

I want the next generation of FireWire. And I want Apple to implement USB 2.0. This should allow for downloads of video at two and three times the speed. Of course, I'm always stuck with the constant of 3.6 MB of storage for a second of DV. That works out to about a little over 18 GB of storage for a 90 minute film. Fortunately, companies like VST, and even IBM, have gone the extra digital mile and provided hard drives of 75 GB and higher: more than enough to capture and edit a two hour film. So, these things that I want, I can actually get.

Since I didn't get this stuff this year, maybe I'll get it the next, although usually the things I don't get for Christmas I get on my birthday. That's on Thursday.

72 and sunny in Redondo.

e You next time.

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# About This Particular Web Site

by Paul Fatula, [pfatula@atpm.com](mailto:pfatula@atpm.com)

## [Peter's Evil Overlord List](#)<sup>1</sup>

Planning on starting off the new year with world domination? Being an Evil Overlord can be difficult to pull off in this world of superheros, armies, and law enforcement; and anyone who spends much time at the movies can tell you that the odds aren't in your favour. But if you follow the top 100 pointers given on this site, and the further lists in "Cellblock A" and "Cellblock B," you just might have a chance...but if you fail, perhaps you'll at least survive long enough to submit a pointer of your own.

## [SpaceViews](#)<sup>2</sup>

Ever noticed how rarely the popular news media report about what's going on in the space program? About all you see in the newspapers these days is a brief paragraph about a shuttle taking off or landing, and TV news doesn't even bother reporting that. SpaceViews reports events, discoveries, and other matters relating to space. It's not afraid to get technical when it's warranted, though it always remains readable for the non-expert. Perhaps best of all, many articles are followed with links to related articles and Web sites, allowing you to explore the history of a subject you find interesting.

## [IBVA Technologies](#)<sup>3</sup>

Mice and keyboards have been around a long time. Voice control is newer, but if you really want to push the limits, how about brain control? IBVA stands for Interactive Brainwave Visual Analyser, and yes, you can buy one. While you can't control your mouse pointer with it, you can create music, control movies, and play a game. (No, I'm not just writing about this in hopes of getting a [review copy](#).)

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1. <http://minieval.eviloverlord.com/lists/overlord.html>

2. <http://www.spaceviews.com>

3. <http://www.ibva.com>

## [Aluminum Foil Deflector Beanie Homepage](#)<sup>1</sup>

Using your brain to control computers is all well and good, but turn the tables and you have the stuff of nightmares. If you fear computers, people, or aliens taking control of your brain with “electromagnetic psychotronic mind-control carriers,” you’d better rush to this page and build yerself a beanie. Not only will you find detailed instructions for making an AFDB out of common household objects, but the page also lists warning signs that your pets may be victims of mind control.

## [eSmurfs](#)<sup>2</sup>

Think the Smurfs went out with the 80s? No way! Thanks to eSmurfs, you can purchase many of the smurfs you played with years ago, as well as the latest smurf figurines. You can also download the smurfs theme song (regular and techno versions); sign up for a free smurfy e-mail address; read about Peyo, the creator of smurfs; and learn how smurfs are made. Yes, you smurf-haters out there can buy Gargamel figures here too.

## [Computer Stupidities](#)<sup>3</sup>

Anyone who occasionally (or professionally) helps novices with their computers will find quite a few laughs here. Divided into a bunch of different categories, there are hundreds of stories of complete cluelessness from tech support people such as, “My terminal is smoking and shooting sparks. Should I unplug it?” Drop on by for a heapin’ helpin’ of stress relief.

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- 
1. <http://zapatopi.net/afdb.html>
  2. <http://www.esmurfs.com>
  3. <http://www.rinkworks.com/stupid/>

## Power Macintosh 8500

I've owned a number of Macs in my day, but my 8500 (the "Tower of Power") outlasted them all and I replaced it only recently with the latest addition to Apple's oeuvre, the G4 Cube (yes, [my next Mac was a Cube](#)). Purchased brand-new in 1994, the 8500 was a versatile beast, featuring expansion options only outdone by the 9500 and its six PCI slots.

*Note:* These setups cover any Mac with built-in 10BaseT Ethernet and PCI slots, such as the 7500, 9500, etc. I specify the 8500 because that's what I used.

From a networking perspective, the 8500 is ready out of the box with built-in AAUI (transceiver) and RJ-45 (twisted-pair) Ethernet ports. Faster network speeds come via PCI cards, but the regular Ethernet's 10 megabits per second (about 1 megabyte) capacity is a heady improvement over LocalTalk's 230 kilobits (which the 8500 still supports through its serial ports). Twisted-pair Ethernet (10BaseT) is a snap with the RJ-45 port and you gain thinnet Ethernet (10Base2) by connecting the proper transceiver to the AAUI port. You can't use both ports at once, though, as it's the same internal hardware; it'd be like plugging two mice into one ADB port.

### Crossover Ethernet

The cheapest Ethernet option, a \$10 crossover cable will network two Macs together. The 8500 works fine here, connecting readily to other Ethernet-ready Macs. You need the special crossover cable for this, which differs from the straight-through cables you use with an Ethernet hub. Both cables are twisted-pair, but two-Mac networks only work with a crossover cable. Color-case Macs (iMacs, G4s, etc.) have no serial ports and use Ethernet as their default AppleTalk connection. To use a crossover cable with beige Macs, you will need to switch both Macs' connections to Ethernet simultaneously in the AppleTalk control panel. This may require the help of a friend.

## Hub or Switch–Based Ethernet

Connect a straight-through twisted-pair cable to the 8500's RJ-45 port and you're set. If you use multiple speeds (10 & 100BaseT) on the same network, make sure to use a switch instead of a hub; otherwise you'll be limited to the lower speed.

## Upgrading Your Ethernet

Add a PCI Fast (100BaseT) or Gigabit (1000BaseT) Ethernet card to step up to something speedier than the built-in regular (10BaseT) Ethernet.

## Wireless Network

Technically, it may be possible to connect an 8500 to a wireless network, such as AirPort, with a combination of a PCI-to-PC card and a wireless card like Farallon's [SKYLine](#). The cost being prohibitive, I've never tried it, but hey; it might work.

## Sharing an Internet Connection

Your 8500 can use software like Sustainable Softworks' [IPNetRouter](#) or Vicom's [SurfDoubler](#) to share a single Internet connection across a network. For high-speed (cable or DSL) connections, you need to add a second Ethernet port, since the high-speed connection uses one port and most high-speed providers will charge more for multiple connections through a hub. Use a 10BaseT PCI card for your second connection, since it can easily handle the typical 200K cable and DSL transfer speed and will be cheap (\$10–20). Once you install the hardware, the software handles the rest.

*Copyright © 2001 Matthew Glidden, [mglidden@atpm.com](mailto:mglidden@atpm.com). Matthew Glidden is the webmaster of [Threemacs.com](#), a guide to constructing and maintaining home and small-office Macintosh networks.xs He can also tango and juggle, not necessarily at the same time.*



# Segments: Slices From The Macintosh Life

by James McNally, [james@consolationchamps.com](mailto:james@consolationchamps.com)

## Got Blog?

Back in April, I stumbled onto a corner of the Web I'd never seen before. Following a link to a place called [kottke.org](http://kottke.org), I discovered a site that was made up of short daily updates, with interesting links and even more interesting comments on the links, written by a guy in Minneapolis named Jason Kottke. Over the next few weeks, I discovered dozens of sites like his and also learned that he was sort of a semi-mythic, or at least popular, character in the "blogging" scene.

Blogs (short for "Weblogs") have been around for a few years, but have now only reached critical mass due to the proliferation of Web-based tools for creating and updating them. First among these tools is [Blogger](#), a Web-based application written by the fine folks at [Pyra Labs](#) in San Francisco. According to Pyra president Evan Williams, they were working on other software tools, and were using Blogger internally just to keep each other informed and amused. When they posted it publicly just over a year ago, they had no idea it would be so popular. Today, the service, which is free, boasts over 60,000 users. The Blogger site maintains a directory of blogs created with the tool, and for those without Web hosting accounts, they have started [BlogSpot](#), which gives users 2 MB of free space for their blogs. It is telling that Pyra's six employees all have popular blogs.

One of the site's mottos is "Get a site. Keep it interesting." Bloggers tend to link to each other quite a bit, and there is a fair amount of blog gossip, which seems to remain mostly good-natured. One of the best things about blogs is that they help their readers discover quirky links. They also serve as a sort of geek chorus for any world event; just go to the Blogger site and try searching for the word "election" over the last week. You'll experience the full range of political opinions in no time at all.

Blogs grew out of the "personal home pages" that began popping up on the Web in its infancy. Blogs offer the visitor a glimpse into the mind and heart of the author, and since they are updated more frequently than the static "home pages," they allow the reader to follow the ups and downs, the drama and the boredom, of someone in another city, or

another country. Many friendships form in this community, and its democratic nature leads almost everyone who reads blogs to begin one of his own. With tools like Blogger so easy to use, it's no wonder.

For the non-techie, these online tools are a godsend. While it was always possible to create a regularly updated Weblog, the process of rewriting pages of HTML, and then connecting through FTP to upload the changes has been automated by the new tools. Another plus is that the task of archiving older material has been completely streamlined. The folks at Pyra are continually refining and adding new features, too, like adding permanent links to each entry, or adding the ability to let visitors post comments. And one of the best features of all is that a blog author can update her blog from anywhere she has a connection to the Internet.

Blogging is in serious danger of becoming a mainstream fad. Just a few weeks ago, [The New Yorker](#) featured an article on Blogger and especially on the online romance between Pyra co-founder [Meg Hourihan](#) and, you guessed it, [Jason Kottke](#).

### **Blogging Tools**

- [Blogger](#)
- [Weblogs.com](#)
- [Edit This Page](#)
- [Pitas](#)
- [ZZPost](#)

### **Best Blogs**

- [Harrumph!](#)
- [Megnut](#)
- [Kottke](#)
- [Caterina.net](#)
- [Maganda](#)
- [Jack Saturn](#)
- [Speech Therapy](#)
- [Jeffrey Zeldman Presents](#)

### **Where to Find 'Em**

- [BlogStart](#)
- [BlogHop](#)
- [EatonWeb Portal](#)

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# Extras: Desktop Pictures

## New York II

This month, Jens Grabenstein shares [his view of New York City](#) with us. The images were shot with a Canon EOS 300 using a 28–80mm zoom lens and 200 ASA 35mm Kodak Gold film. The film was digitalized during development using Kodak Picture CD technology (see [review](#) in this issue).

Most of the pictures were taken during a trip to Liberty Island with Daniel Chvatik, who presented [his photos](#) from this trip in the November issue of ATPM. Daniel took his photos with an Olympus C-2000Z at the same time and under the same conditions. Therefore, you can compare the images taken with the Olympus and the Canon to see the limitations of the Kodak Picture CD technology.

As you can see, the scanning introduces a strong moiré effect, especially in the twin towers of the World Trade Center. Under sub-optimal light conditions and even under good light conditions the Picture CD images appear pixelated in the blue and white parts of the sky.

Last month's [images of leaves](#) were taken with the same camera under comparable conditions, but scanned with a conventional flatbed scanner. They show none of the mentioned defects. If you compare the pictures of the city and the leaves, you can see that the effects are due to the scanning technology applied by Kodak, not to the quality of the actual pictures taken with the camera.

## Washington, D.C.

Assistant Webmaster Lee Bennett offers desktop pictures from [Washington, D.C.](#) that he took in the autumn of 2000. The pictures include shots of the Capitol, the White House, the Vietnam and Korean War Memorials, the Washington Monument, the Old Post Office, Ford's Theatre, and artifacts in the Smithsonian Air and Space Museum—Lindbergh's *Spirit of St. Louis* aircraft and the original *U.S.S. Enterprise* model from Star Trek.

The photos were taken with a Nikon Coolpix 990. Resampling and retouching were performed with Adobe Photoshop 4.01 for Macintosh.

## Previous Months' Desktop Pictures

If you haven't seen the rest of the series, it includes: [Yellowstone National Park](#), [Drops](#), [Toronto](#), [Niagara Falls](#), [Monaco](#), [Montréal](#), [Bahamas](#), [Clouds](#), [Aerial](#), [Made with Macs](#), [Landscapes](#), [Northwest](#), [Animals](#), [Spring Flora](#), [National Parks](#), [Insects](#), [Konstanz](#), [Mark Montgomery's Desktop Pictures](#), [Konstanz Part II](#), [British Columbia](#), [New York](#), [France](#), [Northeast](#), [From ATPM Readers](#), [New York II](#), and [Washington, D.C.](#).

## Downloading all the Pictures at Once

iCab and Interarchy (formerly Anarchie) can download an entire set of desktop pictures at once. In iCab, use the Download command to download "Get all files in same path." In Interarchy, use HTTP Mirror feature.

## Contributing Your Own Desktop Pictures

If you have a picture, whether a small series or just one fabulous or funny shot, feel free to send it to [editor@atpm.com](mailto:editor@atpm.com) and we'll publish it in next month's issue. Have a regular print but no scanner? Don't worry. E-mail us, and we tell you where to send it so we can scan it for you. Note that we cannot return the original print, so send us a copy.

## Placing Desktop Pictures

### *Mac OS 8.5 and Newer*

Go to the Appearance control panel. Click on the "Desktop" tab at the top of the window. Press the "Place Picture..." button in the bottom right corner, then select the desired image. By default, it will show you the images in the "Desktop Pictures" subfolder of your "Appearance" folder in the System Folder, however you can select images from anywhere on your hard disk.

After you select the desired image file and press "Choose," a preview will appear in the Appearance window. The "Position Automatically" selection is usually fine. You can play with the settings to see if you like the others better. You will see the result in the little preview screen.

Once you are satisfied with the selection, click on "Set Desktop" in the lower right corner of the window. That's it! Should you ever want to get rid of it, just go to the desktop settings again and press "Remove Picture."

### ***Mac OS 8.0 and 8.1***

Go to the “Desktop Patterns” control panel. Click on “Desktop Pictures” in the list on the left of the window, and follow steps similar to the ones above.

### ***Random Desktop Pictures***

If you drag a folder of pictures onto the miniature desktop in the Appearance or Desktop Pictures control panel, your Mac will choose one from the folder at random when it starts up.

### ***DeskPicture***

An alternative to Mac OS’s Appearance control panel is Pierce Software’s DeskPicture, [reviewed](#) in issue 5.10 and available for [download](#).



# Review: Backyard Soccer, MLS Edition

by Mike Shields, [mshields@atpm.com](mailto:mshields@atpm.com)

Developer: [Humongous Entertainment](#)

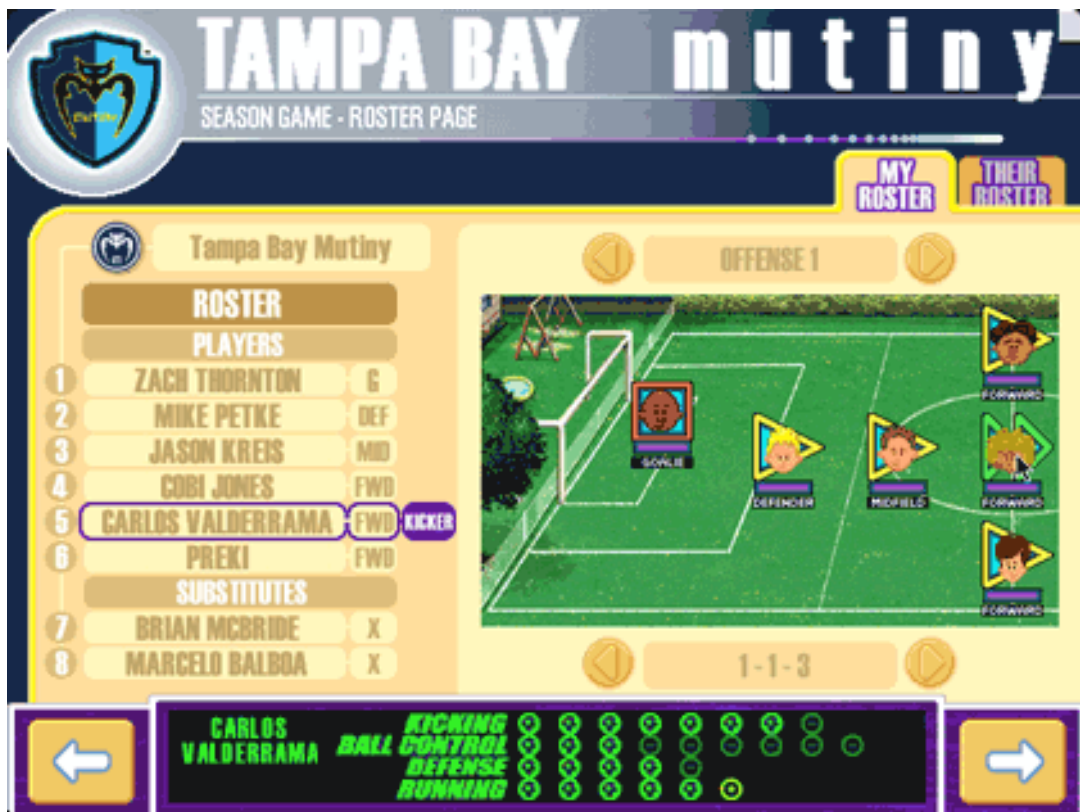
Price: \$19.99

Requirements: 133 MHz PowerPC, System 7.5.3. Ages 5–10.

Trial: None



Once again, the Backyard Kids have taken to the field in Backyard Soccer, MLS edition. They're joined by 15 of today's leading players from the Major League Soccer and the US Women's team, as kids of course. Play elements are similar to the other Backyard games, [reviewed](#) here previously. Pick your players, your home field, and your starting lineup, and start the game!



Sunny Day is back as play-by-play announcer and is joined by colorman Earl Grey. They call an exciting game, as your mouse hand gets a workout. The simple point and click interface is used in this case to move the ball around and to select who's going to kick it. Special care should be taken when selecting your home field: when my son Scott chose a cement playground, the ball just kept rolling forever, which made it hard for expert ballhandler Carlos Valderrama to maintain control.

Once again, I stacked my team with Major League Soccer players; however, some of the Backyard Kids are professional class as well. I really enjoyed this game, even though it was made for my daughter Amanda, who's six, and for my son Scott, who just turned four. OK, Scott does tend to kick the ball into his own goal a lot, but he has fun, and that's all that matters. He was even able to choose his favorite color—green—as his team color.

I was disappointed by not being able to create my own player, as with the other Backyard games. However, game play was really easy. I was passing like an expert almost immediately, and I played through the game until I'd worked my way up to the Premier division, which I won. Along the way, incidentally, there was an indoor invitational soccer tournament.



I was able to get pretty good at banking the ball off the wall while passing. I also scored off a corner kick. As with other Backyard games, you're awarded various powerups for excellent game play. Although I wasn't able to figure out what an "excellent play" was, I was able to score with an underground powerup.



Then came the Astonishingly Shiny Cup of All Cups Tournament. I played against teams from all over the world, and the competition was tough. While by this time I was able to master passing, kicking, tackling, and shooting, goal keeping was still a mystery. I was scored upon for the first time, and I even lost my first game. However, I still won the tournament, and the Cup.



If you feel you need practice, you can shoot penalty kicks against Mr. Clanky, who also doubles as the referee during game play. Or, you can tend goal while Mr. Clanky shoots at you. Backyard Soccer Major League Soccer Edition will undoubtedly provide hours of fun for the whole family; that is of course, if you ever let your kids use the computer!

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# Review: Finale 2001

by David Ozab, [dozab@atpm.com](mailto:dozab@atpm.com)

**Developer:** [Coda Music Technology](#)

**Price:** \$545; \$199 (competitive upgrade); \$149 (upgrade from v. 1.0-'98); \$99 (upgrade from Finale 2000)

**Requirements:** PowerPC-based Mac with System 7.6.1.

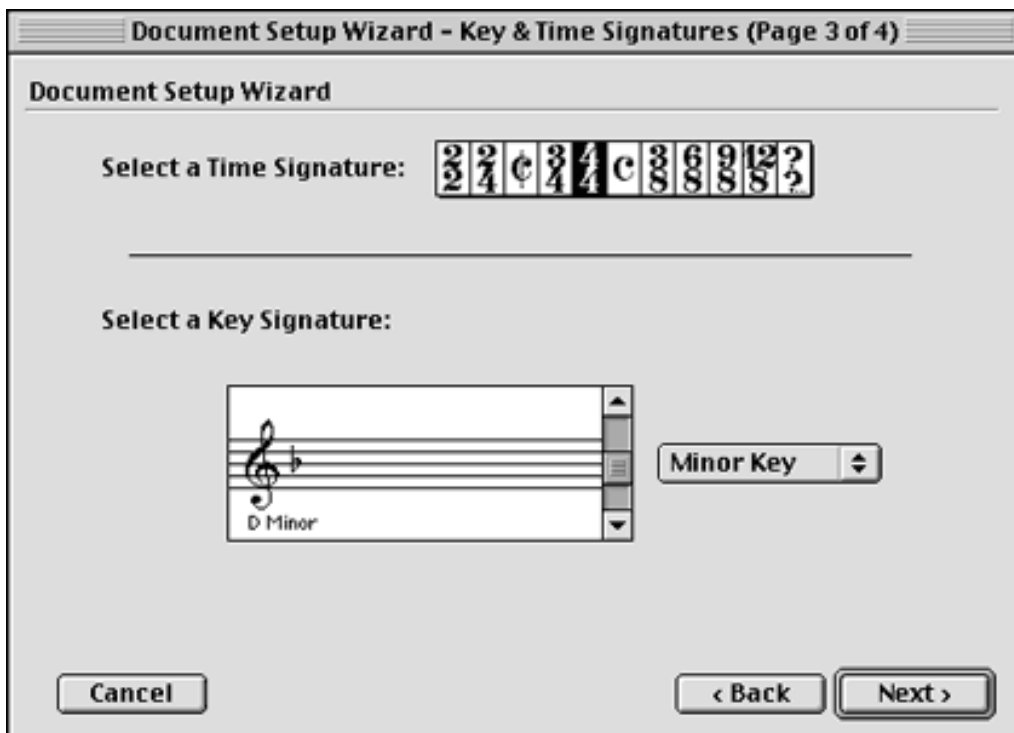
**Recommended:** 40 MB hard disk space

**Trial:** Feature-limited (no saving, only one page per printout with "Finale Demo" superimposed.)



## Happy New Year

Another year, and another version of the venerable notation program Finale. Well, not quite. As with Finale 2000, Coda released 2001 a few months ahead of the calendar, then added maintenance upgrades over the course of the fall. Now on version "c," Finale 2001 has achieved the same stability as its predecessor.



The New Wizard Menus



## A More Powerful Wizard

The Set-up Wizard, introduced in Finale 2000, has been expanded to include key and time signatures, initial tempo, font, and a pickup (anacrusis) if desired. Copyright information can now be included in the same step as title and composer, though the feature would be more useful if the copyright symbol were added automatically. Not everyone remembers Option-G.

In the second page of the setup wizard, where the user adds parts, Finale 2001 includes orderings for orchestra, jazz band, concert band, and choir (which is identical to orchestra, but with the choir under the orchestra, and above accompanying instruments, like piano or guitar), along with custom orderings for any number of mixed chamber groups or combos. This was a feature I suggested in my [review of Finale 2000](#), and I'm glad that it was incorporated in this upgrade.

**Document Setup Wizard (Page 1 of 4)**

**Document Setup Wizard**

Title:

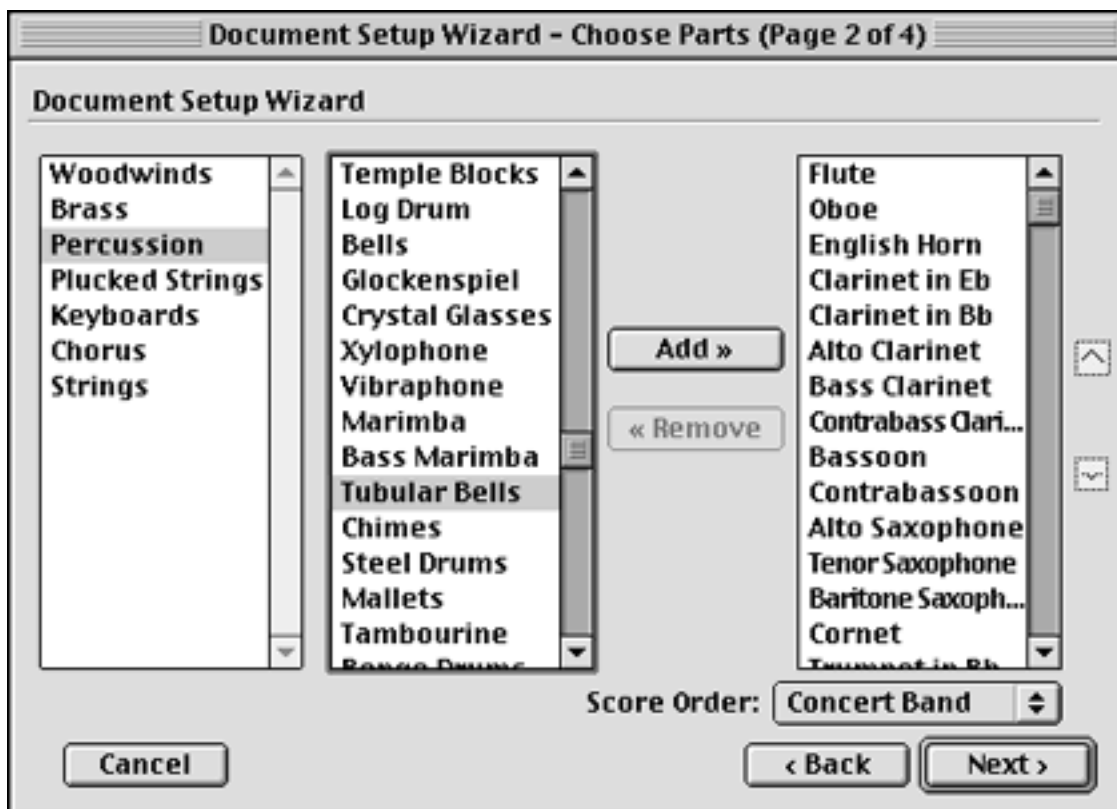
Composer:

Copyright:

Page Size:

Portrait  Landscape

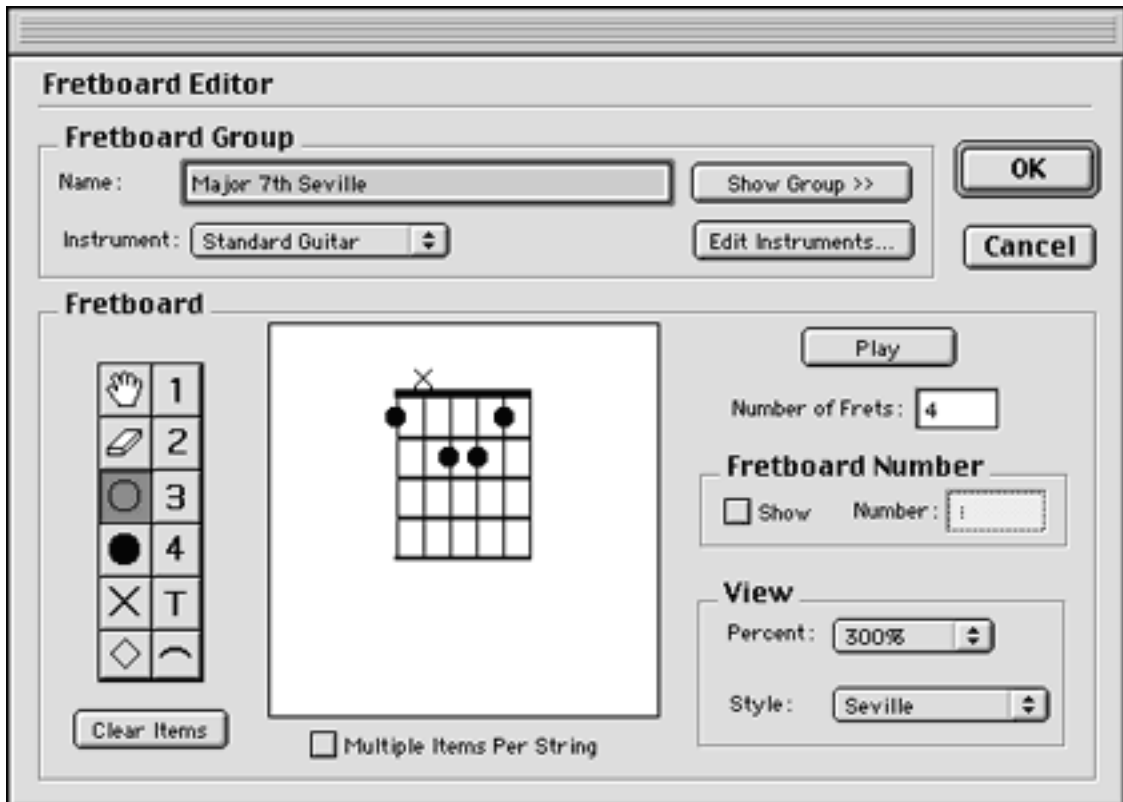
The Revised Title Menu With Added Copyright



The Revised Parts Menu

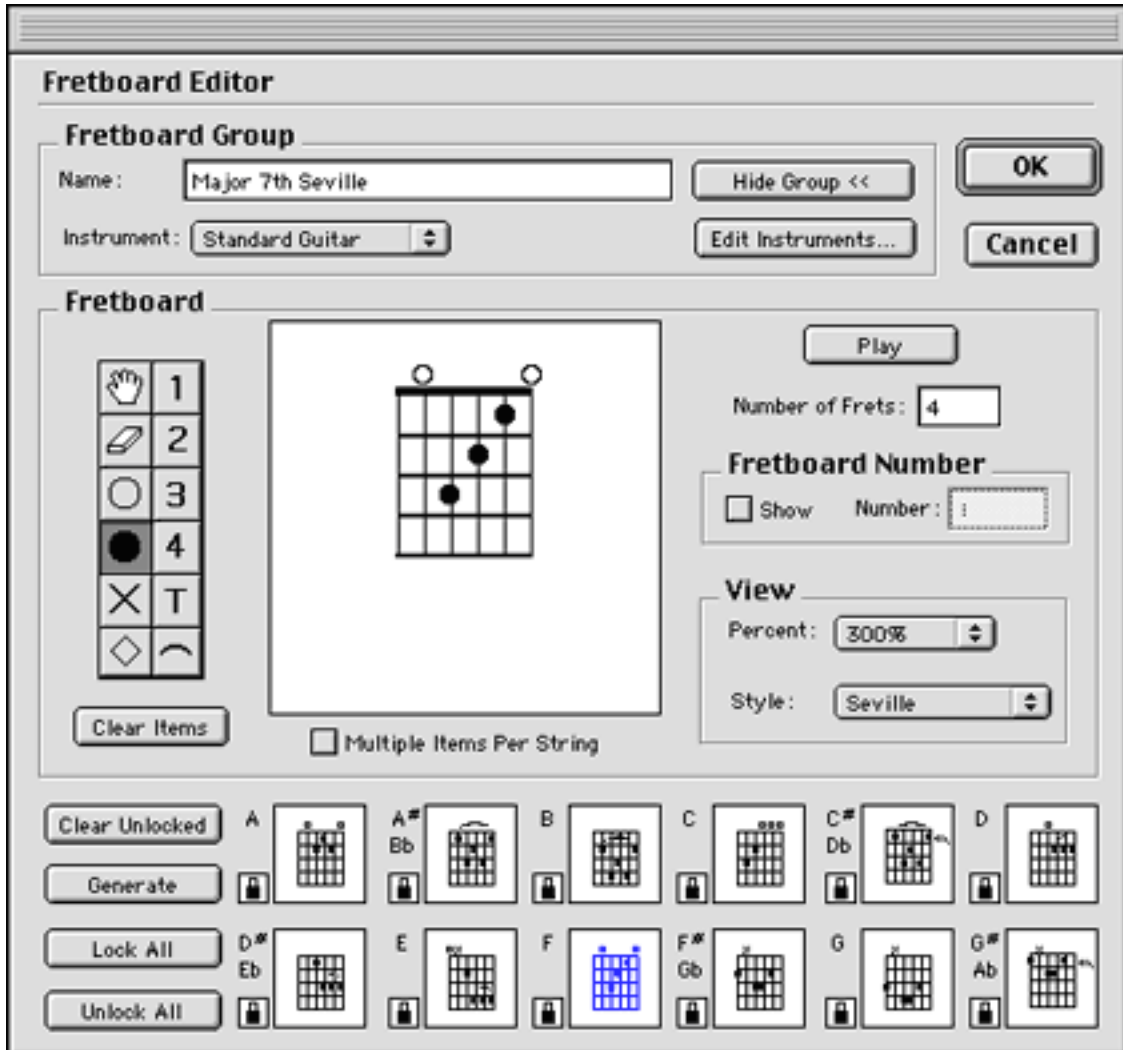
## A More Flexible Fretboard

Guitar chord symbols have long been an important part of Finale, and, in the past, users have had the option of including fretboard diagrams along with chord names. These diagrams were limited to the most common fingerings, however, which might or might not be appropriate for the voicing of a particular passage. Finale 2001 adds a Fretboard Editor, which is accessible through the manual chord entry menu.



Fretboard Editor


Editing is very easy. Simply select a fingering mark from the menu on the left and click on the desired location. To see transpositions of the same chord type (i.e., all major, minor, minor sevenths, etc.), select the show group option. Chord transpositions can then be selected from the group menu in the lower portion of the window.




Expanded Fretboard Editor

In the above example, I have edited the F major seventh chord to place it in first inversion (A in the bass) in order to connect it smoothly to an A minor chord. A sample progression that includes this chord follows:

Am      FMaj7/A      Amin7      FMaj7/A



Sample Progression With an Edited Chord Diagram



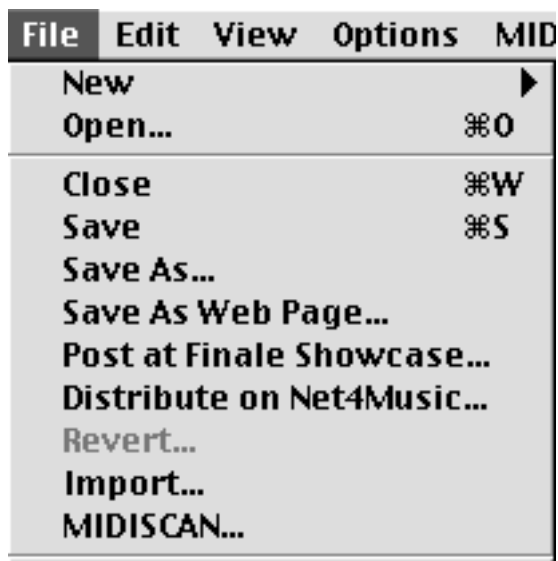
A typical open chord voicing can be conveyed simply through chord labeling, but the diagrams make the voicing clearer.

## New Publishing Options

The traditional route for publishing is printing, and Finale has become the standard for self-publication though its excellent printed output. Coda is betting on an expanded role for publishing on the Internet and has added three new options to take advantage of what they see as a growing market.

“Save as Web Page...” turns a Finale file into a Web page that can be edited by any Web page editor and viewed with the new Finale Music Viewer Plugin. “Post at Finale Showcase...” takes the same file and automatically loads it on Coda’s Web site (once this

feature is up and running, as of the time of this writing the page is still under construction). "Distribute at Net4Music..." posts the file to net4music.com (as a PDF file), an Internet publishing site that claims secure transactions and a 40% cut on sales.



Internet Publishing Options

Honestly, I'm not sold on these features. PDF format is already used extensively to post sheet music on the Web, and the Acrobat Reader plug-in is fairly universal while Finale's Music Viewer plug-in is brand new. As for posting on Coda's Web site, I'd like to see the terms under which Finale agrees to post samples before I can comment further. I have similar reservations about net4music.com. As far as I can tell from the site, only two self-published composers have posted their music so far. All the other scores are by established musicians and/or composers, only some of whom are in public domain. I have to assume that net4music.com has legal clearance to sell all the copyrighted works, even though I can't find a clear statement to this effect on the site.

## Other Features

It's pretty much a grab bag. Slightly better spacing in page view, an automatic final bar in the last measure, some new plug-ins and templates, and so on. In particular, Coda makes a big deal of their new Mic Notator option, which lets you record music from an acoustic instrument instead of a MIDI keyboard. They do, however, recommend buying a \$30 Finale instrumental microphone in order to take full advantage of this feature. Like all

pitch to MIDI converters, it can only handle melodies, and higher instruments track better than lower ones. (Honestly, I couldn't get this feature to work through my G3's built-in mic; it couldn't even distinguish between the notes I was playing and the background noise.)

## Final Verdict

All in all, it's a good upgrade, but I'm not sure it's worth \$99 for Finale 2000 owners like myself. The one major addition is the Fretboard Editor, so you should upgrade if you can't live without that. I also recommend it for users of Finale '98 and earlier, due as much to the features introduced in Finale 2000 (which was a substantial improvement) as to the features added to this version. Though the program is still Excellent in general, my doubts about Coda's choice of Internet publishing options, along with my reluctance to pay \$99 for a minor upgrade, lowers my final rating just a little.

*Copyright © 2001 David Ozab, [dozab@atpm.com](mailto:dozab@atpm.com). David Ozab is a Ph.D. student at the University of Oregon, where he teaches electronic music courses and assists in the day-to-day operation of The Future Music Oregon Studios.*



# Review: Microsoft Office 2001

by Gregory Tetrault, [gtetrault@atpm.com](mailto:gtetrault@atpm.com)

**Developer:** [Microsoft Corporation](#)

**Price:** \$499 (list), \$430 (street); upgrade from previous versions of Microsoft Office, Excel, Word, or PowerPoint \$299 (list), \$250 (street).

**Requirements:** PowerPC-based Mac with Mac OS 8.1, 75 MB of disk space.

**Recommended:** 120 MHz, Mac OS 8.5, at least 160 MB of disk space.

**Trial:** None



## Introduction

Microsoft Office 2001 for Mac fulfills Microsoft's legal obligation to maintain its application suite on the Macintosh platform. Unfortunately, Microsoft still did not give us parity with Office 2000 for Windows. The major components of Office 2001 are Word, Excel, PowerPoint, and Entourage. Word and Excel 2001 are minor upgrades to the 98 versions. PowerPoint 2001 adds more QuickTime support. Entourage took the free Outlook Express 5 and added personal information manager (PIM) features: calendar, scheduler, and task list. However, Entourage is not equivalent to Outlook 2000 for Windows and cannot interact with its calendar or scheduling module in a cross-platform environment. Microsoft does not offer a professional version of Office 2001 and does not have a Macintosh database application equivalent to or compatible with Access for Windows.

Office 2001 contains other applications and components: MS Organization Chart, Equation Editor, Query, spelling and grammar checkers, a thesaurus, Visual Basic for Applications, and Microsoft Graph. (I do not know why Graph still exists, since Excel offers better charting capabilities and has extra features such as Chart Wizard, drawing tools, and templates.)

## Installation

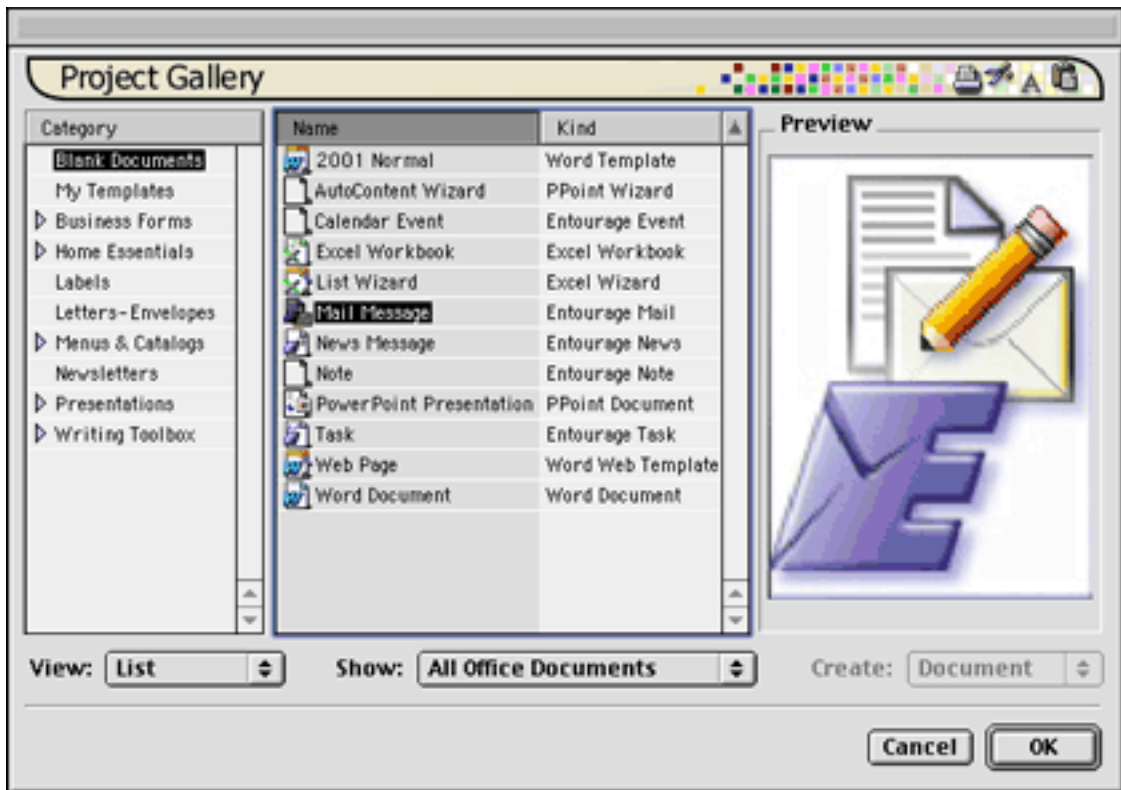
Office 2001 can be installed by dragging a folder from the CD-ROM disk to your hard drive. (This feature was introduced with Office 98.) You can also run the Microsoft Office Installer to customize your installation. Both installations worked for me. However, the main installer cannot install some of the items in the "Value Pack" such as Equation Editor, Query, and alternate "assistants."



The drag and drop installation requires 180 MB of disk space, whereas the installation of all components, including clip art files, requires 480 MB of disk space.

## Review

Since Office 2001 has changed little since Office 98, I will primarily discuss changes and additions. You can read reviews of Office 98 at [geek.com](http://geek.com) and [Macworld](http://Macworld.com). TidBITS also published reviews of [Word 98](#) and [Excel 98](#).



Office Project Gallery

## New to the Entire Office Suite

Office 2001 supports Apple's Navigation Services and the Color Picker. The Entourage Address Book works within Word and Excel, too. The Project Gallery option, which gives ready access to a variety of templates and wizards, is available from Excel, PowerPoint, and Word. Excel, PowerPoint, and Word use floating palettes as well as standard toolbars.

## No Longer Present in Office

The biggest omission is the manual. Any manual. That's right, the incredibly complex Office 2001 application suite has no printed, disk-based, or online manual. The only documentation is a tiny pamphlet in the clamshell CD case and the Help files.

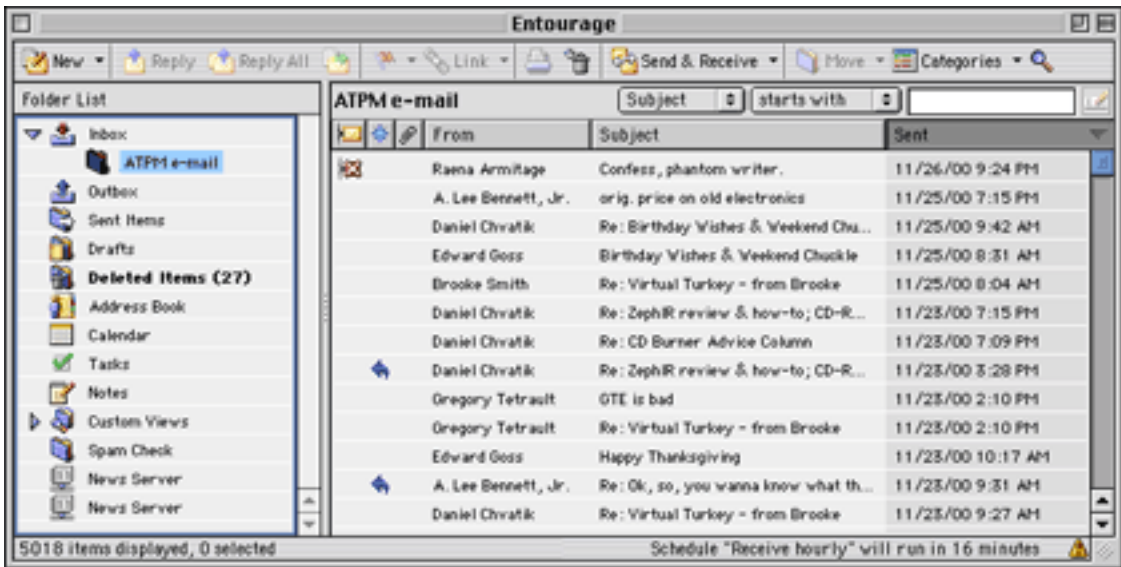
Office Manager was not included with Office 2001. This utility added a pull-down menu with customizable lists of applications. It also allowed you to switch among open applications with a keystroke (Command-Tab is the default). Microsoft claimed that the omission was due to changes in OS X that would prevent Office Manager from working. This was not true because Office 2001 itself is not "carbonized" and cannot run in native mode in OS X. Microsoft recently addressed the omission and released [Microsoft Office Manager 9.0](#).

Microsoft included the Query application but omitted ODBC drivers. If you have Microsoft Office 98 or Microsoft Excel 98, you can install the ODBC drivers from their Value Packs. If you want to access another type of database, you must obtain and install a Microsoft Office-compatible ODBC driver from a third-party vendor, such as the manufacturer of the database. Contact the database vendor for installation instructions.

## Entourage

This new application closely resembles Outlook Express 5. (Read reviews of Outlook Express 5 at [The Mac Observer](#) and of Entourage at [TidBITS](#).) Its e-mail, news reader, and address book are almost identical to OE 5. However, Entourage omits password protection of your e-mail accounts. Entourage includes almost no AppleScripts. Scripts written for Outlook Express will have to be modified. (All instances of "Outlook Express" need to be changed to "Entourage.") Entourage adds a calendar/scheduler module, a task list, and a links feature. The calendar program cannot stand comparison to Now Up-to-Date or Palm Desktop Software for Macintosh (derived from Claris Organizer). Entourage's calendar has many bugs and display errors. The task list lets you set priority flags, due dates, and

categories. The links feature lets you connect an e-mail message, scheduled event, or task with any other Entourage information component (existing or new) or with any file on your Macintosh or network. The links feature worked well for me.



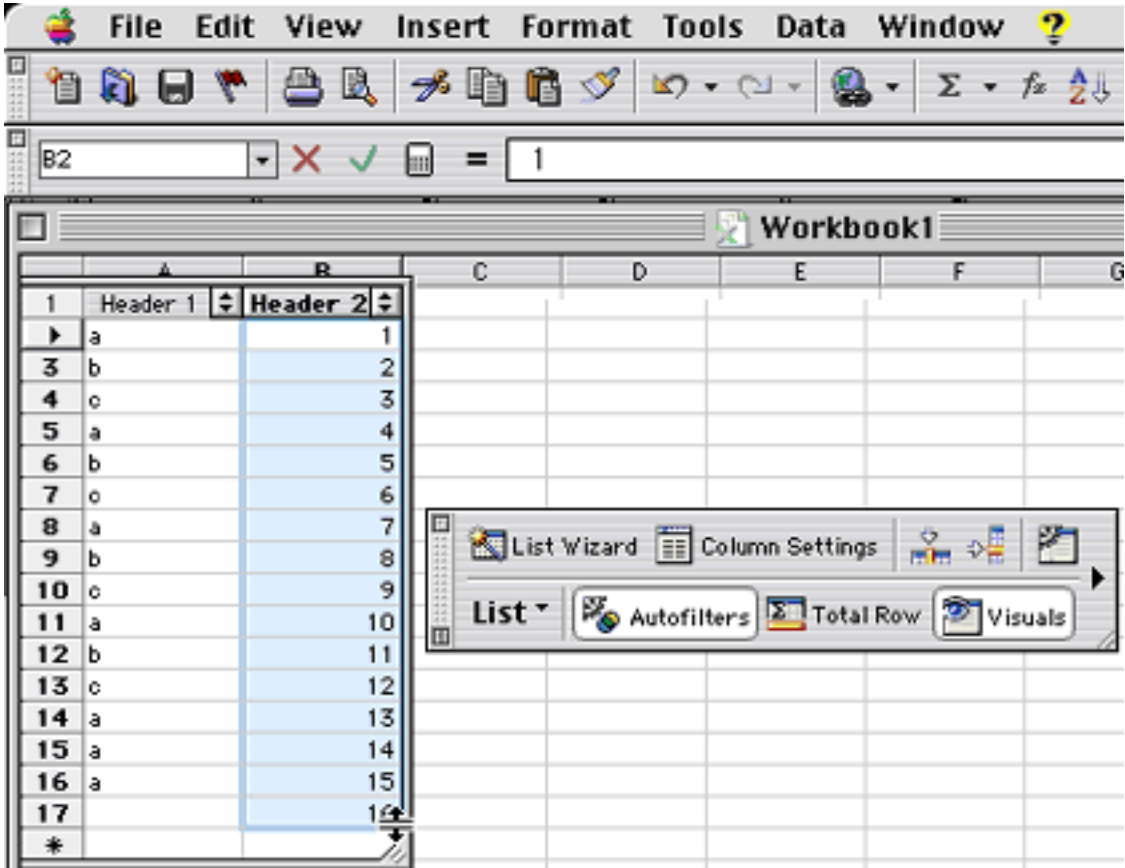
Entourage

## Excel

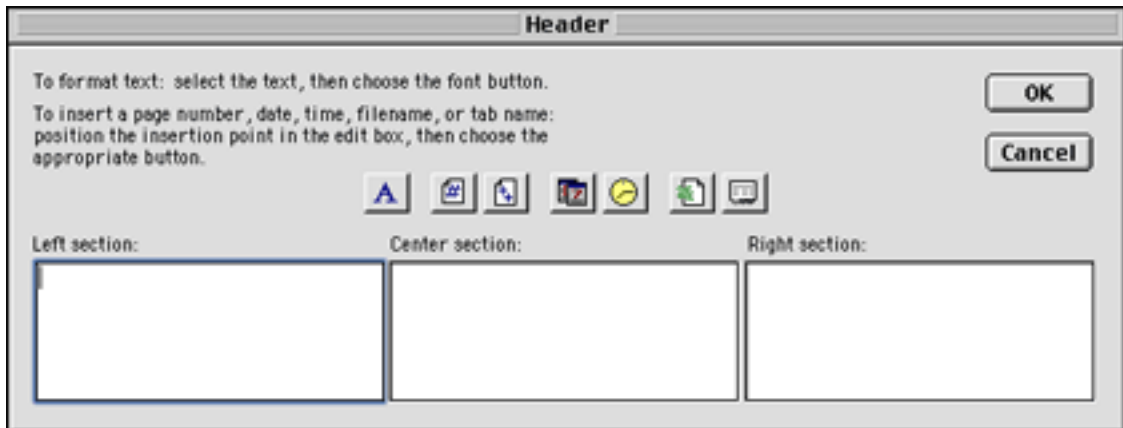
One new "feature" of Excel is the disappearance of common keystroke shortcuts such as Command-B (clear) and Command-I (insert). Microsoft decided to change some (but not all) of the keystroke shortcuts to those used in the Windows version. Unfortunately, the control key equivalents are not documented in Excel's Help file.

Excel sports a new feature: the List Manager. This supposedly makes it easier to work with "lists" (Microsoft's term for flat-file databases) within Excel. When in List Manager mode, your selected data is surrounded by a special rectangle, and the List Manager floating palette appears. What benefits does List Manager offer? The heading row(s) remain visible no matter how far down you scroll. You can sort your list without worrying about whether you selected all the columns. You can easily specify the type of data within a list's column (text, integer, date, etc.).

I have used Excel since version 1, and to me the List Manager was a hindrance, not a help. You cannot drag a column downward to add more rows to a list; you must extend the list manager rectangle first, then extend your columns. You cannot easily add more columns to the right of your existing list. You must insert columns, then cut and paste to rearrange them. Once you have designated an area of your worksheet as a list, it is difficult to convert it back to normal data. You have to copy the contents of the list, select the list area, use the Clear All command, then paste your data back into the worksheet.



Excel's List Manager

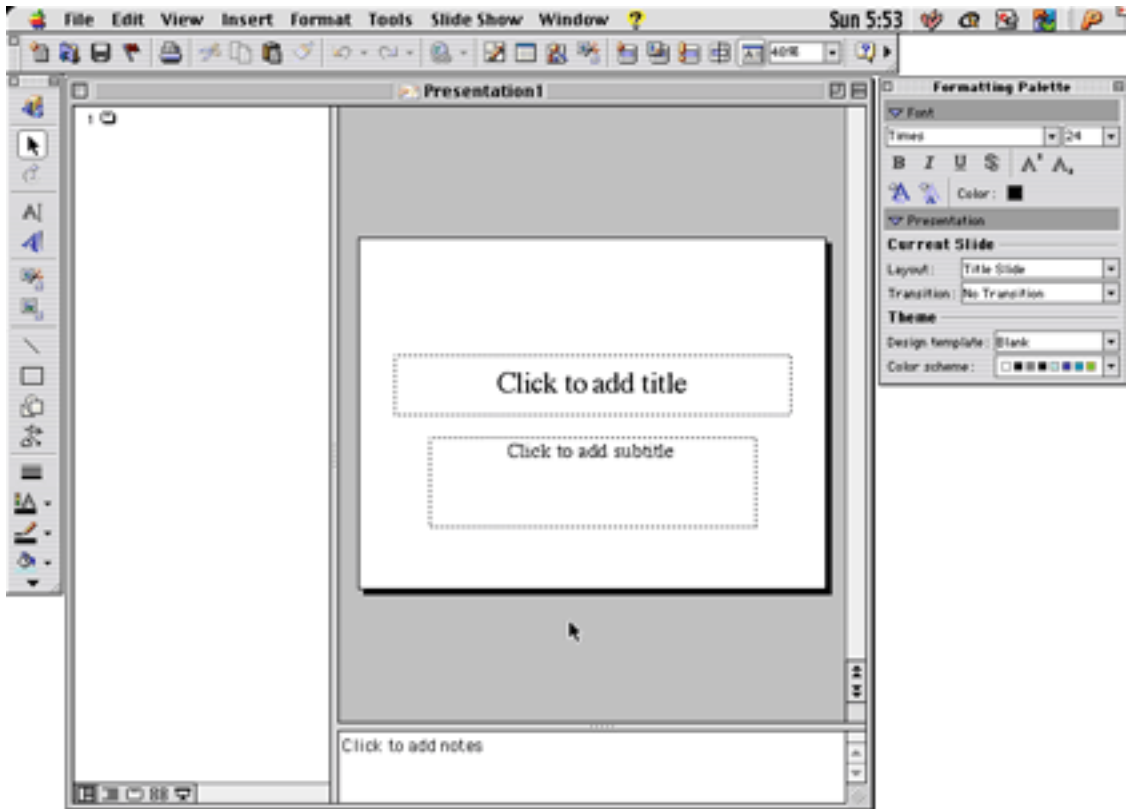


Excel's Custom Header Window

Excel has still not corrected its awkward method of creating headers and footers. You still have to use clumsy nested dialog boxes. There is no equivalent to Word's Page Layout view. Excel has Print Preview, but you cannot work in that view. Another issue not addressed in Excel 2001 is the inability to automatically place header rows on each page of a multipage spreadsheet. You must use the Page Break Preview and paste a copy of the header row at the top of each page. The only way to automatically get header rows with each page is to copy your spreadsheet, switch to Word, and paste the spreadsheet as a table. After six versions, you'd think that Microsoft could address these problems.

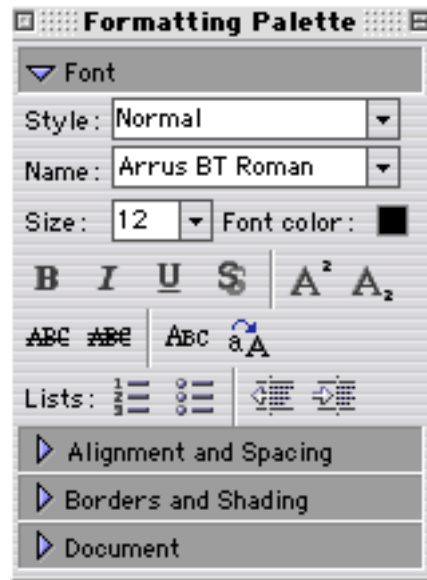
## PowerPoint

Microsoft decided that most Macintosh users are too stupid to figure out that PowerPoint has different viewing options (Hint: They're all listed in the View menu and can be accessed by the little icons on the status bar.). Therefore, PowerPoint 2001 now opens with a Tri-Pane View. Always. There is no way to adjust PowerPoint's preferences to open with a different view.



PowerPoint's Tri-Pane View

PowerPoint 2001 also assumes that you want to keep the formatting palette to the right of your work area. If you close that palette and then click on the zoom box of your document window, nothing happens! The window will not expand to fill the rest of your screen. You must manually resize the window. This flaw also affects Word 2001.

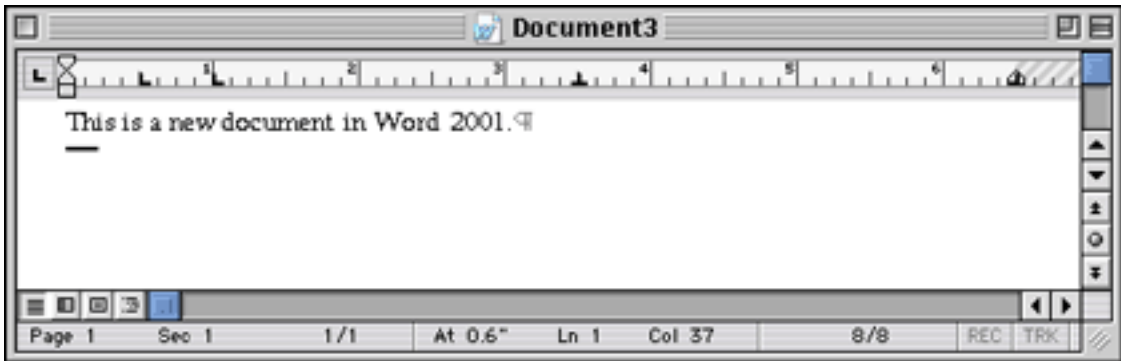


The Non-Resizable Formatting Palette

New features in PowerPoint include: simple table creation, automatic numbering of bullets (finally!), use of graphics as bullets, animated GIFs in slide shows, QuickTime transitions in slide shows, and the ability to export a presentation as a QuickTime movie. The latter is a nice feature that works well with uncomplicated presentations.

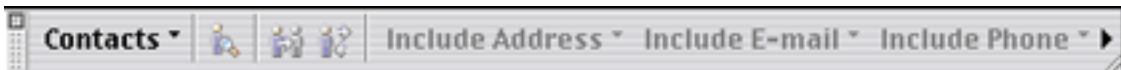
## Word

New features in Word 2001 include: a Contact Toolbar (containing information from Entourage's address book), live word count, nested tables, "collect and paste" Office Clipboard (that can hold many cut or copied items), graphics as bullets, and improved hyperlinks. Word 2001 also fixed a major bug that caused corruption of complex documents with multiple tables.



The Document Window in Word 2001

The Contact Toolbar seems like a great idea. You can insert a contact's name, address, e-mail, phone, etc., but the poor functioning of the toolbar makes it nearly worthless. You use the Contacts popup menu to select a name. It gets inserted at the cursor. Now you want to add a paragraph and insert the contact's address. Oops! The contact isn't highlighted. What you need to do is highlight the contact immediately after it is added to your document by either clicking on it with the mouse or pressing the left arrow key. Now you can click on "Include Address" in the toolbar. Word will insert a return and the address. What if you want two contact items on the same line? You have to edit the contact information after it is all inserted. These awkward procedures negate much of the Contact Toolbar's utility.



Word's Contact Toolbar

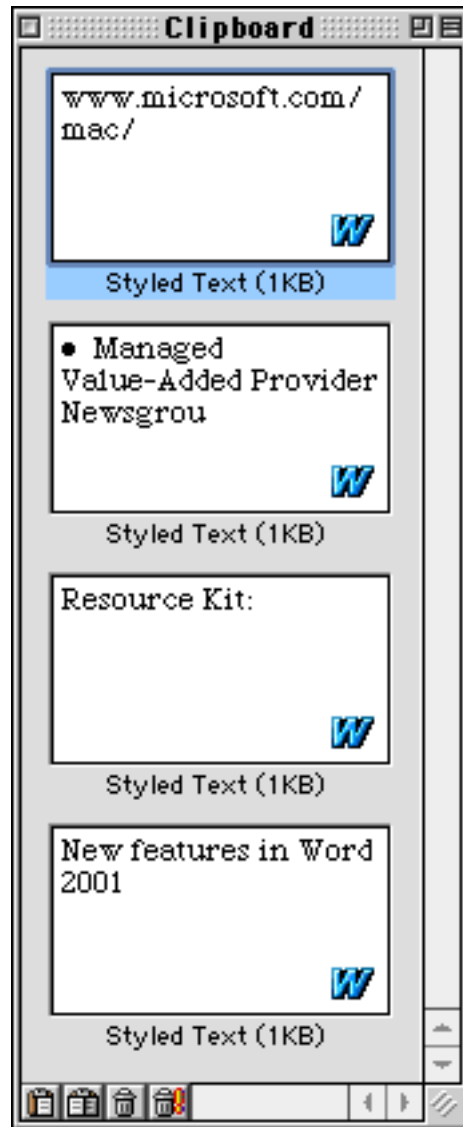


Live word count updates the count only when you pause for more than a second in your writing. If you type rapidly, you can add many words without seeing a change in the status bar counter. Word 2001 also counts every item. "1 2 3 4 5" counts as five words, not one. The bullets in a bulleted list also count as words. Hyphenated words count as one word, unless you use an en or em dash. Essentially, Word 2001 counts the number of items between spaces and punctuation marks. For example, if you put a space between two punctuation marks, like this: ! !, Word 2001 would count this as three words.

Nested tables work the way you would expect. I had no problems creating simple nested tables. Users have reported problems with more complex tables, but I didn't evaluate this feature extensively.

The Office Clipboard feature is a nice addition. You access Office Clipboard from the View menu. You can resize the clipboard window to show few or many clips. You can highlight one or more entries for simultaneous pasting. You can paste all entries by clicking the second small clipboard icon at the bottom of the window. The problem I had is that Word 2001 didn't retain the font of pasted text. The text I cut didn't have an assigned style (I

changed it from Courier to New York without creating a new style), so Word 2001 pasted it in with the Courier font, even though the Office Clipboard shows the text in New York. However, formatting changes such as bold and italic are retained when pasting.



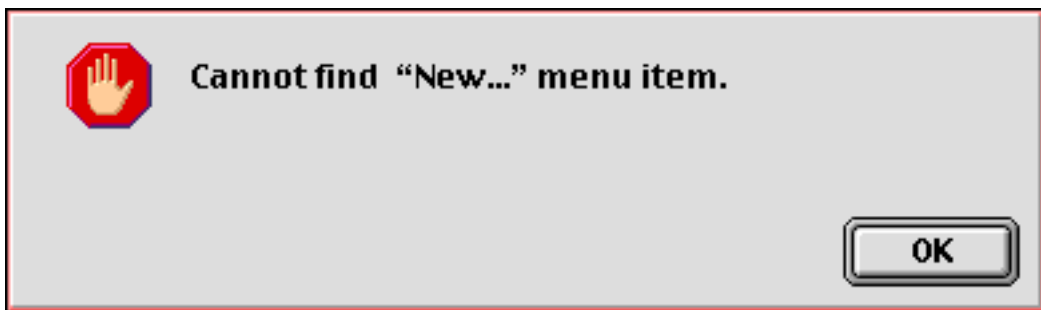
Office Clipboard

Word's Draw module lets you create simple drawings and stylized text inserts. This module has not changed significantly since Word 6. I've never been comfortable with Draw, and have usually pasted drawings that were created in another program.



Word Draw Module with Clip Art Balloon and Rainbow Text Effect

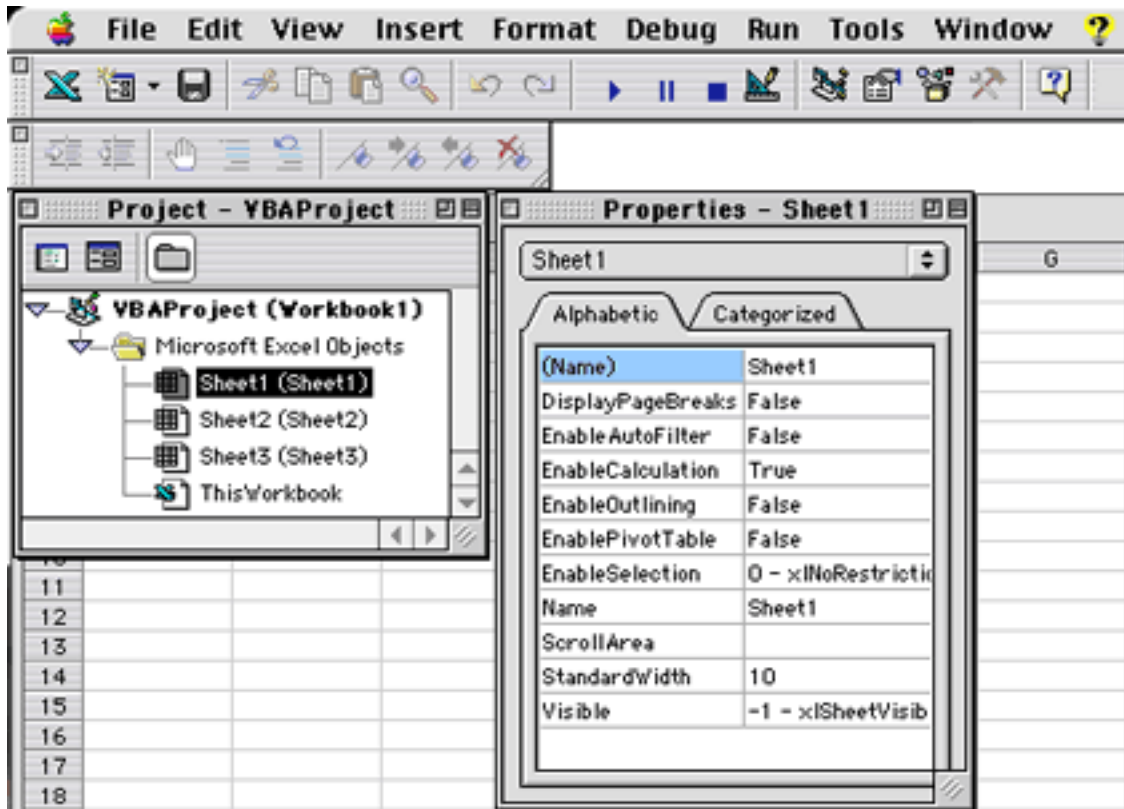
Word 2001 fixed a few longstanding major bugs, but it retains some old ones and added many new ones. A particularly annoying bug occurs when you type Command-N (for new blank document). You can read about the many bugs, interface oddities, documentation flaws, and other problems in the Office 2001 reports at [Macintouch](#) and [MacFixIt](#).



Word's Response to Typing Command-N

## Visual Basic for Applications

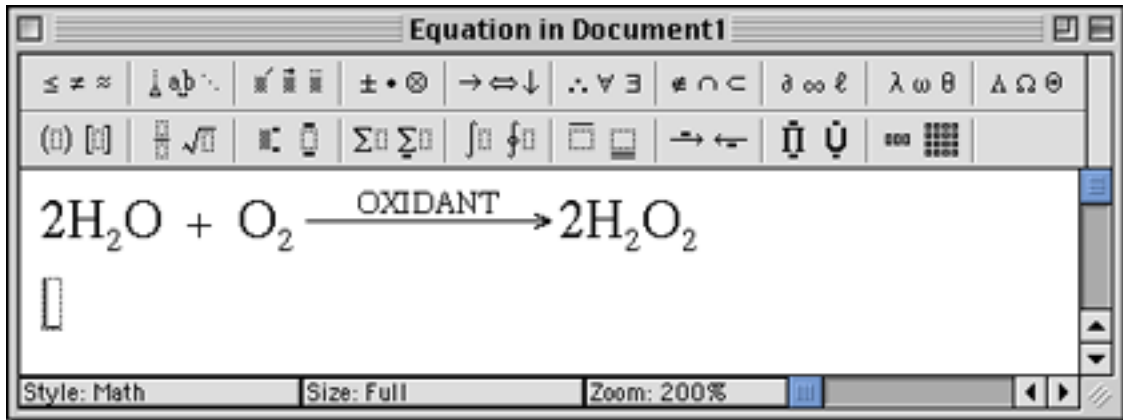
VBA is essentially unchanged from the version in Office 98. Intrepid users can delve into VBA to edit macros, create forms, and move data between Office 2001 documents. The VBA tools in Office 2000 for Windows are more advanced and more reliable than those in Office 2001 for Mac.



The Visual Basic Environment

## Equation Editor

This pseudo-application changed little in Office 2001. (Its version went from 3.0 to 3.1.) Although it allows you to create complex equations for insertion into Word documents, it cannot save equations on its own (hence my “pseudo-application” term).

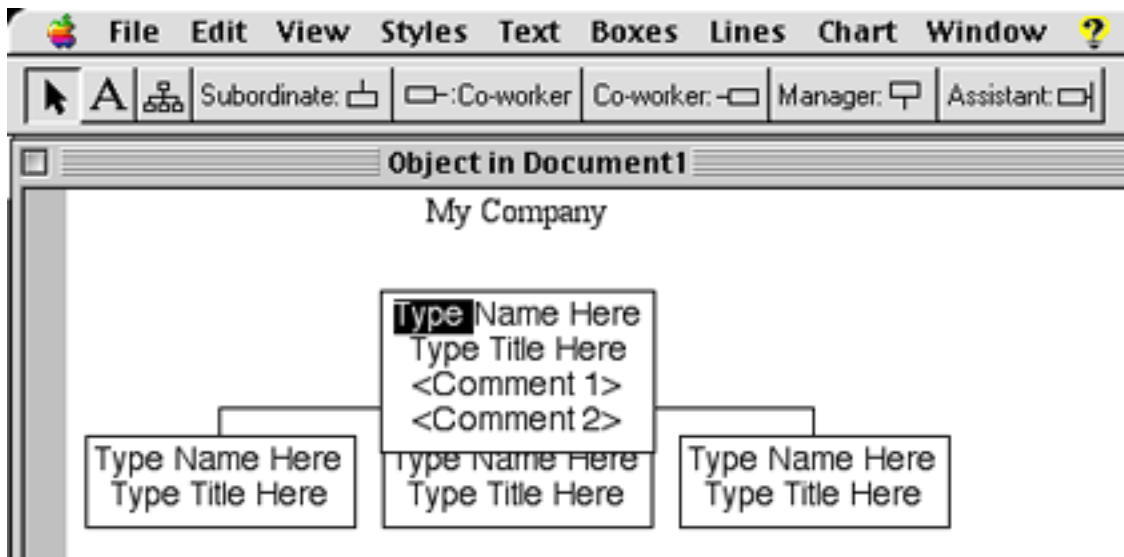


Equation Editor Window

## Organization Chart

This limited application has not changed since Office 98. You use the icons and boxes on top to create or modify organization charts or simple flow charts. You can use the Styles menu to adjust the orientation of the chart. Organization Chart can insert charts into Word, Excel, or PowerPoint documents and can save its own documents. Strangely, double-clicking on an Organization Chart document does not open it. Instead, the

application launches and presents you with a Navigation Services dialog box asking you to find a document. What's worse, however, is that the folder shown in the dialog box is the Office folder, not the folder with your saved chart.

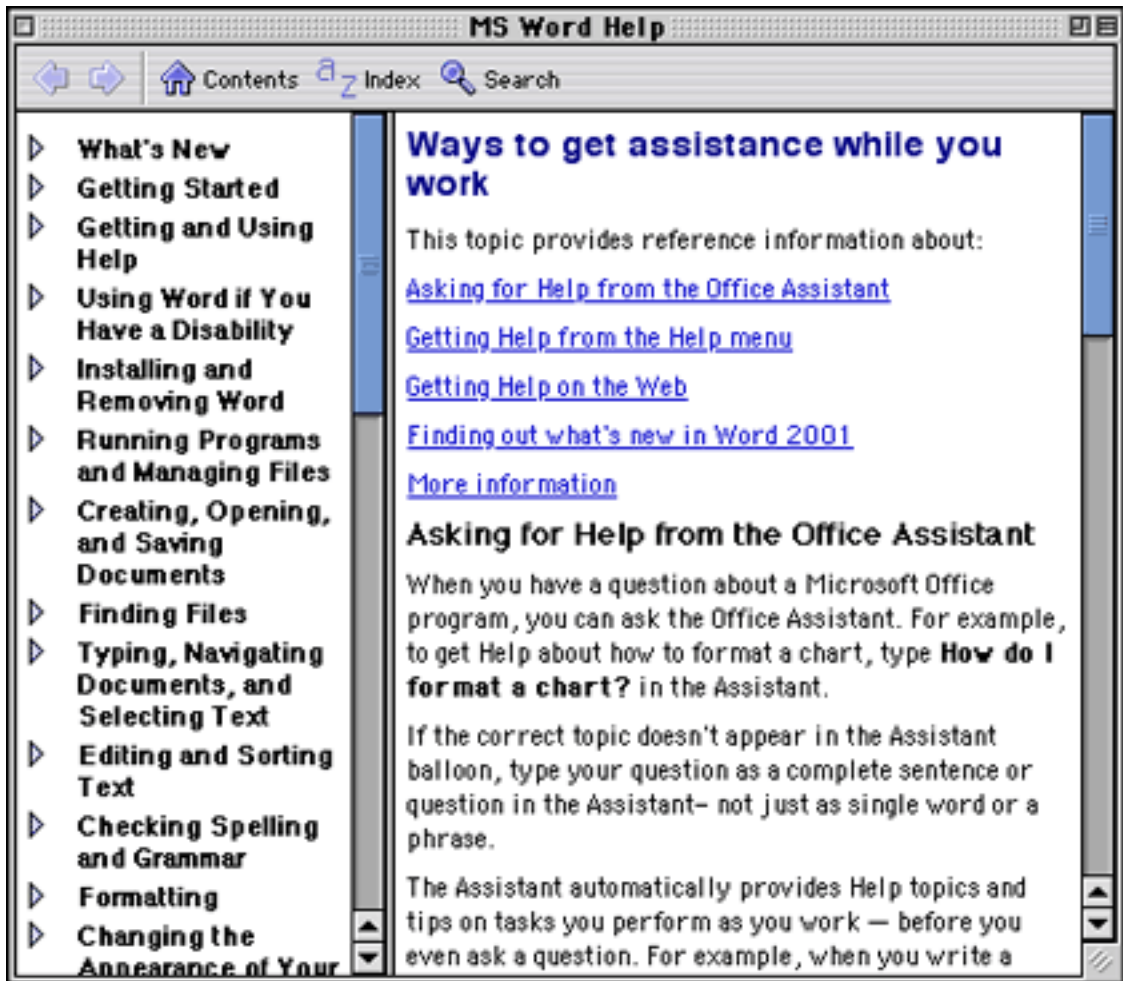


Creating an Organization Chart

## Office 2001 Help

Since Office no longer has manuals, printed or electronic, you would expect to find a complete help system. Instead you get the intrusive and disruptive Office Assistant (I recommend disabling it) and an incomplete, error-ridden help document. You can access the help document by selecting Contents and Index from the Help menu, by typing

Command-?, or by pressing the Help key. Warning! Do not use Command-W to try to close the help document; it uses a floating palette instead of a window, so it ignores Command-W. Instead, Command-W will close the active document window.



Word's Help Document

## Technical Support

Office 2001 has "Assisted Personal Support" by [online form](#) and by telephone (425-454-2030 in the US). Purchasers of Office 2001 may also receive (at no charge) two "Professional Support" incidents by Web or telephone (for development assistance or external database connectivity issues).

Microsoft does not have e-mail support for Office 2001, and there's no mechanism for reporting bugs.

Microsoft created a ["Resource Kit" Web site](#) with additional information about Office 2001. This misnamed product is not a kit; it's a series of Web pages describing the Office 2001 components and offering some tips (mostly geared towards information technology personnel supporting corporate Office 2001 users). There's no simple way to download or print the "kit." If you want the entire kit, you must print or download each of the 22 sections.



Microsoft's Web-Based Office Resource Kit

## Opinion

Microsoft could have created a sensational product with Office 2001. The plethora of known bugs from Office 98 could have been fixed, and Office 2001 could have sported a logical, consistent, pure Macintosh user interface. The suite could have dropped the worthless Graph, added a true drawing application (that could incorporate the features of Word's Draw module and Organization Chart), and given us a version of Outlook fully



compatible with the one in Office 2000 for Windows. Finally, Microsoft could have made Office 2001 fully compliant with OS X. Instead, Microsoft served us a mediocre upgrade to Office 98. Numerous bugs were left unfixed, and the interface is more confusing than before. The lack of compatibility with Outlook shows that Microsoft does not want to give Macintosh users the ability to work seamlessly in a mixed platform environment. And, the lack of manuals makes it harder to deal with the flaws in Office 2001.

## Recommendations

Users of Office 98 have little reason to upgrade to Office 2001. The upgrade price is very high. Office 2001 will not run in native mode under OS X. Most of the new features are awkward, poorly documented, bug-ridden, or all three. The user interface has most of the same flaws as Office 98 with the added confusion of floating palettes that don't always behave as expected. Office 2001 loads slower, runs slower, and often exhibits long pauses when switching to another application (a problem seen in Office 98, too).

I recommend purchasing Office 2001 only if you need two or more of its components and you can "upgrade" from any qualifying Microsoft application (such as an old copy of Word, Excel, or PowerPoint). No one should pay \$499 for this software suite.

Users who expect to migrate to OS X next year should wait and see if Microsoft will release an OS X version of Office 2001. Perhaps "2001 X" will address some of our complaints.

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# Review: Kodak Photo CD, Picture CD, & Photo Net

by Jens Grabenstein, [jens@grabenstein.de](mailto:jens@grabenstein.de)

We live in a digital age, and digital photography has become very popular. But maybe you own an analog camera and like taking pictures the old way. Or maybe you bought a new analog SRS camera because of the huge variety of zooms and macros. If you occasionally like to e-mail pictures to friends or share images over the Internet, you might consider a scanner; but a scanner eats up desktop space and may need additional software to enhance your pictures. If you simply want to “go digital” with your pictures now and then without getting too complicated, Kodak provides a few good alternatives.



## Kodak Photo CD

**Developer:** [Eastman Kodak Company](#)

**Price:** starts at \$25 per roll

**Requirements:** 68020-based Mac with System 7.0. Adobe Photoshop 3.0.x (for Acquire Plug-In).

**Recommended:** 68030-based Mac.

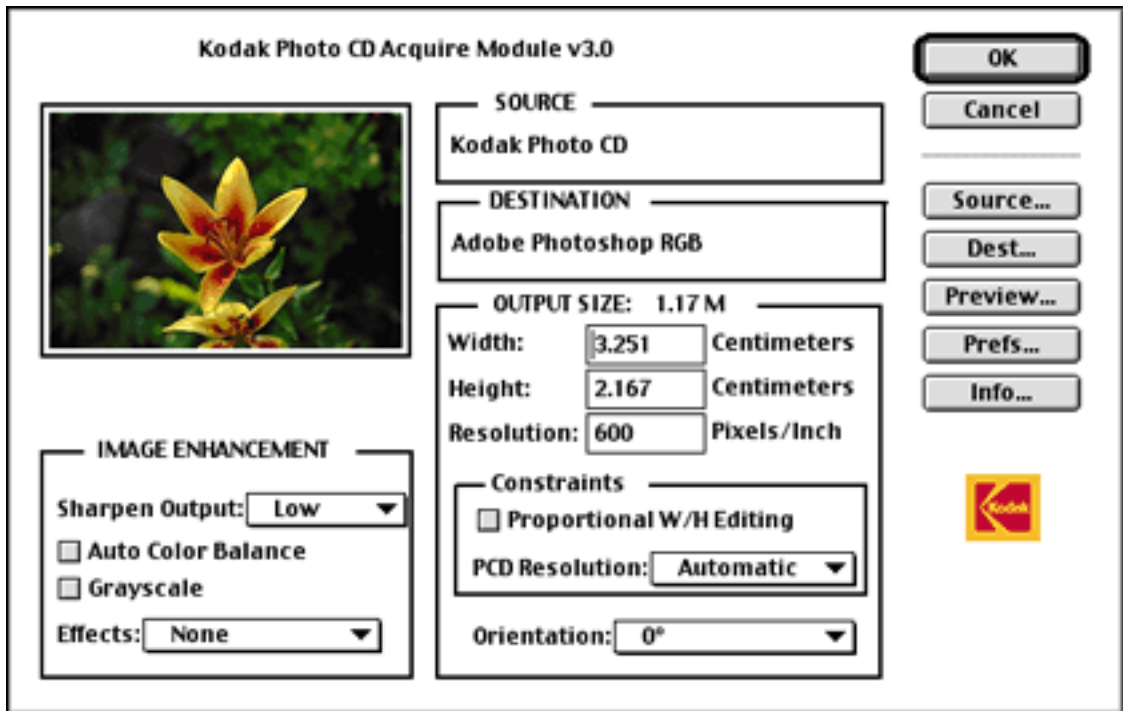


For a professional approach, try Kodak Photo CD. You send in your 35mm film images (negatives, slides, B&W, internegatives) to be scanned and transferred to an XA-formatted CD-ROM. The disc can be burned over several sessions, making it possible to add images until the CD is full.

A standard Photo CD can hold 100 pictures scanned from 35mm film; there's space for four 24-exposure rolls. The pictures are stored in five resolutions. The highest resolution is 3072 x 2048; the lowest is 192 x 128. All resolutions are stored in one file. These five resolutions are called: Base/16 (192 x 128), Base/4 (384 x 256), Base (768 x 512, TV format), 4Base (1536 x 1024, HDTV format), and 16Base (3072 x 2048). The 4Base and 16Base images are compressed using Huffman encoding so no information is lost during compression.

The Photo CD mounts on your desktop like a normal CD-ROM. The pictures appear in five different folders (one for each resolution) even though there is actually only one Photo CD file on the CD containing all five resolutions. Or, you can use the Kodak Photo CD Acquire Module, a plug-in for Adobe Photoshop. This software enables you to acquire images stored in Photo CD format and to perform basic functions like sharpening, cropping, zooming, and rotating the images. A preview window helps to select the picture you want. In the 16Base resolution, an image made with a standard 35mm film camera measures about 5 x 3.4 inches for a print resolution of 600 dpi.

The image quality, in general, is good. However, most pictures need retouching to remove dust or hairs and to crop the images, because the scanning process seems to be done quickly and because the edges and corners of images tend to fade.



When introduced in 1992, Kodak Photo CD was aimed not only at professional users, but also at the consumer market. The Photo CD format and the Photo CD were intended to revolutionize the photography sector the way the audio CD had changed the music market. Along with Photo CD, players were developed that could be used to watch your

images on your TV set (as well as to play normal Audio CDs). The Photo CD stayed, but the players were replaced by desktop computers. The Photo CD format has been widely supported through alliances with Apple and Microsoft.

Neither the technology nor the software have changed much since then. Kodak seems to consider its own product outdated. The Acquire Module hasn't been updated in the past five years, but the world of desktop publishing and personal computing has changed significantly. Scanners and CD recorders are very cheap today. Compared to the prices for a cheap scanner and CD recorder, a Photo CD is very expensive (starting at \$25 per film roll), and it may take up to two weeks till you hold your Photo CD in your hands. Since it rarely happens (at least in my experience) that a roll of film contains only world-class pictures, it may be worthwhile to spend some money on a scanner if you need the high quality. The quality of scanners even in the \$100 range is good enough to digitize even your best pictures.

## Kodak Picture CD

**Developer:** [Eastman Kodak Company](#)

**Price:** \$8.95 per roll

**Requirements:** PowerPC-based Mac with Mac OS 8.0, 20 MB of application RAM.

**Recommended:** G3-based Mac.



With the "everyday picture-taker" in mind, Kodak designed Kodak Picture CD. This service is only available from an original roll of 35mm or APS-film at the time of development. A Picture CD can hold 40 pictures, so there's space for only one 36-exposure roll. Since this CD contains holds only a single ISO9660-session, no further pictures can be added. The pictures are scanned and burned onto a CD similar to a Photo CD; however, there's only one resolution (4-base, 1536 x 1024-APS films are scanned at 1536 x 864 pixels).

The images are stored as JPEG files. Each CD ships with software to view, edit, and send your images. The Macintosh user interface is made with Macromedia's Director software and is designed for the average computer user. The editing features are limited to basic functions like rotating and cropping images, and removing red eyes. The retouched

images are stored on the startup disk in a folder called "Kodak Picture CD." Every time you insert the same Picture CD, the folder is scanned and the edited images are shown together with the original pictures on the CD.



Users with Internet access can send their favorite pictures to their loved ones on the other side of the globe using the Picture CD software. The interface lets you select images and add text. However, you can't control the resolution in which the images are sent. The

pictures are sent in a regular e-mail attachment. The slideshow displays your pictures on the screen, but again, the resolution can't be chosen manually and the pictures are shown only in the 768 x 512 format (on my 14-inch PowerBook display).



The wallpaper feature that lets you choose your favorite image as desktop picture is not available for Macintosh users, though the implementation seems to be in progress. The printing feature offers several templates to choose from and makes it easy to print several low-resolution images on one page.

Last but not least, you can use the software to export your images from the Picture CD to your hard disk. You can choose among different formats and JPEG compressions depending on the purpose (Internet, professional use, etc.). The overall look and feel of the software is very good. The application is easy to use and very intuitive. If you already



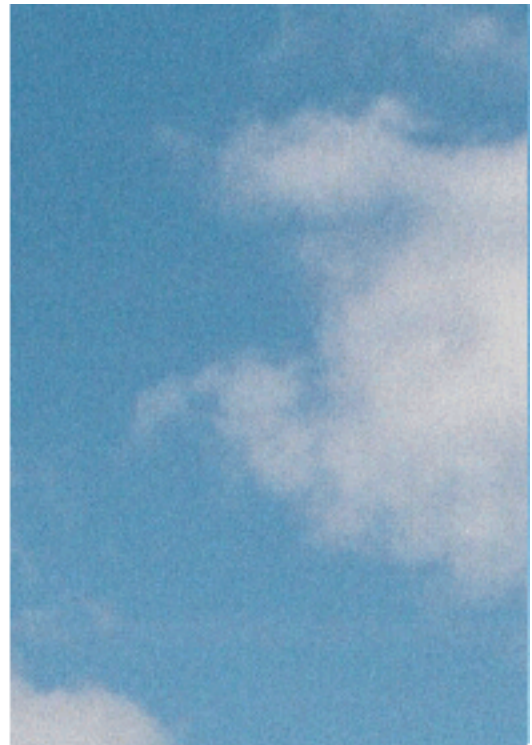
have Internet access it's never been easier to send your pictures over the Internet. However, in some cases, the program on the CD didn't launch or kept crashing when looking for images on the CD.

Picture CD is aimed for occasional computer users, not power users. I must emphasize this. People who really want to work with their pictures and look for high quality scans should stay away from Kodak Picture CD. Some of the scanned pictures show a strong Moire effect, and images taken with 200 speed films look pixelated. The resolution of the images and the JPEG format limit the utility of the Picture CD for professionals and power users.

For those who don't need the quality or simply want to share their pictures over the Internet, Picture CD is affordable and easy to use.



Moire-effect



pixelated

# Kodak Photo Net

**Developer:** [Eastman Kodak Company](#)

**Price:** \$5.95 per roll (+ \$1 for downloading high resolution scans, 1536 x 1024)

**Requirements:** Internet-compatible PC and 4.0 Web browser.

**Trial:** <http://kodak.PhotoNet.com/cgi-pv/demo.pl>



For those who only want to share images and have no need for a CD, Kodak offers Kodak Photo Net. Your pictures are scanned in the same resolution as for Picture CD and stored on one of Kodak's servers for 30 days. A personal account is created, and you can access your images via the Internet as soon as they are processed (AOL customers can access the Photo Net via AOL using the "You've got pictures" feature). You can order reprints, send your pictures via e-mail, and download them onto your hard disk. However, all pictures are shown in low resolution. If you want the high resolution scan, you have to pay \$1 for each picture. This is a major disadvantage of Photo Net. If you really want to manipulate your pictures, but you don't need the high resolution, Kodak Picture CD is the better choice.



All three of Kodak's options have their drawbacks. If you don't expect high quality scans, but you're looking for an intuitive and easy-to-use solution to manipulate your pictures or share them over the Internet, Kodak Picture CD is the best solution for a good value. The image quality of Photo CD may be much better, but it comes at a price and it lacks the ease of use of Picture CD.

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# Review: StuffIt Deluxe 6.0

by Michael Tsai, [mtsai@atpm.com](mailto:mtsai@atpm.com)

**Developer:** [Aladdin Systems, Inc.](#)

**Price:** \$79.95 (list); \$29.95 (upgrade)

**Requirements:** PowerPC-based Mac with OS 8.1.

**Trial:** None



With StuffIt Deluxe 6.0, Aladdin has updated its venerable compression product yet again. Recent updates have not been compelling: the new [StuffIt 5 format](#) was incompatible, slower, and only marginally tighter. And other than changing the format it seems that recent upgrades have focused mainly on making StuffIt Browser compatible with the latest releases of the operating system. Version 6 is different. It includes several important new features and improves the usability of the product.

## Overview

StuffIt Deluxe compresses and decompresses using the proprietary StuffIt 5 format, and encodes and decodes just about any other format you can find on the Internet. (It cannot, however, create archives in the old StuffIt 3 format, so people you exchange archives with will need StuffIt Expander 5.x or later.) These basic features are simple and tackled long ago, so StuffIt Deluxe concerns itself mainly with providing increasingly easy ways to access them. The PDF manual is a handy reference for learning StuffIt's various efficiency tricks.

A suite of drag and drop utilities (StuffIt Expander, DropStuff, and DropZip) let you expand and create StuffIt and Zip archives. Three more drag and drop utilities handle more infrequent tasks. DropSegment lets you break files into smaller pieces for easy transfer using removable media or the Internet; the pieces can then be joined using StuffIt Expander. DropConverter converts files of varying formats into StuffIt 5 archives. The last, Secure Delete, has nothing to do with compression; it erases files and overwrites their locations on disk to prevent anyone from reading sensitive documents that you've deleted.

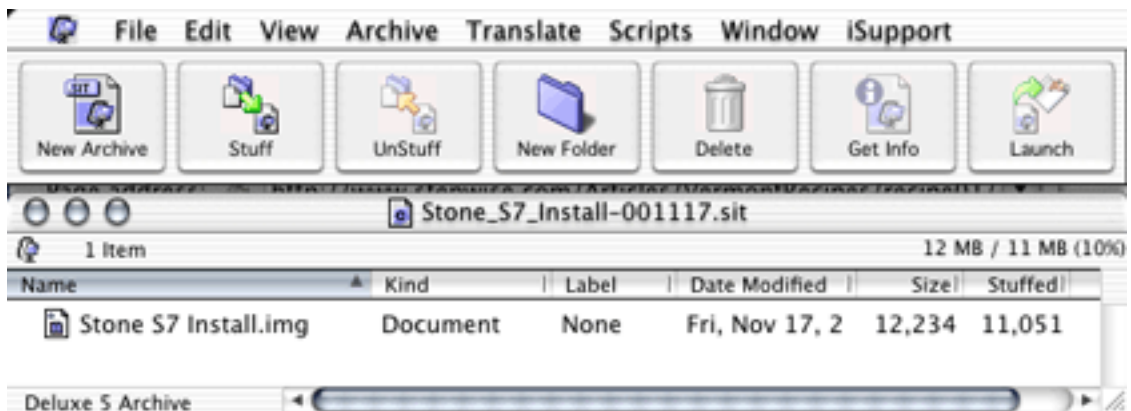
The True Finder Integration features make working with StuffIt even easier. The Archive via Rename component lets you invoke common StuffIt features by renaming files in the Finder. For instance, adding ".sit" to a file's name turns it into a StuffIt archive. TFI's Magic

Menu adds a StuffIt menu to the Finder, as well as a contextual menu with similar features. The StuffIt Browser lets you manipulate StuffIt archives in the Finder as though they were folders. Drag files into an archive window to add them to the archive; drag them out to unstuff them.

Finally, the StuffIt Deluxe application combines the features of StuffIt Browser and Magic Menu into a single scriptable application that requires no extensions or Finder hackery.

## Changes

All the StuffIt applications have been Carbonized. This means that they run natively on Mac OS X but no longer run at all on 68K Macs. Most interface elements have also been updated for the Appearance Manager, so they look nice on OS 9 and inherit the Aqua look and feel on OS X.



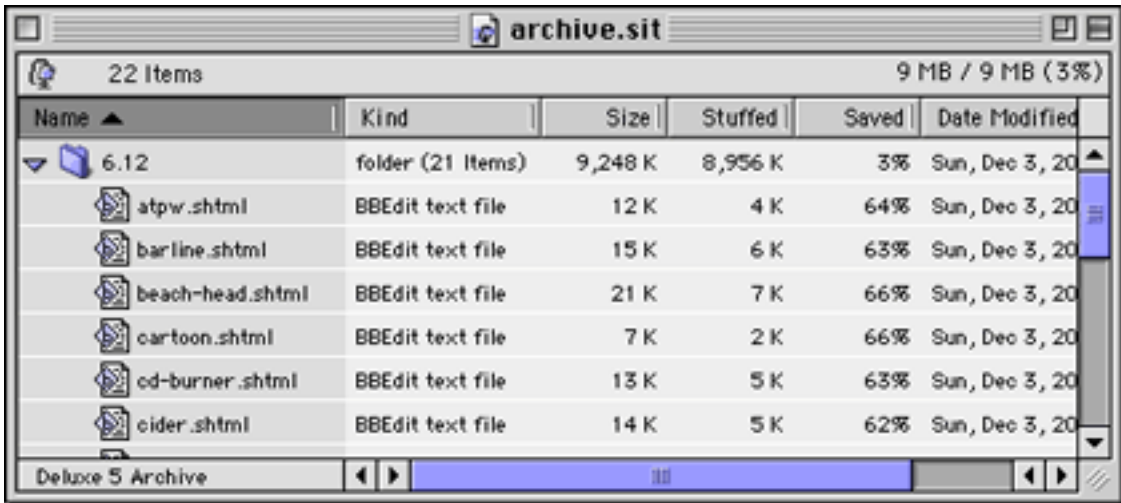
StuffIt Deluxe Running on Mac OS X Public Beta

StuffIt can now decode the .rar and .lha formats, and it can create LHa archives. The contextual menu in the Finder has been improved: it is now more intelligent about the options that it displays. For instance, it no longer provides an option to expand a file that is not compressed or encoded.

The Aladdin Compression control panel that let you choose between fast compression and slow (but slightly tighter) compression has been eliminated. Instead, each StuffIt component lets you choose the compression method in its preferences dialog; it is no

longer possible to globally change the compression method across all components. I could not find a way to select the compression method used by the Stuffit engine when it's used as a helper for other applications such as e-mail clients or Greg's Browser.

The most welcome revisions are to the Stuffit Deluxe application. In previous versions, it was a pale imitation of the Stuffit Browser. However, the new Deluxe application brings support for multiple windows per archive, so that browsing an archive is just like browsing folders in the Finder. It also has resizable and reorderable columns that make it easier to see the information you care about without using a lot of screen space.



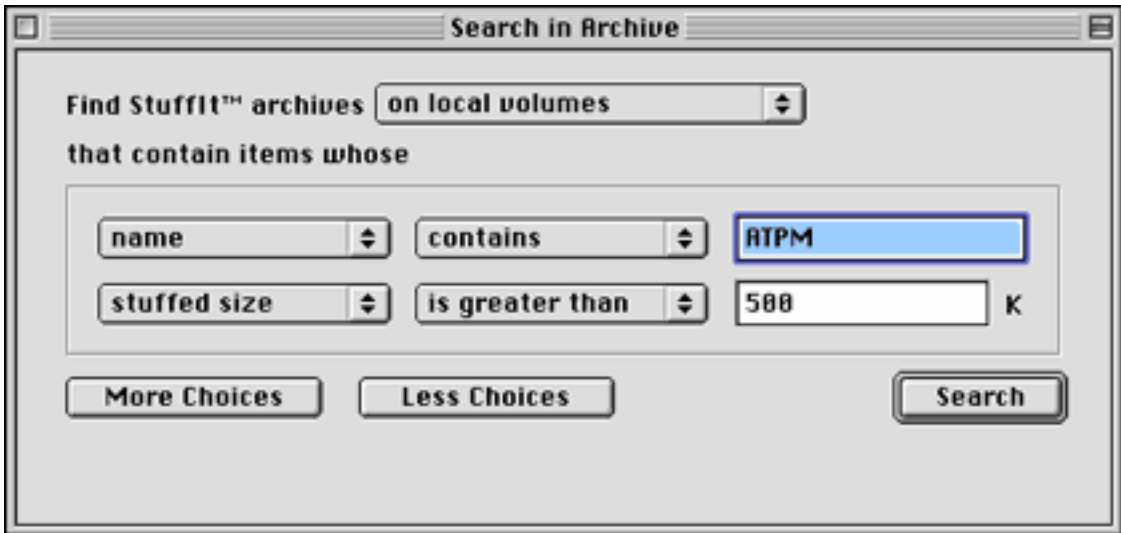
Stuffit Deluxe Running on Mac OS 9

The improvements to the Deluxe application are particularly important because Stuffit Browser and the rest of True Finder Integration are incompatible with Mac OS X. (They rely on patching the operating system, a feature that Mac OS X wisely disallows because of the stability problems it can cause.) The Deluxe application thus becomes the primary interface for everything but basic compression and expansion. In fact, it works better on OS X than on OS 9: OS 9 divides windows into layers by application, but Mac OS X allows arbitrary window layerings. So on X it's easy to work with Desktop (Finder) and Deluxe windows at the same time even though they belong to different applications.

## New Features

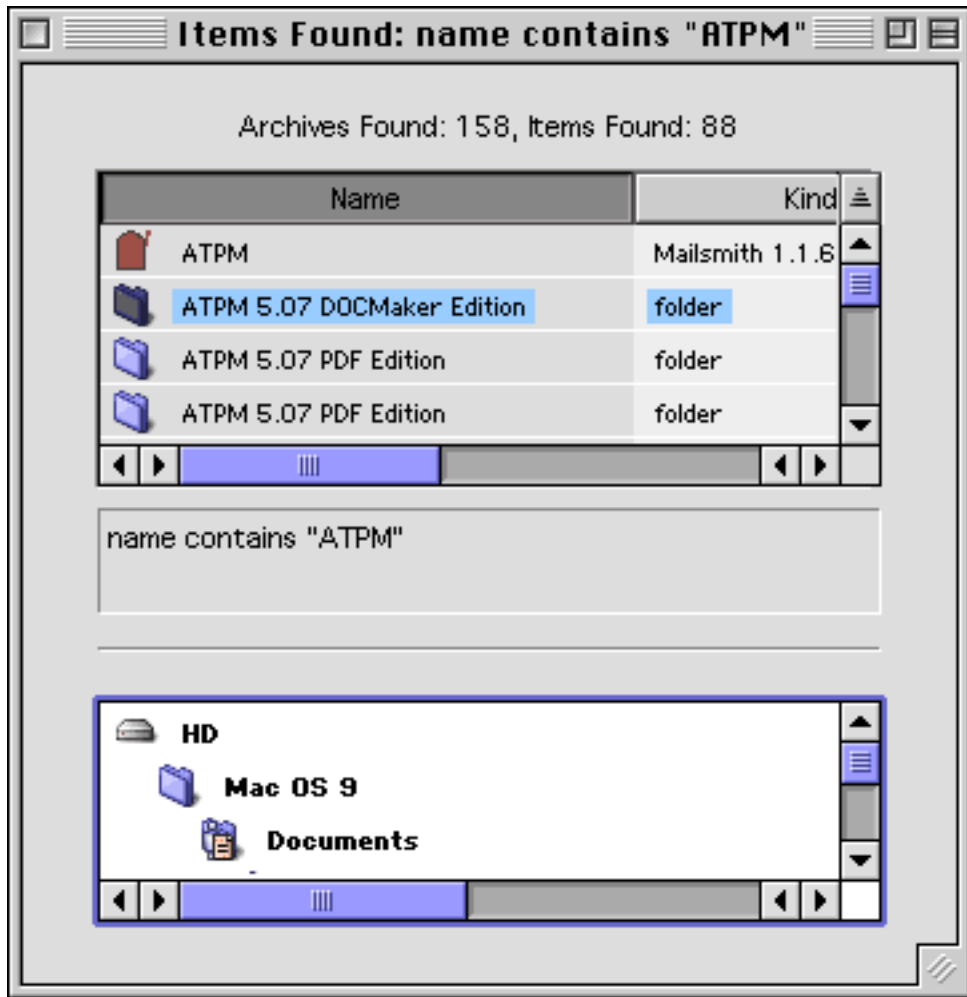
In addition to the above refinements, StuffIt Deluxe 6 includes two totally new features. You can now attach Return Receipts, which are short text messages, to archives. When an archive with a Return Receipt is opened or unstuffed, StuffIt can optionally save the message to disk or open your e-mail application to respond to it. All the major e-mail programs are supported, except for Apple's Mail, which only runs on Mac OS X.

Archive Search is like Sherlock for StuffIt archives. It can search *inside* a collection of StuffIt archives. The available criteria are what you'd expect: you can search by filename, file size (stuffed or unstuffed), date, kind, label, etc. As with Sherlock, you can combine multiple criteria to narrow a search.



Archive Search is cool, but I wish Aladdin had used "Fewer" instead of "Less."

After completing a search, Archive Search displays the found files in a manner similar to Sherlock. Double-clicking a file unstuffs it, and you can also Reveal an item, which opens it in StuffIt Deluxe.



## Shortcomings

StuffIt Deluxe 6 addresses many of my complaints about previous versions through the usability improvements described above. However, a few problems remain. The most annoying is that True Finder Integration is still modal: it locks up the whole Finder until the

operation is complete. A much better solution would be for True Finder Integration to call on helper applications that could do the work in the background. [DiskDoublor](#), which has been defunct for years, supported this and even let you queue operations.

The other major problem is that all the StuffIt components hog the processor, even when they're in the background. This is not an issue on Mac OS X because the operating system can pre-empt them and give processor time to other programs, but on Mac OS 9 it is very difficult to do anything in another application while StuffIt is working in the background.

Finally, support for the two different compression formats remains half-baked. DiskDoublor made it easy to tell which files were compressed with which method, and to convert between them. Its AutoDoublor component could scan for files compressed with the fast (but less effective) method and recompress them with the tighter algorithm when the system was idle. StuffIt Deluxe has neither of these features.

## Conclusion

Everyone needs StuffIt Expander, which is free. The latest version includes all of Deluxe's expansion and decoding features, which were previously only available to StuffIt Expander through the Drop Stuff with Expander Enhancer package (or the full StuffIt Deluxe). For \$30, DropStuff or DropZip will respectively add StuffIt compression and BinHexing or Zip compression, UUEncoding, and MacBinary. For the occasional user, these are reasonable alternatives to buying the full StuffIt Deluxe package or using Apple's free [Disk Copy](#). For those who frequently work with archives and strange Internet file formats, StuffIt Deluxe 6 is the way to go. It has its flaws, but it's getting better and it's easily the best StuffIt yet.

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# Review: SockeToome 1.0

by Eric Blair, [eblair@atpm.com](mailto:eblair@atpm.com)

**Developer:** [Black Diamond Products](#)

**Price:** \$20 (single license); \$26 (two licenses)

**Requirements:** Mac OS 8.5, static IP address or dynamic IP address with an FTP-updatable Web site.

**Trial:** Fully-featured (25 transfers)



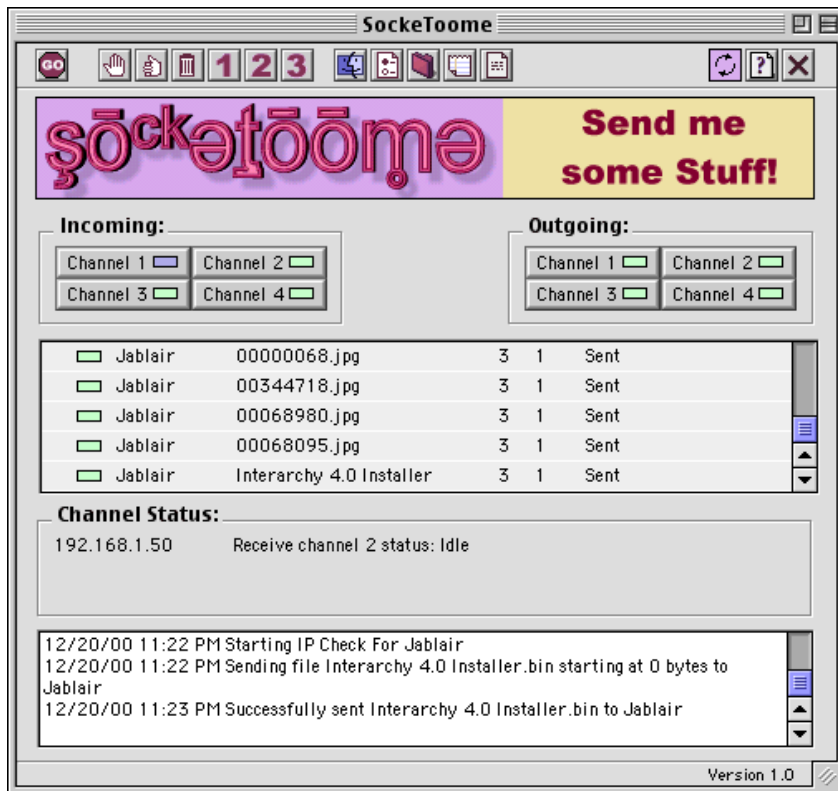
These days, it's hard to open a newspaper or magazine without seeing something written about peer-to-peer file transfer applications like Napster, Scour, and Gnutella. What you may not know is that there are other peer-to-peer transfer programs that are not nearly as famous or controversial as the aforementioned applications. One such program is SockeToome from Black Diamond Products.

## Getting From Point A to Point B

Until recently, most people only used clients when they transferred files over the Internet; servers for services like the Web and FTP were kept hidden away from the average user. All you could do was download and upload. Other people couldn't access files on your computer simply because you were downloading from an FTP server.

Services like Napster and Scour changed that. Instead of having a centralized server where all the files are stored, these services allow users to download files from the computers of other users. The plus side of this is redundancy—you can usually find the file you're

looking for, and there are several copies of the file in case something goes wrong. The down side is that you have no control over who is accessing your computer—it's usually everybody or nobody.



SockeToome's Main Window

SockeToome is different. For starters, although SockeToome allows you to send and receive files, the user can only initiate a send. This means that you cannot browse another user's files and that other users cannot browse your files. Second, you must specify everyone who has permission to send you files.

SockeToome's main interface is clean and simple. It is split into five parts.

The top section contains the button bar for controlling most of SockeToome's features. The buttons are split into four groups. The first group contains the Start Communications button. The second group contains the transfer options. From here, you can pause, resume, delete, or set the priority of each transfer. By default, all transfers are initially set



with priority equal to three. One is the highest priority. The third group of buttons gives access to SockeToome's features: setting users, setting preferences, loading files into the queue, reading messages, and reading the logs. The fourth group of buttons lets you access the help system and shut down SockeToome.

The second section of the interface shows the status of the connection channels. There are four channels for sending files and four channels for receiving files. For receiving files, the first channel acts as a control—it listens for connection attempts and determines which of the remaining channels should receive the files. If there are no available channels, the first channel sends back a "Busy" message. What this means is that you can send four files at once but only receive three. Next to the channel name is a colored square that indicates the current status of the channel.

The third section contains the send queue. This contains the list of files you have transferred, are transferring, or will transfer. It also contains a colored status square, along with the user to whom you are sending the file, the name of the file, the priority, the number of attempts, and the status of the transfer.

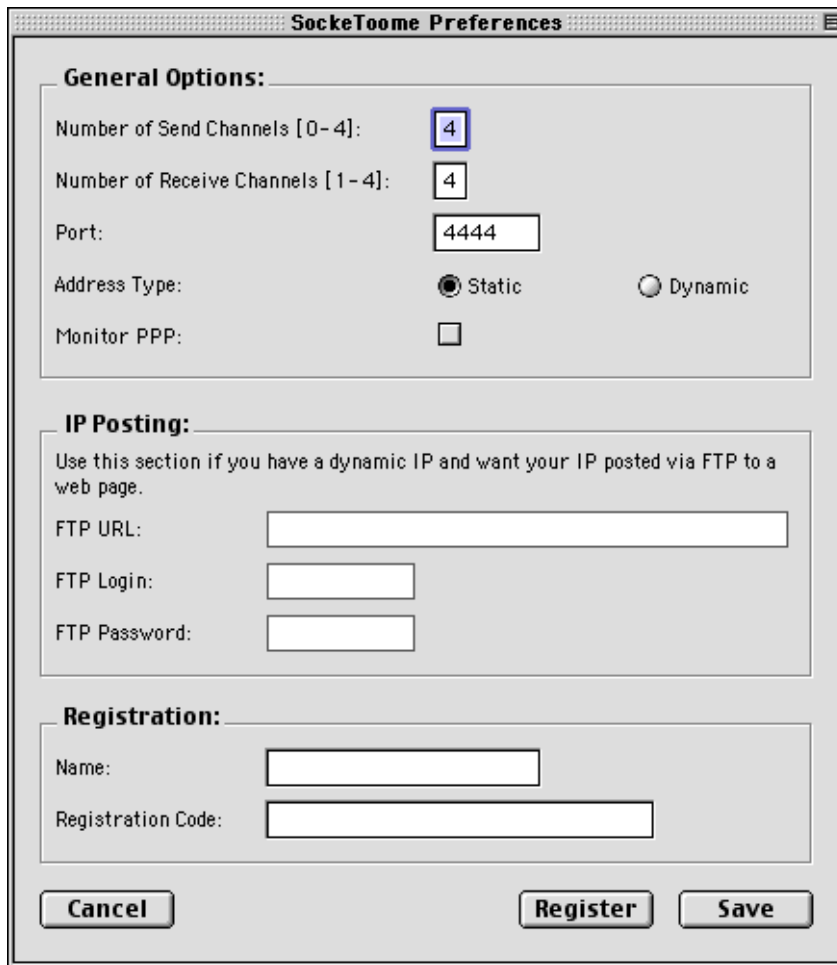
The fourth section is the status area. This contains your IP address, the status of the current transfer, and the status of the selected channel.

The last section of the interface is the log, which contains all the connection information for the current SockeToome session. Past logs are stored in the SockeToome Logs folder.

## Set Up

Setting up SockeToome is fairly simple. The first time you launch the program, you will need to enter information about your Internet connection in the Preferences panel. If you have a static IP address, you simply select this option. Most people do not have static IP addresses, though. For many server-type applications, you would be out of luck. However,

SocketToome will post your dynamic IP address on the Web, allowing other users to access this Web page when they want to connect to your server. All you do is select dynamic IP address and enter your FTP site information.



The SocketToome Preferences Panel.

As mentioned earlier, many peer-to-peer transfer programs do not work particularly well with dynamic IP addresses or servers that are not running at all times. One program that comes to mind is Timbuktu. One of Timbuktu's features is a Send option that is similar to SocketToome. Timbuktu for the Mac can scan a local network for computers running Timbuktu and connect to them this way. However, if the computer you are trying to access

is not on the local network and it has a dynamic IP address, it is difficult to know how to connect to that computer. Also, if Timbuktu is not running on the receiving machine, the message cannot be sent.

SocketToome gets around both these problems. First, to connect to a computer with a dynamic IP address, you need to know the Web page where the SocketToome connection info is posted. Unless the other person changes their SocketToome settings, this Web page address should never change. Second, if SocketToome cannot connect to the other person's computer, it will retry every 30 minutes until a connection is established.

It is also not difficult to set up user accounts. After choosing Users... from the Edit menu, you fill in the user name and password in the Receiving area for this user to send you files. In the Sending area, you enter your user name and password, along with their server information. This is the information that will be used when you send files to this user.

**SocketToome User Functions**

Jablair

**Receiving:**

Enter here the login and password that you have assigned to this user so that he can send files to you.

User Name:

Password:

**Sending:**

Enter here the login and password that this user has assigned to you at his end so that you can send files to him.

User Name:

Password:

Address Type:  Static  Dynamic

IP Address/URL:

Port:

Close Delete Clear Add/Update

The SocketToome User Panel

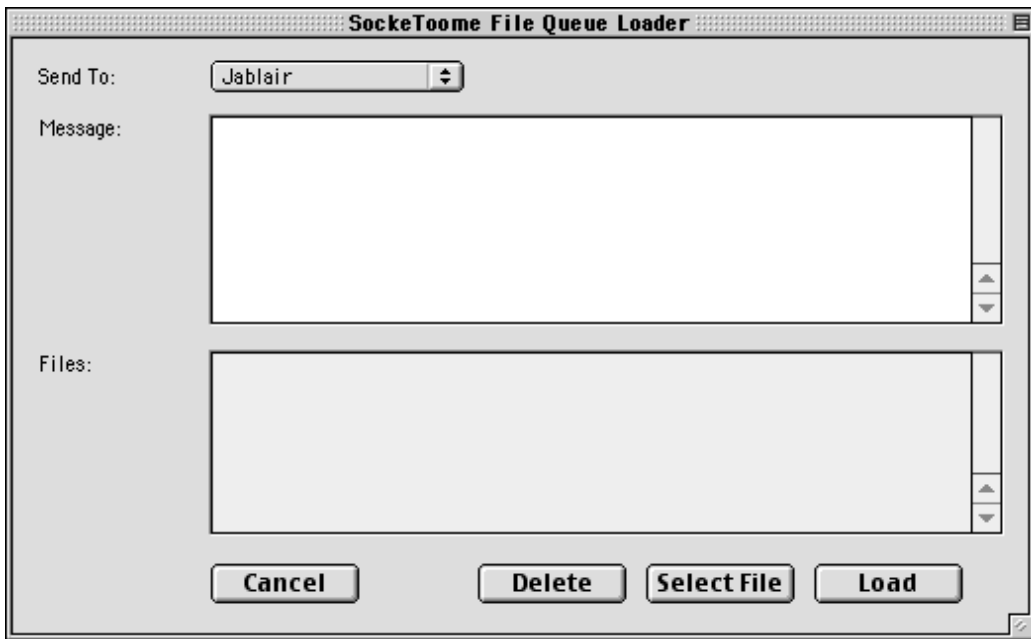
I only have two complaints about this system. First, it would be nice if you could set up a guest account, either with anonymous logins or without a password. If you were running SockeToome as a general backup server, you would need to create an account for each user. Second, you must create a receiving account for every sending account. If you leave the Sending information blank, the user will not be added to the user list.

## Transferring Files

Like most things in SockeToome, sending files is both easy and effective. You open the Queue window to add the files you want to the file list. Files can be added by dragging them to the window or clicking the "Select File" button and selecting them from the open dialog. You can also choose to send a message with the files.

There are three things that I wish were different about sending files. First, you cannot send folders. You must either compress the folder with something like StuffIt or send each individual file from the folder. Second, when receiving files, you cannot choose where the files will be saved. Files are automatically saved to the SockeToome Downloads folder. If you wanted to save files elsewhere, you could replace this folder with an alias to another folder, but this really should be an option within the program. Finally, if you are receiving files from the Windows version of SockeToome and the file names are longer than 31

characters, the transfer fails without a clear error message. At worst, SockeToome should say why the transfer failed. Ideally, SockeToome should truncate the file name to 31 characters.



The SockeToome File Queue Loader

## Conclusion

Peer-to-peer file transfer is relatively new to the average user. Programs like Timbuktu are overkill for simple file transfer tasks. Similarly, running a fulltime FTP server isn't really practical for most people. Operating systems typically include some file sharing capabilities, but they usually cannot communicate with other operating systems without some sort of add-on. SockeToome is plagued by none of these shortcomings—it is extremely focused, easy to use, has cross-platform compatibility, and is inexpensive when compared to many of the more complex options. SockeToome does contain a few shortcomings, but they are far outweighed by the benefits. For this reason, SockeToome deserves its Excellent rating.

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# Review: Norton SystemWorks 1.0

by Erik Barzeski, [erik@barzeski.com](mailto:erik@barzeski.com)

**Developer:** [Symantec Corporation](#)

**Price:** \$69.99

**Requirements:** PowerPC-based Mac with Mac OS 8.1.

**Trial:** None



Norton is a name ubiquitous with the troubleshooting scene. The word “Norton” appears almost daily on MacFixIt, and every seasoned Mac veteran probably has a copy of Norton lying around. With SystemWorks 1.0, Symantec has brought together its two most popular products—the Norton more properly known as Utilities, and its little sister NAV (Norton Anti-Virus)—into a single low-price package.



Disk Doctor will find those nasty “bad file modification dates” for you.

So, what's been added in the past five years? Not a whole lot. Unfortunately, this package continues to lack the features found in other products. While I do not question Norton's place in my toolbox, or the toolbox of nearly every Mac user, I do wonder when Symantec is going to take their collective head out of their collective back end and catch up to the feature sets of some competitors. If Symantec wants to bill SystemWorks as the best "all-in-one" solution, then it should make some software that lets me stop leaning on my other tools: DiskWarrior and TechTool.

Perhaps the two biggest reasons to use SystemWorks are Disk Doctor and AntiVirus. Speed Disk (defragmenting) comes in a close third, granted, but Disk Doctor and AntiVirus are the headliners.

Disk Doctor is to Disk First Aid what BBEdit is to SimpleText. It will find problems with your disks that you didn't even know were problems (more on this later). Sure, Disk First Aid (DFA) can fix minor errors with a missing custom icon here and there, but Disk Doctor can find and fix much more. Everything from bad b-trees to bad file modification dates fall under Disk Doctor's "I Can Fix This" list, and that's impressive.

However, what's not impressive is that Disk Doctor is essentially a dinosaur. Sure, it can now *run* on your startup disk and even fix files while you continue to work in other applications, but where has that really taken us and what new things can it fix?

Some may argue that Disk Doctor is great and couldn't do much more, but that's bunk. Can Disk Doctor rebuild my desktop, or zap my PRAM—or, for that matter, can anything else in SystemWorks? Nope. Search SystemWorks' Help system for the words PRAM, Zap, Desktop, and Rebuild and you won't find a match. Strange that a freeware tool named TechTool (not "Pro") can rebuild my desktop and zap my PRAM, yet Norton's monolithic "troubleshooting and repair" package can't.

Other than the "Check Media" feature in Disk Doctor, Symantec's package cannot do anything to troubleshoot hardware issues. Suppose your Mac starts to crash a lot. Suppose it's because of a bad RAM module. Symantec can't help you out, but they can help you "unerase" your copy of TechTool Pro, which might be able to diagnose the RAM issue.

Then there's NAV, or Norton AntiVirus. NAV is a different beast entirely. Do you need to own it? Maybe. I've been on the Internet since downloading 5K in a minute was considered fast, and I've never had a virus. I never run NAV. Heck, I couldn't even find a

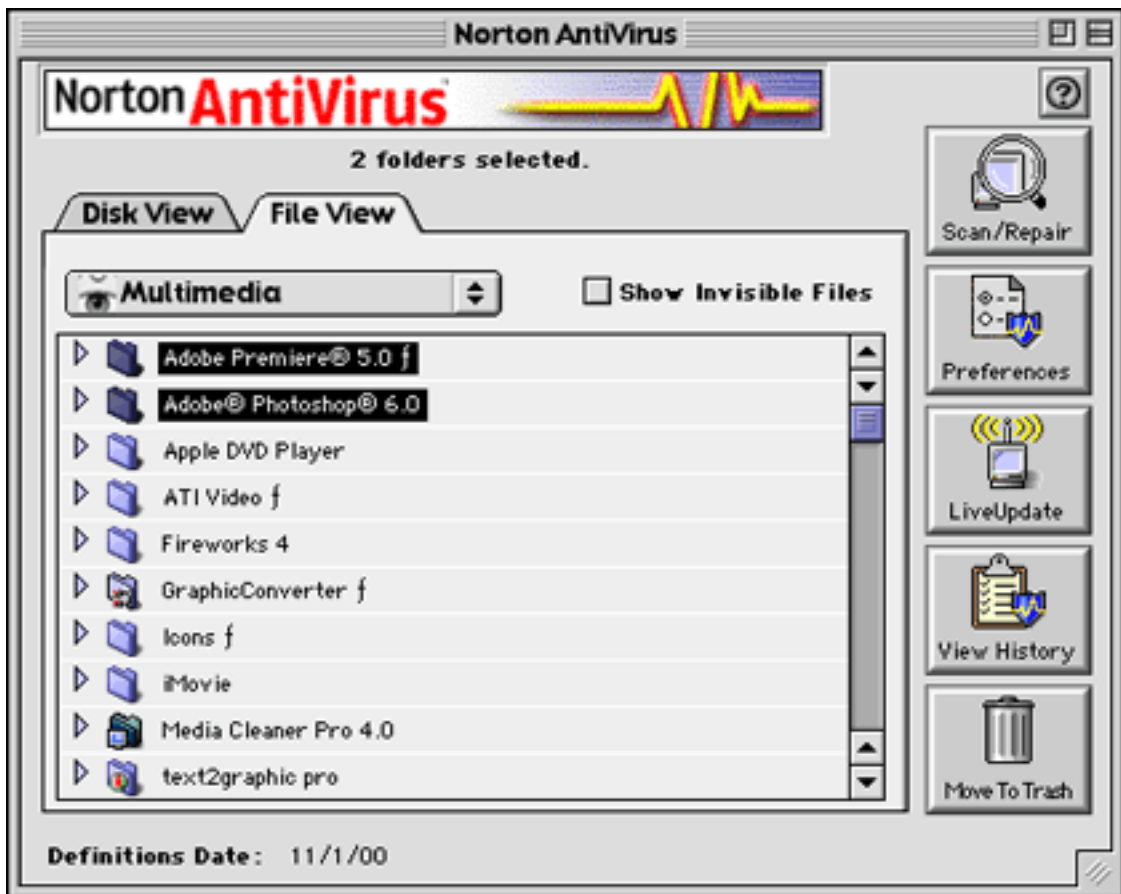
source of viruses with which to test it. I've seen it work before, however; it caught all of those Word viruses a few years ago, for example. It is important to have some AntiVirus software lying around, but how often you'll use NAV remains to be seen. The only times I launch the application are when I download the monthly virus definitions updates.

It would be great if NAV was run as a component of the "Checking Files" portion of Disk Doctor. After all, Disk Doctor checks your files for bad modification dates, weird icon bundle bits, and other maladies...why not viruses? If SystemWorks were truly modular instead of a bunch of separate applications brought together with a click-this-button-to-launch-this-application interface, this could easily be done.



This is SystemWorks: a collection of separate applications grouped together by an almost useless window. I prefer to just double-click the correct application in the Finder (see above), avoiding this mess altogether.





NAV finally lets you check individual files and folders for viruses.

That said, let me switch gears entirely and throw a bit of a loop at you by restating something I said near the top: I do not question Norton's place in my toolbox, or the toolbox of nearly every Mac user. SystemWorks fulfills a very unique role in that it's a step above Disk First Aid. There is no "wonder-boy" troubleshooting software. TechTool Pro does hardware. Great. DiskWarrior does something unique to DiskWarrior. Great. But neither TechTool Pro nor DiskWarrior has been around as long as Norton Utilities, and neither does exactly what this product can do.

Take Speed Disk, for example, the utility that lets Mac users defragment their hard disks. I used to use [DiskExpress Pro](#) by AlSoft, until it stopped working when Mac OS 9 came out. So, Speed Disk filled the void.

Indeed, some people swear by other pieces of SystemWorks that I've never felt the need to use: Fast Find, for example, really isn't any faster than Sherlock, although your mileage may vary; FileSaver is an annoying little bugger that only slows down the entire "Restart your computer" process by a few months (note heavy sarcasm); and Wipe Info is a utility that lets you make deleted files completely unrecoverable by essentially zeroing out the blocks of your hard disk that still contain the file.

Perhaps the most useful of the "other" tools is System Info, and it's only good as a raw little benchmarker. It's not the greatest, but it does a quick-n-dirty comparison, I suppose. If nothing else, the graphics tests make for a nifty and epileptic fit-inducing show.

All told, SystemWorks is something that all Mac users should have, unless they've got an older working copy of Norton Disk Doctor. This version does little more than bundle the applications together. Symantec long ago realized that there's an "art" to upgrading; perhaps they took a page from the Good Book of Microsoft and are milking their customers a bit too much.

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# Review: 3D Bridge Deluxe 1.0

by Ellyn Ritterskamp, [eritterskamp@atpm.com](mailto:eritterskamp@atpm.com)

**Developer:** [Freeverse Software](#)

**Price:** \$19.95

**Requirements:** Mac OS 8.1.

**Trial:** Fully-featured (30 days). Puppets for online play are richer with purchase of CD.



I was excited to hear that one of my favorite software companies had come out with a bridge game, but I'm bummed to have to tell you that it'll need a lot of work before I can stand to play it. Available evidence suggests that none of the writers or programmers actually consulted a serious bridge player when they were drawing up the characters' card-playing abilities. I'll get to the flaws soon enough, but let me throw in a happy thought first: if you're new to the game of bridge or would like to try it out at home in a non-threatening environment, this may very well be the game for you.

As we've come to expect from Freeverse, the presentation is excellent, with vivid backgrounds, cool music, and chatty characters (some of whom we've met in their other games). If you've played much real bridge at all, though, you're probably not going to like this game very much.

*Problem One:* You can't claim or concede the remainder of the tricks. If for no other reason, that would stop me from purchasing it. There's nothing quite so tedious as playing out a small slam that everyone at the table knows is cold for 12 tricks. Having to click on each card and wait for the opponents to follow suit, even at the fastest speed the game allows, is still a huge waste of time. But like I said, if you're new to bridge, and if pondering all of those tricks as they happen is educational, try the game out and enjoy it.

I hadn't played in a year or so, and my last experience was with online heavyweight OK Bridge. Compared to the somewhat cool Windows software they have, telnetting from a Mac is far inferior; however, playing cards online isn't about some pretty interface, but about being able to play with real people while still in your underwear.

I've only found one Mac bridge game that was very good—Bridge Baron—but still haven't invested in the full version. I haven't been out looking for bridge software lately, so there could be all kinds of great stuff out there. When my weekly download newsletter arrived

with news of Freeverse's newest offering, I couldn't wait. I downloaded the demo right then and jumped in, but I'd learned my lesson with Freeverse's [Burning Monkey Puzzle Lab](#) and stopped to peruse the ReadMe file first. Just trust me, it's worth a skim. Lotsa fun.

I found the preferences, bumped up the skill level and aggressiveness of the other three players, and clicked on all of the available bidding conventions. Jam the speed up to fastest, turn the score-card on, and we're ready to go.



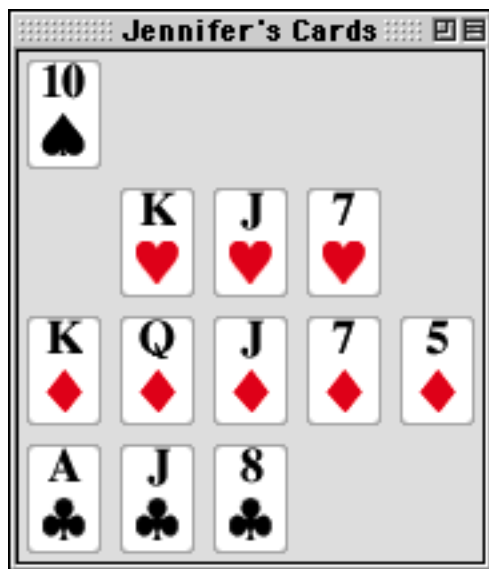
*Problem Two:* Oh, how sad I was to realize that these players are really, really dumb. You expect a certain amount of stiltedness in the bidding of computer players, but at least the card play itself could be well programmed. "Third-hand high" is a great rule for the first

hour you ever play, but once in a while after that we're allowed to turn on our brains to decide when it's foolish. Check out Jet's brilliant play of the Ace of Spades to cover his own partner's King of Spades in the dummy.



He deliberately led the Ace, knowing he was going to drop the King under it. Yes, there are isolated situations in which this kind of transportation issue solves a problem, but trust me, Jet's not that bright. He's just leading out his tricks.

*Problem Three: Wussy bidding.* Look at this hand of Jenny's, minus the Ace of Hearts, which played to the first trick. She made two bids on this hand: 1 Diamond and 2 Diamonds. Unforgivable. This hand has the power to inspire all sorts of exciting auctions, in the clutches of someone with even a smidgen of imagination.



Of course that's the trouble with these players; they have no imagination. I guess that's why most games end with your side winning and get really boring really quickly.

If Freeverse wants to snazz up this game for its next upgrade, the gang needs to lurk at OK Bridge or at a real tournament for a little while, just to get a feel for how the game can really be played. Listening to the postmortem after a hand is really where we learn the most about bidding and card play. Better yet, ask a successful advanced player for some tips (not me, but I'd be glad to tell people where to look).

3D Bridge isn't designed to mimic actual tournament play—there's no substitute for that actual rush—but we could certainly figure out a way to move the players up the evolutionary scale a bit. With the skill level these characters have right now, we might as well be playing against that burning monkey.

A nifty benefit of purchasing Freeverse's games is membership on the HMS Freeverse, their online gameroom in which you can play against real live folks. If you have broadband access and some decent playmates, 3D Bridge has much more to offer, since you're playing against actual brains instead of simulated ones.

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# FAQ: Frequently Asked Questions

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- You can zoom the PDF to full window width and scroll through articles simply by single-clicking anywhere in the article text (except underlined links).
- You can quickly navigate between articles using the bookmarks pane at the left of the main viewing window.
- For best results on small screens, be sure to hide the bookmarks pane; that way you'll be able to see the entire page width at 100%.
- Try turning Font Smoothing on and off in Acrobat Reader's preferences to see which setting you prefer.
- All blue-underlined links are clickable. Links to external Web sites are reproduced in footnotes at the bottoms of pages, in case you are reading from a printed copy.
- You can hold down option while hovering over a link to see where it will lead.
- For best results, turn off Acrobat's "Fit to Page" option before printing.

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ATPM and MacFixIt readers have reported problems decoding MacBinary files using early versions of StuffIt Expander 5.x. If you encounter problems decoding ATPM, we recommend upgrading to [StuffIt Expander 5.1.4 or later](#).

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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 contributors have gone on to become ATPM columnists. Send your stuff to [editor@atpm.com](mailto: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](mailto: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 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](mailto:reviews@atpm.com).

## **Which Products Have You Reviewed?**

Check our [reviews index](#) for the complete list.

## **What is Your Rating Scale?**

ATPM uses the following ratings (in order from best to worst): Excellent, Very Nice, Good, Okay, Rotten.

## **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 [reviews@atpm.com](mailto:reviews@atpm.com) for shipping information.

## **Can I Sponsor ATPM?**

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## Where Can I Find Back Issues of ATPM?

[Back issues](#) of ATPM, dating since April 1995, are available in DOCMaker stand-alone format. In addition, all issues since ATPM 2.05 (May 1996) are available in HTML format. You can [search](#) all of our back issues.

## 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](mailto:editor@atpm.com).



# Trivia Challenge

by Edward Goss, [egoss@atpm.com](mailto:egoss@atpm.com)

## Fun With Numbers

I'd like to congratulate last month's *Trivia Challenge* winners: Kevin Law from Indiana and Mark Wright from North Carolina. Your ATPM T-shirts are on the way! This month's prize of a dynamite ATPM T-shirt goes to the first two correct entries I receive at [egoss@atpm.com](mailto:egoss@atpm.com). Individual readers are eligible to win only once every twelve months.

This month's *Trivia Challenge* tests your wits about a number of things. Try to match up the statement on the left with its corresponding number on the right as you take part in:

### Trivia Challenge 7.01—Fun With Numbers

1. The number of FireWire ports on a Bronze PowerBook.	A. 16
2. The number of grooves on both sides of a 45 RPM record.	B. 100
3. The number of primary colors.	C. 300
4. The number of RAM slots in a Power Mac 8500.	D. 0 (zero)
5. The number of Provinces in Canada.	E. 8
6. The number of moons orbiting Jupiter.	F. 2
7. The speed—in MHz—of a Mac Classic II.	G. 206
8. The number of teeth in a human mouth.	H. 12
9. The number of ways to leave your lover.	I. 425
10. The number of US Dollars in a "C-note."	J. 3
11. The number of laps to complete the Indianapolis 500 auto race.	K. 32
12. The number of bones in the human body.	L. 408
13. The maximum resolution (in DPI) of an Apple Personal LaserWriter LS.	M. 200
14. The Area Code of Cupertino, CA.	N. 50
15. The Area Code of Redmond, WA.	O. 10

## Last Month's Answers—TC 6.12—Match Up Madness

1. University Of Connecticut	C. Huskies
2. Temple	I. Owls
3. Duke	O. Blue Devils
4. Maine	M. Black Bears
5. Boston College	L. Eagles
6. University Of Nevada-Las Vegas	H. Runnin' Rebels
7. Ohio State	K. Buckeyes
8. Iowa	A. Hawkeyes
9. Texas	E. Longhorns
10. Stanford	B. Cardinal
11. Arizona	N. Wildcats
12. Chaminade	F. Silverswords
13. Maryland	G. Terrapins
14. Miami	J. Hurricanes
15. Cal State Northridge	D. Matadors

### The Rules

Each question has only *one* correct answer. The answers are stored in a hermetically sealed envelope guarded by a Standard Poodle named "Jane" who lives in our house.

### This Month's CD Recommendation

"[In The Flesh—Live](#)" by Roger Waters. A two CD set documenting Roger Waters's 1999–2000 live tour, this marvelous compilation includes classics from Pink Floyd along with gems from Roger's solo works. With a stellar band backing him up, Roger is in fine form as they rip through this two hour set, which includes one new song, "Each Small Candle" from a forthcoming album. I was fortunate enough to catch this show twice—once in a

small concert hall and once in a large arena—and can attest that this CD is an excellent example of the energy and involvement that Roger can command. An absolute must for Floyd fans, and a must-own for all fans of well-crafted Rock and Roll.

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