

September / October 1997

\$2.95

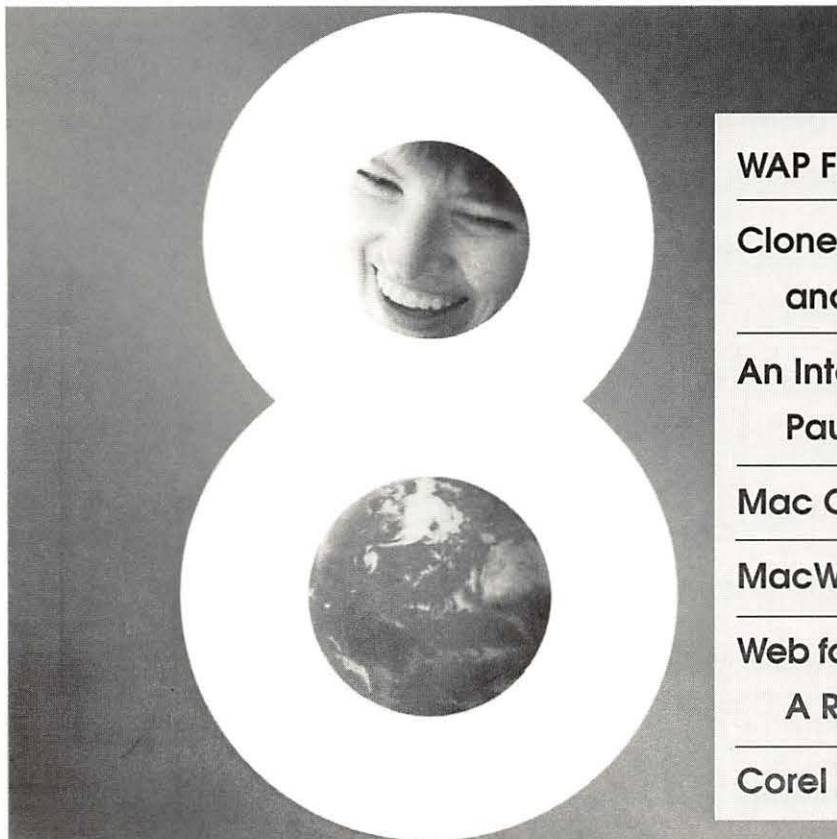
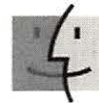
The Journal of Washington Apple Pi, Ltd.

WASHINGTON APPLE PI

Volume 19, Number 5



Mac OS 8



WAP Fall Fundraiser —13

Clones, Disposable PCs
and Roadies—17

An Interview with
Paul Chernoff —22

Mac OS 8 —29, 31, 75

MacWorld Relived—39

Web for Novice & Wizard:
A Review of Books—55

Corel Print House —64

washington general meetings

Sept. 27, 1997
Corel

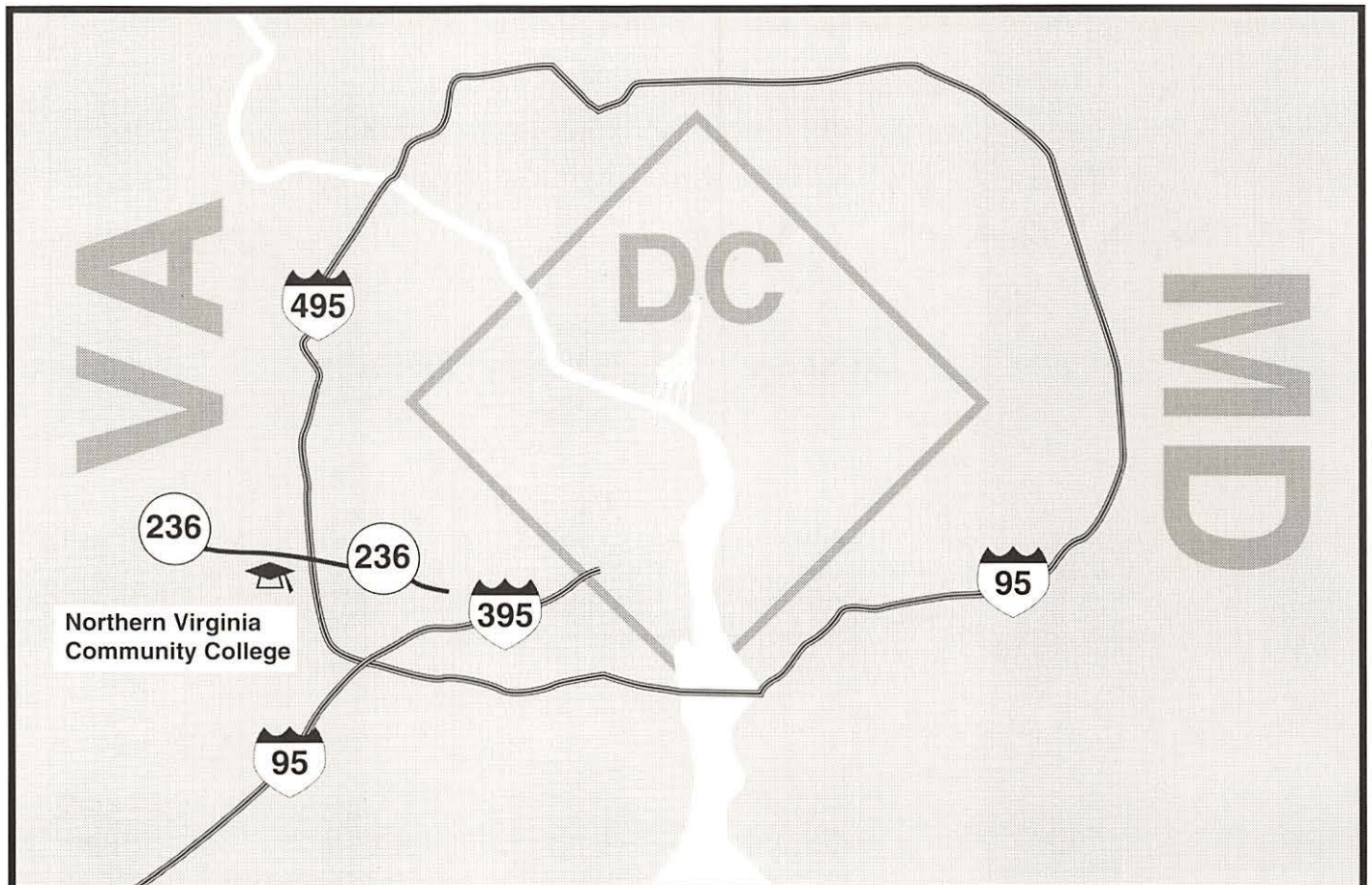
Oct. 25, 1997
Aladdin
Symantec

Northern Virginia Comm. College
Community & Cultural Center Aud.
8333 Little River Turnpike
Annandale, VA

Nov. 22, 1997
General Meeting
Dec. 13, 1997
Garage Sale

Getting to NoVa:
take Exit 6 West
onto VA 236
(Little River Turnpike)

For schedule changes check the TCS or the Pi's Website at <http://www.wap.org/>



washington Apple pi

Gymnasium, Northern Virginia
Community College
8333 Little River Turnpike
Annandale, VA
(Exit 6 West from I-495)

Saturday, 9 to 2
Dec. 13, 1997

Computer

★ Get a Macintosh health checkup

(Bring in your Macintosh, in return for a donation to the college, we'll check its health)

★ Web site: <http://www.wap.org/>

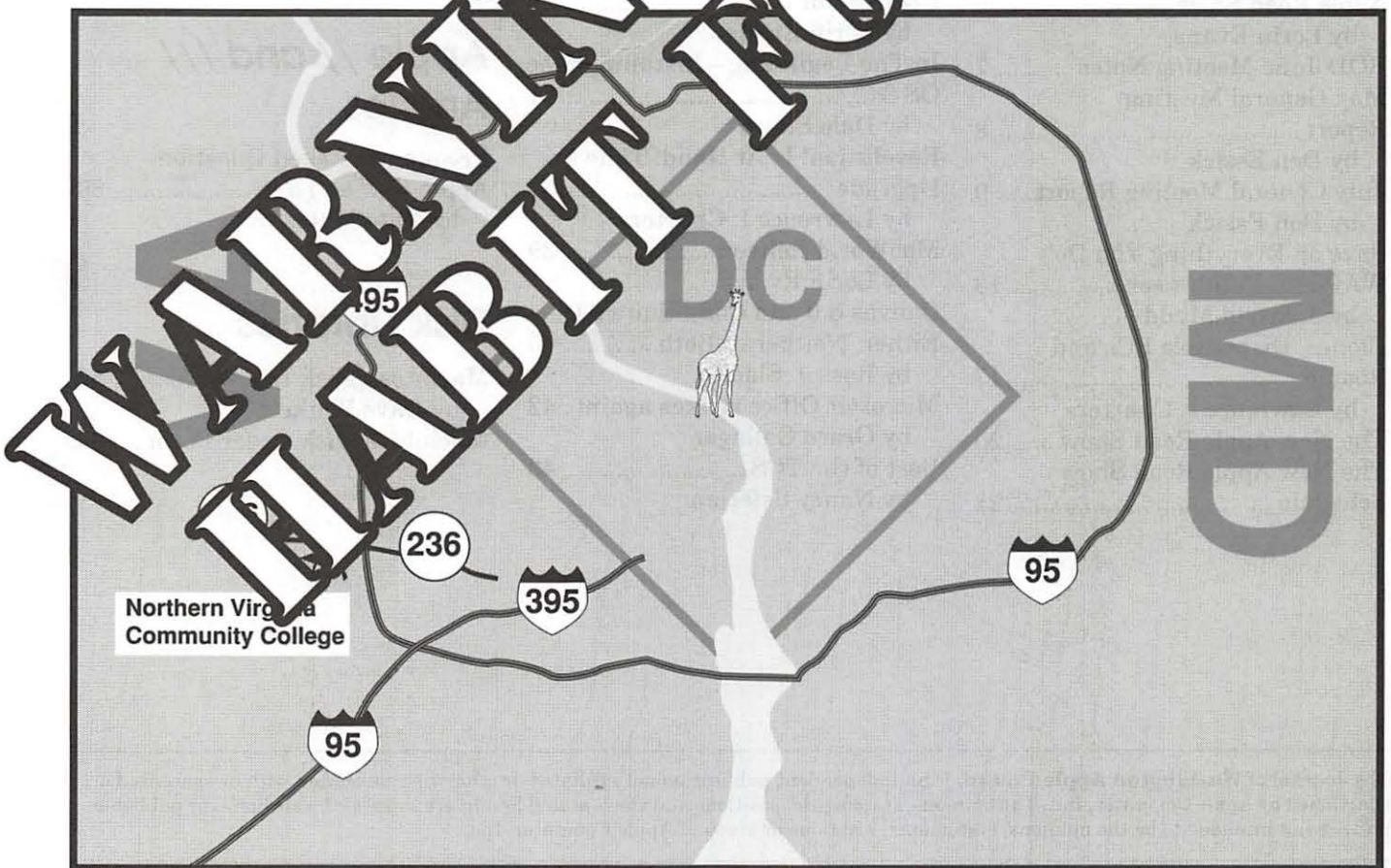


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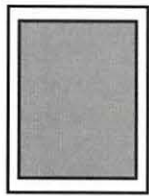
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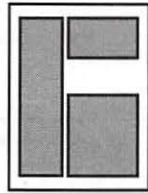
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Advertising in the Journal

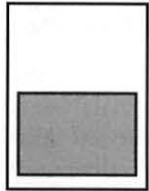
Some Orientation Possibilities



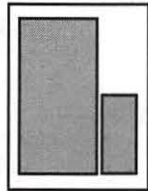
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Full Page	\$450	\$383	\$338	\$270
Covers	\$550	\$468	\$413	\$330
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Half Page	\$300	\$255	\$225	\$180
Third Page	\$225	\$191	\$169	\$135
Sixth Page	\$125	\$106	\$93	\$75

Special guaranteed positions incur a 10% surcharge

Ad Deadlines

The Washington Apple Pi Journal is published bi-monthly. The ad copy deadlines and ad space reservations are listed below for your convenience.

Copy may be received as traditional mechanicals, rc-paper, velox prints, or film negatives. Negatives will incur an additional \$15.00 strip-in charge.

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Art Editor	
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Calendar Editor	
Bill Wydro	(301) 299-5267

Deadlines

Writers' submissions

Nov./Dec. Sept. 18

Jan./Feb. Nov. 18

Editors' submissions

Nov./Dec. Sept. 22

Jan./Feb. Nov. 22

Ad space reservations

Nov./Dec. Sept. 18

Jan./Feb. Nov. 18

Camera-ready ad copy

Nov./Dec. Sept. 22

Jan./Feb. Nov. 22

Washington Apple Pi

This issue of the Washington Apple Pi Journal was created on a PowerMac, proofed on an LaserWriter IINT, and produced by electronic typesetting at The Publishers Service Bureau.

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Cover Design: The WAP Journal cover design was created by Ann Aiken in collaboration with Nancy Seferian. The Capital artwork was illustrated by Carol O'Connor for One Mile Up, which donated it for use on our cover.

Icon Guide



Macintosh



Apple Disk Libraries



Apple II, IIe, & IIGS



Macintosh Disketeria



Apple III (SARA)



General Interest

Postal Information

Washington Apple Pi (ISSN 1056-7682) is published bi-monthly by Washington Apple Pi, Ltd., 12022 Parklawn Drive, Rockville, MD 20852. Periodical postage paid at Rockville, MD.

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POSTMASTER: Send address changes to Washington Apple Pi, 12022 Parklawn Drive, Rockville, MD 20852.

Change of Address should reach us 60 days in advance of the move to ensure that your Journals continue uninterrupted.

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Tues. 7-9 pm—Clinic Night Only—
Not Regular Office Hours
Sat. 10 am -2 pm

*** The office will open at 1 p.m. on**
the day of the General Meeting
When weather is bad, call to check
if office is open.

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Office Staff	John Ruffatto (Saturday)

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Newton SIG	Ed Palaszynski	(301) 963-5841
NOVA Educators SIG	Pat Fauquet	(703) 550-7423

QuickTime SIG	Stuart Bonwit	(301) 598-2510
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Three SIG	David Ottalini	(301) 681-6136

	Paul Campbell	(313) 255-6497
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“The New Apple Road Show”

ALARGE corporation is like an orchestra. Its leader(s) have access to a broad range of talents, in-house and contractors, spread across their marketing area, to call upon in support of the company's goals. Apple is a worldwide company. Its main product is not marketed to a single audience. The diverse uses to which people have put Apple's products attests to their value and utility. That also means that there is an installed base of users. In the case of Macintosh computers, it also means national organizations that support those owners. Washington Apple Pi is one of a handful left that does just that for you.

Tapping into the many computer markets and holding the interest of owners is a complex and costly business. The company that best orchestrates its assets, all of its

assets, in pursuit of the buyers in those markets has the best chance of holding onto and growing a treasured asset called market share. Apple has a high priority of holding onto its market share in two of the markets in which I travel: consumer and education. It is to reach the small business and family consumer markets that Apple is paying for “The New Apple Road Show.”

You will find a detailed description of the show on page 17 of this Journal. I am not sure when the old one took place. Marketing weenies always know best how to name things. The show is sponsored by the good people who make Apple computers. I am told it was proposed to Apple and is run by those same people. They do this kind of work all day and night; today Apple, yesterday IBM or Proctor & Gamble, and someone else tomorrow. There

are actually two shows: one for the northern tier states and one for the southern. It is sort of like the red and blue teams of Ringling Brothers & Barnum and Bailey. Unfortunately for us, there is neither a Gunther Gable in one nor a lady shot out a cannon in the other. While not quite in that league, there was a System 8 rollout somewhere in America on our opening day, but it didn't get mentioned here.

Apple has a corporate history of being uncomfortable singing the praises of its products. Apple is a known incompetent marketer. It can't do a decent print advertising campaign and/or won't let others do it for them; it can't or won't establish working relationships with retailers akin to its competitors; and it appears unable to orchestrate its own considerable resources for the benefit of its products. So, I want to give Apple credit. When an outside marketing company came along with the suggestion of a road show as a way to keep the Apple name in front of the public, Apple went for it in record time. And town numero uno? Your nation's capital, Washington, DC. Wow, finally a chance for the Pi to do its thing for Apple; get the word



Tele-Communications System

**Washington Apple Pi's
“24-hour General Meeting”**

**2400 bps and public access: (301) 984-4066
9600+ bps: (301) 984-4070, (202) 543-5170**

**Call (301) 984-0300 for registration, passwords
14+ lines, supporting 300 to 19,200 bps modems**

out, rally retailers and others in the area to announce and support this public display of Apple prowess, and do what we can to attract attendees. After all, we are an asset to the company, or at least we think so.

Well not quite. I thought Apple would call us and tell us what was about to transpire and maybe ask for our help. Sorry. Well, at least they would call their educational contractor and their corporate offices in Washington so that they are aware of this thing. Dream on. Okay, at least Apple is finally doing a series of regional shows. That is what is important. Apple will know what to put in the show. After all, they have been doing MacWorld for years.

Washington Apple Pi, like other user groups, is treated like the embarrassing side of some extended family; something held slightly below the level of consciousness — until a place to stay in our town is needed. Like decent kin, we want to do right and are willing to go to great lengths to be a gracious host. We called Apple to offer our assistance. First we were told to call someone else. Then we were told to be patient. The road show contractor finally called at the 23rd hour with a not insignificant request for assistance. We were asked to staff the various kiosks with Pi members each day for the three days of the show and have some folks available should a Mac take ill.

They may not have called us with much lead time, but call they did. We may not have been thrilled that we were not let in on the planning, but then again no one we could find in this area was. You know that there is nothing like a users' group if you are looking to find advocates and the converted. Most of all, we were determined that this road show would succeed. Our West coast relatives may take us for granted, but we will deal with that after we do right by them.

Because they waited so long, we could not get the word out in any way near the manner that we are capable of doing. For example, no ad in the Journal and no flyers sent via our mailing lists. Our web site had all the details we could elicit from the road show contractor and

“The crew of the show
is bright and
energetic, but they
are not Macintosh
people. They could
not answer basic
Macintosh questions.”

we plastered all regional bulletin boards with notices of the show. At least they were coming and we would do the best we can under the circumstances. Keep in mind that this marketing firm does this for a living; they know what to do.

And come they did. Two large trucks full of Apple stuff. We helped them set up, staffed the booths for the three days the show was in Washington, and helped return the pieces to their shipping crates for the trip to Atlanta, the next stop on the southern route.

Apple rented space in a very tony mall where it staged this family oriented show. People who shop this mall either own computers or don't want them. The vast majority of the people who came—and many did—were the converted; people who already own a Macintosh and were pleased to see Apple actually do something. Many came to learn about OS8, which did not happen. But, it is a nice mall and definitely set a tone.

The crew of the show is bright and energetic, but they are not Macintosh people. They could not answer basic Macintosh questions. But they did not have to; Pi mem-

bers rose to the occasion and showed up in droves. Everyone associated with this production realized quickly that user groups are essential if this show is to succeed.

Idiocies sure. But the marketing expert who flew in to “check it out” reminded us that this was the shakedown site. It can only get better. Marketing people, like moms, can tell.

Pi members loaded software into the machines, installed printer and scanner drivers, supplied missing cables. The Connectix representative who was visiting the Pi on behalf of VirtualPC stopped by and got it working on the machines at the show.

We had hoped for a more diverse collection of applications of interest to a family would be available—ones that would show off the power of a Mac. The companies who make that great stuff are small operations and don't have money to pay show fees so that their programs could show the Macintosh in a good light. As a result, families came away without seeing a Mac strut its stuff. The marketing folks explained that absent such fees, many fewer cities would benefit from a visit. Which is more important I was asked?

Internet? Not quite. AOL is just around the corner from the mall being used and a major regional Internet provider is across the street from this mall. But the marketing people told us that phone lines in malls are notoriously bad and so there wouldn't be any Internet. People who showed interest in seeing a Macintosh strut its stuff on the Internet left seeing nothing. Don't tell that to the nice folks who paid to have their net applications installed in those machines. We kept reminding ourselves that the marketing people do this for a living and know what they are doing.

OS8: If it hadn't been for Dale Smith and some of our other Mac OS 8 testers, OS 8 would have been a non-event at our mall. The road

show staff, which knew little about it, was kind enough to let us do it for them. We gave away lots of OS8 installation fact sheets (a version of which is included elsewhere in this Journal). We were hoping that copies of the real thing would be raffled at the show as was being done in New York and other places. Someone forgot to ask Claris for copies. Geez.

Three days and five cases of donated Journals later, we helped close the show and load it back into the two trucks. The contractor managing the road show had a much deeper appreciation of the value of the asset Apple has out here called computer user groups. And we firmly believe they will see the next group of volunteers who show up as more than grunt labor and flyer distributors.

Fuzzy logic is a neat concept in its place. It may not come as a surprise to you that some of it, unfortunately, is normative at the marketing department of Apple. As we see it, the realities for Apple in the retail computer market do not allow for such practices to continue. Retailers, Macintosh owners, and computer users groups all want to see a revived Apple thrust itself back into pro-active marketing and show its superior products to their advantage in a setting that gives them maximum exposure. We represent assets that corporate management can avail themselves of as they design their plans to grow the market share for Macintosh. It is time for management to show that it can take advantage of the tools at its disposal and switch from playing "Chopsticks" to "Chopin."

Our participation in the New Apple Road Show was born of a desire that Apple Computer succeed in its new endeavor. Washington Apple Pi wants Apple to succeed, for we grow as it grows. I want there to be a steep learning curve for the road show team so that their shakedown experiences here will motivate them to truly represent "the power to be your best."

—Lorin

Washington Apple Pi

Board of Directors Notes

Meeting—June 11, 1997

Directors present: Lawrence Charters, Jim Ritz, Lou Dunham, Don Essick, Jon C. Thomason, Dave Ottalini, Blake Lange, Ellen M. Baniszewski, Lorin Evans, David Harris, Dave Weikert, Dale Smith, J. David Mudd, Tom Witte

Members present: John Engberg, Theresa Freilicher

Directors absent: Ron Evry, Charles Froehlich

Dale Smith
Jon Thomason
Dave Weikert
Tom Witte

Theresa gave full credit for the success of the election to the other Election Committee members (Jonathan Bernstein, Alden Bestul, Robert Klothe, David Maglott), citing their professionalism and attention to detail.

The Board accepted the Election Committee report. At this point the old Board of Directors adjourned, pending election of a new Board Chair and Vice Chair.

Lorin Evans was nominated to Chair the Board of Directors, with Lawrence Charters as Vice Chair. The nominations were approved, and they were elected to their respective positions. The 1997-1998 Board of Directors was immediately convened.

Old Business:

Except for two items, all old business was tabled until the new 1997-1998 Board of Directors was convened. The two items covered:

The April 1997 minutes were approved as submitted.

Theresa Freilicher, Election Committee Chair, reported on the Pi's 1997 election, the results, and commented on the procedures. Twice as many ballots were returned compared with the previous year. The election results:

Officers

President: Lorin Evans
Vice President, Macintosh: Don Essick
Vice President, Apple II: Ron Evry
Secretary: Lawrence Charters
Treasurer: Charles Froehlich

Directors

Ellen Baniszewski
Lou Dunham
Dave Harris
Blake Lange
David Mudd
Dave Ottalini

New Business

President Lorin Evans offered a brief "state of the Pi" message. He pointed out that the Pi's status as the world's oldest personal computer users group was an indication that "we are a survivor." He then challenged the Board to consider what kind of programs and activities the Pi needs to offer as we enter the next century.

The following people were nominated and approved by the Board to fill Washington Apple Pi positions:

- Dave Ottalini: Apple III Chair
 Dave Weikert: Mac Disk Librarian
 John Ruffatto: Apple II Disk Librarian
 Brian Mason: Librarian
 Bill Wydro: Calendar Coordinator
 Nancy Seferian: TCSO (Telecommunications Chair)
 Lawrence Charters: Journal Editor, Mac
 Tom Witte: Vice President, Administration
 Ellen Baniszewski: SIG and Slice Coordinator
 Jim Ritz: Hotline Coordinator

Not So New Business

Journeying back in time to Old Business, the Board discussed the Summer 1997 Garage Sale. Lorin Evans tasked the board with answering several questions: where do we go from here? Are we targeting the right people? Are we offering the right attractions and services? How do we get more volunteers to contribute? The questions, and answers, apply, he said, to both the Garage Sale and the Pi's other offerings.

Lawrence Charters moved, with a second by Dale Smith, that the meeting be adjourned. The motion passed at 8:53 p.m. ■

**Graphic Arts
 SIG**

We're back and will be starting up in September.

If you are interested in this SIG please send your email address to **office@wap.org** so that you will receive notifications of meetings.

May General Meeting Report

by Don Essick, Vice President, Macintosh

THE MAY GENERAL meeting featured our annual QuickTime Festival. Stuart Bonwit, Chair of the QuickTime SIG brought together a wide-ranging collection of QuickTime examples for us to view.

We started off with some Apple commercials, including my favorite "Want to see some dinosaurs?", the original "1984" Macintosh introduction (which played exactly once during the SuperBowl) and the now infamous "Exploding Whale" QuickTime video. The "Exploding Whale" is some news footage, transferred to QuickTime, of the attempts to remove a dead whale from a beach by blowing it to smithereens with dynamite. Unfortunately, the plan failed spectacularly, with large pieces of the whale landing on spectators, cars and all over the beach. The highway department, which was in charge of the demolition, neglected to think that the loud noise would scare away the seagulls which were supposed to eat what was left. Unfortunately, lots of very large chunks were left and were buried later with a bulldozer. Quite funny.

Next we were treated to some beautiful original work by Dennis Dimick. This was "National Geographic" quality stuff. Beautiful photography and music. A wonderful experience. Writing about QuickTime movies is sort of like describing fireworks—you had to be there. Dennis had two great stories to tell and he told them magnificently. Unfortunately, he was un-

able to be with us in person, but his work spoke volumes for him.

Next we saw a QuickTime project on Mexico by Jacob Freedman. Jacob did this as a school project and I'm sure he got an A. It was a collage of images and music of Mexico. Very well done.

Karen Ackoff, also not able to attend, sent us her multimedia portfolio. This was fine work also which landed her the position as Assistant Professor of Fine Arts at the University of Indiana at South Bend.

This was followed by Mary Keene's demo of "The Alchemist." This is a multimedia CD which you use as a sort of "thought processor." It is supposed to help you with decision-making, processing events, and other metaphysical chores. Very pretty but sort of weird too. Maybe just not my cup of tea.

We closed the meeting with some additional questions and answers and headed for the exits. The goodie box was empty. For some reason, vendors have been stingy lately. Maybe they are starting to believe the doom and gloom in the press. The Garage Sale is next month, followed by Bob "Dr. Mac" LeVitus telling us about the Motorola StarMax line of MacOS compatible computers. He will be joined by Connectix who will be showing their new product "VirtualPC" which allows one to run Windows95 or Windows 3.1.1 or DOS on a Mac. But Why? See you there! ■

July General Meeting Report

by Don Essick, Vice President, Macintosh

THIS MONTH WE are pleased to welcome back the (in)famous Bob "Dr. Mac" LeVitus. You may remember last year Bob was here representing Power Computing, the first licensed Macintosh clone maker. Well, he's jumped ship and now represents Motorola's StarMax line of MacOS compatible computers. Bob gave a compelling presentation as to why he made the move, and why he thinks Motorola's product, and especially support, is superior.

The StarMax line has over a dozen different models, starting with the StarMax 3000/180 progressing to the StarMax 5000/300, reviewed in MacWorld last month as the fastest shipping MacOS computer and they gave it a four and a half mice. Not an easy score to get from MacWorld.

Depending on which system you choose, you can get a desktop or mini-tower configuration, built-in Zip drive, 16X CD-ROM and gobs of memory. All systems come with a **5-year** limited warranty, which is unmatched by any company in the industry. The first year is love it or leave it in-home or in-office service. The next two years are depot service and the last two are factory service.

Dave Dewey of Motorola was also in attendance with a StarMax machine in the lobby to show off. Unfortunately, Federal Express apparently dropped it on its head and gave it a concussion. He was unable to get it to work despite heroic ef-

forts during the meeting. The good news is that he felt so bad, he took the modem out of the box and donated it as a door prize so that we had *two* Motorola modems to give away at the end of the meeting.

Not announced at the meeting officially, but the press release is on the street as I write this a week later, is the StarMax 6000 series of CHRP machines. According to the press release, the combination of a faster CPU, larger back-end cache and new 66MHz bus speed make this machine up to 4 times faster than Apple's fastest box. You remember CHRP (Common Hardware Reference Platform) or PPCP (PowerPC Compatibility Platform) was the standard which was to enable multi-boot systems which could run MacOS, Unix, BeOS, Mach, Windows or OS/2. Well, IBM and Microsoft got cold feet, but the other Be and Apple made it to the finish line. We'll see if this is the magic pill which will make MacOS a credible player in the world of the suits. One of the main whines used to keep Macs out of the corporate world is that they required too many unique parts. The CHRP standard is designed to use standard cases and form factors and other standard components.

Our other presenter was Erik Keihle of Connectix, makers of QuickCam, Ram Doubler

and Speed Doubler. Today however they were here to demonstrate their newest product, Virtual PC. It is software that emulates a Wintel machine and lets you run Windows95, Windows 3.x or DOS on your Mac. As distasteful as this sounds to most of us, there probably are reasons why one would want to do this. Windows runs in an application window, just like any other application and you can press apple-m to switch to full screen mode. This could really wig out somebody if they were looking over your shoulder. Since the Windows machine is being emulated by software, Connectix recommends lots of RAM and a fast 603e or 604e CPU but then again, we all want that anyway.

Sure enough, Windows95 booted up flawlessly on Erik's Powerbook to a loud chorus of hisses from the assembled multitude. The most interesting thing is that the Windows

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disk is not a partition on your hard drive but a folder. If you open it, the stuff inside is recognized and shows up with DOS disk icons! Pretty nifty. I had a chance to play with it quite a bit on Sunday and was very impressed. The software was running on a 6500/180 at the Apple Roadshow just fine.

That concluded the formal part of the presentation and Erik went out on a limb to show us some new software for the QuickCam called Virtual Radar or whatever my unreadable note says. Anyway, it monitors the QuickCam port for activity and starts recording a QuickTime movie whenever it senses a change. This would certainly be handy to find out who entered your office and ate the last mint out of your candy dish while you were at a meeting. Well, it didn't work until everyone left, but that was because the camera wasn't plugged in.

Anyway a spectacular meeting, well attended by almost 400 of the faithful, or was it because we announced in advance that Bob LeVitus was giving away a 33.6 Motorola modem after the meeting? Following the meeting many of us, including both presenters escaped to Tyson's Galleria to check out the Apple Road Show. Most of Apple's new toys including the new Macs, a 20th Anniversary Edition, e-Mates, Cameras, the new Apple color ink-jet printers, etc. The marketing group hired to do the show, Market Source and the User Group Connection are recruiting user groups in every city where the road show stops to help with setup, staffing and demos. We were chosen as one of the two inaugural cities for the tour. I'd like to think it was because the Pi is one of the largest Apple User Groups and has an excellent reputation. Maybe it was just random luck. Whatever, lots of volunteers showed up for the three days and the show seemed well attended. There

were some rough edges, like no SCSI cables for the scanners, but hey, a Pi member pulled out their Jaz drive cable and all was just fine!

Next month: Wingz and Apple Computer with the MacOS8 update. See you there.

Thanks to the generosity of Motorola and Connectix we had a wealth of riches to give away this month. This was especially welcome after the dry spell we've had lately. Hopefully we will get well following MacWorld again where we put the squeeze on vendors for goodies.

This months winners are:

- R.B. Birdsong - Motorola Modem
- Mary Keene - Speed Doubler 2
- Paul Simon - StarMax T-shirt
- Don Fortnum - StarMax T-shirt
- Lewis Norman - Connectix T-shirt
- James M. Ryan - StarMax T-shirt
- Dave Weikert - StarMax T-shirt
- Edward Miller - StarMax T-shirt
- Charlie Stancil - RamDoubler 2
- Mike Briggs - Connectix VideoPhone
- Chris Benz - Power Computing Mouse Pad
- Brian Mason - StarMax T-shirt



Women's SIG Meeting

THE MAY 22 MEETING of the Women's SIG began at 6 PM with a delicious dinner made by Grace Gallagher. For \$2 each we ate chicken, cookies, cole slaw made with pineapple, macaroni salad with broccoli, corn bread, potato salad, diet coke, and jello salad. As usual,

Wilmer Whetzel - Apple Transparent Back-Pack

Lois Beck - Connectix T-shirt
 Don Riley - *How To Build Your Own World Wide Web Server* (Book)
 Bill Geiger - *Mac OS 7.6 for Dummies* by Bob LeVitus (Book)

Rusty O. - MacPlay
 Clark Snead - Speed Doubler 2
 Milton Goldsamt - Connectix Photo Badge

Allen Ketn - Connectix Photo Mate

Andy Werthman - Ram Doubler 2

Henry Ware - Motorola Backpack

Robert Sheehan - Motorola Backpack

John DiBella - Motorola Backpack

Barbara Reilly - Virtual PC by Connectix

Jim Kelly - (Blank Form) but I think he won the other modem.

Congratulations to all of our winners and thanks to Bob LeVitus, Dave Dewey and Erik Kiehle for joining us this month. Thanks also to David, Dave, Lawrence, Beth, Lorin and all the others who help make this meeting happen. ■

the quantities were ample and the food was delicious.

The meeting itself began at 7 with a thank you to all of those who made the March meeting successful: Sonia Fogle for the minutes, Grace Gallagher for running the meeting, and Lawrence Charters for his presentation. We then discussed selling food and drinks at the Computer Garage Sale in order to raise money to buy chairs for the office. Grace Gallagher agreed to purchase the food and drink for the SIG before the sale, but had a previous commitment to work a different table at the sale.

Dorothy Moore agreed to organize volunteers to work the tables.

We were informed that a group called the Association for Women in Computing in the District of Columbia would meet on June 23 at 6:30 in a place to be determined. The meeting would center on the year 2000 problem, a problem which we as Macintosh users will not have the privilege of directly experiencing. Hopefully their future meetings will focus on issues of more immediate concern to us.

Joe Cohoon gave the evening presentation on the Mac Essentials files in the TCS File Areas. Joe works at the help desk at NIH, where he answers the questions of 20,000 users. He also volunteers at the TCS on the weekends. He has been a member of Washington Apple Pi for 6 years, and is the Macintosh specialist at NIH.

He began by giving us a handout with the basic steps of his presentation written out. He logged on to the TCS at 9600. From the Main Menu, he typed "f." When the list of all the available file areas appeared, he typed "21" at the file area prompt. We could have typed "?" at the file area prompt instead if we had wanted more information about the different areas. 21 is the number of the Mac Essentials file. We saw a description of the area and then a list of the files available with their size and type. The list usually appears with the newest item first, but by typing "a" we were able to see the list in alphabetical order instead.

We learned that we can read about one of the items listed in area 21 by typing "r" followed by the number of the file. "I" followed by the number gives information about the file, and "d" followed by the number downloads one of the files onto your hard drive. Joe downloaded 43, Stuffit Lite.

The handout Joe had given us

included an example of compression. He had two sentences, parts of which were then replaced by little symbols so the sentences would take less room. Replacing the symbols with words led back to the original sentences. This example showed that compression saves space. Compression also allows the writer to send a file faster and take up less space on a hard drive. A 2M file can fit comfortably on a 1.4 disk using compression.

Joe started the Stuffit Lite program by double-clicking on the program's icon. He then selected New from the File menu. The dialogue box allowed him to choose a name for the compressed file he was about to create and the place where it would be stored. It automatically added the suffix .sit to the name of the file. The suffix can be removed, but it makes it possible to quickly identify stuffed files. Since compressed files must be decompressed before they can be installed or used, it is useful to identify them as such. When he had the information in the dialogue box correct, Joe clicked on the New button.

An empty window appeared on the screen. Under the Archive menu, Joe selected Stuff. In the left window he selected the file MacVirus, which was 45,000 bytes, and then clicked on the Add button to copy it to the right window. He then clicked on the Stuff button. The new file took only 17,000 bytes. In general, Joe informed us, 2.6 M can fit comfortably on a 1.4 disk, but the amount of compression varies with the item being compressed. Graphics files generally lose only about 30% of their size, while word processing files can often be shrunk to 20% of their former size. The average savings on a file is 50% of the space.

He then stuffed another copy of MacVirus, but clicked on the box for self-extracting archive when he

stuffed it. Making a file self-extracting usually adds 20,000 bytes to the file, and in this case the new file was 36,000 bytes. The suffix the file was given was .sea, which stands for Self-Extracting Archive. A person who does not have a decompressing program can simply double-click on the archive and it will unstuff so that it can be used. However, Stuffit Expander, number 42 in the Essentials Area, is freeware. Dropping a compressed item on it will expand

Nova Ed SIG

It's Back to School Time again... so it's time for NovaEd SIG meetings to begin again.

This year we'd like to alternate monthly meeting sites between Fairfax and Prince William Counties. The Prince William site is a brand new PowerMac 5400 lab so should offer opportunity for some interesting hands-on presentations.

The meeting schedule and presenter list has not been finalized as the Journal goes to press, but messages will be coming to each school in Prince William, Fairfax, Loudon and Stafford Counties through the Courier or Pony system of each. All computer using educators are invited to attend.

We're looking at some really great presentation possibilities... so if you want to make sure you get meeting notices, send email to grace.gallager@tcs.wap.org and she'll make sure you're on the membership notice electronic list.

We'll also post on the education board of the TCS and on Virginia's PEN. Let us know if you have a topic you'd really like to see addressed. ■

that item.

This demonstration also showed that a Macintosh can have two copies of the same program, in this case MacVirus, on it provided that they are in different locations.

We then asked him what piece of shareware he thought was most useful for an average person. He selected Snitch. He clicked once and was able to change the file type and creator of a file. Every file has codes on it that define the file type and creator code. Some examples of file type are text, pict, and gif. The creator code identifies the program used to create the file; each has its own code, but some programs like Simple Text can read files created in other programs. However, some files are too big for Simple Text to read, and Snitch allows the user to change the file to a program the user has. It also works to change the type

of graphics files.

Z-term is the program to use to dial in to the TCS. It comes with the TCS getting started kit. A new manual for the TCS is coming out soon, to make it even easier for Pi members to use.

The shareware program Copy Paste gives 10 clipboards. To find it on TCS Joe typed a "+" for a title scan, so that we could find it. It is not in the Essentials Area. He used "f" for forward, "n" for name, then the letter the file began with within the correct area of the TCS. TCS files.txt tells the user what area the file is in. he file was too large to download in the remaining time.

He then talked about Flashit. If you hold down option-apple-3, you will get a picture of the screen. Flashit allows the user to set a keystroke in order to use a crosshair to take the picture and

send it to the place where it is wanted. Again, we were unable to see this program in action.

Guru is freeware that explains how to upgrade memory for all Macintoshes. Acrobat allows the file to go across operating systems.

Our thanks to Joe for his demonstration, and for all the work he does for the Pi. ■

Minutes by Sue Korlan

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by J. David Mudd

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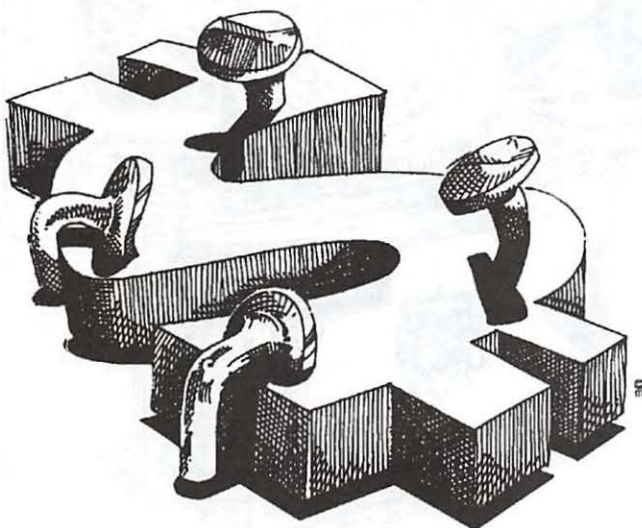
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I have another friend who likes to ski during the winter and play golf other times of the year. The 2-for-1



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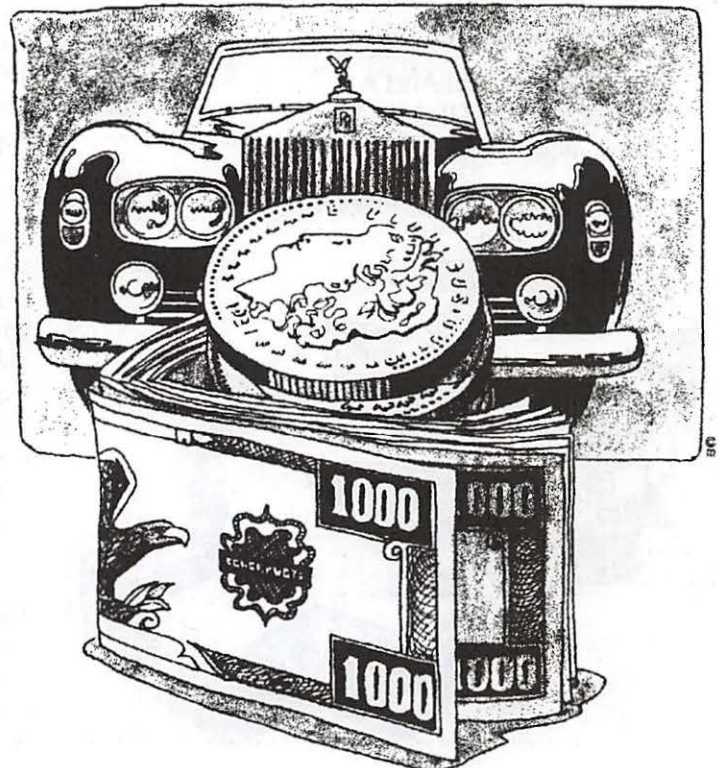
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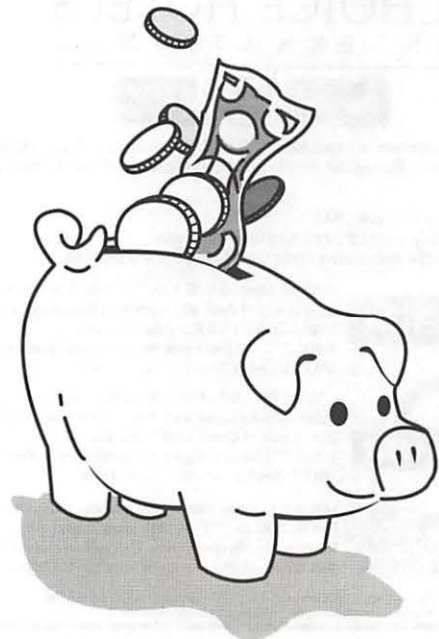
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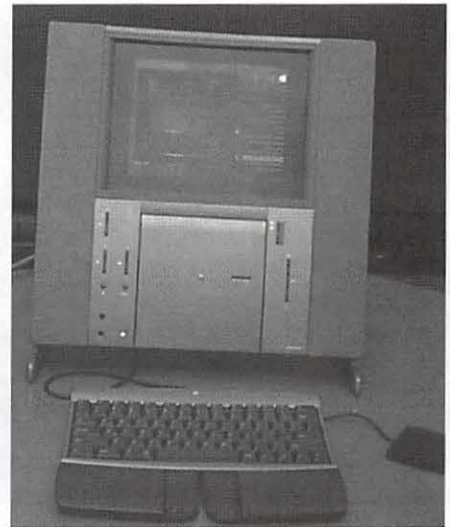
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July was a time for...

Clones, Disposable PCs and Roadies

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Apple's road show at Tyson's Galleria featured one of the rare, and expensive, Twentieth Anniversary Macintosh computers. Blessed with a fast processor and a powerful sound system, it attracted attention for more than its high style. Note the detachable trackpad on the right, removed from its cradle in the keyboard.

JULY IS SUPPOSED to be in the middle of the "lazy days of summer," when people, overcome with heat and seduced by beckoning ocean breezes, spend their time at the beach. No phones, no fax machines, no beepers, no computers...

Hah! The summer of 1997 was anything but calm and lazy, and people don't tend to leave their PowerBooks at home when they go to the beach. Not only was the weather hot, so was the news: a hot Board of Directors sacked the chairman of Apple, Macintosh clone mak-

ers introduced some radically hot Power Macintosh clone computers, Connectix started selling a hot piece of software allowing you to run *Windows 95* — or any other Intel-based software — on a Power Macintosh (a chilling thought), *Mac OS 8* got off to a blazing hot start right on schedule, and the looming approach of MacWorld Boston brought with it anticipation of some scorching hot technology.

While deferring to others for a formal General Meeting report, Motorola took the opportunity to

visit in July. Bob "Dr. Mac" LeVitus, famed Macintosh author and publisher, served as the Motorola spokesperson, giving a host of excellent reasons why you'd choose this \$28 billion company to build your next Power Macintosh. Starting with the very reasonable (but often overlooked) premise that they helped design, and currently manufacture, the PowerPC chips at the heart of modern Macdom, and extending to the unrivaled five year warranty on Motorola's StarMax line of Mac OS systems, the presentation was persuasive — and done on the Pi's Power Macintosh 7100.

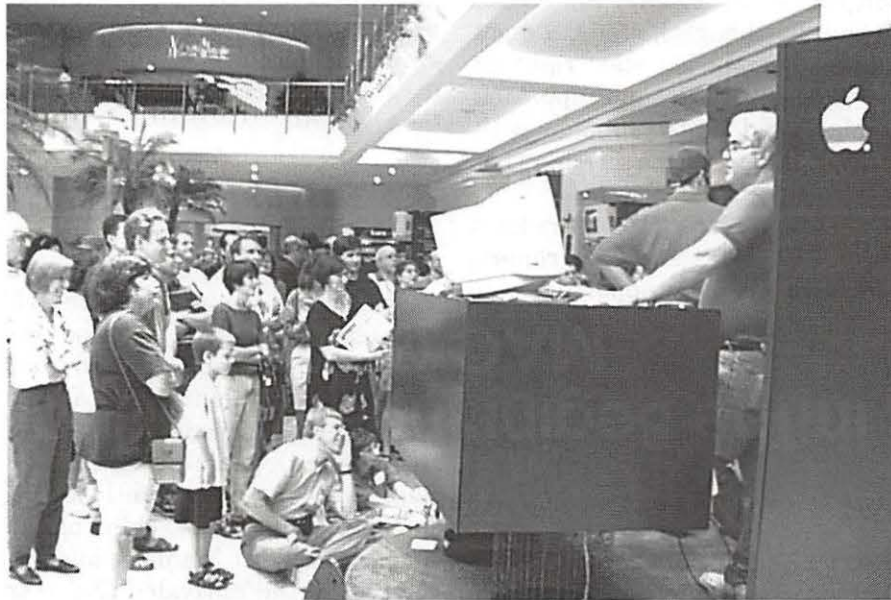
Out in the lobby, Motorola had a StarMax tower computer on display. Shipped in a cardboard box, it didn't survive its trip to the Washington area (Motorola should invest in some custom-made Armor cases). But the Motorola representative took off the outer cover, exposing the insides for the techies to see. One of



Kiosks scattered around the Apple road show allowed visitors to try out various pieces of hardware and software. Kids received special attention: note the child on the left, standing on the Apple logo-shaped platform.



Apple road show visitors pay rapt attention to a demonstration of Kai's Power Goo. One of the show employees confessed to being somewhat unnerved by the intent, serious looks: Power Goo is a powerful tool, but it is also fun, so why the serious looks?



The strange humor of You Don't Know Jack Movies captures the attention of Apple road show visitors, and captures many smiles as well.

the first things to see, of course, was the motherboard, and the Apple copyright notice. Motorola swears that, if it had been working, it would have worked just like a Macintosh. A very fast Macintosh.

Back in the General Meeting, Erik Kiehle of Connectix gave one of the best, and unintentionally funniest, presentations in quite a while.

In demonstrating *Virtual PC*, Connectix's latest software marvel, he had no choice but to also show *Windows 95* and *Windows 3.1*. He freely admitted that *Windows 3.1* is a dog, and expressed amazement that anyone ever put up with it. *Windows 95*, in comparison, is at least somewhat useful, he admitted (to hisses from the audience). It was a

memorable scene: Erik was obviously pleased to be showing such a well-designed, inexpensive (\$149) software package. On the other hand, he was just as clearly amused, and bemused, at the end result: running *Windows 3.1*, or *Windows 95*, is definitely "slumming" when you're used to a Macintosh.

The point, he repeatedly strived to make, was not that *Windows 95* is "good," but that you can now run it on "superior hardware." And, as he demonstrated at one point, *Virtual PC* allows you to easily do something you've probably wanted to do: throw the entire (emulated) PC in the Mac's trash can. Who can resist a disposable PC?

By a happy scheduling quirk, Erik was the first person to demonstrate *Mac OS 8* to Washington Apple Pi. This added to the wonderful



On the inside, the Motorola StarMax begins to look more like a Macintosh, starting with the green fiberglass motherboard adorned with "© Apple Computer Inc." printed right on it. By the end of the year, Motorola should be selling StarMax machines without the Apple copyright, based instead on Motorola's version of the CHRP (Common Hardware Reference Platform) design. But you'll still be able to run MacOS.



Motorola representatives reluctantly admit that, on the outside, their StarMax MacOS computers border on "butt ugly." But this tower was designed to sit on the floor, so you can hide it, while you appreciate its speed on the monitor on your desk.



One Apple road show visitor found an innovative orientation for writing on an eMate. Much to everyone's amazement, it worked.

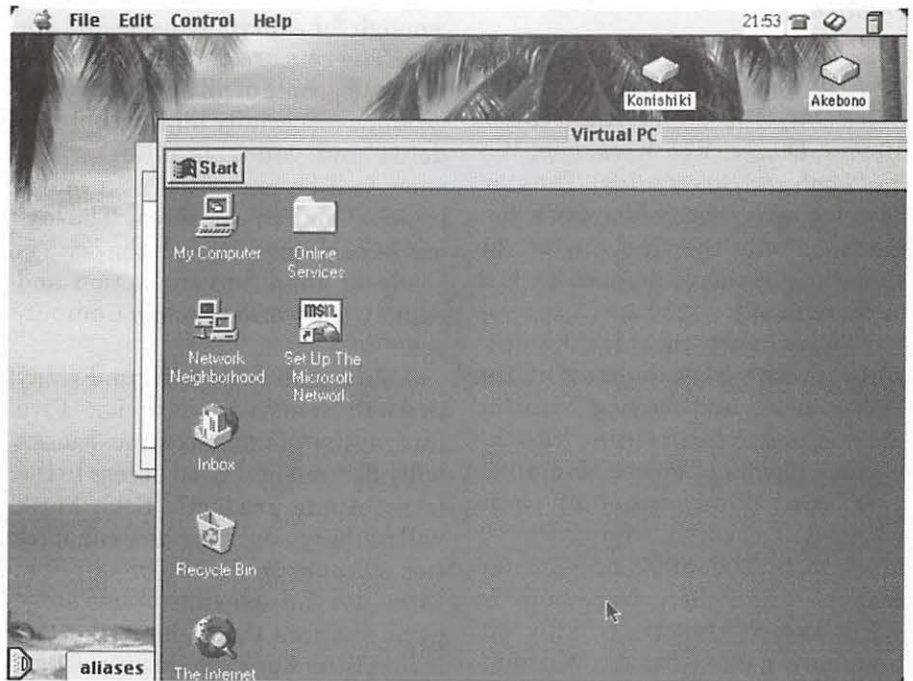
absurdity of the moment: Erik was beside himself with joy at the wonders of *Mac OS 8*, offering bits and pieces of praise and admiration for Apple's software. His job, of course, was to show the wonders of *Virtual PC*, and he did this, too. By the end of the meeting, everyone agreed that *Virtual PC* was wonderful, *Mac OS 8* was wonderful, Erik's PowerBook 3400/240 was wonderful, and the solitaire game in *Windows 3.1* was "addictive." No one, not even Erik, said *Windows* was wonderful.

Meanwhile, around the Beltway at Tyson's Galleria, Apple staged a "New Road Show," a collection of kiosks assembled in the upscale mall touting the wonders of Macintosh and *Mac OS 8*. At Apple's invitation, Washington Apple Pi helped staff the kiosks July 25 to July 27. In fact, several Pi members

assembled the kiosks, after Apple's contractors failed to show up.

The road show attracted a constant stream of visitors, ranging from kids looking for cool new games to senior citizens looking for ways to send E-mail to their grandkids. Pi members answered thousands of questions, ranging from "Can my Mac Plus at home run *Mac OS 8*?" to "What Mac should I get for my research on gene splicing?" to "My God, is that [Apple's 20th Anniversary Macintosh] a Mac?"

A wide variety of software was allegedly on display (the crowds prevented confirmation, but the road show was scheduled to have *PhotoDeluxe*, *Avid Cinema*, *Family Tree Maker Deluxe II*, *Netscape Communicator*, *Kai's Power Goo*, *Arthur's Reading Race*, *Claris for Kids*, *Photo Deluxe*, *Cybersound Studio*, *Math for*



What will they think of next: Windows 95 running in a Mac OS 8 window, courtesy of Connectix's astonishing *Virtual PC*. Aside from the mere fact that you can do it, *Virtual PC* also makes Windows 95 much easier to configure than on a "real" PC: a nice, neat Mac configuration window handles all the pesky PC details concerning ports, video, sound, CD-ROM, and other traditional heartaches. Plus — you can throw it all in the Mac trash can if you find it unbearable.



The Apple road show included six kiosks, plus a miniature stage for presentations.

the Real World, Ultimate Power Mac CD-ROM, You Don't Know Jack Movies, Quake, Web Workshop, Virtual Pool, and Street Atlas). The star, however, was clearly Mac OS 8: formally on sale the first day of the show, lots of people stopped by just to check it out.

There were complaints, too: while people liked looking at the PowerBooks, and playing with the eMates, and experimenting with the various flavors of Power Macintosh 4400 and 6500, many of them wanted to talk about Power Macintosh 7300, 8600, or 9600 machines — and there were none in sight. Tyson's Galleria is, after all, a gathering place for the Washington well-to-do, and the Washington well-to-do can never have too much power. ■

The New Mac Road Show

APPLE COMPUTER has contracted with a company called Market Source to produce a road show to showcase the latest computers, accessories, and support tools from Apple Computer for families, students, and small business. There are two road show teams. They will visit a total of 34 different cities throughout the nation. One team will tour the northern tier states, the other the southern tier. The campaign will highlight Apple's capability to produce powerful and technologically innovative products that are simple enough for everyone to use and enjoy. The sets are designed to be inviting to people of all ages and backgrounds (especially high school students and young families). The show will be presented at a major regional mall in your area. The layout at each mall is such that one is ready to jump into the action and explore the world of Apple Computers.

Each mall show will run Friday through Sunday in your city. Five interactive demonstration kiosks will offer you hands-on access to the latest Apple products. Each kiosk will highlight exciting new capabilities of Apple products. In addition, there is a full schedule of live stage performances throughout the day showcasing Apple products and participating software developers. The Apple Product Gallery will offer additional product information and higher-end Apple Computer products. And an Information Counter will serve as a common area for

sweepstakes entries, product literature and user group location.

Six computers are represented at the show: the hot new 6500 PowerMac; the 4400/PC Power Mac, one of the only PC compatible computers on the market which offers small business owners the opportunity to run their entire business on one computer; the 1400 and 3400 series PowerBooks; the eMate, Apple's new mobile computer primarily used in a learning environment; and, the Apple Anniversary

“Each mall show will run Friday through Sunday in your city.

Five interactive demonstration kiosks will offer you hands-on access to the latest Apple products. Each kiosk will highlight exciting new capabilities of Apple products.”

Macintosh. The StyleWriter and LaserWriter printers will be there for you to sample. Peripheral devices such as Apple's Quick Take Digital Camera and Color One Scanner will be demonstrated so that you can see just how easy it is to use these products in conjunction with all of Apple's new computers.

Once at the mall you will find five themed solution stations located throughout the event; Play, Create,

Go, Work and Learn. The "PLAY" station theme is one of entertainment, music and games. Software titles included are You Don't Know Jack Movies, Quake and CyberSound Studio. Over at the "CREATE" station the focus will be on multimedia. Video editing, image enhancing and web site creation will be demonstrated through the likes of PhotoDeluxe, Kai's PowerGoo and Avid Cinema software. For people on the move, the event will have a "GO" station with products catered towards mobile capabilities, the Apple PowerBook will be featured. For general productivity and PC compatibility the "WORK" station will feature recognizable software titles such as Netscape's Communicator. For educational solutions the "LEARN" station provides the industry leaders in educational software.

Here is a representative sample of the outstanding applications you can try:

- PhotoDeluxe
- Avid Cinema
- Family Tree Maker Deluxe II
- Netscape Communicator
- Kai's Power Goo
- Arthur's Reading Race
- Claris for Kids
- Photo Deluxe
- Cybersound Studio
- Math for the Real World
- Ultimate Power Mac cd-rom
- You Don't Know Jack Movies
- Quake
- Web Workshop
- Virtual Pool
- Street Atlas

You can learn the location and time that one of the road show teams will be near you at <http://www.apple.com/roadshow>. See sidebar for some dates and locations. ■

New Apple Road Show Schedule

<u>Date</u>	<u>Mall</u>	<u>City, State</u>
July 25-27	Tyson's Galleria	McLean, VA
August 1-3	Granite RunMall	Media, PA
August 1-3	North Point Mall	Alpharetta, GA
August 8-10	Rt. 9 and Speen	Natick, MA
August 8 - 10	Columbiana Center	Columbia, NC
August 15 -17	White Plains Galleria	White Plains, NY
August 15 -17	Pembroke Mall	Ft. Lauderdale, FL
August 22-24	Spring HillMall	West Dundee, IL
August 22-24	West Oaks Mall	Ocoee, FL
August 29 -31	Mall of America(Pending)	Bloomington, MN
August 29 -31	The Parks at NEC	Arlington, TX
September 5 - 7	Northridge (Pending)	Milwaukee, WI
September 5 -7	I-45 & Lake Woodlands	Woodlands, TX
September 12 -14	Park Meadows (Pending)	Denver, CO
September 12 - 14	Ward Parkway Center	Kansas City, MO
September 19 - 21	Chapel Hills Mall	Colorado Springs, CO
September 26 - 29	Valley Fair(Pending)	San Jose, CA
October 3 -5	Paradise Valley(Pending)	Phoenix, AZ
October 10-12	Glendale Galleria	Glendale, CA
October 17-19	Stoneridge(Pending)	Oakland, CA
October 24 -26	Fashion Valley(Pending)	San Diego, CA
Oct 31- Nov 2	Topanga Plaza(Pending)	Orange County, CA
Nov 7 -9	Alderwood Mall (Pending)	Lynwood, WA
Nov 14-16	South Center(Pending)	Portland, OR

If It's Tuesday It Must Be The Clinic

by David Harris

THE JOURNAL'S editor, Kathryn Murray, asked me, with two days notice <wan smile>, to write about two or three of my memorable Tuesday night clinic experiences, since evidently Lorin is off at MacWorld or somewhere and won't be writing the column this time. Well, my brain isn't working well, and I can't recall the details of particular clinic experiences. So I thought I'd write about the sorts of things we do on Tuesdays.

First thing you might experience if you come in is Terry Freilicher (hope she's there) handing you a piece of paper to read, fill out with a description of your problem(s), and sign. It provides some order out of the chaos. And we like donations, too—the Pi doesn't entirely run on good will.

Desired upgrades or problems presented to us are, as you might expect, either hardware or software. When problems occur, sometimes it's not clear which. On the hardware side we are often asked to install extra RAM into computers, new or old. For most Mac models this is not difficult, and most of us helpers are familiar with how to do it. PowerBook upgrades (in fact everything PowerBook) are Lorin's specialty. Hard disk upgrades (bigger, of course) are another fairly routine item. Usually you supply the new parts, and we install. For older systems we do sometimes have replacement or upgrade parts. Lorin

is Mr. Fixit for mice and keyboards. Printers too. In fact, Lorin is Mr. Fixit for most hardware problems, Mac or Apple II. Yes, he does software too.

Some problems are obviously hardware, such as a Mac Plus with a dark screen except when you hit it on the side. That's a known problem, usually easily fixed. More problematic is a vertical or horizontal line only on the screen. Power supply replacement is likely; that will cost you a bit. If the source of a problem does not seem obvious, the first thing we're likely to do is to familiarize ourselves with your system: go to the Apple menu and look at "About this Macintosh" or its recent equivalent to see what version of the operating system is in use, how much RAM is installed, etc. We look at what's on your hard disk, how much space is left. Run Apple's Disk First Aid to see if there are directory problems. If DFA can't fix it, we may try Norton Utilities or Mac Tools. If there are problems in this area it's not a very good idea to proceed without fixing them first. Rebuild the Desktop files, maybe zap the PRAM. Boot with extensions off. In addition to those fixits we look at corrupted preference files and the like. If there are quirks in the operation of your system these will

often prove to be the solutions. If not, there's always backing up the hard disk, reformatting, and re-installing the System software. Dave Weikert and Lou Dunham have external hard drives equipped to make that an easier process.

Another software task we do is to install System upgrades. Systems up to 7.01 are free, but later Systems must be purchased by you and supplied to us for installation; the club cannot sell them. Apple has made Systems 7.6 and now 8 easier to install than 7.5.x.

Getting you connected to the TCS and to Explorer are also things we're often asked to do. We have the phone lines, you supply the CPU, modem and its power supply, plus the TCS

WANTED



Used



Software

Trade your used software at
Cyber Exchange

Apple & Mac !

(IBM too)

Stop in and browse our growing selection of used software!

12274C Rockville Pike
Rockville, (301) 984-1446

In Federal Plaza on Rt. 355
1/2 mile North of Montrose Rd.
Adjacent to Bennigan's

or Explorer installer disks. (In general you do not have to bring monitor, keyboard, mouse, or standard power cables. With an external hard drive or Zip drive it might be nice if you brought the SCSI cables. Bring your modem manual, if you want modem stuff done.)

One area which is not specifically fixing is advice—advice on what new Power Mac (or clone) to buy, whether to install the latest MacOS, and how to get the best prices. Lorin knows.

Working at the Tuesday clinic is a learning experience for us volunteers. We do not know it all. One thing we learn is that Pi members come in all flavors. Many do not have a good grasp of how their computer functions. For those of us who have spent time over the years of our computer ownership learning more about this aspect of computer use, discovering this is often a major surprise. Many people use the computer until it has problems, but when it does, they think they are stumped. "If you have a computer you have problems." I think one thing we don't do well enough at the Pi is to work with the many members who have not had the inclination to study their systems. I don't know what the answer is to this lack on our part. We do have nice tutorials, but this may not be enough. If you have suggestions on how to improve the club's ability to help people with the basics, let me or any of the volunteers know. ■

david.harris@tcs.wap.org is my e-mail address. Learn how to use the TCS and/or Explorer and you can send me ideas!

An Interview with Paul Chernoff, WAP Member at Large

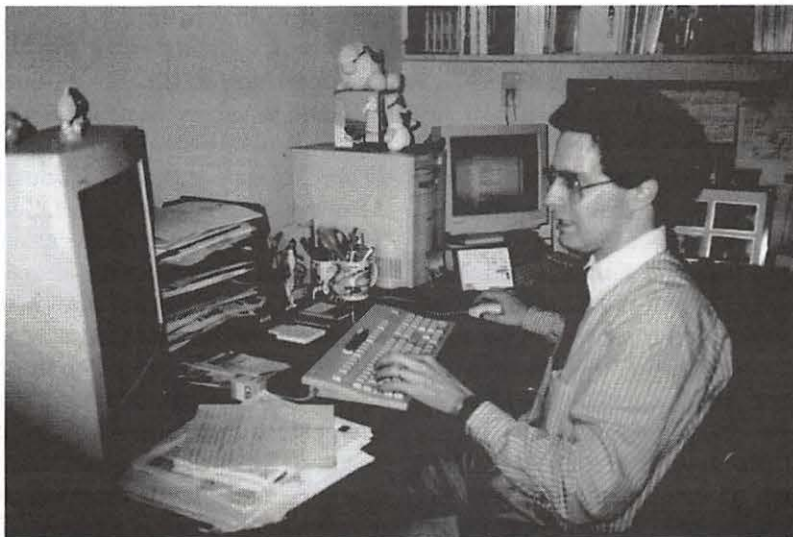
by Nancy Seferian

WHEN I ASKED the Crew for ideas about whom to interview next for this column, down to the last penguin they piped up with, "See if you can get Paul Chernoff!" We've known Paul for years on the TCS and benefited from his participation in discussions and help on the TCS with issues relating to professional software, the Mac system, multimedia, desktop publishing and other areas. In addition, we've been informed, absorbed, and fascinated by the reviews and articles he's written for the WAP Journal, and delighted with presentations he's given at the General Meetings. I

was excited when Paul agreed to talk to me and invited me to meet him at his office at the *Washingtonian* in downtown DC.

Paul told me he gained his computer experience "through the back door" although he had a couple of horrible programming classes at the University of Michigan where he received his BA in History. His next less than exhilarating experience with computers was writing his Master's thesis on a main frame at the University of British Columbia, where he earned his Master's Degree in Community and Regional Planning.

Then in 1984 when the first



Paul at his computer at the Washingtonian



Leannah and Ari, age one month

Macintoshes appeared, Paul agreed to house sit for friends who had a 128K Mac. He was smitten and bought a 512K Mac with second floppy drive and ImageWriter printer for \$2,500, upgrading it to a Mac Plus in 1986. "For the only time in my life my hardware was 'state of the art' until the Mac II came along," he said. This was about the time Paul joined Washington Apple Pi and also subscribed to GEnie where he was one of its first users and later served as a sysop.

On GEnie he found the Non Profit Connection Roundtable, where he met David Rothman, a professional writer. David put him in contact with the international computer network Econet on Tymenet and became involved in trying to promote e-mail. This was the early telecommunicating era when users had to go through gateways, everything was command line, and the Internet was almost unknown, but to a few.

Through these contacts, The National Association of the Partners of the Americas (NAPA), an international group interested in devel-

opment through partnerships between states and cities in North America, Central America and South America approached Paul. One of the staff needed a Mac consultant to show him how to use his home Mac. A few weeks later Paul was hired as NAPA's Systems Manager whose duties included training, writing data bases, setting up a LAN, purchasing, and setting up the desktop publishing operation when the company was ready to move into that area.

Then, perhaps highlighting how writing for the WAP Journal can lead to career advancement, in 1991 Paul wrote a review of *FrameMaker* for the WAP Journal. After reading Paul's review, Zenon Slawinski of Sonic Images contacted him to set up a database for a multimedia project. Slawinski's company was working on a project called "Earth Explorer" for the National Science Foundation. Sonic Images Productions—which later became Enteractive, Inc. after a merger—had an all Mac environment and someone was needed to manage the project beginning with

building a database using *4th Dimension*. The database would contain and link articles from authors, QuickTime movies and photos. All the project's assets would be exportable showing all links and would avoid all hand coding. Paul took the project on and became Director of Information Services, a position he held until after the company took a new direction moving out of multimedia into Web business and dropped the Macs in favor of Wintel computers.

In Mac circles it was rumored Paul began looking for a way to continue working with Macintoshes. He responded to a *Washingtonian Magazine* classified ad in the *Washington Post* for a Systems Manager and ended up taking the job. At the *Washingtonian* he is presently in charge of setting up and maintaining all hardware and software for Macs and PCs, all database development, and all planning for computer systems.

"Then in 1984 when the first Macintoshes appeared, Paul agreed to house sit for friends who had a 128K Mac. He was smitten and bought a 512K Mac with second floppy drive and ImageWriter printer for \$2,500, upgrading it to a Mac Plus in 1986. 'For the only time in my life my hardware was 'state of the art' until the Mac II came along,' he said."



Gus, the cat, Ari (interacting with babies on *Baby ROM*) and Paul

The Editorial Art, Production Staff and Advertising Department at the *Washingtonian* use Macs, while the Classified Ads, Accounting and Circulation Departments use PCs. The magazine is produced using QuarkXpress, the Quark Publishing System (QPS). Writers and editors use Quark CopyDesk, an application designed to allow editing and track changes to articles and design. WAP Journal users can soon look forward to a review of QPS by Paul.

As we were finishing the interview I asked Paul if there were any special computer interests or uses we hadn't touched on that he would like to mention, and he said, "Well, there is one I would like to show you. I have a second keyboard on my computer at home that I'd like you to see," and he invited me to come to his house the following day. His wife, Leannah Harding, and ten month old baby, Ari, would be there too.

The next morning Paul and his two cats, Gus and Selina Kyle, greeted me when I arrived, and I met Leannah and Ari. Then, with Ari in his arms, Paul took me upstairs to the wonderfully organized computer room with Gus and Selina Kyle's cat tower right next to the computer. He attached a second keyboard with colorful keys to his Power Computing Power Center 120 computer and put in a CD while he held Ari on his lap. As the CD started up Ari started cooing and

laughing like crazy and waving his arms around. The CD was called *Baby ROM* and every time Ari hit the keyboard a different baby would coo and gurgle and laugh on screen and Ari would do the same back while he pounded the keyboard to start another baby movie. It was the funniest, cutest thing—10 month old computer literate Ari. ■

Please see page 26 for three examples of Paul's work.

Favorite URLs:

- <http://www.washingtonian.com>
- <http://www.macweek.com>
- <http://www.maccentral.com>
- <http://www.macintouch.com>
- http://www.geocities.com/WallStreet/7744/apple_recon.html (Apple Recon Lite)
- <http://www.MacKiDo.com/>
- <http://rumors.netexpress.net/>
- <http://www.macsurfer.com>

Favorite Applications for Work:

4th Dimension ("although I like *FileMaker Pro*"), the *QuarkXpress* publishing system, *GraphicConverter*; *OneClick* (for automation, excellent for its flexible macro environment), *Informed Designer* and *Informed Filler* (for designing forms and filling out forms), *ClarisWorks* (spread sheet and word processing), *ZTerm*, *Microsoft Explorer* (Web browser), *Timbuktu Pro* (for remote access to home and office computers), *ProKey 200* (for remote turn on of home computer), *BBEdit* (Web authoring), and *Claris EMailer*.

Favorite Applications for Home:

OneClick, *ClarisWorks*, *CyberDog*, *ZTerm*, *OpenDoc*, *Now•Up•To•Date*, *Now Contact*, *Timbuktu Pro*, *FrameMaker*, *PageMaker*, *ComicBase* ("for cataloging my comic book collection"), *Canvas* and *Quicken*. Favorite games include *SIM City 200* and the *Marathon Series*.

Ari's Favorite Application:

Baby ROM

The three graphics are screen shots and documentation for the Production Control database developed at Sonic Images/Interactive. This database is designed to manage large multimedia projects.

TOC	Title	File Name	Ext	File Type	Long Name	Type	Sub Type	Disc	V.
1.	Packet Guide	bCloseN	PICT	PICT	Close Button - normal	Graphic	Button	True	5
1.	Packet Guide	bCloseS	PICT	PICT	Close button - select	Graphic	Button	True	5
1.	Packet Guide	hHelp	PICT	PICT	Help Screen for the P	Graphic	Interface	True	5
1.	Packet Guide	hIntroDesori	PICT	PICT	Interface for PG Intr	Graphic	Interface	True	5
1.	Packet Guide	iPocketGuide	PICT	PICT	Default interface for	Graphic	Interface	True	5
1.1	Tuner	aAutoTune	MOV	MooV	Autotune tuning pag a	Movie	Idle Animat	True	1
1.1	Tuner	bAutoTuneH	PICT	PICT	Autotune button - nor	Graphic	Button	True	1
1.1	Tuner	bAutoTuneS	PICT	PICT	Autotune button - sel	Graphic	Button	True	1
1.1	Tuner	gFretboard	PICT	PICT	Fretboard for tuning	Graphic	Static	True	4
1.1	Tuner	gStringA	PICT	PICT	Highlighted state of A	Graphic	Static	True	4
1.1	Tuner	gStringB	PICT	PICT	Highlighted state of B	Graphic	Static	True	4
1.1	Tuner	gStringD	PICT	PICT	Highlighted state of D	Graphic	Static	True	4
1.1	Tuner	gStringG	PICT	PICT	Highlighted state of G	Graphic	Static	True	4
1.1	Tuner	gStringHighE	PICT	PICT	Highlighted state of H	Graphic	Static	True	4
1.1	Tuner	gStringLowE	PICT	PICT	Highlighted state of L	Graphic	Static	True	4
1.1	Tuner	hHelp	PICT	PICT	Help screen for tuning	Graphic	Interface	True	5
1.1	Tuner	tTuning	PICT	PICT	Interface for Tuning	Graphic	Interface	True	5
1.1	Tuner	sStringA	MOV	MooV	A string audio	Movie	Audio Only	True	4
1.1	Tuner	sStringB	MOV	MooV	B string audio	Movie	Audio Only	True	4
1.1	Tuner	sStringD	MOV	MooV	D string audio	Movie	Audio Only	True	4
1.1	Tuner	sStringG	MOV	MooV	G string audio	Movie	Audio Only	True	4
1.1	Tuner	sStringHighE	MOV	MooV	High E string audio	Movie	Audio Only	True	4
1.1	Tuner	sStringLowE	MOV	MooV	Low E string audio	Movie	Audio Only	True	4
1.2	Chord Dictionary	iChordDictio	PICT	PICT	Interface for Chord D	Graphic	Interface	True	5

Project managers use the Asset List to view the current status of project files.

- Title Popup Menu:** Click and select to choose the title.
- Right Triangle:** Single-click on triangle to show subordinate TOC items.
- Down Triangle:** Single-click on triangle to hide subordinate TOC items.
- TOC Pane:** Single-click on TOC number or Title to reveal associated assets.
- Asset Buttons:** Buttons to file - check-in selected asset, clipbrd - create selected asset from clipboard, search - search for specific asset, get - copy selected asset from server to local hard disk, asset - bring up complete record for selected line.
- Thumbnail:** Thumbnail of selected asset. Thumbnails exist for transferred graphics and QuickTime movies.
- Event Popup:** Event Popup menu showing current status. Click on it to see previous events associated with the asset.
- Asset Pane:** Single-click on asset to select row.

Production staff use the Walterizer to submit files. Files are checked by the database for obvious errors such as wrong file type. If no errors are detected the file is then copied to the file server by the database. The database then stores information about the file such as dimensions (for graphics and QT movies), who submitted them and when.

- Title Popup Menu:** Click and select to choose the title.
- Role Popup Menu:** Click and select to show the people who were assigned particular roles on an asset.
- All Button:** Click to bring up all assets.
- Search Button:** Search for assets.
- Print Button:** Print report based on displayed information.
- Help button:** Help button.
- Row Count:** Number of assets displayed.
- Total Column Width:** Sum of column widths. This number must be below 670 before printing. Column width can be adjusted by moving the cursor to the column title and adjusting the lines separating them.
- Detailed Asset Information:** Shows additional information about the currently selected asset in the pane above. Asset's long and short names. All contacts and the roles they play. All events, including date of event and associated staff. Contacts can be added and deleted.
- Columns:**
 - TOC:** Table of Contents number of Outline related to the asset.
 - Title:** Title of Outline related to the asset.
 - Short Name:** Name to be assigned to asset file.
 - Long Name:** Asset's long descriptive name.
 - Type:** Media type
 - Sub Type:** Media Subtype
 - Role:** Column title will match Role Popup Menu. Will show name of person assigned to that asset in the given capacity. If no role is selected column will not appear.
 - Status:** Current status (e.g. Transfer, Approve 1, Reject 1)
 - Notes:** Free form field for notes on the given asset

Project managers can look up and make assignments for individual files in this dialog. They can also look up any file's history.



Letter to the Editor (regarding *QuicKeys* review in May/June Journal)

FIRST LET ME say that I am not a member of WAP. I picked up a copy of the May/June issue of the *WAP Journal* at the Apple Road Show demo at Tysons Galleria on July 26. I was excited to see a review of *QuicKeys* 3.5 announced on the cover.

I must take issue with the review [in the journal]. While [the reviewer] does make a few good points (the *QuicKeys* manual isn't exactly the pinnacle of usability), he seems to have completely missed the point, and value, of this utility. It's as if I gave my wife, an accountant, a piece of 3-D rendering software to review. She doesn't understand the terminology and it's not immediately intuitive as to how to use it, so it must be a bad piece of software. She can study the manual all she wants but if it doesn't fit into what she uses her Mac for, it's no good. That's the tone I heard in [the reviewer]'s review of *QuicKeys* 3.5. He doesn't really need it and can't really understand it, so it must be a bad program.

Let me work my way through the article from the beginning.

He talks about all of the enhancements that the Mac OS already has—aliases, menus, the “menu” (what's that—the Apple menu?), and the Launcher. All of these require the use of the mouse. That is exactly what *QuicKeys* is made to eliminate.

He mentions that by default *QuicKeys* appears in the top right corner of the menu bar. He says “that location is reserved for applications that must be accessed fre-

quently. Why *QuicKeys*?” If you're using the program with any regularity, which you do once you realize its capabilities, the menu bar is a very handy place to put it. And if [the reviewer] had looked around a bit more, he would have seen that under Options: Configure *QuicKeys*, there's the option to put it under the Apple menu or to hide it completely. It is always available from the Control Panels folder or via a default shortcut.

“I use the Mac all day,
every day, for image
editing. I use *QuicKeys*
all the time. I quite
literally could not do my
job without it. Yes, I
could use the mouse to
choose CMYK in
Photoshop, but when
you have to make that
selection 200 times a
day, that can get old, and
hard on the hands. I
don't begrudge the 10
whole seconds it took me
to make that macro.”

He also says he “eventually found the application” on the menu bar. The very first item in Chapter 3 of the manual is how to launch *QuicKeys*. It tells you no less than three ways to open the program, including the fact that it can be found in the menu bar.

His complaints about the Extension Manager (page 61, first column) are, I believe, unwarranted. He says that little is said about the EM and

that he doesn't know what extensions are for; “I opened it and saw an array of thirty items together with a list of possible actions to be taken. But none of the items looked familiar to me, e.g. Go Sub, Jump, Mounty, Decision.”

If [the reviewer] had taken the extra step to look up Extension Shortcuts (just below Extension Manager in the index, by the way), all those items would have been explained on pages 23 through 26. And the use of the Extension Manager should be self-evident to anyone who has used a Mac since 1990.

He complains that “certain preliminary steps must be taken such as configuring certain features, knowing where to find things...” As a long-time *QuicKeys* user, I really don't know what he's talking about. What things need to be configured before you can use the program? Certainly you have to create some macros first. That's the whole idea. And what program doesn't need some configuring to tweak it to your personal system?

He complains about the uselessness of the tutorials. His first example is creating Mousies: close window, zoom window, home, end, etc. He says that many of these keyboard shortcuts are already available on an extended keyboard. And that those that are not, such as zoom windows, are not really “worth the investment of time and money.”

First, extended keyboard do all have Home, End, Page Up and Page Down keys, but in many programs those keys don't do anything! *QuicKeys* adds functionality to those keys even if the programmer didn't. Also, all extended keyboards have 15 function keys. How many programs use those? *QuicKeys* lets you use those keys as well.

The other example he blasts is a keystroke to Toggle Balloon Help on and off. He wonders how helpful that is.



Excuse me, it's a tutorial! It's showing you how to create a simple macro! Choosing Balloon Help may not be useful but the same steps are used to create other macros.

In his last example he decries the need for "four pages detailing 15 steps for the simple procedure of copying to the scrapbook." Again, the point of this is to show you how the program works. ...If he'd ever read a Mac manual, he'd know it takes Apple two pages to explain how to open a window!

He says that the current program is not PowerPC native. The most recent version, 3.5.1 (upgrade free from the CE Software web site: <http://www.cesoft.com/>) updates v3.5 to PowerPC-native status but makes no changes to the manual. (In my opinion as a long time *QuicKeys* user, the difference in speed is minimal. Certainly not enough to make a difference to [the reviewer].)

The crux of [the reviewer]'s complaints is in his first paragraph under "Chapter 5: Shortcuts to Productivity:" "However, some items such as fast access to applications and documents can just as easily be reached through the use of aliases and menu bars. Of course, that means access via the mouse rather than keystrokes—a matter of personal preference." [The reviewer] seems to feel that just because he doesn't mind using the mouse to do everything, then a program like *QuicKeys* is essentially useless. He couldn't be more wrong.

I use the Mac all day, every day, for image editing. I use *QuicKeys* all the time. I quite literally could not do my job without it. Yes, I could use the mouse to choose CMYK in Photoshop, but when you have to make that selection 200 times a day, that can get old, and hard on the hands. I don't begrudge the 10 whole seconds it took me to make that macro.

If you try to keep both hands on

the keyboard most of the time, as any efficient typist does, taking your hand off to use the mouse to change type size or move a window will slow you down. *QuicKeys* lets you keep your hands on the keyboard where they can do the most good.

If all *QuicKeys* did was allow you to make menu selections from the keyboard, that would be enough. There are innumerable examples of the useability of that feature- I always hit the \ key instead of delete. No problem. I simply make the \ key do the same thing as delete. How about the backward-delete key on extended keyboards? I bet it doesn't work in 90% of programs. I can make it work with *QuicKeys*, and it will take me about 20 seconds to "program" it. It even facilitates selecting items in those pesky cascading hierarchical menus.

But the best part of *QuicKeys*, one that [the reviewer] apparently didn't get to, is its ability to create sequences. These are many individual steps strung together to perform a major operation. One sequence I use at work prints laser proofs of photos with the file name, caption information and instructions to the editors. The macro is about thirty steps long, thirty steps that would take me most of the day if I had to do them all by hand with the mouse. As it is, I can hit one key and it will perform all these steps with no further intervention from me. The five minutes it took me to record (yes, record, not "program" as [the reviewer] seems to think you have to do) and tweak that macro was five minutes well spent.

QuicKeys also lets you perform batch operations on a number of files. I guess [the reviewer] has never had to change a folder full of TIFF files to JPEGs. He's welcome to perform that operation 50 times by hand. I have other things to do.

[The reviewer] "fail(s) to see the investment of time and patience in-

curred to use key strokes (often requiring to simultaneously use as many as three keys) to be superior to use a mouse click." Well, apparently [the reviewer] missed another feature of *QuicKeys*, Toolbars. All macros can be made into toolbars, so he can still use his mouse to activate them.

He also complains that CE software recommends third-party books to get the most out of *QuicKeys*. Does [the reviewer] not own any other books on other Mac programs? Unlike many books about Mac programs, which are usually nothing more than substitute manuals for pirated software, the two *QuicKeys* books that I know of offer much more information than is available from the admittedly somewhat skimpy manual.

Finally, he misspells the name of the piece of software he does recommend! Note to the reviewer and editor: it's *KeyQuencer*, not *Key Quencher*. (See page 79 of the same issue.)

If [the reviewer] has any questions about what a macro program can do for him, I suggest he find issue 11 July 97, of *MacAddict* magazine. The entire issue is devoted to 'How to Automate Your Mac!' It uses and reviews the four macro programs available for the Mac and shows many of the wild ways you can use them.

If [the reviewer] has any questions about *QuicKeys*, I would be happy to explain its many uses, even to a devoted mouser like himself.

Sincerely,
Mark Crummett

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I Brake For 8!

by Lorin Evans

graded with either a 68030 or a 68040 upgrade card. You folks got a new OS last time; now it's someone else's turn.

Talk the Talk

Let's start by mastering some of the new lingo that goes along with OS 8.

Contextual Menus: so called because the content of the menu changes depending on what is under the cursor at the time the menu appears. With the new Finder, you now have access to menu items that one might want to access when inside a window, on folders, or on files themselves. Hold down <Control> and click on a file or folder. The menu within appears under your cursor. You can then perform actions that relate to the item you clicked on.

Apple included a new item called Contextual Menu Manager to implement this methodology in other than the OS 8 Finder. Developers who take advantage of this feature will be able to add contextual menus to their applications. PhotoShop and Illustrator already implement such menus from within the program.

Creative Cursors: The new Finder is a potpourri of neat new features. The cursor in OS 8 now conveys many messages to you about the activities taking place inside your Mac. They are worth a whole article unto themselves.

Multithreading: Finally, you can perform multiple copying operations. Once the Finder starts doing something, it puts that task in a protected setting. Now, you can go on with other tasks: you can copy a large folder from one drive to another and concurrently start copying other files, launch applications, open new folders or just about any other Finder operations you want.

OUR COVERAGE of Mac OS 8 is in three parts: an install tutorial (see page 31), a look at the major changes that you will see, and a list of all the new terms that are the vocabulary of OS 8. You have got to learn the new lingo and we will help.

What is in a Number

Not much actually. The way the industry operates these days, you are not certain if you are looking at a bug fix or a new shareware fee. An operating system that introduces a new number historically ushered in revolutionary changes. Most likely there has never been an operating system change that brought as much change as System 7.0. Anyone who is looking to that as a measure of what a whole number change means is setting a rather high goal for programmers to meet. System 7 contained all the bells and whistles Apple had been working on for more than two years and was over a year late by its release date. Under Dr. Gill, Apple established a schedule for system software releases and so far the company has managed to remain on time. It is more important that this major revision is on time, have significantly new features, and provide a stable underpinning from which to run our Macs then that it be delayed to extract another measure of neatness from the programmers bag of tricks. You get them all when you buy Mac OS 8! Our experienced users remarked at the speed enhancements, new visual options, more ways of doing familiar tasks and short-cuts now available via the

new finder. Novice users who sampled it found the new OS interface easy to master and visually pleasing. Based on our overall experience with OS 8, we believe you will be pleased as well.

Before you press on, a reminder: Mac OS 8 can be installed on any Mac OS compatible computer that

“Under Dr. Gill, Apple established a schedule for system software releases and so far the company has managed to remain on time. It is more important that this major revision is on time, have significantly new features, and provide a stable underpinning from which to run our Macs then that it be delayed to extract another measure of neatness from the programmers bag of tricks. You get them all when you buy Mac OS 8!”

has either a PowerPC or a 68040 processor (including 68040 machines with a PowerPC upgrade card). PowerPC cards installed in 68030 computers don't cut it, nor can you slide by with a machine up-



However, it is not nice to try and empty the trash while running a Finder task.

Pop-up Windows: drag a folder to the bottom of your desktop and it becomes a tab that contains the same title as the folder. Click on the visible tab and the folder opens. Click again on the tab or elsewhere on the desktop and poof, it closes. Pop-up folders have special handles to facilitate resizing them. To return a pop-up to a regular folder, click on the tab and raise it (and the folder) above the bottom line of your desktop.

Pure Platinum: grab the new thicker window frames on either side or across the bottom and the window will follow you. You can collapse a window to its title bar with a double click on the title bar or try the new gizmo at the far right end of the bar. Bored? We have been urged to try this: open a bunch of windows in an application. Then, hold down the <option> key and click in the new gizmo box of one of those windows.

Spring-loaded folders: Open Sesame comes to the Mac. You can now tunnel through to a destination folder while dragging the item you want to place there. You control the delay in this process occurring in the Finder Preferences dialog box. Move your cursor on to a folder and voila. Move the cursor outside the last opened window and it closes; move outside all of the windows you opened in this fashion and unvoila.

Click, Click and a half, Two Clicks: a click you know, click-click you mastered on Day One. But a click and a half? You can also activate spring loaded folders by mastering a new motion that Apple is calling a “click and a half”. Try this. Double click on a folder, but hold the

mouse button down on the second click and don't let go. The cursor will change to a magnifying glass, and you can now use the spring-loaded browsing tool to look through that folder. The closing rules remain the same as you read in “Spring-loaded Folders” above. Neat.

Sticky menus: Apple reaches back to the good old days of the Apple IIGS to bring you this optional wonder. Sticky menus stay down when you single-click on a title. Moving the mouse around navigates through the menus and clicking on an item selects it. Click outside the menu, it disappears. However, we found that it acts like the first Macintosh pause button. Enable it and watch your menu clock. Maybe you should wait until others figure it out.

New Control Panels

Many of the control panels in your new OS are actually applications. AppleScripts can be written for them. Programmers now have a new way to add custom features to your Mac. The transition from the more limited control panels which you knew as a “cdev” began in 7.6. Ah, the promise of it all.

Appearance is the new control panel for changing the new appearance of OS 8. You have two choices of system font: your old friend Chicago and its new companion Charcoal. You can also choose the accent color for the system in all scroll bars, window highlights and program bars drawn by Appearance. This is also the location where you can enable or disable WindowShade and its sound.

Crayons: see below

Crayon Picker: short on color wheels? Mac OS 8 adds CMYK, HTML and “Crayons”. The Color

Picker will usually appear when an application wants you to choose a color. When that happens, try this: hold down <option> and the cursor will change to an eyedropper. Now you can ‘lift’ the color from whatever pixel you click on.

Desktop Pictures replaces Desktop Patterns, but does a lot more. Now you can scale, align or center your picture on the screen. It supports picture clipping ‘PICT’ files, QuickTime compressed pictures, and any kind of picture that QT 2.5 converters can process. Desktop Picture will use a picture named “Desktop Picture” in the System Folder if it cannot find the Desktop Pictures preference file during startup.

Folder Manager is the OS 8 way of managing the clutter in the Extensions folder. Folder Manager is a set of routines that lets programs find standard folders within the System folder. You are already familiar with Shutdown Items, Stationery and Control Strip Modules. Fourteen new ones are now available via Manager for things like “help”, “modem scripts”, “plug-ins”, “printer drivers”, “voices”, etc. Please don't start looking for all 14. Many are not used by your setup and others are reserved for future use.

Help replaces the golden question mark of System 7.5 with the word Help which you will find located at the right end of the menu bar for each application. Unfortunately, the newly named menu still contains the same items it did under its other iterations.

Keyboard now supports scripting. For example, you can change keyboard layouts automatically with a script. Or use <Command> <Option> <Spacebar> and cycle through available keyboard layouts.



Mac OS Easy Open now comes with DataViz MacLinkPlus 9.0 translators.

OS 8 Info Center is a set of HTML pages that includes information about the new features in OS 8, troubleshooting tips, and places to explore online. You will find an alias of Info Center on your desktop when the installation is complete. Click on it and you launch Apple Browser Launcher. Check it out!

Users & Groups is now an applications style control panel and is fully scriptable. When combined with something like Personal Web Sharing, it opens the way to access solutions for web clients that should please any web site manager.

Road Kill

Some things have to go — and here are the goners.

Color control panels functions are now handled by the Appearance control panel.

Desktop Patterns control panel now resides in Desktop Pictures.

QuickDraw GX printing is no more. GX Graphics extension is included within OS 8.

Labels and Views are now handled by the new Preference menu item.

WindowShades is a part of Appearance.

File Sharing Monitor and Sharing Setup are combined into the new File Sharing menu.

The Pi would like to thank the Apple Developer Technical Support (DTS) staff for their assistance in preparing this article as well as the many beta testers who put up with our inane questions. ■

In The Beginning—Installing MAC OS 8

by Dale Smith

I NSTALLING MAC OS 8 has been made a whale of a lot easier to perform than for previous operating systems. Mac OS 8 comes with a much enhanced Installer application (first introduced with System 7.6) that walks you through the steps recommended for a successful installation of all the components of the operating system you need. It's as easy as 1-2-3-4 and really is a 4-step process.

I'm going to show you the process as it occurred when I installed Mac OS 8 on a hard drive volume in my Performa 6400.

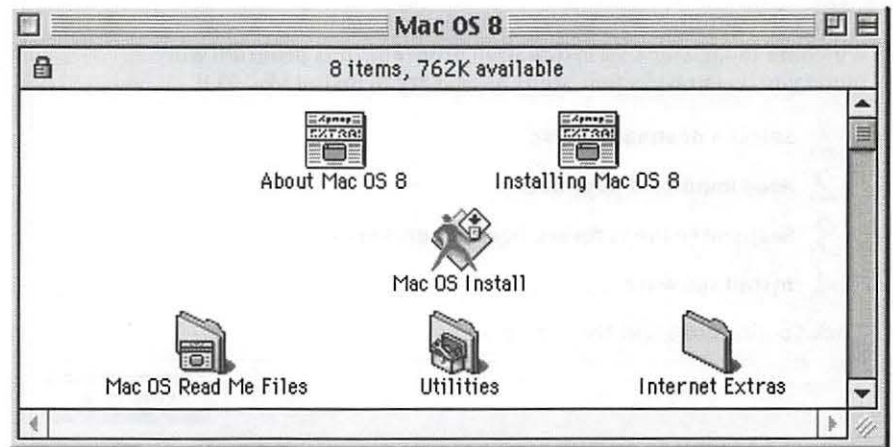


Figure 1. Main folder of the Mac OS 8 disk image.

Figure 1 shows the opening screen of the disk image of Mac OS 8. You see it has about 111 Megs on the disk. Two items do not show in the window, the folder of Software Installers and the installation script. The Mac OS Install application you see is really a sort of “driver” that unifies the various tasks recommended for a successful installation and actually runs the various installers for each of the component parts of Mac OS 8 that you have selected. You will not notice the component installers when you do an easy install, but they do show up if you do a Custom Install. I will discuss how later in the article.

Naturally the first thing to do is launch the Mac OS Install application. As it launches you will see the splash screen shown in Figure 2.



Figure 2. Mac OS 8 Install splash screen.



Figure 3. Installer Welcome window.

Then you will be brought to the Installer Welcome screen shown in Figure 3. This screen outlines the recommended 4-step process you need to follow to install Mac OS 8. Click the **Continue** button and you are taken to the Select Destination window (Figure 4).

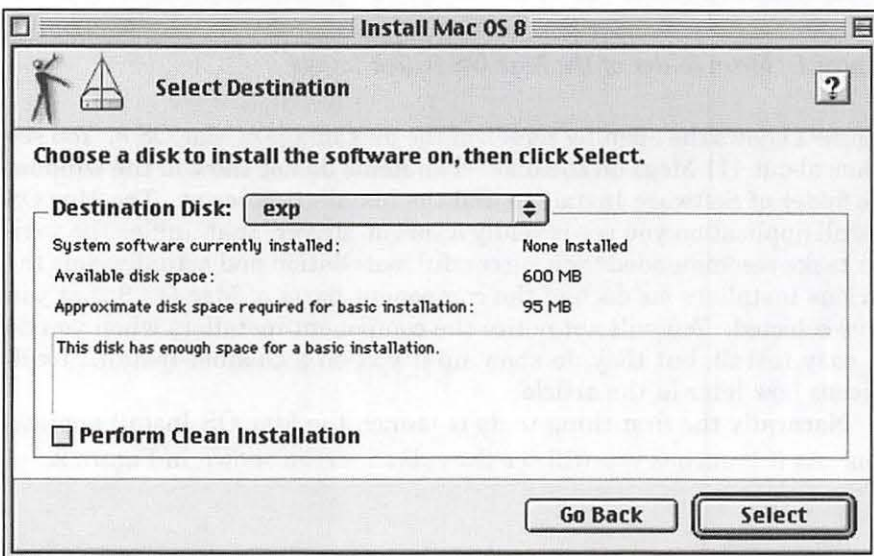


Figure 4. Select Destination window.

Here you can use the popup menu (Destination Disk:) to select the volume onto which you will be performing the installation. The window also has a checkbox in the lower left corner to indicate that you want a Clean Installation — no more hidden “feature” placement for this option. Information about the space available on the volume and the approximate space requirements for a typical installation appears near the popup menu. Clicking on the **Select** button takes you to the Important Information window (Figure 5).

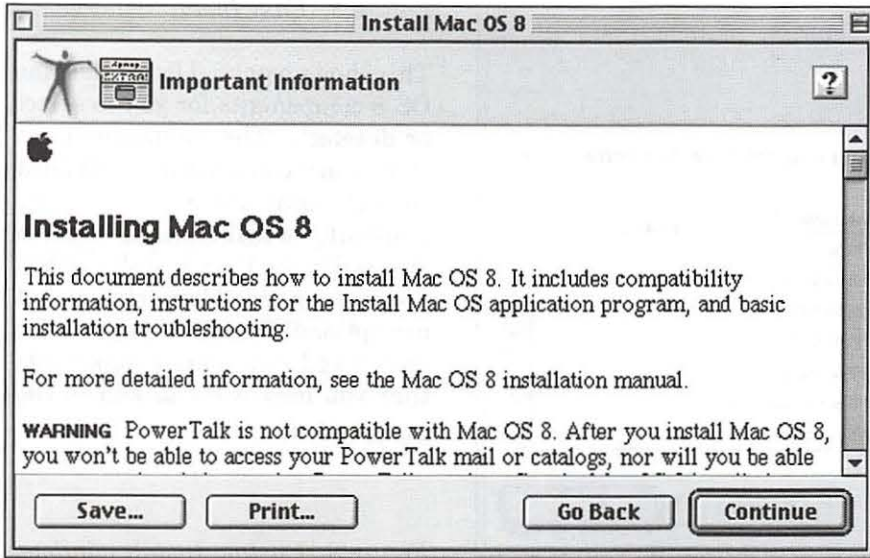


Figure 5. Important Information window.

This window displays the content of the "Installing Mac OS 8" file on the Mac OS 8 disk. It has important tips for installation, troubleshooting, and compatibility issues. It's a good idea to read it, though I didn't when I installed and have discovered some useful tips in it as I read it while writing this article. Clicking its **Continue** button will take you to the License Agreement window (Figure 6).

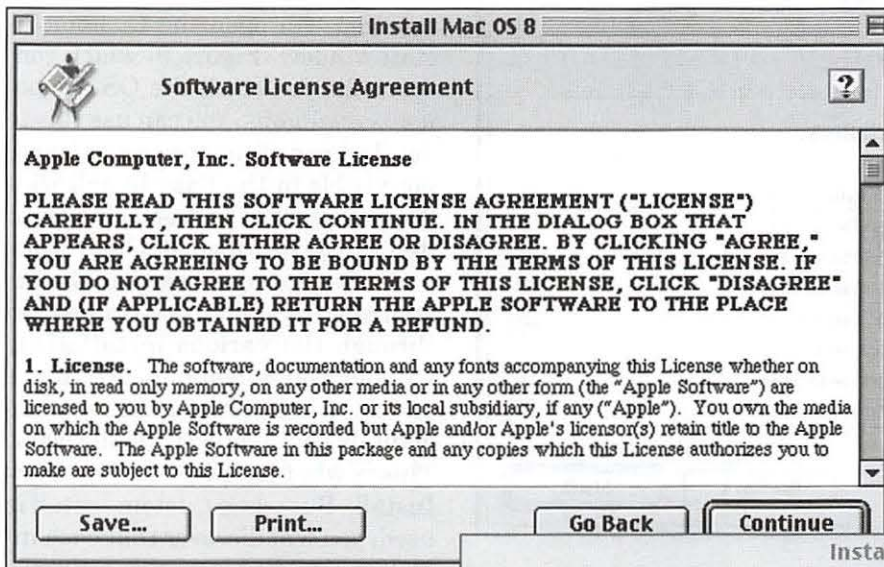


Figure 6. License Agreement.

You should read this agreement so you can knowingly agree to its provisions. Click the **Continue** button and the Agree dialog box (Figure 7) opens for you to signal your agreement. When you do, you are then taken to the Easy Install selection window (Figure 8).

Figure 7. Agree dialog.



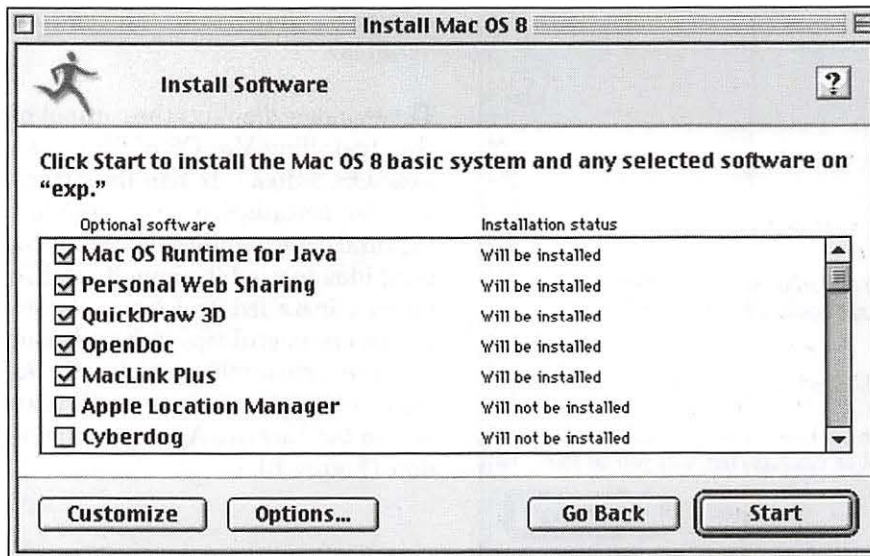


Figure 8. Easy Install window.

This shows a partial list of the Mac OS 8 components for you to select or deselect. The components not shown are considered the default core OS that are expected to be present, while items shown checked in the Easy Install window are recommended for inclusion but are optional for exclusion, and the unchecked items are components that you may want to add to the installation.

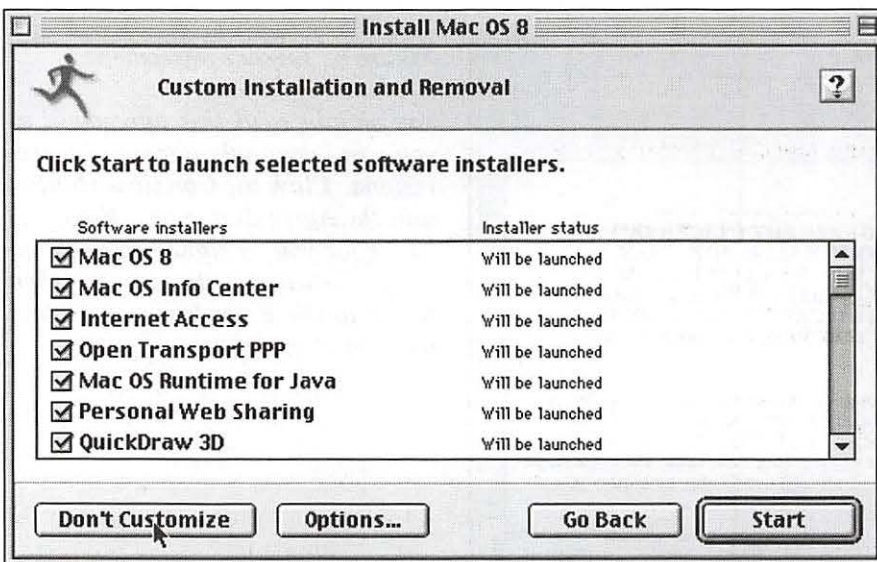


Figure 9. Custom Install window.

If you click on the **Customize** button, you will open the Custom Install window (Figure 9) which contains the list of all the OS components available. You can use this to deselect one of the core components not visible in the Easy Install window, or to select just one or several items to be installed at a later time.

I mentioned above that the Install Mac OS application walked you through the various installations without you're being aware that a series of individual installers are actually being called to do the work. This is what happens with an Easy Install. But when Custom Install is used, you will discover that each installer presents you with a license agreement to confirm. This to me is a glitch (Can you spell "bug"?) in the Install Mac OS application that I expect will be fixed the next time out.

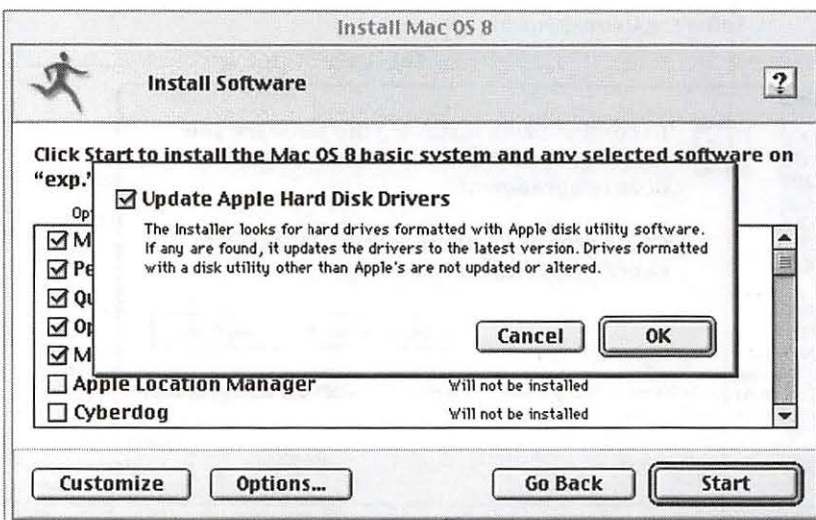


Figure 10. Options dialog

You'll notice the **Options** button in the Easy/Custom Install windows. If you click it, it shows the dialog in Figure 10. At this time the only option is whether or not to update the hard disk drivers during the installation. By default, this option is ON, but there may be occasions where this task can be skipped by unchecking the option here and clicking **OK**.

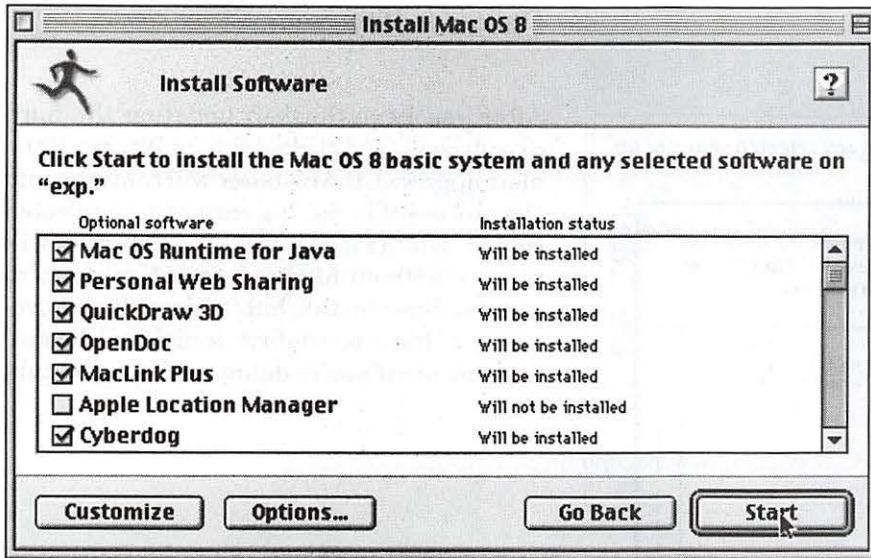


Figure 11. Selecting installation items.

In Figure 11 I've shown the Easy Install window with Cyberdog added to the list of recommended items for installation. If you don't want Cyberdog, then you may not need OpenDoc either and you can uncheck that item. I had to do that (and some other maneuvers) to cut back the system size to fit on a Zip disk.

After clicking the **Start** button, the installer begins by checking the destination volume (doing a Disk First Aide check) as shown in Figure 12.

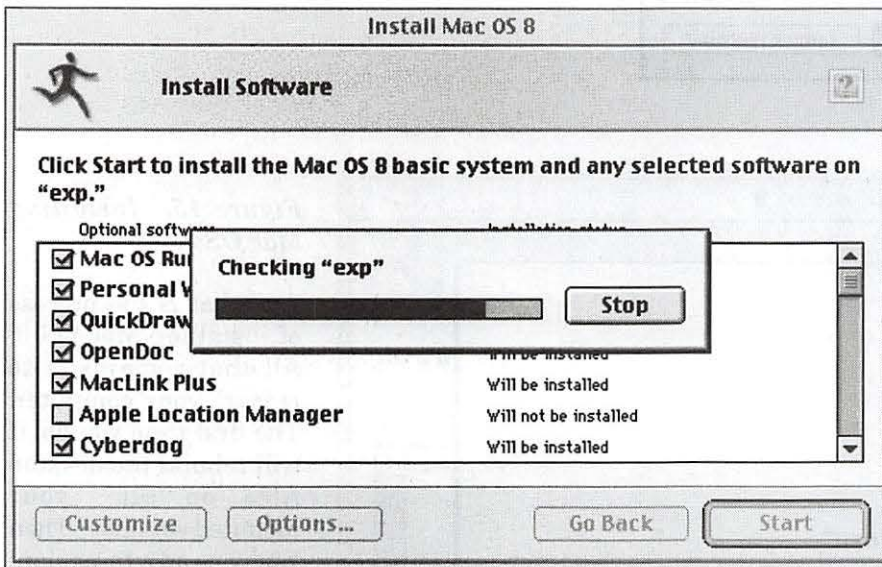


Figure 12. Checking drive.

Then it proceeds to update the hard disk drivers for Apple drives as shown finishing in Figure 13. Apple drives have a ROM on them that identifies them as Apple drives. They may be either IDE or SCSI drives. If you have drives that are not Apple drives (such as my Zip drive and my Quantum drive, you will receive an alert shown in Figure 14 telling you that the drivers for these drives couldn't be updated and why. You can click **Cancel** to stop the installation or click on **Ignore Warning** button. You should continue the installation by ignoring the warning unless you're certain that the drive is an Apple-formatted drive.



Figure 13. Updating drivers.

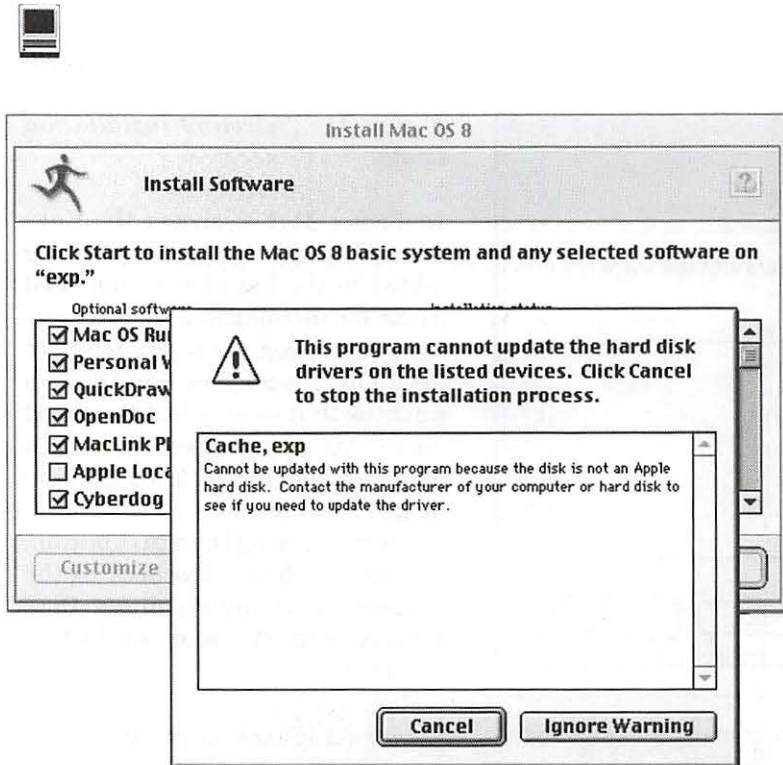


Figure 14. Unsupported drive alert.

After you have finished updating the hard disk drivers (and clicked Ignore Warning, if the alert appears), the installer will continue into the process of installing each of your selected components (Figure 15). This process will proceed without further interaction if you've selected Easy Install, but (as described above) you will have to confirm individual license agreements if you're doing a Custom Install.

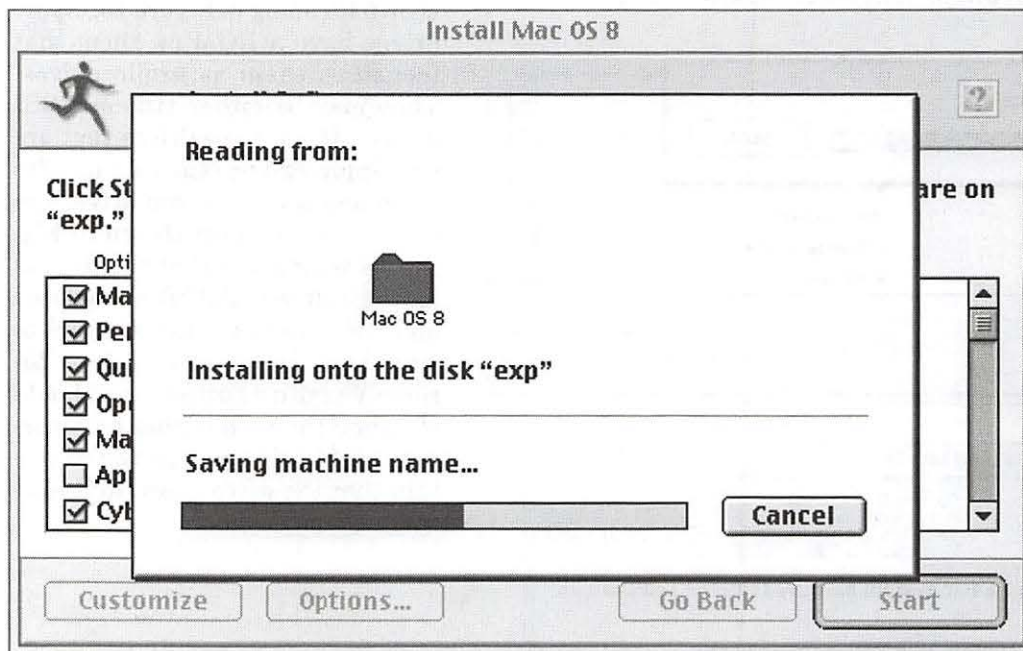


Figure 15. Installing Mac OS 8.

And that is the process of installing Mac OS 8. All that remains is to restart your computer. The first time you do, it will rebuild the desktop files on all your mounted volumes. Then you're ready to explore the new features of this new Mac OS. Enjoy the discoveries ... I'm sure you will be pleased ... especially by the improved stability. ■

Revolution!

Revolution! Is At Hand: Time to Upgrade

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SEVERAL developments have come together over the past few months that lead to one inescapable, giddy conclusion: the world of the Power Macintosh is about to explode. Speed, capacity and capability have taken gigantic strides, and the near future promises more of the same. A revolution is at hand; what does it mean?

Recently, after ten faithful years, I removed the Macintosh II from my desk at home. Purchased in 1977, the Macintosh II introduced color to the world of the Macintosh, completely overwhelmed the print publishing industry, drastically altered the world of video editing, and stormed the citadel of scientific workstations. But after ten years of upgrades, and after eagerly accepting virtually every new technology Apple had to offer and every new version of the Macintosh operating system, the Macintosh II ran into a wall: Mac OS 8.

It was time to upgrade. Some might argue: long past time. After all, the long-gone Centris and Quadra Macs were several times faster than a Mac II, even a Mac II upgraded with a IIfx logic board. And the Mac II can't hold a candle to the RISC-based PowerPC-fueled Power Macs. Yet despite the allure of these latter-day speed demons, the Mac II plugged along faithfully,

running the latest Macintosh operating systems, playing the latest QuickTime movies, printing with the latest print drivers, operating the latest word processors, databases and spreadsheets. A bit slowly.

The world has changed, and if you have anything older than a Centris or a Quadra, you should consider changing, too. Consider:

Top Of The Line		
	July 1987	July 1997
computer	Macintosh II	Power Macintosh 9600/233
speed	16 MHz	233 MHz
RAM, std.	1 megabyte	32 megabytes
RAM, max	8 megabytes	1,536 megabytes
disk, std.	40 megabyte 5.25"	4,000 megabyte 3.5"
sound	stereo 8-bit	stereo 16-bit
video	640 x 480, 8 colors	up to 1152x870, millions of colors
price	\$6,000	\$3,500

Don't Blink

As this is written (July 1997), the *slowest* desktop machine Apple offers is the Power Macintosh 7300/180, fueled by a 180 MHz PowerPC 604e processor. This machine, Apple's "entry level" corporate offering, is so fast it is scary: it can even pretend it is a Pentium PC, thanks to Connectix's *Virtual PC* software, at speeds approaching real Pentiums. When it is doing more

useful, Mac-like things, it is only a gazillion or so times faster than a 10 year old Mac II. And the 7300/180 is, remember, Apple's *slowest* desktop machine.

Power Computing and Motorola, meanwhile, are hardly standing still. Power Computing offers one model, the PowerTower Pro, with 128 megabytes of RAM, *standard*. Motorola has one model that zips along at 300 MHz, and includes a 100BaseT Ethernet port as *standard* equipment. DayStar Digital and Umax, not content to just speed up the CPU, have taken the next step: *multiple* PowerPC processors.

According to rumor, Apple will introduce some new Power Macintosh machines at MacWorld Boston that may run at 350 MHz. Motorola and Power Computing are both rumored to be preparing speedy CHRP (Common Hardware Reference Platform) machines for sale this fall. By the time this is printed, these rumors will be either confirmed or discredited, but in any

case the conclusion is the same: Power Macintosh machines, and clones, do not lack for power.

More! More!

The computers are not the only things that have changed. Hard drives are far more reliable, much, much larger (it is virtually impossible to purchase a drive smaller than two billion bytes), and cheaper: a three gigabyte internal hard disk

in 1997 costs less than half as much as a 40 megabyte hard drive in 1987.

Memory is far cheaper, too. Due to trade barriers and tariffs, RAM reached a thousand dollars a megabyte in 1987. In 1997, you can't buy megabyte SIMMs or DIMMs; people use them as jewelry or Christmas tree ornaments. If you insisted on spending a thousand dollars in 1997, you'd get 250 to 300 times as much memory as a decade ago.

Monitors have changed, too, if not as drastically. In 1987, the brightest, crispest monitor offered by any manufacturer was Apple's Trinitron-based "AppleColor High-Resolution RGB Monitor" (what a name), a thirteen-inch monitor displaying 640 by 480 pixels. It cost a thousand dollars. Today, a Trinitron-based fifteen-inch Sony MultiScan 100sf costs less than half as much, and can display up to 1152x870 pixels.

What To Buy

Believe it or not, it really doesn't make much difference what machine you buy (except to Apple, Power Computing, Motorola, Umax, etc.). The important step in upgrading is defining some Minimum Essentials:

Minimum Essentials, 1997

- PowerPC-based computer
- 32 megabytes RAM (minimum)
- 1 gigabyte hard drive
- 15-inch monitor
- Video RAM (or card) capable of displaying "thousands" of colors at 832 x 624 pixels
- Built-in CD-ROM drive
- 256K Level 2 cache (minimum)
- Mac OS 8 operating system

A quick glance at this list should reveal that the Minimum Requirements are easy to meet; you can get a factory-refurbished machine with all these characteristics, including monitor, for less than a thousand

"The world has changed, and if you have anything older than a Centris or a Quadra, you should consider changing, too."

dollars, and a brand-new machine for just a bit more. If you want to go for the long term, and try for a computer that will be reasonably current for a decade, like my old Mac II, consider this list:

Long-Haul Essentials, 1997

- PowerPC 604e CPU on replaceable daughterboard
- Four or more DIMM slots for RAM; 64 megabytes of RAM
- 1 gigabyte hard drive
- 17-inch monitor
- Video RAM (or card) capable of displaying "millions" of colors at 1024 x 768 pixels
- Built-in 4X or greater CD-ROM drive
- Upgradeable Level 2 cache slot, with at least 256K Level 2 DIMM
- Mac OS 8 operating system

You'll note the "long haul" list is vague on most things except one: expansion potential. You can add an external (and often an internal) hard drive to every current Power Macintosh or clone, so the size of the hard drive isn't really relevant. The amount of RAM, while important, is not as important as the potential for expansion; some machines have only two DIMM slots for memory, and four (or more) slots offers much more flexibility for future growth. Similarly, upgradeable CPU cards and Level 2 cache slots allow you to boost the speed of the machine over time

instead of tossing everything and starting over.

Choices, Choices, Choices

A judicious, timely upgrade from your old compact Macintosh or Mac II to a Power Macintosh opens up vast new worlds. If you wish, you can use Insignia's *SoftWindows* or *SoftWindows 95* to dabble in the world of the Dark Side, or, using Connectix's *Virtual PC*, you can install any Intel-based operating system — *Windows 3.1*, *Windows 95*, *Windows NT 4.0*, *OS/2* — according to your whim, patience, and capacity for masochism.

If you wish to stick to PowerPC-based options, *Mac OS 8* offers unrivaled elegance and style (not to mention a 64 megabyte QuickTime rock video). But if this seems too tame, you can dive right into the world of UNIX with *MkLinux*, a snappy, powerful, free UNIX clone, offering all the joys, hatreds and terrors of this thirty year old operating system (but with spiffy 1997 refinements).

And, of course, upgrading to a Power Mac now will give you time to get used to how it works and what it has to offer. Then, in 1998, you get to decide if you want to try the ultimate thrill ride: Rhapsody.

You don't have to experience Rhapsody rapture, of course. Your new Power Mac will be quite happy with *Mac OS 8*, and you'll be happy with the vast amounts of RAM and disk space you now have at hand.

Whither Art Thou, Mac II?

And where is my old Mac II? It is, at this writing, on loan to Washington Apple Pi, hard at work as a UNIX server running Tenon System's MachTen. You talk to it every time you call up the Pi's Explorer service, or send mail through the TCS. ■



MacWorld Relived

by Lorin Evans

EACH YEAR, I travel to the land of wretched roads and great food to visit the halls of gaudy excess — MacWorld Boston. I wander through an overabundance of noise and unwanted paper to represent the Pi to Apple Computer, vendors, and other user groups. While the hours and food were like the roads, I did get a colored Slinky and a Gravis button. For what more could one ask?

The big noise this year was created by the number of manufacturers selling what are known in the trade as Mac compatible platforms. You call them clones. Their strength in numbers, the diversity of their offerings, and the infectious enthusiasm created by their presence was an important part of the show. You could sample hardware by PowerComputing, UMAX, Motorola, and a sleeper importer from the UK called Computer Warehouse <http://www.computerwarehouse.co.uk>. Now you no longer have to remember the difference between bizzarro names like PowerPump, PowerTower, and PowerShowerPro. Computer Warehouse (UK) machines have names you can understand, like Rome, Paris, and Manhattan; cases with sexy colors like red, blue and yellow; and prices that will not levitate your wallet. Welcome back Sinclair.

There was a scrumptious look at tomorrowland when the third keynote address discussed the technologies that will propel the Macintosh in the future. Discussed were the next generation of processor chips;

a new motherboard based on the Common Hardware Reference Platform (CHRP) (pronounced “chirp”); and, new designs for Level 2 cache. In one demonstration of these capabilities assembled into a working unit, Microsoft Word 6.0 was launched and a 600 page document

“After that, if you were a careful shopper, there were some bargains in books and educational software. At the more mundane level, loot was scarce. The kind of stuff I am expected to bring back which we give away at monthly meetings and insert in a new member’s kit did not have the spark or volume of years past.”

opened in seconds — no small trick! It is not hard to envision where this will lead at future MacWorlds. I can see a return to the original MacWorld shows where you can come home and assemble a Mac compatible or upgraded your existing machine from components acquired there.

I missed sampling the creative works of second tier folks, niche applications creators and entrepre-

neurs. Some were there, but my feet tell me that I did not visit as many as in the past. Absent this year were vendors with great buys on hardware and software. The best buys at the show were RAM and cables from a Kansas-based company. After that, if you were a careful shopper, there were some bargains in books and educational software. At the more mundane level, loot was scarce. The kind of stuff I am expected to bring back which we give away at monthly meetings and insert in a new member’s kit did not have the spark or volume of years past. Nevertheless, I don’t think I let either Beth or you down. See if you can find something you can’t resist taking at our next monthly meeting.

Besides trying to interest vendors in presenting their products at a Pi meeting, networking with other users groups and cajoling Apple to do some basic things, I had to maneuver between the indigestible and the incomprehensible. Indigestible 7:30 AM breakfasts sponsored by companies with unfocused agendas, obscenely priced lunches inside the trade show, and questionable taste in evening meals emptied into an every more intolerant frame seemed to be in order each day. Incomprehensible? Try a vendor who was selling a \$600.00 kit to convert a PowerBook 5300 to a 20th Anniversary Mac (you supply the 5300), a company that tried to sell me a \$1000.00 application to animate our website (actually \$550.00 if I bought it at the show), or the nice folks who tried to convince me to buy a gold-plated 2 foot SCSI cable for \$55.00.

One of my assignments at a MacWorld is to find vendors interested in speaking to you at one of our monthly meetings. Don Essick and Lawrence Charters are the two principle negotiators for us. I am allocated the second tier folks; the ones who are not bothered by a re-



quest to re-explain what their product does in plain English. Time after time, the gift of a copy of the Journal like the one you are now reading provided the best entrée I could extend. A quick look at the magazine and a scan of the table of contents said more about this organization than anything I could offer. Thanks to it and the two real Mac folks who scoured the show looking for new presenters, you can look forward to some exciting new presentations in the months ahead.

Apple Computer, Inc. has rediscovered the user groups that have been supporting the company for all these many years. It decided to reopen the office that was, and once again is, its liaison with the user group community. I had an opportunity to meet with the new office holder, Brigid Brady deLambert as well as her boss and his boss. Leaders of user groups had a long afternoon session with these representatives from the marketing side of Apple. We encouraged Apple to allow us to get more involved in the execution of plans to market Macintosh products; encouraged Apple to share more technical information with us concerning its products; and asked that they find ways to make our existence more visible to new buyers of Apple products. We will see what happens.

The Keynote Address

Steve Job's Keynote Presentation was the newsmaker that began MacWorld. He was greeted with a 2 minute standing ovation by the almost 5000 people in the main keynote auditorium. The attending Press Corps seemed astounded by his reception.

There were three major points in the address. He announced the new slate of directors to run Apple, his marketing goals for the company, and a new relationship with Microsoft.

New Board of Directors: From the prior board:

Ed Woolard, Chairman and former CEO of Dupont

Gareth Chang, President of Hughes, International with international experience in Asia, an important high growth area for Apple

New additions to the board:

Larry Ellison, CEO of Oracle, second largest software company in the world

Jerry York, former CFO of IBM and Chrysler, well known and respected for his turnaround work at those two companies

Bill Campbell, CEO of Intuit and formerly Vice President of Sales and Marketing for Apple during its heyday. He also ran Claris and is familiar with some past successes and failures

Steve Jobs, CEO of Pixar and one of Apple's cofounders

A new Chairman of the Board was not named. That decision will

wait until a new Chief Executive Officer is selected.

Key Market Focus:

The current market focus will be on the two segments where Apple is still the dominant player: Creative Content and Education.

Creative Content: Apple is still the dominant market leader for creative professionals with 80% of the computers used in advertising, graphics arts design and pre-press being Macintosh. An increasing number of movie effects (including the recent Spawn) are Mac created. Some 64% of all Internet web sites are created using a Mac. Since 10-15% of Mac sales can be traced back to people using Adobe Photoshop as their power application, Apple intends to make a computer that will run those types of applications faster and to co-market with Adobe.

(See page 78 for conclusion of this article)

Canvas 5.0 and Corel Suite 6.0

Either Neither or Both?

by Ross J. Slade

A COUPLE OF weeks have passed since these two products, Deneba's "Canvas 5.0" and Corel's "Corel Suite 6.0," arrived on the doorstep, and the initial excitement of new software has come and gone.

What are my first impressions? What a lot of software! Each

package included 3 CD's; the Canvas package also included a set of floppy disks for the brave souls who have yet to get a CD ROM, but I think they are high density disks. Doesn't really matter though; Corel 6 will not run on anything but a PPC and Canvas, while I believe it will work on a 040 machine, given its



speed on a PPC, must be really slow.

Canvas started life as a Macintosh program; Corel obviously did not. But both now work on multiple platforms and their respective file formats are interchangeable. This doesn't mean everything translates painlessly, given the different font and image formats supported by the assorted platforms, but they are trying.

The major difference here is that Canvas is one program, that can be presented to the user with one of three different looks: Paint (raster), Draw (vector) or Page Layout. Corel Suite takes the opposite direction by providing the user a variety of programs, each suited to a particular task. The source of the programs is diverse and the application of a Corel logo is about all that has been changed in some cases. The Suite consists of:

- CorelDRAW™ 6
- Corel® WordPerfect® 3.5
- CorelDREAM 3D 6
- Corel TEXTURE™ 6
- Corel ARTISAN™ 6
- Corel MULTIMEDIA MAN-
AGER™ 6
- CorelTRACE™ 6
- CorelCHART™ 6:
- Masterjuggler™ 2.0 Pro

This latter approach allows you to save disk space by installing only the components that you wish to use. In my case, Corel WordPerfect 3.5 has been installed as my word processor of choice and the other programs have been stored on optical disks, to be accessed only when required. If I want Canvas installed, it's an all or nothing deal. At the moment it is still on my hard drive but given the infrequent use I will make of it, it will be consigned to an optical also.

So why did I buy them? I have had Canvas since day one and while seldom used in day to day work (I also have and use Adobe Illustrator, MacroMedia FreeHand,

Graphsoft MiniCAD, Adobe PhotoShop, Quark Xpress and Adobe PageMaker) it has been a sav-
iour on a number of occasions for file translation. PhotoShop and Equilibrium Technologies' Debabelizer will handle virtually all raster formats, DataViz MacLinks text formats, but vector formats can be a real pain. Given the translation abilities of this program it was always worth staying up to date, for those abilities

“Canvas started life as a Macintosh program; Corel obviously did not. But both now work on multiple platforms and their respective file formats are interchangeable. This doesn't mean everything translates painlessly, given the different font and image formats supported by the assorted platforms, but they are trying.”

alone. CorelDRAW Suite on the other hand has provided me an easy way to access all those files created in that other world. Those using a Windows clone and trying to do graphics invariably have this package. Trying to read or use their files up till now has been very troublesome. The package also provided me with another 3D program (to join Bryce, StrataStudio Pro and MacroMedia Extreme 3D), and they are always fun to use. And Corel WordPerfect provides me with a second license for this excellent word all the time, but I'm the only one

using any of them. So programs like Adobe Type Manager or Now Utilities, that are always in use, I do have multiple copies. Others get used on whichever machine is appropriate at a given time.

Canvas have done a very nice job on their interface. It's not necessarily easy, but then given the extent of its features, that is not surprising. New users not only have to contend with unfamiliar icons but three sets of metaphors for the different aspects of the program. A daunting task for the faint of heart, especially all at once. If you are familiar with the software it has tried to emulate, the use of this program is greatly eased, although some things just don't work like you would expect them to.

CorelDRAW is even worse at not working like you would expect it to. But given its heritage I guess we shouldn't be surprised. They have managed all along to do it that way in the other world, so why get those users upset by giving us a better way?

If a new user were to come to either of these programs though, how things are done in others would not be too much of a concern. In my opinion, this is not true. We are faced with using multiple programs and a degree of similarity in them, and their use, is a great aid in training people in the use of computers as a tool. Yes some programs have an innovative interface that suits the particular task they are trying to accomplish in a better way (Bryce for example), but there is a steeper learning curve to using these programs well than those that follow the standard conventions. The Macintosh has always been the wonderful platform in convention.

What about the other stuff that comes with the programs? You know, the fonts and the clip art.

Canvas is provided with:



- 2,000 URW PostScript and TrueType fonts.
- 20,000 clip art images including 3,500 buttons, borders, bevels and icons for web documents and a 5,000-symbol technical illustration library
- 19 high-resolution photographs

Corel is provided with:

- 25,000 clip art images
- 1,000 high-resolution photos
- 1,000 Type 1 fonts
- 700 TrueType fonts
- 750 3D models
- 300+ full-colored bitmap textures
- 50 CorelDRAW templates
- 100 Corel TEXTURE templates
- 84 WordPerfect templates
- 100+ bitmap objects and 200+ chart samples

Well this is where Corel wins hands down. You get the three CD's and three manuals, one for WordPerfect, one for all the other programs and the third is a very good visual index of all the provided clip art, fonts, photos, etc. Canvas gives you the CD's, the disks, one manual covering the program and two very thin manuals, one on colour printing and a getting started tutorial. Oh yes, and a poster of the URW fonts listing the typeface family names but not explaining which faces in each family have been provided. Nothing else about the included materials.

I used Imspace Kudo Image Publisher (could have used Extensis Fetch or Corel MULTIMEDIA MANAGER™ 6) to try and catalogue the material. Six hours, 1 1/2 disks later and 150 megs of index and I gave up. I went to the Canvas Web site and in their FAQ they state "We've included an indexed keyword search system to help you browse and locate the images." Maybe I'm stupid but I cannot even locate it let alone any particular piece of clip art. I didn't bother trying to phone them but an email enquiry was finally answered after 4 days with a "we are

too busy to answer you; please refer to the FAQ on our web site."

So in summary. Corel's competitive upgrade cost \$253.00 (Canadian) to the door and no hassles with the border. The Canvas upgrade cost \$159.00 (Canadian) and had to cross the border, so additional GST was collected at the door. For the extra \$100, Canvas could have provided a very good manual, without which the 2 1/2 CD's of clip art are virtually useless. If I had to pick one and I were a new user, I think I would buy the Corel Suite. In my case the cost of Canvas was worth the ability to translate the various file formats it covers. Corel provides enough well documented clip art and fonts to justify its cost and they have thrown in some reasonable programs as well. In the short time these products have been shipping both have patches for assorted bugs. These are available on line from the respective companies' web sites.

Wait a second! Stop the press!

As I was writing this article I sent some E-mail to Deneba, enquiring about the ability to search the clipart. An immediate response said we're too busy and will get back to you. More than two weeks later, I did get a reply.

One of the alternate icons on one of the palettes is a bookshelf. This is the search engine for the keywords of the clipart. Each of the 3 CD's has a file specific to that CD which when you type in an appropriate word, small previews of the clip art are displayed in the palette. Clicking on the preview loads the artwork. It does work, but you have to guess about the keywords, do it three times to search all the clipart and there is no way to browse.

So as I have already stated, if you need one of these, go for Corel. ■

From the November 1996 *NMC Bulletin*, newsletter of the National Capital Macintosh Club of Ottawa

Microsoft Office strikes again!

by Grace Gallager

WITH THE ADVENT of MacOS 8 which would help my PowerMac but not my poor "old" PowerBook 180c, I felt that I owed the PowerBook at least a token "upgrade" by installing MacOS 7.6.1 so that it would not feel left out in the super system update game.

On top of my newly installed 7.6.1 operating system, I was forced to install Microsoft Office 4.2.1b for a school demonstration. After the extensions-off "Office" installation,

my PowerBook hung on startup when the "temperature bar" was only .5 of a centimeter across its 4.5 cm total length! It would not reboot, restart, or shut off! And removing the electrical connection and the battery to shut down is a decided nuisance.

Oh yes, it would start up using disk tools or with the shift key held down to load with the extensions turned off, but that sure didn't help much.

I tried to find out which exten-



“On top of my newly installed 7.6.1 operating system, I was forced to install Microsoft Office 4.2.1b for a school demonstration. After the extensions-off “Office” installation, my PowerBook hung on startup It would not reboot, restart, or shut off!”

sion was conflicting—and even turned on only System 7.6 base extensions—and still it hung! Finally a desperate call to SOSApple got me a Tech who was sure it was an “Office” error and thought Microsoft had written a patch to correct the problem. Since he wasn’t sure where the patch was on the World Wide Web, I went to www.microsoft.com and couldn’t find anything closer to a solution to my problem than a patch to help 7.5.2 coexist with Microsoft Office.

Next I tried Microsoft Technical Support and was lucky enough to get a retired Marine who felt sorry for me and assured me that there was a patch. He even knew the esoteric address— www.microsoft.com/kb/articles/q130/7/76.htm—where I could download this miracle “fix.” So I kept him on the line while I used my PowerPC to download “MC1164”. That’s when I discovered that this wonderful fix—it was to help Microsoft Office coexist with my PowerMac and MacOS 7.6.1, but had no help for my PowerBook 180c. Oh well, I installed it in the extensions folder on my PowerMac and figured at least I’d circumvented a lurking Microsoft “Gotcha” on one of my machines.

But back to the PowerBook 180c. The Marine came to the rescue by suggesting that I copy the Shared Library Manager from my

PowerMac onto a disk. MacOS 7.6.1 installed both Shared Library Manager V. 2.0.1 and the Shared Library Manager PPC in my System Folder. He asked me to copy the Shared Library Manager 2.0.1 to disk so I could install it onto the PowerBook.

And, after trashing the Shared Library Manager version 1.0 which Microsoft Office had used to replace version 2.0.1 on my PowerBook’s System 7.6.1, then installing the Shared Library Manager 2.0.1 into the PowerBook Extensions folder, the hang-up problem was solved.

What has this horrendous experience taught me? Microsoft Office in its own “self-important way” chooses to overwrite the Apple System installed extensions with ones it has on its CD. Thus, it replaces

Apple’s more current extensions which are needed by everything else on the planet with its own CD stored extensions.

Probably the best way to avoid problems would be to install the system software after the Microsoft products have done their damage. Thus the Apple extensions would replace Microsoft’s mayhem. A second “work-around” would be to turn off the extensions from the extensions manager in the control panel, but leave the Shared Library Manager, CD Rom and Foreign File Access extensions on during the Microsoft installation. This would prevent Microsoft’s replacing these extensions with outdated ones.

Ah, Bill Gates does present us with problems, doesn’t he? ■

Best of the TCS

by Nancy Seferian



THIS COLUMN highlights some of the best questions and answers found on the TCS. If you want quick answers to your most pressing computer questions, the TCS is the place to ask them.

Home page resource

Q. *What is a good resource for learning how to create a WWW Home Page?*

A. My two favorite books are “HTML Manual of Style” by Larry Aronson (Ziff-Davis, \$19.95; you get a free copy if you buy an Apple Internet Server) and “Spinning the Web” by Andrew Ford (Van Nostrand Reinhold, \$29.95). The second one is more technical, and has color plates. Most of the planet

could be well satisfied with the first one, plus stealing some examples from your favorite pages and playing with them.

Web page screen shots

Q. *Is there a good way to take screen shots of web pages?*

A. One of our users has a great idea: don’t do a “screen shot” but “print” the page using Adobe Acrobat. I tried it, and it works. To then get something you can use in a magazine, open the Acrobat file with Illustrator 5.5 (make sure you have the appropriate pdf filter). On my machine, this takes three or four lifetimes.



Static electricity
Q. *My wife just came in, sat down, and zapped me off the board again! She's suggesting I put a sign up at*

the door: "Please discharge before entering!" What's a good way to prevent static electricity buildup?

A. We used to have the same problem at work with the computers and also with the copy machine. We solved it by spraying a solution containing fabric softener on the carpet. We have to do this every few months as it eventually loses its effectiveness but it does work. We use a garden sprayer as we do the carpet for an office of about 20 persons including the hallways. However, for home use a small sprayer such as you might use to dampen clothes should work fine.

Creating a startup screen

Q. *How can I "install" a customized startup screen.*

A. Step 1: find a graphic floating around somewhere on the TCS or on your hard drive.

Step 2: use GraphicConverter 2.7 (or one of several other utilities on the TCS) to load the graphic, then resave it, selecting "StartupScreen" as the format.

Step 3: Name it (EXACTLY) StartupScreen, with no spaces.

Step 4: Place it in your System Folder, but not inside any other folders.

Step 5: Reboot and admire your handiwork.

The graphics look quite a bit better if you can adjust the bit-depth, color lookup table, and several other variables, using something like PhotoShop. But if you don't have PhotoShop, you can fake it quite well with just steps 1-5.

Creating a RAM disk

Q. *How do you create a RAM disk? Can I do that?*

A. On a Power Mac, sure. Go to the Apple Menu, Control Panels, Memory, and look at the RAM disk options down at the bottom. Note that memory devoted to a RAM disk isn't available to anything else.

Huge Netscape Preferences folder

Q. *Could someone explain to me why all the Netscape cache files are accumulating in my Preferences/ Netscape folder? Each is small, but in sum has grown to 1.4 Meg. Are these all the addresses from my Bookmarks? Should these have deleted themselves when I exit Netscape? If I delete them, what will I lose?*

A. These things do seem to duplicate, don't they ;-)

I also had a problem with the sheer number of files being generated. At one time, I thought it was good to have a large Netscape cache setting. But, after I accumulated thousands of files in the cache folder, I gave up on that Idea.

Since most of the sites I visit change between visits, and would have to be re-cached anyway, I found I actually get better performance by creating a 1MB RAM disk, and setting Netscape to cache to that drive instead. The downloads are little faster, and every time I restart the machine it all goes bye-bye.

E-mail attachments

Q. *How do I attach a file to my e-mail message?*

A. An "attachment" to EMail is really sent as part of the body of the EMail. Software that knows about attachments knows to hide that from you. Simple software, like that on the TCS, will include the "attachment" in the EMail.

Here's what you do. Make a file on your Mac out of the *entire* EMail message you received. There are two ways to do this. Either turn on the "capture to disk" option of your communications software (whatever it is actually called) and (R)ead the EMail message, or, use the download feature of the TCS EMail system (I forgot the details).

Next, figure out the format of the encryption of the attachment. It's likely either Binhex, if the other party used Eudora, or UUencode. StuffIt Deluxe will decode either. There are many other utilities in the TCS file areas that decode these formats, too.

To *send* EMail with attachments from the TCS, reverse the process. Encode the file using one of the offline utilities. Then either Send or Upload this encoding as part of your mail message. StuffIt first (.SIT), then BinHex (.HQX)

Or use Eudora with TCS Premium service. ■

Note: You can help. If you see a good exchange of ideas on the TCS that you would like to see included in this Journal column please send the entire messages to: nancys@tcs.wap.org

Review: Apple Newton eMate 300

by Paul Gerstenbluth (ArieFound@aol.com)

THE HEADLINE could have read: "eMate breathes new life into Newton Divi-

sion of Apple Computer. Initially, rejected by the new product's chief, eMate saves Newton Division."

First, is the Apple Newton eMate 300 just for kids? Alan at our WAP Rhode Island SIG complained about the availability of eMates. He told me that he could not understand why eMate was restricted to purchases for students and educators.

Well, Alan, Apple Computer must have heard you and others complaining. The amazing Apple eMate is now available to parents. The new eMate "Parent Buying Program" gives parents a chance to buy the powerful new eMate mobile computer.

It all started at the WAP Rhode Island SIG, Alan let me use the eMate. Shaped like a large clam shell and weighting in at four pounds, it was easy to carry and use. The keyboard was comfortable with typing keys similar to the Powerbooks. There was no mouse to move instead you used the Newton pen to navigate through the menus. You viewed your work on a screen the size of a 6"x 8" tablet.

To the second question, what are the Features of eMate? Answer: The eMate's built in Newton software contains a full fledged word processor with spelling checker and spreadsheet. Also, you have a drawing application, graphing calculator, note taking, toolkit, address book and calendar.

For browsing the World Wide Web you have eMate's NetHopper. Also, you have an easy to use Newton 2.1 operating system for recognizing your handwriting script and translating it to word processing text. You can correct writing errors with the pop-up graphic keyboard.

In eMate you have four choices of Paper (word processing), Calculations, Drawings and Spreadsheet. For filing your documents the ready made folders are Business, Miscellaneous, and Personal. You can also create your own individual folders. You can Fax, Beam to other eMates and Print your work.

The eMate fonts are Casual, Century Schoolbook, Courier,

"... Alan let me use the eMate. Shaped like a large clam shell and weighting in at four pounds, it was easy to carry and use. The keyboard was comfortable with typing keys similar to the Powerbook's."

Geneva and New York. Font sizes range from 10, 12, 14, 18, 24 and 36 with Plain, Bold, Italic, Underline and Outline styles.

Similar to ClarisWorks, you can Arrange, Move, Flip, Rotate, Group and Ungroup your text. For editing your work, you Undo, Cut, Copy, Paste, Clear, Select All and Duplicate the text. The eMate tools are Grid, Tool Bar, Ruler and Find.

The extras on the Keyboard are Calculator, Calls, Classroom Dock, Clock and Dates. When you take the eMate tour, you have the opportunity of learning how to use Formulas, Names, Notes, Work Calculations and Work Practice.

Pro

eMate operates on a 24 hour battery, is lightweight and rugged. Instant on and Autosave feature is a wonderful feature of eMate. Easy to read backlit screen that displays the width of a full written page. Also, you can turn on the eMate backup light as needed.

A good eMate spreadsheet feature for adding your total is using the Newton pen and highlighting the cells. The sum is automatically placed in the formula. An example is taking the simple Sum (B1:B4)" and placing it in the cell and letting your computer perform the addition.

You can share information and files with both Macintoshes and Windows operating systems by using the cables to down load your data. Other eMate software and accessories such as modem and eMail

cards are available by contacting Apple Computer or third party Newton vendors.

I like using the Newton pen instead of the mouse. It was fun using the screen as a tablet and drawing boxes, squares, circles and freehand graphics. I found that the eMate is the computer to use if you enjoy doodling or drawing. It is an excellent tool for discovery and increasing your productivity. Reporters and journalist will find eMate the answer to getting their work done easily.

Con

Does not have a quick sum icon for adding cell totals. You are forced to open the formula menu to perform simple sums or type in the formula. Also, it does not use the ClarisWorks typical formula for addition such as =Sum (B1...B4).

It's a good idea to have an extra Newton pen that cost \$4.30 in case the original one is loss. Caution: You must use the Newton pen and not a pen tip that can damage your eMate screen.

Bottom Line

Finally, Steve Wozniak, co-founder of Apple Computer, in the June 1997 issue of Mac Addict summed it up when he said, "The eMates a very usable machine. We're going to buy them for our school district."

The cost for Newton eMate 300 is \$799 with Macintosh or Window cables from Apple Computer. A special bundle for students and parents is \$2,299 for eMate 300 with Performa 6400 and 15" AV (Audio Visual) Color monitor. Available from Apple Computer by calling 1-800-762-2775. ■

Paul Gerstenbluth is President of the ARIE Foundation, a non-profit group that provides hobby materials and computers to patients in long-term VA Hospitals. Also, Paul is a Rhode Island based computer reviewer and technical writer.

Each 3-hour class is
\$35 for members
\$50 for others
To sign up call
301-984-0300

discover a New World
with Washington Apple Pi

TUTORIALS

- Introduction to the Macintosh
- Maintaining Your Macintosh
- Adobe Illustrator, Photoshop, PageMaker
- Introduction to the Internet
- Web Page Authoring
- Email, News Groups, Chat, Web Browsers
- Macromind Director
- Microsoft Word
- Claris Works
- Infini-D
- Quicken
- And More



Hotline

The hotline service is only for members of WAP. Please do not call after 9:30 pm or before 8:00 am.

Name	Telephone	Heading	Subjects
Apple General			
Bob Sherman	305-944-2111	Communications	DBMaster
Ron Evry	703-490-1534	Hypermedia	Hyperstudio
Bernie Benson	301-951-5294	Miscellaneous	Ile Card for the LC
Harvey Levin	301-299-9380	Programming	Apple Script
Eric Sheard	908-782-6492	Spreadsheets	Advanced Visicalc (eves) 908-782-6492 (days) -2242
Allan Griff	301-654-1515	Spreadsheets	Apple Works
Eric Sheard	908-782-6492	Spreadsheets	Visicalc (eves) 908-782-6492 (days) -2242
Ken DeVito	703-960-0786	Telecomm	

Apple //			
Bernie Benson	301-951-5294	Accounting	Apple SSC (Super Serial Card)
Neil Laubenthal	703-691-1360	Apple IIGS	General
Allan Griff	301-654-1515	Apple Works	General
Ken DeVito	703-960-0786	Apple Works	General
Paul Campbell	313-255-6497	Apple Works	General
Ray Settle	410-647-9192	Apple Works	General
Allan Griff	301-654-1515	AppleWorks	General
Ken DeVito	703-960-0786	Beagle Buddies	
W. T. Cook	410-995-0352	Beagle Buddies	
Don Avery	202-362-1783	Beagle Buddies	
Allan Levy	301-340-7839	Communications	ProTerm
Dale Smith	301-762-5158	Communications	
Allan Griff	301-654-1515	Database	Apple Works
Morgan Jopling	410-721-7874	Database	Apple Works
Milt Goldsamt	301-649-2768	Database	Apple Works
Guy Durant	202-575-0414	Epson Printers	
Ron Evry	703-490-1534	General	
Harold Polk	301-662-6399	General	
Ken DeVito	703-960-0786	General	
Dave Jernigan	540-822-5137	Graphics	Print Shop (before 9 PM)
Joan Jernigan	540-822-5137	Graphics	Print Shop (before 9 PM)
Guy Durant	202-575-0414	Hard Drives	
Guy Durant	202-575-0414	Hardware	
Ron Evry	703-490-1534	Hypermedia	Hyperstudio
Bob Sherman	305-944-2111	Laser Printing	
Dave Jernigan	540-822-5137	Operating Systems	(before 9 PM)
Joan Jernigan	540-822-5137	Operating Systems	(before 9 PM)
Joan Jernigan	540-822-5137	Word Processing	Apple Works II (before 9 PM)
Ron Evry	703-490-1534	Word Processing	AppleWriter
Allan Griff	301-654-1515	Word Processing	

Apple // e			
Morgan Jopling	410-721-7874	Upgrade	

Apple // GS			
Rich Sanders	703-450-4371	Drawing/Graphics	Deluxe Paint II
Dick Grosbier	301-898-5461	General	
Eric Grupp	410-315-8331	General	
Seth Mize	410-766-1154	General	
Rich Sanders	703-450-4371	Word Processing	Multiscribe GS

Apple // GX			
Ken Carter	301-834-6516	General	

Apple ///			
Dave Ottalini	301-681-6136	General	
Paul Campbell	313-255-6497	General	
Seth Mize	410-766-1154	General	
Robert Sambolin	787-841-1641	General Repair	
Steve Truax	304-263-5749	Integ. Packages	3 Easy Pieces
Dave Jernigan	540-822-5137	Integ. Packages	3 Easy Pieces (before 9 PM)
Paul Campbell	313-255-6497	Repairs	

Name	Telephone	Heading	Subjects
Dave Jernigan	540-822-5137		3.5" Super Drive (before 9 PM)
Dave Jernigan	540-822-5137		SCSI Drives (before 9 PM)
Steve Truax	304-263-5749		Stempeller
Dave Jernigan	540-822-5137		Stempeller (before 9 PM)
Carey McGleish	313-332-8836		Word Juggler (evenings)

Cross Platform			
Ken DeVito	703-960-0786	Transfers	MS/DOS-Apple-Mac

IBM/Compatibles			
Louis Saunders	301-648-7332	Hardware	Troubleshooting & Repair
Etana Finkler	301-891-2821	Illustration	General best to call 9 PM to Midnight
Louis Saunders	301-648-7332	Network	Connectivity
Louis Saunders	301-648-7332	Printers	Connectivity
Tom Cavanaugh	301-627-8889	Printers	General
Louis Saunders	301-648-7332	Printers	Troubleshooting & Repair

Internet			
Dan White	301-843-3287	General	
Walt Francis	202-966-5742	General	
Will DeKronney	410-626-7716	General	
Curt Harpold	301-762-0887	Programming	JAVA
Craig Contardi	410-674-2752	World Wide Web	Netscape Navigator
Seth Mize	410-766-1154	World Wide Web	Sailor
Jaque Davison	703-644-7354	World Wide Web	Web Site Builder

Macintosh			
Nancy Seferian	202-333-0126	Art & Video	General
Robert Sambolin	787-841-1641		General
John Enberg	301-262-9347 or 301-604-8348		Basics
Tho. Snowberger	410-757-4656	Contact Managers	Now Contact/UTD
Mort Greene	703-522-8743	Database	File Maker Pro
Tom Parrish	301-654-8784	Database	File Maker Pro
Bill Waring	410-647-5605	Database	Filemaker Pro
Rick Shaddock	202-321-2110	Database	FoxPro
Harvey Levin	301-299-9380	Database	Helix
Mort Greene	703-522-8743	Database	MS-File
Tom Parrish	301-654-8784	Database	Overvue
Elizabeth Mangan	703-750-2710	Database	Pro-Cite
Dave Weikert	301-963-0063	Databases	Panorama
Blake Lange	301-942-9180	Desk Top Pub.	PageMaker
Mort Greene	703-522-8743	Desk Top Pub.	PageMaker
Eric Grupp	410-315-8331	Desk Top Pub.	Quark Xpress
Paul Schlosser	301-831-9166	Desk Top Pub.	Quark Xpress
Ron Johnson	410-315-8764	Drawing/Graphics	Adobe Illustrator 3.0
Nancy Seferian	202-333-0126	Drawing/Graphics	Aldus Freehand
Tom Parrish	301-654-8784	Drawing/Graphics	Canvas
Lloyd Olson	410-544-1087	Drawing/Graphics	ClarisDraw
Etana Finkler	301-891-2821	Drawing/Graphics	Freehand (best to call 9 PM to Midnight)

Nancy Seferian	202-333-0126	Drawing/Graphics	General
Neil Laubenthal	703-691-1360	Drawing/Graphics	General
Etana Finkler	301-891-2821	Drawing/Graphics	General (best to call 9 PM to Midnight)
Blake Lange	301-942-9180	Drawing/Graphics	Illustrator
Etana Finkler	301-891-2821	Drawing/Graphics	Illustrator (best to call 9 PM to Midnight)

Tom Parrish	301-654-8784	Drawing/Graphics	MacDraw
Mort Greene	703-522-8743	Drawing/Graphics	Photoshop
Blake Lange	301-942-9180	Drawing/Graphics	Photoshop
Mort Greene	703-522-8743	Drawing/Graphics	SuperPaint 2.0
Dave Jernigan	540-822-5137	Foreign Languages	FlashWorks (before 9 PM)
Dave Jernigan	540-822-5137	Foreign Languages	Greek Tutor (before 9 PM)
Dave Jernigan	540-822-5137	Foreign Languages	Hebrew Tutor (before 9 PM)
Dave Jernigan	540-822-5137	General	(before 9 PM)

Washington Apple Pi Office
 12022 Parklawn Drive, Rockville, MD, 20852.
 M-W-F 10 a.m.—6 p.m.; Tue 7 p.m.-9 p.m.; Sat 9 a.m.-2:30 p.m.
 Web address: www.wap.org
 e-mail address: info@tcs.wap.org

September 1997

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
	Labor Day 1 Office Closed	2	3	4 Columbia Slice	5	6
7	8 <i>Intro to the Mac-Part 1</i>	9 Genealogy SIG QuickTime SIG	10 <i>Intro to the Mac-Part 1</i> WAP BoD	11 Stock SIG	12 <i>Intro to the Mac-Part 2</i>	13 Frederick Slice
14	15 <i>Intro to the Mac-Part 2</i>	16 <i>Intro to Quicken</i>	17 Excel SIG	18	19	20 <i>Intro to ClarisWorks DB</i> <i>Intro to CWWrks Draw</i> Annapolis Slice
21	22 <i>Intermed. Mac-Part 1</i>	23 <i>Intro to Quark</i> <i>Internet-Part 1</i>	24 Retired SIG	25 Women's SIG	26 <i>Intermed. Mac-Part 1</i>	27 <i>NoVa ComCol</i> WAP General Meeting
28	29 <i>Intermed. Mac-Part 2</i>	30 <i>Internet-Part 2</i>				

October 1997

WAP Office Phone: 301- 984-0300
 TCS 2400 bps: 301-984-4066;
 TCS 14400 bps: 301-984-4070

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
			1	2 Columbia Slice	3	4
5	6 <i>Intro to the Mac-Part 1</i>	7 <i>Intro to Pagemaker</i>	8 <i>HTML - Part 1</i> WAP BoD	9 Stock SIG	10 <i>Intro to the Mac-Part 1</i>	11 Frederick Slice
12 Columbus Day Office Closed	13 <i>Intro to the Mac-Part 2</i>	14 QuickTime SIG	15 Excel SIG <i>Intro to the Mac-Part 1</i>	16 <i>Intro to Quicken</i>	17 <i>Intro to the Mac-Part 2</i>	18 <i>ClarisWorks-Intro</i> <i>ClarisWorks-Intermed.</i> Annapolis Slice
19	20 <i>Intermed. Mac-Part 1</i>	21 <i>Internet - Part 1</i>	22 <i>HTML - Part 2</i> Retired SIG	23	24 <i>Intermed. Mac-Part 2</i>	25 <i>NoVa ComCol</i> WAP General Meeting
26	27 <i>Intermed. Mac-Part 2</i>	28 <i>Internet - Part 2</i>	29 <i>Intro to Quark</i>	30	31	

UPCOMING GENERAL MEETING DATES —
SEPTEMBER 27TH
OCTOBER 25TH
NOVEMBER 22
AND THE GARAGE SALE—DECEMBER 13

Meeting Notices

Unless otherwise noted, call the SIG chairs or Slice officers for meeting information. A list of the SIG and Slice chairs is on page 4 of every Journal. Calendar events in italics are tutorials, workshops or seminars.

Annapolis Slice

3rd Saturday; 9:30 AM; Severna Park Library on McKinsey Rd. (off Rt. 2), Severna Park, MD
Answering Machine: (410) 647-5605

AOL SIG, contact John Barnes at JDBarnes@aol.com or in the evening at 301 / 652-0667.

Apple III SIG

Quarterly on 2nd Saturday; 10:00 AM; WAP Office.

Columbia Slice

1st Thursday; 7:00 PM. Call for location
BBS (410) 964-3706

DataBases (Mac) SIG

Volunteers needed to restart this SIG

Excel SIG

3rd Wednesday; 7:30 PM; WAP office.

Frederick Slice

General meeting time, 2nd Saturday; 10:00 AM; United Methodist Church; 22 Main Street in Walkersville.

Game SIG

1st Thursday; 7:30 PM; Call for location.

Genealogy SIG, September 9, 10 AM to noon. At the WAP office.

Graphic Arts SIG

Starting this fall. Call office for details.

Mac Programmers' SIG

Volunteers needed to restart this SIG

Newton Developers' SIG

Call Ed Palaszynski for meeting news— 301-963-5841

NoVa Education (Ed) SIG

Last Wednesday; 7:30 PM; Walnut Hill Ctr., 7423 Camp Alger Ave., Falls Church, VA.

QuickTime SIG

2nd Tuesday of each month; 7:30 PM; WAP office.

Retired SIG

4th Wednesday of each month; 11 AM to 2 PM; each meeting will have a topic, but be run informally. WAP office.

Stock SIG

2nd Thursday; 7:30 PM; WAP Office. (Morris Pelham who chairs StockSIG is Sysop of the Investment/StockSIG board on the TCS. Contact him on that board.)

Telecomm SIG

1st Tuesday; 7:00 PM; WAP office.

WAP Garage Sale—June and December—this December 13th.

WAP General Meeting

4th Saturday; 9:00 AM; Northern Virginia Community College, Annandale Campus, Community Cultural Center Auditorium.

Women's SIG

Upcoming dates: Sept. 25 (MacWorld Conference Report), Nov. 20. At the Pi Office at 6:00 PM dinner (\$2) followed by 7:00 PM meeting/presentation. Call SIG chair, Kathleen Charters at 410-730-4658 for details.

Notice: Plans change! Anyone with calendar information please call the Calendar Editor, Bill Wydro (301) 299-5267 or Beth Medlin at the WAP Office (301) 984-0300.

Name	Telephone	Heading	Subjects
Joan Jernigan	540-822-5137	General	(before 9 PM)
Allan Levy	301-340-7839	General	
Dan White	301-843-3287	General	
Dick Grosbier	301-898-5461	General	
Russell Robinson	301-739-6030	General	
Neil Laubenthal	703-691-1360	General	
Tom Cavanaugh	301-627-8889	General	
Tom DeMay	410-461-1798	General	
Tom Witte	703-683-5871	General	
Louis Saunders	301-648-7332	Hardware	Troubleshooting & Repair
Joan Jernigan	540-822-5137	Hypermedia	HyperStudio (before 9 PM)
Jerry Iler	410-987-5432	Ilsi	General
Bill Geiger	703-237-3614	Integ. Packages	ClarissWorks
Sandy Kowalczyk	410-268-3149	Integ. Packages	ClarissWorks
Ray Settle	410-647-9192	Integ. Packages	ClarissWorks
Joan Jernigan	540-822-5137	Integ. Packages	ClarissWorks (before 9 PM)
Jim Ritz	301-770-1405	Integ. Packages	MSWorks
Ray Settle	410-647-9192	Integ. Packages	MSWorks
Tim Childers	301-997-9317	Integ. Packages	MSWorks
Dave Weikert	301-963-0063	MacDisketeria	Disk Library
Dave Jernigan	540-822-5137	Mail List Manager	My Mail List Manager (before 9 PM)
Mort Greene	703-522-8743	Miscellaneous	File Transfer & Backfax
Sandy Kowalczyk	410-268-3149	Miscellaneous	HyperCard
Blake Lange	301-942-9180	Miscellaneous	Hypercard
Tom Witte	703-683-5871	Miscellaneous	Hypertalk
Jeff Dillon	301-434-0405	Miscellaneous	MX-80
Dave Jernigan	540-822-5137	Miscellaneous	Online Bible Mac
Dave Jernigan	540-822-5137	Miscellaneous	Soft Windows Mac
Rick Chapman	301-989-9708	Miscellaneous	Hypercard
Tom Witte	703-683-5871	Miscellaneous	Hypercard
Peter Combes	301-445-3930	Multi Media	Director
Peter Combes	301-445-3930	Multi Media	Language
Mort Greene	703-522-8743	Multimedia	Image Studio
Mort Greene	703-522-8743	Multimedia	Macro Mind Director
Stuart Bonwit	301-598-2510	Multimedia	Quicktime
Tom Witte	703-683-5871	Multimedia	Quicktime
Mort Greene	703-522-8743	Multimedia	Video Works
Jerry Iler	410-987-5432	Older Claris	General
Jerry Iler	410-987-5432	PB180C	General
Lester Morcerf	410-987-0685	Performa 550	General
Tho. Snowberger	410-757-4656	Performa System	General
Rick Shaddock	202-321-2110	Pers.Contact Mgr.	ACT
Mel Benson	410-647-6873	Personal Finance	Dollars & Sense
Bill Geiger	703-237-3614	Personal Finance	Manage Your Money
Mel Benson	410-647-6873	Personal Finance	Manage Your Money
Clarence Goldberg	410-263-5189	Personal Finance	Quicken
Henry Miller-Jones	703-478-3721	Personal Finance	Quicken
Louis Saunders	301-648-7332	Printers	Connectivity
Louis Saunders	301-648-7332	Printers	Troubleshooting & Repair
Tom Cavanaugh	301-627-8889	Printers	General
Walt Francis	202-966-5742	Printers	General
Michael Hartman	301-942-3717	Programming	C
Michael Hartman	301-942-3717	Programming	General
Harry Erwin	703-758-9660	Programming	General (e-mail at herwin@gmu.edu)
Michael Hartman	301-942-3717	Programming	Pascal
Charles Schindler	410-437-4624	Spreadsheets	Excel
Lloyd Olson	410-544-1087	Spreadsheets	Excel
Walt Francis	202-966-5742	Spreadsheets	General
Roger Burt	301-424-6927	Spreadsheet/Chart	ClarissWorks
Mark Pankin	703-524-0937	Spreadsheet/Chart	Excel
Dick Byrd	703-978-3440	Spreadsheet/Chart	Excel
Mort Greene	703-522-8743	Spreadsheet/Chart	Excel
Rick Shaddock	202-321-2110	Spreadsheet/Chart	Excel
Tom Cavanaugh	301-627-8889	Spreadsheet/Chart	Excel

Name	Telephone	Heading	Subjects
Bill Waring	410-647-5605	System	General Mac Help
Lloyd Olson	410-544-1087	System	Mac OS
Neil Laubenthal	703-691-1360	System	Mac OS Modems General
Bernie Benson	301-951-5294	Telecomm.	Modems Hayes Smartmodem
Allan Levy	301-340-7839	Telecomm.	Practical Peripherals
Jaque Davison	703-644-7354	Virtual Reality	Alien Skin Texture Shop
Jaque Davison	703-644-7354	Virtual Reality	Bryce 2
Jaque Davison	703-644-7354	Virtual Reality	Specular Logomotion
Jaque Davison	703-644-7354	Virtual Reality	Virtus - 3-D
Jaque Davison	703-644-7354	Virtual Reality	Virtus Walkthrough Pro
Tom Parrish	301-654-8784	Word Processing	Think Tank-More
Dave Jernigan	540-822-5137	Word Processing	Word Perfect (before 9 PM)
Charles Schindler	410-437-4624	Word Processing	WordPerfect
Eric Grupp	410-315-8331	Word Processing	WordPerfect
Walt Francis	202-966-5742	Word Processing	General
Tim Childers	301-997-9317	Word Processing	Hebrew
Tom Cavanaugh	301-627-8889	Word Processing	MS Word
Harris Silverstone	410-435-3582	Word Processing	MS Word
Joan Jernigan	540-822-5137	Word Processors	Clariss Works (before 9 PM)
Dave Jernigan	540-822-5137	Word Processors	Word Perfect

Macintosh & Apple

Ginny Spevak	202-244-8644	Miscellaneous	Dvorak Keyboard
Mike Spevak	202-244-8644	Miscellaneous	Dvorak Keyboard
Allan Levy	301-340-7839	Telecomm.	General
Bob Sherman	305-944-2111	Telecomm.	General
Dale Smith	301-762-5158	Telecomm.	General
John Barnes	301-652-0667	Telecom	AOL
Dale Smith	301-762-5158	Telecomm.	TCS
David Harris	202-966-6583	Telecomm.	TCS
Nancy Seferian	202-333-0126	Telecomm.	TCS
Paul Schlosser	301-831-9166	Telecomm.	TCS

Networking

Louis Saunders	301-648-7332	Mac	Connectivity
Douglas Ferris	301-924-4180	Networking	Novel
Douglas Ferris	301-924-4180	Networking	Windows
Dave Weikert	301-963-0061	Networking	Mac/AppleShare

Did we miss you? Want to change your listing? Want to be added to the hotline?

To be added, simply call the office during normal business hours or send the information via e-mail to Jim Ritz at <jim.ritz@tcs.wap.org>.

Include your name, phone number and subject(s) you want to assist with.

Telecommunications Help Sheet

A quick reference sheet for use while on the TCS

TCS Phone Numbers:

—301-984-4066

(for 300, 1200, 2400 bps)

—301-984-4070

(for 9600, 14400, 28800 bps)

Main Menu

- Bulletin Boards
- <C> Change Conferences
- <E> E-Mail
- <F> File Transfer
- <L> General Library
- <M> Membership Search
- <N> Now On System
- <O> Off the System
- <P> Public Library
- <T> Time and Date
- <U> User Preferences
- <W> Read Welcome Bulletin
- <X> eXamine Weather Forecast

File Transfer Menu

- <A> Adjust Pointers
- <G> Global Read New Descs
- <L> List All Available Areas
- <N> New File Descriptions
- <O> Off the System
- <Q> Quit to Main Menu
- <R> Read All New Descs
- <Z> Zselect File Areas

File Area Menu

- <A> Alphabetical List
- Batch Functions
- <C> Change File Area
- <D> Download a File
- <F> Find File Descriptions
- <H> Help With File Transfer
- <I> Info on File Contents
- <L> List All Files
- <M> Mark Files for Downloading
- <O> Off the System
- <Q> Quit to Main Menu
- <R> Read File Descriptions
- <T> TitleScan Descriptions
- <U> Upload a File or Files
- <W> Welcome Bulletin

Editor Menu

- <A> Add to File
- <C> Clear File in Memory
- <D> Delete a line from File (#)
- <E> Edit a Line (#)
- <F> Find a String
- <G> Global Search & Replace
- <I> Insert Lines into File (#)
- <L> List the File (#)
- <M> Toggle Reply Mode
- <N> Line Numbering Mode On/Off
- <P> Purge Temporary File
- <Q> Quit - Clear File & Exit
- <R> Read back from Temporary File
- <S> Save File and Exit Editor
- <T> Write File to Temporary File
- <U> Upload Mode Toggle (No Reply Mode)
- <V> View Temporary File
- <X> Exchange a String within line (#)
- <"> Modify Reply Mode Characters

Change Conference Menu

- <1-8> ... Choose Conference Number
- <L> List Conferences Available
- <Q> Quit to Main Menu
- <1> General Conference
- <2> Apple II Conference
- <3> Macintosh Conference
- <4> Classified Conference
- <5> Global General Conference
- <6> Global Apple II Conference
- <7> Global Macintosh Conference
- <8> Global Miscellany Conference

Conference Menu

- <A> Adjust Pointers
- <C> Change Conference

- <G> Global Read All New Msgs
- <L> List All Available Boards
- <O> Off the System
- <Q> Quit to Main Menu
- <R> Read All New Msgs
- <W> Welcome Bulletin
- <X> Xfer All New Msgs
- <Z> Zselect Boards of Interest

Bulletin Board Menu

- <A> Alter/Edit an Existing Message
- Blind Reply to a Msg by Number
- <C> Change Boards
- <D> Delete Msg From or To You
- <E> Enter a Message
- <F> Find Message by Keyword
- <L> Library for this Board
- <O> Off the System
- <Q> Quit to Main Menu
- <R> Read a Msg or Msgs
- <S> Scan Message Headers
- <T> TitleScan Msg Headers
- <W> Welcome Bulletin for Board
- <X> Xfer (Download) a Msg or Msgs

User Preferences

- <A> Alter Password
- <E> Emulation Mode
- <F> File Transfer Protocol
- <P> Prompt Character
- <Q> Quit to Main Menu
- <R> Reply Mode Prefix
- <V> Video Length
- <X> Expert/Novice Prompts
- <Y> Your Current Status

Electronic Mail Menu

- Blind Reply to a Letter
- <D> Delete Letters
- <E> Enter a Letter
- <F> Find Letters
- <H> Help/Brief Tutorial
- <I> Info on Letters
- <K> Keep Letters
- <L> List Letters
- <O> Off the System
- <Q> Quit to Main Menu
- <R> Read Letters
- <S> Scan Headers of Letters
- <T> TitleScan Letters
- <X> Xfer (Download) Letters

Please see page 50 for the TCS Help Hotline phone numbers.



Using the World Wide Web for Pranks

by Phil Shapiro

Prankstering Origins

I GREW UP in a family where pranks were very much a part of every day life. The kids in the family would constantly play pranks on each other. We'd also play pranks on my mom and dad, and they'd play pranks on us.

Prankstering, you might recall, is a skill that takes years to finely hone. To be an outstanding prankster you need to practice day in and day out, forever aiming for the perfect prank that combines ingenuity, flair, surprise, drama, and laughter galore.

So when I first heard about the development of the world wide web, I started licking my chops right then and there. But as every prankster knows, the art of prankstering is in waiting for just the right moment. Last week, when the newspapers announced the discovery of ice on the moon, I knew the time was right to pounce.

When the newspapers announce something like the discovery of ice on the moon, you can be sure that newspaper reporters are going to be constantly scouring the web to find the latest tidbit of news. The more obscure the tidbit, the better.

For instance, if reporters were to find an offhand remark about ice on the moon, posted on the web long ago (i.e. yesterday) by an obscure astrophysicist holed up in a old rundown townhouse in Washington DC, that would make for a fascinating news item. I'm no astrophysicist,

but I live in an old rundown townhouse in Washington DC, so I could easily qualify as an obscure crank. And my opinions about ice on the moon are probably as good as anyone's, so it seems entirely right and proper that I declare my-

“Now the interesting thing about creating pranks on the web is that you hardly need any props. No buckets of ice water. No cooked watery oatmeal left overnight in the refrigerator to form a perfectly ghastly gop. No Krazy Glue whatsoever.”

self a world authority on the subject and proceed to set up an authoritative sounding web page.

Now the interesting thing about creating pranks on the web is that you hardly need any props. No buckets of ice water. No cooked watery oatmeal left overnight in the refrigerator to form a perfectly ghastly gop. No Krazy Glue whatsoever. Web based prankstering is far easier than sneaking underneath my brother's bed an hour before he goes

to sleep, waiting until he's almost asleep, and then reaching up with my hand (accompanied by loud ghost like sounds) to scare the living day-lights out of him. But it can be just as fun.

Mixing Up All the Ingredients of a Good Prank

If I were to become an instant world authority on the subject of ice on the moon, the first thing I'd need to do is probably conduct an interview with other world authorities on lunar lunacies. So I pulled Neil Armstrong and Buzz Aldrin's name out of a hat, and then proceeded to put words into their mouths.

The following text is what ended up on my web page. A minute after uploading the text I submitted this page to Alta Vista so that researchers and reporters around the world could easily find the latest misinformation about ice on the moon. I then tucked myself snugly into bed and giggled myself to sleep.

Lo and behold, the very next day I received a phone call from a reporter from the Orange County Register (in southern California), asking permission to reprint this text in their newspaper. “Say, when did you write all that stuff?” “Last night.” “Oh.”

Yup, prankstering is a fine hobby. I can recommend it wholeheartedly to people who are looking for new hobbies. These days it helps if you know a little html, too.

The Whole Truth About Ice on the Moon

(Posted on the web at <http://www.his.com/~pshapiro/iceonthemoon/>)

There have been so many different conflicting reports about ice on the moon since the story broke last week that I thought it would be a useful to circulate information dispelling some of the myths surround-



ing this news story. My source for this information is a radio broadcast press conference with Neil Armstrong and Buzz Aldrin that I heard late last night. When the press conference came on the radio I happened to be surfing the web, so I immediately switched over to my word processor to take notes from the interview. The following is a reconstruction of the comments that were made during this interview.

Interestingly enough, the normally reserved and subdued astronauts seemed quite a bit more boisterous than usual during the interview.

Radio Interview of Neil Armstrong and Buzz Aldrin

Interviewer: Neil and Buzz, thanks for joining us today to chat about this intriguing news story about ice on the moon. Buzz, did you ever have any suspicions that there might be water on the moon?

(Scuffling sound as if both Armstrong and Aldrin were trying to grab hold of the microphone.)

Aldrin: Well, the first time I suspected there might be water on the moon was when the windshield of the lunar module started icing up on our descent to the moon. I yelled over to Armstrong to turn up the windshield defroster fan a few seconds after I noticed ice crystals forming on our windshield.

Armstrong: Gee, I can't recall the ice on the windshield, Buzz, but I do remember seeing a large lake-shaped blue object on the horizon as the lunar module descended.

Aldrin: I can't recall seeing that, Neil, but I do recall that when I first stepped on the moon my foot slid along something I thought might be black ice. Fell right on my butt.

Armstrong: Sure, I remember you falling on your butt, Buzz, but that's because you forgot to tie your shoelaces before the moonwalk. How many times did I tell you, "Tie your

shoelaces. Tie your shoelaces. Four billion people will be watching this moonwalk. Tie your shoelaces.?"

Aldrin: Sure, I fell on my butt once on the moon, but you fell over more than a dozen times.

(At this point the interview seems to degenerate as the astronauts sound as if they're wrestling for control of the microphone.)

Aldrin: I suspected water on the moon after the third thunderstorm.

Armstrong: I suspected water on the moon when I picked up an object that looked like a seashell, held it to my ear, and heard a distinct gurgling sound.

Aldrin: I suspected water on the moon right after I stepped in a huge puddle.

Armstrong: I suspected water on the moon the moment I saw a small waterfall.

Aldrin: I suspected water on the moon after our drink cooler accidentally tipped over.

Armstrong: I first suspected water on the moon when I saw the recreational vehicle water hookup near the campsite where we landed on the moon.

Aldrin: I first suspected ice on the moon when I spotted Wayne Gretzky hanging around the launchpad.

Armstrong: True enough, but I first suspected ice on the moon when I noticed a fleet of Zamboni's parked not far from the lunar module landing site.

Armstrong: I suspected water on the moon when my astronaut suit visor kept fogging up on the inside.

Aldrin: I suspected water on the moon when I saw what appeared to be a discarded Brita filter.

Armstrong: I suspected ice on the moon when I spotted a popsicle stick.

(At this point both astronauts are giggling and elbowing each other in the ribs.)

Armstrong: Yes, but I first suspected ice on the moon when I

stubbed my toe on a glacier.

Aldrin: I suspected ice on the moon shortly after I put on my skates.

Armstrong: I suspected water on the moon when I came across a rock that looked very much like a water slide from a theme park.

Aldrin: Yes, but I suspected ice on the moon after I had to use de-icing spray on the door handle of the lunar module.

Armstrong: Oh sure. I first suspected water on the moon after I finished doing my first laundry load.

Aldrin: Neil, I first suspected ice on the moon when our lunar rover slid off the road.

Armstrong: I first suspected water on the moon when I saw a rock that looked very similar to a fire hydrant.

Aldrin: I first suspected ice on the moon when Houston replaced their entire Mission Control staff with figure skating announcers.

Armstrong: Speaking of ice skating, Buzz, I hear that you've signed a five year contract to tour with the Ice Capades?

Aldrin: Well, if you're going to bring up the subject of contracts, I might mention the rumor that you've signed a ten year contract to dress up as Goofy for the new hastily planned "Ice on the Moon" attraction at Disneyworld.

Armstrong: Did not!

Aldrin: Did too!

Armstrong: Not!

Aldrin: Too!

Armstrong: Not! Not!

Aldrin: Too! Too! ■

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The Joy of Email Pen-Pals

by Lisette Rook

AFTER LEARNING how to surf the web last year, one of the first things I wanted to do was to set up a personal web page for myself. With the help of a friend, Phil Shapiro, I set up a page that told about my interests and hobbies. I showed the page to various of my local friends. Imagine my surprise, then, when shortly after I set up my page I received a friendly email message from two women in New Zealand, Natalie and Juliet.

These women had recently gotten Internet access themselves, and on a whim searched the Internet for the word "poodles." Raising poodles used to be one of my greatest joys, so I was thrilled to receive their message. Since making contact with these two women, we have exchanged dozens and dozens of email messages. Listen to how warm my new friends are.

I've chosen a few choice excerpts from the several dozen long letters my friends have sent to me. I've written a short explanation for each excerpt, to help place the comments on context.

I knew our pen-pal relationship was off to a good start when I received the following message in my mailbox:

"Great to receive our first reply to an email. We can understand how you like email as we are finding that the most interesting when reading the home pages.

We found your home page when searching on the web crawler for

'poodles'. You have had a fascinating life and it sounds as though you have a very active life with all your traveling nowadays too."

■ We soon started sharing information about our children and grandchildren:

"Did I tell you I have a new granddaughter, named Megan Claire, which is a name with special meaning for me so I feel very thrilled my daughter Linda has acknowledged the connection."

■ My friends Natalie and Juliet have a wonderful way of expressing themselves:

"Well, its summer time now so we must get on with painting the trellis fences where the climbing plants have turned the white to off white. Our house looks a bit like a pixie home with the tiled carport like a wishing well and no eaves on the house. We will send a photo of it soon and of ourselves."

■ I've come to learn that when you write to people in New Zealand, you might as well not mention the date or day. It can be real confusing since the time difference is so large. The great advantage is getting stock tips from tomorrow. <giggle>

"New Zealand is almost on the date line and it is the first country in the world to see each new day. I have checked on the international clock and you are about 20 hours behind. I am looking forward to the turn of the century when I will be one of the first people in the world to welcome

the year 2000. Gisborne, will get the first rays of sunlight and I am sure it is going to be one great celebration."

■ Our email correspondence has been on a whole host of different subjects, including life, children, and, yes, even movies:

"We loved 'Secrets & Lies' and found it very amusing and cleverly done. Although it was a bit laid on heavy at one part. Not often you see such a positive movie without heaps of violence but not soaked in sentimentality."

■ I was so proud of the article I wrote for the WAP Journal on cybercafes that I sent my friends in New Zealand a copy. Here is their response:

"Dear Lisette, We really enjoyed your article. How exciting!! Hope the concept does take off elsewhere in the world before we do our big trip. By the way, there is one in central Auckland which is very popular especially with American tourists. So you see you will not be lost down under. We certainly know what you mean about making it easier than writing snail mail."

■ After adding some animations and RealAudio to my web page, I invited my New Zealand friends to visit the web page again:

"It is just wonderful hearing your voice. You are so clever. We will have to start doing some work on a web page soon as you have got us all enthusiastic now."

■ And soon afterwards, my friends started working on their own personal web pages:

"Juliet and I have started working on ours and we will let you know as soon as they are done. We think it is best to do a page for each of us. We will never agree on a joint one."



■ One neat thing about email pen-pals is that you can share the joys and celebrations in your life. All of us need the opportunity to jump for joy every once in a while:

"I have just been appointed to a terrific new job. I start on Tuesday and am very excited. I am to be national Claims Manager for an American insurance group and I report direct to the Manager in Australia for the south pacific. This is reputed to be the top insurance claims position in New Zealand, so I feel rather honored that I was 'head-hunted' for it."

■ It's been over a year now that I've been corresponding with my new friends. Just last week, my friends were reminiscing:

"I still marvel at how we 'met.' We had just hooked up to the Internet and decided on a whim to look up poodles. Voila!!! We hit your home page and have been corresponding ever since."

■ I now wait for their letters with great anticipation, and when I receive their email I usually read it over several times. To me, computers are outstanding tools for connecting human beings. I wish everyone had a chance to experience the joys that I have experienced.

The best advice I can pass along to others about email pen-pals is to stick to it, and not to get disappointed if the first attempts at pen-paling are not successful. And it really helps to have a personal web page, I've found. How else can people find you, if you are nowhere to be found? ■

Lisette Rook is a Mac enthusiast, originally from Paris, France. She uses her Mac for work and fun about five hours a day. She can be reached at: lisrook@his.com and http://members.aol.com/lisrook/

Web for Novice and Wizard: A Review of Books

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EVERY DAY, IT seems, entire forests are consumed to produce books to help people create paperless Web pages. Irony aside, there is a greater tragedy: most of these books will remain unread. People will take home their 1,200 page definitive guide to writing Web pages for fun and profit, read maybe a dozen pages, and then decide it was a Bad Idea: 1,188 pages to go, and it just doesn't look that interesting...

But there are some useful gems out there, ranging from guides for beginning surfers to beginning Web designers to committed pros.

Wading In

One good starting place for beginning Internet explorers is *Visual Quickstart Guide: Netscape 3 for Macintosh*, by Elizabeth Castro. Of the three Web browsers included on Apple's *Mac OS 8 CD-ROM* (*Netscape Navigator 3*, *Microsoft Internet Explorer 3*, and *Apple CyberDog 2.0*), *Netscape 3* is by far the most popular. Most people figure if they can view a page or three thousand with *Netscape*, they know all they need to know about both *Netscape* and the Web, and Castro gently shows otherwise.

Covering everything from configuring *Netscape* to view Web pages to uploading files to FTP servers to reading news groups, the book is heavily, and appropriately, illustrated, with hundreds of tips to call attention to special topics. Of par-

ticular interest to would-be Web publishers is the extensive coverage devoted to designing pages, with special emphasis on *Netscape Gold*, a version of the browser designed for both creating pages as well as viewing them. (Castro admits in her introduction, however, that *Netscape Gold* "is slow and cumbersome and rather un-Maclike...[but] probably better than nothing.") If you want to learn more about *Netscape*, this

"Because this is an introductory book, *Home Sweet Home Page* includes an excellent, non-specialist's overview of the Internet, how the World Wide Web fits into the Internet, and how the Web works. Such an introduction is invaluable for the novice Web page creator, as most such novices have only a fuzzy idea of what they are doing, how it works, and how it fits into the overall Web."



is probably the ideal book.

Robin Williams is justifiably famous for her quick-reading, beautifully written and illustrated Macintosh books, and *Home Sweet Home Page* is no exception. Subtitled *An Easy Guide to Creating Your Own Family Web Site*, the premise is that you want to create a site with family biographies, stories, family trees, and similar personal elements, but the topic coverage, and techniques, work just as well for a corporation. Williams' famed humor (usually more subtle than the comedian with the same name) shows up in such places as "The Gargoyle Family," a sample Web site allegedly created by a family of stone gargoyles.

Because this is an introductory book, *Home Sweet Home Page* includes an excellent, non-specialist's overview of the Internet, how the World Wide Web fits into the Internet, and how the Web works. Such an introduction is invaluable for the novice Web page creator, as most such novices have only a fuzzy idea of what they are doing, how it works, and how it fits into the overall Web. This introduction is *so* good, in fact, that many people could buy this book for that reason alone, and think it a bargain.

The bottom margin of every page includes the URL of a special Web site set up by Peachpit Press to support the book, <http://www.peachpit.com/home-sweet-home>. This site is used to expand on topics mentioned in the book, provide even more examples of how to do things, provided current links to resources, and even offer some free clipart. Peachpit Press has a version of the book (unseen) that includes a CD-ROM with software for connecting to the Internet, clipart, and other odds and ends, titled *Home Sweet Home Page and the Kitchen Sink*, for \$24.95.

While it is possible to create an

entire Web site with a tool as simple as Apple's free text editor, *SimpleText*, most people will want some specialized tools. If your specialized tool of choice is Adobe's *PageMill 2.0*, then you should check out Maria Langer's *Visual Quickstart Guide: PageMill 2 for Macintosh*. Like all the other Visual Quickstart guides, it is heavily, and appropriately illustrated, showing step-by-step how to do things large and small.

This is Langer's second attempt at creating a *PageMill* book. Her first attempt was excellent in every way except subject: the original *PageMill* was pretty close to awful (meaning it was pretty to look at, but awful). *PageMill 2.0* is a far better program, so if the quirky, bug-ridden original version of the program turned you off, try it again — with Langer's book firmly in hand. The only major omission, a complete lack of coverage of Adobe *SiteMill*, is not Langer's fault; Adobe has been inconsistent in deciding if it is part of *PageMill* or is actually an independent software package.

Beyond Basic Swimming

Once you've created a Web page or twenty (especially if you create them with a text-based editor instead of a visual tool such as Claris *Home Page* or Adobe *PageMill*), you start looking for references. By far the most popular reference is Elizabeth Castro's *Visual Quickstart Guide: HTML for the World Wide Web*, 2nd ed. The first edition was a best-seller, and the second edition should do just as well: she shows, step-by-step, virtually everything you could ever want to do with a Web page. Each task is heavily illustrated, showing both the original HTML (HyperText Markup Language) code and the final, formatted Web page. (Mac fanatics will immediately note that, while there are a mixture of Mac and Windows

screen shots, the vast majority are from the superior original rather than the "me-too" latecomer.)

This new edition covers HTML 3.2, the current "standard" for HTML tags. One valuable addition is an appendix which lists various tags and indicates if they are Netscape-only, Internet Explorer-only, or "standard" HTML 3.2. Castro also devotes an entire chapter to style sheets, which are part of the 3.2 specification but are basically unsupported by current browsers. One thing Castro doesn't do is explicitly denounce the Frame and Marquee tags as tools of Satan (oops, getting carried away here), but despite this lack you'll probably soon discover this relatively thin volume is your most used Web reference.

Although the advertising copy says it is "An A-Z Reference of HTML Tags," which sounded very attractive, that isn't really how *Hip Pocket Guide to HTML 3.2* is organized. Darn. Instead it is a topical guide to HTML tags, organized in broad categories such as Links, Lists, Forms, Headings and such. There are virtually no illustrations beyond examples of formatting. Instead, the guide is written more as a classic programming reference, listing "Definition," "Attributes," "Context," "Suggested Style/Usage," and usually one (short) example.

While beginners will find it unattractive, Web wizards should find it quite valuable. Among other things, the binding allows the pages to lay flat, for ease of reading while you pound away on the keyboard. Another valuable contribution is the listing of tags which can be used *within* a particular tag (something most references don't mention). Buried in the back is something only a Web wizard would love, but it is nice: a list of dead, obsolete and superseded HTML tags. Yes, the Web is young, but some tags have already fallen by the wayside, and trying to



find out what is no longer supported is next to impossible; online references are far more concerned with the new than the old.

While he claims it was written for beginners as well as veterans, David Lawrence's *Learn HTML on the Macintosh* is most appropriate for someone venturing beyond the introductory. The book is narrative-based, which means that everything is presented in context — but the context is rarely repeated, so you can't just bounce around. The basics of creating Web documents are covered quite well, but it is clear that the emphasis is on *Netscape*, specifically, rather than generic Web documents. He also has a tendency to introduce a topic and then not—really—cover it.

One particularly useful section details how to use a Mac to upload finished pages to a UNIX machine. The section isn't long — a little more than a dozen pages — but it covers enough to avoid most of the pitfalls of this very strange, un-Maclike experience. On the other hand, he devotes almost twice as much space to a highly repetitive HTML calendar he created for The American Comedy Network. Why it is included isn't clear—but it is included on the accompanying CD-ROM, too.

The CD-ROM, incidentally, includes everything you need to get started in basic Web construction, from HTML editors to an actual Web server, Peter Lewis' shareware *NetPresenz* Web, FTP and Gopher server. If you have enough RAM, you can easily run *NetPresenz* in the background, and an HTML editor and Web browser in the foreground, and create, test, and tweak an entire Web site, without ever connecting to the Internet.

Graphic Examples

While it is perfectly legal and proper to have a text-only Web site (and many of the Web's most popu-

lar sites are text-intensive), the Web's popularity is due in no small part to its graphics. Prior to the creation of the World Wide Web, the Internet was essentially text-only,

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and Castro gently
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and dominated by command-driven services. The Web—and Web graphics—changed all that.

So it is no great surprise that virtually everyone thinks Web sites must have graphics. Less obvious is the simple, brutal fact that most people have the graphics talents of anaerobic bacteria. While it can't make up for a *complete* lack of talent and taste, *Web Publisher's Design Guide for Macintosh*, 2nd ed., is a giant step in the right direction. Mary Jo Fahey mines the Web for examples of good design technique, then shows you, step by step, how to create similar effects. The chapters of the book have “featured artists,” adding a human element to the example pages, and many of these artists have also contributed files to

the book's CD-ROM.

Not surprisingly, Adobe *Photoshop* plays a large role in the book, but the artists also have a fondness for Equilibrium Technologies' *DeBabelizer*, Adobe *Illustrator*, Quark *XPress*, *NetObjects Fusion*, *Vitrus Walkthrough Pro*, and other high-end tools. This is not to suggest the book is unapproachable by lesser mortals, but, rather, to note that it pulls no punches: the artists tell you *exactly* how they did something spectacular. All you need to do is supply the talent.

In addition to graphics, adding sound (via actual sound files or MIDI) is also covered, as are animation, video, forms, and other techniques for adding interactivity to Web pages. Fahey notes that the flexibility of the Web has expanded into other areas, citing in particular the use of “Web” pages on CD-ROMs to extend book and magazine offerings.

Most of the same topics are covered in Peter Kentie's *Web Graphics Tools and Techniques*. Kentie offers a much richer selection of color graphics, in particular, but the book's focus is less specific, covering both *Windows* and the Macintosh. This is not necessarily a problem, since Web designers need to be aware that much of the world is not blessed with superior *MacOS*-based hardware.

Kentie doesn't offer quite as much detail as Fahey, but the layout of the book is nothing less than outstanding: it is gorgeous. On the down side, it has a terrible index, making it much less suitable as an emergency reference.

Another gorgeous book is *Elements of Web Design*. This is much less a “how to use the tools” book as it is a course in fundamental design and layout. Dozens of richly illustrated pages are shown, along with narrative on how they were designed and why. Much attention is



spent on designing a site on paper, laying out the basic format and structure well in advance of creating pages. Attention is also given to why certain design choices are used in some cases and not in others. Finally, the non-linear, interactive nature of the Web is repeatedly stressed. A Web page, the book makes clear, involves page layout, but it is a fundamentally different task than page layout as practiced in "traditional" desktop publishing.

On the other hand, traditional desktop publishers and graphic artists are drawn to Web design, by choice or economics. This book is written with them in mind, and the overall format (it is a large book) is similar to Peachpit's other books on designing with Quark, designing multimedia, using scanners, and related topics.

All three of these design books are highly recommended.

Getting Serious

Has the fairy godmother of improbable events tasked you with actual job-related Web tasks? Have you been designated the official Web flunky for your company or agency? Then you might wish to take a look at *Novell's The Web At Work: Publishing Within and Beyond the Corporation*, a book that has little to do with "how to write HTML" but much to say on "how does the Web fit in with what our company/agency/garden club does." Peter Jerram doesn't resort to obscure theories to address this question, but instead went to many different companies, found how they used the Web, and interviewed key individuals involved in such efforts.

Apple is well represented, with an extensive overview of how Apple turned to the Web to distribute software updates, as well as publish its previously restricted (to employees, dealers, and AppleLink subscribers) Technical Info Library (TIL). The

"While it is perfectly legal and proper to have a text-only Web site (and many of the Web's most popular sites are text-intensive), the Web's popularity is due in no small part to its graphics.... The Web—and Web graphics—changed all that."

publication of Apple's TIL also gives Jerram an opportunity to show how the Web has changed companies: by examining how often certain documents in the TIL are requested, Apple can get a good feel for what needs to be improved, better explained, patched, fixed, promoted, or left alone.

The only downside to the book is the packaging: the cover is ugly, and that title, with its reference to Novell (at one time the world's largest network operating system company), suggests that it has a limited focus, and probably nothing to do with Macs. So ignore the cover, ignore the first word of the title, and just take a look at the book: there is much to discover. Then write a two-page summary and hand it to your boss. They may not read the book, but you may benefit from whatever you say in the summary...

Less useful to most, but invaluable to others, is Don Sellers' *Getting Hits: The Definitive Guide to Promoting Your Web Site*. Getting "hits" (recorded examples of files being transferred from your server) is the goal of most Web site owners: we published this stuff, so please look at it! The problem, of course, is competition: there are countless thousands of Web sites, all allegedly interesting (to someone), all compet-

ing with one another, plus TV, newspapers, books, friends and family, and sunny days outdoors, for attention.

Sellers book is essentially about public relations and advertising: how to write a press release, how to create an electronic advertising campaign, how to "get mentioned" on very popular sites in the hope your site will become more popular, how to use search engines (and how to get the search engines to index your pages), etc. Some of the ideas promoted, such as the use of electronic banners for advertising on other sites, are well hated by Web "purists," as are suggestions that press releases be sent to news groups. He does, however, add suitable cautions, including admonitions to observe proper "netiquette," spelling and grammar. Yes, simple things are the often overlooked keys to success.

Far more technical is *HTML: The Definitive Guide*, 2nd ed., a 500 page opus on HTML tags. The title claims it is a "definitive guide," and few would argue: it covers everything from the basics of layout and design to the formal Document Type Definition (DTD) used as the basis for HTML 3.2. The coverage of forms and tables is particularly good, coverage of Java applets and Javascript is much less comprehensive (as well it should be, since these are, technically, not HTML), and coverage of server operations very brief (again, that really is another subject). But if you want to know virtually everything there is to know about HTML, this is the book.

One very nice feature: a pull-out reference card of HTML tags. You wouldn't buy the book just for the card, but take a look at it: the rest of the book is just as valuable. If somewhat bulkier.

From the title, *Providing Internet Services via the Mac OS*, you shouldn't have any trouble guessing at the focus of this volume, by Carl Steadman and Jason Snell.



Both have extensive experience running Web servers, and also benefited from a technical review by Chuq Von Rospach, Apple's legendary Internet wizard. Peter Lewis, noted Aussie author of such Mac Internet essentials as *Netpresenz*, *Finger*, *Mac TCP Watcher* and *Anarchie*, wrote the foreword.

And what do these heavy-hitters offer? *Providing Internet Services* is, to date, the best one-volume compendium of information, and resources, for setting up a MacOS-based ISP (Internet Service Provider). Between the resources on the CD-ROM and the book, you should be able to set up Web services, mailing lists, Gopher services, FTP (file transfer) services, and DNS (Domain Name Service); all you need are a few reasonably modern Macs and a link to the Internet. About the only thing missing, from the CD-ROM at least, is a mail server; *Apple Internet Mail Server* (AIMS) is discussed, but not included on the CD-ROM. (It has recently been transferred to Qualcomm, which renamed it EIMS, for *Eudora Internet Mail Server*).

While aimed at the technically astute, the book tries hard to be a user-friendly Mac book written in English. For those tasked with setting up Internet services, the book is an essential. If you have played around with the Web Sharing in *Mac OS 8* and want to explore a bit further, or your company has purchased *AppleShare IP 5.0* (which includes Web, FTP, DNS and POP mail services) and you want to know more about what is taking place under the hood, this book is highly recommended.

Elizabeth Castro, *Visual Quickstart Guide: HTML for the World Wide Web*, 2nd Ed., Peachpit Press, 1997, 255 pp., \$17.95, ISBN 0-201-68862-X. <http://www.peachpit.com/>

Elizabeth Castro, *Visual Quickstart Guide: Netscape 3 for Macintosh*, Peachpit Press, 1996, 288 pp., \$16.95, ISBN 0-201-69408-5. <http://www.peachpit.com/>

Darcy DiNucci, Maria Giudice & Lynne Stiles, *Elements of Web Design*, Peachpit Press, 1997, 205 pp., \$39.95. ISBN 0-201-88594-8. <http://www.peachpit.com/>

Mary Jo Fahey, *Web Publisher's Design Guide for Macintosh*, 2nd Ed., The Coriolis Group, 1997, xiv, 498 pp., \$39.99 (includes CD-ROM). ISBN 1-57610-108-8. <http://www.coriolis.com/>

Peter Jerram, *The Web At Work: Publishing Within and Beyond the Corporation*, IDG Books, 1996, xviii, 315 pp., \$29.95. <http://www.idgbooks.com/>

Peter Kentie, *Web Graphics Tools and Techniques*, Peachpit Press, 1997, viii, 311 pp., \$39.95. ISBN 0-201-68813-1. <http://www.peachpit.com/>

Maria Langer, *Visual Quickstart Guide: PageMill 2 for Macintosh*, Peachpit Press, 1997, xvi, 233 pp., \$16.95. ISBN 0-201-69402-6. <http://www.peachpit.com/>

David Lawrence with Dave Mark, *Learn HTML on the Macintosh*, Addison-Wesley, 1996, xvi, 281 pp. \$29.95 (includes CD-ROM). ISBN 0-201-88793-2. <http://www.aw.com/devpress/>

Chuck Musciano & Bill Kennedy, *HTML: The Definitive Guide*, 2nd Ed. O'Reilly & Associates, 1997, xviii, 531 pp., \$32.95. ISBN 1-56592-235-2. <http://www.ora.com/>

Don Sellers, *Getting Hits: The Definitive Guide to Promoting Your Web Site*, Peachpit Press, 1997, xxiv, 178 pp., \$19.95. ISBN 0-201-68815-8. <http://www.peachpit.com/>

Carl Steadman and Jason Snell, *Providing Internet Services via the Mac OS*, Addison-Wesley, 1996, xvi, 409 pp., \$34.95 (includes CD-ROM). ISBN 0-201-48998-8. <http://www.aw.com/devpress/>

Ed Tittle and James Michael Stewart, *Hip Pocket Guide to HTML 3.2*, IDG Books, 1997, xx, 234 pp., \$14.99. ISBN 0-7645-8017-5. <http://www.idgbooks.com/>

Robin Williams with Dave Mark, *Home Sweet Home Page*, Peachpit Press, 1997, 183 pp., \$14.95. ISBN 0201-88667-7. <http://www.peachpit.com/> (<http://www.peachpit.com/home-sweet-home/>)

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Macintosh Tutorials

VOLUNTEERS AND Instructors —You can't have training without teachers. If you have expertise in any subject useful to Mac or Apple users, please consider teaching. Instructors have an opportunity to work with students in small groups and informal settings. The teaching process is truly rewarding. Besides the spiritual and intellectual, rewards also include compensation; you will be paid. We especially need someone who can offer training on the Internet. Call me if there is a subject that you are qualified to teach.

I am very pleased with the response to our requests for volunteers. We have a very bright and enthusiastic group of volunteers working to bring you the best possible classes and programs. We encourage and welcome additional support for the training program. Graphic designers, desktop publishers and illustrators—we could use your help in promoting our programs with brochures and fliers. For further information call Beth Medlin at the Pi office, 301-984-0300.

Some Specifics

- **Where:** Unless otherwise stated, all tutorials sponsored by Washington Apple Pi are given at the office located at 12022 Parklawn Drive, Rockville, Maryland.
- **When:** unless otherwise stated, all tutorials are three hours in length and begin at 7:00 P.M. on the date listed. The office building is secured at 6:00 P.M..
- **Fees:** \$35.00 per class for members and \$50 per class for non-members. Pre-registration and payment must be made to hold a seat.
- **Class Size:** Class size is limited to 6 students per class.
- **Instructor Cancellation:** If a class is cancelled by the instructor, all students will be notified of the cancellation. Please check your home answering machine if you have not given a work number for notification.
- **Student Cancellation:** A cancellation must be received by the office 72 hours before a class is scheduled. The only exception to this is a cancellation due to illness.

Macintosh Tutorials

The Macintosh tutorials are two two-part classes, Introduction to the Macintosh and Intermediate Macintosh, designed for beginning users or those desiring to brush up on their skills. The primary focus of these courses will be on the System, Desktop, Icons, Windows, and basic concepts in System 7, but System 6 hangers-on are welcome and encouraged to participate. Their issues and

concerns will be addressed. Please try to take all four parts; this is the most beneficial arrangement.

Introduction to the Mac Part 1

You should go through the Guided Tour disk that comes with your computer or system upgrade kit prior to the class. You'll learn: how to safely turn your Macintosh on and off; the basic dos and don'ts; how to understand common Macintosh terminology found in manuals and other documentation; and how the basic components of your Macintosh system, hardware and software work. You'll also learn why the Macintosh user interface is consistent across all applications and how this makes learning and using software easier. This is part one of a two part class. *Both parts of the class must be taken in the same month.* The price is \$70 for both parts (\$100 for nonmembers). **Dates:** 9/8/97, 7-10 pm, 10/6/97, 7-10 pm or daytime 9/10/97 10 am-1 pm, 10/15/97 10 am -1 pm.

Introduction to the Mac Part 2

Part II will continue the exploration of the basic components of your Macintosh system, hardware and software. You'll learn more of the dos and don'ts; the finer points of the Menu Bar; and Error Messages, Dialog Boxes, Icons, Folders, Keyboard Shortcuts, Scrapbook and Clipboard will be discussed. You'll learn the basics of installing software, as well as use of the Chooser and peripheral devices, and how they are connected to the Macintosh. This is part two of a two part class. Both parts of the class must be taken in the same month. The price is \$70 for both parts (\$100 for nonmembers).

Dates: 9/15/97, 7-10 pm, 10/13/97, 7-10 pm or daytime 9/12/97 10 am-1 pm, 10/17/97 10 am -1 pm.

Intermediate Mac Part 1

Intermediate Macintosh, Part I will follow up on the concepts in Introduction to Macintosh. You will learn more advanced Macintosh skills and terminology, and about using, installing, and updating system files; about managing memory, hard disk space, fonts, sounds and other resources; the Apple menu, aliases, launching applications, inter-application communications (Publish and Subscribe), and Balloon Help. You'll also learn



how to buy hardware and software, how to upgrade, and what kinds of software are available for your Macintosh. This is part one of a two part class. Both parts of the class must be taken in the same month. The price is \$70 for both parts (\$100 for nonmembers).

Dates: 9/22/97, 7-10 pm and 10/20/97, 7-10 pm or daytime 9/26/97 10 am-1 pm, 10/20/97 10 am -1 pm.

Intermediate Mac Part 2

How to maintain and troubleshoot your Mac. Topics will include: organizing and managing your hard disk; backing up information and backup strategies, archiving, disk formatting, defragmentation and optimization; managing start-up resources (including System 7 extensions or System 6 INITs); avoiding conflicts and incompatibilities; virus protection; memory management; upgrading or replacing the operating system; system enhancements; customizing software installation; cleaning your mouse; and Macintosh "house-keeping" philosophies. This is part two of a two part class. Both parts of the class must be taken in the same month. The price is \$70 for both parts (\$100 for nonmembers).

Dates: 9/29/97, 7-10 pm and 10/27/97, 7-10 pm or daytime 9/29/97 10 am-1 pm, 10/24/97 10 am -1 pm.

ClarisWorks Database: Introduction

This course covers basic principles of using a database to organize information, defining fields, discussion of field types, how to use multiple Layouts, entering data into fields, use of online Help function, and searching for information in the database. The class is appropriate for versions 2, 3, or 4 of ClarisWorks.

Prerequisite: Introduction to the Macintosh, Parts 1, 2 and 3, or a good knowledge of the Mac OS and its interface. **Introduction to ClarisWorks Database 9/20/97 9 - Noon**

ClarisWorks Drawing: Introduction

This course covers an introduction to the basic drawing tools, the integration of draw documents with other types of documents, and the showing of how to integrate graphics in a brochure/newsletter.

Prerequisite: Introduction to the Macintosh Part 1 and 2, or a general knowledge of the Mac OS and its interface. **ClarisWorks Drawing: Introduction 9/20/97 12:30 - 3:30 pm**

Introduction to ClarisWorks

This class will introduce the student to the integrated software package, ClarisWorks. The course will begin with an introduction to the fundamentals of the ClarisWorks environment: the window layout, the help menu, and the universal commands. Each of the six modules (Text, Draw, Paint, Spreadsheet, Database, and Communications) will be treated separately but the emphasis will be on text and draw documents. The course will conclude with an examination of some basic integrated applications. Students should come with a basic familiarity with the Macintosh environment. The price is \$35 (\$50 for nonmembers).

10/18/97 9 - Noon

Intermediate ClarisWorks

A class for those who have some experience with ClarisWorks. This class will focus on the word processor and integrating the other tools into the word processor. Coverage will focus on: combining different elements in multi-column documents, and documents with multiple elements, such as newsletters, tables, bulleted lists, outlines, mail merge, etc. The price is \$35 (\$50 for nonmembers). **10/18/97 12:30 - 3:30 pm**

Introduction to PageMaker

This course is for new users of PageMaker. It will cover using the various tools in the tools palette, the commands in the pull-down menus, and the control palette. You will learn how to create pages, bring in

various types of text and graphics and do page layout. Before coming to this class students should have some experience using the Macintosh. The price is \$35 (\$50 for nonmembers). **10/7/97 7-10 pm**

Quicken

This course will be an introduction to personal use of Quicken v6.0 or 7.0, and will cover the following: Entering Accounts, Use of Quickfill, Split Transactions, Categories, Writing Checks, Preferences, Passwords, Help, Reconciling Accounts, Reconciliation Report, Credit Card Accounts, Transferring Money. If time permits, or the class prefers to emphasize it, we will demonstrate online banking and bill paying. An experienced general user of Quicken will introduce the program to anyone already at ease with using a Macintosh. The instructor is not an accountant, and is terrible at math (which is why he uses such software), but has been using the program successfully since it first was available for the Apple II. His principal use has been to maintain records for tax purposes and to aid in doing the latter with MacIntax. He is now up to v7.0 on a Powerbase 180 and an established online bill payer having used both CheckFree and Crestar Bank. Please have played a bit with the program and made some attempt to use it before class; bring your questions well prepared in advance; the class will be taught using Quicken 7 (not the deluxe version) The instructor will try to answer all questions as long as they are within the curriculum outlined above. **Quicken 9/16/97 7 pm - 10 pm, Quicken 10/16/97 7 pm - 10 pm**

Internet (part 1 & 2)

A thorough introduction to the features and services of the Internet. The primary focus will center around detailed



demonstrations of the major Internet applications for the Macintosh (2 parts). The price is \$70 for both parts (\$100 for nonmembers).

9/23/97, 7 - 10 pm AND 9/30/97, 7 - 10 pm

10/21/97, 7 - 10 pm AND 10/28/97, 7 - 10 pm

Introduction to Quark XPress Learn the basic fundamentals of Quark Xpress, the most widely used page layout program. Learn the proper way to configure the Xpress defaults and how to use the tool, measurement, color and document palettes. You'll learn how to properly create new documents, define four-color process and spot colors, create master pages and manipulate text and graphic objects. Also covered will be style sheets, hyphenation and justification settings, tabs, fonts, and checking document spelling. Learn how to correctly use the Xpress font and picture usage windows and how to configure the document for the laser printer or high-resolution imagesetter.

Introduction to Quark Xpress 9/22/97 7-10pm

Introduction to Quark Xpress 10/29/97 7-10pm

Using the World Wide Web

Prerequisite: Internet tutorial or equivalent experience. Class members will explore the configuration options and features of Netscape, Microsoft Internet Explorer and Cyberdog. Topics include adding functionality with browser plug-ins, using multiple browser windows, searching the Web, and an introduction to Java and ActiveX. You will learn how to download and use helper applications. We will review file compression, encoding, and virus protection, and explore download alternatives: FTP with Fetch and Anarchie. The price is \$35 (\$50 for nonmembers).

Call office for dates.

Email to the Max

Prerequisite: Internet tutorial or equivalent experience. Class members will explore the configuration options and features of stand-alone applications (Eudora, Claris) versus email functions in Web browsers. Topics include using mail filters to manage multiple mailboxes, configurations for more than one username or account, and sending and receiving attachments to email, with a relevant discussion of compression, encoding, and virus protection. You will learn how to find, subscribe to and unsubscribe from Listserv and majordomo mailing lists, and how to set up and maintain a mailing list. We will also look at a new direction in email: HotMail, a free Web-based emailer. The price is \$35 (\$50 for nonmembers). **Call office for dates.**

Usenet News and Interactive Relay Chat (IRC)

Prerequisite: Internet tutorial or equivalent experience. Class members will explore the configuration options and features of stand-alone newsreaders (Newswatcher, Nuntius, YANewswatcher) versus news functions in Web browsers. Topics include subscribing to and unsubscribing from newsgroups, and searching Usenet through AltaVista. We will also explore the configuration options and features of IRC applications (ircle, Homer, Netscape Chat) and the use of different IRC networks (EFFnet, Undernet, DALnet, Another.net) as well as Web-accessible channels. Topics include choosing and registering your nick, floods, bots, netsplits, security considerations and channel configuration for privacy. The price is \$35 (\$50 for nonmembers). **Call office for dates.**

Learn how to use the TCS! (the Pi's legendary bulletin board) Learn how to configure ZTerm (a telecommunications program); and how to log on to the TCS and send and receive Internet e-mail. You'll also learn how to navigate around the TCS's conference system, and both read and enter messages and download files. The price is \$35 (\$50 for nonmembers). **Call office for dates**

Introduction to Photoshop This is an introductory class with a fiery finish to make the student feel competent to perform enough razzle dazzle to impress the family. Bring three new floppies and receive in return three floppies filled with Photoshop goodies, including tips about using filters for special effects. The price is \$35 (\$50 for nonmembers). **Call office for September/October dates**

Advanced Photoshop Techniques This is an advanced class for those with a good working knowledge of Photoshop. Subjects covered will include working with layers and channels, reading and manipulating histograms, levels controls and other delicate global controls to enhance your image. Bring three new floppies and receive in return three floppies filled with Photoshop goodies, including tips about using filters for special effects. The price is \$35 (\$50 for nonmembers). **Call office for September/October dates**

Photoshop Special Effects

This class will teach when to use filter effects and more importantly when not to use them. You will learn how to create your own effects for greater control. The class will explore the special lighting effects to make your name appear set under cabaret lights and to make a stucco wall show light from a wall lamp or a flashlight. The use of channels to control graphic effects will be



explained as well as the use of layer masks. Learn how to combine two images smoothly and stylishly. You will learn how to make text communicate, not just spell. The price is \$35 (\$50 for nonmembers).

Call office for September/October dates

Photoshop for Web Graphics This class will cover how to make exciting buttons, realistic backgrounds, neat icons and at least two small animations with GifBuilder (freeware utility for you to take home). You will learn why, when and how to use correct resolution and indexed color palettes. Other technical matters of concern for Web graphic designers will be covered. The price is \$35 (\$50 for nonmembers).

Call office for September/October dates

Adobe Illustrator Introduction

This is an introductory class covering fundamental material, but the class will deliver enough glitzy stuff to let the student get a decent little early portfolio started. Specific basics covered will be drawing with the pen tool, overview of the tools and palettes, speed tips, basic layering, six design techniques which deliver razzle dazzle results for any graphic project. Bring a box of floppies and receive to copy twenty files to take home. The price is \$35 (\$50 for nonmembers).

Call office for September/October dates

Adobe Illustrator Intermediate

This is a class for those with a working knowledge of Illustrator. Subjects covered will include drawing with blends and gradients, using layers, three technical

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**See descriptions of
Quicken & Quark XPress
pages 61 & 62**

illustration techniques, three techniques for rendering natural objects like leaves and small animals, three text handling procedures for presentation graphics, three perspective drawing techniques useful for technical illustration. Bring a box of floppies to copy many files for reference and practice. The price is \$35 (\$50 for nonmembers). **Call office for September/October dates**

Adobe Illustrator Advanced

The class will cover modeling realistic objects like telephones, computer keyboards, airplanes, insects, for example rasterizing a vector image for inclusion in a Photoshop file or a web site graphic. There will be an introduction to Adobe Dimension for 3-D modeling of vector files. Bring a box of floppies to copy many files for reference and practice. The price is \$35 (\$50 for nonmembers).

Call office for September/October dates

Introduction to Infini-D

The class will cover an overview of the program, basic

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Name _____

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Number of Classes _____ x Class Fee \$ _____ = Total Fee \$ _____

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Card Expiration _____ Signature _____

Please fill in the course number(s) of the class(es) that you wish to attend.

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Class #2 _____

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Class #4 _____

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Class #6 _____

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3-D modeling, a demonstration of basic animation, making 3-D text with bevels, assembly of simple objects in a scene, setting the lights, understanding the Workshop, and the basics of modeling. The price is \$35 (\$50 for nonmembers).

Call office for September dates

Introduction to Macromind Director (New) The class will cover an overview of the program, demos, three realistic projects to take home as projector files you can play anywhere without the Director application on your hard drive, and sound and animation basics. The price is \$35 (\$50 for nonmembers). **Call office for September dates**

HTML Part 1-The basics

An introduction to HTML (HyperText Markup Language) with a review of the Internet and the World Wide Web; what it is and how it works; what you need to worry about (bandwidth, standards); and what you need from an ISP (Internet Service Provider). Web documents are examined, looking at format and content; images (particularly fast-loading and transparent images); HTML (what a tag is and how does it work with browsers); and HTML editors; and concluding with how to use Web sources for more information. The price is \$35 (\$50 for nonmembers).

10/8/97 2-5 pm

HTML Part 2-Beyond the basics

Prior to class student must make and submit 2 sample Web pages for class review. HTML (document layout, file management issues, Using CGI scripts, Testing, Getting noticed); Using enhanced functions (Sound, Animation GIFS, Movies, other bells and whistles). The price is \$35 (\$50 for nonmembers).

10/22/97 2 pm - 5 pm ■

Corel Print House

©1997 Mary Keene

THE SPRINGFIELD Metro had just opened and I was riding it for the first time up to Rockville to pick up *Corel Print House* to review. I was very curious about this application. I have an addictive passion for DTP applications, fonts, and graphics—there is no such thing as enough.

On the long ride home, I thumbed through the manual. I wanted to be up to snuff and ready to run by the time I got home to the computer.

Manual

The instructional part of the manual wasn't complicated. It seemed pretty much straight forward and clear. It was easy to read

but I kept getting drawn to the back pages where I had discovered catalogs of the fonts, graphics and phrases included on the CD ROM. There were pages and pages and pages of

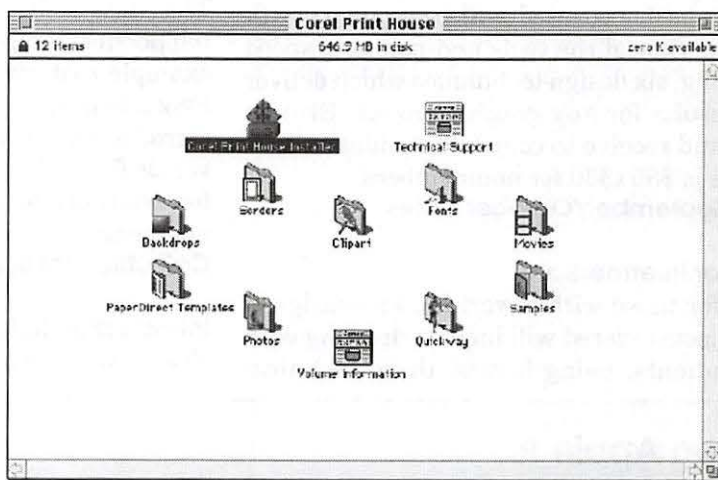


Fig. 1 Corel CD window showing "Goodies"

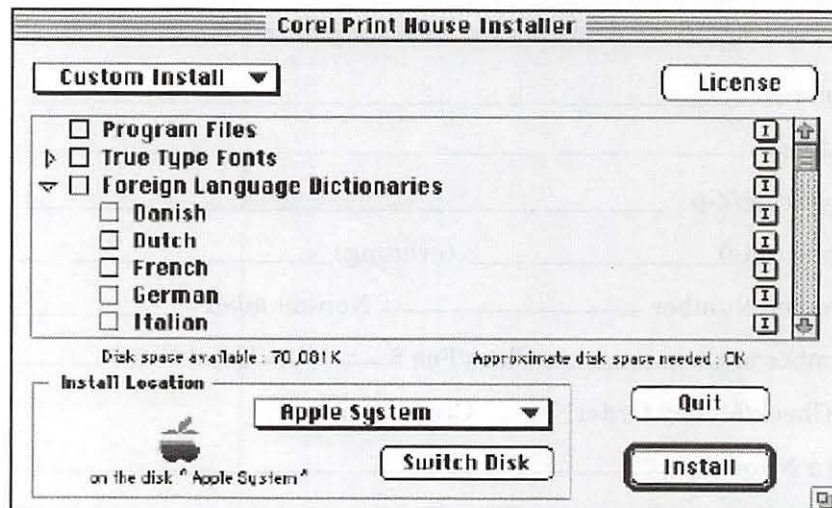


Fig. 2 Custom install options

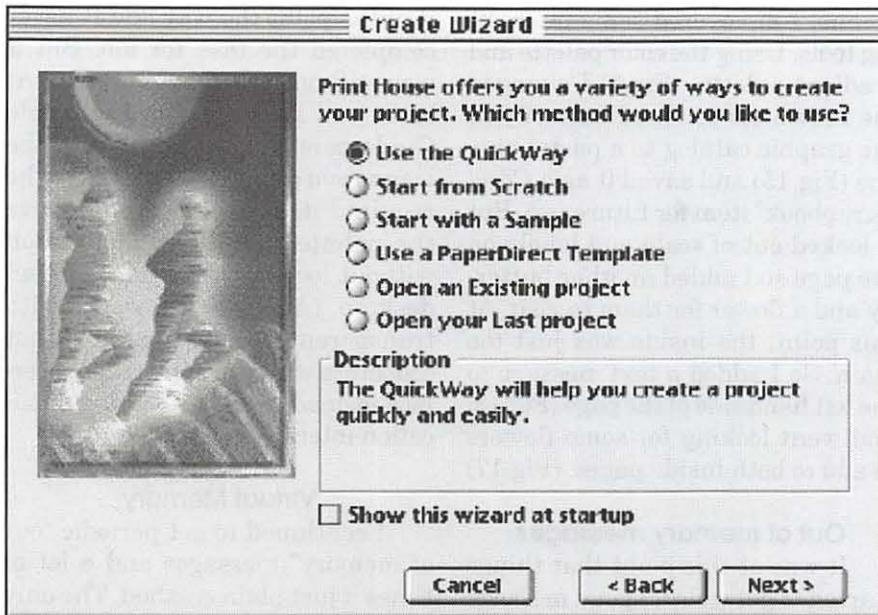


Fig. 3 "Wizard" screen

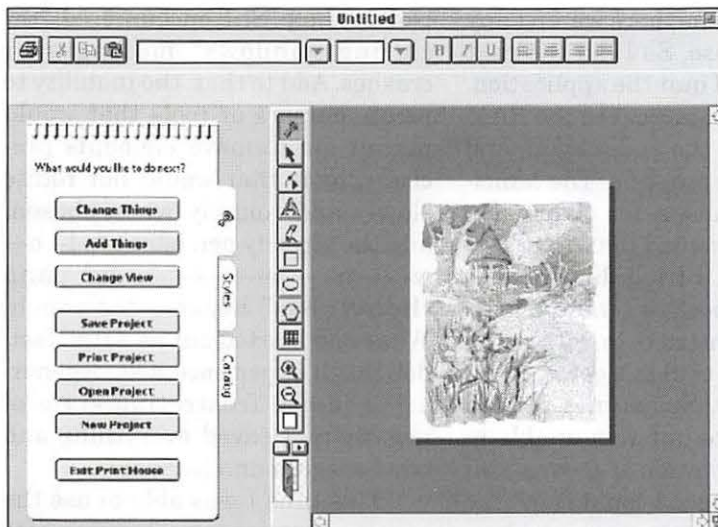


Fig. 4 "Notebook" with front page of card showing

thumbnails and samples. A second look at the manual several days later revealed there weren't very many instructional pages in the manual, rather it was mostly thumbnails and samples of the fonts and phrases.

Installation

Installation was pretty simple. Double Click the icon (Fig.1) and choose Typical or Custom Installation (Fig.2). Essentially the difference

is that with typical installation, you install 35 fonts on your HD, with custom install you can install the full complement of fonts for a total of 106 fonts and your choice of 5 foreign language dictionaries. The opening splash screen has a list of "Wizards" to choose from. Wizards and "keys" are the "assistants" or "guides" provided to help you create your projects. After you choose a wizard from the broad categories available, you are presented with a menu of template options to choose from. You continue down the chain of options and choices as far as you like, accepting defaults or selecting options and choices that permit any level of freedom from "Do it for me like that

one" to "I want to do it BY MYSELF".

Wizards and templates

I decided after thumbing through the thumbnails in the manual, to opt for a "semi-automatic" card. The wizard was there available if I needed it, (Fig.3) a template with a backdrop was provided by the wizard, (Fig.4) the inside and back page were completely blank except for the "suggested" *Corel Print House* logo on the bottom of the back page, plus I could still add things to the front page if I wanted to.

The first thing to go was the *Print House* logo on the back page. Since I started using Mac's for greeting cards a "tradition" began with my first card. There were so many neat things to use and not enough room on a card to use them, that I "stored" the extras on the back page while I worked on the card. When it came time to dump and clean off the back page, I couldn't bear to throw these extras away. One of the graphics was a "Mad Artist" which I loved. Suddenly that became my "signature." The front page and inside pages were appropriate to the occasion and the back page became my "scribble page."

I pulled all the saved elements into a picture that had elements of the card theme but it was, in fact, a completely independent page of its own. Now the back page of my cards are just as important as the front and inside pages are and I will usually add graphic elements to the envelope to "announce" my card before it is opened.

Designing a card

The *Print House* template I used for my card was from the "nature" section and the backdrop was a watercolor style pastel painting of an informal garden with a Gazebo (Fig.13). I intended to keep this card simple and uncluttered. Essentially the front page needed nothing added



to it. It was perfectly fine as delivered by the wizard. Inside the card I had also decided to keep the sentiments simple.

I created my text box and message on the right hand side of the inside (traditional place for messages) (Fig.14). But all those fonts tempted me sorely. I spent quite some time "auditioning" the minimum set of 35 fonts for their suitability to my design and message. I was delighted at how many of them I really liked. (All of the fonts are available to use in other applications.) Having chosen my font, I turned to my "play" page. (Fig.15)

In the thumbnails, I found several butterflies. Butterflies are a special favorite of mine especially the deep blue jewel-toned South American butterflies. Poking around the menus, options and pop-up

menus, I discovered some interesting tools. Using the color palette and gradient palette, (Fig.5) I changed the brown earth toned butterfly in the graphic catalog to a pastel blue one (Fig.15) and saved it as a *Corel* "scrapbook" item for future use. But it looked out of scale and lonely on the page so I added another butterfly and a flower for them to visit. At this point, the inside was just too plain. So I added a text message to the left hand side of the page (Fig.14) and went looking for some flowers to add to both inside pages. (Fig.17)

Out of memory messages

It was at this point that things started to get weird. I got a message telling me that memory was getting full, I should close some windows. Only problem was there weren't any windows to close. So I did the next best thing—I quit the application, did a get info, increased the RAM allocation to the application, and reopened the program. The *camellia* I had chosen for the inside pages was oriented the wrong way to look good. I tried flipping it to get the perspective I wanted to no avail. I then tried to rotate the flower but I couldn't get it to rotate reliably. Sometimes I could rotate it once but was unable to alter that rotation if it was still the wrong angle. I couldn't get the "hang" of how to rotate and how to control the rotation. So I did the "appropriate" thing—I consulted the online help guide.

Online Help

This uses the standard Apple Guide interface and "interactive" guide system. The only problem was that the author had forgotten to create the links that confirmed if the required task had been done. This wasn't too bad except when it referred to things that didn't make sense and the Apple Guide's override was supposed to complete the task for you. Most of the time

it didn't point the way and it never completed the task for me. But it was still not a bad help system. At least you had the floating Apple Guide palette open and out of the way so you could look around for the required item and you could move the palette to a different location without loosing your "Print House" desktop. (Apple Guide works with transparent, isolated palettes that cooperate with the application interface instead of dismissing the application interface.)

Virtual Memory

I continued to get periodic "out of memory" messages and a lot of times it just plain crashed. The only suggestions seemed to be "use Virtual Memory". Okay, let's try that. Not any help. Still encountered, "try closing windows" messages or crashes. Add to that, the inability to access cursors or tools that would permit me to move elements precisely, tools that would not rotate slowly and reliably when chosen, and the already persistent "s-l-o-w—n—e—s—s" and "heaviness" became too much. What had started out as a fun, fast, delightful experience was degenerating into a frustrating state of negativity. I saved everything and tried it again another day.

This time I was able to use the graphic handles to resize elements sporadically. Occasionally the rotate tool worked but mostly it was a repeat of the earlier massive frustration because the tools wouldn't follow the directions given for them nor did they consistently respond to Mac "conventions". This frustration was compounded by the fact that here were all these wonderful resource files going to waste because of how frustrating the application was.

Assessment Time

In desperation, I reviewed what I knew about the application—great fonts, a real winner there, especially

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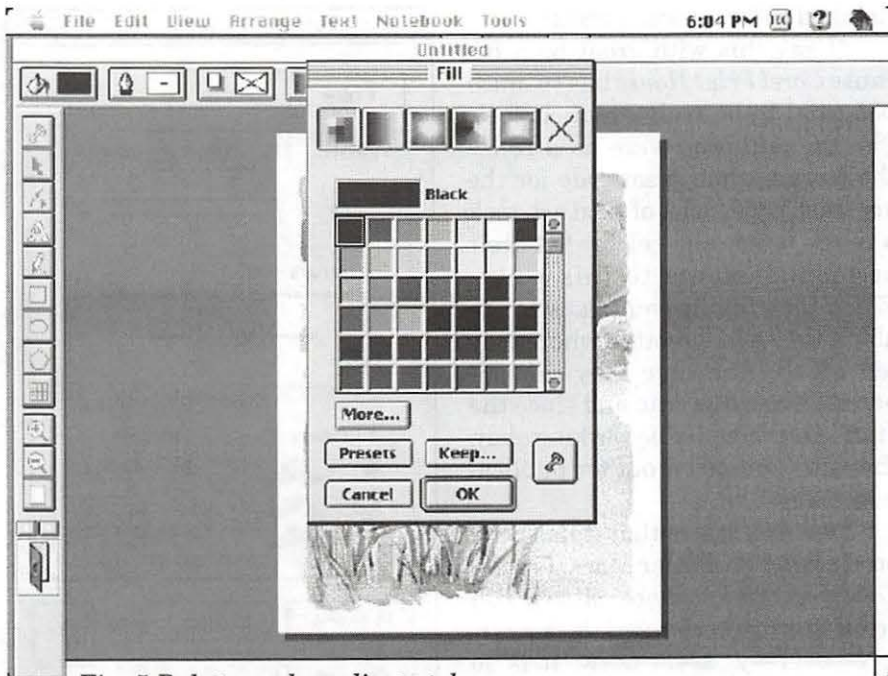


Fig. 5 Palette and gradient style menu

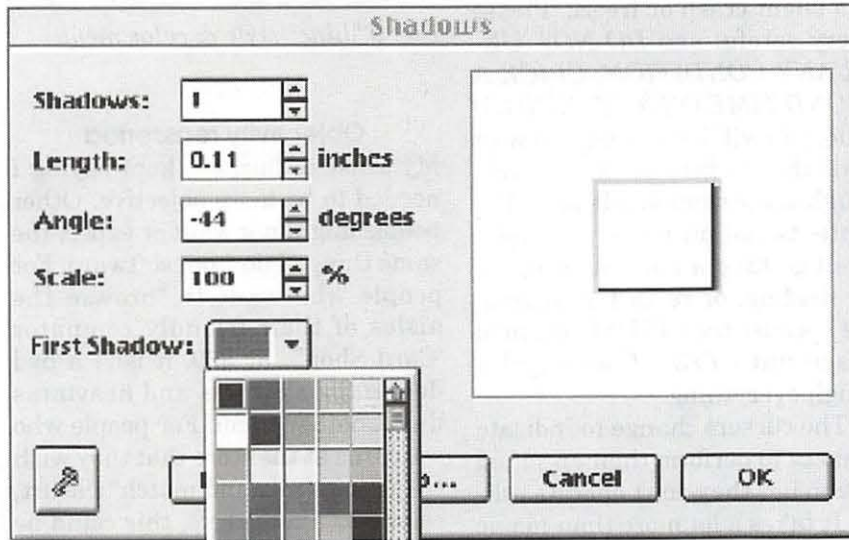


Fig. 6 "Shadow" style menu

for free (when my review is published, the software is mine; before that I get to play with the Pi's software). For the mail order catalog price of approximately \$29, it was a bit steeper than I like to pay for fonts alone but not too unreasonable. Lots of great graphics but they seemed to be totally unavailable unless I was willing to use the templates only and limit my "customizing" to minor changes. For free, not great, but

maybe I could still do something with them.

"Save" formats

I tried my old standby tricks unsuccessfully. I was unable to export them in a reusable PICT format. The only option I found was screen shots with the extra uneditable garbage of the window showing, or cut and paste into the scrap book for "pretty pictures", interesting desktop back-

grounds or custom icons. All of the "Save As" options seemed to be proprietary formats I couldn't use.

The graphics situation added a heaping portion of frustrated negativity to my assessment of the application. I don't mind "awkward or clumsy" applications if I can at least divert the data files to some other usefulness but I wasn't getting that from Corel. I went back to my inventory. A lot of the templates would have been terrific but with the restricted tools and "memory" problems, they became more of a frustration. I started poking into more corners trying to find things I could use.

Frustration Overload

What I found frustrated me even more. There were drawing tools to die for but with the slowness and ponderous "feeling" I kept getting, this was another "benefit" that demanded a very heavy price in terms of time invested. I had already tried turning off the unnecessary extensions hoping to increase the RAM allocation thereby increasing the speed and improving the performance—no dice. The only solution I found to the memory problem was to "Save As" periodically to keep the files small, plus quit and reopen often to "clean the corners out" trying to get more working room in memory. While virtual memory didn't help with these issues, it didn't seem to have a negative effect either so I left it set at 28 MB.

My frustration level got to the point where I was thinking seriously of throwing the whole thing out despite the data files. These factors made it very hard for me to review. On one hand there were all those really neat data files, fonts, templates, etc. On the other hand, there was the massive ponderousness of the application and the frustration of trying to make the tools work.

Dichotomy

This dichotomy really got to me.

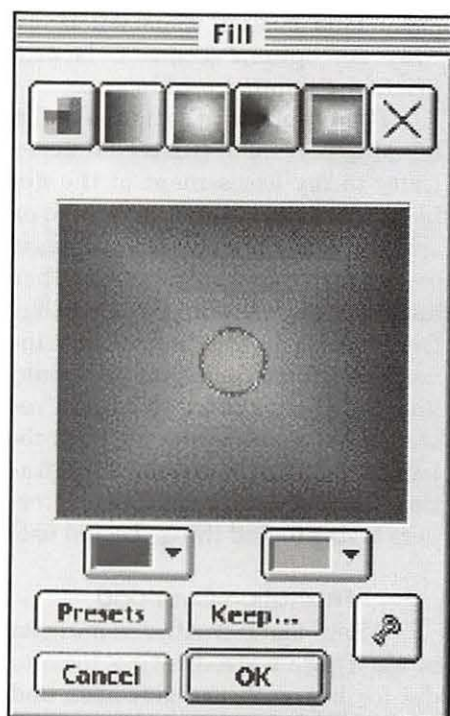


Fig. 7 Gradient color and pattern menu

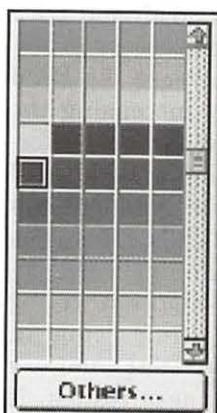


Fig. 8 Partial preset color palette

I began to wonder how an application with so much going for it, made me want to throw it out so violently. Was I really losing it or what? I pretty much decided to write a very short article stating—

“the extensive data files (clip art, fonts, phrases, etc.) in this application are its best feature. The unique art tools in it are the next best feature. By themselves as a stand alone module, the extensive template files would have been a great feature. The online Help files were almost a great feature. The art thumbnails, font samples and phrases displayed in the “manual” are the only evidence of how great this application could have been if it had only been

finished before it was published.

“I say this with great pain because *Corel Print House* has so much potential to be truly great. It feels like the author(s) were on a roll—they wrote some great code for the art tools, added a lot of good art, took a lunch break and celebrated their accomplishments to this point. When they finally went back to the office, they had forgotten where they left off. By the time they remembered, it was due date and since the stuff in it seemed to be working okay, they just shipped it out for publication “as is.”

“The box states that it has been accelerated for Power Macs. *I really don't want to know how slow it ran before it was accelerated.* It is v-e-r-y, v-e-r-y s-l-o-w. It is so slow, you are convinced you have had a silent crash or freeze. Please be very careful and **DO NOT UNDER ANY CONDITION, CLICK A SECOND TIME ON ANYTHING.** If you do, you will have to sit and wait for all those extra clicks to cycle through at the same snail's pace. For all intents and purposes you might as well go take a nap, catch up on your reading, or restart your computer because the CPU is being held hostage until *Print House* cycles through everything.

“The cursors change to indicate readiness to perform their specified function but they don't operate reliably. It takes a lot more than magic incantations, sacrifices to the Gods and cursing that would make a sailor blush. I tried each one of those many times and nothing helped. Patience left very early in the review process.

“It wasn't even a case of the manual being difficult. What there was of the manual was written pretty well although somewhat sketchy as far as details go. There just wasn't much left to the manual after you removed the thumbnails and samples.”

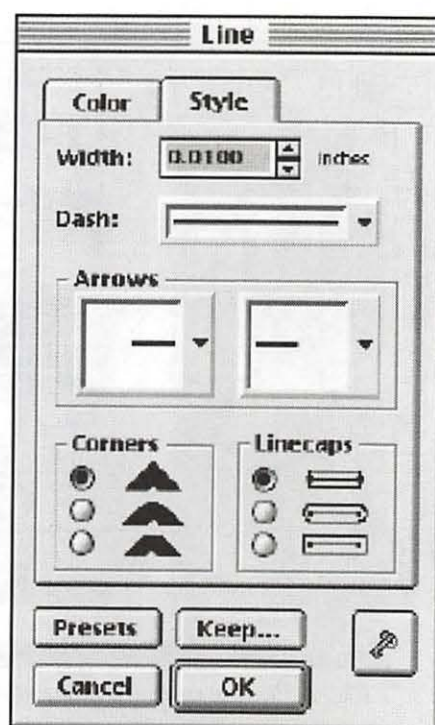


Fig. 9 “Line” style & color menu

Objectivity reasserted

My sense of fairness kept saying I needed to be more objective. Other people might not want or expect the same things I do from software. For people who want to “browse the aisles of their friendly computer ‘Card Shop’”, at \$29, it isn't a bad deal if the slowness and heaviness didn't bother them. For people who see cards at the store that they wish they could “mix and match” the art, colors, and messages, this could be a good deal. For those who wanted to make personalized labels or occasional signs, etc. this could be all they need. For someone who wanted total flexibility and complete control of their software, “Run Away fast”. The anguish isn't worth it. For anyone who uses Paper Direct as their source of stationery design or for someone who intends to use them, the required template software is conveniently included in *Print House*.

Sometimes when I can't get my software to cooperate with me, I will

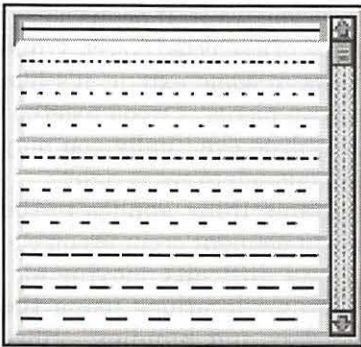


Fig. 10 "Dash" line style menu

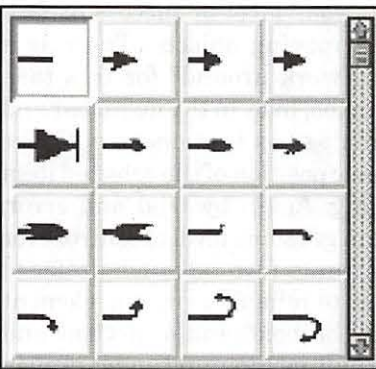


Fig. 11 "Arrow" style menu



Fig. 12 "Fade" menu

try exporting the parts that do work to another application for finessing or finishing. I wanted to design some fax cover sheets and letterhead for email. But one of the tools I had trouble using was the "line" tool. I tried exporting the graphics so I could use another art program to draw the design lines. Couldn't find a way to do that.

Cool Tools

One of the really cool tools I found in *Print House* is the "gradient color and pattern menu" (Fig.5). This menu allows you to choose 2 colors to use in custom designing a gradient pattern. If you don't like the colors they provide (Fig.8), you can custom "mix" your own using the "Color

Picker" included in Mac OS 7.5.x. You have a choice of 5 basic gradient patterns to choose from (Fig.7). From there, the sky and your imagination are the limits.

Each basic gradient pattern opens with a "hot spot" circled (Fig.7). This is the lightest shade of the gradient. You can move that circle anywhere in the window that you want it, thus creating a new gradient pattern. Here the tools work well with no restrictions and with exquisitely precise, accurate control. If you find there isn't enough contrast between the gradient dark and light to suit you, you can use the "fade" menu (Fig.12) to increase or decrease the tonal range to fit your needs.

The color palette uses a small square (Fig.8) to indicate which color you have chosen if you go back to find a new color. This makes it easier to fine tune colors—no guessing which color you used to get that effect. The gradient menu reflects your choice immediately so you can see the first color and how it does or doesn't work with a second color. Without leaving that menu, you can play with the gradient patterns to "audition" new patterns and effects

This tool is really terrific because it works not just with graphics but also with text (Fig.16), lines, dashes, arrows and probably some things I missed.

If the line tool (a simple tool) worked as well as the much more complex color and gradient tools do, I think I could probably overlook some of *Print House's* ponderosity.

More tools

Some of the other tools available that I did not explore other than to discover their existence are the "Line" style submenus (Figs.9, 10, 11). Since I couldn't get lines to go where and how I wanted them to, I didn't waste time with the line menus. I couldn't handle any more frustration. Another tool that looks interesting that I didn't play with is the "shadow" menu (Fig.6). As far as I could see in my limited exploration of it, it appears you have essentially no limit to the number of shadow levels you choose. You are limited, however, to 2 colors for the shadows. Since I don't work comfortably with shadows yet, I left that menu for further exploration.

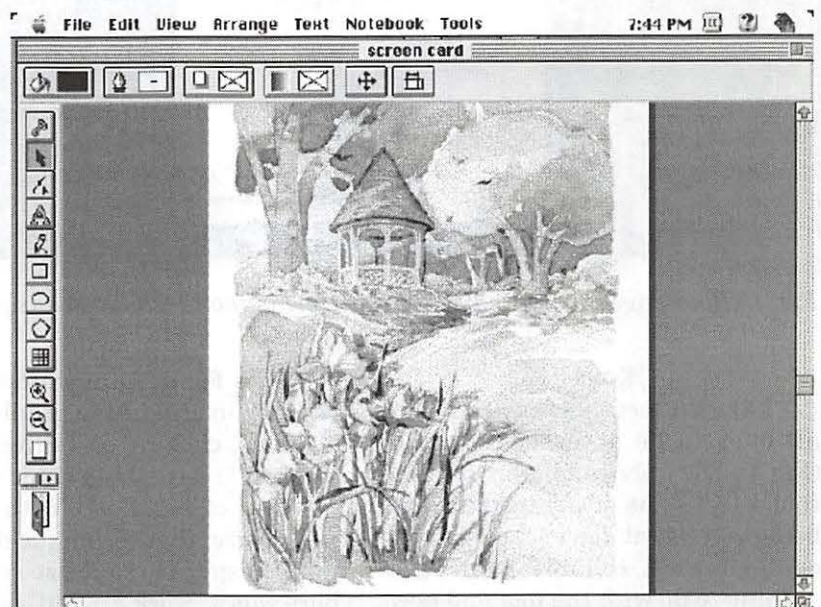


Fig. 13 Front of card

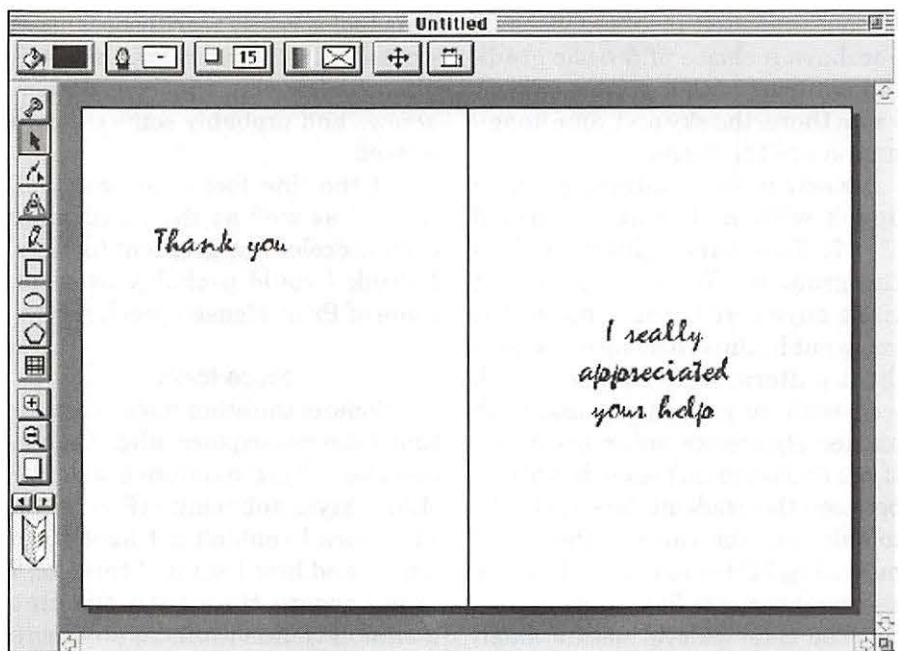


Fig. 14 Inside of card

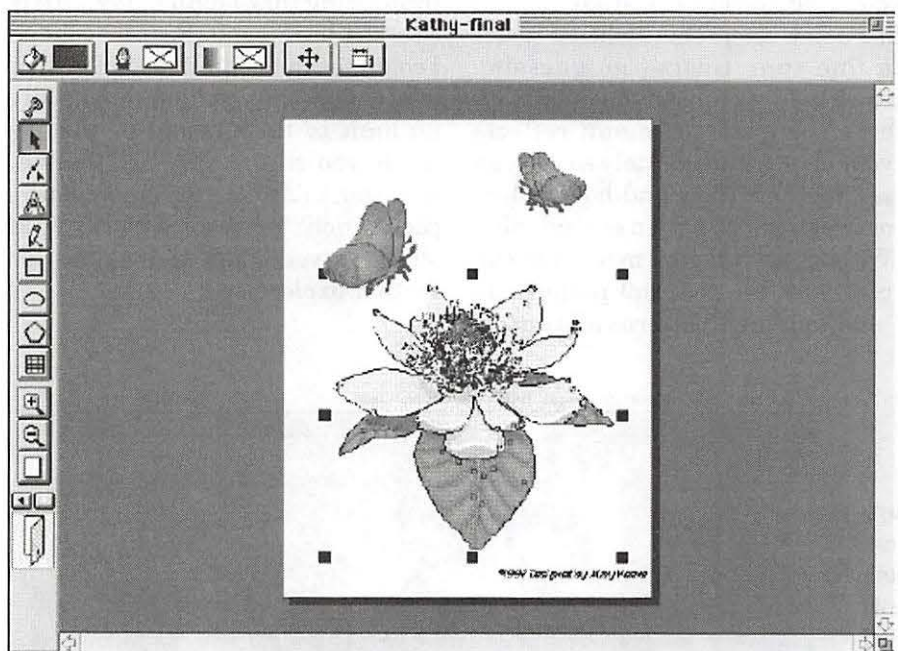


Fig. 15 Back page showing editable nodes on magnolia (small clear squares)

Keys

I like the fact that “keys” are left all over to be accessed for help (Fig.4). My only complaint here is that I feel some of the instructions being given that don’t seem to work or don’t work reliably may have nothing to do with the tool and how well it functions. Instead, the problem may in fact, lay in how the in-

structions for use are worded. For instance, in most Mac graphic applications, clicking and dragging a corner will resize the graphic within that “box of handles”. With *Corel Print House*, that technique did not cause the graphic to resize reliably. There was a “work around” of sorts, however. In the tool bar there is a size box that opens so you can type

in the size you want. It opens showing the size of a selected object. While this works to some extent, it’s like rubbing two pieces of wood together to start a fire—eventually you may get lucky enough to get it right.

The same thing applies to the position an element occupies on the page. I had difficulty moving elements to new locations using the “graphic box and handles”. Here again, it would appear that exactly where in the box you click determines your level of success or failure in moving objects. There is a “crude work around” for this task also. It too, lives in the menu bar and is a dialog box that opens with the numeric position of the selected item showing. Again by trial and error, you can get some level of control over positioning. I would much prefer to be able to reliably move the element using the box/handle method and leave “fill in the number blanks” to achieve accuracy for repeat element positioning or to create finely tweaked precision with multiple elements.

Artwork quality

I really love the quality of the artwork. The detail and dimensionality found here represent some of the best computer artwork I have seen especially at this price. On one of the cards, I used a white magnolia on the back page. Just before I started to work on this review, I printed that card in normal mode on an inkjet in full color. The artwork on the magnolia blew me away. I had expected to see outlines for the white petals on the white paper. Instead, I found a variety of “whites” that were created using dot density patterns to create several levels of white indicating distance, roundness and dimensionality in the printed graphic. It was such a clear, simple and graphic (pun intended) depiction of the use of color to indicate shape, distance, three dimensionality and shading. It was truly amazing. (Fig.19)

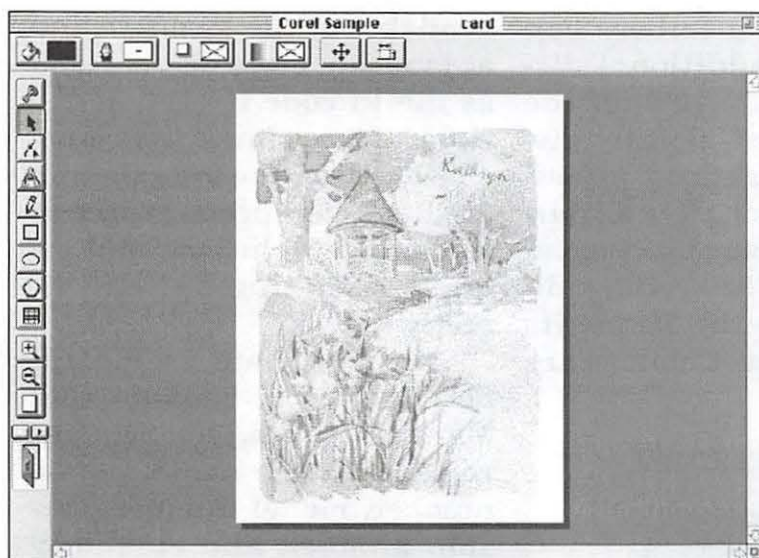


Fig. 16 "Kathryn's card." Note the use of color and gradient in name to fit

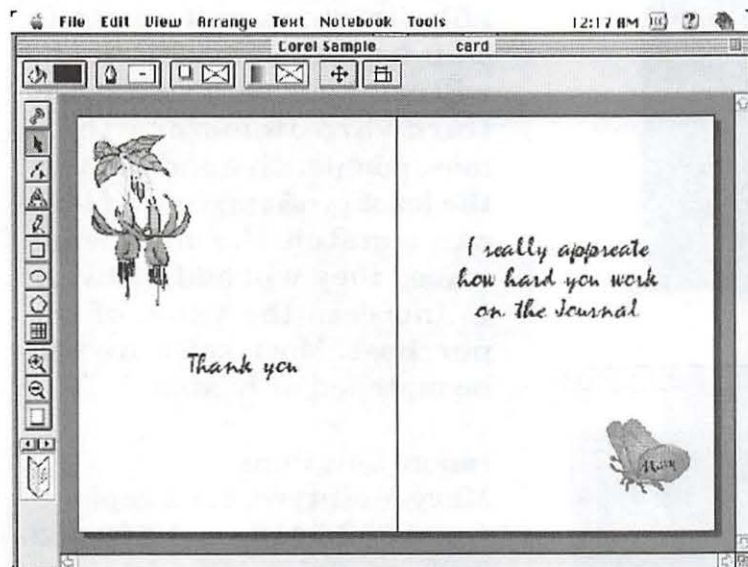


Fig. 17 Embellished inside pages with stylized "butterfly signature"

Dedication

As I was working on the graphics for this article, I had a sudden inspiration. With a few minor changes, this card became a real "Thank you" card for someone who has earned it—our editor—Kathryn Murray. (Figs.16,17,18)

Pros

- 5000 fully editable clipart images

- 106 fonts
- 10000 photos
- 1000 phrases.
- 200 backdrops
- 20 different project categories
- 1000 ready to use samples
- 70 fit to page borders
- Built in spell checker
- Cool tools
- All of the above are cataloged in the manual as well as online

- Reasonably priced averaging \$29 from mail order sources
- Node editing available for graphics
- Selectable number of "undo" levels (default appears to be 4 levels)

Cons

- Slow*
- Heavy*
- Ponderous* (75 seconds to open after HD was optimized)
- Frequent "memory getting low. Try closing windows to increase memory" messages
- Stubborn, whimsical tools—line, resize, move, rotate
- Zoom has two options—In or Out.

Requirements

- Power Mac
- Mac OS 7.5 or higher
- Minimum 16MB of RAM
- Minimum of 25 MB of Hard Drive space
- 256 color capable monitor, minimum resolution of 640 x 480
- CD ROM Drive

My System

PMac 6100, 24 MB RAM, 7.5.5
2x CD ROM
350 internal HD, 2 GB external HD
15" MultiScan color monitor

Service and Support

- USA 1-613-728-6891
- IVAN (Interactive Voice Answering Network) 1-613-728-6891
- Automated FAX on demand 1-613-728-0826 ext.3080
- BBS (N. America) 1-613-728-4752
- Internet <http://www.corel.com>
- Third Party Tech Support Services 1-800-772-6735

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Ottawa, Ontario, Canada K1Z 8R7

Mary Keene email address:
e.mkeene@tcs.wap.org ■

See page 72 for final figures.

Help the Pi Buy more

Now you can make your purchasing dollars go farther. By arrangement with Image Solutions, a mail order house specializing in DTP hardware and soft-

ware, Pi members can receive additional discounts of 5-20% off the advertised already discounted catalog prices. In addition, 2% of all purchases made by Pi members will be credited directly to the Pi for its purchases. Catalogs are

available at the Pi office and at monthly meetings. As long as the Pi code is used at the time of purchase that purchase will go towards the Pi's credit. If you prefer, you can call Image Solutions and request a catalog be sent directly to you.

All legitimate prices will be matched or beaten. Call Mary McIntyre, our account rep., with the name, phone number, model number, version number, and currently advertised price of your item. After verifying the price and that the merchandise is available, in stock and ready to ship from the advertiser, she will call back with your price. Hardware items are them most competitive and contain the least profit margin. If they can't match the hardware price, they will add software to increase the value of the purchase. Most software will be matched or beaten.

Image Solutions
Mary McIntyre, acct. rep.
1-800-352-3415 or 1-800-352-3420 extension 153
Fax: 310-782-5974
email: imagesol@earthlink.net
<http://www/imagesolution.com>

Pi code: MM301984*DC*
Please use this code for all transactions with Image Solutions. Call Mary McIntyre if you want to be added to their mailing list.

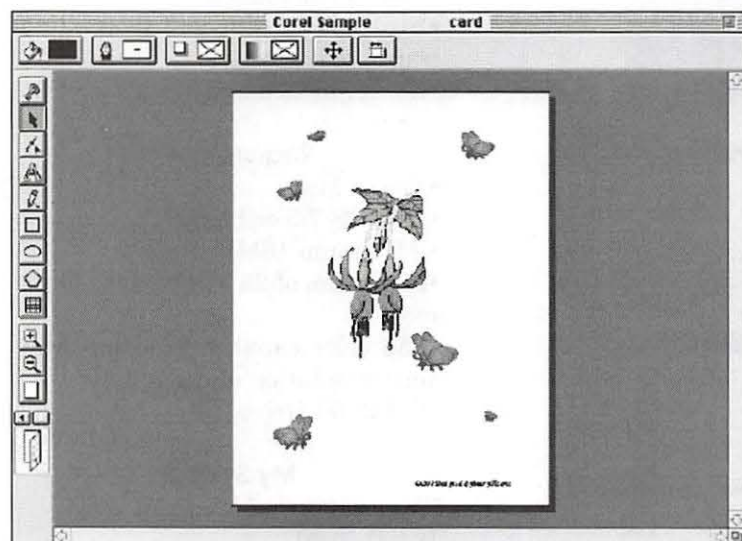


Fig. 18 Back page "play time"

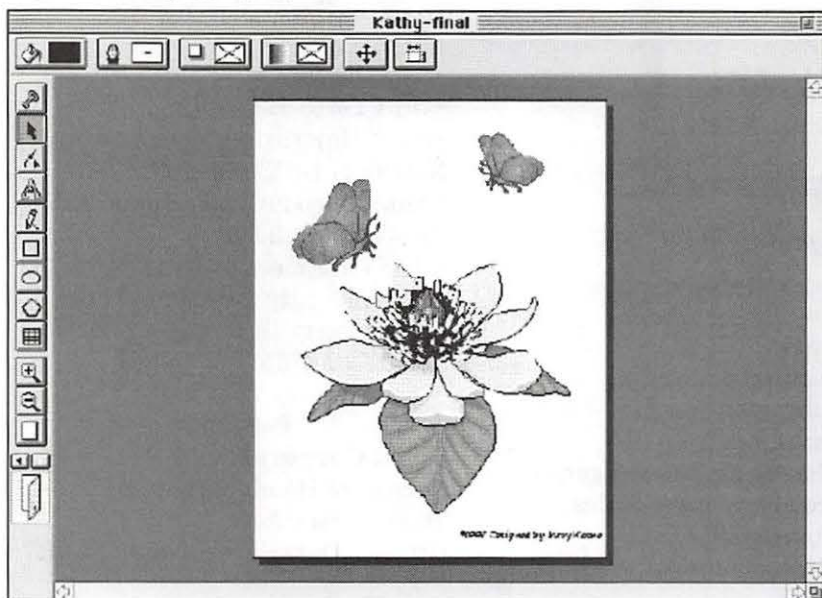


Fig. 19 Enlargement to show shading and dimensionality in flower and leaf

Not The Usual Fare: A Review of Books

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Funny Books

MAYBE THEY weren't designed that way, but two recently received books are quite funny. The first, *Illustrated Computer Dictionary for Dummies*, by Dan Gookin et. al., is admittedly not a new book (published 1993), but it is accurately titled: this book is definitely targeted at dummies. Each entry includes a word or term, a definition, and then a sentence illustrating the use of that term. Here is the entire entry for the term "Macintosh:"

Pronunciation: *Mak-en-tah-sha*

Meaning: a family of personal computers created by Apple Computer in 1984 that features a graphical user interface. The Mac was the first computer to offer a 32-bit microprocessor. More importantly, the application programming interface (API) gives users ease of use and reduced learning time. The Macintosh family is the largest non-IBM compatible personal computer series in use. (See also *Quadra*, *System 7*, *DA*, *API*, and *graphical user interface*.)

Sentence: "I always click the little apple menu option on my *Macintosh*. I don't always need to; I just think it's cute."

"For a much better computer dictionary, and it is "cuter," too, try Robin Williams' *Jargon: An Informal Dictionary of Computer Terms* (Peachpit Press, 1993).

Not only is it *much* better illustrated (the *Dummies* illustrations are rare, and mostly decorative), the definitions are far better, and written in much better English."

The book was distributed by a computer chain as a promotion to entice customers into their stores. I decided, after looking at the book, to avoid the chain at all costs.

For a much better computer dictionary, and it is "cuter," too, try Robin Williams' *Jargon: An Informal Dictionary of Computer Terms* (Peachpit Press, 1993). Not only is it *much* better illustrated (the *Dummies* illustrations are rare, and mostly decorative), the definitions are far better, and written in much better English. And I doubt Robin

claims she did her book on a "Makentahsha."

Another funny book is Bob LeVitus' *Make Your CD-ROM Work: How To Survive a Bad "Out-Of-Box" Experience*. Most of the 240 page book is devoted to getting CD-ROM drives to work on Windows 3.1 and Windows 95 systems, but there is a section on the Macintosh. A small section. A very small section.

And most of that is padding, covering such things as finding out how much memory your Mac has, what kind and speed CPU you have, how to install QuickTime, etc. For Mac users, making the CD-ROM drive work consists of these complex steps:

1) Turn on Macintosh.

2) Insert something — an audio CD, a Mac CD-ROM, a UNIX CD-ROM, a Windows CD-ROM, a PhotoDisc — in the CD-ROM drive (label up) and do whatever is appropriate.

Now — isn't that funny?

Dan Gookin, Wally Wang and Chris Van Buren, *Illustrated Computer Dictionary for Dummies*, IDG Books, 1993, vi, 405 pp., \$12.95. ISBN 1-56884-004-7. <http://www.idgbooks.com>

Bob LeVitus and Ed Tittel, *Make Your CD-ROM Work: How To Survive a Bad "Out-Of-Box" Experience*, Random House, 1996, xiii, 240 pp., \$10.95. ISBN 0-679-76965-X. <http://www.randomhouse.com> ■

Remembering Email Addresses

by Phil Shapiro

EVERYONE IS entitled to have one or two offbeat hobbies. One of mine is spending time thinking about missed opportunities. So often very good things almost happen to individuals or communities.

Each of us has had the experience of witnessing poignantly missed opportunities, where some simple corrective action is all that's needed for something excellent to take place. Some of these missed opportunities are smaller, and escape our attention after a minute or two. And other missed opportunities are so dire and distressing that they impel us to take remediating action.

Take email addresses, for instance. These days I'm seeing more and more missed opportunities centering on forgotten email addresses. I'll illustrate this point with a dire missed opportunity I witnessed last month.

As part of the community technology work I do, I attended the grand opening of a new computer learning lab at a public library here in Washington DC. This computer lab was being opened in a part of town where economic opportunities are scarce.

So I traveled across town to lend support to this grand opening event. I arrived at the event early and found a crowd waiting for the library to open. I joined the waiting crowd and had a chance to chat and mingle. One person I talked with is

a fascinating woman, a vigorous and vibrant leader in this community.

We talked about how wonderful it was that this new computer learning lab was opening, and that the computer lab would offer a myriad of opportunities to people in the neighborhood to learn about the wonders of the Internet. In just two minutes, this person and I formed a quick rapport and bond.

A minute later, when the doors of the library opened, I quickly asked the person for her email address. I desperately wanted to continue our conversation and further develop the bond.

What I heard next made me want to groan out loud: "I'm embarrassed to say that I don't know what my email address is. My family owns a computer and we're online, but my 10-year old son takes care of all those things."

I pressed my business card into her hand and said, "Please, please, please send me an email message of any sort as soon as you get home. I very much want to stay in touch." In words and body language. I tried the best I could to courteously convey the thought that if you care deeply about what this computer lab is giving to the community, you need to care enough to memorize your own email address.

Admittedly, some email addresses are more difficult to memorize than others. But if you can't memorize your email address, you

will face missed opportunities after missed opportunity.

Similarly, it's vitally important to memorize the email addresses of close friends and colleagues. If you can recall these email addresses at any time and place, you'll be able to reach your friends and colleagues from whatever computer you're using, anywhere in the world, that has Internet access.

Getting back to the grand opening of the computer lab, when I heard the words, "I'm sorry, I don't know my email address," I heard the words ripping through the fragile bonds of a new friendship. In retrospect, though, the incident served as an excellent learning opportunity, both for me and her.

I walked away knowing I must do much more to impress upon people the importance of memorizing email addresses. And she walked away knowing that a new friendship might be unsustainable. The incident left both of us with a deeper, keener understanding of this issue.

Think for a moment about the nature of human bonds. Human bonds are one of the most the most fragile things in the universe. They deserve to be carefully and lovingly nurtured. Like tiny flames gasping for oxygen and fuel, human bonds can be extinguished by any one of a thousand different winds that arise spontaneously.

And human bonds are the basic building blocks of communities. What else is a community other than a collection of individual bonds?

I would go so far as to say that an important consideration in choosing an Internet Service Provider is to choose one that will give you an easily remembered email address.

As an example, one of my best friends, Chuck James, has an email address of: chazza@imssys.imssys.com Try as I might, I have yet to memorize this



email address. Then again, I value our friendship dearly, and because of that I ought to find ways of memorizing this email address.

Need help with memorizing skills? Among the most entertaining and effective memory skills books are by Harry Lorayne. You can find his books in virtually every public library. I'm such a big fan of his books that I wrote him a few months ago asking if he plans to produce any computer software to help people develop stronger memory skills. He wrote back, "Yes, actually I am involved in some software projects to help people develop stronger memory skills." A word to the wise: Keep your eyes peeled for software that teaches memory skills. Effective and entertaining memory skills software is an entire software category that remains an unfilled niche.

Returning to the subject of email, there's a growing awareness of how useful email can be in helping build both physical and virtual communities. If you care about people in your community connecting with each other, you might want to memorize the toll-free phone number for Juno, the free email service that runs on Windows computers. Their phone number is: 1-800-654-JUNO. They do charge about \$8.82 to send out copies of their software, but the service is entirely free. (And their software is freely copyable to distribute to anyone you know who wants to get an email address.)

I make it a point to carry a few copies of the Juno software with me wherever I go.

Also, there are several free email services on the web that people who have access to a publicly accessible browsers can use. These include:

Hotmail

<http://www.hotmail.com>

USA Net

<http://www.usanet>

Rocket Mail

<http://www.rocketmail.com>

I spend time promoting these free email services for a single reason: I care about the formation of community, and feel compelled to do

my own fair share in helping to build community. ■

The author works as a freelance writer and technology access activist. He can be reached at: pshapiro@his.com and (202) 686-5465.

<http://www.his.com/pshapiro/>

More About OS 8

DETAILS, DETAILS: Ever wonder what Apple tells programmers about the little gems burried in the code of an operating system? Sure you have. Here are some of the more understandable examples that Apple supplies concerning OS 8.

AppleScript Changes

The AppleScript facilities provided by the Finder have changed. All of the scripting services formerly provided by the Finder are still present in the operating system; however, some of the facilities provided by the Finder have been moved to the appropriate control panels.

Network Commands Moved to Control Panels

The Finder no longer handles creation or manipulation of network users or groups, nor can the Finder be asked to retrieve information about connected users or file sharing activity. These scripting features are now handled by their respective control panels, which can be targeted by scripts. Developers who have created scripts that instruct

the Finder to either create or modify Users or Groups or query the Finder about file sharing details require modification for compatibility with Mac OS 8. In most cases, such modification will only require a change in the target application from the Finder to either the File Sharing control panel or the Users & Groups control panel.

For compatibility with the majority of scripts utilizing the network facilities once provided by the Finder, the Finder continues to support commands for turning on and off file sharing.

Other Important Finder 8 Facts

* Memory usage for applications reported in the "About This Computer..." window now displays the sum of both the application's memory partition size and the total size of any temporary memory allocated by the application.

* New invisible files created by the Finder include "OpenFolderListDF" and "DesktopPrinterDB".

* Finder 8 does not support QuickDraw GX desktop printing. (QuickDraw GX printing is no longer supported under my Mac OS 8.)



* Finder 8 does not support desktop ("Get Info...") comments for floppy disk volumes.

* When the Finder communicates with an old style 'cdev' type control panel, it turns off the new Appearance facilities. As a result, old style 'cdev' type control panels and the controls they contain appear as they would in System 7.

FKEYS

FKEYS are executable code resources, stored in the system file, that are invoked by typing a command-shift-number combination, where the number is equal to the resource ID of the FKEY resource.

Under Mac OS 7.6 and Mac OS 7.6.1 the FKEY 3 & FKEY 4 routines would fail to capture the screen if At Ease was installed but inactive. This problem has been corrected.

SCSI Manager

The SCSI Manager is the part of the operating system responsible for communications with connected SCSI devices.

A problem where large volumes (larger than four gigabytes) were not being mounted correctly at startup has been corrected. Some of the disks on which these volumes reside were taking too long to spin up during the first scan of the SCSI bus and were not being recognized by the system. The system now scans the bus again later in the boot cycle looking for volumes that missed the first scan.

Font Manager

The default system font has changed and the system font can be selected by the user. The original system font, Chicago, is still present in the system file; however Mac OS 8 installs with Charcoal as the system font. Developers shouldn't make any assumptions regarding the system font in their applications. Namely, don't assume that the sys-

tem font contains a bitmap character set for a particular font size.

Help Manager

The Help Manager is responsible for the drawing and display of Help Balloons and the Help menu.

* The Help Menu has been moved from the question mark icon located on the rightmost side of the menu bar to a menu entitled "Help" that appears to the right of the application's menus.

* A new routine, HMShowOneBalloon, has been added to the Help Manager. It is utilized by the Contextual Menu Manager.

* A problem where balloons were flickering before being displayed correctly while menu selections were being tracked from hierarchical menus to the previous or next menu item in the parent menu has been corrected.

To avoid displaying two menus entitled "Help" in the menu bar, developers should move any menu commands from their own help menus into the Help Manager's help menu.

Process Manager

The Process Manager shares the processor among multiple applications. Mac OS 8 includes the following new features in the Process Manager:

* To avoid running out of temporary memory when applications are launched, the Process Manager attempts to reserve 300K of heap space for temporary memory allocations. For example, if there is 900k available for applications and an application is launched whose preferred size is set to 10MB (and its minimum size is 200K), then it will be launched in a 600K partition leaving 300K free for temporary memory allocations. However,

launches that were permitted before are still allowed. For example, if there is only 400k free and the same application is launched, then it will be launched in a 200k partition leaving 200k free for temporary memory allocations.

Code Fragment Manager 68K (CFM-68K) 4.0

The 68K Code Fragment Manager (CFM-68K) is the 68K implementation of the Code Fragment Manager. The 68K Code Fragment Manager is the part of the Mac OS on 68K machines that loads 680x0 code fragments into memory and prepares them for execution. CFM-68K is not appropriate for use on PowerPC machines.

Native CPU Family Gestalt

A new Gestalt selector `gestaltNativeCPUfamily` ('cpuf') has been added that will always return the CPU family of the current PowerPC processor. This new selector allows developers to test for the presence of particular family-specific PowerPC processor features without having to know all of the members of a CPU family.

Alias Manager

The Alias Manager is the part of the operating system that communicates with the file system to maintain alias records that are used to keep track of file and folder locations. The Alias Manager does not create Finder alias files; the Finder creates these files and stores alias records created by the Alias Manager in them.

Now don't you feel better about the robustness of OS 8? ■



Goodbye: MacUser; Hello: Mac Today

YOUR OCTOBER issue of **MacUser** will be a collector's item. It will be the last issue of the magazine published under that name.

International Data Group (IDG), corporate parent of **Macworld** and Ziff-Davis, publisher of **MacUser** and **MacWeek** have announced they will form a joint venture called Mac Publications and will consolidate the three publications. The new company will continue to publish **MacWeek** as a weekly newsmagazine and **MacWorld** as a single monthly that incorporates **MacUser**. The first joint venture **MacWeek** will appear in September. The November issue will be the first combined monthly **Macworld**.

But lest you feel that the demise of **MacUser** is a signal that all is not going well for those who publish news about the Mac platform, rejoice that **MacAddict** has just circulated issue number 13 for September '97, celebrating its first anniversary with a 140,000 subscriber base for the combined monthly magazine and CD-Rom. <<http://www.macaddict.com>>

And **MacWorld** (The Exposition) was the kickoff point for a new nationally distributed Mac monthly, **Mac Today**, which purports to be "An Irreverent, Off-the-wall, PC-

Slamming, Totally Biased Look at the Macintosh." The initial issue highlights the Motorola 300 MHz StarMax 6000 compatible, Ten more reasons Apple's Gonna Make It, and an exclusive interview with Guy Kawasaki. It even notes that in the recently released Fortune 500 list which is the standard by which all companies are measured, Apple ranks 150 while Microsoft is 22 spots behind at 172.

Actually, **Mac Today**, *The Alternative Macintosh Magazine*, is really an east coast magazine (July/August '97 is Volume 5, No.4) that has finally begun nationwide distribution through Barnes and Noble, Walden Books, CompUSA, Egghead Software and many other outlets. <<http://www.MacToday.com>> or email : MacToday@aol.com ■

Additional Insights from MacWorld

New Political Correctness:
Clones are now called Macintosh **Compatibles**, not Macintosh clones

MacOS 8 Sales report:
1,200,00 units sold in the first two weeks. This is 400% over what Mac Marketing had expected

StarMax 6000 Pro
The fastest personal computer on the planet is now the StarMax 6000 Pro which is currently shipping at 300 MHz. See it demonstrated on the New Mac Innovations videotape from MacWorld, available in the Pi Office. Microsoft Word was opened by double clicking on the icon for a 600 word document. Both Word and document opened in less than 2 seconds!

Apple Outranks Microsoft
In the latest Fortune 500 listing of largest corporations in America, Apple Computer is listed in spot 150. Microsoft is listed 22 places behind at 172.

SIG meetings are starting up again. Find out about what subjects are covered. Look on pages 4 and 49. There's much to learn within these forums.

Graphics Art SIG, AOL SIG, Genealogy SIG—these are the new SIGs.



MacWorld Relived (continued from page 40)

Education: Apple put the first computers in education, following that with the Macintosh. It is still the single largest education company in the world. Sixty percent of all computers in education are Apples and 64% of the computers teachers use are Macintosh. This is an incredible foundation and legacy on which to build.

The Creative Content and Education markets are growing at a rate of over 20% per year, but Apple's share of those markets has been slowly shrinking. The new focus will be to help Apple grow in these markets.

Apple and Microsoft - an end to the wars! Undoubtedly the biggest bombshell in Jobs' speech was the new agreements with Microsoft which cover three main areas.

Patent Settlement: The two companies have reached a full cross-license agreement for all patents that exist and for patents that are filed within the next 5 years. This has been a serious patent settlement.

Microsoft Office: Microsoft has committed to release Microsoft Office for the Macintosh for the next 5 years. It will issue the same number of releases as they release for Windows during the same time period. The first release will be out near the end of this year or beginning of next and will include Mac specific features and seriously improved speed and productivity.

Internet Explorer: Apple has decided to make Internet Explorer its default browser on the Macintosh, but will ship other Internet browsers on the Mac as well so that users can change their default browser if they choose to so do. Apple will be collaborating with Microsoft on Java to make sure the two platforms can get the best from each other and that there's compatibility between the two virtual machines.

Microsoft Investment in Apple: Microsoft is buying \$150 million worth the Apple non-voting stock at current market prices. They agree not to sell the shares for at least 3 years.

Bill Gates came on the big screen TV in the hall to reinforce Jobs' comments. He was greeted with applause and a few boos, but generally the attitude in the hall seemed either accepting or shocked speechless. After Gates' words, Jobs reemphasized that the companies have settled their major differences like adults, not children. "Microsoft does not have to fail for Apple to succeed" was Jobs' closing admonition.

Yes, Jobs received a standing ovation at the end of his presentation as well. The audience seemed to feel the new energy and vitality that Jobs wanted to impart. The faithful believed they had found the path to revival.

[A video tape of Jobs' complete keynote address is available at the Pi office]

Guy's 10 Best Applications at MacWorld

Guy Kawasaki, Apple's Evangelist, had the second Keynote presentation. He showcased 10 applications.

GoLive's Cyberstudio, voted "Best Software of the Show", is an impressive package billed as the complete solution for Web site design and management. Time limited CD copies should be available for distribution at the next monthly meeting. Another two of the 10 showcased products were intriguing:

Create was billed as the people's "Illustrator/Freehand" on steroids with Web power. It does wonderful type effects, neat overlapped/integrated and masked placements, and has animation capabilities. It was impressive in its beta demonstration. If you have ever used TypeTwister or TypeStyler, this includes a powerful but simple next

generation rendition of those capabilities. The final version should be available in about a month from Stone Design Corporation. <<http://www.stone.com/>>

Nodester (rhymes with roadster) is a rapid panoramic editor for QuickTime VR. If you're doing 360[degree symbol] snapshots with your digital snapshot camera (Apple's QuickTake or similar) to create panoramic scenes, this is impressive in its power and simplicity of use. No demos scheduled yet from Panimation, but this one bears serious checking out! <<http://www.panimation.com>>

A new "just for fun" novelty application. Movieoke! enables you to swap roles and switch dialog in scenes from Hollywood films. It supports multiple players and additional films can be downloaded from <<http://www.movieoke.com>>. Ah... drama with visual and dialogue implementation for the Karaoke set!

The rest of the items Guy showed were:

- Connectix Virtual PC (demonstrated at our July Meeting - special User Group price - \$115.) <<http://www.connectix.com>>
- Starry Night Deluxe - astronomy program <<http://www.siennasoft.com>>
- Wired Write - Java publishing - <<http://www.jstream.com>>
- Quake - 3D shooter for Mac <<http://www.wizworks.com/macsoft/>>
- TIFFAny III Image Processor - <<http://www.stone.com/Caffeine/T2.html>>
- Retrospect - backup software <<http://www.dantz.com>>
- Commotion - movie picture/paint processor <<http://www.puffindesigns.com>>

Back At The Convention

As was to be expected, Internet



and web applications were prolific among the software offerings. However, there were other packages, like a really neat ClarisWorks for Kids and the beta rollout of ClarisWorks 5.0 and ClarisWorks Office. For a different OS, there was BeOS. I end with three very different applications for your consideration.

ClarisWorks 5 adds button support, document and URL embedded links, automatic footnotes, multilingual capabilities within documents, instant tables, video support, additional graphics with more graphics tools, gradient fills and textures, contextual help, FastReport capabilities, automatic document translation to HTML, an Internet browser, and direct connect to the Internet.

ClarisWorks Office, which seems poised to challenge the Microsoft Office package was demonstrated in Beta. It includes ClarisWorks 5 plus JIAN BusinessBasics with over 60 business templates to customize; Claris Home Page 2 Lite with Web Page authoring tools and automatic HTML programming; OLE Client Support, and many more office/business specific capabilities.

Both products should be available by October. You need a 68020 processor or higher, 8 MB of RAM, 21 megs of space on your hard drive (minimum install) or 58megs (full install) with System 7.01 or later. There will be a Windows95/WindowsNT 4.0 version.

If you find System 8 not to your taste, you are welcome to the Preview Release version of BeOS. Be, Inc. loved the reception we gave them when they visited us last year. Soooo, we are awash in Preview Release editions of their new operating system. Pick one up at the next monthly meeting, or visit the office to get your very own copy.

Direct Imagination <<http://www.Dimagin.com>> has an applica-

tion with which you can convert a scanned picture into a template for quilting. The owner has several other programs that have to do with creating decorative and ornamental designs.

What happens when you combine Adobe Illustrator and Pagemaker and put that on steroids? You get Creator2 by Multi-Ad Services <<http://creator2.multi-ad.com>>. For someone still trying to master Publish.It4!, it was a trip. Since they felt sorry for me, I will receive a copy to test.

When your kids have graduated from Pajama Sam [Humongous Soft-

ware] but are not ready for Myst, feed them Gridz by Green Dragon Creations <<http://www2.greendragon.com>>. You are trying to protect a chunk of territory from little plumpoid contraptions that want it. You have a mix of neat tools with which to work. How you subdivide your land and deploy your defenses determines how much of your territory you will hold. The game is very colorful and the characters look like knock-offs from Reboot.

Will I see you at MacWorld next year? ■

An Update to Apple's New Road Show

A tentative additional date/location for the New Apple Road Show is November 7 through 9 at the Annapolis Mall. This is presumed to be able to attract visitors from both the "seashore" Maryland counties and Baltimore.

As we go to press, this addition to the schedule is pending. Check the Pi web site and TCS for late-breaking information.

If the show does come into this area, we'll need lots of Pi member support again. In addition, we will supplement whatever publicity Apple creates if we do have some advance notice. Stay tuned for further developments.

Frequently Asked Questions Apple II, III and IIGS

Note to Readers: *Washington Apple Pi* has decided to devote the next several issues of the Journal to printing of the most frequently asked questions about Apple II, III and IIGS computers. This is the second in the series. Nate Mates maintains, with the help of the Apple II community, a *Frequently Asked Questions (FAQ)* on the comp.sys.apple2 newsgroup. For many of you, it is not possible to access this on-line resource. So, for the next few months, the Journal will reprint the the complete text in a form which you can extract from the Journal and save.

Note: Three earlier sets of questions have been published in the November/December, January/February and March/April journals.

Apple II Frequently Asked Questions (FAQ)

Q#41 How do I unpack a generic .SHK or .BSQ file?

Now that you have all the files you want on your Apple II, you will first need to run the binscii program on any BINSII'd files you downloaded, and then the Shrinkit program on the results of the unbinsciiing and/or any .SHK/.BXY files you downloaded. Once you're done with that, it's up to you to play around with the files you unpacked.

After unpacking the .BSQ files, you'll notice that .SHK files are usually produced. You do not need to keep the .BSQ files around to unpack the .SHK files; you may delete the .BSQ file(s) at your convenience. Similarly, once the .SHK file is unpacked, you can delete it if you do not expect to need to unpack it again anytime soon.

Q#42 Apple Archive Format (aaf)

Apple Archive Format was invented as a standard way to post source code to comp.sources.apple2. The C and Basic source code to aaf unpackers are available on the various FTP sites, in aaf format. Fortunately, files in aaf format can be turned back into source code with a simple text editor. Just break the file up into component files and remove the first character of each line.

[ftp://apple2.archive.umich.edu / apple2/unix](ftp://apple2.archive.umich.edu/apple2/unix)

Alternative location, including dox:
<http://www.openix.com/~jac>

Filetypes and dealing with files of various types

Q#43 A quick note about ProDOS filetypes

ProDOS keeps some information about a file's type. Files can be text (TXT), binary (BIN), executable (SYS), fonts (FON), etc. Most other file systems do not have a place to store this information, so it may get 'lost' when you upload the file. Similarly, when you download a file, you may not know the file type. Most

comm programs will use some default. For NuFX archives, this is not a big deal, since you can still unpack an archive if the filetype is wrong (and the archive protects the filetype of the files inside the archive). For other files, you may need to change the file's type. One utility that comes well recommended is File Attribute Zapper II.

[ftp://apple2.archive.umich.edu / apple2/8bit/util/fazz.2.3.bsq](ftp://apple2.archive.umich.edu/apple2/8bit/util/fazz.2.3.bsq)

Q#44 Net standard formats

There are several formats that are used widely on the Internet. The most common in FTP sites are tar (.tar) and compress (.Z). From a unix box, to undo a Tape Archive, type 'tar -xvf filename.tar', to undo a compress, type 'uncompress filename.Z'. Since tar does not make the file smaller, and compress can only compress 1 file, many times you will find files that are 'tarred an feathered'. They have a '.tar.Z' extension. Just run uncompress then un-tar the result. Other USENET groups will use uuencode (.uu) to send binaries. From a unix box, just type 'uudecode file.uu'. BinSCII is better than uuencode because 1) It stores the ProDOS filetype. 2) It splits the file into manageable 12K chunks. 3) It does a CRC checksum on each chunk.

Most of these 'Unix' standard formats are available on the Apple. See the table right, top of page.

Format Types

	NuFX	Bin	uuen-	com-	ZOO	Bin	LZH/	Stuff	ARC	Other
Program										
	-	-	-	-	-	-	-	-	-	-
Angel[1]	e				X	X		X		.ZIP
BSC	c		E							
Balloon	g	X								
Binscii	e		X							
DeArc	e							D		
GSCII+	g		X	X			D			.AAF
GShk	g	X			D	D		D	D	
LHext	x						D?			
Nulib	c	X								
PMPUnzip	x									.ZIP
SciiBin	c		D							
Shrinkit	e	X								
Spectrum	g		X				X			
sscii	x		X	X			X			

(Key: E = Encode only, D = Decode only, X = Encode and Decode)
 (Type: e = Apple //e, g = GS Only, x = GS EXE file, c = C Source code)
 [1] Angel is pretty Buggy, but it's worth a try.

Where to get those programs listed above

This FAQ already lists exactly where to get Binscii and GSCII+ as well as the Shrinkit programs, as well as the top level directories of several major ftp sites. To save some hunting around in the directory structures, Apple II versions of most archive programs are located at the following places:

Caltech's Apple II Archive: [apple2.caltech.edu, pub/apple2/ARCHIVERS](http://apple2.caltech.edu/pub/apple2/ARCHIVERS)
 Ground: [ftp://ground.isca.uiowa.edu/apple2/Mirrors/caltech/ARCHIVERS](http://ground.isca.uiowa.edu/apple2/Mirrors/caltech/ARCHIVERS)

Q#45 What do the file extensions mean?

Many times, people put filename extensions (extra characters at the end of a filename) to denote what type of file it is. Please note that these are just accepted standards. If a file does not indicate it's type, you will probably have to guess. The following is a table of some common filename extensions. (Note that upper/lower case usually doesn't matter in extensions) See the previous section (on archivers) for programs that will deal with these files.

Extension What is it? (What program do I use?)

Text only files:

- .html [TEXT] ASCII text file with (ascii) formatting codes. Used to format documents on the World Wide Web, some other places.
- .htm [TEXT] .html, but the extension got trimmed to 3 characters
- .txt [TEXT] An ASCII text file: usually English text.

Archive files:

- .aaf [TEXT] Apple Archive Format for source code (aaf.unpacker)
- .ACU Applelink Conversion Utility (Shrinkit)
- .ARC ARC Archive (IBM ARC, GS Shrinkit, //e Angel or DeArc2E)

- .CPT Compactor Pro archive (Compactor Pro on a Mac only)
- .BSC [TEXT] Binscii file. (Binscii)
- .BSQ [TEXT] Binscii'd NuFX file. (Binscii—then Shrinkit)
- .BXY NuFX archive with a Binary II header. (Shrinkit)
- .BNY BLU archive. (Shrinkit)
- .BQY NuFX or Binary II with BLU header. (Shrinkit)
- .BNX NuFX with BLU header. (Shrinkit)
- .dsk Disk image of 140K 5.25" Apple disk. Requires Apple II with >140K drives or Apple II and PC/Mac to unpack successfully.
- .dsz Gzipped .dsk
- .exe [TEXT] Executioner file. May only work in DOS 3.3. See above. Note: .EXE generally means IBM executable program.
- .gz Gzipped file.
- .HQX [TEXT] Mac BinHex file. (BinHex on Mac or GSCII+ on GS)
- .LZH LZH Archive (IBM/Amiga LZH program, //e Angel)
- .LHA LHA Archive (IBM/Amiga LZH program, //e Angel)
- .QQ BLU archive. (Shrinkit)
- .SEA Self-extracting archive (Usually Mac, might be Shrinkit archive)
- .SIT Mac StuffIt archive. (StuffIt on Mac (preferred) or GS ShrinkIt; GS Shrinkit will only decode very old StuffIt files.
- .SHK NuFX archive. (Shrinkit)
- .SDK NuFX with a shrunk disk image. (Shrinkit)
- .tar Unix Tape Archive (Unix 'tar -xvf', GS EXE tar)
- .tgz Gzipped .tar file
- .uu [TEXT] Unix uuencode file [TEXT] (//e uudecode, Unix uudecode)
- .uue [TEXT] Unix uuencode file [TEXT] (//e uudecode, Unix uudecode)
- .ZOO IBM Zoo Archive (GS Shrinkit or IBM ZOO program, //e Angel)

- .ZIP IBM Zip Archive (GS EXE Unzip, IBM PKUNZIP, Unix unzip, //e Angel) PMPUnzip
- .Z Compressed file (GS Shrinkit, Unix uncompress, //e Angel)

Common graphics file extensions:

- .AVI Windows Movie. No Apple II program can display this.
- .BMP Windows and OS/2 Bitmap format.
- .GIF Graphics Interchange Format: Compressed picture. (IIGIF for //e, many programs for all other computers)
- .JPG Newer graphics format. (GS viewers only)
- .JPEG Newer graphics format. (GS viewers only)
- .MOV Quicktime Movie. No Apple II program can display this.
- .MPG Movie format. No Apple II program can display this.
- .MPEG Movie format. No Apple II program can display this.
- .TIFF Graphics format (GS SHR Convert and others)

Common sound file extensions:

- .AU Sun (unix) audio format. AudioZap 2.0 can read/write.
- .MOD Amiga Music file. Some GS programs can read & play these.
- .WAV Windows file. AudioZap 2.0 for the GS can read/write, other programs can guess at reading

All 'text only files' files can usually be opened directly in any word processor, assuming they were downloaded in ascii mode. (Downloading a text file in binary mode from a non-Apple (Apple II or Macintosh) machine will probably be formatted incorrectly.)

All of these types, except the ones marked [TEXT] are BINARY files. Binary files cannot be sent over e-mail, posted to the newsgroups or FTP'd in text mode. You must FTP them in binary mode (see the section on FTP). You can download ei-

ther with kermit, X-, Y- or Z-Modem.

See the next few sections for how to use transfer text, pictures, general graphics, and sound/music files.

Generally, anything labeled as 'Archive' above can and do contain multiple files, and even subdirectories. Most archivers (except for tar) also compress the files so that they take less disk space and time needed to download them.

Sometimes you will find multiple filename extensions. Simply take the filename extensions apart one at a time starting with the rightmost and you should be able to reconstruct the original file. (i.e. somefile.bsq.tar.Z would mean: uncompress, untar, unbinSCII, then unShrink to get the original file!)

Q#46 How do I USE stuff I have transferred to/from an IBM/Mac?

A: If you get a 'File Type Mismatch' error on when trying to read a file you transferred via a mac, then you will need to remove the resource fork from the file. See the section on file transfer from Macintosh to Apple II for where to get that program.

In general, only certain types of files can be usefully transferred back-and-forth between computers. One thing that you CANNOT do is run programs designed for another type of computer. But often you can transfer data files between similar programs (Spreadsheets) on different platforms. Here are some pointers:

Q#47 How do I use text files from other computers?

One helpful hint is that all computers can read text files. Most word processors can save your file as text and import as text. But with text files, you will lose all your formatting (font type, centering and so forth). For spreadsheets, saving as DIF will make conversion a breeze. Databases can be saved as tab-delimited records. (Note that in

AppleWorks, you have to go to Print to save in these formats). Look for options like "Import" or "Export" (or "Save As" in the Mac world).

If you want to do better, there are several options available. A commercial program called MacLinkPlus can do some conversions. Some Claris programs do conversions automatically. Also, AFE can convert between some kinds of documents (For example AppleWorks Word Processor to MsWorks) if you have the right translator.

<ftp://sumex-aim.stanford.edu/info-mac/util/afe-appleworks-msworks.hqx>

For IBM folks, The CrossWorks program can convert between many Apple and IBM formats, and even comes with a universal null modem cable. Alternately, If you use AppleWorks a lot, you can get SuperWorks for the IBM, a clone of AppleWorks. It can import AppleWorks files directly. For graphics, SuperConvert can convert between all Apple-specific graphics formats and many Mac, Amiga and IBM specific formats. It can also save as GIF, which is a universal standard.

Q#48 How do I view picture files from other platforms?

A: There are quite a few programs available, each capable of reading different file formats:

GIF, BMP, other lossless compressed formats:

* IIGIF is a freeware GIF converter for any Apple II (but there is a patch needed for the Apple //c). It reads in GIF and saves as hires or double-hires.

<ftp://apple2.archive.umich.edu/apple2/8bit/graphics/iigif.bsc>
<ftp://apple2.archive.umich.edu/>

apple2/8bit/graphics/iic.patch.for.iigif

* MACDOWN is also freeware and lets you do the same with MacPaint pics.

* A ProDOS 8 version of The Graphics Exchange from Roger Wagner Publishing.

[The following software only work on an Apple IIGS]

* Convert 3200 is one of the best programs still being sold for graphics conversion on the GS. A short list of file formats it handles is: Apple Preferred Format (GS) and PaintWorks Gold format, various 3200 color GS formats, as well as Windows-OS/2 BMP, Compuserve GIF, Amiga .IFF/PC

.LBM, Paintbrush PCX, Binary PC and several varieties of TIFF files. It can save in a number of those: Apple Preferred, Windows BMP, Paintbrush

PCX, TIFF, Binary PC and Print Shop GS.

For more information, please see <http://www.crl.com/~joko/convert.html>.

* The Graphics Exchange converts between many formats of graphics; the 16-bit version is also available from Roger Wagner Publishing.

* Prizm v1.0 Converts .GIFs, Amiga IFFs, Raw Files, and some other types to Grayscale (very fast), 16 colors, 256 colors, and 3200 colors! Size of picture limited by available RAM (Not sure where it's available from anymore either; it was commercial.)

* SuperConvert (commercial program, published by Seven Hills Software) loads all GS formats, plus GIFS and other non-GS specific formats and saves in all GS formats (including Finder Icon files). It has more dithering options than most of the other programs, but you may have to play with it to find the best one. It can also save in TIFF and

GIF formats if you want to move Apple II graphics to other machines.

* SHRConvert is the earlier, shareware, predecessor to SuperConvert. It does a pretty good job on the types of graphics it supports. SHRConvert used to be available for download at <ftp://apple2.archive.umich.edu/apple2/gs/graphics/shrconvert.2.1.bsq>, but I think that it was pulled off ftp sites at the author's request when SuperConvert was published.

* Platinum Paint is a commercial program that can import all GS formats plus MacPaint. It can only save in SHR and Apple Preferred. Version 2.0 can make Animations too! Platinum Paint was sold by Scantron Quality Computers.

* The Byte Works has a TIFF Viewer/Converter that'll read in TIFF files on the GS.

* Animasia is reported to have some sort of .DXF (3D format used by CAD programs among others) importer; it runs only on the GS.

* ShowPic 6 is a shareware NDA that can display most GS formats. You can also save the resulting graphic as a IIGS SHR painting.

<ftp://apple2.archive.umich.edu/apple2/gs/gsos/nda/showpic.6.0.bsq>

* Dream Grafix supports all 3200 color picture types and also 16 color and 256 color pictures. This is a very impressive commercial paint program with its 3200 color support. EGO Systems has taken over distribution of this; see the dealers section of this FAQ for their address.

Note: 'All GS formats' includes Superhires (type \$C1 and \$C0), hires, double-hires and PrintShop/PrintShop GS.

JPEG and other lossy formats:

As far as I know, JPEG viewers are only available for the Apple IIGS, no other Apple II machines. A number of viewers are available at

<ftp://apple2.caltech.edu/pub/apple2/graphics/viewers>. Check them out if you're interested.

Q#49 How do I use Icons/Fonts/etc from other platforms?

A: For reading Mac icons and such, try "Resource Spy"

<ftp://apple2.archive.umich.edu/pub/apple2/gs/util/resource.spy.bsq>

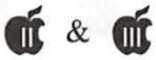
Note that Mac TrueType fonts will require you to purchase the 'Pointless' program by Westcode software before you can actually use them on a GS. Once you have that installed, you can copy Mac TrueType fonts off a Macintosh disk and use them without any conversion through Resource Spy. IBM Truetype fonts are in a different and unsupported file format. Conversion programs exist for the Macintosh (and possibly IBMs as well), but no GS converters exist.

No Truetype readers exist for non-GS Apple IIs to my knowledge; Postscript fonts are not displayable by any Apple II programs to my knowledge. EGO Systems' LaserBeam 1.1 can download PostScript fonts to an attached Laserwriter.

Q#50 How do I listen to sounds/music from other platforms?

For non-GS Apple IIs, the program 'IISound' is your best bet. It can play back many sorts of sounds. You can get it from: <ftp://apple2.caltech.edu/pub/apple2/sound/iisoundbeta.shk>.

With the expended sound circuitry of the GS, the number of sound programs is dramatically increased. On the GS, the program 'MacSoundGrabber' can read Mac sounds out of Mac files, and save them in a GS format; you can get it from <ftp://apple2.caltech.edu/pub/apple2/sound/macsoundgrab.shk>.



Alternatively, you can use the 'rMover' addon for Hypercard.

Also, programs such as AudioZAP for the GS can read/play WAV files and lots of other formats. With most 8-bit mono sounds, you can simply import the file as binary and use the editor to strip off any header and Zero (0) bytes, which cause the sound to stop prematurely on playback due to the way the GS's Ensoniq chip handles samples. 16-bit formats (a number of WAVs, possibly also .AUs) will sound like garbage; only AudioZAP 2.0 (available only after paying the \$20 shareware fee for AudioZAP 1.x) can deal nicely with those. <ftp://apple2.caltech.edu/pub/apple2/sound/audiozap.shk>.

About the only non-Apple II music format which is readily playable is the Amiga .MOD format. Many players exist, from fairly lousy to ones doing a pretty good job. Recommended ones are MODZap, Beatbox, Shellplay/Deskplay; most of those are available from <ftp://apple2.caltech.edu/pub/apple2/music/modplayers>.

Q#51 How do I transfer Hypercard/Hyperstudio files?

Apple bundled a 'rMover' program with Hypercard GS that facilitated the transfer of files that didn't require custom XCMDs. It can transfer in both directions. I've never used it, but the necessary files should be available with the rest of Hypercard at <ftp.support.apple.com>, pub/apple_sw_updates/US/Apple_II/HyperCard_IIGS. These files are unfortunately only unpackable on Macs. The .bxy files (despite the filetype extension) are not readable on Apple IIs unless you manually strip off the 512 byte header

Apparently the Mac version of HyperStudio will run GS HyperStudio stacks without conversion.

Some Common Questions (with answers!) 9/29/96

Q#52 Can my Apple II connect to the Internet?

A: Short answer: yes, any 80 (maybe even 40) column Apple II with a serial card (and almost always a modem) can connect to an Internet Service Provider that provides a shell account. (Please note that "connect to the internet" is the better term for it; avoid the media's popularizing of metaphors related to driving or surfing.)

Longer answer: As of 9/14/96, the only available method is to have a serial (modem or null modem) connection to another computer which can translate and run stuff on it. Most of the time, this means that you will need to find an Internet Service Provider (ISP) which supports a plain "shell" connection. (Telling them you have an Apple II will likely confuse them; just tell

them that a VT-100 shell is what you want). For a list of ISPs, try checking local newspaper advertisements, or drop by <http://www.thelist.com>.

This will give you a straight text connection to the internet; no fancy graphics. Yes, it's a lot less eye candy, but the advantage is that files transfer faster. You can still download files, pictures, and the like, and deal with them later. Once you are signed up for a shell account, you will need to connect up, usually via modem and terminal program. 99% of shell accounts are in unix systems; you should talk to the tech support desk of wherever you get your connection from for information on how to do items such as email, usenet, and the like.

The program 'lynx' runs on unix/vms/etc machines and lets people access the World Wide Web and display it on VT-100 terminals. It's not on every system by default; if not, ask your sysadmins to install it. The default ProTerm setup for VT100 is not too friendly to Lynx— you will need to turn off inverse text for 'bold' and 'underlined' text if on. (Consult your manual for information on how to do so). Alternatively, when starting Lynx, you may want to start it with the "show_cursor" option. As noted above; you can download graphics to your Apple II and view a number of formats— see the section on dealing with graphics for more information.

Connection types more fancy than straight serial, such as SLIP or PPP, require a fair amount of programming to do so. Only one package is near completion: GS/TCP for the GNO/ME unix-like environment for the IIGS. As of 9/14/96, it is NOT completed yet. This FAQ will be updated when it is released; please do not email me asking about its status. GNO/ME requires 1.5-2MB of RAM and a HD on your GS to use, so you may not be able to run it with your current setup. For more information from the author, Derek Taubert, see <http://www.winternet.com/~taubert/gstcp.html>

Q#53 What is 8 bit and 16 bit?

A: That indicates how big the chunks of data are that the CPU can manipulate at once. The Apple IIGS is a 16 bit machine and all other Apple]['s are 8 bit machines. (It is possible to put a 65802 (extremely rare nowadays) as a replacement for a 6502 or 65C02, and get limited 16 bit functionality, but as the GS has a lot of extra chips to support what it does, you still would not be able to run 99.9% of GS software on such a machine)

Q#54 How can I tell what version my computer is?

A: Look at the case of the computer to determine which Apple II you have, then look above (sections #4-10) for

that model. The methods of determining the versions of each model are integrated into the other information for that model.

Q#55 How much RAM is in my Apple II?

A: This is easiest to determine with an Apple IIGS. Go to the text control panel by pressing the control, open apple, and escape keys at once, then select the RAM Disk option under the Control Panel option. Note the 'Largest Selectable' entry, and add 256K to that— that's how much RAM is available to GS programs. (The GS reserves a minimum of 256K for programs, though pretty much only older Apple II software will run in that space). Note that this does not count ram on cards in slots 1-7, though you're pretty much limited to only using RAM Disks or Appleworks addons in there.

With earlier models of the Apple II, this is a much more difficult problem, because any software that wants to take advantage of extra RAM has to be written to recognize any RAM past the first 64K of memory. [Applesoft BASIC, for example, only cares about the lower 48K of RAM unless you use addon packages.] As noted in the sections on Apple II models above, the system has a default of anywhere from 4K-128K built in. The extremely common 'Extended 80-column card' for the //e added 64K to the //e's default 64K.

Most Apple II RAM cards did come with a diagnostic disk and possibly patcher programs to allow them to determine how much RAM is in the system, as well as allowing programs like Appleworks access to the extra RAM. If you suspect you have more than the defaults, but can't be sure, asking on comp.sys.apple2 is probably the best bet.

Q#56 Can I use High Density disks on my double density Apple II drives?

A: Only if you don't care about what's written to them. Basically, the magnetic properties of High Density disk media is different, and though you may be able to write to them and immediately read it back, after a few months, odds are pretty good that the disk is unreadable. In short, I strongly recommend not using anything other than Double Sided, Double Density (DSDD) disks in Apple II 140K 5.25" drives.

Some people report that they have successfully used HD 3.5" disks in their 800K drives without problems, while others have had some problems. Use them with some caution; as with everything else, making sure that there are adequate backups of all files you care about is a good insurance plan in case of any problems.

Of course, should you have a high density drive (1.2MB 5.25" or 1.44MB 3.5"), then use high density disks in it. Although the local computer store may not carry DSDD disks, many national mailorder places do carry them. Check them out.

Q#57 Why do partitions have a maximum size of 32MB?

A: ProDOS, the usual choice for Apple II disks (Hard Drives, CD-ROMs, etc), is limited to 32MB per partition. It would require rewriting large chunks to get it to work with larger partitions. Just use the partitioning tools (included with the SCSI card or the like) to make several 32MB partitions.

If you have a GS with System 6.0, you can install the HFS FST (you must do a customized install, not the Easy Update), which lets you have partitions larger than 32MB. The System 6.0.1 HFS FST should have the patch applied to it before

it is used with volumes larger than 96MB, but I (Nathan Mates) have had volumes smaller than 96MB corrupted and don't really trust the HFS FST. (See the System 6.0 Minifaq in this FAQ for details on where to download the patch.

The differences between HFS and ProDOS are as follows:

ProDOS partitions: Limited to 32MB, your boot (first) partition MUST be a ProDOS volume. Disk integrity checkers exist (ProSEL by Charlie's Appleseeds, Salvation by Vitesse) to make sure your disk remains uncorrupted as possible.

HFS partitions: Requires GS/OS System 6.0 or higher, and therefore 1.5MB RAM. You can not boot a HFS disk on an Apple II. Maximum volume size is either 2 or 4 gigabytes (pretty darn big either way). System 6.0.1's default HFS FST has bugs that are known to corrupt disks >96MB; even with the Apple-approved patches it may not be stable. The only way to verify that a partition is uncorrupted is to take the HD to a Mac and run Apple's Disk First Aid or Norton Utilities on it— no GS HFS disk verification programs exist.

Keeping good backups of your files is a real lifesaver when problems happen, no matter what filesystem they're saved to.

As a side note, DOS 3.3 volumes are limited to 400K each; my having multiple 400K volumes per disk (same theory as multiple 32MB partitions on a HD), patched DOS 3.3s can access up to approx 100MB (254 volumes * 400K each) at once. Such patches are not really available to the general public to my knowledge, however. There were a few DOS 3.3 patches that let them use 2 400K volumes on a 800K drive, though I've never used them.

Q#58 How do I convert from an Appleworks file to a text file without formatting codes?

Appleworks lets you 'Print' to a



file on disk—hit Open-Apple-P, and select “A file on disk.” That should do a reasonable job of translating the Appleworks file into text without formatting such as boldface and italic, but leaves in the centering.

Others have reported that setting up a special printer entry can yield slightly better results. (The exact procedure for that depends on the version (1-5) of Appleworks. Consult your manual for more information.) Make a new printer, which is identified as a ‘Silentype’ printer, but prints to disk. Make sure the printer interface code is empty.

Q#59 What programming languages are available for the Apple II?

A: Larry W. Virden (lvirden@cas.org) maintains The Apple II Programmer’s Catalog of Languages and Toolkits. It’s archived on several FTP and HTTP sites.

<http://www.visi.com/~nathan/a2/faq/langs.html>

Q#60 Can I install DOS 3.3 stuff on my hard drive?

A: This mostly depends on what you’re trying to do. As noted in the section on HD partitions above, DOS 3.3 volumes are limited to 400K each. Thus, they can be highly inconveniencing trying to put those on a regular HD. (And no publically available software really exists to do that.)

A far better solution is to use DOS 3.3 Launcher. It lets you copy unprotected DOS 3.3 140K disks to your hard drive, and run DOS 3.3 under ProDOS. Such functionality does have some requirements, though: programs must only use 48K of RAM (the upper 16K is reserved for ProDOS, which is running at the same time), not do any copy protection or disk hackery, and generally behave themselves. DOS 3.3

Launcher is available from the normal Apple II ftp sites.

Q#61 Can I connect my Apple II to an Appletalk or Ethernet network?

A: Appletalk support is pretty much available for the //e and GS only; the functionality never made it into the //c or IIc+ models. There is no publically available Ethernet setup for any Apple II model. There are also rumors of an independently designed Ethernet board, but it’s not released.

To get Appletalk running on a //e, you will need a //e Workstation card, which provides an Appletalk port, and the associated software, which is bundled with it. That way, you can connect to an Appletalk network and use shared drives and/or printers.

From a GS, Appletalk is slightly more complex in terms of deciding which slots you want to dedicate to it. In a ROM 01, Appletalk requires turning slot 7 to ‘Appletalk’ (use the control panel, accessible by pressing Control-Open Apple-Escape), and either one of slots 1 or 2 set to ‘Your Card’. If you have something in slot 7 that you care about (usually a hard drive controller), what you can do is move that card to slot 1 or 2, and set the boot slot to 1 or 2. A ROM 3 is simpler— set one of slots 1 or 2 to Appletalk. The Appletalk cable plus into the back of your GS in the printer port (ROM 1 if slot 1 is ‘Your Card’, ROM 3 if slot 1 is Appletalk) or the modem port (slot 2 is Your card/Appletalk).

(Apple designed and made an ethernet card to be released at about the same time as GS/OS 6.0.1, but canned the project when they decided to try and write off Apple IIs as a bad memory, and shoved the cards produced in a warehouse or worse. Fewer than five of these cards are known to be owned by people

outside of Apple. That’s very stupid, considering Apple could have made a nice profit on those things. Don’t ask me where to get one of those; I don’t know, and if I did, I’d get one for myself before telling any of you—Nathan :)

There are a number of SCSI - Ethernet transceivers available for Macs and the like, but they are EXTREMELY unlikely to work at all on the GS. Essentially, the RamFAST SCSI card does not support interrupts or devices feeding it data. In addition, all of these transceivers use proprietary (and info is not publically available) protocols.

Q#62 Ok, I’m on Appletalk. What can I do now?

A: Share printers and files. While this is not intended to be a substitute for reading the manuals, it can be done. File sharing requires a Mac running either System 7’s personal filesharing or a Appleshare running off a Macintosh. Please note that booting an Appletalked Apple II off a server requires a Mac running Appleshare 2.x or 3.x (very pricey, unless you could find a used version; 4.x removed Apple II boot support). Starting a GS with a minimal system disk and running all applications over Appletalk is much more possible.

Q#63 Is there any form of Unix that I can use on my Apple II?

A: Yes, a pretty good commercial variant exists, but only for the GS: Procyon’s GNO/ME. See <http://www.hypermall.com/companies/procyon/gnome.html> for more info, including pricing. Since the GS (nor

**FAQs will continue in
November/December starting
with question #63**



Macintosh Disketeria

by Dave Weikert

New Disks

WE FEATURE 16 disks this month including completely revised sets of Anti-Virus Utilities, System Utilities and Troubleshooting Tools and Apple System Software. Single disks are available for \$4.00 each and quantity purchases are priced at \$3.50 for five or more.

Disketeria Changes

I have been bringing the Washington Apple Pi Macintosh Disketeria to the General meetings since the Mac was first released in 1984. I have tried to bring the entire collection each time and until recently, it seemed worthwhile as we almost always had requests for disks previously issued. However the collection keeps getting larger, the demand for the older disks has diminished and it does not appear to be as worthwhile to do today as it was in the past. For this reason, I anticipate that, starting with the September General Meeting, I will bring only the new issues and the System disks. This will cut down substantially on the number of boxes that I have to manhandle and, I think, still satisfy the majority of requests for disks. The other disks will still be available by mail or at the office.

Disketeria Catalog Update

Our Disketeria Catalog—in Easy View viewer format—permits fast browsing of the contents of our Disketeria collection. You can search for specific file names or disk numbers. The three Easy View windows make it easy to see the overall orga-

nization of the Disketeria collection as well as see the detailed descriptions of the contents of each folder or archive. The catalog disk costs \$4; you can trade in an older version of the Disketeria Catalog disk for the current version for \$1 (plus postage if by mail).

Anti-Virus Utilities—1.XX

The Anti-Virus Utilities series was completely revised this month. The series is now just 1 disk; all programs except Disinfectant have been removed since they were obsolete. Disinfectant has been revised to version 3.7.1 to account for a recently discovered strain of the

“... I anticipate that, starting with the September General Meeting, I will bring only the new issues and the System disks. This will cut down substantially on the number of boxes that I have to manhandle and, I think, still satisfy the majority of requests for disks. The other disks will still be available by mail or at the office.”

MDBF virus. The disk is in 800K format.

System Utilities—16.XX

The System Utilities series was completely revised this month. The series now includes 12 disks, down from the 23 disks that previously comprised the series. The reduction was effected by removing older files and by eliminating duplicates with earlier version numbers. All disks in this series are now in 1.44 MB format.

Troubleshooting Tools—20.XX

The Troubleshooting Tools series now consists of two disks. The disk series now includes files previously in the series as well as files moved from the previous 16.XX series. All disks in this series are now in 1.44 MB format.

Apple System Software

5400-6400 Disk Tools.img is a single disk for 5400 and 6400 Macs delivered with the 7.6.1 Software (Mac OS 7.6.1) CD-ROMs. The Disk Tools disk image included on the Power Mac 5400, 6400, and 6500 series CD will not boot your Mac. This disk image corrects the problem. This disk is only supported on 5400 and 6400 series Power Macs. It should not be used on any other computer. Requires Disk Copy 6.1 or later, OS 7.6 or later.

About Shareware Requests

Please honor authors' requests for shareware fees if you decide to add shareware programs to your software library. Shareware is a valuable distribution channel for low cost software and it is important to encourage authors to use this channel by paying them for their efforts.

**DISK #1.01N — AV 1
ANTI-VIRUS UTILITIES**

Disinfectant 3.7.1: By John



Norstad. Detects and repairs files infected by all of the currently known viruses including Scores, nVIR (A & B), INIT 17, INIT 29, INIT 1984, ANTI (A & B), WDEF (A & B), CDEF, ZUC (A, B & C), MDEF A (Garfield), MDEF B (Top Cat), MDEF C and MDEF D, MacMag (Drew, Brandow, Aldus or Peace), MBDF (A & B), CODE 1, CODE 252, T4, T4-C and Frankie. It operates under your control and can scan a succession of floppy disks and create a log file of the results. Check out the About Disinfectant under the Apple menu; it's a gas! Requires System Software 6.0 or later and Mac 512KE or later.

DISK #16.01G — SU 1 **SYSTEM UTILITIES**

Compact Pro Pkg 1.51: By Bill Goodman. Lets you reduce the size of many of the files on your computer by "compressing" the data in the files. Also supports "archives" which are collections of files and folders combined into a single unit. You can simplify the storage of large amounts of data by grouping related items into an archive. *Shareware* - \$25.

Disk Copy 6.1.2: By Apple Computer, Inc. Apple's online software distribution will now be performed using compact and flexible NDIF disk images. This utility can mount those disk images so that you can install their software directly. In addition, it can write the images onto blank floppy disks for easy carrying and storage. A must-have from Apple. *Note: this program does not perform the same function as Disk Copy 4.2 which is used to duplicate disks.*

DropStuff w/EE™ 4.0 Installer: By Leonard Rosenthal. Offers drag and drop compression and BinHexing with on-the-fly option switching. When used in conjunction with Stuffit Expander 3.5.1 (Disk 13.01), lets Stuffit Expander expand DOS and UNIX formats. Fat binary. *Shareware* - \$30; \$15 for StuffitLite registrants; free for Stuffit Deluxe/SITcomm owners.

ShrinkWrap™ 2.1: By Chad Magendanz. Create and mount multiple DiskCopy disk images. Automatically compress and de-

compress archived image files on-the-fly with Aladdin's Stuffit Engine™. This is a 'must have' application for anybody who has to work with disk images.

Stuffit Expander 4.0.2 Installer: By Leonard Rosenthal. This is a

"The Anti-Virus Utilities series was completely revised this month. The series is now just 1 disk; all programs except Disinfectant have been removed since they were obsolete. Disinfectant has been revised to version 3.7.1 to account for a recently discovered strain of the MDBF virus. The disk is in 800K format."

must have 'Swiss Army Knife' for expanding archives. Decompress any Macintosh file compressed with Stuffit or Compact Pro packages or in BinHex 4.0 format. If you have also installed 'DropStuff with Expander Enhancer' you will also be able to expand files which were compressed on PCs and UNIX systems. Requires System 6.0.4 or later.

DISK #16.02G — SU 2 **SYSTEM UTILITIES**

Creator Changer 2.0: By Christopher Lee Waskowich. Allows you to change what applications that documents belong to (Creator code), as well as what the document type is (Type code). Requires System 7.0 and later.

File Buddy 4.1.1: By Lawrence Harris. A file utility to perform a wide variety of 'Get Info' type file functions including creating custom icons, aliases, file type, creator, etc. For System 7.0 and later.

Shareware - \$30.

File Tweaker 2.0.1: By David L. Sterner. Change the type and creator of a file, as well as some of the common Finder flags, such as the Invisible, Bundle, Name, Locked, Stationery, and Custom Icon flags. You may also lock or unlock files. Requires System 7.0 and later.

Filelock 1.2: By Rocco Moliterno. A Drag & Drop application which locks unlocked files and unlocks the locked ones. Requires System 7.0 and later. *Shareware* - \$10.

FileTypeer 5.3: By Daniel Azuma. Performs a multitude of functions. Changes document creator and file type and changes finder flags (invisible, locked, etc.). MakeAutoTyper 4.1 f includes a utility to create Auto Typers which change file types to those you specify. System 6 and 7 versions. *Shareware* - \$10.

Type/Creator Database 2.3: By Ilan Szekely and Daniel Azuma. Every Macintosh program has a four character code associated with it—its type and creator. The latter is unique to each program and enables the Finder to attach documents to their parent applications. This database tries to compile as many codes as possible for every program. *Shareware* - \$10.

DISK #16.03G — SU 3 **SYSTEM UTILITIES**

DiskLocker™ 1.2: By Olivier Lebra. A security utility that allows you to lock and unlock a volume (floppy disks, SyQuest cartridges, etc.) easily. You can attach a password with each disk you lock. Requires System 7.0 and later. *Shareware* - \$10.

FilterTop 1.0.2: By TopSoft. Allows Macintosh files to be processed through a series of "filtering" operations. These operations are provided via plug-in modules and are configured by the user via a graphical interface.

ramBunctious 1.1.2: By Elden Wood and Bob Clark. A ram disk program. Ram disks set aside an amount of memory that the system can then use as a 'normal' hard drive, floppy drive, or any other storage device—except that



they're much faster. Several options let you customize for your desired balance of speed, security, safety, and versatility. **Shareware - \$12.**

RamDisk+ 3.2.4: By Roger D. Bates. A RAM Disk program designed to run automatically on startup. It copies any selected files and folders to the RAM disk and optionally installs a crash saver to recover from system bombs. This program is considered by many to be the best of the shareware RAM disks. **Read Me - RamDisk+** is in TeachText format. System 6 and 7 compatible. **Shareware - \$35.**

The InformInit v1.3: By Dan Frakes. Not exactly a PIM but provides information on hundreds and hundreds of System Folder files: control panels, extensions, system folder contents, and more, from both Apple and third-party developers. Information includes file descriptions, who needs what, version numbers, RAM consumption, and helpful tips (even a few "secrets"). Where appropriate, files are organized into "groups" that are mainly used together. Files that require extensive discussion provide live URLs to information sources. **Shareware - \$15.**

DISK #16.04G — SU 4
SYSTEM UTILITIES

Catalogue 2.1.1: By Jacques Bersier. Allows you to track all the removable media that can be mounted on the Mac. Easy to use and you can scan into StuffIt and Compact Pro archives. **Shareware - \$10.**

DiskWizard 2.0: By François Pottier. Automatically catalogs the contents of your volumes (hard disks, floppies, CDs, SyQuests, etc.). Has the ability to 'see' into Stuffit 3.0 and Compact Pro archives. For System 7 and later. **Shareware - \$10.**

File RoundUp 1.0: By William Patterson. A powerful file and disk utility that catalogs disks (including removables), provides GREP searches, batch processes files (delete, launch, copy, move, rename, synchronize, etc.), creates image thumbnails and other useful functions. For System 6.0.5 and later.

Shareware - \$30 for Lite version, \$79 for Pro version.

List Files 2.5.4 FAT: By Alessandro Levi Montalcini. Creates text catalog of any disk, folder or document you drop on it. It has file filters, lots of formatting options, easy-to-use worksets, automatic catalog saving, text file searching for fast file retrieval. **Shareware - \$5.**

DISK #16.05G — SU 5
SYSTEM UTILITIES

CopyThru 2.5: By B. J. Hellstrom. Creates exact duplicates of removable HFS volumes such as Bernoulli, SyQuest, Zip or optical cartridges or hard disk partitions. Note that this includes copying any errors that may exist such as directory problems, etc. Requires System 7.1 and later.

Disk Copy 4.2: By Steve Christensen, Apple Computer, Inc. Duplicate 3.5" floppy disks from a single master disk. It performs checksumming of the master disk to assure a reliable duplication. Copies 800K Apple and 720K and 1440K MFM disk formats. Requires a double sided disk drive.

DiskDup+2.8.2a: By Roger D. Bates. A disk duplication program written to automate as much as possible the sector-by-sector duplication of a floppy onto one or more duplicates. Performs sector duplication of either 400K to 800K floppies. Formats copies as single or double sided. Copies other removable media. **Shareware - \$25.**

FileTransporter 1.3: By Boyd Multerer. Segments large files into smaller parts that will fit on a floppy disk and then recombines the parts when moved to their destination. **Shareware - \$15.**

PowerScan 2.1: By Jonas Walldén. Scans folders and disks for duplicate files. Supports file filtering on name, size, type, creator and creation and modification dates. Requires System 7.0 or later. **Shareware - \$10.**

Synk 2.0.2 (FAT): By Randall Voth. A program to backup and synchronize files across selected folders. Synk can copy files to and from any media that will mount on the Finder's Desktop. Examples of such items are hard drives, floppy disks and removable media like Zip disks. Tape drives are not sup-

ported. Requires System 7.0 or later. Does not support the Mac Plus, Mac Classic or PowerBook 100. **Shareware - \$10.**

UltraFind™ 2.5.3: By Julian Linford and Steve Linford. A high speed professional Find File and Batch Filer utility that will find anything, anywhere on your system or network. Find images, documents, fonts, sounds, filters, XTensions, programs or Email messages. Find documents by words, names, numbers, codes, keywords, captions, titles or authors etc., and even cross-reference words with the built-in Thesaurus. **Shareware - \$39.95.**

DISK #16.06G — SU 6
SYSTEM UTILITIES

Default Folder 2.7.2: (formerly DFaultD) By Jon Gotow. Lets you assign, for each application you run, a default folder in which to store documents. The idea is that you shouldn't have to navigate throughout your disk the first time you try to save a document after starting up an application. **Shareware - \$25.**

Fat Free 1.2.2: By Hubert Figuière. Intended for 680x0 Mac users, it removes the Data Fork (i.e. the part containing data and native PowerPC code) of a file with both 680x0 and PowerPC code thus saving disk space.

Finder Heap Fix: By John Brisbin. Keep getting the 'Not enough memory to open Window' prompt? Well, adjust the Finder Heap Size with this control panel. Recommended for System 7.5.5.

Finder Size Updater: Updates Finder size so that MacLink 9.0 may operate with System 7.5. However, increased Finder size may be useful for running many other applications as well.

FreeRamPlus 1.0 UR: By Charles G. Marlowe. Displays the current free ram in a window that can be positioned anywhere on the screen. Ancillary functions include automatically opening inserted floppy disks and emptying the trash. **Shareware - \$23.**

Hidden Finder Features 1.0.2: By Richard Burgess. Enables hidden features of Finder 7.5.4, System 7.5.2 and later. Features in-



clude creating an alias and showing its original by dragging with a command key down and moving a selection to the trash.

Keep It Up 1.3.1 By Karl Pottie. Watches certain applications and monitors if they are still running. If an application no longer runs because it "unexpectedly quit" or because the user quit it, attempts to relaunch this application (and open certain documents) or restart the computer. *Shareware* - \$25.

NameCleaner 1.6.5: By Gideon Greenspan. A utility to manipulate file names. It is specially designed to help move files to and from foreign file systems such as MS-DOS, Windows 3.x, Windows95, Windows NT, NetWare and UNIX. Requires System 7.0 or later. *Shareware* - \$20.

Okey Dokey Pro 2.0.1: By Dan Walkowski. Presses the default button in modal dialogs after a time limit. The control panel lets you specify several preferences including specifying which Applications will be exempt from Okey Dokey actions.

OpenIt! Strip 1.1: By Ammon Skidmore. Clicking on this item when installed on a Control Strip opens a dialog box for opening documents. You can even use without the Finder running.

PowerPCheck 3.2 FAT: By Alessandro Levi Montalcini. A drag & drop utility that looks for native PowerPC code inside applications, control panels, extensions and all other executable files. It creates a detailed text report of all the native code it finds. Can also remove the PowerPC or 68K code from the inspected files. *Shareware* - \$10.

PRAM-Reader 1.2 FAT: By Matthias Wuttke. Reads and writes the original parameter RAM ("PRAM") data and the extended parameter RAM data of the Macintosh to a file on the disk. You can make a backup of the content of your PRAM with PRAM-Reader and rewrite this backup back to your PRAM in case the content of the PRAM is lost or you would like to restore old settings in control panels.

PrefKiller 1.0: By Tatsuro Kosaka. Searches for preference files for

which there is no corresponding application and collects them for moving to the Trash. You can mark Prefs as 'Needed' so they will not be collected for trashing even if there is no corresponding application. Requires System 7.0 and later. *Shareware* - \$7.

ScrapIt Pro 5.33 FAT: By John V. Holder. ScrapIt Pro, is the editable, searchable multimedia scrapbook... and a mini-word processor to boot! Need a place to store, sort, display and search all of your text notes, sounds, GIF files, JPEG files, QuickDraw 3D files? Can now launch URLs by command-clicking if you have Internet Config installed. One of MacUser's top 30 shareware programs of 1995! Requires System 6.0.5 and later. *Shareware* - \$20.

DISK #16.07G — SU 7 SYSTEM UTILITIES

AliasPalette 1.2.9: By Fumio Rokkaku. Create alias files just by dragging and dropping icons onto a 'palette' that hosts up to five configurable folders for the icons. You may also place the Alias icons any other place on the disk. Requires System 7.5 or later.

AliasZoo 2.0.8: By Cliff McCollum. Manage aliases across multiple hard drives. Locate and delete or repair aliases that no longer "point" to anything. For System 7.0 and later. *Shareware* - \$15.

CacheSaver 1.0.2: By Jon Gotow. Periodically saves (or "flushes") the disk cache, thus minimizing data loss should your Macintosh crash while you are working. Set CacheSaver to flush the cache whenever your Mac is idle for more than a specific amount of time, or it can do it automatically at regular intervals. *Shareware* - \$10.

ClipDragon 1.0: By Anthony D. Saxton. Converts 'clippings' to their native format or the opposite for text, PICTs, sound and folder icons. Requires a 68020 or later CPU. *Shareware* - \$15.

CopyPaste 3.3.4: By Peter Hoerster. Copy to/ paste from up to ten selections at a time using the CopyPaste clipboard. For System 7.0 and later. *Shareware* - \$20.

Fat Cursors™ 1.2.2: By Robert Abatecola. Installs slightly larger Arrow and IBeam cursors. It also includes a 'find cursor' function which places a flashing circle around the cursor when 'hot' keys are depressed. *Shareware* - \$10.

FolderCompare 1.0b3 FAT: By Michel Pollet. Synchronize the contents of two folders such as between contents of a PowerBook and desktop Mac. You can choose what files to update. Requires System 7.5 and later. *Shareware* - \$15.

Program Switcher 3.2.1: By Michael F. Kamprath. Allows you to switch between the running programs on your System 7 or greater Mac via simple two-key keystroke. This feature was inspired by the same Windows functionality, but I have improved on it and made an unique and fully configurable control panel which makes switching applications on the Macintosh as simple as pressing some keys. Requires System 7.0 and later. *Shareware* - \$10.

DISK #16.08G — SU 8 SYSTEM UTILITIES

Dark Side of the Mac 4.2: By Tom Dowdy. An application type screen saver that does not 'patch' the operating system. Runs in the background and has an expandable set of 'blackouts' or 'Faders' to select from. For System 7.0 and later.

Sleeper 2.0.4: By St. Clair Software. A control panel for desktop Macintoshes and Power Macintoshes that puts your system to sleep, thus saving energy, reducing noise levels in your work area, and decreasing wear to your monitor and hard disk. Sleeper can dim the screen, power down Energy Star compliant monitors, and spin down disk drives after periods of inactivity. Run on any Performa, Macintosh, Power Macintosh, or compatible computer running System 7.0 or higher. *Shareware* - \$20.

Startup Player 1.0.4: By Alessandro Levi Montalcini. An extension that plays a sound over and over until all other extensions have loaded and the Finder comes out. For System 6 and later.

StartupFrills v3.5: By Ian McCall.



Provides a means of having a random events occur when you restart your Macintosh. These events can include changing the startup screen, playing a startup sound, showing a startup movie and/or reading a text file using the Speech Manager. Requires System 7.0 or later.

SunBlock 2.3: By Bryan Cyr. An application format screen saver with user-selectable modules. *Shareware - \$5.*

Tiny Saver 3.1: By Chris Owen. A very tiny application type screen saver; it takes less than 13K of disk space and less than 18K of RAM when running. Includes 'sleep' and 'wake' corners. For System 7.0 and later. *Shareware - \$2 to \$5.*

DISK #16.09G — SU 9
SYSTEM UTILITIES

Font Box 2.0.2: By Insider Software. Checks for duplicate and corrupted fonts and superfluous bitmapped font sizes. Registered copy fixes problems with corrupted and duplicate fonts and resolves font ID conflicts. Create and use font library. *Registration, Personal Edition - \$29.95, standard - \$69.95 and network - \$79.95.*

Font Finder 1.1: By Bishop Software. View different fonts and copy them to the clipboard. Create text with different fonts, sizes and styles for pasting into documents. Convert between inches, points, picas and centimeters. For System 7.1 and later and AppleScript. *Shareware - \$10.*

Font-o-rama! 1.3.0: By The Henry Starr Co. Font-o-rama presents a dialog box with a multi-column list area that's big enough to display all your fonts at once. You don't have to scroll through a long font menu looking for a font; you just click on it. *Shareware - \$10.*

Fonts Manager™ 3.6.8: By Ed Hopkins. Create and select or remove 'sets' of font suitcases for installation in your System in a manner similar to Extensions Manager. Requires System 7.5 and later. *Shareware - \$10.*

DISK #16.10G — SU 10
SYSTEM UTILITIES

Font Gander 1.0.5: By Hugh Johnson. Lets you view fonts without having to install them. Also prints beautiful specimen sheets. Works with Adobe Type Manager 3.0 and above to allow high-rez imaging of Type-1 fonts. Best used as a "drag-and-drop" application. Requires System 7.0 or higher, and any PowerMac or 68k Mac higher than a straight 68000. *Shareware - \$10.*

Power Windows 1.2.1: By Gregory

"The Troubleshooting Tools series now consists of two disks. The disk series now includes files previously in the series as well as files moved from the previous 16.XX series. All disks in this series are now in 1.44 MB format."

D. Landweber. A tiny extension that lets you drag the entire contents of windows instead of a dotted outline. Power Windows preserves the contents of the screen as you drag instead of turning your window into a giant eraser. *Shareware - \$5.*

Screen Ruler 2.0.5 (68K): By Jesse Carneiro. A virtual ruler ready to be dragged around on the desktop. Measure things on the computer screen in Pixels, Inches, Picas and Centimeters. Accurate measurements with dynamic cursor display, vertical or horizontal orientation, with a custom length feature. For 680X0 CPUs. *Shareware - \$10.*

Screen Ruler 2.0.5 (PPC): By Jesse Carneiro. A virtual ruler ready to be dragged around on the

desktop. Measure things on the computer screen in Pixels, Inches, Picas and Centimeters. Accurate measurements with dynamic cursor display, vertical or horizontal orientation, with a custom length feature. *Shareware - \$10.*

Sloop 68K 1.0: By Graham Herrick. An 'X-windows' like interface where the window the cursor is over automatically moves to the front without having to click in that window. For 680X0 CPUs and System 7.1 or later. *Shareware - \$10.*

Sloop PPC 1.0: By Graham Herrick. An 'X-windows' like interface where the window the cursor is over automatically moves to the front without having to click in that window. For PowerPC CPUs. Requires System 7.1 or later. *Shareware - \$10.*

theTypeBook 3.26s:

Window Monkey 1.0: By Tiger Technologies. Add different background patterns, pictures or textures to any window in the Finder. Bring selected windows to the foreground. For System 7.0 or later. *Shareware - \$20.*

DISK #16.11G — SU 11
SYSTEM UTILITIES

Flash-It 3.0.2: by Nobu Toge. A full featured utility to capture the screen of your Mac so that you can use the resulting picture. Capture all or a portion of the monitor screen and save it to the Clipboard. You can then paste it into a document, save it on your hard drive or print it. *Shareware - \$15.*

Folder Icon Cleaner 2.0: By Fabrizio Oddone. Lets you 'properly' get rid of those space and time wasting custom icons, stuck right there on your folders. 'Properly' means deleting the hidden icon file as well as deleting the icon resource. For System 7.0 and later. *Shareware - \$5.*

Folder Icon Maker 1.5: By Gregory M. Robbins. Creates folders with custom icons; just drag the application or document to the FIM and that creates a new folder with icon. **Folder Icon Maker 1.0 Notes** is in text format. Requires System 7 or later.



FolderIcon 2.1: By Scott Lindsey. Creates custom folder icons based on other files' icons. To use it, drag any application, control panel, desk accessory, or document, etc. onto FolderIcon and it will create a custom folder icon at the location you specify in the preferences. Requires System 7.5 and later.

Picon 1.3: By Adam Doppelt. Drag and drop a folder onto Picon and it will let you select one of the top ten icons that reside in that folder. These icons can be copied verbatim, or optionally "folder-ized" (ala Folder Icon Maker). Requires System 7.0 and later.

PICTify 1.51: By Scott Johnson. A simple screen capture utility that is easy to master and use. Copies selected windows or areas of the screen to the clipboard for pasting into documents.

PictPocket 1.3: By Ross Brown. A utility which captures pictures of windows to the clipboard for pasting into other documents.

Snapz Pro 1.01 Installer: By Ambrosia Software. Allows you to capture any part of the screen to disk as an editable image. You can capture, trim, crop, scale and dither any portion of the screen. Requires color-capable Mac and System 7.0 or later. *Shareware - \$20.*

DISK #16.12G — SU 12 **SYSTEM UTILITIES**

DragThing 2.0 Installer: By James Thomson. An application dock designed to tidy up the icons littering your desktop. Simply drag an application from the Finder onto an empty square in a dock and then drag documents onto it as normal. In addition, the docks can contain files, folders, disks and servers. Requires System 7.5 and later. *Shareware - \$15.*

HoverBar 1.2.8: By Guy Fullerton. Keeps icons and clipboard data at your fingertips by storing them on bars that float over everything, no matter what program you are using. Requires System 7.1 or later. *Shareware - \$5.*

Kapu! 2.1: By CoconutInfo. A simple password protection program that may be easily bypassed by using a bootable System disk. **IMPORTANT Kapu Read Me First!** is

in TeachText format. Requires System 7.0 or later and a 68020 or higher CPU. *Shareware - \$10.*

MODE32 v7.5 installer: By Connectrix. Corrects a problem on Mac II, IIfx, IIfx and SE/30 computer ROMs. These ROMs are not 32-bit clean and will not support System 7 32-bit addressing thus limiting the amount of addressable memory to less than advertised. MODE32 patches the system to correct the problem and give you back the memory addressing you thought you were buying. Required for System 7.5; backward compatible to earlier System 7 versions. **MODE32-Important Instructions** is in SimpleText format.

SmoothType 1.2: By Gregory D, Landweber. Makes your screen look more like the printed page using a technique called anti-aliasing, SmoothType blurs the jagged edges of bitmap fonts with shades of gray, effectively doubling your screen resolution. *Shareware - \$5.*

DISK #20.01B **TROUBLESHOOTING AIDS - ESSENTIALS:**

Disinfectant 3.7.1: By John Norstad. Check files for invalid resources. Detects and repairs files infected by all of the currently known viruses. Check out the About Disinfectant under the Apple menu; it's a gas! Requires System Software 6.0 or later and Mac 512KE or later.

Disk Charmer 3.0.9: By Fabrizio Oddone. Locks out 'bad' sectors on floppy disks. This is imperative if you want to use disks with bad sectors with Systems earlier than 7.0 (down to 4.3). The program even has some utility with System 7 and later as it locks out bad sectors more efficiently than the method Apple uses with System 7. *Shareware - \$10.*

Drive Setup 1.2.4: By Apple Computer, Inc. Use this application to update drivers on Apple branded HDs and to reformat them when necessary. Drive Setup 1.2.4 replaces the version of Drive Setup that shipped with MacOS 7.6. This earlier version could potentially destroy data on drives formatted with earlier Apple drive utilities;

Drive Setup 1.2.4 allegedly even has the ability to recover data from these previously destroyed drives. This is a Disk Copy image, so use DiskCpy 6.1.2 to mount it on the desktop or to make a floppy copy.

Easy Errors 1.II: By Dave Rubinic. When you get an error number, type the number in, and the program displays (if available) the result code word and a longer description. Errors Info is in text format.

Gauge Series: By Newer Technology. A series of 'gages' to test the performance of your Mac. They include:

Cache-22 v1.4.1: Shows amount of Level 1 and Level 2 cache and CPU type.

Clockometer v1.9.6: Shows clock speed and CPU type.

RAMometer v1.2.2: Tests RAM.

SCSI Info 1.0a3: Shows information on SCSI busses (including multiple)

Slot Info 1.0a2: Shows what cards are in computer, what versions ROM they have and information about what motherboard-based video controller (if any) is on your Mac.

GURU 2.4.3: By Newer Technology. Test memory and show memory and other characteristics of different Mac models.

SCSIProbe 4.5: By Robert Polic. Displays status of SCSI drive in control panel; mounts SCSI disks and disks that have been dragged to the trash. Also reads drive PROMs and reports back vendor, product and version numbers. System 6 and 7 compatible.

TechTool 1.1.4: By Robert Sanders and Jeff Baudin. Rebuild the Desktop or zap the PRAM (Parameter RAM) the easy way with this simple utility. Also creates and prints a profile of important System Information about your Mac. Read the included Help dialog to see why you may want to do this.

DISK #20.02B **TROUBLESHOOTING AIDS - GOODIES:**

BootMan 1.1: By Bill Steinberg. Use this handy utility to set the System Heap Size, Maximum Number of Open Files and Maximum



Number of Operating System Events. For System 6.0.8 and earlier.

Check 32!: By Brandt Despain. An application that checks to see if a program is 32-bit clean. **Shareware - \$1.**

Data Fork Opener 1.0: By Joe Zobkiw. Allows you to quickly open the data fork of any file so that you may retrieve data in text format. Often useful in retrieving text from corrupted word processor or other data files. For System 6 and 7.

Desktop Terminator 1.0: By Robert C. Best III. Provides a quick and easy method to rebuild the desktop files of mounted drives without restarting. Requires System 7 or later.

Font/DAMover 4.1: By Apple Computer, Inc. Create suitcases and move fonts and DAs from suitcase to suitcase. Reconciles font ID conflicts when all fonts are moved into the same suitcase.

Mac FAQ: From the Internet comes this collection of Frequently Asked Questions (FAQ) and their answers. This is an excellent starting point for troubleshooting your Mac and Mac OS.

MacErrors 2.0.1: By Marty Wachter. Ever wondered what an "error type -34" means? Well, now you can find out using this handy utility.

MemMapper 1.3.1: By R. Fronabarger. A window shows the

memory map for your computer as currently loaded. The left side of the window is the Memory Map which shows the entire physical RAM or, if virtual memory is on, the total logical RAM of your computer. The map is drawn to scale and displays the way memory space is partitioned for use by the system and applications. The right side of the window is the Item List which shows each partition's name, type, signature, size, and amount of free space left in that partition. Requires System 7.0 or later.

Memory Filler 1.0: By Chaotic Software, Ltd. A memory stress-testing tool. It allows you to reduce the amount of free temporary and/or System memory to any desired amount. It's great for testing products under low memory conditions.

PaperClip 1.0: By Ben Hellstom. A next-to-last resort for ejecting floppy disks when the drive-1 floppy cannot be ejected within the Finder or another application.

RAM Check 2.1: By ProVUE. A small application to test your RAM; you may run it in a single pass mode or continuously.

RAM Dumper II: By Roby DeLuca. Captures values of memory buffers between specified locations.

SCSI Evaluator 1.07: By William A. Long. Tests the performance of any Small Computer System Interface (SCSI) device. Tests in-

clude read and write seek times and data transfer (Kbits/sec.) rate. Note the author's caution "Joy riding with SCSI Evaluator can be dangerous!" **Shareware - \$20.**

SIMM Stack 4.7: By Apple Computer. A 9now somewhat dated) HyperCard stack that provides the SIMM (Single Inline Memory Module) configurations of the majority of Macs. A logic board layout, memory alternatives, memory speed and other pertinent data are shown for each computer. Requires current version of HyperCard or HyperCard Player 2.2 or later.

Spy 2.1.7: By Pascal Cardon. Examine the launch time, CPU time and Heap space of processes and programs that run in the background. **Shareware - \$10.**

TattleTech 2.12: By John Mancino. Collects very complete information about your computer and its system related software. You may view information on screen by category, print it, write to a standard text file in standard or a special Bug Report format, or output it in database readable format. Requires System 6.0.4 and later; Mac Plus and later. **Shareware - \$15 (level 1) or \$30 (level 2).**

Test Pattern Generator 1.0.6: By Larry Pina. Run this program after installing screen and memory upgrades to test screen alignment. **Shareware - \$20.** ■

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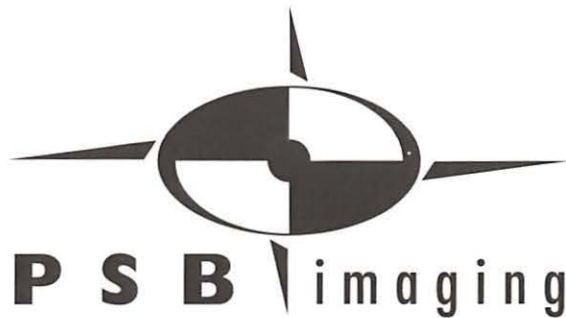
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September / October 1997

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