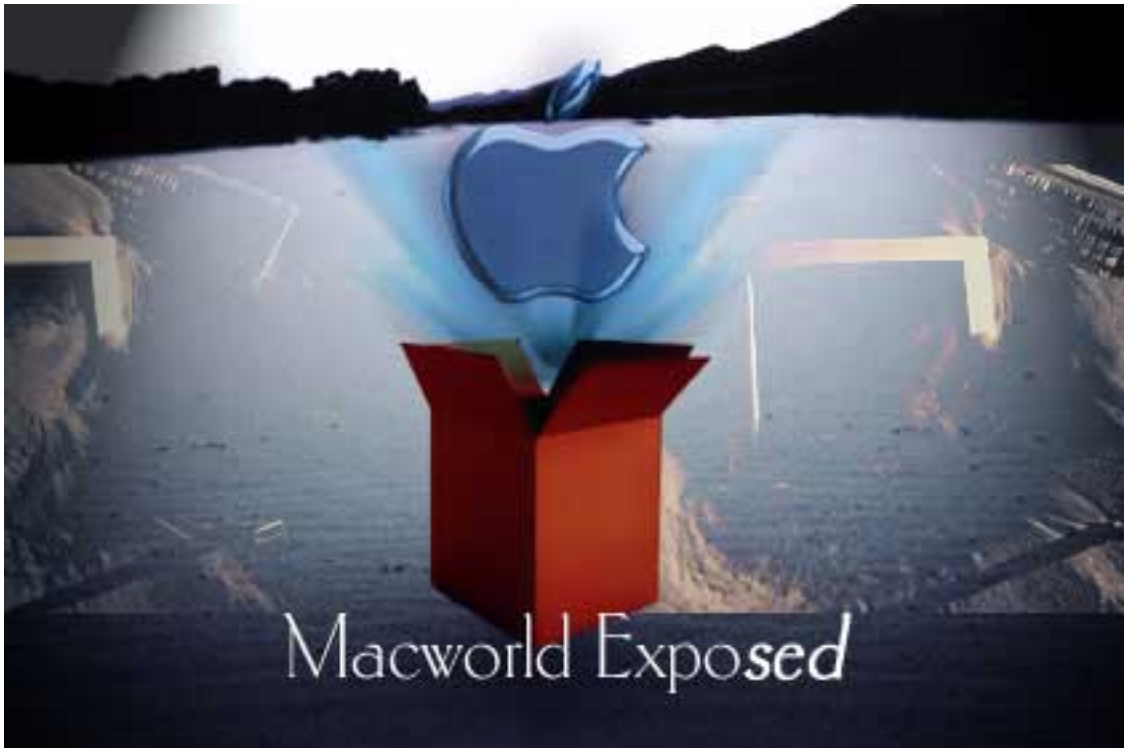


ATPM

7.07 / July 2001
Volume 7, Number 7



Macworld Exposed

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

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Welcome

We are entering into the heart of the summer here in the United States, home base for ATPM despite our worldwide-strewn staff, and that means it must be time for Macworld Expo New York. What surprises will Steve unveil at the keynote this year? New iMacs? 1 GHz G4s? A speed-bumped Titanium PowerBook G4? Your guess is as good as ours. *About This Particular Macintosh* has never been in the rumors business, and we never intend to be. We like surprises, and hope to share them with you next month. See you at the Expo!

New Cube?

Will we see a new and updated Cube at Macworld Expo this month? Or has Steve and Co. decided to axe the slow-selling, yet incredibly aesthetically pleasing, system? Tom Iovino explores the latter scenario, as well as childhood, in this, his 49th *Apple Cider*.

Indeterminacy

David Ozab couldn't come up with simply one topic for *Beyond the Barline*, so he felt that it would be best to share a variety, from thoughts on graduate school and teaching, to the RIAA's continued effect on the music biz. Oh, and he tells us just who this Håkon Austbø is.

Hollywood

On the movie and TV side of things, Mike Shields walks us through this year's Showbiz Expo, noting the relative absence of Macs at the conference. Yet, to Mike's chagrin, Microsoft and Windows XP were the talk of the town.

How You Doin'?

It's funny how sometimes the oddest things get stuck in your head, like, say, a beer commercial. It's happened to us all, and it's happened to Dierk Seeburg in *My Apple Wedge*. While Dierk left us an outstanding column on the Wacom Graphire tablet,

Sensiva, FinderPop, and Noflet, we would like to wish he and his new bride a wonderful time on their overdue honeymoon to Germany to visit family and friends, and to France to watch the Tour de France!

How Old Did You Say that Mac Was?

Ed Goss continues the exploration of older Macs in *The Legacy Corner*, showing off a Web server running on a Mac Plus. He throws some links and trivia everyone's way, and offers a tip or two.

Web, O' Web Shall We Web?

Paul Fatula broadens the horizon of every Web surfer with this latest offering of *About This Particular Web Site*. The latest hodge-podge runs the gamut from a mass transit trade journal, satire, and satellite imagery, to Mac OS X tips and disposable e-mail addresses.

Christmas in July?

If you are a die-hard GUI junkie, then be sure to check out some more of Jens Grabenstein's awesome wintery pictures of Konstanz, Germany and Cambridge, Massachusetts. In addition, Jens offers a collection of flower pictures taken in his parents' garden in Dingelsdorf, south of Konstanz. These make wonderful adornments to any computer desktop, but prefer to roost on a Macintosh!

Where Did I Put My Notepad?

Brooke Smith continues her shareware roundup of Stickies and Note Pad replacements this month, with reviews of NewNotePad, eOrganizer, Personal Organizer, and StickyBrain. Find out which products you should check out to keep yourself organized.

Where are the OS X Apps?

More and more applications seem to be appearing every day for Mac OS X, as developers race to beat the clock as the first to market. Many developers are choosing the path of least resistance when it comes to bringing out native OS X applications by carbonizing them. Such is what Computer Systems Odessa Corp. did when they launched ConceptDraw 1.61 X. Eric Blair has his take on this diagramming program.

102\$#*53#%

ATPM's own *Who Wants To Be A Millionaire* contestant, Ellyn Ritterskamp, loves a good puzzle. With that in mind, she examines a code-breaking game, Enigma 2.0, this month. Watch for Ellyn on *Millionaire* this month, and root that she brings home enough dough to buy everyone on staff a new Titanium PowerBook G4!

Gem Hunting

Even with the Macintosh's limited market share, there is still a wide variety of software available, contrary to most public opinion. While there doesn't seem to be as much crud in the Mac software realm as one often finds on the Windows side, users will occasionally encounter a few bad pieces. It is all worthwhile, however, when a true gem emerges, and that is exactly what Jamal Ghandour has found in Macromedia's latest, Freehand 10.

All Work and No Play...

Raena Armitage reviews text editor iWrite 1.2.1, while Trevor Boehm examines an old friend reborn in Now Contact & Up-To-Date 4.0. ATPM's resident physician, Gregory Tetrault, puts Toast 5.01 Titanium through the wringer, but Daniel Chvatik reminds us all to take a break with his review of Risk II.

What the Future May Hold

Tune in next month when the staff looks at the latest out of Macworld Expo New York. Who knows, *you* may have a future with *About This Particular Macintosh* as well. We are currently seeking Contributing Editors, an Interviews Manager, a Copy Editor, and a Publicity Manager. Contact the [editors](mailto:editors@atpm.com)¹ for more information today!



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PowerCenter 150

I have been into Macs since 1994, when I got my first used LC III. My main box now is an iMac DVD 400. I just bought the PowerCenter to give to a granddaughter, but I am having a problem finding a driver for the NEC CD ROM drive # 462, Revision 1.13.

NEC of course does not even list it, let alone support it, so I am going to have to look at FWB CD tool kit, unless you might have another idea. I have installed OS 9 with no problem at all, after I wiped the hard drive with a low-level format. The CD drive will only recognize a boot disk, such as Apple Care, or the OS 9 install, but when the install is finished, no joy in the CD drive. Other than that little problem, this is a great machine, well worth the 200 bucks, Cdn!

Cheers,

—Doug Irvine in Nanaimo BC, an OLD computer guy! (vintage 1926)

Hi Doug. Thanks for writing. There are three possible fixes that I know of for your problem—which I also experienced with my PowerCenter Pro 210 and its original Teac CD drive:

- After a search of the [MacFixIt Archives](#), I found this in the [November 1999 Archive](#): CD-ROM ToolKit and Mac clones: a follow-up Regarding our report last time on using CD-ROM ToolKit with Mac clones: Eric Johnston writes that, with his Power Computing PowerCenter Pro 210 running Mac OS 9, he fixed his CD-ROM drive woes by deleting FWB's CD-ROM ToolKit and using Apple's CD-ROM 5.3.x driver from Mac OS 7.6 (a solution that has been recommended for several OS iterations). He adds: "While Apple's newer CD/DVD-ROM drivers don't recognize my OEM Teac CD drive, the OS 7.6 Apple driver works just fine."
- There is a ResEdit hack available at the wonderful [ResExcellence](#) site if you're up to playing with [a few lines of code](#). :-)
- I have a copy of the hacked CD/DVD Driver that I would be happy to e-mail to you to try.

I hope this helps, and, once again, thanks for reading ATPM! —Edward Goss

Legacy Macs

I am a legacy Mac person, using an 8500 with 112 MB of RAM. I have accelerated it with a 250 MHz NewerTech card. I am also using a voodoo3 2000 video card with beta drivers. In spite of all this, my system is very stable with only an infrequent crash! I've been fixing

up old hardware ever since I first added 1 MB of RAM to my Mac Plus. Over the years, the single most important thing I've done is get as much RAM as possible, as I'm sure you know. I look forward to many great tips from reading your column. I'm sure I'll have a problem soon!

By the way: A friend of mine installed a USB card in a 7500/100. He began to have problems with his printer that occurred with extensions on, but not off. I told him to figure out which extension(s) were conflicted. His eventual solution was to disable virtual memory, which let everything work.

I think he has merely worked around another problem. He has a 1 GB drive which may fill up under virtual memory conditions. Any ideas? Sometimes you just have to go with what works...

—*Bob Emerson*

Thanks for writing. With virtual memory turned off (which is the way I always run my Macs) your friend should not have any problems unless he is woefully short of RAM, or has allocated so much memory to the programs he uses that he runs out of available memory. Make sure he checks the "About This Macintosh (or Computer)" in the Apple menu to see how much built-in RAM he has, and the largest unused block available. With VM off, if you allocate more RAM than you have a program will not open—or freeze the Mac—requiring a forced restart. The space available on his hard drive would only be a concern if his hard drive were nearly full, or he set virtual memory so high that it didn't have enough room to function. But with hard drive prices so low now, he really should consider a much larger drive if he plans to stay with his 7500. —*Edward Goss*

G3-Accelerated 7100

I've recently installed a G3 card in my desktop Power Mac 7100. I performed all the steps to the "T," but my monitor comes on but the light on the monitor stays orange and nothing comes on the screen. I've replaced my video card and the screen comes back on. Then I reinstall everything again and it does the same thing. I did all the trouble shooting techniques. What now? Please help me; I need to continue on with my music and I need the speed.

—*James Poole*

When you turn on your Mac and the screen doesn't light up, do you still hear the "chime" that sounds when your Mac starts up? If you do then the problem is related to your video board or VRAM. If you do not, then the problem is related to your accelerator card.

When your Mac doesn't chime it indicates that there is a problem with the timing of the accelerator. On a machine such as the 7100 which was a pre-ZIF design, you must configure the bus timing between the accelerator and the logic board so that they can both run at speeds that yield a stable system. There should be DIP switches on the accelerator card itself which configure the bus timing, and the manual that accompanied the accelerator should describe the switch settings. Likewise they may be described on the manufacturer's Web site.

The best method is to start at the "slowest" speed which will be sure to work. Then switch up faster and faster until the machine no longer works. At that point, go back to the last setting and you're done. If you find the machine is not stable or crashes or freezes more often than expected, switch the card down to one setting slower. With a G3 upgrade even the slowest setting will result in vastly improved performance over a 7100 so don't worry about whether or not you are squeezing the maximum MHz out of your accelerator board. Always shoot for a stable system. Running your machine too hot is bad for all the components.

If you do hear the startup chime when you start up your Mac, then the problem is likely an incompatibility with your video card, or if you are using on board video your VRAM is too slow to keep up with the accelerator and you must replace it with VRAM that has a higher refresh rate. If this is the case let me know and we can pursue this further. But my hunch is that you aren't hearing the chime and so we're talking about a simple DIP switch issue on the G3 card. —*Evan Trent*

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Apple Cider: Random Squeezings From a Mac User

by Tom Iovino, tiovino@atpm.com

Cube Down the Tube?

My kids are totally awesome.

I mean that sincerely.

They go beyond the mere physical manifestation of my hopes, dreams, and wishes. They are so much more than the loving, caring little people that I am entrusted with.

One of their best traits is that they serve as living, breathing experiments of mass consumerism. In other words, they are complete suckers for the first slick ad that comes on the TV.

I am getting my first taste of this with my three-year-old son. He'll be watching the latest episode of—say—[Rugrats](#) on [Nickelodeon](#), thoroughly entranced with the antics of Tommy, Chuckie, Phil, and Lil, then his eyes will glaze over. He'll drool on the arm of the easy chair. I have to physically shake him to break his intense concentration and get him to recognize that he has forgotten to tell me that he had to go to the potty. In other words, he gets hooked.

Once the commercials come on, though, he's another kid altogether. Cue the music, bring on the excited announcer barking about the latest and greatest features of the new and improved toy, and show a group of kids playing with it. He'll perk up immediately, and start bouncing with excitement at the thought that whatever is being advertised has got to be the coolest thing on the planet. He's even asked me to get him a [Barbie](#) doll because he liked the commercial.

Hey, I can't blame the little guy. I was the exact same way growing up. Many's the Saturday morning you would find me glued to the set watching hours of cartoons. Heck, you can still find me, mouth agape, every Saturday morning watching the [New Yankee Workshop](#).

The one product I simply had to have back then was the [Rubik's Cube](#). Yeah, that thing was awesome. I didn't have the foggiest idea what to do with it, and all of my friends told me that I wasn't going to enjoy having one—unless, of course, I enjoyed being thoroughly frustrated by not being able to figure it out.

“To heck with them,” I thought. After all, that multi-colored cube with the maddening number of combinations that required an intensely skilled mind to solve was all over the place. My friends had 'em, they were on TV ads, they were being written about in the paper, you weren't cool if you didn't have one.... *I just had to have one!*

That's the reaction that Apple was hoping for when they released their Cube last July. The wildly successful, unorthodox looks of the iMac, iBook, and G3/G4 lines encouraged Steve Jobs and the design team at Apple to come up with another fantastic looking machine with the belief that if you build it snazzy, people will line up with cash in hand to walk off with a copy.

And, it's tough to fault them for thinking outside the box. The Cube was revolutionary as it didn't need a fan for cooling its components: its design allowed air movement just like a chimney to vent the warm air. The thick, clear polycarbonate outer shell with the components suspended in a white metal box looked as futuristic as [2001: A Space Odyssey](#) did in 1968.

And, the machines were plenty powerful when they rolled out. A 450 or 500 MHz G4 processor, capacity to go as high as 1.5 GB of RAM, and a 1 MB backside cache made the Cube something to be reckoned with.

The only thing that the Cupertino Gang failed to plan for was just how the Cube fit into the marketing plan.

Again, I go back to how Apple was pulled out of the morass it was in when Jobs took the reins of Apple for the second time. Apple was awash in product with such illuminating names as the Performa 6116CD. By drastically slashing the product line and refocusing Apple's hardware efforts into four key product lines:

- The Professional Desktop model,
- The Professional Notebook model,
- The Consumer Notebook model, and

- The Consumer Desktop model,

by reducing their inventory and making it far easier for customers to order a new Mac, Apple ran more efficiently. And with this efficiency comes an improved perception among investors, which leads to a rise in stock price, then to more profitability, and so on, and so on, and so on.

The G3 and later G4 models satisfied the first segment; the PowerBooks handled the second. The iMacs filled the gap on the third, and the iBooks the fourth. Sticking to the simple, straightforward plan is exactly what Apple still needs to do to maintain its competitive edge—which is [something I knew way back when](#). But the Cube always baffled me. It didn't seem to fit into any one of the segments Apple drew up during its recovery.

Apparently, I wasn't the only person to question the niche Apple was attempting to fill with the Cube. David Vogler, a vice president with Nickelodeon Online, said at last year's Macworld Expo that he liked the Cube but wondered where it would fit into Apple's product line. "I'm not quite sure who the audience is," he said.

So, what has been the fallout from the introduction of the Cube? It's sad to say, but sales figures have fallen flat on their faces. In February of this year, Steve Jobs even admitted that he had expected sales figures to be three times higher than they had been.

Now, Apple is faced with a decision as to the future of the Cube. And it seems as if the Cube may be going down the tube. According to a report by CNET, resellers are noticing that Apple's distributors are running out of Cubes for customers—an indication that Apple is preparing to give the Cube the axe.

Can I say that I will miss the Cube? Well, whenever Apple comes out with a new, innovative product, I hope that sales will be good. And, while I'm sure that while the company is on solid financial ground, any failures like this one sap worker morale and make the bean counters a little more skittish about future rollouts.

A few years after I graduated from college, I went back to my childhood home to sort through the many treasures I had left behind when I went to school.

There, at the bottom of a cardboard box, was my old Rubik's Cube, untouched since the day in 1984 when I threw it there after a particularly frustrating day of trying to solve it. I was simply amazed how that little cube of plastic could have caught my attention the way it did, possessing me so completely with the urge to go out and get one. With its spell on me broken, it was a simple matter for me to throw it out, an unnecessary relic of days gone by.

Will that be the fate of yet another Cube?



Oh, by the way, next month marks the 50th edition of my *Apple Cider* column. And not just my 50th, but my 50th consecutive—now I'm starting to feel like Cal Ripken breaking Lou Gherig's record of most consecutive baseball games.

To celebrate, I'm asking all of the people who have nothing better to do than read *Cider* to send me your thoughts on the column. They can be about anything—your favorite column, your least favorite column, my most bone-headed prediction—anything that strikes your fancy.

I'll take the best comments, laugh my fool head off, and make them a part of my 50th column retrospective.

Looking forward to hearing from you for the August column!

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Indeterminacy

Rather than focusing on a particular topic this month (as nothing in particular stood out for me), I will present a series of random observations:

The Zen of Graduate School

I've spent the last few months preparing for and taking my comprehensive exams, so that I would be advanced to candidacy and gain "permission" to begin my dissertation. One of my professors once commented that I would know more at the point I took these exams than at any other time before or after. I looked forward to this enlightenment, as I certainly didn't feel like I was there yet. Well, when my oral exam came (the written exam was incredibly long and difficult, but I managed to complete it), I realized that I knew *nothing!* Had something gone wrong? Well, to paraphrase Socrates (and probably countless Buddhist sages), "The wise man is the one who realizes that he knows nothing." Now I am truly wise. It was still *really painful*, though, so it certainly lived up to advanced billing. And, if all goes well, by next month's column I will have advanced to candidacy. So my suffering was not in vain.

Learning through Teaching

OK, this isn't exactly a new idea (is any idea really original?), but I've really come to appreciate it in the last year. In that time, I've taught introductory classes using [Symbolic Sound's Kyma](#), Cycling 74's MAX (I will be reviewing the latest upgrade in an upcoming issue), and now Digdesign's Pro Tools. While I've had extensive experience in all these applications through my own work, I learned much more about them as I tried to explain them to students. I've also figured out how to do many things that I wouldn't necessarily do in my own work.

Aside: The Midwest is really, Really Flat

By an accident of birth, I have lived on both coasts (OK, two of three for those of you on the Gulf), but never in the middle of this great land of ours. I traveled across it by car at twelve (don't worry, my Dad was driving) and have flown across it several times since, but

until this last month, I never spent any extended time there. Well, it's flat (no kidding!), lots more people like country music (I'm slowly gaining a respect for it), and, if my girlfriend's family is typical, the inhabitants are very friendly, and readily welcome a Californian by way of Oregon like me.

Unfair Use

In several [past articles](#), I have criticized the RIAA (Recording Industry of America) for its self-serving and ultimately hypocritical defense of copyright law. The most recent case involves a Princeton professor, Edward Felten, who has conducted research on digital encryption schemes. He planned to present his findings at a conference last April, but was intimidated into silence by a group called the Secure Digital Music Initiative Foundation (a front for the RIAA and the tech companies developing encoding schemes). Now Felten is suing the companies behind the intimidation (*Ha!* The subpoena's on the other f ... I mean in the other h ... oh, you know what I mean.) and the US Justice Department itself. This could be the long awaited constitutional challenge to the Digital Millennium Copyright Act. I hope the Supreme Court gets it right. (Thanks to the [Chronicle of Higher Education](#) for bringing this story to light.)

Who is Håkon Austbø?

Among my latest CD purchases were two discs of the late (and great) French composer Olivier Messiaen (1908–92): "Illuminations of the Beyond" (which won a Grammy the year it was released) and a set of works ("Sept Haïkai," "Poèmes pour Mi," and "Le Réveil des oiseaux") performed by the Cleveland Orchestra under Pierre Boulez. Like most CDs, these discs were both listed in the CDDB (CD Database), which iTunes automatically accesses. In both cases, the artist was listed as Håkon Austbø. Who is Håkon Austbø? As it turns out, iTunes allows you to edit all its fields, and overrides the CDDB on subsequent playings. Still, it's a strange coincidence.

Copyright © 2001 David Ozab, 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

Where Are The Macintoshes?

To really appreciate the gravity of the above, you must read it like William Shatner as Captain Kirk, with a comma after the first two words. What brings on the statement is, as long time readers know, my annual Showbiz Expo report.

You would think that the company that has brought desktop video editing to the masses (with iMovie and Final Cut Pro) would at least have a booth at the Showbiz Expo. Entertainment as a sector has the highest penetration of Macs as a platform, save education. Most in the industry consider it their platform of choice.

Yet Apple was nowhere to be seen. Sure, there was the random iMac here and there to take point of sale info. The [Final Draft](#) and [Screenplay Systems](#) booths had mostly Macs although Screenplay hasn't yet decided whether or not to port their latest and greatest, Story View, to the Mac as of this writing.

Missing were perennial Showbiz Expo favorites, such as PowerProduction Software, the makers of Scriptware, and the WGA. At least I didn't see them. OK, the Writer's Guild doesn't sell software, but I was looking forward to another free copy of *Written By* magazine. Maybe these companies no longer exist. Or they were simply hiding from me, attempting to avoid almost up-to-date commentary on the state of the Mac in Hollywood. Well, the WGA avoided going on strike, but maybe they felt they would be.

I could go on about how I was convinced that I should shoot my film in Hi Def as opposed to DV, or tell you that I found two more potential investors. However, none of this is really Mac-related...although, if I choose Hi Def, I'd have to change how I'm editing the film. And ultimately, how I broadcast it. That's why I went to:

The Streaming Media Expo

Continuing the theme of "Where is Apple?," at least here, they had a black booth with their name on the door. Probably to hold some type of secret meeting, with prospective business contacts. I don't know—I wasn't invited in, my Hollywood Guy business card

notwithstanding. Now, this does get me into all the finer restaurants, even the ones I need reservations for. I especially like the ones that have the weekly business card drawing for a free lunch. Of course, my ATPM card only has my e-mail and the site address on it—maybe that's why I haven't won.

Speaking of free stuff, there was a whole slew of freebies and tchochkes to be handed out here. And because Intelligent Media and Promax were here, Macs were almost better represented than at the Showbiz Expo. No one was giving away a free G4, though.

This Story Just In

The Microsoft ruling was essentially reversed. Who cares, you say, this is a Mac e-zine. Well, I'm sure others in this illustrious rag have an opinion that can fill an entire column. Maybe you'll see some of those in the upcoming months. Now, I'll give you mine.

Why is this ruling relevant? Because everywhere I turned at the Expo, it was Microsoft this, and XP that. And apparently, everyone has Windows Media Player installed. I truly wanted a Mac solution for my grandiose plan to stream full length feature films over the Net. I got the impression that everyone believes the technology is there to do it now; however, the other impression I got was that not everyone has the technology to receive a movie such as *Jurassic Park III* over the Net, or even wants the ability to do so. There was a representative of [Sony Pictures Digital Entertainment](#) there, but he was conspicuously missing when I walked up to his kiosk. Of course, I was probably only going to hit him up for a job, anyway. Which I still don't have. Anyone hiring? I'm willing to relocate.

The basic theory behind streaming media is a good one. Not everyone necessarily wants to see the same thing at the same time, and with the advent of new technologies, this is why the TV network model is breaking down. Overall viewership is up, but network ratings are only half of what they were, even ten years ago. Has network TV gotten progressively worse or have people been given more choices?

And what does all this have to do with the Mac, anyway? With almost 40% penetration on the Web, it has a lot to do with the Mac. Simply ignoring the platform doesn't mean it's going to go away. A first generation iMac is currently better suited to receive broadcast media over the Web than are most current Wintel boxes. The newest G4 is ideal for this.

And with Macworld Expo/NY just on the horizon, we may see something bigger and better. We're already at a point with the TiBook where we can receive wireless broadcasts. Television anywhere, at anytime, would seem to be the logical next step.

With convergence being the watchword of the new millennium, eventually you'll be watching television and surfing the Web at the same time, on the same device. I'm reminded of the scene in *Back to the Future II*, where the 47-year-old Marty McFly walks up to a big screen TV, and vocally turns on six different channels to watch. He interrupts his viewing to take a phone call, swipe a credit card, and receives a fax. In the year 2015, who's to say that isn't actually a 60" Apple Cinema Display, hooked up to a G7 processor, with a 3 TB hard drive, and 5 GB of memory, over a high-speed cable modem?

72 and sunny in Redondo Beach.

e You next time.

Copyright © 2001 Mike Shields, Hollywood Guy. Disclaimer: Mike still needs a job. He's looking for gainful employment in and around the greater Los Angeles area. And it must involve the Mac :) You can ask him for his resume at mshields@atpm.com.

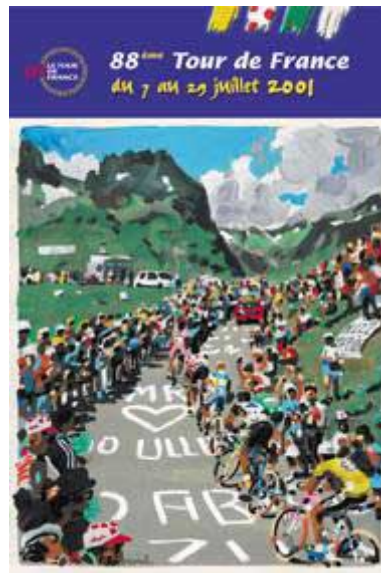


With the Stroke of a Pen

How-a-u-doin'... How-a-u-doin'... How-a-u-doin'.

You know the TV commercial? A bunch of Italian-Americans greeting each other? Well, I think it's funny anyway :-> No, it doesn't have anything to do with this month's column—it just caught my eye this month.

By the time you're reading this my wife and I will finally be on our honeymoon, over eight months overdue. I'll be back from Germany where we are visiting my family and friends to celebrate and from France where we're visiting the Tour de France as spectators. Maybe I'll have some digital pictures with a race report from there; would you like that? I'd better finally buy a digital camera soon :->



The toughest bicycle race in the world: The Tour de France.

Remember last month when I recommended checking out the templates that FileMaker distributes with their database program? Well, I walked the talk and used the Party & Wedding Planning template to keep track of who is coming to our little celebration in Germany.



My contribution this month is a commentary of [Wacom's Graphire](#) graphics tablet, in conjunction with the GUI enhancement software [Sensiva](#), from the company by the same name; the important Mac OS system enhancement [FinderPop](#), by Turlough O'Connor; and one of the most overlooked system enhancements, [Noflet](#) by [Orion Bawdon](#).

My testing environment for this article is a Starmax3200/G3-300 with 160 MB RAM, with Mac OS 8.6 on a Quantum Viking 2.3 GB SCA SCSI, 800x600 driven by an ATI Nexus 128 Rage Pro and 640x480 driven by the built-in video, both at millions of colors, and an OrangeMicro FireWire/USB PCI combo card.

Although there are numerous reviews of the Graphire, plenty of FinderPop, a good number of Sensiva, and none of Noflet, I chose to combine these four, for reasons that I hope will become obvious as you read on. For those interested, ATPM did a [review of Graphire](#) some five years ago, in May of 1996. Sensiva was reviewed in ATPM [last November](#), and FinderPop in [April 1999](#). So, let's look at the tools.

Wacom

Wacom has been a leader in computer graphics tablets for a long time now. The Graphire tablet is available in six colors, and comes with a removable pen stand and a transparent overlay for easy tracing. For this review I used the graphite Graphire (I had no choice in the matter of color; it is a refurbished unit I got cheaper than the MSRP of US\$99, which, by the way, has not changed since it was first introduced). The Graphire is actually a pen, mouse & tablet set that serves almost any input needs in a space no larger than a mousepad. The Graphire Pen is pressure sensitive, so you can edit your digital photos, sketch out an idea, or add a note to your e-mail. Included in the set for Macintosh is the Graphire PowerSuite of software, with Photoshop LE and Painter Classic! The Graphire pen comes complete with a programmable DuoSwitch, built-in eraser, and 512 levels of pressure sensitivity. You also get the three-button Graphire mouse, the cordless, ball-free

mouse that never needs cleaning and you can use right on your tablet. All this is hooked up to the USB port of your Mac. Make sure you have your serial mouse handy, if you have to use one during the computer startup sequence, unless you have native USB support.



Wacom Graphire graphics tablet, mouse, and pen.

The tablet is the size of a mouse pad. The active area of the tablet is considerably smaller than the mouse pad, 4 by 5 inches or 10,16 by 12,7 centimeters, but not too small to be useful for the average consumer and prosumer (the “professional consumer,” akin to a power user). When I measured the exact active area of the tablet it was actually 4.5 by 6 inches or 11,43 by 15,24 centimeters, so the area marked on the tablet is more or less a conservative guide. This design is probably intentional because you cannot see the marked area when working with the mouse on the tablet. If you’re working within the marked area you should have no tracing problems.

Another welcome feature for some, I’m sure, is visual feedback in the form of a couple of LEDs at the top of the active area frame. The yellow LED indicates power to the tablet through the USB bus so you can see that it is operational. The green LED lights up when you touch the tablet with the pen or when you click the mouse. The tablet surface is protected by the transparent overlay, a clear plastic sheet in the shape of the tablet. It has a nice, smooth surface feel to it, but will get smudged and scratched after a while. Look to replace it after a few months, when tracing becomes less precise. As an alternative, use

whatever cut-to-shape plastic sheet you can find and feel comfortable with, be it a sheet protector, an overhead transparency, or whatever you prefer. If you like, you can even put your mousepad on top of the tablet: the pen and mouse will still work, thanks to their electromagnetic actuation from the tablet, or you can use your favorite mouse, as well.

The Graphire mouse is relatively lightweight, which is not something you can say for the Logitech Cordless Mouseman I used to use after I upgraded from the standard Starmax mouse that came with my Starmax 3000. The light weight is a welcome change because it takes a bit of force to move the weight of the Logitech mouse around. This is mainly because it has to use three AAA batteries for its wireless RF connection to the base unit. I can use the Graphire mouse with ease, and lefthanders will appreciate its uniform shape for right- and lefthanders.

The Graphire pen is just plain handy. Literally. It is relatively lightweight, too, which you will appreciate after using it for a while. The integrated electronic eraser makes it a snap to erase text in a text program or graphics in a graphics program. You use the Graphire pen like a mouse, in that pushing the pen down on the tablet has the same effect as clicking with your mouse. When not in use just put the pen in the pen stand where you can grab it again when you need it. I found the pen stand so convenient I never even considered removing it from the tablet.

After using the Graphire pen for a few days I'm using it almost exclusively in place of the mouse. I use it for navigation around the graphical user interface, drawing and painting, and to initiate actions in conjunction with Sensiva. I find that I can navigate the user interface better using the Graphire pen. I didn't do any research to back this up, but my hypothesis is that hand-eye coordination works better with a pen than with a mouse. Furthermore, digidextrous pen navigation, i.e. navigating the graphical user interface by using a pen held between your fingers, works better than mouse navigation since pen navigation does not depend exclusively on two-dimensional tracing, but allows for lifting the pen slightly above the tablet. Mouse navigation depends on truly two-dimensional tracing on the mouse pad surface due to roller-and-ball tracking or optical tracking. Fingers holding a pen function beyond that limitation.

There is a good reason the DuoSwitch integrated into the pen can be programmed using the control panel to function like a mouse double-click: holding the pen steady is not as easy as holding a mouse steady because the mouse sits on its pad, whereas you hold the pen slightly above the tablet surface. I have found that the most limiting shortcoming of

the pen. However, that can be overcome by adjusting the pen's navigation sensitivity by adjusting the tracking speed in the Wacom control panel to slow. Nevertheless, repeated tense wrist motions, which are required for precise mouse movements, can be a contributing factor in Carpal Tunnel Syndrome.

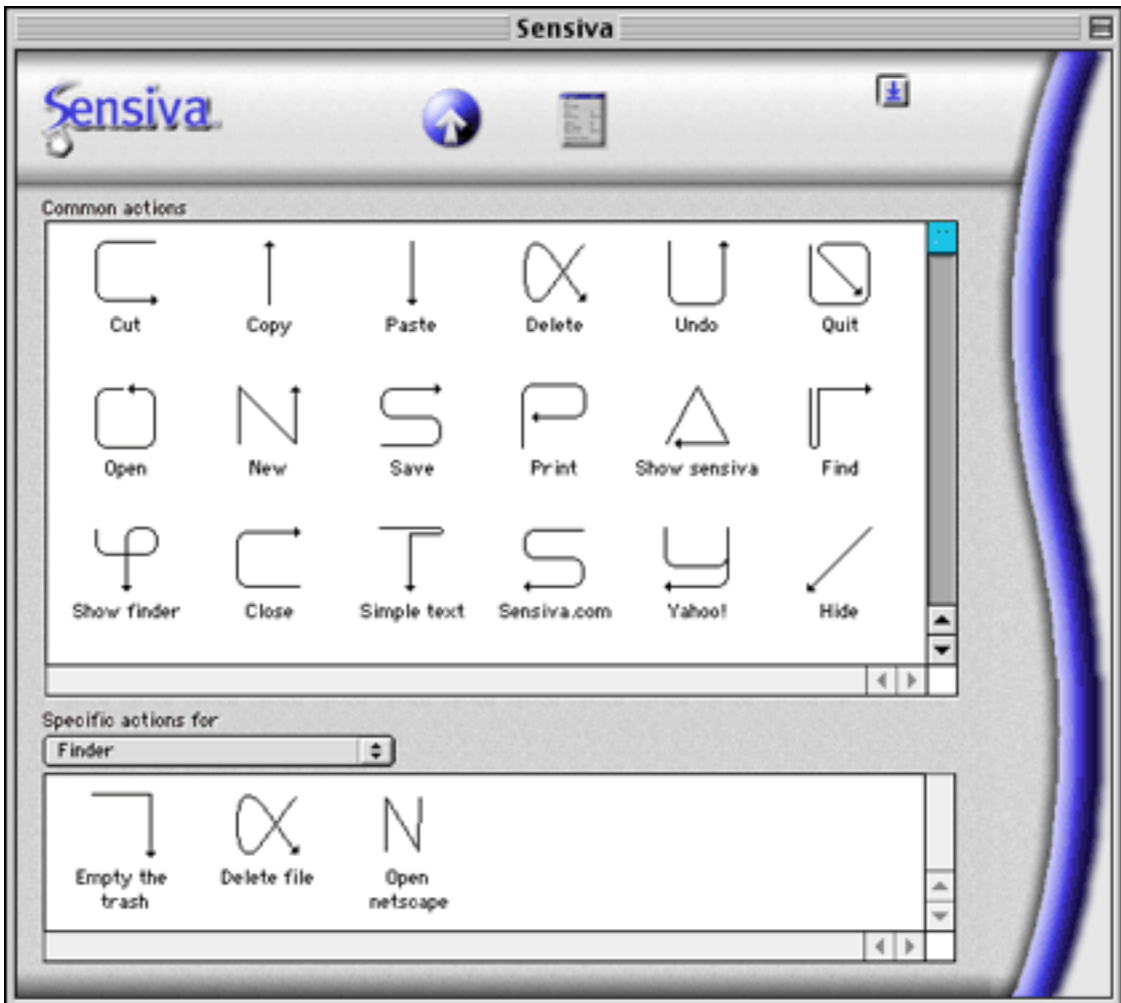
Another way to avoid wrist strain that can lead to Carpal Tunnel-Syndrome is to hold the pen at an angle when drawing or writing on the tablet. This allows for your wrist to be bent in slightly different ways and exerts less repeated stress on only one area of your wrist.

Sensiva

Just as we're going to press with the July issue of ATPM Sensiva updated their [Web site](#) and software selection! For the longest time, Sensiva had pulled their Macintosh installer from their Web site. Now, it is available again, billed as [Sensiva Classic for Macintosh](#) which is still a free unlimited version for OS 8.x and later (I haven't tried on OS 9.x, but I encourage you to send me reports), virtually identical, with the exception that their [installer](#) can now check for software updates on their Web site. The components installed are actually identical to the components installed by the previous installer. Now all we need is the same functionality offered in the new [Windows versions](#) which come in three flavors: [Pro](#), [Navigator](#), and [Commander](#). Nevertheless, I think the functionality of the Windows versions can be accomplished with the current Macintosh version by means of [FinderPop](#), [DragThing](#), and [AppleScript's Data Detectors](#)—as always, please correct me, if I'm wrong.

Did you ever dream of drawing that famous Zorro Z and wish your computer would act on it, like putting it to sleep or shutting it down as in (ZZZZzzzzzzzzzz...)? Well, with Sensiva you can. All you need to do is assign the equivalent of a macro consisting of a sleep

command to that Z-pen stroke and your computers goes nighty-night. More on Sensiva's far-reaching capabilities when I discuss how the players work as a team. Sensiva works by intercepting a control-click followed by a given mouse movement or penstroke.



Draw your way through the Finder and other applications.

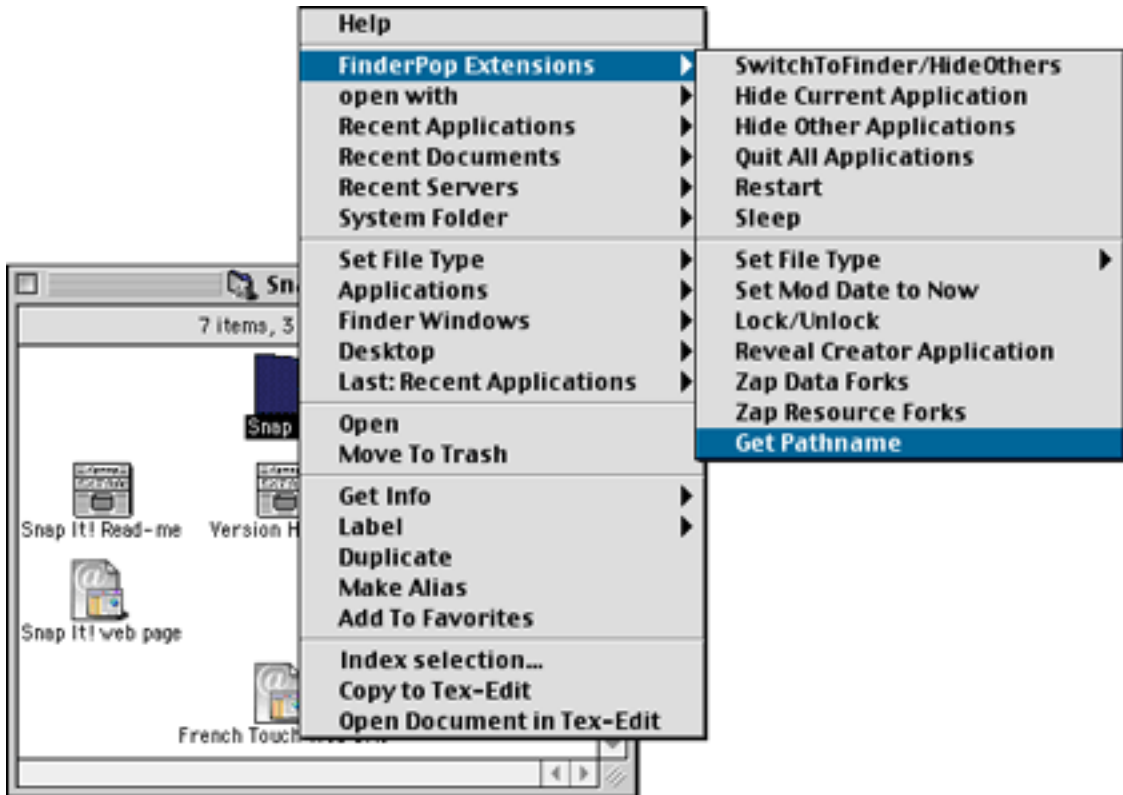
One feature you must observe is that Sensiva requires a continuous penstroke. By lifting your pen you indicate to Sensiva that you have finished your penstroke and want it to interpret the penstroke. If Sensiva continued to interpret several penstrokes in a row you would have to explicitly tell Sensiva when your penstroke or series of penstrokes is complete. This means another step in the action, possibly counterintuitive to just executing your action request. However, if you could turn that feature on and off in the

Sensiva application preferences it might be a worthwhile extension to its customizability. Maybe that would be a feature worth a request to Sensiva (hint, hint). While we're at it, I wish they had programmed penstroke/DuoSwitch combinations: Activate the DuoSwitch to the Up position and draw upwards or downwards with your pen, and the pen action results in scrolling wheel-like action. Activate the pen DuoSwitch to the Down position and draw with your pen in some direction, and the pen action results in dragging the window in that same direction. And to top it off, I just wish they had made it possible to use Sensiva on a second (or third) monitor. Bummer.

FinderPop

The most ingenious US\$8.00 shareware utility for the Macintosh has to be Turlough O'Connor's FinderPop. This control panel installs a completely customizable contextual menu which leaves little to wish for. With it you can customize the contextual menu

appearance of text and icons; add items to the contextual menu; use FinderPop poplets, plug-ins that serve as FinderPop contextual menu extensions; add shortcut keys to contextual menu items; and add your own items to the FinderPop Items Folder.



FinderPop's Customizable Contextual Menu.

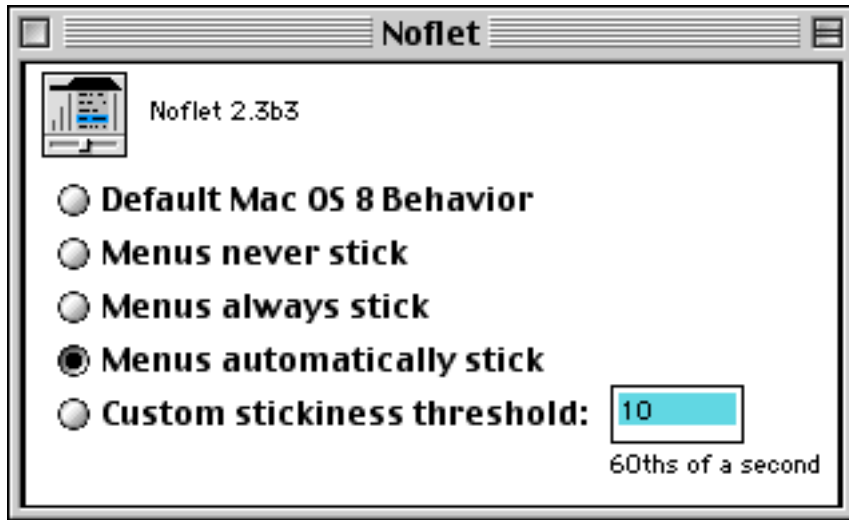
The feature you will appreciate a lot is how FinderPop can set the whether the Mac OS contextual menu is invoked without the Control key and how long or short the interval should be until the contextual menu appears. This is the feature that makes this utility a true team player in my soft- and hardware quartet.

Noflet

Noflet is backwards for Teflon, the non-stick surface coating we all enjoy when we pan-fry our favorite garden vegetable omelette. Unfortunately for the author of Noflet, Orion Bawdon, Dupont's lawyers sent him a letter instructing him to stop using the trademarked name Teflon. But that's another story. Using Noflet, you can completely customize the way

menus are dropped down. It works in any application and the Finder up to Mac OS 8.6. As far as I know, Noflet is not compatible with OS 9.x, but I'd be happy to be shown otherwise. Please let me know your experience.

When set to "Menus automatically stick" Noflet functions to makes menus drop down automatically whenever the mouse pointer, or in our case the Graphire pen, is over the menu bar. After a while of using it you won't notice it's there—my definition of a good piece of transparent software.



Click-free Menu with Customizable Delay.

The Team

So what happens when you throw all four in the mix? Picture this: I'm working on this very column and realize that I need to do some Internet research. I want to perform a search at Yahoo.

What would you do?

- 1) Hunt down your favorite Web browser (possibly clicking through some folders of your hard drive).
- 2) Start the Web browser.

3) Choose the profile you're using.

4) Enter the URL for Yahoo.

5) Perform the search.

What do I do?

1) Draw the letter Y.

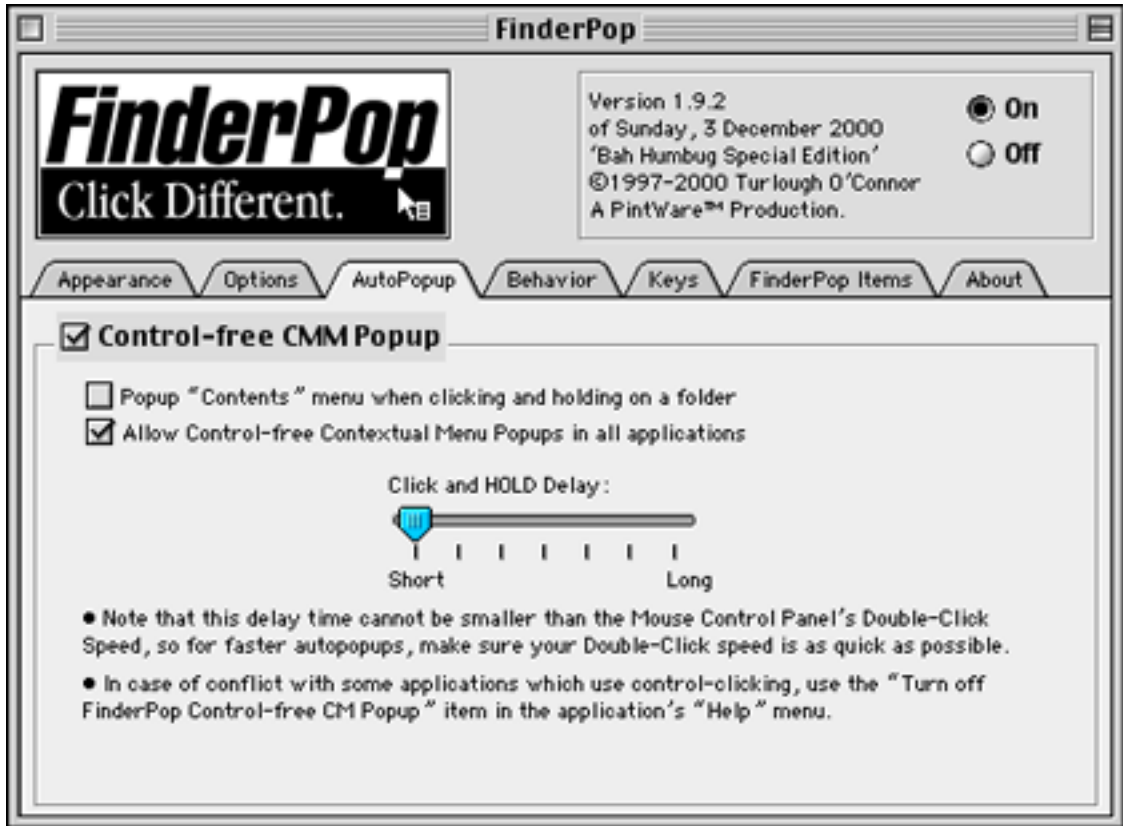
2) Perform the search.

Okay, my scenario for what you would do may be the worst case scenario, but you have to admit, my approach illustrates some of the beautiful simplicity that I (and hopefully you) have come to love about the Apple Macintosh. You may have a shortcut to your Web browser on the desktop or in your Apple menu. Maybe even an Internet Location File to Yahoo's Web site. But let me show you my approach.

KISS

Got your attention? Actually, as many of you may know, this KISS stands for "Keep It Simple, Stupid." That's the approach I strive for. Life's too short not to focus on what's important rather than get lost in the detail. It's a lofty goal, but it's worth it. The world is too complicated as it is, so I use these tools to accomplish that goal. Let's focus on that now.

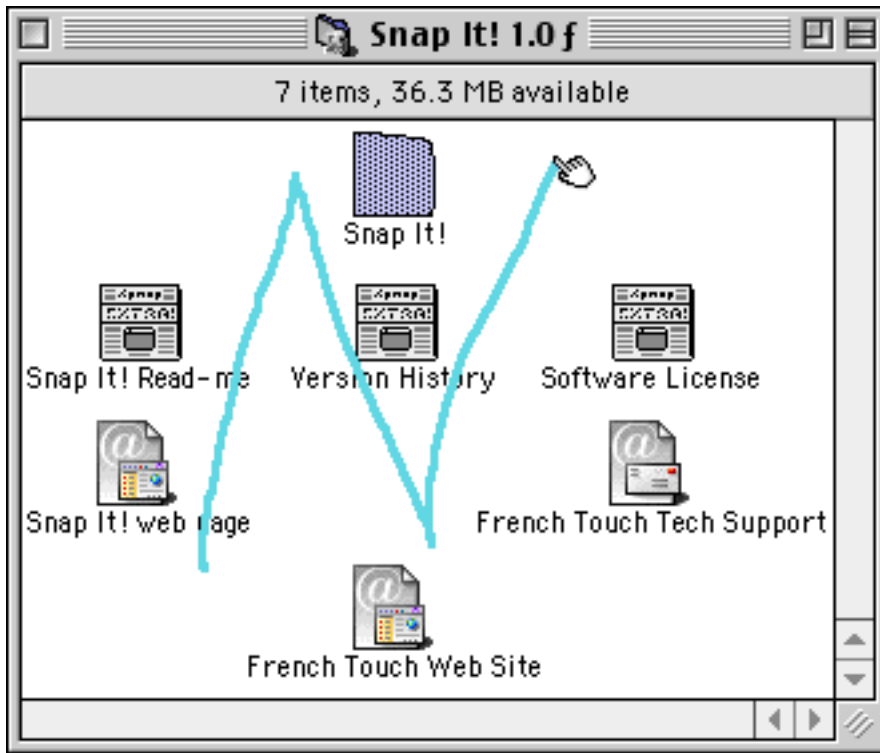
First, I use FinderPop to press the Control key for me in what is called AutoPopup: Check Control-free Contextual Menu Popup and set the Click-and-Hold Delay to short. By itself, this will call up the contextual menu when you click and hold your mouse button. Unless, of course, you have a three button mouse and one mouse button assigned to a control-click.



Control-key-free Contextual Menu Popup with short delay.

Next, I'm ready to use the next tool: the Graphire pen. Basically, it works like a mouse in that you use it to move the cursor across the screen. You can customize it to fit your needs, and I highly suggest you tinker with it for a little while to find your favorite setting. Now, when you put down the pen on your Graphire graphics tablet and hold it down for a fraction of a second a little hand with a pointed index finger will appear, indicating that Sensiva has intercepted the (Control-key-free) mouse click and is ready to accept your

penstroke and execute the action assigned to that penstroke. In the example below I drew an uppercase letter N. The default action assigned to this penstroke issues the Command-N key stroke when you're in the Finder. Voila, you have just created a new folder!



Penstroke N in the Finder.

You may be thinking, "but how can I access my contextual menus?!" You still can. Just be careful not to move the pen as you push it down on the tablet until the hand with the pointed index finger appears. After Sensiva intercepts the penstroke and recognizes that there has been no true penstroke made, it will bow out politely. This results in pretty much transparent use of Sensiva in concert with Control-key-free contextual menus—nothing more and nothing less than I expect from Macintosh programs.

Lights, Camera, Action!

As you may already know, I enjoy customization to improve my productivity. Chalk it up to my being German and striving for efficiency, whatever you want. In the end, a highly customized computer is nothing else than a personalized workplace, and who doesn't personalize theirs with a picture of their significant other or some flowers or some such?

Plug-ins

Like the freeware Spelltools, Sensiva allows you to create application-specific plug-ins right from the application itself. That way Sensiva actions can be made application-specific and work only in the application to which they are assigned. What does that mean? If you had a common action assigned to a particular pen stroke, it will be executed no matter what program you're in. If it is an application-specific action, it will be executed only when you're working in that program, not in any other. As an example, you may have a penstroke with the letter R assigned to a common action containing an AppleScript that restarts your computer. However, when you are in Netscape Messenger, you may have the letter R assigned to the application-specific action consisting of the Reply command to a mail message.

Symbols

Why not draw a stylized trash can when you want to empty the trash? Exactly, why not. With Sensiva, your imagination is the limit. Fortunately, Sensiva provides symbols of all the letters of the alphabet, all the digits, and the most common arrows, plus a few extra miscellaneous ones: Ampersand, Delta, Phi, question mark, and table. That should get you started, and beyond that just start dabbling using Sensiva's built-in symbol editor. Personally, I don't use many of the default actions like Cut or Copy since those can easily be actuated with keyboard shortcuts. But, to each his or her own.

Actions

Actions are Sensiva's real strength. Similar in principal to QuicKeys, they can be used to create macros, except that in Sensiva they are launched by penstrokes, not keystrokes. What can these macros do? Brace yourself: they can press hot keys, enter text, launch applications or documents, perform Applescripts, play sounds, and issue Internet commands.

Where There's A Will, There's A Script

Wait, didn't I use that headline [last month](#)? I did! I did use that headline last month! And it fits again! You'll see why in a minute. Although Sensiva is AppleScript-able, it only has the standard suite of AppleScript commands. Its strength lies not in its scriptability, but in the ability to assign AppleScripts as actions to pen strokes. Realizing the versatility of AppleScript fully, very complex tasks can be executed at the stroke of a (Graphire) pen.

Reality Check

So, how does all this hold up in the real world? Can you use these tools on a regular basis? Are they reliable enough to use them transparently? Do they require little or no maintenance so you can use them continuously without interruption? When something does go wrong, can things be repaired relatively quickly and effortlessly? Where are the Mac-compatible versions of the other half of the bundled software?

Let me address these questions one by one. As for how well the team holds up in the real world, I can say that they hold up well for my projects involving journalistic work mixing text and graphics, scientific research mixing text and multimedia, designing databases and Web sites, and the everyday fun of connecting with people by messaging, e-mailing, participating in mailing lists and newsgroups, and the casual Web surfing.

So, I *am* using these tools on a regular basis. And since I don't think about them when I use them, their use is transparent. So far, everything has worked flawlessly. The only maintenance I will have to take care of is to exchange the transparent tablet overlay after the current one is worn out. Easier than having to clean some mouse innards anyway. As for repair, I haven't had any trouble, even after some rigorous testing of a refurbished Graphire tablet, and I'm not expecting any, but I'll let you know next month, just to be sure.

As for the Mac-compatible software, we can only hope that this recurrent dilemma will be lessened when interested users like you let Sensiva know that there's a market for their product. Good luck to us.

My Take

Plenty of pundits have given their two cents about how we can expect to interact with computers in the future. To me, that always conjures up the expectation that we are on the way to a paradigm change of how we interact with computers. First, voice control of computers with voice navigation and speech dictation is improving slowly but surely. Second, on the consumer level, neither input devices nor graphical user interfaces have changed dramatically over the past fifteen years.

Having used Sensiva in combination with the Graphire I venture to say that I've caught a glimpse of how we will interact with our computer in the near future: whenever it's convenient, we navigate and interact with the computer by speech, especially when dictating text documents. Alternatively, we write commands on tablets, on foldable pads for use with portable computers, and on touch-sensitive screens with pressure-sensitive pens that resemble the one shipped with the Graphire, usable on PDA screens and with four-color refills for use on normal paper.

Moreover, I hope it won't be long until we see application-independent handwriting recognition: let's say you're using Graphire's pen to write a letter on the Graphire tablet which acts like the Graffiti area on your PDA. Sensiva recognizes your handwriting and enters the text into your document. Wait! You can do that already! All you need to do is assign the text to the corresponding symbol and off you go. So...off you go. Go now. Go ahead, do it. Go do it.

Now.

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The Legacy Corner

by Edward Goss, egoss@atpm.com

Welcome to *The Legacy Corner*. Each month we will feature items of interest to owners of older, “experienced” pre-G3 Macs. If you have something you would like to see, or an interesting item you would like to share, [e-mail me](mailto:egoss@atpm.com)¹.

This month I received a nice letter from Bob Kolquist, who is the Technical Services Consultant at SchoolVision, Inc.:

Edward, I am not sure if you are aware of my “Macintosh Plus Web Server.” It has been up and running for over 3 years. Before Y2K, its clock was set 5 years in the future to demo Y2K with a Mac Plus. Since it is a moot point now, I left it, since the Mac is 5 years ahead of its time anyway. Bob Kolquist

You can learn about Bob’s little Mac Plus [chugging along](#).



Bob’s Mac Plus with an SE/30 next to it running Apple IP Gateway.

1. <mailto:egoss@atpm.com>

Trivia

Each month we feature a few legacy Mac trivia questions. The answers are at the end of the column. If you have a trivia question you would like to include, [e-mail me](#).

- The two hard drives available in what Mac model were nicknamed “Elwood” and “Jake” as an obvious reference to The Blues Brothers?
- Carl Sagan sued Apple because they “illegally” used his name as the code word for which Mac computer model?

Links

The Legacy Corner would also like to provide links to good Web sites that promote older Mac use and help. If you know of a good site please [e-mail me](#) and I'll post it in a future column.

This month I learned of a very interesting site from a reader in Texas named Jag. He has a wealth of information on classic Macs, including software downloads, hints and tricks, and advice on keeping your Mac as up-to-date as possible with current software. Stop in, sign the Guestbook, and tour [JagsHouse](#). I'm sure you'll find something of interest. And, for music fans in the Sonic Youth/guitar rock genre, you can even download samples of music Jag has recorded with various bands over the last 15 years!

Tips

My Tips advice last month about changing your PRAM battery generated this letter from Mark:

Change your battery? I've never changed a battery in *any* Mac. They're all chipping away (including a Mac IIsi). Perhaps you could tell us exactly what horrible thing will happen if we fail to replace it anyway. To my knowledge, it just won't keep your PRAM settings when you power down, so you'll have to get a new battery then and reconfigure your control panels, etc.

Before I could fire off an answer, reader David helped me out with this comment:

Re: Mark's question about PRAM batteries.

A number of models do not function without a PRAM battery. There are many models affected including the small pizza box LC/Performa/Quadra family of machines and the Power Mac 6100. Without a battery the Mac will seem to start up (chime, hard disk activity), but the built-in video will never activate.

Thanks, David. I couldn't have said it better myself. Some people like preventive maintenance, and some people drive their cars until they have to be towed to the repair shop. It's your choice. Remember, you can leave a comment about any of the ATPM columns or reviews on-line. Just visit the ATPM Web site and check them out!

Quote Of The Month

A reader made me laugh real hard with this unattributed quote: "85% of the computer users in the US use the Windows operating system. 85% of the drivers in the US are idiots. Coincidence? Hmm."

Trivia Answers

- The PowerBook 100 series. They were supplied by Conner. Elwood was a 40 MB drive, and Jake was a 20 MB drive.
- The Power Mac 7100/66.



Have a great month! Ed Goss, the doyen of ATPM.

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About This Particular Web Site

by Paul Fatula, pfatula@atpm.com

[ExpireIt! Disposable Email Addresses](#)

A few months back when credit card companies started advertising one-time use numbers for e-commerce, I wondered why they didn't also provide one time use e-mail addresses—apparently I wasn't the only one wondering, and unlike me, ExpireIt decided to do something about it. From here you can download a small piece of software and establish (for free) an account. You can then randomly (I didn't ask for "spanks-tomboy," I swear!) generate an e-mail address and specify when you want it to expire. Mail sent to that address will be forwarded to you, for as long as you want. When the spammers start picking it up, dump it and generate a new one. The only catch is that by default, you will receive "ExpireIt Specials & News" (dontcha love irony?). Log in from the Web page though, and you can opt out.

[Mass Transit Magazine](#)

Mostly a trade journal not likely to be of interest to people outside the industry, this site hosts a very useful list of Web sites of public transit agencies across the country. Planning to take a trip without a car, and want to plan how you'll get around? Look up the city and state here, follow the link, and find out about fares, maps, and schedules. The site also offers free e-mail addresses, just in case you don't have enough of those already.

[SatireWire](#)

Billing itself as "New Satire for the New Economy," this site offers some comic relief to anyone enrolled in a summer program about investing and computing at UNL...or anyone else, for that matter. Current headlines include "Girlfriend Announces Disappointing Results" and "SETI Project Turns Down Alien Help." There's also an announcement of a bug in Microsoft's new Office XP which "causes potential customers to find no reason to actually buy the software." (Don't worry, Microsoft is working on a patch.)

[Atomic Learning OSX Orientation](#)

Sure, there are lots of sites around the Web hosting articles about Mac OS X, and plenty of tips and tricks to get you going. This site bundles together a bunch of basic information, all in one place. What's really unique about this, though, is that instead of text with occasional photos, you learn about features by watching short movies. The site also offers tutorials, in the same form, on a number of Macintosh applications, though unfortunately most of them are not free.

[TerraServer](#)

From this site, you can find satellite images (if black and white, and fairly low quality) of any place in the USA. The main page invites you to click on a place you're interested in, and eventually zoom in on a place. The advanced find feature lets you type in a place name or longitude/latitude coordinates, but not an address. If you want to zoom in on your house, you can enter your address [here](#) and it'll return coordinates for you.

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Extras: Desktop Pictures

Flowers Part II

This month's edition of ATPM features [pictures of flowers](#) courtesy of [Jens Grabenstein](#). The pictures were shot with a Canon EOS 300 using a 28–80mm zoom lens and a 200 ASA 35mm Kodak Gold film. The photos were developed as reprints in 10 x 15 format and scanned with an Agfa SnapScan 310, producing a raw scan of each image with a resolution of 300dpi. Re-sampling and re-touching were performed with Adobe Photoshop 5.5 for Macintosh.

The pictures were taken in the garden of his parents in Dingelsdorf, a village close to the town of Konstanz in the Southern part of Germany. Jens loves to take pictures of flowers. "Taking a picture of a flower or a blossom almost guarantees a nice photograph. Nature provides us with so many beautiful motifs. You just have to go outside and look!"

Winter

What better to cool us down from the smelting summer heat than a few [pictures of wintery ice](#) and snow? The following chilly pictures were taken in Konstanz, Germany and Cambridge, Massachusetts during the past few winters. They were taken with a variety of Olympus digital cameras. Processing occurred in [iView](#) and especially [Cameraid](#). Some corrective and artistic filters have been applied, so the snow may look slightly unnatural in a few images. Have a cool one!

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](#), [Maine](#), [From ATPM Readers](#), [New York II](#), [Washington, D.C.](#), [Lighthouses](#), [Mobius](#), [St. Lucia](#), [Icicles](#), [Winter in South Hampton](#), [Hawaii](#), [London](#), [Flowers](#), [Southern California](#), [Flowers II](#), and [Winter](#).

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 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 X

Switch to the Finder. Choose “Preferences...” from the “Finder” menu. Click on the “Select Picture...” button on the right. In the Open Panel, select the desktop picture you want to use. The panel defaults to your “~/Library/Desktop Pictures” folder. Close the “Finder Preferences” window when you are done.

You can also use the pictures with Mac OS X's built-in screen saver. Choose “System Preferences...” from the Apple menu. Click the screen saver button. Then click on Custom Slide Show in the list of screen savers. If you put the ATPM pictures in your Pictures folder, you're all set. Otherwise, click Configure to tell the screen saver which pictures to use.

Mac OS 8.5–9.1

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: Shareware Roundup

by Brooke Smith, bsmith@atpm.com

Stickies and Notepads—Part Two

If you haven't already had enough of stickies and notepads, then read on. This is the second part of my series roundup on sticky and notepad shareware programs. And if you thought [Part One](#) looked at some good programs, you ain't seen nothing yet.

NewNotePad 1.9.4

Developer: Hisadonia Software, Inc. ([product page](#))

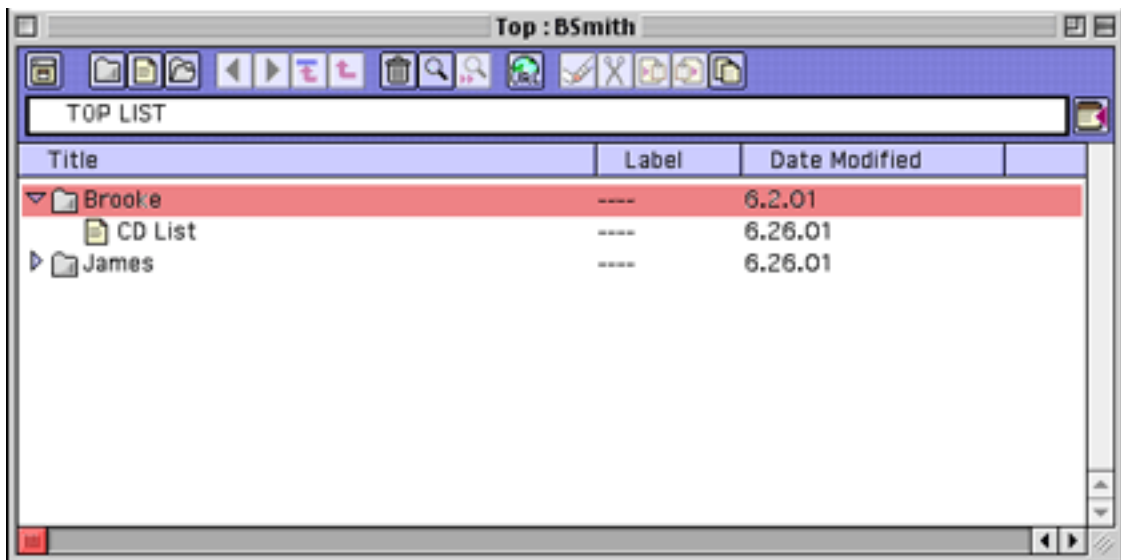
Price: \$20

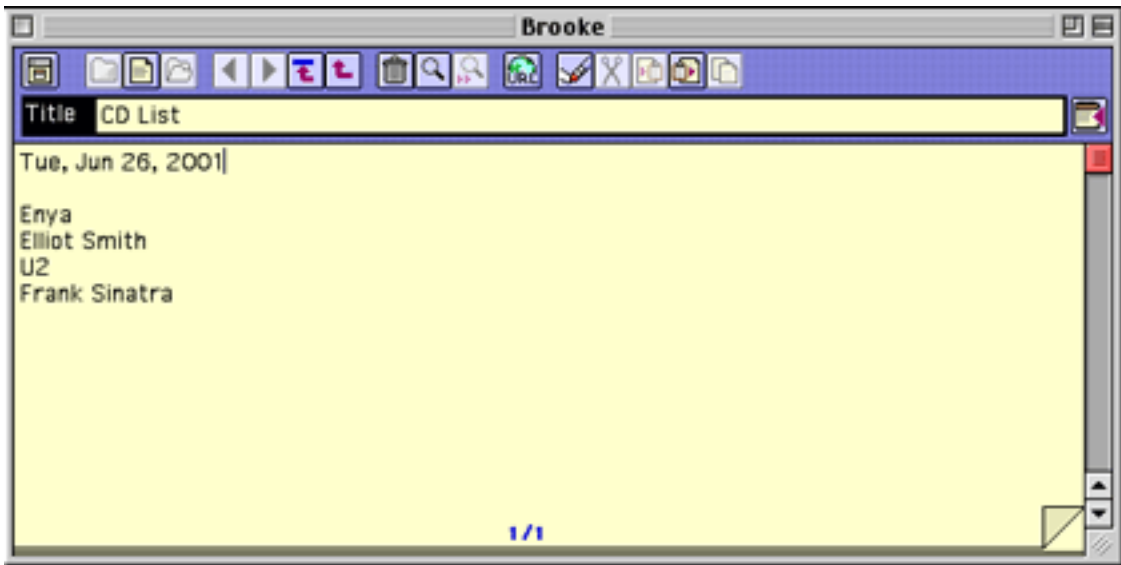
Requirements: System 7

Trial: Fully-featured (30 days)



NewNotePad II is a straightforward, user-friendly replacement for Apple's Note Pad program. NotePad keeps memos in a hierarchical list so you can organize your notes into a single file. As you can see below I've created two folders with one note in each.



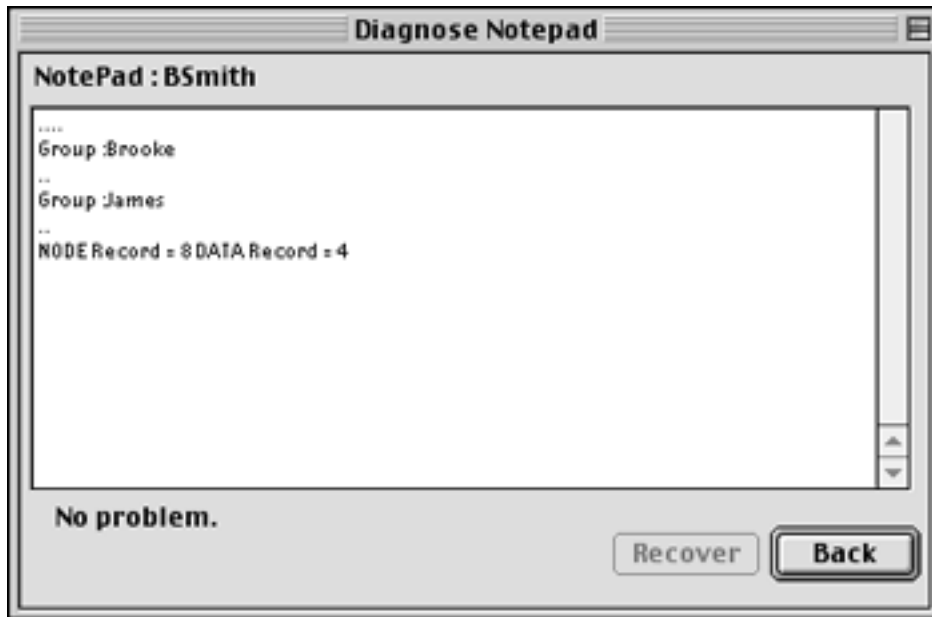


As in most notepad programs there are many options for varying your memos. Change the font, font size, and leading (varying the space between lines of text) using the Note menu; and Paste Date, found in the Edit menu, will add the date into your note when chosen.

Another four utilities can be found under the File menu:

- Compact condenses the Notepad file by cutting down the empty area of the Note.
- Make ViewNote creates a read-only file. You cannot write over or edit the file. This will create a new file with ".view" at the end of it (e.g. Bsmith.view). This way you know that this is a note file that cannot be changed.

- Diagnose NotePad diagnoses the currently open Notepad file. If the file is damaged, you can repair the file by pressing the Recover button. (Note that some Notes or groups may be lost when recovering the file.)



- Diagnose Specified NotePad is used to diagnose and recover a damaged file that does not open.

With its nice interface, the very intuitive NewNotePad II is a very good program for those who like to keep their notes in a filing system.

eOrganizer 1.1a

Developer: Kevin Huitt ([product page](#))

Price: free

Requirements: 10 MB of RAM

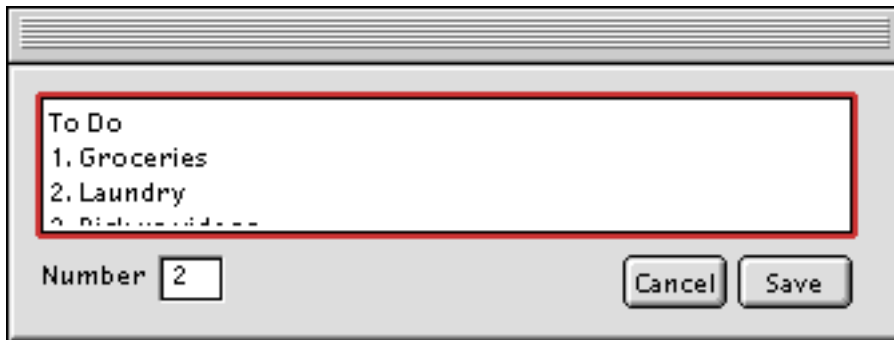
Developed in REALbasic, this program was designed by 14-year-old Kevin Huitt. A very clean, efficient and user-friendly program, eOrganzier will keep 10 pages (at a time) of unlimited information.



Create your own headers and notes: to begin, click on one of the ten headers across the top to give it a number and a title (e.g. Brooke, James, House). The header will appear with a number along the top of the window. To enter notes under a header, click Add and choose the number (e.g. 3) and then type in your information. Finally, click Save to keep the note.



If you want to edit a note that's already under a header, choose the Edit button and then the number you want to edit, then add in your new information.



eOrganizer is a basic program, but is nonetheless still worth checking out. Hey it's free!

Note: Run the preferences installer application before you open the program or you will get an error.

Personal Organizer 3.0.8

Developer: Chronos LC ([product page](#))

Price: \$50

Requirements: PowerPC-base Mac, Open Transport 1.3

Trial: Fully-featured (30 days)



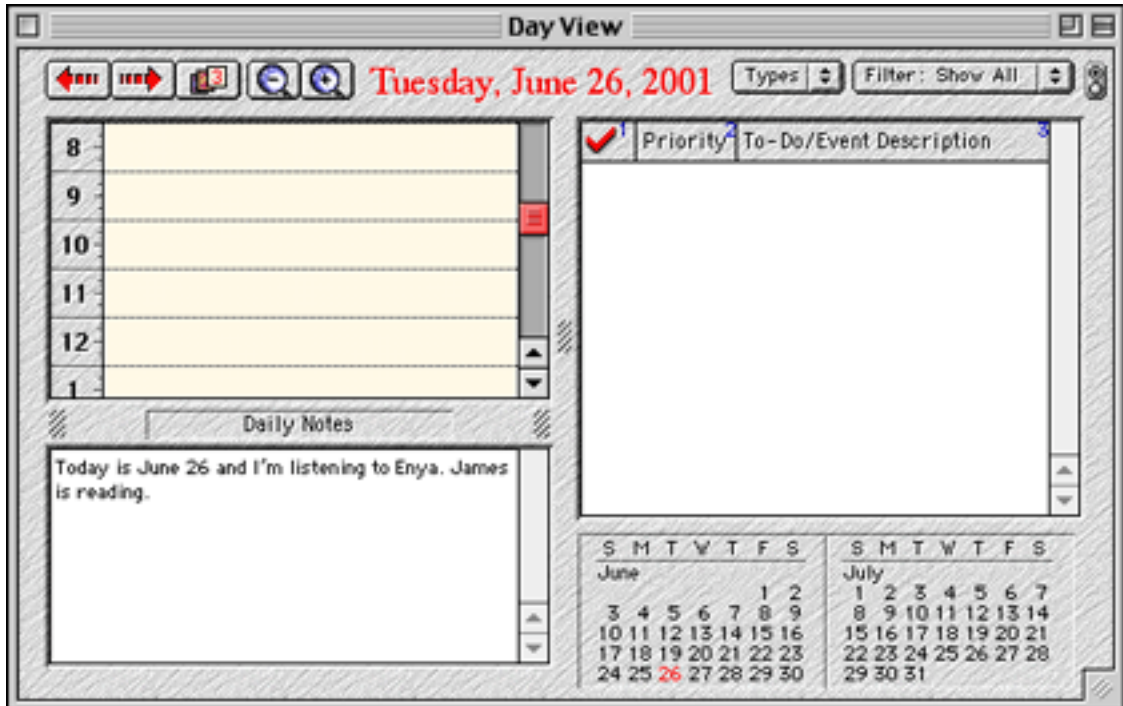
Personal Organizer, which used to be called [Consultant](#), has been around for a few years now. There's so much in version 3.0.8, including a notepad, that I just had to add it to this *Shareware Roundup*.

You can view its calendar in a variety of ways: monthly, weekly, daily, or multi view. The daily view allows you to write notes for each day. There is also a journal.

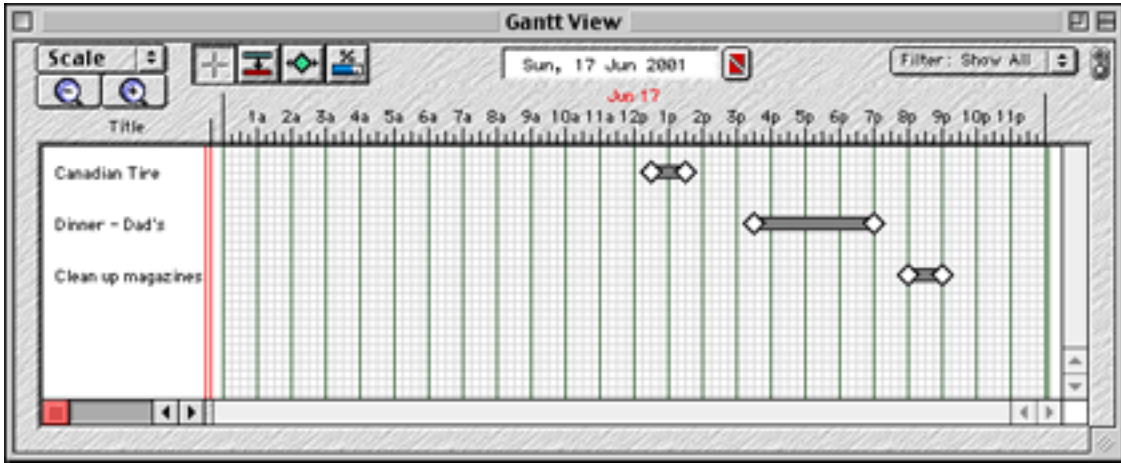
Personal Organizer lets you choose how you want to view information that suits your needs. There's a list view for listing your appointments and to-do's in alphabetical order or by time or date. There's also a Contact Card, which allows you to create an address book with all your contacts, and to label them as either Favorite, Private, Business, or Marked contacts.

If you choose Gantt View, this allows you to view your projects in a time line format. It is based on the Gantt chart concept that is prevalent in project management; Gantt charts let you visually determine how the end time or date of one activity affects the start of another, as shown below.

This is a very impressive program and makes you wonder what we ever saw in paper personal organizers. There's such a wide selection of views coupled with the usual preferences including backgrounds (a choice among clouds, dragon, volcano, beach, and no picture). The unregistered version however won't let you change the textures or pictures within the program.



Aside from all of the above, Personal Organizer also synchronizes with your Palm. A network version is also available.



StickyBrain 1.2.1

Developer: Chronos LC ([product page](#))

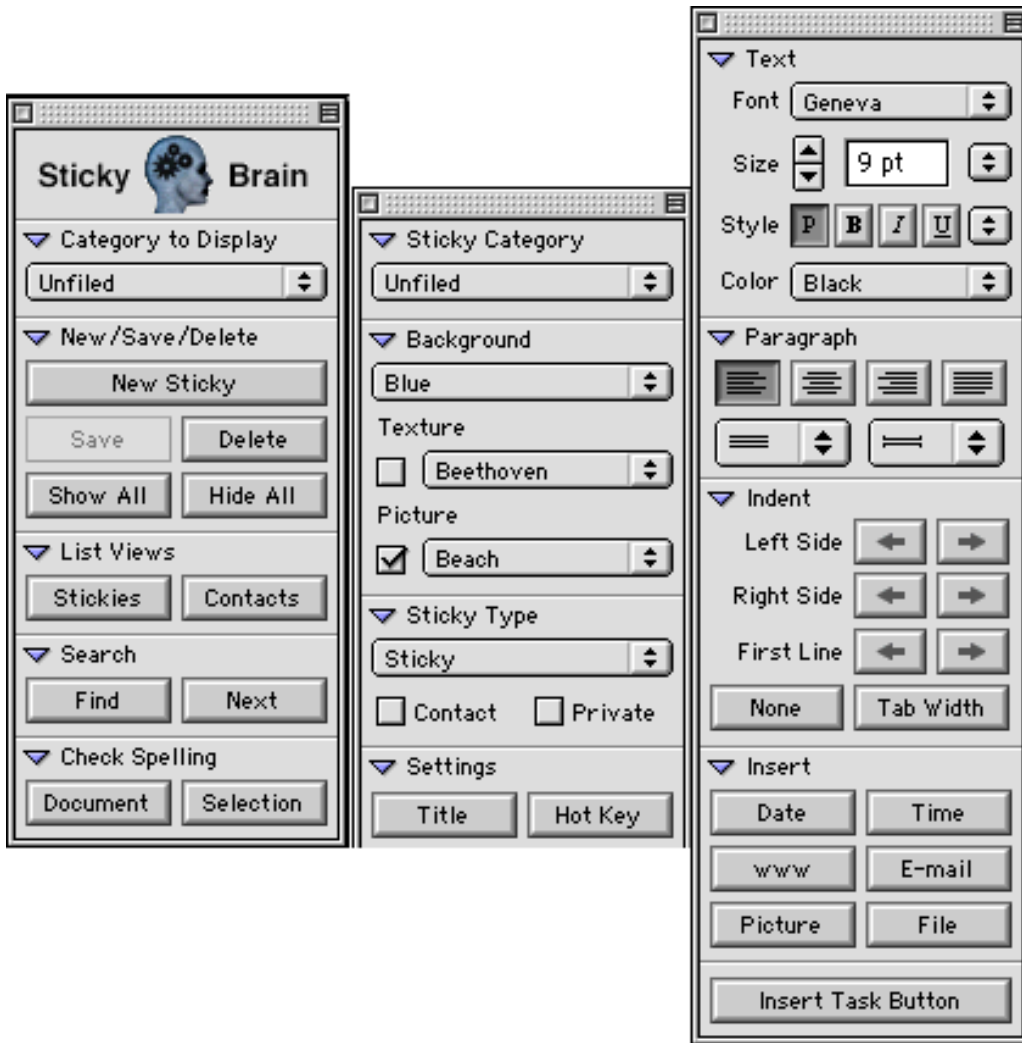
Price: \$34.99

Requirements: Mac OS 8.1

Trial: Fully-featured (30 days)



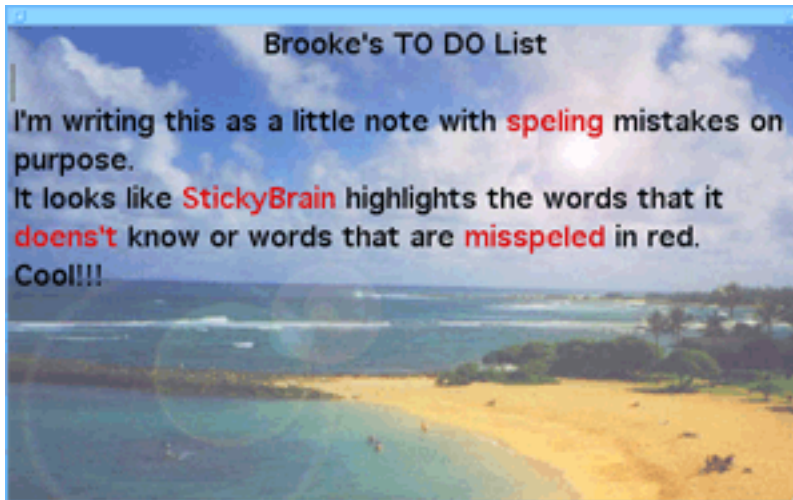
The cream of the crop in sticky notes, StickyBrain lets you choose from a number of options to help create the most interesting sticky notes.



It's easy to create cool stickies right away because the Control, Text, and Sticky palettes appear when the program launches. Choose from a variety of backgrounds and background textures as well as font, font style, size, etc. I like the option of having the palettes open on the desktop, and I don't feel that it crowds out the desktop too much. Those who like a clean desktop, however, might want to choose to close any or all of the palettes.

One nice feature of StickyBrain is that it has its own spellchecker. You can check to see that you have the correct spelling in your notes. As you're typing in your sticky note, any misspelled words (or words that StickyBrain doesn't understand) will appear in red.

Also, you can create an actual To Do list by inserting checkboxes in your sticky note. Have a look at the To Do list I created below on a pink background with green text using the Giddyup font. When you've finished a task, click on the checkbox and a checkmark appears. Very cool!



It's worth repeating that StickyBrain is the cream of the crop when it comes to sticky notes. It has all the bells and whistles and a few extras added in. It's a keeper, and certainly worth registering.



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Review: ConceptDraw 1.61 X

by Eric Blair, eblair@atpm.com

Developer: Computer Systems Odessa Corp. ([product page](#))

Price: \$125 (download version); \$199 (boxed version)

Requirements: Mac OS 8.5 (or Mac OS 8.1 with non-Carbonized version), PowerPC G3 processor, 64 MB RAM

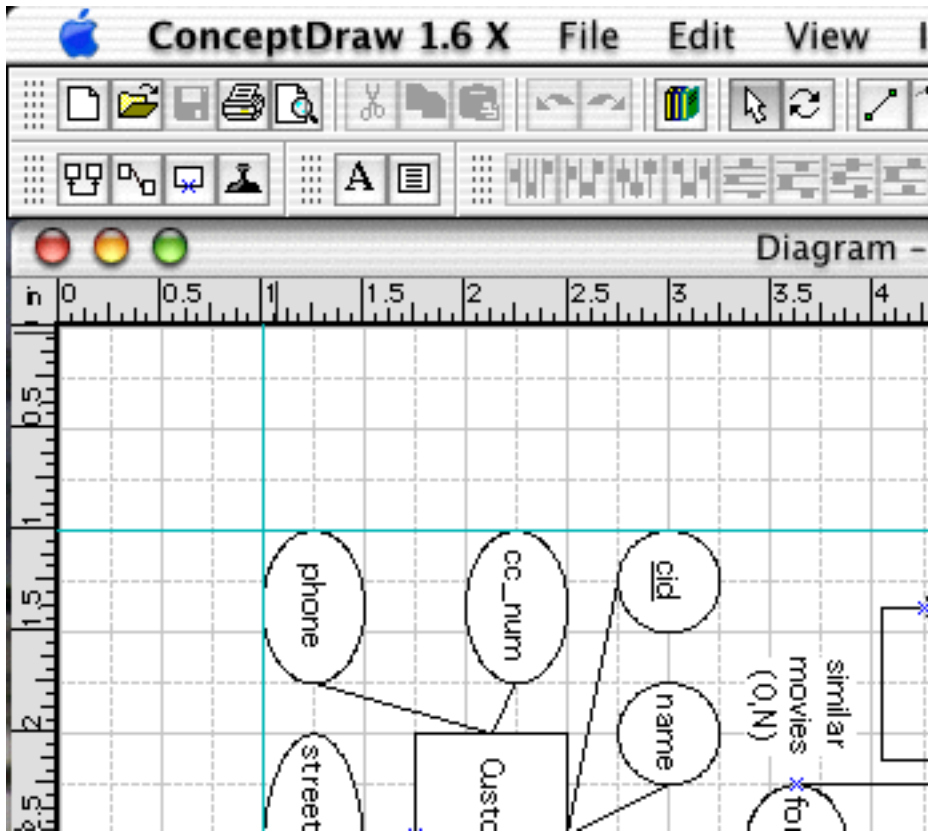
Trial: Feature-limited (no saving, printing, exporting, or copying to clipboard)



Back in issue 6.10, I [reviewed ConceptDraw 1.52](#) and followed that the next month with a note about ConceptDraw's [update](#) to version 1.55. Nine months have passed since that first review, and ConceptDraw now sits at version 1.61.

Normally such a small increase in the version number would not warrant a full review. However, these are not normal times in the world of the Mac, as OS X has been declared fit for general consumption. Now that the new operating system is out there, many users

are wondering when OS X versions of their favorite applications will become available. If you use Mac OS X and ConceptDraw, your wait is over—and if you haven't guessed, support for OS X is why an otherwise minor update qualifies for a new review.



ConceptDraw, in Aqua-fied goodness.

This is not going to be a full review, though. The basic portions of the application are unchanged. Instead, I am going to evaluate ConceptDraw as an OS X application, take a look at some of the shortcomings I mentioned in the original review, and touch on things I may have missed. If you are new to ConceptDraw, I suggest that you start there before reading this review.

The World of X

It's always nice to see applications make the jump to OS X native versions. After all, as solid as OS X may be or may become, it will be pretty useless if the applications people want to use aren't available. Obviously, the most noticeable thing about an OS X application is the Aqua interface.

ConceptDraw does a decent job of adhering to the Aqua standard, though there are a few things that look a little off. To my (untrained) eye, the rulers and the status bar (at the bottom of the screen) look a little bit off, color-wise. Also, with the exception of the pull-down items, the palette buttons are square, instead of rounded.



One of ConceptDraw's palettes, in Aqua.

Another benefit of OS X native applications is that if they crash, they don't take the rest of your programs with them. In the case of ConceptDraw, this is a good thing. In my last review, I said that ConceptDraw never crashed on me. Using the OS X version, I made it as far as entering my serial number and opening a document before I crashed. This was repeated four or five times. This was immediately after logging out and logging back into my system, so there wasn't much running on my system that would affect ConceptDraw. After rebooting my computer, I was able to enter my serial number and get started with the program.

At the World Wide Developers Conference this past May, it was [reported](#) that Avie Tevanian, Apple's Senior Vice President of Software Engineering, told developers "it was easy to build a Carbon version that didn't work well." I don't know if Tevanian saw ConceptDraw before making this comment, but I hope that its developers were listening.

There's nothing about ConceptDraw 1.6 X that would make me stop using it if I needed it, but there are plainly some areas where it needs to behave better if it wants to be a good Carbon application and, therefore, a good OS X citizen.

One of the things I check when launching an application for the first time is the program's preferences. Under OS X, the preferences are supposed to be accessible from the application menu. Needless to say, my reaction was somewhat disappointed when I looked at the ConceptDraw menu and saw that Preferences... was grayed out. Truth be told, I wasn't really surprised, though. If you read my original review, you may have noticed where I complained that the Preferences... item was called Options... and was located in the Tool menu. Well, as of version 1.58, Options... become Preferences... and jumped to the Edit menu, where it belonged. Now that ConceptDraw is available for OS X, Preferences... is still sitting happily at the bottom of the Edit menu. In this way, ConceptDraw is one step behind the times.

Another problem is with the help system. ConceptDraw uses HTML-based help. I firmly believe that any HTML help system should use the Apple Help Viewer. Apple provided it so users could have a central repository for their help files; now it's up to developers to make use of the tools. ConceptDraw chooses to ignore the Help Viewer, so it relies on a Web browser. Now, there are a few ways for an application to choose a Web browser. First, it can use the browser you have selected in the Internet System Preferences pane. Second, it can use the application that the system uses for .html files. Third, it can ask the user to choose a browser. ConceptDraw uses the third approach, instead of picking the browser that the user has already selected for other tasks.

Furthermore, you can't simply choose any Web browser installed on your computer. For some reason, ConceptDraw does not understand the concept of packages. For those who don't know, a package in OS X is a folder that looks like an application or a document. Many applications are distributed as packages because it is easier to deal with a single item than a folder full of files needed for application support.

Internet Explorer 5.1 Preview, which comes with OS X, is a package. OmniWeb, my browser of choice, is a package. When I tried to select OmniWeb as my browser, ConceptDraw treated it as a folder and showed me what was inside the package. Because of this, I could not select OmniWeb as my browser. The same goes for Internet Explorer. Fortunately, I also have iCab installed on my system, which is not distributed as a package. For users without iCab, the only option is to use the Classic version of their favorite Web browser. (Just to note—I have not tried either Opera for OS X or Fizzilla, so I do not know how they are distributed.)

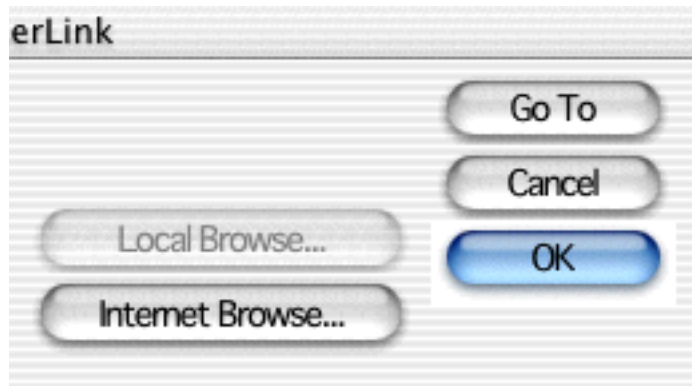
ConceptDraw's main problem with OS X, though, concerns the Dock. If you leave the Dock showing at all times, ConceptDraw knows enough to move its status bar so it shows above the Dock. However, if you maximize the window, it behaves as though the status bar is still at the bottom of the screen. This has the potential to obscure the bottom of your document, the horizontal scroll bar, the scroll down arrow, the resize rectangle, and the page buttons. Needless to say, this could make it difficult to navigate your document.



A ConceptDraw document ignoring the Dock.

You may decide that hiding the Dock is the way to go when you're working in ConceptDraw. Unfortunately, the status bar only moves one direction—up, when un hiding the Dock or increasing its size. If you want to move the status bar down, you need to quit and relaunch the application.

Finally, sometimes ConceptDraw will draw a white square around the default button. I saw this behavior in both the window prompting me for my serial number and the Edit Hyperlink window. Other windows, like the Line and Text windows, look fine.



ConceptDraw sometimes has problems with the Aqua buttons.

What's New and What's Changed

ConceptDraw has not undergone many changes since my initial review. Support for OS X is far and away the biggest change, but that's already been discussed.

One of ConceptDraw's new features is Smart Selection. If you have multiple items selected and then deselect them, Smart Selection allows you to re-select all those items by choosing just one of them. This can be turned on and off in the preferences. Personally, I'm just as happy to keep it off—often, I will want to select a single item from a group of selected items, so I will deselect everything, then click on the desired items. Obviously, this would not work with Smart Selection active.

Another new feature is the Fit To Text tool. This resizes any item so that it is just large enough to surround the text it contains. Also, this can be used to resize the a text rectangle if your text extends beyond the boundary of the box (though I still don't see why the text box doesn't resize on its own).

This new version of ConceptDraw also addresses some of the issues I raised in my last review. Some of those issues have been resolved, some have been ignored, and the aforementioned problem with the Preferences... menu item was resolved, but is now broken again.

Thankfully, ConceptDraw now uses Command-key combinations like Command-B for bold, instead of the Windows-like Control-B used in the past. Although text editing is still one of ConceptDraw's major weaknesses—there's still no true WYSIWYG text editing—this change is definitely a step in the right direction. Along with bold, both italics (Command-I) and underline (Command-U) now have Command-key combinations.

I complained that ConceptDraw had difficulty keeping track of windows and used the example of the font toolbar to illustrate this problem. To some degree, this has been fixed—by default, the font toolbar is now shown at all times. When you are not editing text, it can be used to modify the default text settings. Also, if you make the font toolbar a floating palette, it no longer jumps back to the toolbar and covers the document's title bar. However, if you turn off the font toolbar, it still gets added to the bottom of the toolbar and covers the document's title bar. As the aforementioned problem with the Dock shows, there are other problems in this area as well.

Fortunately, ConceptDraw no longer seems to miss mouse clicks or key presses. Also, dragging items from the library seems much faster—no more waiting for the library item to cross the library's boundary.

F1 still activates the help system, similar to most Windows applications. There's no reason for this when there are perfectly valid options like the Help key or Command-?.

The Windows-like editable drop-down menus still exist.

The Import and Export menu items now have their trailing ellipses (...), most of the time. When no documents are open, the Import item is missing the ellipsis. So are both items in the Insert menu.

Once Again, Still Rough Around the Edges

As an OS X application, ConceptDraw is a start, although it's not the best of starts. Last time around, I complained that ConceptDraw wasn't the most enjoyable Macintosh application. Now, it's not the most enjoyable Mac OS X application. Some of the old annoyances remain and new annoyances have been added. While writing this review, I experienced my first ConceptDraw crashes.

If you are already using OS X, you might want to look at this upgrade—since ConceptDraw allows you to keep your old version around after upgrading, you can decide for yourself whether you are better off with running ConceptDraw under Classic or under OS X. If you haven't updated to OS X, don't do it just to run ConceptDraw; this update is not worth it. Personally, I wouldn't be surprised if we had to wait for a major update (version 2.0?) to see many of these issues fixed. As an OS X application, it is merely OK—it doesn't contain many new features and there are certainly new problems.

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Review: Enigma 2.0

by Elyn Ritterskamp, eritterskamp@atpm.com

Developer: Freeverse Software ([product page](#))

Price: \$14.95

Requirements: Mac OS 8.6 or newer (OS X native), 10 MB available RAM, CarbonLib 1.3.1

Trial: Full-featured (30 days)



Freeverse has updated its earlier version of the code-breaking game Enigma. The update introduces OS X support as well as a couple of improvements relating to the graphics. The challenge of the game is to break the codes which lock a mysterious briefcase, hiding who knows what.

I presume that the game's name was inspired by the Enigma ciphering equipment used by Germany in World War II. Polish forces in the 1930s, and British and American forces during the war, were all able to break the codes to read messages about German naval

and troop movements. The Allies had to be careful about how they used the information since they didn't want the enemy to know that they had broken the codes, but that's [another story](#).



Freeverse's Colin Lynch Smith tells us of the game's background: "The story, (according to the journal of Dr. Droppa Mapantz), is that this odd 'Enigma' briefcase was found in some old ruins but no one has been able to open it. The most anyone has been able to do is to hook it up to the 'Rosetta' machine which...gives you some feedback on opening the cylinders of the briefcase's lock." Meanwhile, the aliens who set the codes on the briefcase taunt you while you try to break the codes, as if they think you're an ignorant monkey. Check out the serpent laughing at me here:

Installation

I downloaded the demo from Freeverse. Having tried other Freeverse games (read [both reviews](#)), I can tell you that like the others the download and registration processes are quick and painless. Once the package is unstuffed and on your hard drive, be sure to check out the ReadMe help file first. It's short and useful, provides an introduction to the game, answers contact questions and, best of all, provides a link to download CarbonLib version 1.3.1, which you'll need to play the game.

Game Play

Having played the game before, I skipped most of the Help files and explanatory stuff, but Freeverse is always very good at this part of game packaging. The demo has a 10-second delay to encourage registration but is fully featured for 30 days, so there's plenty of time to try it for free. The price is reasonable, especially if you think of the game as an exercise in logic training. Spend enough time on it and you'll find yourself learning about deductive logic, and ways to use it in real life.

The challenge is to figure out which combination of colored lights will unlock the briefcase. There are seven colors, and in the early levels three slots into which they can go. You click on three lights and then click Pull, which pulls the lever to see if that combination works. After the pull, you get a result note on the right side which tells you how many correct colors you chose, and how many are in the correct slots.

In the above scenario, my first guess has one correct color and zero correct colors in the correct slots. The second guess has no correct colors, ergo, none in the correct slots. This is my favorite kind of result, because it eliminates three of the seven colors forever (well, for all of the guesses at this level, anyway). I don't have to worry about yellow, dark blue, or

purple anymore. In fact, the only real improvement I'd make to this game is an option for a player to be able to dim the lights of the colors we know are eliminated. As it is, I find myself putting fingers over the ones I've eliminated, but that only works for so long!



Another trick to remember is that the same color light may appear more than once in a combination; you could have the green light three times. All you can do is eliminate other colors, until you realize there must be a duplication. That moment really sucks if you have to discover it for yourself, but I've given you the heads-up, so that should at least save you from that one nasty moment!

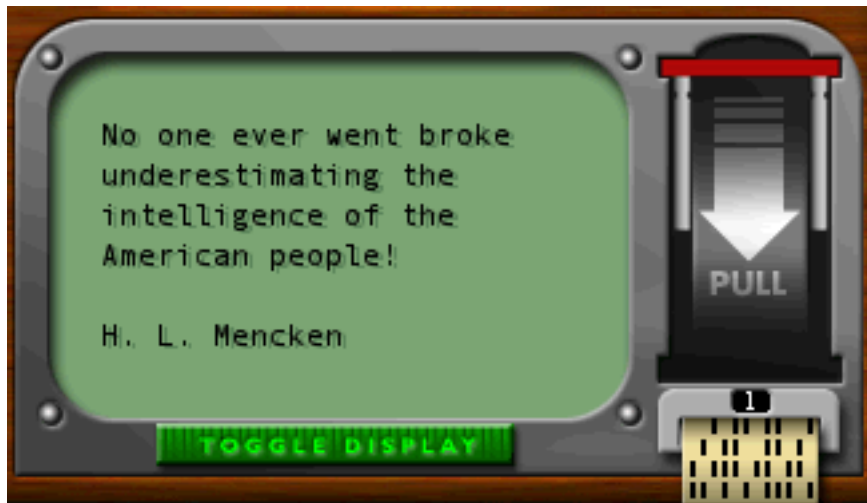
So we continue trying different combinations of colors until we get the magic 3–3 result in the score line on the right. Then a layer of the briefcase unlocks, and you go to the next level. But beware; the aliens are watching you play, and will throw in Money Wrenches to thwart your efforts. The first few levels tend to be combinations of only three lights, but then you'll get a four-bagger, which increases the possible permutations by quite a lot. The monkey wrenches may be turned off in the Settings menu, but if you're pretty good at the game, you'll want to leave them on.

One monkey wrench obstacle is a really special moment, when you hear a zzzzt sound and then notice that the result line from your last guess has been blanked out. Unless you wrote it down (who does that?) or can remember it, you're out of luck. After the first time that happens, you tend to start remembering result lines a little bit better.

I've only made it to level seven, so I don't know what mysteries await revelation for the more successful player. My brain can only take a certain amount of deductive logic at a time before I become bored or frustrated. A good option here is to save the game and return to it later, without having to start all over at level one.

Settings and Tips

Let the music play for a little while, then set up your own playlist or just turn it off. It's cute at first but then too repetitious. Also, if you're on a four-bagger and not getting anywhere, use a freebie the aliens give you now and then.



See the punch card hanging out of the pull device? If you have one of those available and you click on it, the machine will show you the correct colored light for whatever slot you're working on. If you have a three-slot challenge with no colors filled in, and you click on the punch card, the first slot will fill in with the correct color. Sometimes I start off with this punch card if I've just been handed a four-bagger and don't feel like wading through the extra permutations.

You're offered punch cards based, I believe, on your bonus points, and you receive bonus points based on how long it takes you to solve each code. So if you solve the code in only two guesses, you're given more bonus points than if it takes you all ten.

If you don't get a combination right in ten guesses, you lose the game. The aliens call you a monkey. It's fun. As with many of Freeverse's games, it's almost more fun to lose than to win, just so you can be insulted by the game characters!

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Review: FreeHand 10

by Jamal Ghandour, jghandour@atpm.com

Developer: Macromedia ([product page](#))

Price: \$399; \$129 upgrade

Requirements: PowerPC-based Mac with Mac OS 8.6, 40 MB available RAM, 70 MB available disk space

Recommended: PostScript Level 2-compatible printer

Trial: Feature-limited (no saving, printing, exporting, or copying to clipboard)



Software is a very tricky business. Sometimes a successful software product simply borrows on a company reputation rather than being the better product; other times a piece of software takes time to be recognized for the pioneer it is. The latter certainly applies to Macromedia's FreeHand, a true gem that should and probably will dominate vector illustration just as Adobe's Photoshop reigns over the image editing market.

Reflecting on FreeHand's history (when Aldus was still responsible for it) I still remember how stuck it seemed on version 3. Sure, the software had fans, but it seemed like Adobe's Illustrator was always ahead in features. The FreeHand cult was somehow as ashamed of admitting using FreeHand over Illustrator as Mac users were of admitting using Macs in pre-PowerPC days (obviously not because of using an inferior product but because the majority said differently).

With the release of Macromedia FreeHand 10, however, the tables have turned and FreeHand is now way ahead in the game. The program has become so much more powerful with its unparalleled Web integration, great editing capabilities, Flash power, and amazing multi-publishing. Just imagine that while FreeHand is introducing master pages, 3D perspective grids, and animation, Illustrator is still struggling with no multiple page option. How about transparency and gradients that actually print seamlessly? Or opening a page with images without the need to have a cup of coffee in the meantime? In fact, FreeHand has outgrown its category so much that it would be unfair to compare it to Illustrator, or for that matter any other product.

Who is FreeHand 10 for?

- Professional Designers, Illustrators, and Printers
- Multi-Publishing Professionals (Web, multimedia, etc.)

- Cartographers / Desktop Mapping
- Newspapers

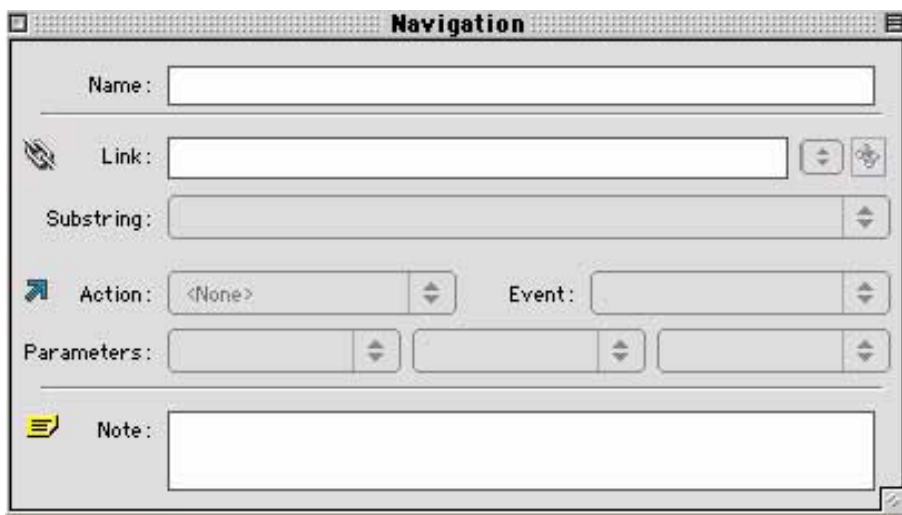
“Macromedia FreeHand 10 simplifies the lives of graphics professionals through tight integration with Macromedia Flash 5, new creative drawing tools, and advanced features for print and Web professionals,” said Keith Hutchinson, product manager, Macromedia. “This is the perfect tool to transition traditional printers to the Web and offer advanced illustration solutions for Macromedia Flash users. We see our beta customers already decreasing costs because of the multi-publishing capabilities of FreeHand 10.”



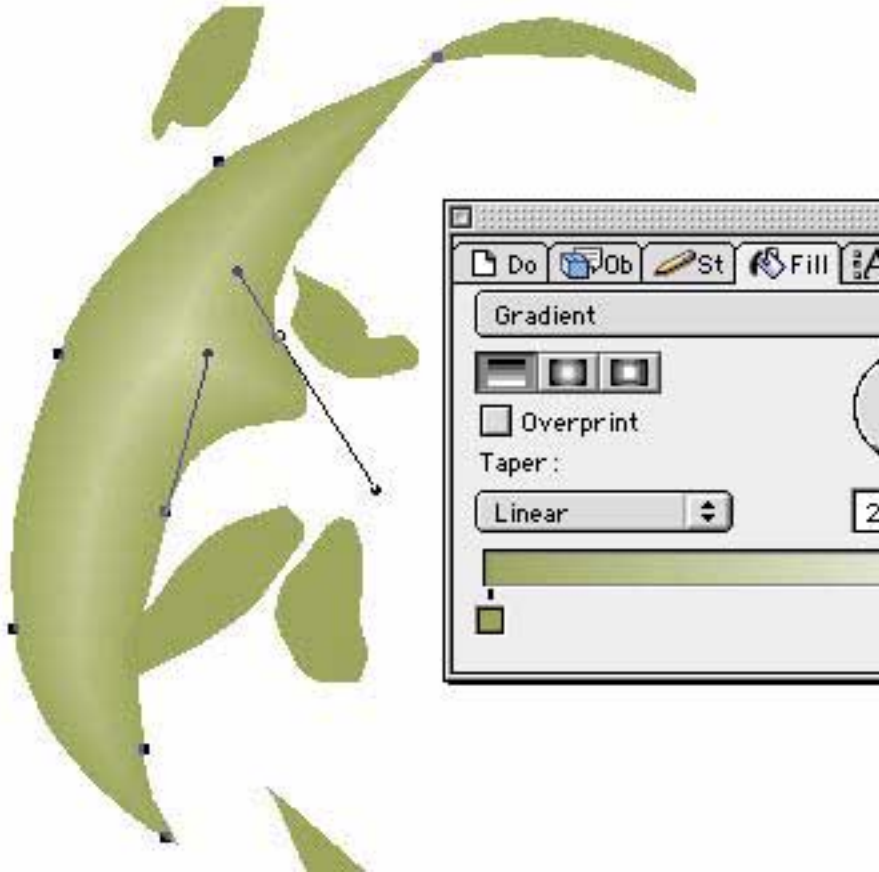
Some of the new features in FreeHand 10 follow.

Mac OS X Compatibility (via Carbonization): Not really a feature but worth a mention. If anything it shows Macromedia’s dedication to the Mac community. Kudos.

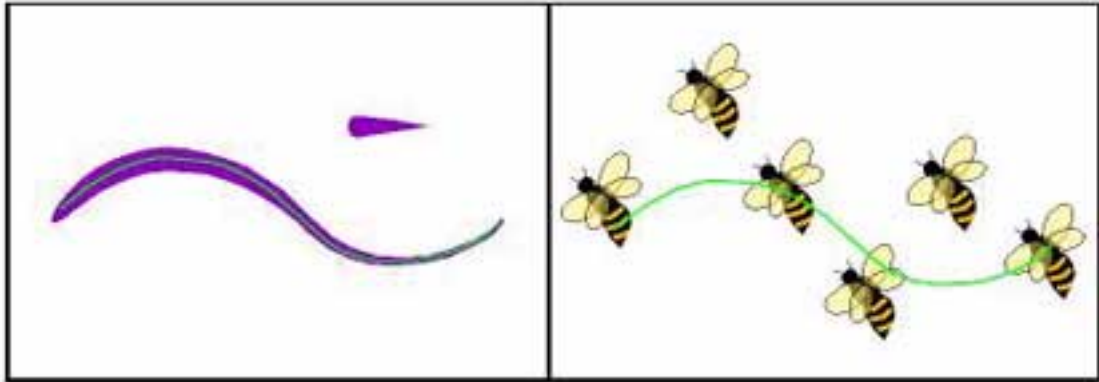
Navigation Panel: Using the Navigation panel, you can assign URL links to objects or create notes that export with your document. You can also assign Flash actions to FreeHand objects, to create interactive Flash movies that you can export as SWF files. For more information, see Adding names and notes to objects, Attaching URLs to objects and text, and Assigning Flash actions.



True Contour Gradients: With the Contour Gradient feature on the Fill inspector's Gradient panel, you can now blend color in two dimensions (both horizontally and vertically).



New Symbol-Based Brush and Spray Strokes: Using the Brush Stroke feature, you can now create a graphic element, save it as a symbol, then use it as a brush stroke to stretch, repeat, or stack multiple times along the length of a path. Using this feature reduces file size and eliminates excessive redraw time.

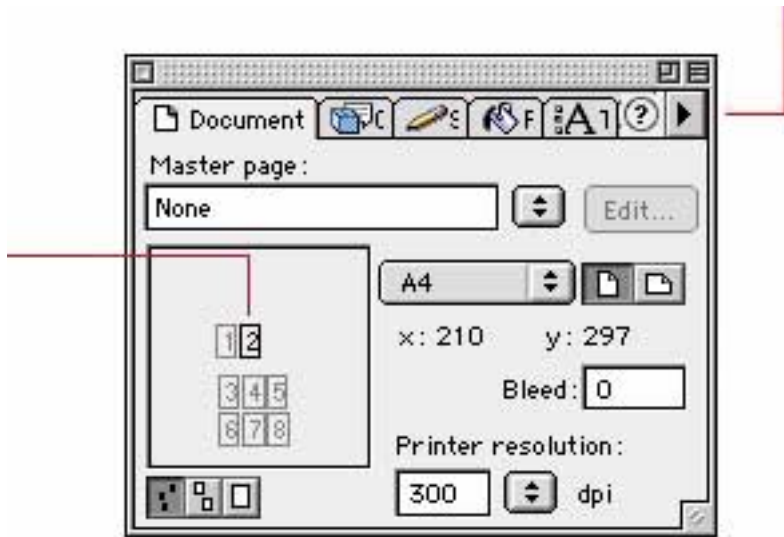


Smart Cursors for Automatic Joints: FreeHand 10 makes the Pen tool easier to use by adding additional smart cursors. As you move the Pen tool, the cursor changes to show what action will happen if you click at the Pen's location.

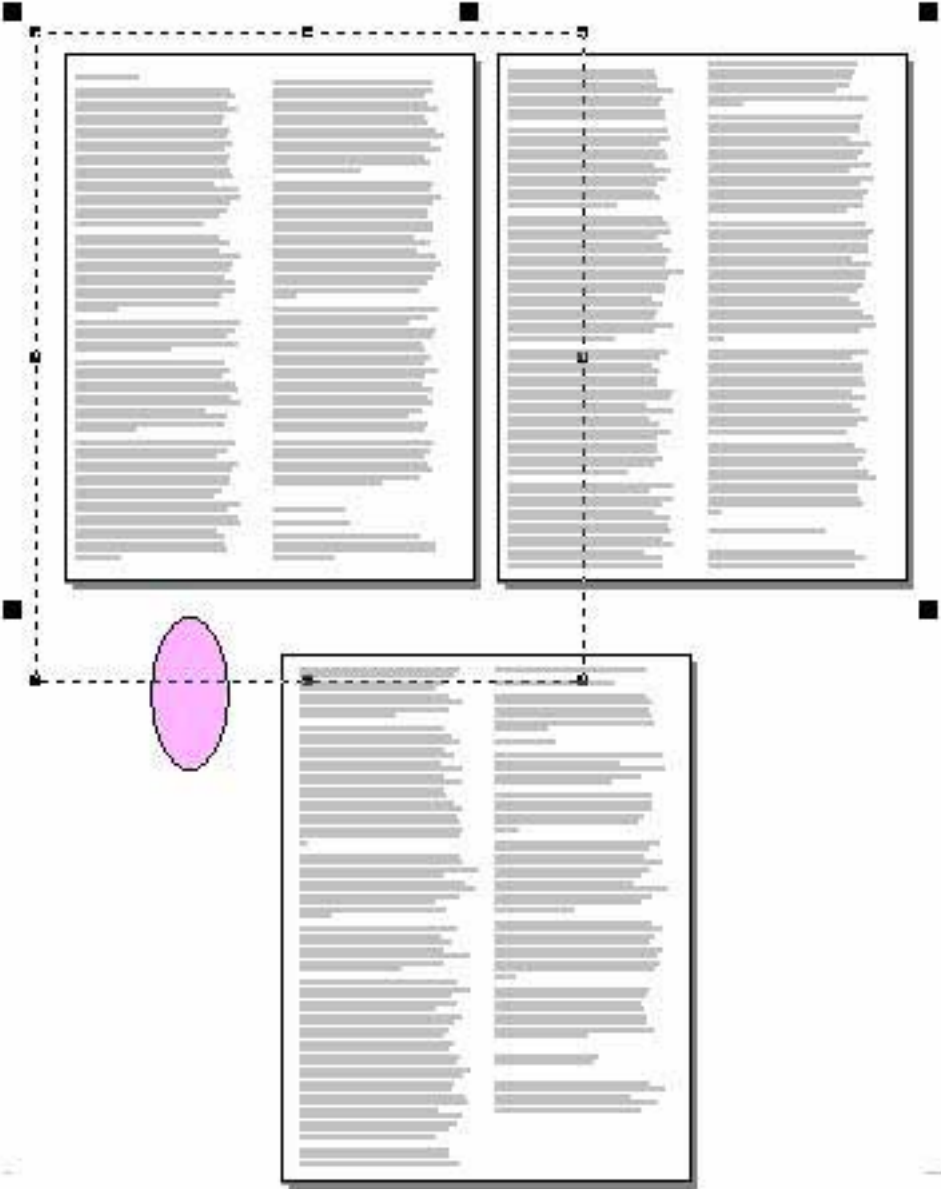
Common GUI: The FreeHand interface now looks, feels, and behaves like other Macromedia products such as Macromedia Flash and Fireworks. Consistent elements such as standard shortcuts and toolbars, and customizable features make it easy for novices and experienced users to move between products.

Master Pages: Master pages are special nonpasteboard pages that can contain any object or graphic symbol that ordinary pages can contain except for page numbers. They provide a method of easily creating objects and setting page attributes shared by a range of pages

in a document. You can change a master page at any time, and the changes you make are reflected in each child page. Master pages are saved with the document and can be imported or exported as library items.



New Formats: These include Industry-standard IPTC header file support for cataloging information; improved SWF export for preserving backgrounds when testing animations within FreeHand; Macromedia Flash Navigation panel for applying Macromedia Flash Actions; Web URLs; and new Web page sizes.

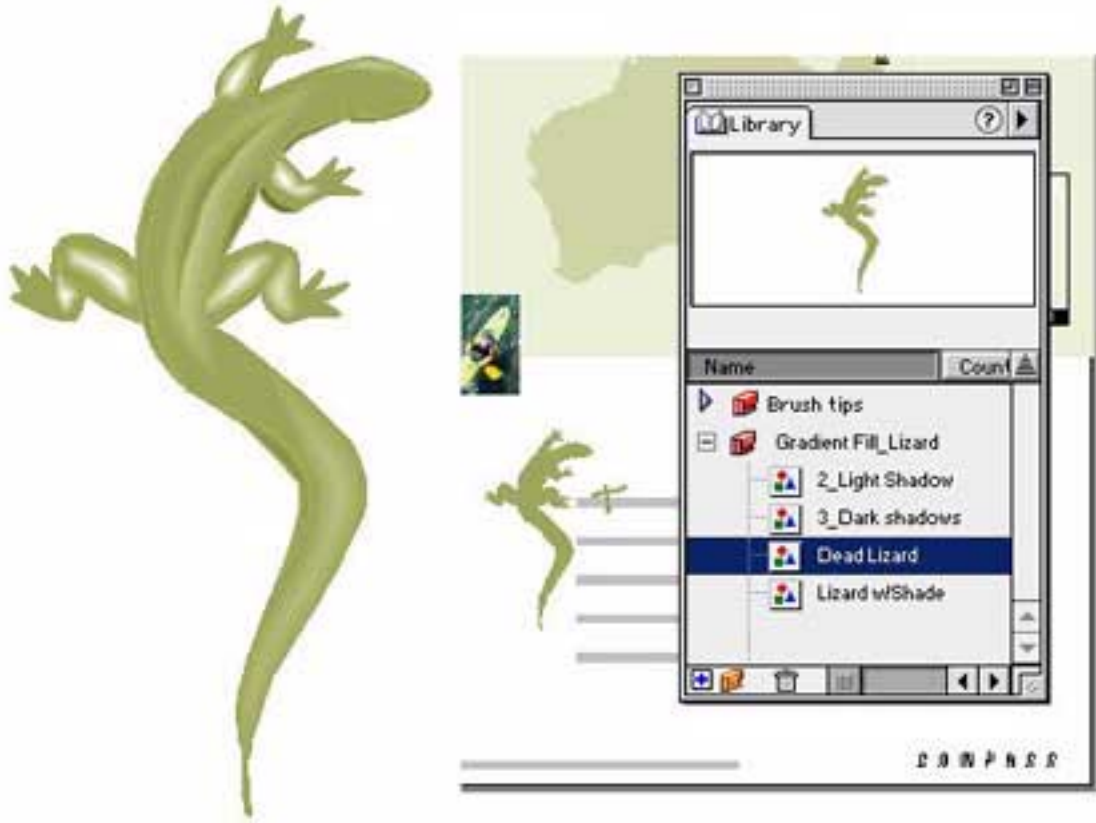


Improved Print Area Control: In FreeHand 10 you can define a print area within the workspace to send to your printer. You can resize or delete the new print area, which is treated as part of your document's attributes.

Enhanced Tools Panel: The Subselect and Hand tools are now available on the Tools panel. The icons for the Freeform, Zoom, and Line tools have changed to match those in Fireworks. For more information on these and other tools, see the FreeHand basics overview.



Editing Symbols: When you edit a symbol, FreeHand updates all instances of that symbol within your document. This functionality is particularly useful for graphics that need to be updated often.



File Info Dialog Box: The File Info dialog box lets you enter optional information such as dates, file names, captions, headline slugs, author/photographer names, and copyright information.

Unsaved Document Indicator: In FreeHand 10, you can track the revision of your working documents. When a document needs to be saved, an asterisk (*) appears at the end of the file name in the document title bar (similar to Dreamweaver and Fireworks 4). For more information on the unsaved document indicator, see The Document window.



Summing everything up, FreeHand might slightly fall victim to its own glory in that the numerous options available to users might become overwhelming at times (especially for beginners). An anti-aliased view mode (not just text) would also be a nice addition. Nonetheless, FreeHand is in a class of its own and yes, for Illustrator the race is over. If you can afford it, buy it.

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Review: iWrite 2.1

by Raena Armitage, rarmitage@atpm.com

Developer: Split Software ([product page](#))

Price: \$14.95

Requirements: PowerPC-based Mac with Mac OS 8.1

Recommended: Mac OS 8.6

Trial: Feature-limited (saving is disabled)



“iWrite is a feature-packed text editor that can do everything from writing most of a document in a few mouseclicks, to sending e-mail, to allowing you to export to any file format you wish. If you write documents: letters, stories, articles, code, anything; you can use iWrite.”

So says the Read Me file included with Split Software’s iWrite. And you’ll pardon my cynicism when I read this and asked, can it *really* do all that stuff? It seemed too good to be true, and it was.

I’m sure you *could* use iWrite for these tasks. In fact, you definitely can. There’s a window, and you can type text into it, and you can save it or print it, and tada!—there’s your text. There are some features for people who write letters and things, and some for people who use text for more esoteric purposes. I found out, to my irritation, that not only are there not enough of these features to satisfy *either* of these kinds of users, but the program is literally crawling with bugs.

By all means, write your letters, stories, and articles—you can save drafts and notes in a project file—but you’ll soon miss your essentials, like a spell checker or a case-sensitive Find and Replace feature. Write code, too, but you’d better be prepared to do it by hand...about the only thing you’ll be able to automate here are parentheses, “curly braces,” and Java/C++ comments, and frankly, I can type those keystrokes quicker than it takes me to go up and find the menu command.

The Good

Part of iWrite’s design is to handle projects—that is, it will organize other iWrite documents into a group, and you can make notes and add related people’s contact details for easy retrieval. This is excellent if you work collaboratively, or if you’re forgetful like me

and need to remind yourself to go back and edit chapter 8 one more time. There's even a Sticky Notes feature, so that your post-its stay on the screen no matter which project or document you have open. iWrite can also generate an HTML file that links to all the drafts (documents) that are part of your project, as well as listing all the notes that have been made, and display all contacts in a table. By far, this organizational function is one of iWrite's most attractive features.



The Project Window

Another interesting item is the Hotspots feature. Hotspots in an iWrite document work rather like bookmarks in an Adobe PDF—click on the hotspot's title, and jump to that section on a page. If you're working on a long document and like to make placekeepers for important parts you're still working on, this is a good way to keep track of them. Unfortunately, the hotspots you make in an iWrite document will only work for other iWrite users, and don't seem to work for other formats—in fact you'll have trouble exporting documents at all, as we'll find out later.

The Bad

And believe me, there's a lot of bad. You see, the Hotspots and the projects features are great ideas—really fantastic ideas that would make this program stand out. It'd be good value for your hard earned \$15. The bad bit is the fact that the program is riddled with bugs and poor interface design.

I began looking at this application with the logical first step, which is of course to skim the read me and open the darn thing already. When you launch the application, you're greeted with a new, untitled document window and this toolbar:



Obviously some of these make sense—the scroll has something to do with AppleScripts, the arrow pointing into a folder would presumably save, the printer would bring up the Print dialog. That fifth one from the right seemed to me to be a button that would format my text into some kind of bulleted list, so I clicked it, and... oh, wait a minute, it's coming up with some stuff to do with HTML. Okay. I figured I'd pick one to see what it did—but it said the QuikForm I was trying to use was, apparently, missing or damaged. Then it crashed with a type 2 error.

Say what? Oh, that's right—I didn't tell you about QuikForms. This is the advertised "writing most of a document in a few mouseclicks" feature. It's actually a clever little idea—you can make a form letter, and somehow you're meant to be able to fill in the blanks later by using one of these forms.

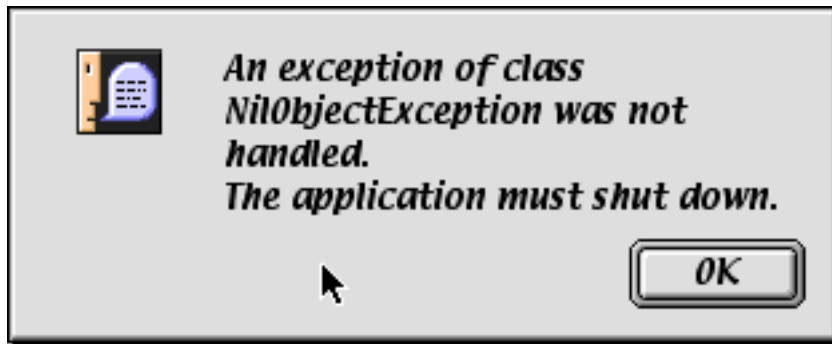
The thing is, when I got that "missing or damaged" error, I looked in the application folder for the form I chose. The file was there, and it didn't seem to be corrupted, but I figured I'd try to make one of my own using the instructions in the tutorial.

That one didn't work either. I must have followed the instructions *to the letter* and made about five forms, crashing each time, before I figured it wasn't my fault.

Hoping to find some redeeming features, I investigated the menus for more goodies. There's a Find and Replace feature, which seems like a reasonable expectation—but beware, as the Find and Replace All is ruthless in its finding and replacing. It is not case sensitive, it will not do whole words only, and you cannot convince it otherwise.

Then I figured maybe a “feature-packed text editor” like this one might have something fancy in the Clipboard. And hey, neat!—there's a Clear button. I had something in there so I clicked the nice button, cause I'm a sucker for nice buttons. Ka-blooey, it crashed with another type 2. Charming.

Finally, I tried out the AppleScripts to see what they did. I clicked on the scroll in the toolbar, a popup menu appeared, and I clicked an AppleScript that counted the number of items in my Frequently Used Documents folder. It crashed *again*, this time with this interesting message:



*&\$#@^&\$%!!!

That's three strikes and you're out as far as I'm concerned. I'm sick of restarting my Mac anyway. Buh-bye, iWrite, I give up.

But Wait, There's More

You might have noticed in the paragraph I quoted up at the top there that you can apparently “export to any file format you wish.” Indeed. Any format, you say? Firstly, no you can't. I tried to export a document into an AppleWorks word processing file, and it just came up as corrupt.

All this feature *seems* to do is have iWrite change a file's type and creator codes to those of the application of your choice as it exports the document. Labeling a file with another application's creator code doesn't change a thing about its format. It just makes the icon look different. I could use something like FileBuddy to change a PDF document to an iTunes type and creator, and it'd just appear to be garbage.

The only thing iWrite converts reliably is into the TEXT type. Want to hear a secret? That's the type code for iWrite documents too. That's a pretty shabby "export" feature, in my considered opinion.

Conclusion

This program promises a lot, but by no stretch of the imagination does it deliver the goods. The bugs are too frequent, the features aren't powerful enough, and the interface is plain weird. I might check back for version 3, or whichever version irons out the bugs, but don't hold your breath.

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Review: Now Contact and Up-to-Date 4.0

by Trevor Boehm, trevorboehm@home.com

Developer: Power On Software ([product page](#))

Price: \$119.95 (download); \$49.95 (upgrade download)

Requirements: PowerPC-based Mac with Mac OS 8.6 (including Mac OS X in the Classic environment, OS X native version promised for next update)

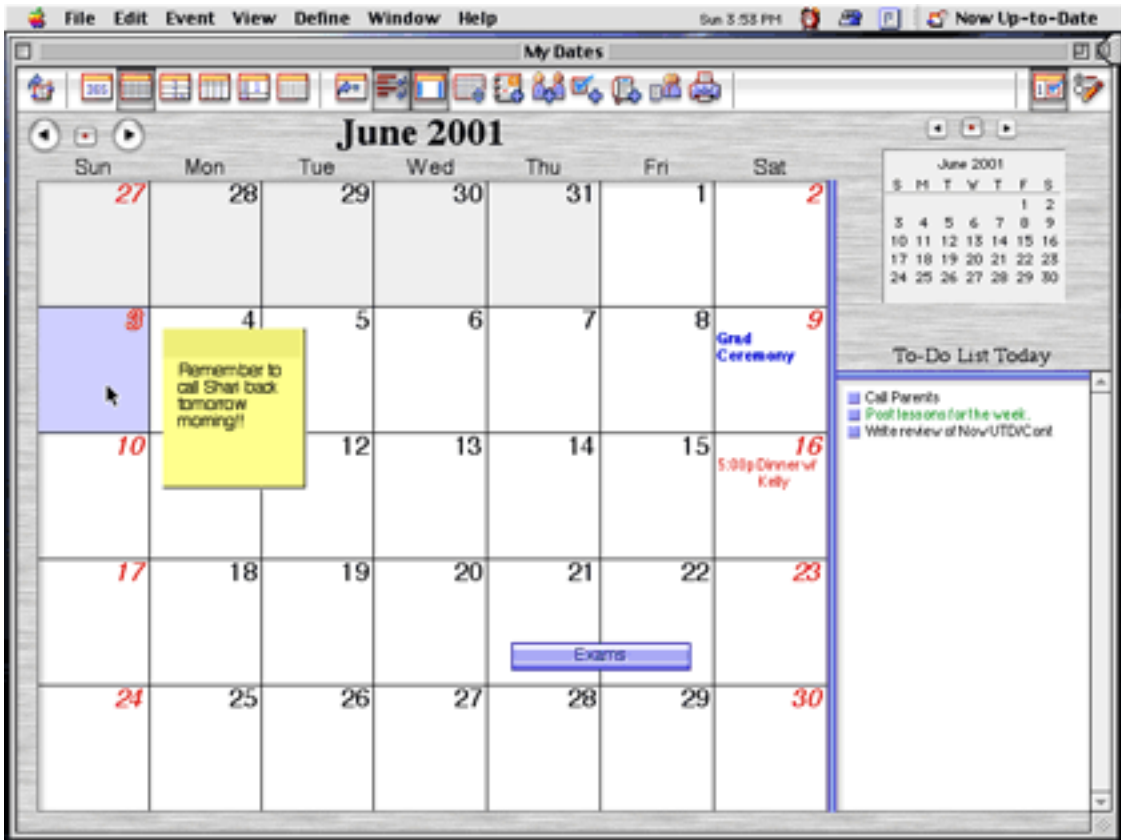
Trial: Full-featured (30 days)



A Dynamic PIM Duo Resurrected

For a while, those looking for a personal information management package for the Mac had few choices. The Mac community's main options were the free Palm Desktop, the shareware [Consultant](#) (now renamed Personal Organizer), a few no-longer-marketed or not-recently-updated commercial applications, and a handful of lesser-known shareware alternatives. Fortunately, this has changed, in part due to the efforts of Power On Software. After acquiring the assets of the now-defunct Now Software and releasing several maintenance versions of Now Contact and Up-to-Date, Power On software has

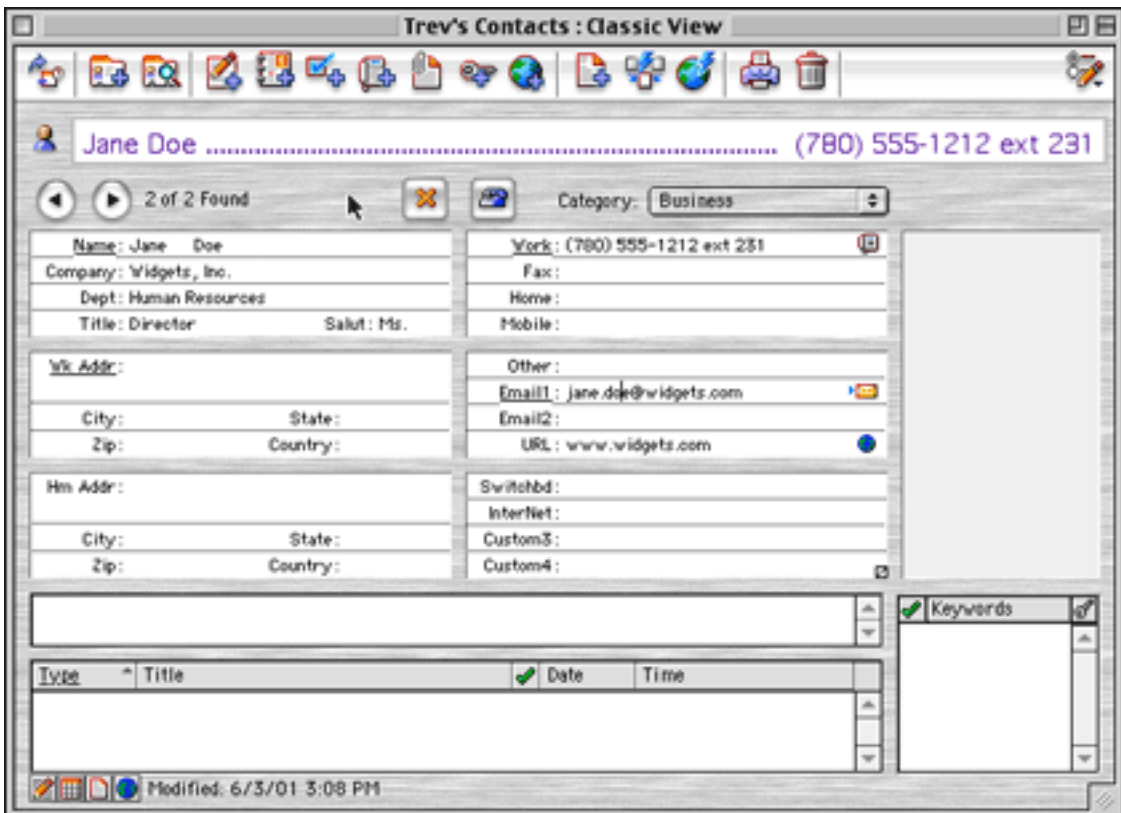
launched a major new version of this veteran PIM. Version 4.0 is more than just a face-lift; Power On has spent over a year working on an update to this once-popular package, and it has been worth the wait.



Up-to-Date has a whopping 9 event types, including a floating sticky note for those items you're likely to forget.

When I launched Now Contact and Up-to-Date, the first thing I noticed was their speed. My trusty PowerBook 3400 isn't exactly a speed demon, especially when compared to today's latest G3's and G4s. Despite this, both programs launched in seconds and were incredibly responsive—there was very little hard disk access once the applications had loaded, even with virtual memory on. Power On isn't kidding when they claim Now Contact and Up-to-Date will run on "all PowerPC Macs." In today's era of bloatware, it's refreshing to see a full-featured software package that gets along so well with older hardware. Now Contact and Up-to-Date are also incredibly stable. In several days of solid use, I was unable to crash either program.

Now Contact and Up-to-Date share an Aqua-esque interface which can only be described as beautiful. Mousing over toolbar buttons highlights them with a soft blue tinge, the icons are clear and easy to understand, and virtually every button has a tool tip. Behind that pretty face, both programs pack a lot of power and flexibility. As you might expect, Contact stores a full range of personal information for each individual, and Up-to-Date allows you to view your calendar of events in a variety of views and styles. International users will appreciate the variety of address formats Now Contact supports, and organizations and businesspeople needing to store special information about contacts will find plenty of flexibility in the program's twelve custom fields.



Spaces for everything you ever wanted to know about Jane Doe

Now Up-to-Date boasts no less than nine different event types to keep your busy life organized, and can output your calendar to a variety of popular organizer insert formats if you'd like a paper record.

I was surprised and delighted to find that Now Contact includes an integrated mail merge feature, complete with template editor and built-in word processor. The word processor is surprisingly full featured and includes the ability to adjust font and style, set tabs and justification, and insert graphics. Unfortunately, there is no spell checker, but for those mail merge occasions when you require a bit more muscle to get your message across, Now Contact also supports mail merge with MS Word 98 and 2001. Now Contact doesn't support merges to e-mail, but depending on your views of bulk e-mail, this might be a positive feature.

Both Contact and Up-to-Date provide several ways for you to access your information in addition to the main applications. The Now package includes QuickDay and QuickContact, a set of control panels which place icons for quick access to contacts and events in your menu bar. With these control panels installed, it is possible to find a contact or view an event without launching an application—very handy when you need a quick piece of information immediately, such as during a phone conversation. Power On also provides QuickPad, a sort of scratch pad which allows users to quickly create calendar events without opening the main applications. Finally, one of Now Contact and Up-to-Date's most unique features is its Grab'n'Go CMM, which provides access to the program's event creation features from any program which supports the Mac OS's contextual menus.

One of Now Contact's best features is its integration with the Internet. From Contact's "Web Services" menu, users can look up e-mail addresses, get street maps and weather information, find nearby restaurants, and even bring up satellite photos. True, such

services are commonly available through separate applications or on the Web, but it's nice to have them at your fingertips. The street maps in particular seem like a genuinely useful feature.



Now Contact can track down all sorts of information on your contacts, including useful street maps like this one.

Now Contact and Up-to-Date are two separate programs with two separate data files, but they can cooperate to share information seamlessly. For example, if you're talking on the phone with a business contact and decide to schedule a meeting, a single click of a toolbar button in Now Contact creates a new appointment with that contact in Now Up-to-Date. Likewise, when you're scheduling events in Now Up-to-Date, you can attach individual contacts to each event. Not only do the programs communicate well with one another; they also provide the ability to connect to public events and contact servers to access and share organization-wide information. Finally, both programs can HotSync with a Palm OS handheld organizer, allowing users to take their calendars and contact lists on the road.

Now Contact and Up-to-Date have a lot going for them. They're feature-rich, stable, and a joy to use. Unfortunately, they also feel a bit like release x.0 software. In addition to the page or so of "known issues" listed in the Read Me file, I managed to uncover a couple of additional hiccups. These range from relatively minor issues such a tool tip appearing for a button that isn't there, to some items from the Up-to-Date calendar not appearing in the QuickDay menu or event dialog.

I also found a few aspects of the program a bit awkward to use. Firstly, I am used to control-clicking for contextual menus in almost every program I use, so their absence in a piece of software which is otherwise very Mac-like is somewhat surprising. I'd love to be able to control-click on an event to change its priority or color, or on a contact to send an e-mail or dial the phone. Also on the subject of contextual menus, I'm equally surprised that the wonderful Grab'n'Go contextual menu module does not allow you to create a new contact with selected text. This feature would make moving e-mail addresses and other information from my e-mail package to Now Contact a breeze—when I get an e-mail from someone I'd like to add to my contact list, control-click, and voilà.

Finally, there are a few places where the user interface of these two programs doesn't make sense. For example, in Now Contact, new categories are created in one dialog, and their colors are set in another. Along the same lines, in Now Up-to-Date the new event floater allows users to set most characteristics of their events, but not the text color or style. Of course, every software program has a few rough edges, and everyone's personal tastes are different. These are minor critiques of what is generally a well done product.

Power On offers two ways to purchase Now Contact and Up-to-Date—over the Internet with an electronic manual, or from a Mac retailer on a CD-ROM with a printed manual and box. Upgrades are available for owners of previous versions.

Power On also has one of the most liberal software trial policies I have ever seen. The majority of their products are available for trial download. When you download the trial, you are in fact getting a time-limited copy of the full version of the software. Nothing is disabled or left out, and all it takes to convert the trial into a full copy of the product is the purchase of a license code through Power On's online store. Now, I realize this practice of "try before you buy" is common in the shareware world, but Now Contact and Up-to-Date are not shareware, and neither are Power On's other offerings—they are commercial quality products complete with technical support and the option of a "box and manual"

purchase. You don't see too many other professional software publishers doing this. Power On is to be commended for allowing users to make an informed decision based on their needs before shelling out for a product.

Whether you're in the market for a new application with the promise of an OS X future to replace your aging PIM, or are simply drowning in appointments and phone numbers, why not give Now Contact and Up-to-Date a try? Power On has generally done a good job of producing a quality piece of software, but in the end the choice of PIMs tends to be a personal decision—whatever the technical merits of a program, what really matters is whether it fits into the way you organize your life. With Power On's no-risk try-before-you-buy approach, you'd be hard pressed to find a reason not to try version 4 out, and decide for yourself whether Now Contact and Up-to-Date fit your needs.

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Review: Risk II

by Daniel Chvatik, dchvatik@atpm.com

Developer: MacSoft ([product page](#))

Price: \$29.99 (MRSP)

Requirements: 132 MHz PowerPC-based Mac with Mac OS 8.1, 800 by 600 display with thousands of colors.

Recommended: 200 MB of hard disk space.

Trial: None



Many of us are familiar with Risk, either as the popular board game or as the black-and-white computer game we used to play on our old Macs years ago. So it is probably not surprising that I was somewhat hesitant to spend \$29.99 on what seemed to be a mere color version of the same old game. But quickly I realized that I was wrong, and Risk II is more than just plain old Risk on your color screen.

Installation

Installing the program on your Mac is relatively painless. If you are very short on disk space, you can run Risk II straight off the CD. If you prefer to have the game on your hard disk, the installer lets you choose between just the game files (about 200 MB) or the game files plus movie files (for a total of about 340 MB) for better performance. No matter which installation option you choose, you will need to have the Risk II CD in your drive to run the program. I found that somewhat bothersome since I prefer to have other CDs/DVDs in my computer, but fortunately [creating a disk image](#) on your hard drive and keeping it mounted gets you around that—provided you are willing to sacrifice the 422 MB.

Game Play

The basic idea of Risk is simple: you control territories on the world map and use your armies to invade new territories until you are the ruler of the planet. Your existing territories help raise new reinforcements and you receive extra bonuses for controlling entire continents or owning “Risk cards,” which you acquire through certain attacks. Your wise choices in troop deployment and attack strategies will determine the fate of your empire. For newbies who are not familiar with the game or the interface, the manual

offers an extensive introduction of the rules. Beyond that, Risk II offers an in-game tutorial that explains everything in a movie-like fashion. Lastly, it offers explanatory messages throughout the game that you can turn off once you are more familiar with the concepts.



Those messages are quite helpful for beginners, although they can get in the way of more experienced players and it is somewhat of a hassle to turn them off individually.

So far, that's not really new to old Risk veterans. Beyond the classic game play, with many options like different reinforcement rules and dozens of computer players of different strengths to choose from, as well as the "mission play" that is somewhat similar to the board game's, Risk II offers many new additions that will keep even seasoned players interested and challenged. For one, the board is somewhat customizable, allowing up to six new countries to be added to the board for variation.

More profoundly, Risk II adds a completely new game mode called "SameTime" play. SameTime play *fundamentally* changes the dynamics of the game because everybody issues orders at the same time, which are then all executed in one turn. This adds many new strategic challenges to the game. The new rule set also allows for "mass invasions," in which armies from several countries attack the same territory at once. SameTime mode is very difficult to describe, but once you have played your first few games of it, you will realize that this is no longer the Risk you have known. It makes the games much more interesting and dynamic. It also gives Risk II a big advantage over the board game version, since SameTime play simply is not possible on a board. Last but not least, Risk II contains a variation called "Capital Risk" under both the Classic and SameTime rules. In Capital Risk, your objective is to capture several enemy capitals while defending your own.

For those seeking the ultimate challenge, Risk II offers a tournament mode. The tournament consists of 16 different Classic and SameTime games that increase in difficulty and that are scored based on your performance. The goal is to finish them with the highest score. Beware though, losing a tournament game means that you lose the *entire* tournament and have to start over. Since many players get frustrated with this, here's a little cheat:

Copy the "tourn.cfg" file in your Risk folder after you complete a game. It contains the current state of the tournament. If you lose the next game, simply replace the tourn.cfg file with your copy to get back to where you were before.

Graphics

You may have been wondering: why do you need 400 MB of disk space for a game of Risk? The reason is the amazing graphics that the game uses. It looks stunning. The in-game movies also add a lot to the atmosphere (and disk usage). Lastly, the well-done

tutorials eat up their portion of your drive. Risk II offers several ways to observe the game play. The most elaborate mode offers a fly-by movie into the beleaguered territory and animated resolution of the battle:



Alternatively, you can choose to forgo the extensive graphics and just watch a quick battle outcome on screen (here shown on the optional 3D globe).

While the movies and animations are awesome, they do tend to get very repetitive and boring over time. And they are quite time-consuming since there will be many fights in every game. As I progressed in the game, I ended up turning off more and more options

to speed up the game, until I finally ended up with the barest minimum of graphics. Even then, fights tended to be somewhat sluggish, even on a 400 MHz G4 (although you can speed up a computer battle even more by pressing the space bar).



Even at the barest graphical minimum, however, the game remains esthetically pleasing and very entertaining. Unfortunately, it only runs at an 800x600 resolution and does not allow you to switch to other programs while it is running. Also, the non-standard interface, while perfectly adapted to the game and its appearance, can be quite confusing at times. The resolution switching causes the Finder and other application windows to be repositioned unintentionally, although this is less Risk II's problem and more a problem of Apple's DrawSprockets technology in general.

Risk II worked somewhat in OS X under Classic, although there were problems with the resolution switching and the fact that Risk II would be obscured by the dock and any open windows.

Playing With Others

As good as the computer opponents are, Risk is most fun when played against other human players. Risk II comes fully loaded in that regard. It supports every conceivable way of multi-playing, including hot-seating (people going back and forth on the same machine), playing via LAN (AppleTalk) or Internet (TCP/IP), and even [GameRanger](#), the popular Mac gaming service. I-Com, Risk II's diplomatic tool for forming short term alliances with computer players, does not work in multiplayer mode, but at least you are allowed to chat with the other players. For those lonely nights at home or when you are without a network connection, the variety of computer opponents offers something for everyone, from relatively weak opponents to ones that can keep even a Risk master sweating.

What's the Deal?

Overall, Risk II is an extremely well done game. Not only does it capture the excitement of the original, but it manages to exceed it. Its shortcomings are big enough to barely withhold it from an Excellent rating, but only barely. At \$29.99, it's a little pricey for my taste. However, the only regret you will have with Risk II is that you don't have more time to play it.

Strengths

- Exciting game play
- Excellent graphics
- Large replay value

Weaknesses

- Slightly pricey
- Sometimes sluggish
- Does not multitask well

Additional Screen Shots

- [Simultaneous play setup](#)
- [Simultaneous play in action](#)

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Review: Toast 5.01 Titanium

by Gregory Tetrault, gtetrault@atpm.com

Developer: Roxio ([product page](#))

Price: \$89.95 (direct from Roxio); \$59 (upgrade from Toast Deluxe 4)

Requirements: PowerPC-based Mac with System 8.6 and QuickTime 4, 12 MB application RAM; CD Spin Doctor requires 128 MB RAM with Virtual Memory turned off, 2 GB hard drive with 800 MB available for digitizing audio.

Recommended: Internet connection to access FreeDB audio CD database (freedb.org)

Trial: None



Overview

Toast 5 Titanium software helps you record CDs and DVDs from your Power Macintosh. Toast 5 supports nearly every CD recording format. Toast Titanium also includes applications for recording sound from any source, for creating CD labels, and for organizing and cataloging multimedia files.

Changes from Adaptec Toast Deluxe 4

The biggest improvement is that CD recording now can be done in the background. You can write CDs while performing other tasks if you have adequate RAM. Another big improvement is support for DVD-R/RW formats and for Apple's SuperDrive. Toast 5 can convert iMovie files and digital video streams to Video CDs or DVDs, and can also create CDs that work in MP3 CD-ROM audio players. Toast 5 now works with iTunes (but not seamlessly). New applications bundled with Toast 5 include QDesign's MVP for playing MP3 audio files and an improved version of Magic Mouse Discus CD Labeler, for creating CD labels and jewel case covers and inserts. Toast now identifies audio CD titles and tracks using the FreeDB Internet service.

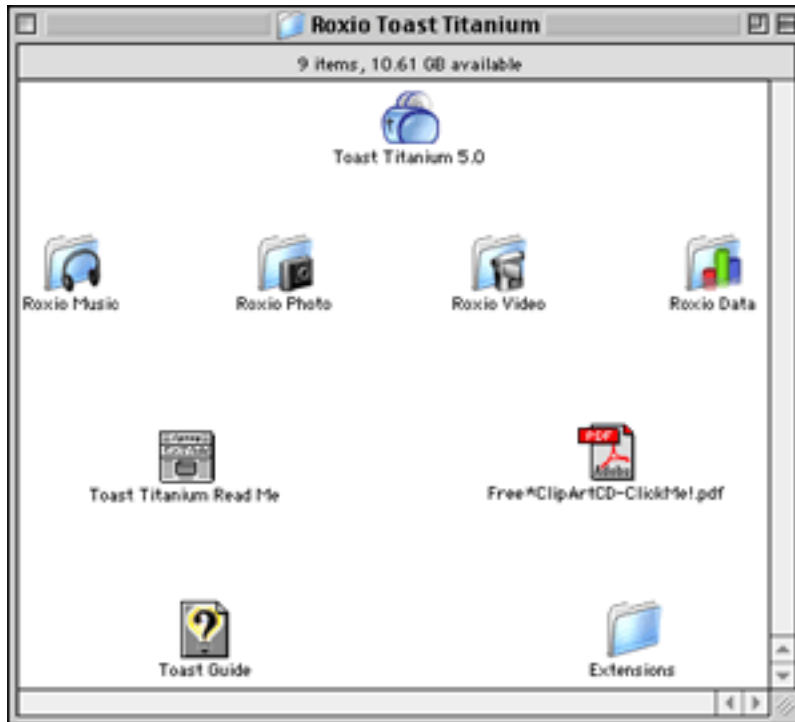
The one negative change is that Toast 5 no longer supports autoloader hardware for making multiple CD copies.

Installation

Double-clicking the "Toast Titanium 5.0 Installer" icon launches the Installer VISE application. You use a pop-up menu to select a drive or a folder for installation. You are given only two installation options: Full Install or Toast Only. I dislike the lack of a custom

install option. I performed a full installation and then trashed the files I did not need. Installer VISE closes all open applications, and a restart is required after installation. A full installation requires nearly 200 MB of hard disk space, though Toast Titanium alone requires only 6 MB. All files are installed in the Toast Titanium folder.

Four extensions are also installed in the Extensions folder: Adaptec UDF Volume Access, Toast CD Reader, Toast FireWire Support, Toast USB Support, and Toast Video CD Support. Only the Toast CD Reader is required, unless you have a FireWire or USB CD burner.



Full Installation of Toast Titanium

Using Toast

Toast 5 sports a new interface that complements OS X. The four main buttons near the top of the window are for selecting the type of recording: Data (Mac OS standard or HFS+ or Mac/PC hybrid standard or HFS+), Audio (AIFF), Copy (CD only, not DVD), and Other (video CD, MP3 CD, DVD, disk image, Mac volume, ISO 9660, custom hybrid CD, CD-i, enhanced music CD, multitrack CD-ROM XA, and device copy).



Toast 5 Main Window

Creating Data CDs

For most formats, you select files for the CD by either dragging them onto the Toast window or by clicking on the Add or Select... buttons and navigating to the file or folder of interest. When setting up most types of data disks, you can create new folders (or

subdirectories) and arrange files within them. Within a folder, files always appear in alphabetical order. When you have chosen all the files, you can do three things: save the configuration (Save menu or Command-S), run a simulation of the recording process (to confirm that the burn speed will work), or burn a new CD or DVD-R.



Toast's Record Dialog Box

If you have appropriate blank media in your burner, clicking the red Record button brings up a dialog box where you select the burn speed from a popup menu (the maximum burn speed will depend on your hardware, media, and available RAM). You can choose Simulation mode by checking the button. If your recorder supports buffer underrun prevention, you can toggle that feature off or on. You start the recording (or simulation) process by clicking the "Write Disc" button. In many modes you may alternately click on the "Write Session" button. Using this recording mode allows you to write to one CD numerous times. Each session mounts as a separate disk. This feature is useful when you archive files to CD and only use a portion of the CD's capacity each time.

Creating Audio CDs

Toast can create audio CDs from nearly any format: prerecorded audio CDs, MP3 files, other digital sound formats, and from analog sources such as phonographs or tapes. A nice feature is "Toast Greatest Hits." You insert audio CDs into your CD-ROM drive and drag the tracks you wish to record onto the Toast audio window. If you click on the "Internet" button, Toast will access the FreeDB database and find the titles and track

names for your prerecorded audio CDs. You can arrange the tracks in any order. When you start to record, Toast will prompt you to reinsert the appropriate audio CDs as needed. Another method for creating new CDs from prerecorded audio CDs is to use Toast Audio Extractor to copy audio tracks to your hard drive. You can burn new audio CDs from these AIFF files, or convert them to other formats such as QuickTime movies or Sound Designer II files.

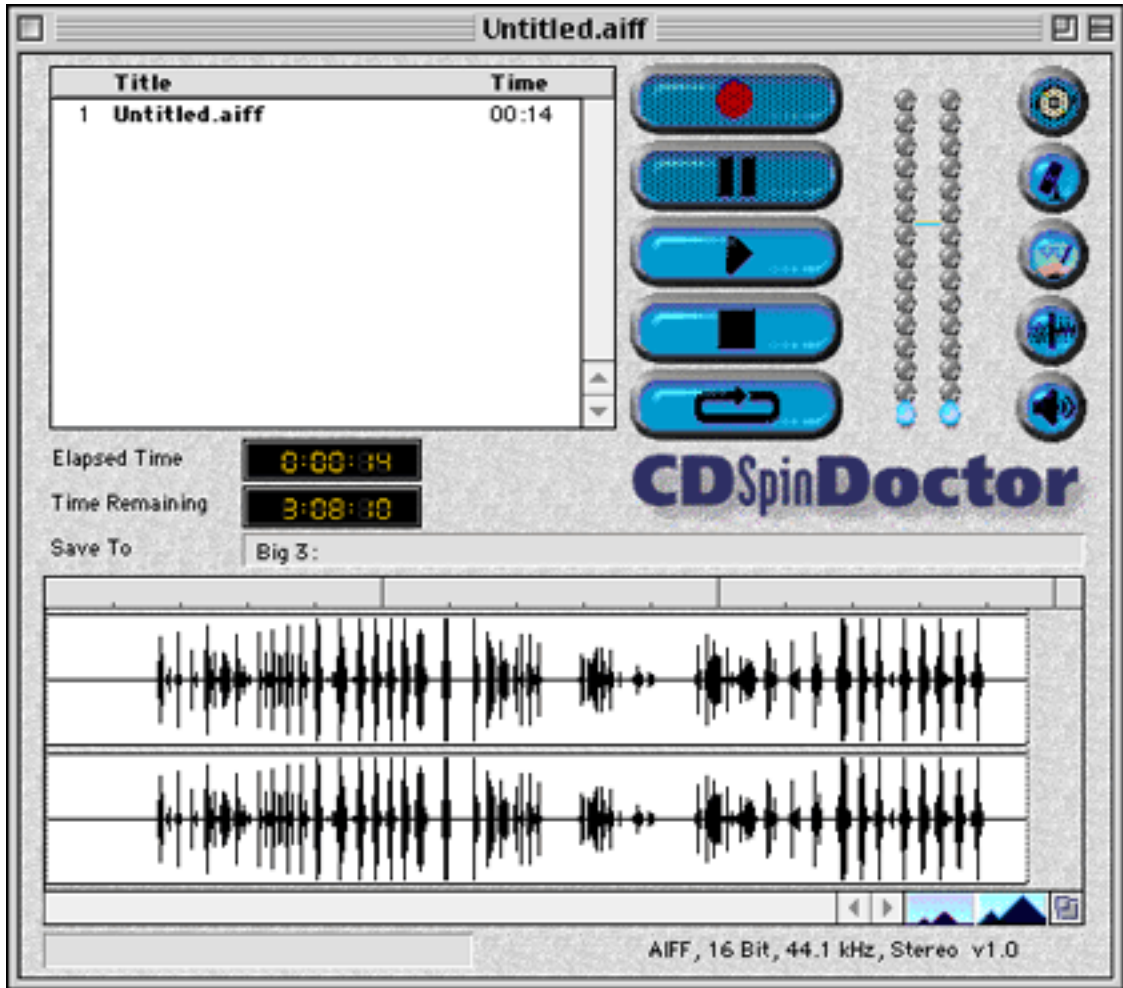
Toast automatically converts MP3 files to standard Red Book audio CD format. You can drag individual MP3 files to the Toast audio window. You can also use Toast 5 in conjunction with iTunes. You can create a playlist of MP3 or AIFF digital recordings in iTunes. When you are ready to burn a CD, instead of clicking on iTunes' "Burn" button, just drag the playlist onto the Toast audio window.

CD Spin Doctor

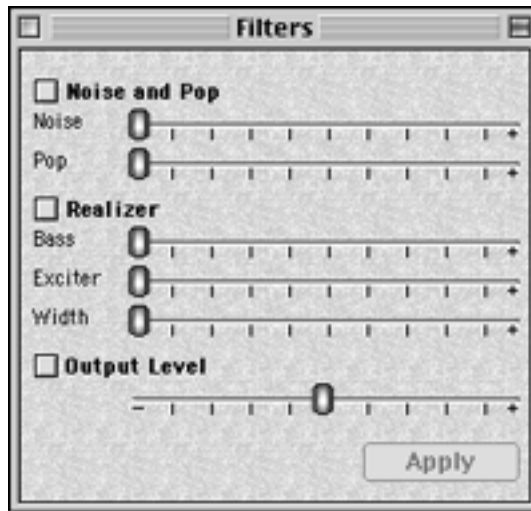
This application lets you record analog sound onto your hard drive. It will accept analog input from RCA ports, the external microphone, and the sound-in port found on some Macintosh computers or audio/video cards. CD SpinDoctor can also record analog sound from disks in your CD or DVD drive. A reason for using CD SpinDoctor on digital media is when the audio needs to be cleaned-up or filtered. After launching CD SpinDoctor you need to designate a destination hard drive for the sound files. You then choose an input source.

CD SpinDoctor has a vertical group of buttons with standard symbols for record, pause, play, stop, and loop. The two columns of small circles are left and right channel signal strength indicators. The circular buttons to the right trigger the following actions: send

audio files to Toast, mute the audio input, pop-up a slider to adjust input gain, pop-up a window to select and adjust filters, and pop-up a slider to adjust volume. Most of these features are intuitive.



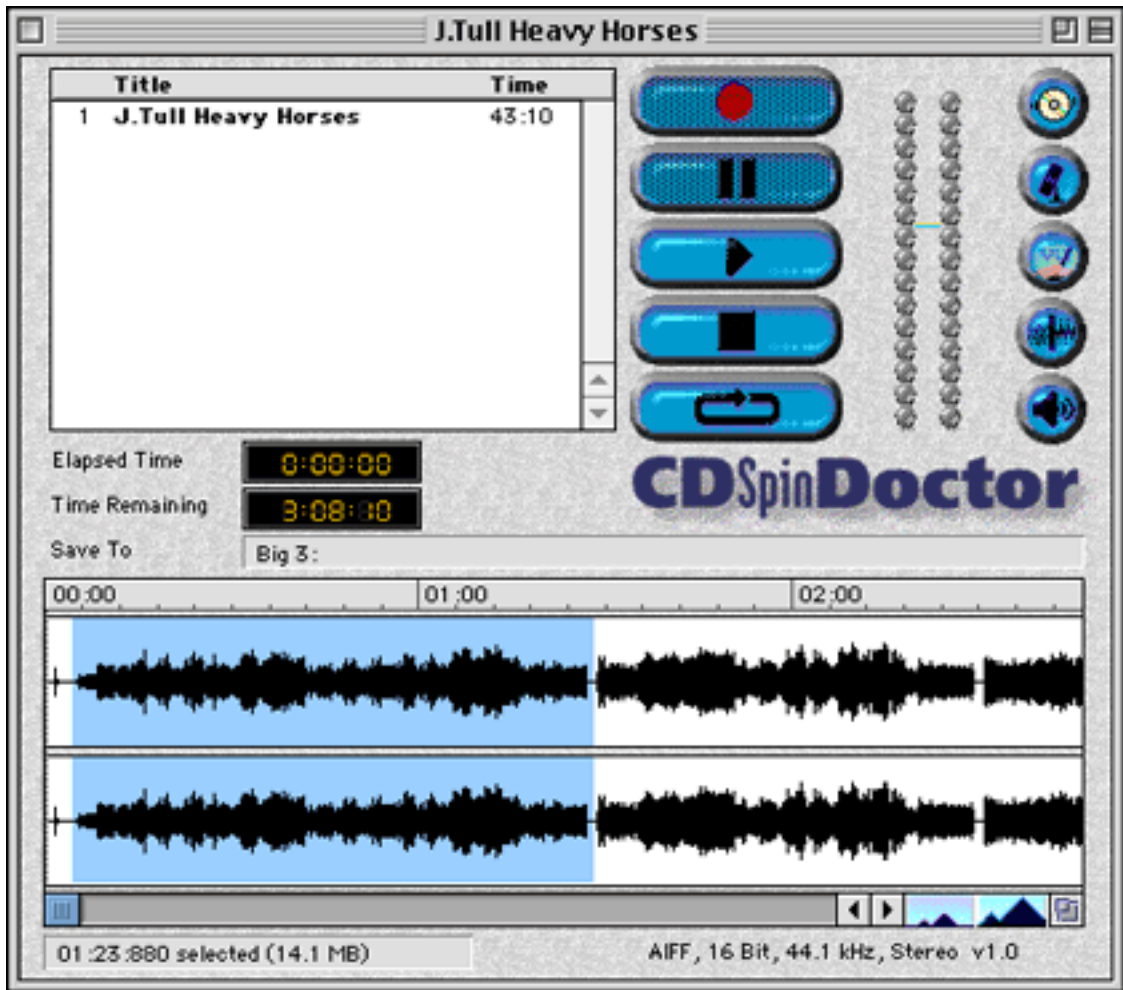
CD SpinDoctor Window



CD SpinDoctor Filter Window

The filter choices include noise and pop (used to eliminate background hums and phonograph clicks and pops), bass boost, “exciter” (for extrapolating “lost” harmonics), and width (for creating or widening stereo separation). Since the “Realizer” filters increase the sound signal strength, the Filters window also includes a slider for adjusting output level. After capturing sound with CD SpinDoctor, you can apply filters to selected sections of music (recommended for noise and pop filters) or to the entire recording (recommended for Realizer filters). Filters permanently alter your recorded files, so you may want to save a copy of your unfiltered files before running the filters. (Note: The

filters are licensed from Arboretum System's Ray Gun™ noise reduction technology. You can purchase a full version of Ray Gun that has more powerful features, including the ability to filter sound as you record.)



Selecting a Track in CD SpinDoctor

CD SpinDoctor can automatically designate audio tracks while recording. This works best when there are a few seconds of silence between tracks and no moments of silence within tracks. You may also designate tracks manually, which is my preferred method. You zoom in on the sound amplitude display window that includes recording time. You select a track with the mouse by clicking and dragging to highlight an area. Typing Command-D or selecting Define Track from the Tracks menu creates the track. You can double-click on the

“Untitled Track” entry in the track list window to enter the track’s title. After all tracks are assigned, you can delete the first “track” that includes the entire recording. This only deletes the track designation; all the recorded sound remains intact.

CD SpinDoctor can send its recorded sound files directly to Toast for burning audio CDs. Just select the tracks of interest and click on the Burn CD button. Toast will be launched and the selected tracks will appear in Toast’s audio window.

Creating Video CDs

The Toast Video CD Support extension must be active to create video CDs. You can create video CDs from QuickTime movies (most formats), MPEG-1 streams, and iMovie 2.0.1. In the main Toast window, you click on Other and select Video CD, MP3 Disc, or DVD from the popup menu. You then drag the QuickTime or MPEG-1 movie file onto the Toast window or use the Select... button to find the movie file. For all video files, you must choose either the NTSC or PAL format. QuickTime files are converted and saved to disk before Toast burns the video CD. MPEG-1 files can be burned without conversion.

Toast handles iMovie 2.0.1 files differently from QuickTime or MPEG movies. You start by opening the iMovie and choosing Export Movie from the File menu. You must export the iMovie as a QuickTime file. You then choose a Toast Video CD format from the Format pulldown menu. When you click on the Export button, the iMovie is converted to a QuickTime movie, Toast is launched, and the video CD is burned (remember to load the blank disk first).

Extra Applications

QDesign MVP 1.2.38

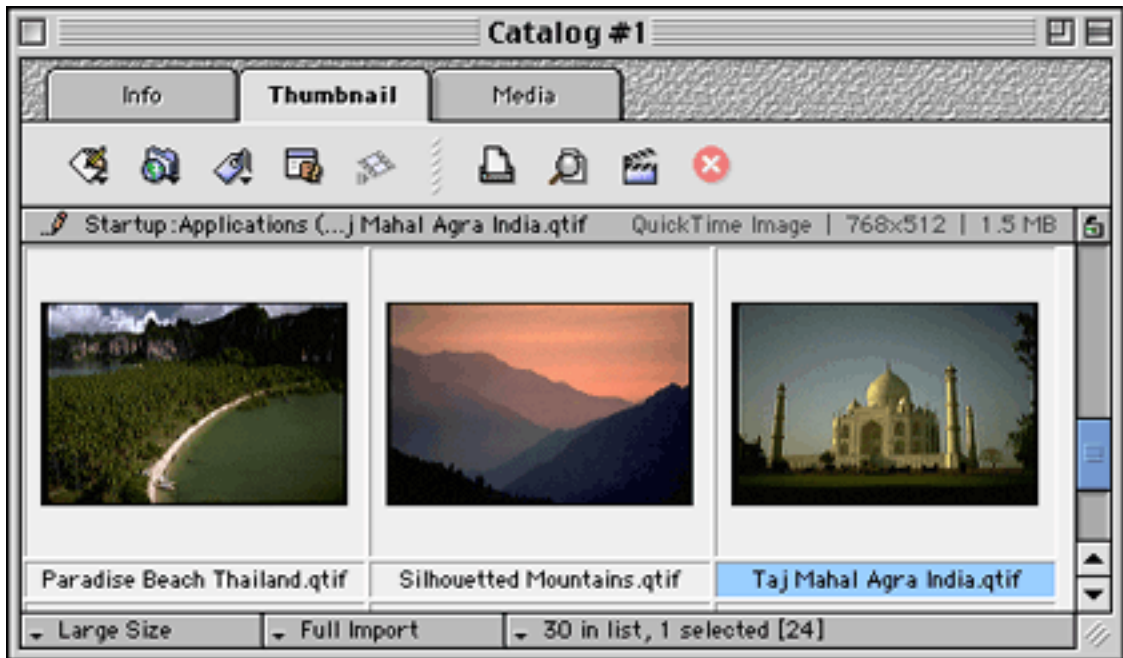


MVP Player and Playlist Windows

This application plays digital audio (MP3, MP2, WAV, AIFF, QDMC, etc.) and video files, saves playlists, and can convert digital sound files to MP3, MP2, WAV, or QDMC formats at a variety of bit rates. Toast Titanium includes 17 MP3 songs you can play on MVP. I spent little time with MVP because it caused numerous freezes and hard crashes. I recommend

using iTunes and QuickTime Player instead of the crash-prone MVP. An additional reason for using iTunes is that its playlists can be dragged onto the Toast audio window for recording. This feature is not supported by QDesign MVP.

iView Multimedia



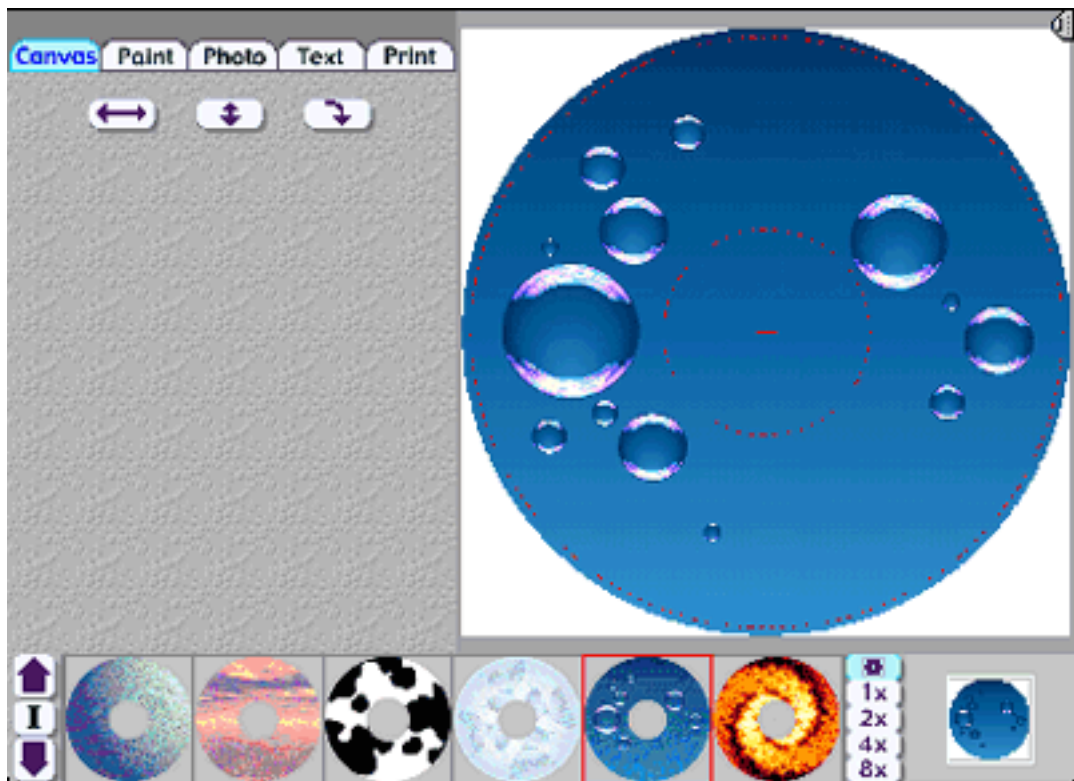
iView Multimedia Catalog Window

Toast Titanium includes the OEM version of iView Multimedia. Toast Titanium owners can [upgrade](#) to iView Multimedia Pro for \$25 (a \$20 saving). The included version may meet your needs for organizing your digital photos, movies, and sound clips. You add items to a catalog by dragging files or folders to the catalog window or by selecting Import... from the File menu. During import, iView Multimedia will create thumbnail images at one of four sizes. You can rearrange files within a catalog by dragging them. Each catalog item can have associated captions, credits, keywords, and categories. You can use this information to select and sort catalog items. Pictures can be viewed individually or as a slide show. Captions can be displayed in slide show mode.

iView Multimedia can export images as QuickTime movies, contact sheets, HTML files, and video postcards. It can also export many types of files directly to Toast. iView Multimedia offers full AppleScript support and includes a script menu.

Magic Mouse Discus CD Labeler

This application sports a childlike interface that reminds me of KidPix. The application takes over your entire screen and features large buttons and wild background choices for your labels. Discus CD Labeler can help you create CD labels, jewel case lid and base sheets, and folding booklets that will fit in CD jewel cases. You can use the supplied backgrounds, create your own by switching to Paint mode, and add your own art or photographs in Photo mode. Discus CD Labeler can import audio CD track titles from saved Toast files. It does not do this correctly with data CDs. Discus CD Labeler has printer settings for 28 different brands of CD labels. I experienced no freezes or crashes with this version of Discus CD Labeler—a big improvement compared to the version bundled with Toast Deluxe 4.



Discus CD Labeler Window

Toast Titanium Problems and Bugs

I experienced no significant problems with Toast 5.01. Users have reported some problems burning DVD disks on the new SuperDrives, but some of those problems may be due to different firmware versions of the SuperDrive.

CD SpinDoctor works, but it needs interface and usability improvements. The program has not been upgraded since its release two years ago.

QDesign's MVP crashed frequently. Roxio should include a different MP3 player. Perhaps Apple will let them bundle iTunes.

Documentation

The Toast 5 Titanium User's Guide is a 237-page, 5.5" x 8.5" softcover manual that describes the use of Toast 5 and CD SpinDoctor. Toast Titanium also includes a 20-page "Getting Started Guide." All other documents are PDF files. Toast Audio Extractor, iView Multimedia, and Discus CD Labeler have short (8–19 pages) PDF manuals.

Technical Support

Roxio offers 90 days of free telephone support (via a toll call) in North America, Europe, and Japan. English language telephone support is available after 90 days for a fee. Webmail support (English only) is also free for 90 days. The Roxio Web site has answers to frequently asked questions, a searchable "Knowledgebase" database, a user-based e-mail discussion list, and an updates page.

Strengths

- Can write CDs in nearly all formats.
- Can write CDs in the background.
- High reliability with ability to check burn speeds and simulate the burn process.

Weaknesses

- No support for CD burner autoloaders.
- Mediocre MP3 player included.
- High upgrade cost for Toast Deluxe 4 owners.

- Less expensive Toast 5 Lite not available as separate purchase. (It is only bundled with new CD burners.)

Alternatives

[Charis Mac's](#) Discribe 4 is the only significant commercial competition. Discribe 4 now costs less than Toast (\$75 retail, \$30 for competitive or version upgrade), but it has a clumsier interface and fewer features. It does not include bundled extras equivalent to iView MultiMedia or Discus CD Labeler.

Summary

Toast 5 is the best and most complete CD and DVD recording software available for the Macintosh. The Toast 5 Titanium bundle adds useful programs for analog sound input, cataloging media, and creating CD and jewel box labels.

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What Are Some Tips for Viewing PDFs?

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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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In the PDF editions of ATPM, links that are double-underlined lead to other pages in the same PDF. Links that are single-underlined will open in your Web browser.

What If I Get Errors Decoding ATPM?

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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We enjoy the opportunity to display new, original cover art every month. We're also very proud of the people who have come forward to offer us cover art for each issue. If you're a Macintosh artist and interested in preparing a cover for ATPM, please e-mail us. The way the process works is pretty simple. As soon as we have a topic or theme for the upcoming issue we let you know about it. Then, it's up to you. We do not pay for cover art but we are an international publication with a broad readership and we give appropriate credit alongside your work. There's space for an e-mail address and a Web page URL, too. Write to editor@atpm.com for more information.

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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.

Hardware and Software Reviews

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Shareware Reviews

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

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