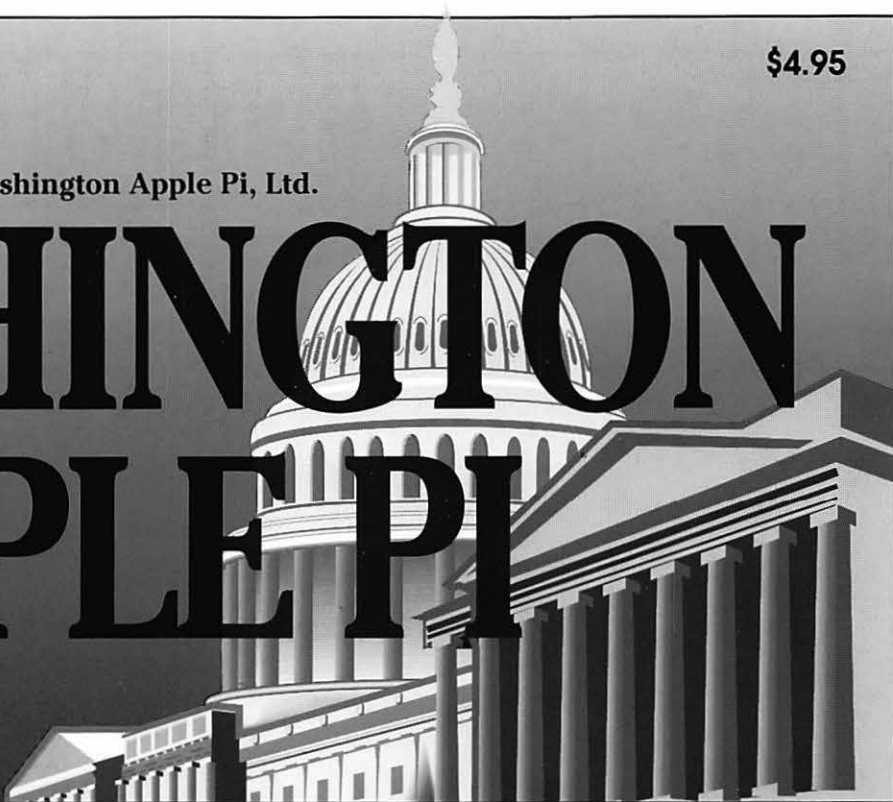


The Journal of Washington Apple Pi, Ltd.

WASHINGTON APPLE PI



Volume 21, Number 1

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A Few Words of Appreciation

Genevie (Gena) Urban

When I picked up the latest Washington Apple Pi Journal from my pile of mail on this Saturday afternoon, and began to leaf through it, I found myself totally unprepared for the wave of emotion it evoked in me. It took several hours to read, since there were frequent pauses to wipe the tears from my eyes so that I could continue on.

I would like to take this opportunity to publicly thank those who wrote so many kind words about Bernie and me. If I had addresses I would write each one personally. Thanks to: Kevin Nealon for his most beautiful tribute to Bernie; to Nick Carter for his many kind thoughts of us and for his forthright comments; to Dave Ottalini for his remembrances; to Jane Mason (who was always special to us) for her extraordinary tributes to us, along with those to Kevin Nealon and Jay Thal; to Rosemary Connelly for remembering Bernie; to Ralph Begleiter (his articles were always one of our highlights and he was such fun to work with) for his special words of praise; to Amy Billingsley for her "Apple Teas" and her comments about Bernie; to Richard Fitzhugh for his great three-liner accolade to Bernie; and to Don Essick, Ken DeVito, Phil Shapiro, Boris Levine, Paul Koskos, and Donald Kahler for their memories. And, thank you to all the others who took the time to write in praise of so many other volunteers and services of WAP.

Reading these memories has brought back so many pleasant thoughts of events and wonderful people. After the "bad" times, the "Plattitudes" as it were, I was so devastated that the only way I could cope was to sever all links with the Pi. But Bernie rose above that and continued to volunteer—the Pi was, after all, his "calling" and a major love of his life. Perhaps I have dwelt too long on the unpleasant memories. ■

Editor's note—most of you know, either from being a WAP member over the years or through the last journal, Bernie and Gena Urban started Washington Apple Pi and devoted countless hours to its success. We are truly thankful to them.

Coming next summer to Washington Apple Pi ...

COMPUTER CAMP!!

Full information in upcoming journals.

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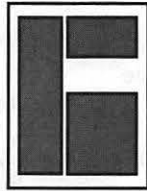
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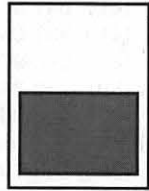
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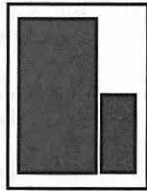
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Mar./April Jan. 24

May/June Mar. 24

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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 McArdle Printing.

The page layout program used was PageMaker 6.5 the word processing program was Microsoft Word 5.1; the principal typeface is Palatino (10/12) for the articles; and Avant Garde Demi for headlines, subheads, and emphasis. Charlemagne Bold for drop caps.

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.

Annual membership dues for Washington Apple Pi, Ltd., are \$49; of this amount \$24 is for a subscription to the Washington Apple Pi Journal. Subscriptions are not available without membership.

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Board of Directors Meeting Notes

October 21, 1998

[Note: these are not the full minutes; those may be found on the Washington Apple Pi bulletin board, the TCS, in File Transfer Area 5.]

Directors Present: Dave Weikert, Neil Laubenthal, Blake Lange, Ellen Baniszewski, Don Essick, Dave Ottalini, Lou Dunham, Lorin Evans, David Harris, Mary Keene, Lawrence Charters, J. David Mudd, Dale Smith

Directors Absent: Tom Witte, Pat Fauquet

THE MEETING lurched to order at 7:38. The minutes to the previous meeting were approved after no discussion at 7:43.

Old Business

Demo Days: Apple has asked user

groups to help "promote" both the iMac and Mac OS 8.5 on several weekends since August. The general consensus is that these go fairly well, despite some problems. Apple itself doesn't provide much, if any, direction. Market Source (the marketing vendor hired by Apple to coordinate these events) seems to be hiding any talent for leadership or efficiency.

Participants report Market Source seems to be fond of the user group as a labor force, but not so fond of the user groups actually mentioning "user groups." Pi members do so, anyway, despite occasional explicit instructions not to, often because it provides a good context to talk to potential customers of Apple products. Market Source is also very poor at distributing information, packets, shirts, and other demo gear, with some people getting nothing

and others getting a nice assortment of "stuff."

Stores, for their part, don't seem particularly enthusiastic about user groups. They seem to appreciate the traffic that user group members generate, but don't know exactly what to do with "volunteers."

While many of our members are participating in these functions, no one is currently coordinating the Pi's efforts, and none of this is of much benefit to the Pi.

CD-ROM offerings: the Pi now has a well-defined procedure for producing new, topical CD-ROMs, with excellent quality control and content. However, no one has come forward to coordinate advertising, create artwork, establish E-commerce, etc.

One project idea: a "generic" user group CD-ROM. Many of the past CD-ROMs have been purchased by user groups for resale to their members. The "generic" CD-ROM would have content provided by participating user groups specific to their groups; purchasers would get a code to unlock "their" portion of the CD-ROM.

The *Pi Fillings*— *Goes to School* CD-ROM is finished, awaiting delivery from the manufacturer. All Pi Fillings



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CD-ROMs have been theme based; the next big theme might center on Mac OS 8.5.

Pi Anniversary: an extended, meandering discussion was held on the Pi's anniversary. The Pi anniversary issue of the Journal will be longer than usual, and the BOD decided that extra copies should be printed for promotional purposes. Most of the rest of the discussion was the usual collection of ideas for other people to do.

New Business

There was a short discussion of member concerns, handled in accord with existing policy.

A much longer discussion wandered around the subject of Pi Slices. What was a Slice? Why were they established? Were there rules for establishing them? What role did they serve?

Much of the discussion concerned a draft document, "Application to Become a Slice with Washington Apple Pi." It was agreed it should be renamed "Petition to Become a Slice of Washington Apple Pi," since only the Board can approve slices.

Garage sale: the Board decided that anyone joining the Pi at the Garage Sale would pay the member's admission price. The only other discount available will be \$1.00 off for those with a Web coupon.

The Board adjourned at 9 p.m. ■

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Board of Directors Meeting Notes

November 18, 1998

[Note: these are preliminary, as the Board had not approved the minutes as of this writing. Also, these are not the full minutes; those may be found on the Washington Apple Pi bulletin board, the TCS, in File Transfer Area 5.]

Directors Present: Lawrence Charters, Dave Weikert, Lorin Evans, Mary Keene, Blake Lange, Don Essick, Dave Ottalini, Lou Dunham, Neil Laubenthal, David Harris

Directors Absent: Tom Witte, Pat Fauquet, Ellen Baniszewski, J. David Mudd, Dale Smith

PIZZA WAS ordered at 6:50. The minutes to the previous meeting were approved at 7:34.

Old Business

Encouraged by the application of cheap, enthusiastic labor, Apple has appealed for volunteers for "Demo Days" every weekend through the end of the year. The combination of user group members working, officially or unofficially, inside Apple dealerships during the Christmas crush appears to be a splendid opportunity for the Pi but, alas, nobody has come forth to act as an Adopt-a-Store coordinator.

The Pi's November General Meeting was arbitrarily selected as the "Anniversary Meeting." Apple will be providing, gratis, a large Mac OS 8.5 box that we can use for — whatever we can figure out to use it for.

The *Montgomery Journal* (and possibly other Journal papers) had a lengthy, enthusiastic article on Washington Apple Pi, "The Apple of Their

Eyes: Washington Area Mac Users Group Celebrates 20 Years," in the November 16 issue, pp. A8-A9. The reporter, Anne Meddis, and photographer, Linda Spillers, arrived during a very busy Tuesday Night Clinic, and were impressed. President Lorin Evans described the article as "awash in words."

New Business

A group is working on a new CD-ROM, with a proposed title of "Pi Fillings — Cheap Pix." The proposed CD-ROM would be crammed with photos and other graphics, plus shareware and freeware graphics applications, plus updates to commercial graphics applications. It would serve several niches: (1) showcasing the talents of local graphic artists; (2) providing an organized collection of shareware and freeware applications and utilities of use to non-professionals; (3) providing an organized, coherent collection of patches and updates to popular commercial graphics packages.

Blake Lange reported that the host of the Graphic Arts SIG, Graphics Solutions, has gone out of their way to be a gracious and accommodating host, even when it was not easy or convenient to do so. The most recent meeting attracted 30 people.

Lou Dunham moved, with a second by Dave Weikert, that the meeting be adjourned. The motion passed at 8:04 p.m. ■

October General Meeting

by Don Essick

THIS MONTH we were pleased to welcome back two old friends, David Loomstein, Product Manager from Symantec, and J.D. Mankovsky of Apple Computer. David is the kind of presenter I like to deal with. He committed to this date 6 months ago! Of course I'm sure it was so that his appearance would coincide with the release of the newest versions of Norton Anti-Virus for Macintosh (formerly Symantec Anti-Virus for Macintosh) and Norton Utilities 4.0. We all know J.D. from his previous visits. He always has a lot to share with us about Apple and its products.

The meeting began as usual with the Question and Answer session, ably handled by Pi Secretary and WebMaster Lawrence Charters. As usual, there were questions on many and varied topics. Oh, I almost forgot! We also had special guests in the lobby. Ed Sutter and Lou Dunham of MacUpgrades were in the lobby selling copies of MacOS 8.5 and the also had a couple of iMacs on hand, at least one of which was adopted at the meeting. We would like to thank MacUpgrades for their continuing support of the Pi as a Journal advertiser and vendor.

Also announced at this meeting was the availability of *Pi Fillings — Goes to School*, our latest CD offering, this time of educational and education-related software and other goodies. The CD Gremlins at the office spent many weeks collecting, assembling, evaluating, categorizing, criticizing and otherwise massaging this fine collection of goodies for students and teachers. Worth a look at only \$10

at the meeting, \$12.50 by mail.

Now on to the meeting. David Loomstein and Scott Newland of Symantec made the long trip out from the Left Coast to be with us again. Many of us have been long time Norton Utilities and SAM users. David was unlucky enough to have a cantankerous PowerBook (actually, I think it crashed while launching Microsoft PowerPoint) which necessitated giving us a live demonstration of the new Norton Utilities 4.0. The new version is more than just a face-lift. The program is now PowerPC native (more on which later) and sports an updated interface and multi-threaded performance. It now does all of its functions at once, instead of serially.

Dispensing with his prepared presentation, David gave us a quick overview of the product line from memory and then opened up the floor to questions. A hot topic was the fact that the program is now PowerPC native. There ensued a long discussion on the pros and cons of maintaining the old version in some form for use by those of us who still run 68xxx machines. The issues included support costs, legal issues, liability, etc. I think David and Scott took home a wealth of knowledge on where his customers stood on the issue. Unfortunately, little was said about Norton Anti-Virus for Macintosh, an excellent program that stops those pesky viruses which seem to crop up occasionally in the Macintosh world and almost hourly in the Windoze space. That hour went by much too fast.

With thanks to David Loomstein, J.D. Mankovsky took the stage to give

us his quarterly Apple Update. Of course the big news was the introduction of MacOS 8.5, coincidentally on the date of the meeting, October 17th. Once again this quarter, there was lots of good news. Apple once again made a nice profit, in fact it made 28% more profit than the Wall Street analysts predicted! Apple earned \$106 million in the last quarter of its fiscal year capping its first profitable year in three years.

One of the engines fueling these great results was, of course, the iMac. According to Apple's official press release: Apple shipped 278,000 iMacs in the product's first six weeks, making iMac the fastest selling Macintosh ever. Over 40 percent of iMac buyers are new customers for Apple, according to a survey of almost 2,000 iMac buyers conducted by Audits & Surveys. The better news is that many of these customers are virgins. The findings showed that 29 percent of iMac buyers were first-time computer buyers, and an additional 12.5 percent of iMac buyers are "converts" who own Windoze PCs. The remaining 58 percent of iMac buyers were current Mac owners. Folks, over 40% of the iMac purchaser were new to Apple!!! Let's hope they want to join a user group!

Apple also announced an additional retail channel partner. Your local Best Buy store will soon offer iMacs for sale along with its scads of Windoze machines. Let's hope they do a better job than they did before Apple pulled the plug on them last year.

On to MacOS 8.5. The advertising trumpets Get a new Mac for \$99. A bit of an exaggeration, of course, but what advertising isn't? In fact there are a lot of nice goodies in there, the flashiest of which is Sherlock. Sherlock is a new search technology which replaces the old FIND Apple menu command. Sherlock still provides all of the functionality of FIND, but it can also go much, much farther. If you take the time to enable the indexing of your hard disk (and it took

6 hours to do my 4GB hard disk) you can find any word in a document very quickly. This indexing is done automatically, on a schedule, if you wish, and runs much quicker on subsequent updates as it only examines changed files. If you still don't find what you want on your own computer, you can go to that worldwide compendium of knowledge and dross, the Internet. Sherlock allows you to search all of the popular and many obscure search engines for your topic of choice. It even notices when improvements have been made to the search engines and asks you if you would like to update your plug-in. There are already scores of search plug-ins at Apple's Sherlock web page and many more on other Macintosh sites. Unlike the live intro demo at the Flint Center on Wednesday, J.D. didn't manage to come up with any obviously embarrassing entries in his demonstration searches. Wednesday's demo featured a rather salacious answer to a very innocent question.

Actually, the appearance of MacOS 8.5 may, in fact, be the impetus to get a new Macintosh. MacOS 8.5 requires a PowerPC. It is noticeably faster now that it is all PowerPC native and is paving the way for MacOS X and beyond—into the next century.

The APPEARANCE control panel has undergone a major revision and update. Now all appearance items are in the same place and have themes which change background, colors and even sounds all at once. The package only comes with one set of sounds called Platinum Sounds which make cute little noises when you click sliders, empty trash, eject a disk, etc. Cute at first, but quickly annoying and disabled by most people over the age of 8.

The biggest improvement and launching pad for lots of new and exciting things is that AppleScript is now PowerPC Native and all of the Finder is now scriptable and there are many nice new scripts included to enhance the operation of your machine. J.D. gave a demonstration of the add copy

to folder script which automatically copies an item dropped into a folder into a different folder. If the second folder happens to be on a network or backup drive, viola, you've just implemented automatic backup for your documents folder.

There are, of course, lots more improvements, large and small, but an hour was sadly not enough time to show everything. Best bet is to go out and get your own copy and try it out. It's fun!

Next month: MovieWorks and Corel Draw 8 as well as the Washington Apple Pi Twentieth Anniversary Celebration with refreshments, prizes and surprises. Be there. December is the Garage Sale. Don't miss it!

Prize Winners at this meeting were:

- Mac OS 8.5—Needham Langston and Don Eckstein
- Norton Anti-Virus for Macintosh—Ray L. Ihndris and Richard & Sheila Allen
- Norton Utilities for Macintosh—William Russell, Jr. and David Harris

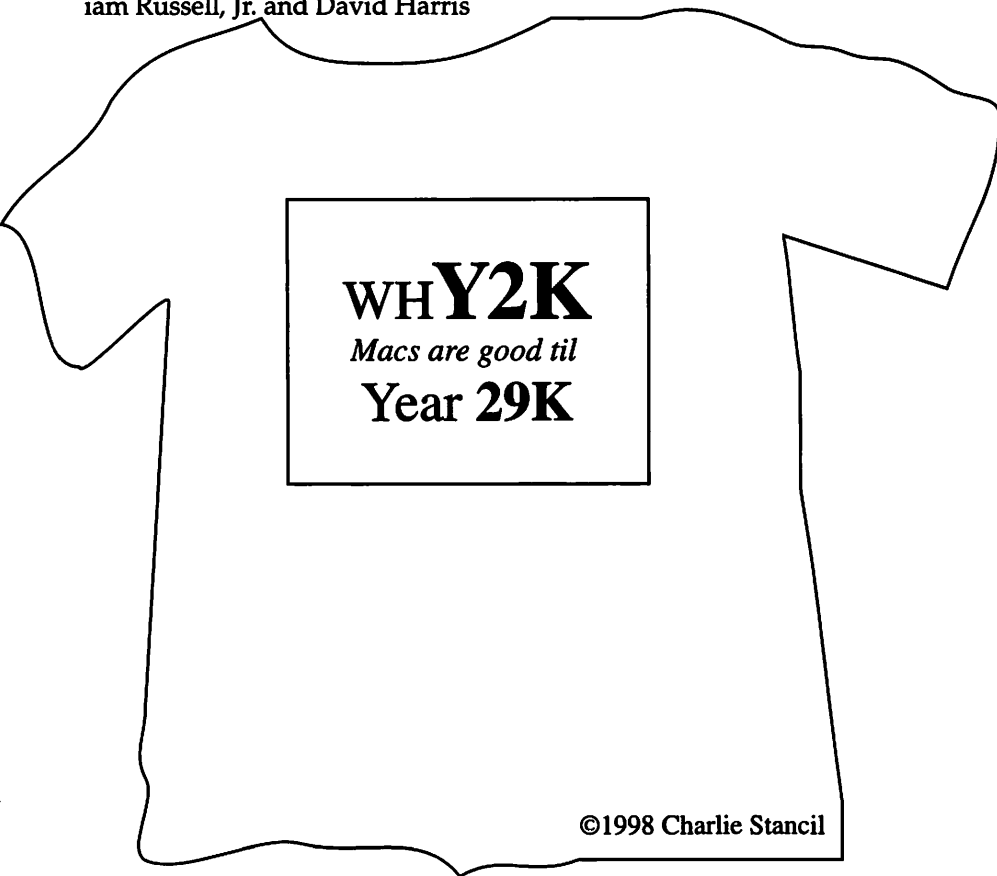
BBEdit T-shirt—Robert S. Harris
 Apple T-shirts—Andy Werthmann, Daniel Klothe, Douglas McNeill, Arthru Hoiland and Gregory Bartolett

Non-Designer's Web Book—Jay Darmstadter

Claris Draw—H. Bresler and Ray Cook

Congratulations to all of our winners and thanks to Symantec, Apple and the other vendors who supplied the door prizes. Thanks as usual to Beth for keeping me on the right track and to Lorin Evans for fetching the Pi Fillings Goes to School CDs so that we would have them for the meeting. Thanks also to Lawrence Charters and Tom Witte for hosting the Question and Answer session before the meeting.

Special thanks to David Loomstein and Scott Newland for flying all the way from the Left Coast to be with us. It isn't cheap for these vendors to come to our meetings and we really do appreciate it that they take the time and spend the money to support user groups such as ours. ■



Washington Apple Pi

Elections 1999-2000

The calendar marches on so, along with the Y2K problem, we must face the need for: elections. Each year members of Washington Apple Pi have an opportunity to seize control of the user group's destiny, throw the bums out, create a new vision, boldly go where no user group has gone before, march to a different drummer, and conduct a changing of the guard. Plus, we get to hold elections. **For a limited time only**, now through February 27, 1999, nominations are open for all positions on the Pi Board of Directors. Nominate yourself for President, Vice President, Secretary, Treasurer or Director. Nominate someone else. Nominate lots of people (as long as they are Pi members). Every position is up for grabs. This opportunity won't be repeated this century. Write your nominations on a piece of paper or a \$100 bill and send them to the Pi office, c/o Secretary, Washington Apple Pi. Or E-mail your nominations to lcharters@tcs.wap.org.

Don't delay; elections are in May 1999.

Washington Apple Pi November General Meeting Report

by Don Essick, Vice President, Macintosh

IF YOU missed our 20th anniversary, you missed a truly special event! At the last minute, several things which had been "tentative" all came together to make for an interesting and enjoyable meeting. Two very good and interesting presentations, from Corel and MovieWorks, a special visit by Apple's User Group Liaison, Brigid Brady -deLambert, refreshments, anniversary cake, prizes and a MacOS8 photo booth shipped in for the event by Apple Computer.

First, I'd like to thank all of the people who helped make this meeting happen. Special thanks to Beth Medlin, our office manager, who put in many hours of work and provided most of the refreshments. She is a priceless resource for the Pi and worth 100 times what we are able to pay her. Also, a thousand thanks to our President Lorin Evans for his sage wisdom, strong back and support in making this all come together.

Like many events of this kind, this one took on a life of its own along the way. I invited MovieWorks a few months ago and decided to reserve the second half of the program for some 20th anniversary "special events" to be determined later. Well, the "special events" were not happening, so I got Corel to fill in. As soon as the Corel appearance was confirmed, the ideas for "special events" began to arrive. First Brigid called from Apple to offer the MacOS 8.5 photo booth. In case you missed the meeting, it is a 7-foot tall mock-up of a MacOS 8.5 product box with a hole in the top part of the "8." You stand in the box with your

face in the hole and get your picture taken. Well, when we accepted the offer, we didn't know it came in a **big**, heavy, wooden crate that was over 7 feet long! I had to drive up to the Pi office on Friday afternoon and Loren and I wrestled the thing into my van. It just barely fit! Then my son David and I arrived about an hour early on Saturday morning to set it up. I also had in my van two cases of 20th Anniversary Journals, door prizes, 4 cakes, knives, napkins, forks, plates and a chocolate Capitol building, which we gave to Brigid as a gift.

Like most meetings, this one began with the Question and Answer session, hosted by Pi Secretary, Lawrence Charters. Lawrence is an-

other of those individuals who is incredibly giving of their talents to the Pi. In addition to being the Secretary, he is also the WebMaster who maintains our Web Site. He is extremely knowledgeable about the Macintosh and I count on him and Tom Witte, another board member, to help out with the Q&A as I get vendors set up and the meeting running. I'm sure the Q&A was excellent, as usual, but I heard little of it as I got Corel set up and tended to about a hundred other little details.

CorelDraw 8, the latest incarnation of Corel's drawing and painting program contains lots of exciting and fun new features. CorelDraw 8 for Power Macintosh has finally shed most of its "ported from Windows" look and has a much cleaner interface with a huge number of customization features which let you create a work environment allowing the user to customize tool bars, keyboard shortcuts and menus to match the way they work. Nearly all of the new tools are "live" and "interactive" showing instantly the results of applying a tool to an image. In addition, there is a "property bar" which changes con-



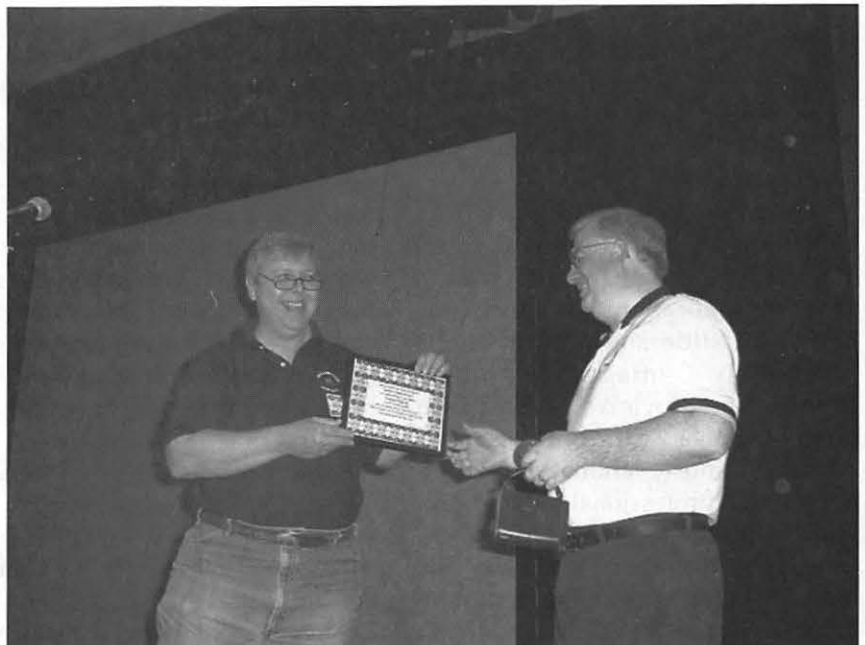
Corel takes the stage

trols and settings, related specifically to the selected object or tool. This helps to eliminate the all too frequent dialog boxes of other programs.

The demo started with a brief overview of the product and a tour of the screen features. Then the demo launched directly into the design of a logo and brochure for an imaginary tour company. It was a well planned demo, featuring many of the strong new features of CorelDraw 8. "Cool tools" included the Image Sprayer, Image Stitch, Interactive Drop Shadow and many others. There are also lots of fun things to do with distortion and fill tools which were used to design the logo. As usual, it is almost impossible to describe the results of a visual demo. The Corel rep did a great job of showcasing her product to its full advantage. To make a great deal even better, there was a special price offered to meeting attendees.

CorelDraw 8 for Power Macintosh is AppleScript aware and supports both QuickTime and QuickTime VR. It is cross-platform compatible with the Windows 95/NT/Alpha versions of the same product. It can also read Photoshop, Illustrator, Painter and PDF files as well as most other "standards" such as EPS, TIFF, JPEG, etc. For the professionals in our midst, it supports most popular color management tools and color models. It can output to all levels of PostScript and most service bureau standards.

The package comes with CorelDraw 8 for Power Macintosh for illustration and page layout, Corel Photo-Paint 8 for photo editing and bitmap creation, CorelTrace 8 for bitmap to vector conversion, Font Reserve 1.02 for font management and Canto Cumulus Desktop 4.0, a media management utility. It also contains samples of third-party plug-ins such as Digimark digital watermarking, Auto F/X Photo/Graphic Edges, Xaos Paint Alchemy and Cytopia PhotoLab. In addition the package includes 1,200 clipart images, 100 digital photos, and



Awards and special recognition were part of the 20th anniversary meeting

GIFs, themes, objects and more for Web publishing and 1600 TrueType and Type 1 fonts. CorelDraw 8 requires MacOS 7.6.1 or greater on a Power Macintosh with at least 32 MB of RAM with virtual memory enabled and a CD-ROM drive.

During the break between vendors, we took some time to recognize some of the special people who have made the Pi what it is today. A really special treat was the appearance of Brighid Brady-deLambert, Apple's User Group Liaison, to present a special poster created for Washington Apple Pi to commemorate its 20th Anniversary.

The poster features pictures of Apples products over the years, from the Apple I thru the G3 Powerbook and states 1978 - 1998, Twenty Years That Changed Computing. Brighid presented this poster to Pi President Lorin Evans. We were also extremely pleased to have founding member Dana Schwartz in the audience. Dana, who is "officially" member 002, was instrumental in getting the Pi rolling in those early days of 1998. We were extremely happy to have him there. We also introduced and presented our

thanks to our Office Manager (and cookie baker and surrogate mom) Beth Medlin. I honestly don't know how we could thank her enough for the tireless work she does for us. Hopefully the roses and certificate were able to convey some of our thanks. Certificates were also presented to Jon Thomason, our resident Guru and software wizard who keeps our TCS and Web site operating and growing, Lawrence Charters, Q&A host, Webmaster extraordinaire and Pi Secretary, Board Members Dave Ottalini, Pat Fauquet, Tom Witte, Dave Weikert and yours truly. There are many others who deserved just as much recognition, but there was only a limited amount of time. My personal thanks to all of you who assist in making this meeting happen 10 times a year.

Next up, direct from Pleasanton, California, Bill LaCommare and MovieWorks. I first saw MovieWorks at MacWorld in New York this summer. I was talking to Jack Quattlebaum of Apple Computer in the Apple booth. He was demonstrating QuickTime and told me about this great product he had seen over in the other room. He took me over and ar-

ranged a demo of MovieWorks. I was very impressed by the demo and immediately invited them to come to a general meeting and demo the product. Well, it took a while, but it was worth the wait.

MovieWorks is a QuickTime authoring package. True enough, but it is much more than that. It is really a suite of applications for QuickTime movie or slide show productions seamlessly integrated using AppleScript. MovieWorks allows you to put together pictures, video, titles, narration, music, animation and effects into a professional-looking production quickly, easily and also inexpensively. We were, by the way, the first public showing of the newest release of the product.

Bill first gave us a tour of some sample movies and slideshows created with MovieWorks. Examples ranged from a "Travel Brochure" presentation, to a wedding video, to an elementary school video yearbook. He then demonstrated just how easy it is to assemble your own pictures and sounds into your own slide show or movie. The best part is that once the movie is rendered into QuickTime format, it usually takes up much less space than the original. There were several examples in the demo which were many minutes of pictures and sound that still fit on a floppy disk!

As you can see from the above, there are tools for Video Editing, Animation, Paint, Sound and a MovieWorks Player. At each step of your creation, you can immediately play what you have created and see if you like what you did. If you don't like it, undo it and try again. Hopefully, we will get a slide show of many of the photographs taken at the celebration uploaded to the Web Site for you to see in a MovieWorks slide show by the time you read this. There are tutorials and sample artwork, sounds, backgrounds and lots of other goodies on the CD. I found this to be an easy package to learn and use. Hope-

fully you'll get to see the results in the not too distant future. This is a great product for anyone with a digital camera or video camera.

Bill gave the meeting attendees a very nice anniversary present - 50% off the retail price for sales at the meeting. I keep telling you that it is very worth your while to attend the meetings. Vendor discounts, door prizes and we even had anniversary cake, cookies, bagels, soft drinks and Corel brought mouse pads, pens and other goodies.

Our vendors were very generous in the spirit of the anniversary. The following attendees won door prizes:

Apple T-Shirts - Michael Skinner, Anson Gieger, N.L. Kaufman, Mark Zolenas, Susasn Ware, Arthur Brocof, Fred Mineito III, Ken Lutterman, Douglas McNeill Thomas Berens, Jim Diamond, David M. Wilson and Susan Schwqartzman.

Corel Posters - Charlie Stancil, R. Mereness, Don Fortnum, Bill Jensen, David Nicolson, Henry Ware, Dana Schwartz and Don Reilly.

Claris Works for Kids - Dave Myslinski and Tom Witte.

AppleWorks 5.0 - Jon Pects and James Dennis.

Cat in the Hat - Johanna Vodicka

Think Different Posters - Jerry Ciemny, Jefferson Bates, Esta Gladstone

Think Different Watch - Eric L. Mackenzie.

Corel Draw 8 - Gary Mannering and Vernice Christian.

QuickTime VR Authoring Studio - Needham W. Langston

MacOS 8.5 - Bob O'Brien, Ken Clare, Len Ailler, Maria Guanio and Frank Pappajohn.

Web Sites Authoring

Book - Aarpm Brodney

Mary Keene and Carmen Ciemny also won prizes, but somehow in the confusion I forgot to write down what they were. Congratulations to all of our prize winners. Next month, December 12 is the "Garage Sale" across the lobby in the Gymnasium. On January 23, J.D. Mankovsky of Apple Computer will return to give us an Apple update and complete report on announcements made at MacWorld San Francisco.

Please send suggestions as to vendors you would like to see at future meetings to me at don.essick@tcs.wap.org. I have Adobe, Quark and Aladdin in the queue, but none have confirmed dates as yet. I'll update the schedule as soon as I know more. See you at the Garage Sale! ■



David Essick inside the Mac OS 8.5 box

StockSIG for October

by Morris Pelham

I APOLOGIZE for the railroad train, but really it wasn't my fault.

Driving to our WAP office for our StockSIG meeting I go over a railroad track, but I don't really pay any attention to it. After I passed it last night I did hear a train whistle. I drove on, unlocked the door, and waited for people to show up. Milton Moss was right behind me, and we chatted for awhile. No one else.

Finally Mark Pankin and Philip Stewart arrived, and told us that the railroad crossing gates were apparently stuck in the down position, blocking anyone else from getting to our meeting. They found a detour and arrived late, but others may have given up in the dark and the rain and turned around and gone home.

So we had a small and short meeting.

Bob Lee showed us his attempted hedge between the Thai Fund and the Scudder Pacific Opportunities fund. It almost worked. Bob showed us all his figures, and how it should have worked, and told us how it turned out in reality. The real world is always a little different from the theory.

I passed out some copies of my 1998 Dow stock portfolio. For the twelve months it has a profit of 9.8%, not bad in this year's stock market.

And I showed the beginning of my 1999 Dow stock portfolio. As of October 5, 1998 it is Caterpillar at 45, Philip Morris at 47 1/8, Goodyear at 51 1/4, GenMotor at 55, and DuPont at 55 1/8. As usual I will add more names as more become cheap, and will buy more of these names if they become cheaper.

And then we went home, without any trouble from the train tracks.

If you have any questions or com-

ments on this column or others of mine, they are welcome on our TCS, on the StockSIG Online board.

StockSIG meets the 2nd Thursday of each month at 7:30 PM in the WAP office. ■

StockSIG for November

by Morris Pelham

DAVE WEIKERT, now officially recognized as "the country's second richest man" in 1999 because of his "skill at picking the bottom of Apple's stock price back in 1998" showed up at our November meeting to tell us all about how he's going to make the Journal's prediction come true.

Seriously, Dave does believe that Apple's products will attract more customers and Apple's stock will continue to do well. He forecasts \$50 in 1999.

Dave brought us copies of a chart showing Apple stock prices from Charles Schwab and copies of a Yahoo! article by The Motley Fool discussing their Foolish Four. Things to talk about, and we did.

I handed out copies of my Dow stock portfolios for 1998 (up 19.9%) and 1999 (up 16.7%) and my ranking of all 30 of the Dow stocks as of 11/9/98.

Then I handed out copies of a page from Barron's Market Week showing the "Monthly Dow Jones Industrial Average" and how many points it gained or lost each month from 1994 thru October 1998. It turns out that it is quite common for the Dow to gain 100 or 300 or 500 points in one month, and also quite common for the Dow to lose 100 or 200 or 300 points in one month, but in August 1998 the Dow lost over 1,000 points. To be precise, it lost 1,344.22 points. No wonder people were startled. But Septem-

ber was up 303 points and October was up 749 points and the first week in November was up 383 points so everyone is happy again.

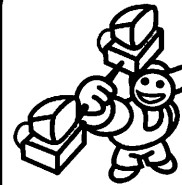
Finally, I brought and passed around my new 1999 *Stock Trader's Almanac* which had just arrived. It said, among other things, "A hypothetical portfolio of stocks bought at midterm election-year lows since 1914 has gained 50.0% on average when the stock market reached it's subsequent highs in the following pre-election years. A swing of such magnitude is equivalent to a move from 7580 to 11,370."

Let's hope so!

If you have any questions or comments on this column or others of mine, they are welcome on our TCS, on the StockSIG Online board.

StockSIG meets the 2nd Thursday of each month at 7:30 PM in the WAP office. ■

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Genealogy SIG news

JANUARY & FEBRUARY

AGENDAS Check the Pi calendar and with the SIG Chair for specific topics.

Toward the end of the November meeting there was lively discussion of future direction and agendas for the Genealogy SIG. Since the inception of the SIG in September 1997 programs, agendas and speakers have been handled primarily by one person. Alternatives to continuing with a single program chairperson were discussed.

The tentative conclusions and desires of those present were approximately as follows:

- 1) Agendas should provide primarily for informal discussion among members.
- 2) A single program chair is not needed for agendas as described above.
- 3) The group should focus more heavily (but not exclusively) on how to use Macintosh computers



The November General Meeting was also a party, and what would a party be without goodies? There were four different cakes and a nice selection of soft drinks. (Photo by Dave Ottalini)



Vice President for Macintosh programs Don Essick introduces the Pi's camera-shy office manager, Beth Medlin, to the crowd. "They didn't tell me they wanted me on stage. I didn't even have shoes on." (Photo by Dave Ottalini)

- for genealogy as opposed to doing genealogy research by computer or otherwise.
- 4) More time should be devoted during meetings to the use of the Reunion genealogy software.
- 5) Everyone should try to provide ideas for discussion topics and other SIG activities.
- 6) Chairing SIG discussions will be rotated.

For further comment about future directions; see the minutes of the November meeting and stay tuned for further developments.

I look forward to participating in new directions for the Pi Genealogy SIG. — Ed Jordan

**Genealogy SIG Minutes
September 8, 1998 Meeting**

DAR LIBRARY—by an outside speaker

The meeting started around 10:05 AM. Announcements were reserved until after the speaker's presentation. The guest speaker was Stephen Rhodes, Assistant Director of the Daughters of the American Revolution (DAR) Library, which is housed at 1776 D St. NW, in Washington, DC. Mr. Rhodes described the resources of the DAR Library for genealogical research. Seven participants, in addition to the speaker, were present. Access to

the DAR Library is not restricted to DAR members, who use it free of charge. Nonmembers are welcome for a fee of \$5.00 a day with a special lunch time option of two hours for \$2.00. The fee for Sunday is \$3.00 for the day. Other DAR offices occupy part of the building where the library is located. The library itself is in Continental Hall which, until Constitution Hall was built, was the DAR auditorium. The library has occupied that space since the 1940s.

The library holds 150,000-200,000 volumes published by mainstream presses as well as microfilms and other distinctive files. Holdings are not specific to the American Revolution, but that subject is one of the strengths. They probably have the best collection of Revolutionary War sources of any library in the country. The core of the collection is arranged by states.

Books relating to states east of the Mississippi are located on the ground floor of the building, while books on states west of the Mississippi are lo-



While some people waited to pose as "cover geeks" on the Mac OS 8.5 box, others lined up to get discounted copies of MovieWorks, one of the software packages demonstrated at the meeting. (Photo by Dave Ottalini)



A large crowd lined up to get copies of the brand-new "Pi Fillings: The CD, Version 4" and "Pi Fillings Goes to School" CD-ROMs. (Photo by Dave Ottalini)

cated upstairs on a balcony. There is little room for growth, but the library continues to purchase books and somehow finds room for them.

Because of the near comprehensiveness of the federal records at the National Archives, of the National Archives and Records Administration (NARA), DAR does not duplicate many federal records, although they do have guides to the National Archive holdings. DAR concentrates on state records, which vary considerably from state-to-state. They have microfilm records of such things as pension records and compiled service records of Revolutionary War soldiers, and census records mainly from 1840-1900, as well as land grants and public claims. They have books on county records, county histories, state histories, and biographies.

The DAR's holdings include material that has been published or transcribed, often by DAR state Genealogical Research Committee (GRC) staff or, more likely, volunteers. The publications contain such things as will abstracts, land grants and cemetery records. These state GRC publications and transcripts are subject to errors of transcription, and most of them have not

been indexed. Those that have been indexed are sometimes subject to the initial confusion that they may be indexed according to a state library's indexing system, rather than the national DAR's system. Not many GRC transcripts have been sent to the Library of Congress.

For some counties such as Lancaster Co., Pennsylvania, the library has a wealth of material. For other counties such as Tipton Co., Tennessee, there are two books. The limitation is that if no one has transcribed and published the courthouse records, cemetery inscriptions, wills, etc., the books simply do not exist. In some cases, the Genealogical Research Committees in states have transcribed such records, but they will be found in the GRC files and not on the shelves by state. Researchers need to remember to search each file independently. Typical GRC books contain five or six sections, e.g. on cemeteries, wills, etc. There is no title access to that material. However, locating information in GRC documents was greatly facili-

tated two years ago when the DAR Library's card catalog was brought on line. Computer access permits the use of an unlimited number of subject headings for searching. In the past there was little title access to the GRC volumes as, according to cataloging rules, the distinctive part of the title, i.e., "Round Hill Cemetery Records" appeared as a subtitle for which there would be no card access. The book was cataloged under "Arkansas" which is where the cemetery is located. Now, since the online catalog utilizes keyword searching, that access exists.

The DAR Library does not use the Library of Congress call numbering system or the Dewey Decimal System. They use a subject-based system which is more convenient in following the particular classification of



Pi members lined up to order discount copies of MovieWorks after the November meeting. This inexpensive package convinced many people that almost anyone can do desktop QuickTime presentations. (Photo by Lawrence I. Charters)



At the November General Meeting the Pi gave away free Macs to several of its more noteworthy volunteers. This Macintosh didn't survive the day. (Photo by Lawrence I. Charters)



Brigid Brady-de Lambert, Apple User Group Program Manager, sent an oversized Mac OS 8.5 box to help celebrate the Pi's 20th anniversary. A hole in the box allowed those who wished to appear on the box, much like sports stars on Wheaties. Several Pi members wondered what we could do with the box after the meeting. Use it as public housing? Set it up outside the courthouse where the Microsoft anti-trust trial was being held? (Photo by Lawrence I. Charters)



After twenty years of Washington Apple Pi, it was definitely time for cake. This is one of several served after the November meeting. (Yes, it is a bad pun, but who could resist?) (Photo by Lawrence I. Charters)

sources in the DAR Library. A typical call word in the state section might be VA/COUNTIES/HENRICO/WOO with "WOO" being the first three letters of the author's surname.

Searching the DAR holdings is also facilitated by an "analytical index." This was prepared, on cards, by DAR volunteers, almost entirely before the current DAR call lettering system was established. This index has an extremely desirable feature: its citations are invariably correct which makes the index a very useful tool. Patrons should be able to use it with a minimal amount of help from the staff. If the location of a book is not immedi-

ately obvious ("History of Allen County, Indiana"), one should then search for the title in the author/title card catalog or the online catalog to obtain the call words.

The DAR Library also has a considerable section on family histories containing thousands of family histories, all contributed. These are classified and arranged by the surname of the family. These are searchable in the online catalog.

Most applications for DAR membership are available for viewing on microfilm or microfiche. One way of accessing these is through the particular patriot concerned. The term "patriot" is used to designate the Revolutionary period ancestor who provided war time service or assistance to the American colonies. These patriots are indexed in a Patriot Index which contains entries for all patriots leading to DAR members. This index is not a complete record of all contributors to the Revolutionary War effort, but only

those whose descendants belong to the DAR.

The DAR is extremely protective of the privacy of currently living members, but the documentation on their lineages including their qualifying patriots is available. Although the amount of information on the application varies according to when the application was submitted, the lineage will go back to the Revolutionary War patriot, give a description of the war service and list the sources used as proof generation-by-generation. The core of the documentation files are photocopies, transcripts, or photos of the original material used to prove service and lineage of the member. These files do include information on some Revolutionary War figures who are not listed in the Patriot Index such as George Washington and Nathan Hale who had no direct descendants. Interspersed with the Patriot files are some family files. In some cases these family files relate to the descendants of individuals listed in the Patriot Index, but in some cases they do not.

Genealogy SIG continued page 71



Tom Witte presents a certificate to Dave Ottalini, honoring Dave's service to Washington Apple Pi. As a Board member, as Chair of the Apple III Special Interest Group, and as a publicist and occasional photographer, Dave's influence is widely visible, even if he is rarely seen. (Photo by Lawrence I. Charters)



Tom Witte presents a certificate and free Macintosh to Jon Thomason, the Pi's resident telecommunications wizard. Jon has literally spent half his life involved in programming projects for Washington Apple Pi. (Photo by Dave Ottalini)



Tom Witte presents a free Macintosh and certificate to Don Essick, the Pi's Vice President for Macintosh programs. Don has been a Pi member so long that his membership number has just three digits. (Photo by Lawrence I. Charters)



Tom Witte presented Pi Secretary and Webmaster Lawrence Charters with something he always wanted: a free Macintosh. The relative who ate it reported it was quite tasty. (Photo by Dave Ottalini)



What is it like to star in a major advertising campaign? This is the view from inside an oversized Mac OS 8.5 box. Tom Witte, on the right, took pictures of potential box cover celebrities. (Photo by Lawrence I. Charters)

Graphic Arts SIG meeting

by Blake Lange

THE GRAPHIC Arts SIG ended 1998 with a series of great programs. In August was the web creation round table. In September Mike Keegan of the *Washington Post* talked about the implementation of a new design. In October Steve Singer of the Imagination Gallery showed off their amazing ink jet media. And in November George Venable of the Smithsonian Institution shared some of his secrets illustrating newly discovered species.

The web creation round table in August was totally informal. Sites created by the members were displayed and analyzed by the group. Questions about how best to prepare images were discussed in-depth. Attending were Stuart Bonwit, Elaine Bonwit, Attila Horvath, Karen Howe, Blake Lange, Rob Kleinstauber, John Ward, Marian Brooks, Mary Keene, Esta Gladstone, Charlie Romero, David Hartge, Cindy Sherwood, and Sonny Tohan.

Months of efforts by Linden Tucker paid off when Michael Keegan of the *Washington Post* attended the September meeting. In Linden's thank you letter to the *Post* Speaker's Bureau she said, "Mike spoke to an enthusiastic group of twenty members of the WAP; we come from diverse art backgrounds and have careers or hobbies that relate to graphic arts. His presentation on the redesign of the *Post* was informative and impressive. Mike arrived armed with copies of the *Saturday's Post*—and that was the day the Starr report was published! He gave us a thorough overview of the newspaper's circulation and redesign.

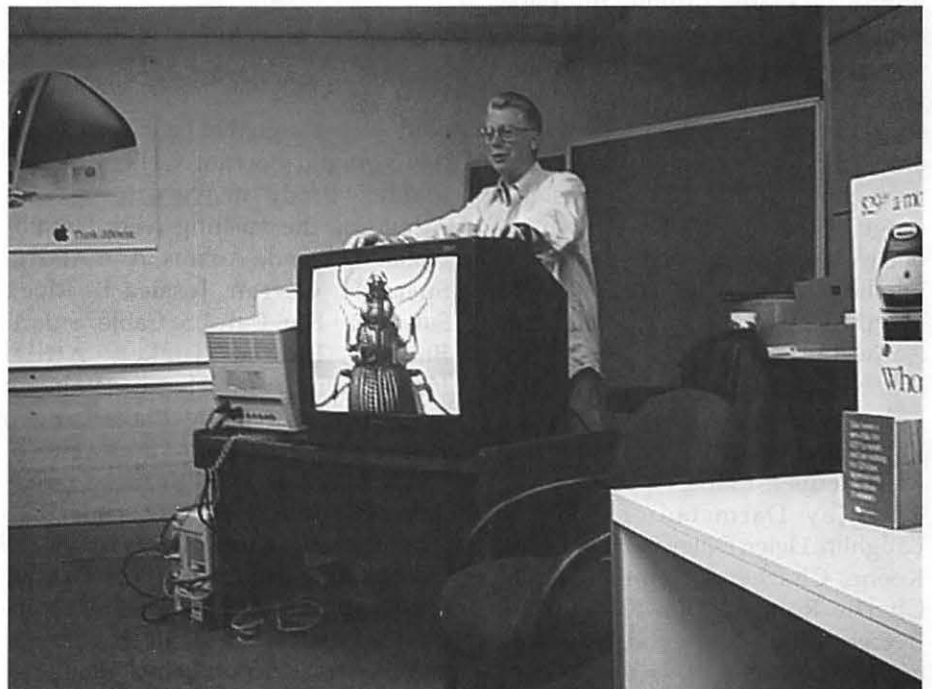
Mike was able to tell us about the new format with cleaner type style, different numbers of hairline rules, and narrower columns and margins. Now I know why the *style* in the *Style* section looks so good—Mike designed it by "hand" and got that *y* to slant so nicely. We were fortunate to have someone in his position at your newspaper describe the 10 point grid system, the printing press solutions and the redesigned color format. He highlighted those things which make the *Post* readable, whether online or offline. Everyone was eager to extend the allotted time. That was the first time that had happened since the group began! Many people stayed and asked Mike questions about his inter-

"Mike spoke to an enthusiastic group of twenty members of the WAP; we come from diverse art backgrounds and have careers or hobbies that relate to graphic arts."

esting job. He was gracious and helpful and knew all the answers.

Attending the September meeting were Diana Buell, Ed Stein, Ann Stein, Linden Tucker, Attila Horvath, Marcia Marks, Blake Lange, Michael Keegan, Mary Keene, Charles A. James (Chuck), George L. Venable, Virginia Sheard, Cindy Sherwood, Barbara Valokos, Paul Schlosser, and Sonny Tohan.

The members were wowed in October when Steve Singer showed off



George Venable and one of his bugs



Agra danjanzeni

the ink jet media inventions of the Imagination Gallery. He started his presentation by handing out sheets of thermal chromatic color paper, Hot Stuff, that temporarily lost its color when touched. When I showed my 9 year old son, he thought it was "cool." The line of products can be found at www.paper-paper.com. On the creative side, shrink paper was the most impressive—after printing this paper is put into the oven and it shrinks down to become a brightly printed plastic object. He showed us Photo stickers which are the rage in Japan among 16 year old girls. He showed us paper that was like canvas. The range of papers he showed were all one would imagine and more. Attending the meeting were Arthur Hoiland, Harald Hoiland, Diana Buell, Stuart Bonwit, Linden Tucker, Attila Horvath, Karen Howe, Martha Jolkovski, Valerie Burghardt, Carol Sky, Russell Kirsch, Blake Lange, Rob Kleinsteuber, Etana Finkler, Angela Chu, Jay Darmstadter, John W. Laughlin, Helen Dilley Barsalou, Mary Keene, Charles A. James (Chuck), Charlie Romero, Bob Russell, Bob Everett, Cindy Sherwood, Kim Stark, and Sonny Tohan.

Wrapping up the year in Novem-

ber George Venable, senior technical illustrator for the Smithsonian, shared his insights in the use of Photoshop. One member after the meeting commented, "It's nice to get something from a guy with really solid credentials. I get so much BS on and off the job, that I really appreciate the real article." A special treat was seeing on the computer the details of his famous "bug" drawings. In addition to his illustrations George also showed some



Agra eewilsoni

of his web design that he had done for the National Portrait Gallery at the Matthew Brady site www.npg.si.edu. Attending the meeting were Harald Hoiland, Glenda Adams, Ann Aiken, Susan H. Curran, Jessica B. Rice, Salvadore Bru, Carol S. Cable, Stuart Bonwit, Linden Tucker, Attila Horvath, Karen Howe, Valerie Burghardt, Carol Sky, Blake Lange, Rob Kleinsteuber, Etana Finkler, Helen Dilley Barsalou, Mary Keene, Charles A. James (Chuck), David Hartge, Bob Everett, George L. Venable, Harry St. Ours, Virginia Sheard, Cindy Sherwood, Kim Stark, Paul Schlosser, Paul Hartmann, Paul S. Jajan, Barbara Anne am Ende, and Sonny Tohan.

Schedule

The schedule for the Graphic Arts SIG over the next several months is Saturdays January 9, February 13, and March 13. Each meeting will be from 10:00am to Noon. The rule of thumb, in case you want to figure out when there will be a meeting, is that the meetings are scheduled the second Saturday of each month except when the Washington Apple Pi has a major activity scheduled for that day.

Directions

Mac Business Solutions is located at 9057 Gaither Road, Gaithersburg, Maryland 20877. The phone number is 301-330-4074. From Interstate 270 and Shady Grove Road go East two lights, make a left onto Gaither Road, then almost immediately turn into the second entrance on the right. Above you can see what the sign for the Shady Grove Center Court Yard sign looks like where you would enter off of Gaither Road. From the Shady Grove Metro stop it is just a short taxi ride. ■



Batesiana eugeneae

Brian Mason—WAP Member at Large

by Nancy Seferian

they're now out of business."

Space and the Purpose of WAP's Library

Brian most wanted to talk about several issues regarding the library which need to be decided. He said, "What we need now more than anything is space. I have more books than I have room for, and I don't know what to do. My concept has always been that this should be an archive of Apple-related books and magazines. We probably have the best collection anywhere of books and magazines related to the Apple. Conflicting with that idea, though, is the concept of it being a user library. If it were a user library we'd have only the most recent publications, which isn't what we have. We have books and magazines dating back to the late 1970s, at the beginning of the microcomputer age. If it's going to be a user library then we should get rid of all the old materials and make more space that way. If it is indeed going to be a library for the archival of this historical information, then we need more space.

"Beth and John Ruffatto have talked about getting rid of all the old user groups' magazines and just having the library for books. Perhaps we could locate a group which would take responsibility for archiving the user groups' newsletters. If we could, I would have the middle section of the

WASHINGTON APPLE Pi has a volunteer who has worked behind the scenes for at least seven years, making WAP's library one of the most unusual and complete computer-related libraries in the country. "If it weren't for Brian Mason we wouldn't have a library. He took over when it had been abandoned. He works diligently and faithfully week after week cataloging books, keeping it up to date, going through everything that's donated, selecting, weeding out. He's quite a force, a real sweetheart," says Beth Medlin, WAP's Office Manager.

I asked Brian how he got started as the WAP Librarian. He said that after he bought his Apple IIgs and was using the application HyperStudio, a hypermedia program published by Roger Wagner Publishing, Inc. (similar to HyperCard), the company came out with a ten-disk set of sample stacks and graphics which WAP offered for sale. Brian went to the WAP office to purchase them, and in gratitude for the new disk set and the help he had been given as a member, he asked the person who was the office manager at that time what volunteer work he might do. "Why don't you work on the library?" she said. That was seven years ago. Since then he has spent most Saturdays at the WAP office, usually three to four hours each time, designing a catalog system and cataloging over 2,000 books at the rate of about a dozen a weekend.

"I thought at one time I'd be able to catalog all the magazines too, but I've never finished the books," Brian explained. "To learn how to catalog I

went to bookstores and the libraries to see how they did it. I found that the libraries used the Dewey Decimal System and the Library of Congress cataloging system, which both have a narrow range of numbers to use for computer books because when the systems were designed computers weren't here yet. I took my lead from the bookstores after observing how they shelved their books, and developed my own cataloging system for the computer books here."

Brian explained how his interest in the area of library skills grew. "My children went to Barrie School in Silver Spring. The school was trying to catalog their books after moving to a new library and they were using a library catalog program. I offered to help them do that. I was able to use the DBMaster database to develop the cataloging system for the WAP library. I also created subject categories, a standard list of subjects that these books are about.

"Initially I entered the library catalog information into DBMaster on the Apple IIgs, and then when I got my Macintosh I moved the database over into FileMaker Pro so that the WAP office could have the information available on its computers for members. John Ruffatto was a big help during this process. DBMaster is one of the best database programs I've run across, although



library for the books as yet uncataloged, but my original concept was that we would have everything here.

"If it were my decision, it would be an historical archive. I would like to keep this material. I think it's fascinating. You read these old books and there's a lot of neat stuff in there. People have been very generous with their donations. We have boxes of books on the floor that need to be cataloged and very few duplicates at this time. So we really need to consider what to do.

Library Usage

"There is another conflict. If the library is going to be an archive we don't want to lose the stuff, but if we let users check the books and magazines out as a users' library they don't bring them back. We've had a lot of trouble with that. We don't have that many people checking the material out, but those who do don't bring it back. I'm constantly writing reminder memos to people.

"We have an average one person a month checking something out. That raises the question of is it even worth it. Sometimes it seems that our fear of losing materials is one of the reasons people don't use the library. Library usage is controlled by checking users' IDs at the door before they go into the library. If this is going to be an archive we would want people to be able to use it nationwide, but if our local users don't return the books how can we trust people to return materials we ship to them? I'm really in a quandary as to what to do here."

Explaining why people use the library, Brian continued, "People who check the books out seem to be people who want to learn something new. Those people are interested in current applications. Others are interested in learning about a new Macintosh they may have just purchased. More often, though, people are getting used equipment, and there are no manuals and no accompanying books, so they re-

ally need help with the old computers—the Apple IIs and the Apple IIGses. This is another reason to keep the archival materials. We have copies of practically every single manual or reference book that Apple ever put out. Maybe 30 to 40 percent of all the books in the library were put out by Apple. For myself and others who like to understand how programs work, the sample programs and how-to examples these older books contain are wonderful."

Brian and Volunteering

Brian talked about his volunteering experience. "I like coming in and visiting with the folks who are here every Saturday. I've also received advantages. This morning I had a printing problem and talking it over with the group here helped me solve it. The club has been very generous in helping me solve any problems I've had with my own computing. I get a return that way out of the work I put in. Also, I like putting things in order and I like computers and I like reading quickly into the book and seeing what's there."

Brian works at NOAA (National Oceanographic and Atmospheric Administration). He said, "My job is to keep track of the equipment for the agency and I work with a database there." I asked him how he came to the D.C. area. "My first experience with libraries other than using them was at the University of Utah library. I'm originally from Wyoming. I graduated from the University of Wyoming with a bachelor's degree in International Affairs and came here to the D.C. area to work for the U.S. Information Agency. I got a summer job at the Bureau of Land Management downtown and then called the U.S. Information Agency. I asked the agency what I should get my master's degree in and was told "Public Administration," so I did that at George Washington University, and began working for the U.S. Information

Agency. My goal was to work in the propaganda agency to propagandize the rest of the world and tell them how great the United States is.

"However, since I was in Public Administration I found out I couldn't move over under government regulations from that grade series into journalism, where I would be actually broadcasting or writing. So I quit and went back to school to get my second master's degree in Journalism from the University of Utah. Then I found I was overqualified for any job in journalism. The people who had bachelor's degrees were getting hired left and right. One person even went to work in Paris, but I couldn't get a job with a master's degree. And so I came back to work for the Consumer Product Safety Commission, then for the Merit Systems Protection Board, and finally for NOAA. Every single one of these jobs I've had with the government involved keeping track of property, and I have been very involved in developing and designing their property management systems."

I asked Brian how he began using computers. "I started with an Apple II, not an Apple II+," he said. "In 1979 I thought we should probably get a computer for the kids because of the educational benefits. The choices then were the Commodore Pet, the TRS80 from Radio Shack, and Apple, but Apple was the only one that had color and the only one that promised to have musical capabilities. When we walked into a store in Dallas there was an Apple II on display playing music, with color notes going across the screen. I never saw that program again, but that's what sold me on the Apple II. And then the same thing happened when we were ready to move on to a more sophisticated computer. We walked into another store and there was an Apple IIGs playing music like the band. Again, I never saw that program again, but boy, could that thing perform. I'm *still* using my Apple IIGs. There are certain applica-

tions on the IIs that aren't available on the Mac. I'm also using a Power Mac 6500 now."

Brian's favorite URL is spinner.com, where there is real-time audio broadcasting of music. Users can choose from many different categories—ballads, Celtic, movie scores, movies tunes, show tunes, classical, classic rock, etc.—which stream over the Internet to be enjoyed while you work.

He has two children: daughter Brii-anna, 24, who does computer-aided drafting, and son Winter, 21, who is studying to be a psychologist. The entire Mason family is musical, singing or playing the piano, and Brian plays the accordion.

Library Volunteers Needed:

I asked Brian to tell me what kind of help he could use with the library. He described the following areas.

1. Inventorying

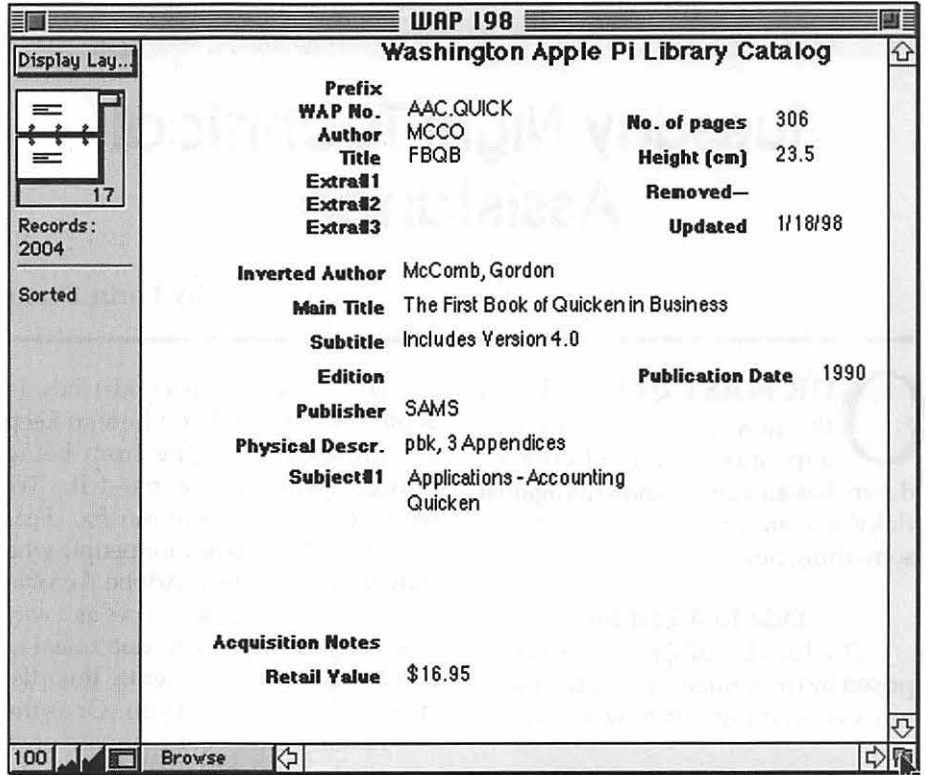
"Someone is needed to do an inventory of the library. I will run a listing of what's supposed to be there. And then the volunteer could go through the books, checking to make sure everything that's supposed to be there is still there, and that it's on the shelves in order. I discovered a number of instances where a book was cataloged but wasn't there and wasn't checked out; it just disappeared."

2. Cataloging of Books

"Also, someone is needed who will catalog. It would be a very simple matter for me to show someone how to do it."

3. Solve the Problem of More Space

"We need more space, because there's no sense in cataloging many more books. There aren't too many more weeks I can work before I completely run out of space. Then things will grind to a halt unless we can come up with a solution. I estimate we need at least one more wall such as those in the library now to catalog what's in the boxes."



Here is an example of a record showing the information available in the library catalog.

4. Check Apple II Software and Catalog It

"We need someone to come into Washington Apple Pi and go through the software that's in the second tutorial room. The volunteer would put the software into a disk drive, turn the computer on, see if the software is functioning, describe it briefly, and that's all. If it crashes the computer we'll throw it out. If it works and there don't seem to be any problems with crashing, then the person would catalog it, identify what it is and make it available to people who would be interested in it. As long as it's hidden in the boxes back here we have no clue as to what it is and nobody has access to it.

"There are tremendous programs that were written for the Apple all throughout its history, and there's a lot of enjoyment and benefit that can be gotten out of the software that's just sitting in this room. It could go to the

schools. Two weeks ago, a couple who had just gotten an Apple II came in with their two children. The children were going to be using the Apple II for school, but the parents had no clue about what they were getting into and there's so little help out there. If they could have some of this software here they could just start exploring and learning. For me that's what the computer is all about—exploring and learning." ■

If you're interested in volunteering for this project for WAP please contact Beth Medlin, the Office Manager, who will give you more details and arrange a schedule: e-mail <office@wap.org> or phone (301) 984-0300.

Tuesday Night Technical Assistance

by Lorin Evans

OUR FIRST COLUMN of the new year uses a poem to help make the medicine go down, has an admonishments against flaky reasoning, and a reminder of something new.

Ode To A Reader

The Tuesday Night crew was surprised by the number of questions sent to us concerning our note about un-

readable Adobe Acrobat (.pdf) files. In September, we told you how to keep a compressed .pdf file from being mugged when you expand it. We were questioned about our fix. Fear not, the problem is real for people who download or receive Adobe Acrobat documents. Try what follows as a way to save your file. If you don't deal in Adobe Acrobat documents, this discussion does not affect you. Or as the nation's first Poet Laureate once wrote:

*"Two roads diverged in a yellow wood,
And sorry I could not travel both. . ."*

You download an Adobe .pdf document. You use StuffIt 4.5 to open the archive. You are rewarded with a series of bizarre error messages from Acrobat Reader. The problem is most likely at your end.

*"And be one traveler, long I stood
And looked down one as far as I could. . ."*

First, make sure you're using the latest version of Reader. As of this writing, that would be 3.0.1 or 3.0.2 — the differences are in the update to Adobe Type Manager and repairs to the PC version.

Now check the version of StuffIt you are using. If it is from the 4.5 family: StuffIt Expander 4.5, StuffIt Deluxe 4.5, or DropStuff with Expander Enhancer 4.5, you have arrived at the more likely culprit. The StuffIt 4.5 series has a known problem: StuffIt thinks that .pdf files are "known to contain text," but these

non-text (binary) files into a Macintosh text file format, hopelessly corrupting them. Now, Acrobat has no chance of displaying or printing them correctly.

*". . .Then took the other, as just as fair,
And having perhaps the better claim,
Because it was grassy and wanted wear; . . ."*

Try this as a work-around:

- find the StuffIt Expander 4.5 program you are using. Launch it.
- go to "File" on the menu bar and scroll down to "Preferences". Find the "Cross-Platform" tab; click on it.
- you will be presented with a dialog box entitled: "Convert text files to Macintosh format." Change the preference for converting text files to "Never". Now click on OK. Close the window.

Our advice won't work if you're using the Magic Menu component of StuffIt Deluxe. For you, there is no separate place to set that component's expanding preferences. That means Magic Menu will always convert text files, and therefore will always corrupt .pdf files, like magic.

*"And both that morning equally lay
In leaves no step had trodden black."*

Don't use Magic Menu or any StuffIt component where you can't change this preference — StuffIt's default is to treat non-text material as text files and convert it to text, thereby mugging your .pdf file. If you have the program set to delete the archive after opening it, change it so that the original archive is not deleted. That way you can install one of the manual versions and open it that way.

If you're using a plug-in to an E-mail program and it doesn't have a way to set this preference, turn off automatic unstuffing and use StuffIt Expander 4.0, or 4.5 after you've fixed the Expander preferences so as not to corrupt the file.

*". . .Yet knowing how way leads on to way,
I doubted if I should ever come back."*

Sorry, much as we would like to

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have you visit us for things we can do, in this case we can not un-mug your now useless .pdf document. Aladdin knows about the problem. We would like to believe that means a patch for version 4.5, but are not holding our breath. StuffIt Deluxe 5.0 (the retail package) is available [see the PI Labs Annex review following on page 24] as is the freeware StuffIt Expander 5.0, but they create nice new problems. You can try our work-around or retreat to version 4.0 [on *Pi Fillings—The CD*].

*"Two roads diverged in a wood, and I-
I took the one less traveled by,
And that has made all the difference."*

New Atop Old

A bizarre piece of reasoning brought three different families to the clinic. Each either found one or more applications, or their entire operating system, missing when the Mac awoke. In each case, the family wanted to recover all lost pieces. That is understandable. What they did isn't. For some reason, each believed that all one has to do is reinstall the application or operating system and it will reinstall on top of the same space on the hard drive where the earlier version resided. Then restart the program and recover any files that also disappeared at the same time.

Now, three incidents don't make for a trend, but we thought we would cut this off at the pass right away. If your computer won't start or, once it is running, you find that your hard drive is now devoid of applications or files, — and you would like them back —, absolutely, positively do not attempt to reinstall anything. Absent your hard drive taking a nose dive into an empty pool, the chances are that you have lost the directory that keeps track of the contents in your hard drive or the driver that manages your hard drive is corrupted.

When you install something on your hard drive, the computer looks for free space on the drive where it can do your bidding. If you have lost the

directory that lists the contents of your hard drive, all space can be seen as available. You have no assurance that the computer will reinstall Old Faithful on top of Older Faithful. Without that assurance, and you won't get it from us, files you want to recover can easily be overwritten by your reinstallation. It usually at this point that you get the lecture about having a regular archive procedure wherein you back-up important files to another storage device. But for many of you it is too late. Some confluence of forces is out to make your life miserable. You don't have to help them.

The message here is please do not make things worse. What we earnestly hope is that you do nothing beyond nash your teeth and count to ten. Now, call for help. Asking for help without having reinstalled things makes the task of trying to reconstruct your files much easier — but does not assure success. If you decide to run one of the commercial disk recovery programs, it may tell you to recover the data it finds to a different drive. Take the hint. Also keep in mind that used improperly, those programs can make the salvagable unretrievable.

What you can do to reduce the chances of disappearing files occurring in your drive is run Disk First Aid (DFA) on a regular basis. If something goes wrong, run DFA from a Disk Tools disk or the CD that came with your computer. Don't be afraid to run DFA several times to clear a problem. If often happens that one problem when fixed, reveals another. Install and keep current a virus and worm protection program. And please, back-up important files.

The Difference a .1 Makes

If you have installed Mac OS 8.5 as your operating system and have not installed the updater program OS 8.5.1, please do so. It is considered by Apple to be a must install update. If you do not have access to the web where you can download a copy from

the Apple site, you can buy it from Apple or from the Pi office.

One of the changes the updater will make is an updated Drive Setup program (version 1.6.2). It does not, however, install the driver in that program. You must do that, and should do it before you install the rest of the updater. If you have a third-party drive, skip this step. Be sure, however, that you have the most current driver for the set-up program you are using. Here is how to install 1.6.2:

- scroll down in the open window of the updater until you see Drive Setup. Double-click on it.

- Highlight your hard drive in the selection window. You will see <not supported> if you have third-party drive.

- go to "Function" on the menu bar. Highlight "Update Driver". Restart your computer after the driver is installed so that it becomes active.

- now double click on Installer and complete the update.

Once that is done, the driver is newer than the one found on the OS 8.5 CD. Should you ever reinstall OS 8.5, you do not want the installation program to overwrite the new driver now managing your hard drive with the older version on the CD. Here is how to make sure that does not happen.

- Stop at the "Select Destination" screen. If you are doing a clean install, click on the "Option" box and check, "Perform Clean Installation".

- When you arrive at the "Install Software" screen, click on its "Options" box. Uncheck "Update Apple Hard Drive Drivers".

Of course, if you do not have an Apple ROM hard drive in your computer, the installer will ignore this step.

■



A Compressed Tour of StuffIt 5.0

FEW MACINTOSH software titles are used so pervasively that their updates become major events. If you ever download anything, you need a StuffIt product. If you ever upload anything, including enclosures in your e-mail, you probably need at least DropStuff with Expander Enhancer, if not the full-blown StuffIt Deluxe package. Bill Goodman's Compact Pro still has its adherents, as do self-extracting archiving schemes from Symantec's now-gone Disk Doubler, but for all intents and purposes, StuffIt is the compression method for the Macintosh. Thanks to Aladdin Systems' DropStuff and Expander products for Windows, it's even suitable for cross-platform work—provided that, like most people, you're only crossing between the two platforms.

When Aladdin Systems changes StuffIt, everyone notices. For the past few major releases of StuffIt technology, the main features have been speed—first PowerPC native code, then faster compression and decompression, faster handling of the non-StuffIt formats in the commercial StuffIt Engine (it can decompress formats you've never heard of), and stronger and more bullet-proof activities.

But with the new StuffIt Deluxe 5.0 as well as StuffIt Expander 5.0, there's a bigger carrot at the end of that upgrade stick. Aladdin Systems has come up with a new way to squeeze bytes out of those archives—a new "maximum compression" format promises to reduce archive size by up to 20% at the expense of speed. The "fast" compression mode is the same as in StuffIt Deluxe 4, and may be slightly faster.

What's more, a number of annoying bugs have been squashed. In particular, the bug that corrupted .pdf files is gone. There are a few other niceties—more appearance support for the engine's progress dialogs (though not for the StuffIt Deluxe application), MacBinary III support, and better integration with Outlook Express and Mailsmith—but the big carrots are smaller files and better international support.

New Archive Formats

Aladdin has revamped the StuffIt file format—the archive format—in a step no one can take lightly. The current StuffIt archive format has worked well through several revisions since StuffIt Deluxe 2.0. New compression schemes have required new versions of StuffIt, but at least the older versions can recognize files in the older archives and know they can't decompress them. Backwards compatibility problem number one: there's absolutely no way an older program can decompress a new compression format. It's like expecting someone of the present to read a book from the future written in a language that hasn't been invented yet.

Yet changes happen to a living computer platform, and the StuffIt archive format must adapt. HFS Plus file names are stored in the international-friendly Unicode text system, not in ASCII or international versions of it. Aladdin has changed the StuffIt archive format to do the same, taking a huge step towards future compatibility and eliminating pesky problems with international archives. Unlike more limited text encodings, Unicode contains enough information to pre-

serve non-English linguistic information in an archive. File names in Arabic or Kanji are recorded that way and can theoretically stay that way across decompression and recompression on an English system. That may not be reality yet—the Mac OS hasn't quite caught up to the promise of international-friendly file names—but HFS Plus and the new archive format are a good start.

There is reason to believe that StuffIt archives haven't quite been storing all the file information they now need to store. Lots of previously-reserved bits in a file's directory entry are now used by the Finder or other parts of the Mac OS. Recent updates to programs haven't properly been accounting for the newly-used bits. MacBinary II is the most noticeable culprit—it doesn't store bits that Mac OS 8.5 now uses, making MacBinary III more of a necessity and less of an option. (StuffIt 5.0 supports MacBinary III.) So the new archives are clearly aimed at future expansion and growth—a change Aladdin must eventually make. Now is as good a time as any, especially if helped along by a new compression format promising "20% smaller compression." The new archives correctly have a different creator type to distinguish them from the previous format ('SIT5' instead of 'SITD'), and are visually distinguished by a small red box in the upper left-hand corner of the document icon. And, of course, StuffIt 5.0 can easily decode the existing StuffIt formats, even back to the original shareware StuffIt 1.5.1 archives, so owners of the new product should have the best of all possible worlds. Right? Not quite.

What's Wrong?

Unfortunately, StuffIt 5.0 can read the older 'SITD' archives everyone's used for the past ten years, but it can't create them.

Aladdin had previously spoken of a new "DropConverter" application that would batch-convert archives to



the new StuffIt 5.0 format, and now you know why it's such a big deal. StuffIt Deluxe 5.0 can easily extract files or folders from "SITD" archives, but can't add to them or delete from them. If you want to modify an existing archive, you must convert it to the newer 'SIT5' format.

Once you do that, of course, no one except other StuffIt 5.0 users can access the archive at all. Aladdin says that version 5's "fast" compression algorithm is the same one used in StuffIt Deluxe 4.x, but the changes in the archive format architecture prevent StuffIt 4.x or earlier from accessing anything inside an 'SIT5' archive even if the older software understands the compression format.

We understand Aladdin's reasoning. Adding full archive management support for two kinds of archives makes the software significantly more complex—it requires more memory, makes troubleshooting more difficult, and makes support a bigger problem. But without even the capability to convert an 'SIT5' archive to 'SITD' format, StuffIt 5 users can only create archives other StuffIt 5 users can read.

Just in case you are thinking of creating a self-extracting archive, be aware that the new archive format makes the self-expander a bit more complicated. Making an older 'SITD' archive into a self-extracting version adds 32K to the file's size. Doing the same thing to a newer 'SIT5' archive adds 170K to the file, not a trivial addition for most downloads.

Doesn't Expander 5 Fix This?

The freeware unstuffer from Aladdin Systems can, in version 5, decode both 'SITD' and the newer 'SIT5' archives, so everyone just downloads Expander 5 and the problem is solved.

But until recently, StuffIt Deluxe could still create the older archive formats. In fact, it wasn't until quite recently that StuffIt Deluxe lost support for creating StuffIt 1.5.1 archives, a for-

mat Aladdin hasn't blessed in about a decade. If you send an archive in the newer 'SIT5' format, you're requiring those receiving it to grab StuffIt Expander 5.0 if they want to use the archive.

That's fine, for people who don't actually own a compression product like DropStuff or StuffIt Deluxe. Both of those programs use the "StuffIt Engine" extension (and the PowerPC add-on, "StuffIt PowerPlug") to perform actual archiving tasks. StuffIt Deluxe 5.0 requires StuffIt Engine 5.0; StuffIt Deluxe 4.5 and DropStuff 4.5 require StuffIt Engine 4.5. Because of the change in archive formats, the 4.5 versions can't use the 5.0 engine and vice-versa. (DropStuff 5.0 isn't available yet, but it also will require StuffIt Engine 5.0.) If this isn't confusing enough (and it is), all versions of StuffIt Expander will try to use any installed StuffIt Engine, though all Expanders have a built-in "mini-engine" to decode common Macintosh formats. The extra formats that StuffIt Deluxe and DropStuff with Expander Enhancer add are the ones supported by the StuffIt Engine but not by the code built into StuffIt Expander.

Cross-platform owners also need to beware, because Aladdin Expander for Windows 2.0 does not handle the new 'SIT5' archives. You'll need Expander for Windows 2.1 to handle the new archive format, and it's not available yet. Here's the exact story for all three levels of StuffIt products.

StuffIt Deluxe Owners

If you use StuffIt Deluxe and its components for your compression needs, you can just add StuffIt Expander 5.0 to your arsenal for the new 'SIT5' archives. But it requires StuffIt Engine 5.0 to decode the full gamut of compressed formats, so don't expect to use it for ZIP or Compact Pro or GNU files or any of the other formats you may occasionally encounter. Stick with StuffIt Expander 5 for the new 'SIT5' archives and MacBinary III files,

and stay with StuffIt Deluxe 4.5 and its components for your other archiving work. It won't be quite so easy—you may need to tell Internet Config (or the Internet Control Panel in Mac OS 8.5) to specifically use StuffIt Expander 4.5 and not the newer version. If you do, you'll get a complaint from StuffIt Expander 4.5 every time you encounter one of the newer archives, and you'll have to process them manually with StuffIt Expander 5.0. If you use Expander 5 for most of your decompression needs, expect similar complaints every time you (or Internet Config) feeds it one of the many formats StuffIt Deluxe supports but that StuffIt Expander alone does not. Also, be aware that every time you launch Expander 5 with StuffIt Engine 4.5 installed, you'll get a dialog box warning you about the version mismatch. You may choose to leave StuffIt Expander 5.0 open all the time to avoid the warnings.

Aladdin, of course, recommends that you update to StuffIt Deluxe 5.0, and its nifty new features could easily justify the \$30 upgrade fee. Just be aware if you do that you won't be able to create the older, more universal 'SITD' archives unless you switch StuffIt Engine and StuffIt PowerPlug for the older 4.5 versions and restart. StuffIt Deluxe 4.5 won't even launch if StuffIt Engine 5.0 is installed. Before installing StuffIt Deluxe 5, be sure to save copies of the existing StuffIt Engine and StuffIt PowerPlug files. They're not even easy to manage with Conflict Catcher, since both versions have the same name and Conflict Catcher always wants to move one of them to the trash.

Keep in mind as well that any program calling the StuffIt Engine needs the right version. If you use the contextual menu modules, or True Finder Integration, or any of the other components of StuffIt Deluxe, then you'll need to match the versions of each of those to the version of the Engine. TFI 5.0 won't work with StuffIt Engine 4.5;



the Magic Menu contextual menu module 4.5 won't work with StuffIt Engine 5.0, and so forth.

You should also consider the bugs already reported in StuffIt Deluxe 5.0. You can find online reports at both MacFixIt <www.macfixit.com> and the Macintosh Resource Page <www.macresource.com>. Also, MacNN <www.macnn.com> has set up a special StuffIt 5.0 Issues page where you can read about user experiences with the software.

Lastly, remember that programs like Claris Mailer or Bare Bones Mailsmith will use any version of the StuffIt Engine they find installed—if you update to StuffIt Deluxe 5, your e-mail programs will automatically start creating 'SIT5' archives when you send enclosures if StuffIt compression is enabled at all. The only way around this, again, is to stick with StuffIt Engine 4.5.

If you never create archives for distribution, or if you're sure everyone you're targeting can or should get StuffIt Expander 5 or StuffIt Deluxe 5, the only deterrent to upgrading might be trouble reports from early StuffIt Deluxe 5 adopters. If you do create archives for general distribution, you'll probably want to keep StuffIt Engine 4.5 around for some time so you can create archives anyone can read.

DropStuff with Expander Enhancer Owners

If you create archives with DropStuff but don't use the full StuffIt Deluxe package, your options are more limited. There is no DropStuff 5.0 yet, so you can't create new 'SIT5' archives unless you upgrade to StuffIt Deluxe 5.0. What's more, StuffIt Expander 5 won't use the StuffIt Engine 4.5 that came with the last version of DropStuff, so you won't even have the choice of switching things around like StuffIt Deluxe owners have. You can add StuffIt Expander 5.0 for the newer archive format, and you should, but be aware it's not going to handle all

the extra formats that comprise the "Expander Enhancer" portion of DropStuff. DropStuff 4.5 doesn't enhance Expander 5.0 one bit.

StuffIt Expander Users

If you never create archives, or only do so from within an e-mail client and don't own either DropStuff or StuffIt Deluxe, grab StuffIt Expander 5 now. It fixes the bug that corrupts PDF files, plus several other annoyances, and it works with all StuffIt formats. Any StuffIt support built into an e-mail program like Mailer or Mailsmith is unaffected by changes in StuffIt Expander, since Expander comes with no StuffIt Engine for such programs to call.

What Aladdin Should Have Done

None of this would be an issue if Aladdin had provided even one program—preferably a scriptable one—that could convert a new 'SIT5' archive to the older 'SITD' format. StuffIt Deluxe 5.0 is missing the promised "DropConverter" program for converting archives to the new 'SIT5' format en masse, but Aladdin Systems said it's a one-way conversion: DropConverter will not convert newer archives to the older format. It's a serious oversight, and one that should cause you to think carefully about upgrading to StuffIt Deluxe 5 now. In six months, it won't be as much of an issue—and some of the bugs annoying users in the first 5.0 release will be fixed as well.

What We Think

Aladdin Systems is no slouch in the Macintosh market. The decision to provide no way to create the older, universally-accepted 'SITD' archives made things a lot more confusing than need be, but most of the focus has been on the new "maximum" compression feature and bugs in the various StuffIt components. New features, new promises, and plenty of problems we know the company will work through

over the next few weeks and months.

If you've paid for StuffIt Deluxe 4.5 and consider it suitable for your needs you have no recourse save upgrading to StuffIt Deluxe 5.0. Ditto for DropStuff with Expander Enhancer users. Expander 5's habit of presenting a modal alert every time it's launched with an older StuffIt Engine installed, and its inability to call the older engine for non-StuffIt formats like ZIP or ARC, makes using Expander 5 with Deluxe 4.5 a less-than-satisfying option.

On the whole, though, StuffIt Deluxe 5.0 shows promise. If you need the smaller archives now, go for the upgrade—but keep older versions around if you need to make older-format archives. Grab at least a copy of StuffIt Expander 5 now for use when you need it, like for newer archives and potentially-corrupted PDF files. We look forward to their announcing an update with at least one way to create 'SITD' archives, something that will make StuffIt Deluxe 5.0 much closer to "must-have software."

StuffIt Deluxe 5.0 is available for \$29.95 to owners of StuffIt Deluxe, DropStuff with Expander Enhancer, StuffIt Lite, AutoDoubler, DiskDoubler, Compact Pro, and Eudora 3.x (including the Eudora Productivity Kit), directly from Aladdin or for immediate download. Owners of any other Aladdin Systems product except StuffIt Expander freeware may purchase StuffIt Deluxe 5.0 for \$49.95. New purchases cost \$79.95 direct from Aladdin Systems. ■

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We want to thank the folks at MWJ, *The Weekly Journal for Serious Macintosh® Users* for this first look at StuffIt Deluxe 5.0. If you would like to learn more about their fine work, point your browser to <<http://www.gcsf.com>>.

Y2K: It Is Not a Bug If It Was Deliberate

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FOR A COUPLE years now the media (computer magazines, Web sites, newspapers, television news, soap operas...) have been trying hard to address "The Y2K Bug." This "bug," once it arises on January 1, 2000 AD, will allegedly do everything from screw up your alarm clock to bring an end to air travel. The elevator at work will stop working, your car alarm will blare into the night, and you won't be able to tape *I Love Lucy* on your VCR. Reverend Jerry Falwell is selling a videotape in which he advises people to stockpile food, gasoline and ammunition. "If I'm blessed with a little food...I've got to be sure that I can persuade others not to mess with us." Apparently, he forgot to stockpile a copy of *The New Testament*.

Most of the things attributed to the Y2K bug are actual possibilities except: it isn't a bug. These devices — alarm clocks, bread makers, elevator controllers, GPS (Global Positioning System) units, videotape recorders and such, were *designed* with two-digit values for the year. It was an intentional decision; well-known algorithms existed for calculating leap years and such using two-digit year values, so programmers and designers used these algorithms — deliberately. A "bug," in contrast, is a program action that was unplanned.

An analogy: you look up a phone number in a phone book for Tsuji's Genuine Mexican Pizza. You call the number listed, only to get a recorded message saying the number is no longer valid. Is this a "bug" in the

phone book? A "bug" in the paper? The ink? Or is it simply a case of expired information? Not to mention really bad taste in fast food?

The Y2K problem isn't even a unique problem. During the American Civil War, Union forces created standard pre-printed forms for doing various bureaucratic functions, and the forms came with pre-printed year dates: 1862, the year the war was supposed to end. Then 1863. At the end of every year, the Quartermasters were

"...there are literally tens of billions of computer chips calculating dates in cameras, clocks, environmental controls, and other devices. Many of these will still be useful even if they have an imperfect understanding of the calendar, but millions will end up in landfills."

forced to toss unused forms, since the year date was incorrect. So then they printed forms reading 186_, which worked fine until the post-war Army, still using the forms, blundered into the year 1870.

Early computers suffered from a Year 1960 problem in the late 1950s; then a Year 1970 problem, then a Year 1980 problem. In 1990, hundreds of thousands (possibly even millions) of computers were trashed because they couldn't handle January 1, 1990. The next big hurdle, however, will be awesome: whereas there were half a dozen computers in 1949, and a few thousand in 1959, and tens of millions in 1989, there will be hundreds of millions of computers in use by the end of 1999. In addition to these hundreds of millions of computers, there are literally tens of billions of computer chips calculating dates in cameras, clocks, environmental controls, and other devices. Many of these will still be useful even if they have an imperfect understanding of the calendar, but millions will end up in landfills.

Apple's Macintosh line of computers will *not* have problems. Even the oldest machines, the original 128K Macintosh and later "Fat" Macs and Mac Plus machines, are happy at least until 2040 AD. Newer machines are good for a 60 millennia span, from 30081 BC to 29940 AD. So, if you have a Mac, you don't need to worry about the "Y2K Bug." Right?

Not quite. If you set up a database in FileMaker Pro (which is Y2K compliant) but decide to bypass its date format for your own, you can run into problems. Similarly, if you are sloppy in doing date calculations in Microsoft Excel (many people don't bother with date formats, opting to just enter two-digit numeric values for the year), you can run into problems. But, aside from creating your own problems using perfectly good programs, you need not worry about the "Y2K Bug." Right?

No, not quite. Macs are designed to be plugged into things, from printers and scanners to blood gas analyzers to the Internet. To take the most common problem: E-mail. While Macintosh E-mail clients (the part you use on your computer) are Y2K com-



pliant, the servers, particularly if they run on "other" operating systems, may not be. You may have seen this phenomenon before: one server somewhere gets out of sync, and sends you a message dated sometime in the past. Since most people sort their incoming mail by date, the new message appears, to your E-mail client, to be "old," and gets buried in the past. You may not even notice the message until someone complains about your failure to respond.

Recently I ran into my own Year 1999 "Bug." For many years, starting on a Radio Shack TRS-80 Model I, I've maintained a database of publications I've written. If something had been accepted by a publisher, but not actually published, I entered the date 1/1/1999 as a placeholder until I had the correct bibliographic data. This database, now maintained on a Macintosh in FileMaker Pro, is fully Year 2000 compliant — except for the deliberate errors I've been entering into it. I felt somewhat sheepish: my placeholder values are now colliding with those far-off dates, which aren't far off anymore.

The world will not end on January 1, 2000. Electricity will still flow, garbage will still be picked up, and bills will still arrive in your mailbox. Many government agencies and businesses will, finally, be forced to upgrade their accounting systems, climate control systems, and burglar alarms, which should create a small economic boom. Millions of people will discover their MS-DOS and Windows computers are greatly confused, but that won't bother Macintosh users and owners. Unless you, too, have been entering false data for placeholders, or using text fields instead of date fields, or doing other things to confuse your poor Mac.

There is no Y2K "bug," but there is a Y2K problem. You need to do your part to clean up your errors before the calendar catches up with you. ■

iMac Review: It's a Mac

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Racing Johann and Brodie

WITHOUT doubt, the biggest computer industry story in 1998 was the iMac, eclipsing even the Microsoft antimonopoly trial. Why it was a big story varied, depending on point of view:

- For Internet gossipmongers, it was a major defeat: there were no leaks prior to Steve Jobs' announcement of the iMac in May 1998. This pretty much confirms suspicions about their reporting skills;

- For Apple bashers, it was proof: nobody would buy this funny looking blue thing. Some probably still believe that;

- For proponents of network computing, it was a milestone: the iMac was arguably the first mass-market computer ever designed to be network-centric, with a fast built-in modem, a very fast built-in Ethernet port, and no obsolete, virus-passing floppy disk drive. This is turning out to be true;

- For Mac traditionalists, it was a mistake: the iMac didn't have a SCSI port, a LocalTalk port, a serial port or a floppy disk drive. Some probably still believe that, too;

- For computer novices, it was an opportunity: "I want that blue



The iMac doesn't have a true manual, just this long piece of cardstock showing the six steps necessary to get the iMac up and running. The back of the card repeats these instructions in Spanish, French, German, Italian, Japanese and Scandinavian (which means we aren't sure if it is Danish, Norwegian or Swedish).

computer that can get you on the Internet in 15 minutes." Hundreds of thousands of novice opportunists came away happy;

- For Washington Apple Pi Labs, the iMac was a challenge: could we unbox an iMac and get on the Internet faster than that kid and his dog? In the now-famous Apple commercial, "Simplicity Shootout," seven year old Johann Thomas and Brodie, his Border collie, manage this feat in 8 minutes, 15 seconds.

First, of course, we needed an iMac. Washington Apple Pi Labs carefully cultivated associates, dropping hints that we'd like to borrow an iMac for a while. All the new iMac owners said "No." We dropped hints at Apple; Apple didn't even respond to the hints. Finally, someone did loan us an iMac, but we had to promise to give it back. Somewhat offended at this lack of trust, we reluctantly agreed.

And six minutes after starting, we'd logged on to the Internet via the Washington Apple Pi Explorer service! Things would have proceeded even faster but (a) we were taking pictures and (b) we lost two minutes searching for a penknife to open the box. To naysayers who claim this isn't much of a contest (we were, after all, racing against a seven year old) we say: maybe so, but we didn't have help from Brodie.

Scandal! Cheating! Doubts!

In spite of our success, we did come away with some observations. First, none of us at Washington Apple Pi Labs believes Johann got that iMac out of the box without help. An iMac might weigh less than many computers and it might have a handle molded into the back. But at 38 pounds, it



When you first open the iMac box, you find a Styrofoam box containing the keyboard, mouse, all cables, the master CD-ROM discs, and the minimal documentation. After removing this box, you then lift the plastic-shrouded, 38 pound iMac up and out onto a table. This last task strikes us as probably too difficult for a seven year old kid.

weighs a large fraction of a seven year old, and we doubt Johann could generate enough leverage to pull the iMac out of the box and put it on a desk. (We went back and looked at a QuickTime clip of the "Simplicity Shootout" commercial; the camera cuts away and never actually shows Johann pulling the iMac out!)

Having uncovered one bit of scandal, we wondered about another: how did Johann log on to the Internet? When you first turn on an iMac, it guides you through a series of steps to set various preferences, and then guides you through signing on to the Internet via a commercial ISP (Internet Service Provider). In order complete this last step, however, you need to give the ISP a credit card number. We doubt Johann has a credit card. (We hope Johann doesn't have a credit card.)

For our part, we, too, cheated: we cancelled the setup process when it asked if we wanted to configure things for the Internet. Instead, we inserted a copy of the Washington Apple Pi "Pi Fillings: The CD" (this does not come as a standard iMac component, by the way) and ran the TCS Explorer System Configuration Installer 2.0. After running the installer, we dialed in to Explorer (and the Internet) without a hitch; we didn't even need to reboot.

The Dark Side

Of course, we *did* have to use Microsoft *Internet Explorer 4.0.1*, since that is how an iMac is set to function, fresh out of the box. It was an interesting experience, good for variety, but *Explorer* isn't *Netscape Navigator*, and Microsoft *Outlook Express 4.0.1* isn't *Claris E-Mailer 2.0*. We thought about changing all the default applications but then remembered: we're just borrowing the iMac. Sigh.

We also discovered there isn't much in the way of documentation with the iMac. In fact, the "manual" is just a long piece of cardstock with six illustrated panels showing you how to set the machine up. An "Emergency Handbook" was included, but it is generic to Mac OS 8.1, with just a few small changes to cover the iMac CD-ROM drive and USB (Universal Serial Bus) devices. At one point, it discusses the "Reset hole," for example, but there is no illustration showing which, of the many holes on an iMac, might be the right one.

None of the applications bundled with the iMac contains traditional documentation, either. They depend on instructions built-in to the application, or use electronic documentation provided in Adobe *Acrobat* format (Adobe *Acrobat Reader* is pre-installed on the iMac), or they use HTML (HyperText Markup Language) files for use with a Web browser.

Strangely enough, the lack of documentation was not a drawback, since we probably wouldn't have read it, anyway. We do wonder, however,

what a genuine computer novice would do after the iMac finished guiding them through the setup process. Would they know they could write letters with *ClarisWorks*? Would they know that *Nanosaur* is a game? How long would it take them to realize a game (*MDK*), a graphics package (*Kai's Photo Soap SE*) and a cookbook (*Williams-Sonoma Guide to Good Cooking*) aren't even installed on the iMac, but are included in the packet of CD-ROM discs that come with the machine?

While the iMac has only been available for a short time, the answer appears to be: it isn't a problem. Apparently the vast majority of computer novices do manage to set the machine up properly, write letters in *ClarisWorks*, and even wander around on the Internet, using just the on-line and electronic documentation included with the iMac. The iMac could become the preferred computer of trees.

Problems

There were, of course, Problems. The biggest one is *Nanosaur*. This is an irritatingly addictive game in which you guide a time-traveling, intelligent dinosaur on a mission to rescue dinosaur eggs. It sucks up *way* too much time, and watching the planet get obliterated by a comet is almost as much fun as winning. (Well, we presume it would be as much fun, since we've never come close to winning.)

Speed is another problem. The iMac is very, very fast, faster than the Washington Apple Pi Labs crew expected. Almost immediately, everything *had* to be tested on the iMac, leaving other perfectly capable Macs, some with similar speed, sitting unused.

At least two members of the Washington Apple Pi Labs crew insist the iMac is "cute." From some angles, it does look like a 1960's high-tech vacuum cleaner, complete down to the two-tone color scheme. But compared to any other computer it is startlingly good looking. Named "Double 07" (in honor of the "Bondi blue" case color), the iMac made everything else in the



Washington Apple Pi Labs look drab and uninteresting.

Bluntly put: a single iMac is an attractive nuisance. We should have asked to test a half dozen at once.

Solutions

The lack of a serial port on the iMac was not a problem; we couldn't think of anything we wanted to plug into a serial port. We also didn't mind the lack of a LocalTalk port; the built-in high-speed 10/100Base-T Ethernet port more than made up for this. We also didn't mind the lack of a SCSI port; between the four-gigabyte hard drive and CD-ROM drive, there wasn't much need of SCSI peripherals.

We did have problems with the mouse. Unlike a "normal" Mac mouse, the iMac mouse does not have an obvious "front" and "back." Every time we reached for it, there was a bit of uncertainty as we made sure the round iMac mouse was actually pointed in the right direction. This uncertainty diminishes over time, but not completely.

Fortunately, there are quite a few USB peripherals available for the iMac, and one of them is the MacALLY iBall, a trackball. Constructed of translucent plastic, it fits right in with the iMac color scheme, and, like all trackballs, requires a tiny amount of desk space. Best of all, it has a definite "front" and "back," and caused none of the disorientation of the iMac's round mouse.

The iMac's keyboard was a pleasant surprise. It is smaller than most Mac keyboards, and there was some concern that it wouldn't "feel" right. These fears proved to be unfounded; it is a nice keyboard. The cursor keys and function keys are not in the usual locations, but they aren't hard to reach, either. About the only inconvenience: there is only one Option key, on the left side, unlike the left and right Option keys found on full-sized Mac keyboards. MacALLY has a full-size extended keyboard, so those who wish can move to something more "traditional."

Another pleasant surprise: the sound. While Apple has hyped the Stereo Surround Sound speakers built-in to the iMac, we were dubious, and thought they might be somewhat tinny. While they don't measure up to the best stereo equipment, they aren't bad at all, and the dual front-mounted headphone jacks come in handy if someone complains that the speakers are too good.

At the iMac introduction in May 1998, Steve Jobs, ever the hypemeister, declared the iMac screen "gorgeous." More objective observers couldn't comment, since the prototype was up on a stage and they weren't. After extensive testing, we've decided: Steve wasn't exaggerating as much as usual. While "gorgeous" would not be the word we'd use, the iMac screen is crisp and stable, with excellent color fidelity. Apple even made sure that ColorSynch has an iMac setting, as an aid to making sure screen colors look good on other media. The Monitors & Sound Control Panel even allows you to adjust the monitor geometry and color, though we found no need to do so.

Touching the World

We had no problem connecting the iMac to a 10Base-T Ethernet hub, allowing it to share files with other computers and an Ethernet-equipped PostScript printer. Sharing files also revealed an interesting fact: the iMac was a faster file server than any of the other Washington Apple Pi Labs machines. The owner of the iMac suggested we "forget whatever you are thinking." Meanie.

The lack of a floppy drive presented no problems at all. Between the Ethernet port and the modem port, we had no problem sucking in any information we needed. We suspect the market for iMac floppy drives will be ephemeral; after using them for a couple hours when they first get the



Pre-installed on the iMac is a small application, Register, which allows you to register your computer purchase with Apple across the Internet. To complete the registration, you need a model number, from the outside of the shipping box, and the iMac serial number. The serial number is not so conveniently located inside a compartment on the side of the iMac.

machine, most iMac users won't need them again. Ever.

We obviously didn't try to test the iMac with LocalTalk devices, or with an old serial-based ImageWriter printer. There are several interface boxes available from third-party manufacturers that act as bridges between the iMac and old peripherals, but we weren't interested in old peripherals.

Due to a lack of other 100Base-T-equipped devices, we couldn't test the Ethernet port at higher speeds. We also couldn't test the infrared port, or USB storage devices. Our request for lots of equipment to conduct such testing met with laughter. (We are interested in new peripherals.)

The built-in modem presented no problems at all: it works. We were unable to test it at speeds faster than 33.6K since our meager budget doesn't include a subscription to a telecommunications service supporting faster speeds. Sigh.

At one point, we tried to use an old copy of *SoftWindows* (running *Windows 3.11*) to do network management on a *Windows*-based server. This cracked everyone up: *Windows 3.11* runs very fast on an iMac. In fact, an iMac is easily the fastest *Windows*

3.11 machine we've ever used. Running *Virtual PC 2.0* (which uses *Windows 95*) wasn't quite as much fun: it runs at respectable speeds, similar to that of other Power Mac G3 computers running *VirtualPC*. Our advice: don't forget your sense of humor if you have a need for running one of Microsoft's operating systems.

Things We Don't Like

By majority vote, the Washington Apple Pi Labs team endorses the iMac mouse as both "cute" and "good." One lone dissenter finds it annoying. All of them like the MacALLY iBall trackball.

Running under *Mac OS 8.1*, the iMac sometimes didn't respond to a keyboard reset (Command-Control-Power). The iMac designers thoughtfully included a Reset button. They also thoughtlessly buried it in a tiny hole inside a compartment on the side of the machine that can only be reached with a straightened paperclip or similar long, thin wire.

Admittedly, things seem much smoother in *Mac OS 8.5*, but burying the Reset button is beyond a mere irritation; it is arrogance. The designers are, in effect, saying their computer is so perfectly designed that it will never require resetting. On aesthetic grounds alone, this is near criminal, forcing users to mutilate paperclips to overcome problems with an otherwise elegant machine.

Besides, in a paperless office, who has a paperclip?

Conclusions

The iMac is fast. It doesn't occupy much space. It has minimal cable clutter. It has an excellent mix of hardware features and bundled software. It is an excellent value, for both new computer users and those upgrading from older machines.

Most important of all: it most definitely is a Macintosh. ■



In the same compartment where the serial number is hiding are most of the iMac's ports. From left to right: a microphone port, a speaker port, two USB (Universal Serial Bus) ports, an Ethernet port, two almost-invisible holes for the Reset Switch and Programmer's Switch, and a telephone jack.

iMac Memory Expansion: Do It Yourself?

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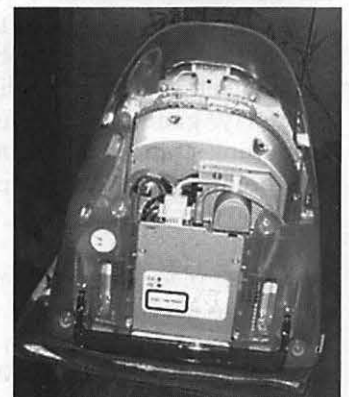
APPLE'S NEW iMac does not come with any instructions on how to add memory to the computer. Of course, it really doesn't come with much in the way of instructions for anything else, either. But Washington Apple Pi Labs, firm believers in the motto: "The More RAM the Better," decided that the 32 megabytes supplied with a standard iMac was Not Enough. Particularly since memory is cheap.

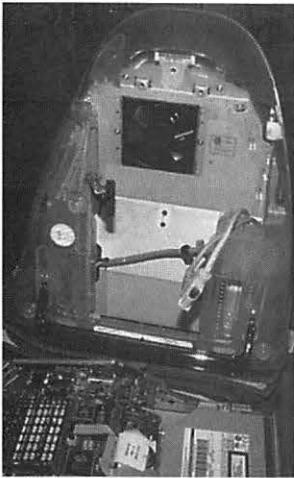
So we carefully examined the iMac case and quickly concluded: we had no idea how to get into it. After briefly considering The Dealer Option ("Hi! Could you install more memory in our iMac? Well, actually, it is someone else's iMac, but they gave it to us because we are Mac gurus, but..."), we decided to be brave and fake it.

Step One: Place the iMac face down (monitor down) on a clean, soft cotton cloth. We used a large beach towel. Note the oval handle at the end of the bottom cover. (Why cotton? It is soft, doesn't scratch, and doesn't retain a static charge.)



Step Three: Once the bottom cover is removed, the logic board is exposed. Note the CD-ROM drive at the bottom, with various cables plugged into it.





Step Five: Once the logic board is removed, you can see an internal fan (which just happens to be located over where the processor normally sits). You also can't help but notice that the vast majority of an iMac's bulk is occupied by the monitor.



Step Six: The square structure on the left of the logic board covers the iMac's processor and memory. On the right, the large square box is the housing for the CD-ROM drive.

Step Zero: ground yourself. Static electricity is invisible, but each year it kills more computers than almost any other source except creamed coffee. Wear cotton clothing and either cotton socks or bare feet. Wear a grounding strap, properly grounded. (Wearing a grounding strap and failing to ground it is pointless, but commonly done. Don't do this.)

Step One: place the iMac face down on a large beach towel. Be sure and wash it first; getting sand in the iMac probably isn't a good idea. We used a

big blue beach towel with pictures of tropical fish, but any clean beach towel should do. Or a soft cotton bathrobe, or cotton bedspread, or...

Step Two: there is a single retaining screw holding the bottom cover in place. Remove the screw with a Phillips screwdriver

Step Three: using the plastic handle built in to the bottom cover, carefully pull up and out to remove the bottom cover. Figuring out how to pull the cover off and unclip the various flanges holding it in place will take much longer than removing the screw. At this point you may be thinking, "This is way more complicated than installing memory in a Power Mac G3 desktop." Then you'll realize: an iMac is a Power Mac G3 desktop. Oh, joy.

Step Three: disconnect the cables connected to the logic board. Some of these pull out, some have twist connectors, and one is held in place by a clamp. Take mental note of how each one connects (or take notes on paper if you wish.) Remember that variety is the spice of life.

Step Four: note that there is another, smaller handle at the back of the logic board (now the "top" end of the board). Inside the handle are two retaining screws. Remove these screws, using a smaller Phillips screwdriver than you used earlier. Don't drop the screws into any of the slots. (Good luck.)

Step Five: pull up on the logic board handle to remove the logic board. Take care not to get tangled with the cables you disconnected earlier. Place the logic board on a flat, stable, static-free surface. Say to yourself, "I can't give up now; I've got to put it back together again."

Step Six: the memory expansion slots are under an EMI (Electro-Magnetic Interference) shield on the center of the

logic board. This lifts off easily; it is held on by the flanges on the sides.

Step Seven: the main memory slot is located at the center of the logic board next to the processor. There is another one allegedly located *under* the processor, but we had no desire to check. Insert the memory module at a 45-degree angle and carefully press down until it clips under the flanges at the sides of the slot. The memory module should be firmly seated; don't resort to extreme force, but don't expect the module (or the iMac) to work unless it is firmly seated in the memory slot.

Steps Eight-Thirteen: replace the EMI shield, and slide the logic board back in place. When sliding the logic board back in place, make sure the CD-ROM drive door fits through the slot in the front of the iMac (you might need to slip your hand under the front to check the alignment). Reconnect the cables, screw in the logic board handle retaining screws, replace the back cover, and replace the retaining screw.

Step Fourteen: plug everything back in and test the iMac.

Step Fifteen-Thirty-six: redo everything after you finally admit you didn't properly seat the memory module in the memory expansion slot. Then redo parts of the procedure again after dropping one of the screws into a slot.

Step Thirty-seven: plug everything back in and test the iMac.

Step Thirty-eight: tell everyone, with a modest air, how you've installed — three times — iMac memory.



Financing for the Future

by Alice Marshall, CCH Washington Service Bureau

CURRENTLY NEW technology companies are launched by the private means of the entrepreneur and his/her relatives, venture capitalists, initial public offerings, and in limited cases, the Federal Government. This limits new ventures to those who are personally wealthy or have wealthy relatives, a few favored projects that receive investor attention and projects of special interest to the Federal Government. This leaves countless promising ideas unfunded.

What is needed is sufficient seed money to bring these ideas to market. If our government could devise a way to channel funds to meritorious projects the growth would be extraordinary. An example of such a system is right under our nose. We should consider debt instead of equity financing.

Banks are reluctant to secure loans with patents, copyright, or receivables, although they are happy to accept real estate as collateral, even in the shakiest market. There are many reasons for this, not the least of which is the huge after-market for mortgages. Suppose we had such a market for technology loans. The Federal Government could create and after-market by chartering a private corporation, similar to Fannie Mae, to buy technology loans and issue loan-backed securities, a sort of Fred Tech. Banks would make and service the loans, which could be collateralized by patents, copyrights, or purchase orders and receivables. The loans would be purchased by Fred Tech which would raise capital by selling loan backed securities and earning money on the difference.

Suppose Edgar Engineer has an idea for a new software product and wants to launch his own company. He needs capital to allow him time to develop his product for market. He writes a simple version of the program and obtains a copyright in his name. He takes his business plan to The Enterprise National Bank and

obtains a loan, using his copyright as collateral. The Enterprise National Bank would sell the loan to Fred Tech, while retaining the right to service it and collecting the administrative fees. Fred Tech would bundle the loan with many others and issue loan-backed securities and use the money raised to buy more loans. Fred Tech would make its money on the difference between the securities and the interest on the loans.

Some factors in appraising Edgar Engineer's copyright would include the potential market for such a program, the existing products and competition, Edgar Engineer's present customer base, past achievements, reputation within the industry and similar considerations.

Obviously appraising such assets would be more difficult than real estate; but not impossible. Fred Tech would have an office to establish standards for assessing projects and appraising assets such as patents and copyrights. Fred Tech would train bank personal how to apply their standards in making loans and knowing which loans would qualify for after-market purchase.

Fred Tech could vastly expand the supply of seed capital and generate millions of new jobs. It would not directly compete with venture capitalists and initial public offerings, for there are many reasons to prefer equity to debt financing. But by chartering such a company the Federal Government would overcome the single largest obstacle to fulfilling high technology's potential; seed money. Billions of dollars would be channeled into high-technology, creating millions of jobs. A whole new kind of bank business would open up, creating thousands of jobs in the financial sector. The American economy has the necessary money to fund high-technology's potential, we just need to create the structure that will allow it to happen. ■

Alice Marshall is a sales representative for CCH Washington Service Bureau, a government information services company and serves as a member of the Technical Advisory Committee to the joint Subcommittee on Science and Technology for the Virginia General Assembly. ~

Congratulations!

I saw the announcement of the anniversary on the Apple eNews.

I was a member of WAP during the early 80's, before moving to Florida. I had a low member number. I saved my card, but will have to dig to find it.

The high point of the meetings which I attended was the visit from Steve Wozniak. Otherwise, I was a great fan of the Pascal group.

I still have my original Apple II which I bought with 16K, then upgraded to 45K and later to 64K. I ran it from cassette tape for a few weeks while I waited for the disk drives to arrive. Later I added a 10K hard disk! (If my wife ever finds where I have hid these, they may get thrown out. Personally, I want to start my own museum.)

Once I moved down here, I was fortunate enough to receive a Lisa at work, followed closely by one of the first Macs. Shortly after that I was able to introduce Macs into another division of the company where I was working.

Currently, I am running a PowerMac 7500/100, and trying to decide between an iMac and a G3 desktop. I now work out of my house, which is networked with AppleTalk. With the new computer, I will probably upgrade to EtherNet.

I hope you have enjoyed this bit of reminiscing. Once again, Congratulations. I wish that I could be with you to celebrate.

—Jim Staal

WebChecker and the herding of URLs

by David L. Harris

I MAINTAIN the Washington Apple Pi's list of Apple User Group Web sites on the Pi's Web site. It has more than 550 links, and as anyone who uses the Web a lot knows, links can be ornery creatures and change or vanish overnight. I try to keep the list up to date, but cannot visit all of them each month. I do visit about half every month, but I have been relying on Big Brother and WebArranger (see my articles in the Nov/Dec 1996, Jan/Feb 1997, and May/June 1998 issues of the *Journal*) to monitor whether the other links are still valid. Unfortunately there are problems using both of these programs to find invalid links. Some of the error messages given by Big Brother are incorrect, and it will not notice if a link has been replaced by something else (such as a notice that the original page is gone). I use WebArranger to look for *changed* pages, such as might occur if a page has become such a notification. But WebArranger is slow, and requires interaction with the user when it finds a changed page. In addition, I suspect it of "losing" URLs that I feed it—with more than 550 of them it's hard to remember if I forgot to give it one, but on many occasions I have found links missing that I'm "sure" I entered previously. So when the shareware WebChecker, whose job it is to check for changes in Web pages, arrived, I thought I would see if it does a better (and faster) job than WebArranger. And yes, I did pay the shareware fee.

WebChecker to the rescue?

In short, no. You can skip the rest

of this article if you don't want the details, or if you don't want to check for yourself whether I investigated sufficiently.

WebChecker comes in PowerMac and 68K Mac flavors; I use the 68K version on my Performa 475 using System 7.5.5. The most recent version (which I downloaded) is supposed to be 1.2.1 but doing a Get Info on mine shows 1.1.1. I found a number of problems with it, some of which seemed to have successful work-arounds. For example, you can create "groups" of URLs for WebChecker to check, but each group can contain only somewhat more than 100 URLs. I need more

than 500. Additional groups can be created, but I found that when this was done, URLs added to the second group didn't "stick"—although they appeared to be saved, the next time WebChecker started, they were invisible. I solved both these problems by creating five different WebChecker Bookmarks files, hiding all but the one currently in use. (That one must be in the same folder with WebChecker.) Each such file has more than 100 URLs.

Although the File menu seems to have an option for importing URLs, it is not documented in the DOCMaker manual that comes with WebChecker, and I was unsuccessful getting it to work. URLs may be entered manually, by dragging, or when your browser has opened a site that you want to add. Most of mine, as with WebArranger, were entered manually.

My first trials of WebChecker were promising. It is much faster than WebArranger, and runs through an entire set of URLs without stopping. Once finished it arranges them in groups according to what results it has obtained. Figure 1 shows its screen

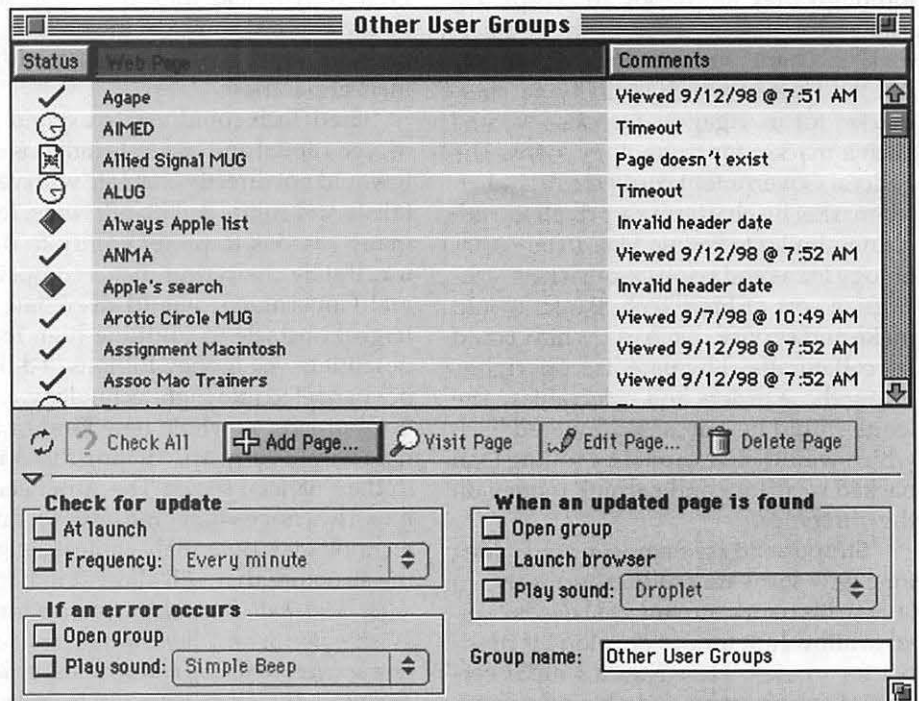


Figure 1: WebChecker in action 9/13

while checking (notice the circling arrows), and Figure 2 shows how it arranges URLs of like results together after finishing. Status icons and Comments show the results. Netscape icons (you can tell WebChecker which browser to use) supposedly show a page that has been updated. Green check marks indicate you have previously visited a page, while clocks indicate a timeout (you can set the interval WebChecker will look before returning a timeout message), and exclamation marks inside of diamonds (they don't show well in grayscale) indicate other errors. Some pages return an "Invalid header date" in the Comments field. Both WebChecker and WebArranger query the Web site to see if a page has been modified, although perhaps not in the same way. Sometimes that information is not available. Both programs inform you if this is the case.

I found that many of WebChecker's error messages were invalid. Often a page labelled as not existing or with some other error was found instantly when WebChecker told Netscape to visit a page. Returning to WebChecker after a visit, the offending page was usually then shown as having been visited, but at times no matter how many occasions it was successful in going to the page, WebChecker insisted it still didn't exist. This was the case even when extended page checking (supposed to reduce errors) was enabled in WebChecker's Preferences. However, WebChecker is not alone among these programs at producing false error messages. The remedy in each case is to tell the program to get the browser to actually visit a site.

I experienced a much more serious problem when I used WebChecker at later times to see if pages had changed. I may be missing something basic, but it appears from my results that the date and time WebChecker shows a page as having been modified is instead when WebChecker it-

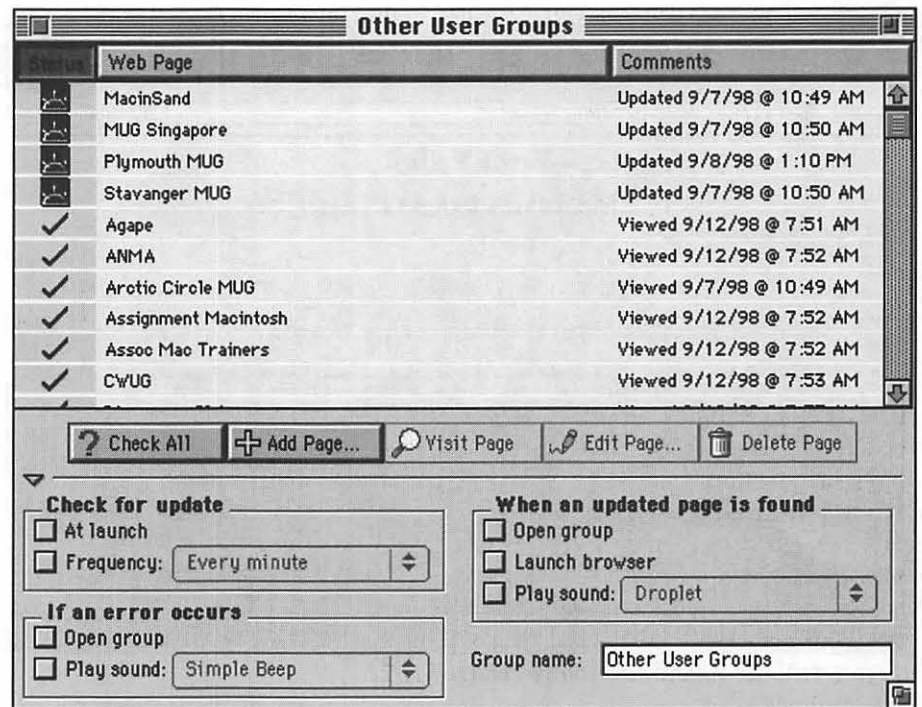


Figure 2: WebChecker arranges results 9/13

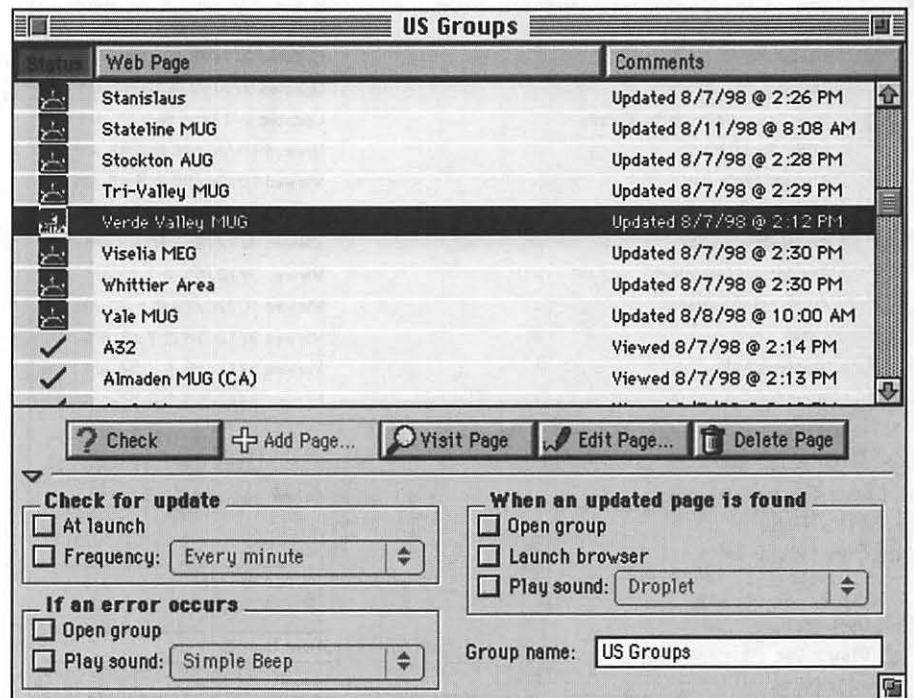


Figure 3: Ready to visit Verde Valley 11/21

self first visited there. These dates do not change even when you find a page that you *know* has changed. For in-

stance, one page that WebChecker found unchanged, when visited turned out to be a notice that the original page

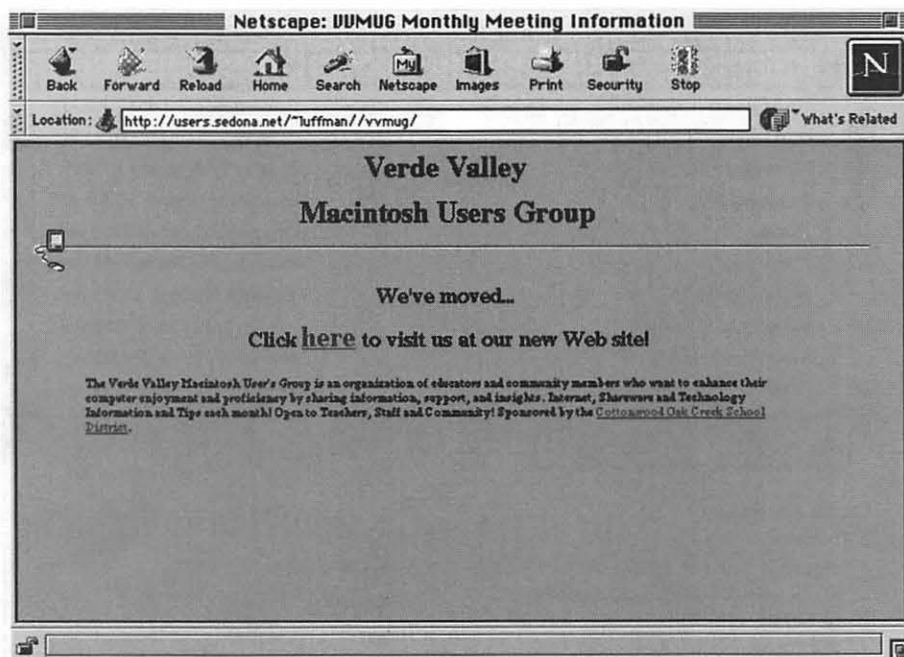


Figure 4: Verde Valley: how you've changed 11/21

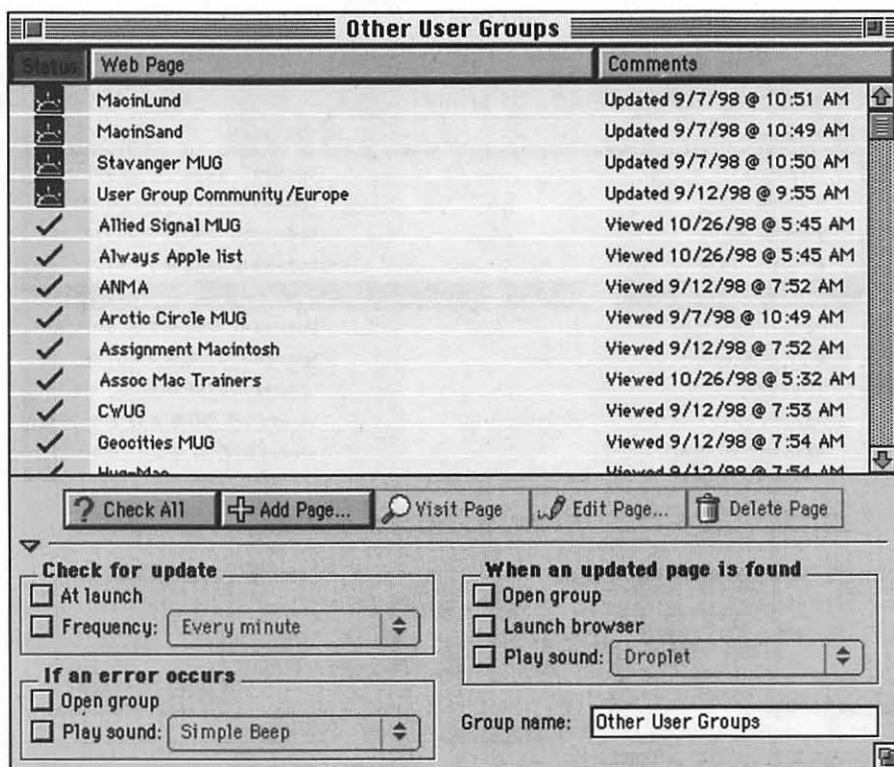


Figure 5: Have these pages changed? 11/28

wasn't there, and pointing to a new one. The document had not even been created when WebChecker first visited that URL. (See Figure 3, where I am

about to visit the highlighted page, and 4, that page seen with Netscape.) This in spite of WebChecker's Preferences having been set to recheck ev-

ery item whether or not it had been previously checked. I looked at the source HTML for the Verde Valley page in Figure 4 and found that it had been created on October 4. Other pages where WebChecker reported no change were found by WebArranger to have been modified.

Notice in Figure 2 that of the four sites shown as having been updated, three of them seem to have been done on the same day within one minute of each other! Unusual cooperation for Webmasters as far apart as Scandinavia and Singapore. I think instead those are the times WebChecker first looked at those pages. To confirm that my WebChecker is not seeing changes in Web pages, compare the listings for MacinSand and for Stavanger MUG in Figure 2, taken when WebChecker was run on September 13, with those in Figure 5, taken November 28. Looking at the source HTML and the pages themselves with Netscape on November 28 confirms that these pages have indeed changed since September 13.

Summary

It is possible that I don't understand something vital to the operation of WebChecker. I have e-mailed its author asking for some help with this, but so far haven't gotten a reply. (I did get a reply to an earlier query.) But as of now it seems that at least the 68K version of WebChecker simply doesn't do the job it is designed to do. It looks as though I will have to stick with WebArranger for now. ■

**Nominations
due in February.**

*See page 9 for
information.*



Hottest Downloads—Make Quoting Easy on the TCS

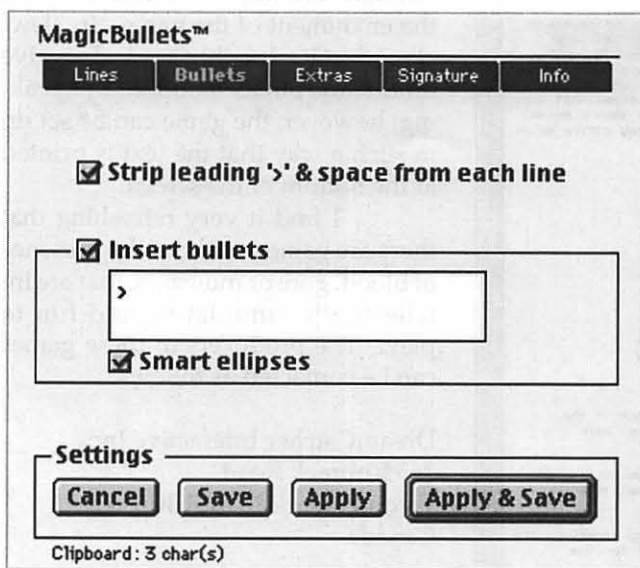
by Lou Dunham

DO YOU ever wonder how some folks paste those nice orderly quotes into their TCS replies? I use MagicBullets™, an extension whose author Bill Karsh describes as an “Email quoting and beautification tool”. It can be downloaded from TCS File Transfer Area 29. It’s compatible with System 6.0.5 or later, and works on all Macs, SE or later. It’s shareware, and the author invites you to try it for 30 days free, after which he asks that you send him \$5. Here are the basic instructions, in the author’s own words:

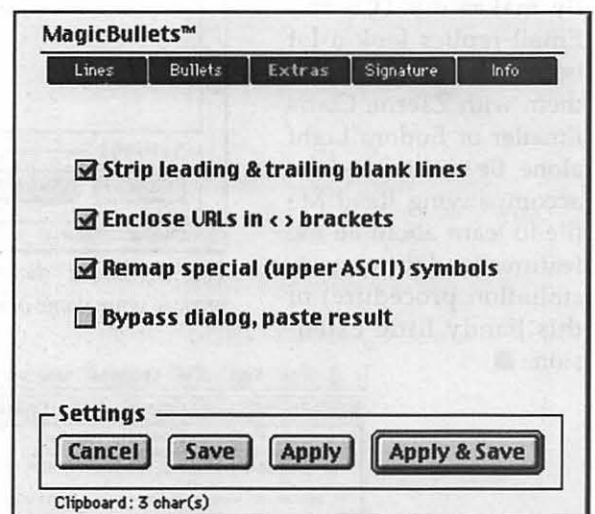
To use MagicBullets (MB), simply select some text to modify in your favorite email client or word processing application, then press the MB hot key (shift-command-C).

A dialog will appear in which you can select any combination of the following operations:

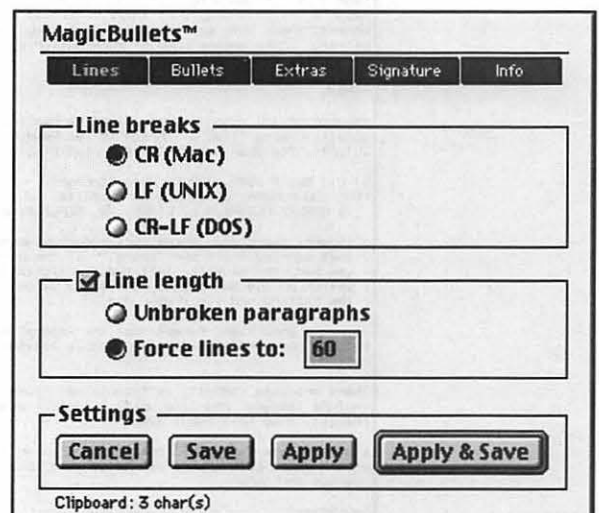
- Change line breaks to Mac, UNIX or DOS/Windows style.
- Minimize white space within your selection.
- Break lines at a specified length.



This is the dialog box that comes up with the MagicBullets™ hot key (command-shift-C). You have the opportunity to add initials, etc. every time you bring it up. Otherwise, just press (return) and your quote is ready to paste.



The “Extras” dialog panel shows off several of MagicBullets™ other features and options.



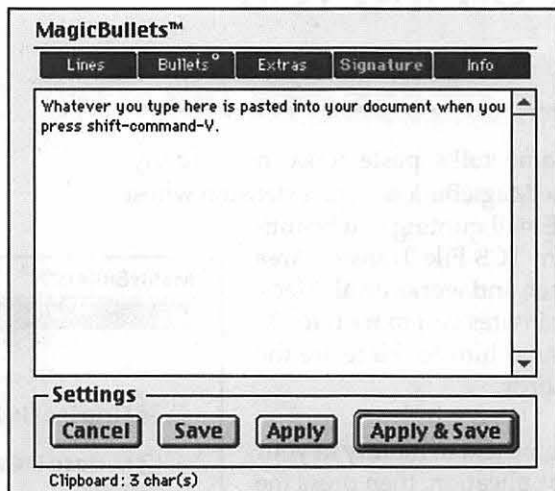
Use the “Lines” dialog panel to set the line length preference for your quotes. Here it’s set to force lines to 60 characters.



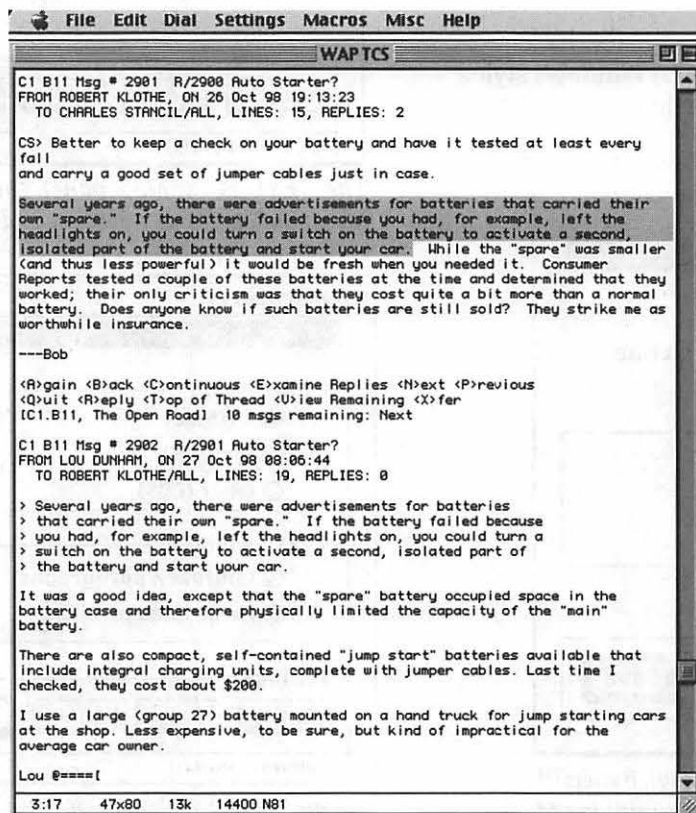
- Strip existing bullets.
- Insert custom bullets.
- Apply ellipses (...) to partial quotes.
- Wrap URLs in <> brackets.
- Map special characters {TM, accents, Greek symbols, etc.} to printable substitutes.

Close the dialog and you're all done, ready to paste the result anywhere you want.

MagicBullets™ saves me a lot of time, and easily makes my TCS and Email replies look a lot better than I can make them with ZTerm, Claris EMailer or Eudora Light alone. Be sure to read the accompanying Read Me file to learn about all the features (and the easy installation procedure) of this handy little extension. ■



The "Signature" dialog panel provides a handy way to prepare your name and/or favorite tag line for pasting.



MagicBullets™ changes the selected text of a typical TCS message into a formatted quote "with a bullet" for your reply.

Computer Games for the Deaf

by Shirley B. Kent

AS THE MOTHER of a deaf son, I am always on the lookout for games that David can play on his Mac. Most games have a story line that is too difficult for him to follow or timed sequences, i.e. 3Titanic2, that he can't keep up with. I would like to share with you the fact that I have found two games that are ideal for the Deaf or Hard-of-Hearing. They are 3Jewels of the Oracle2 and 3Jewels II, The Ultimate Challenge2.

Both games are based on a series of diabolically clever puzzles with a reward upon completion. There are two levels of difficulty for each puzzle, so that one can choose the desired degree of complexity. For those of us who can hear, there is some very interesting background music, but that certainly is not necessary for the enjoyment of the game. In 3Jewels of the Oracle2, the Oracle does give hints to the puzzle solutions by speaking; however, the game can be set up in such a way that the text is printed at the bottom of the screen.

I find it very refreshing that there are games, without the presence of blood, gore or monsters, that are intellectually stimulating and fun to play! The producers of these games can be contacted as follows:

DreamCatcher Interactive Inc.
265 Rimrock Road
Toronto, Ontario M3J 3C6
Canada

Telephone: (416)638-5000
Email: info@dreamcatcherinc.com
Internet: <http://www.dreamcatcherinc.com>



Floppy Disks are Obsolete!

some written and much compiled
by John Ludwigson

AFTER THE SHEER dazzle of the iMac's snug, Bondi-blue design wore off, once the Oooooing and Ahhhing had died down somewhat, early users suddenly noticed something strange about the little machines: there's no floppy disk drive.

Not only that, there's no SCSI connector either. Only funny little plugs called USB ports.

Don't worry, said Apple Computer, you don't need SCSI, you don't need serial and parallel ports, you don't need modem ports and printer ports, and you don't need floppy disks!

Huh? said the Mac faithful in unison.

That was back in May when Apple first announced the impending birth of the iMac. After a summer in which to get used to the idea, a summer most people probably spent in denial of such palpably nonsensical stuff, Apple brought the iMac into the world. Sure enough: no floppy drive, no traditional ports; only ethernet connectors and something called USB for Universal Serial Bus, said to be common in the much-despised PC world.

At Washington Apple Pi, the TCS hummed with comment. Among the yelps of outrage, there were also useful and informative posts, explaining, arguing, defending...some at great length. The following are somewhat representative, chosen to illustrate the great Floppy Disk Saga, a story of the passing of an era in desktop computing.

As might have been expected, Mac people being resourceful if nothing else, an initial reaction was to in-

stall floppy drives at any cost...which turned out to be easier than expected.

- In the past few days I've seen two Web sites that tell how to connect a floppy drive to an iMac. Doing so voids the warranty. Once site (that I can't find now) has a kit with an external drive, cables, etc. for sale. Another site seen this AM is <<http://www.heise.de/ct/english/98/18/134/>>. These are NOT USB floppies; just normal ones. The iMac motherboard has an unused connector for a floppy drive.

- This isn't surprising since it's essentially the same motherboard design as the laptop. What I can't figure out is if the board has the place to solder the connector on why they didn't spend the extra 79 cents to put in the connector, a cable, and a connector on the outside of the case like the old Plus/SE models. This would have been a trivial expense and would have eliminated the 'it doesn't have a floppy' comments. Make the darn thing optional for those that want one. How come you gotta unlimber your soldering station to do this?

- >why they didn't spend the extra 79 cents to put in the connector, a cable and a connector on the outside of the case like the old Plus/SE models.<

I'll skip the obvious QA and OS costs argument; you and I both know that cost decisions like this aren't made lightly, and even when they are made lightly, they aren't made without a complicated mesh of repercussions.

A primary design goal for the iMac, and a primary selling point (most especially to any potential PC convert crowd) was getting the number of ports under control. A floppy port would've been Step 3. There's no Step 3.

Everything on an iMac, with the exception of power, is hot-pluggable. This is to be applauded. Find two first-time computer buyers. Tell the first one that whatever she wants to do — add to it, remove from it, pick it up and take it somewhere — she just really can't damage the hardware.

Then tell the other guy that everything's pretty much OK, provided he doesn't jostle a specific one of the four connectors, or he might zap the motherboard.

Which one will be the happier, more productive, more satisfied customer? Which one has the carefully-designed consumer machine, and which one has the hobbled, following-the-herd, wanna-grow-up-to-be-a-Pentium-minitower machine?

Apple literally broke the mold here. Non-computer owners have been issuing a wake-up call for years, and until now the PC industry has either not heard it or chosen to ignore it. Apple gets it.

As a side bonus, for credibility's sake, they're making this pluggability revolution happen using Intel's own technology. A not-so-subtle message here: Apple's been learning the industry's lesson. Now they're going to teach again.

Once again, to belabor the obvious: Apple provided a connector for floppy drives. It's called USB. Get to know it.

- Maybe so . . . but floppies are still useful for some things. I don't use them often . . . but I do use Zips to carry stuff back and forth almost daily. Granted I could buy a Superdisk for an iMac . . . but after the major flack Apple caught when they announced no floppy . . . it seems like they could



have reconsidered, spent the extra 1.29 to install the connector . . . and made lots of PR mileage over how they 'listen to the customer'.

- >Apple provided a connector for floppy drives. It's called USB.<

Yup, they sure did. Then they turned around and shipped the thing without a drive. Sure, they said 'we left that for the aftermarket' but the fact remains that you couldn't buy a floppy for your iMac on Aug 15 . . . and still can't as far as I know. Sure, floppies are a dying breed but they aren't dead yet. Sure, iMac is a consumer machine but many of them are being sold for business use. My office is seriously considering buying some for workstations . . . one of the important apps they will run is VPC for military DMS messaging system (a modified version of MS Exchange with a PCMCIA card crypto/authentication thing). If these are in the office on the network as the users classified machine there is and will remain the requirement to get files into and out of the controlled space . . . this is still done on floppy.

My argument is not with any of your points, but I can't believe that adding a floppy port would significantly add to the cost. It will make things a little more complicated (i.e., the floppy isn't hot pluggable) . . . but if the iMac is truly only a consumer level machine . . . then what the heck does it have ethernet for, much less 100BaseT. Joe Sixpack has absolutely no need for ethernet of any flavor on his consumer machine. The iMac form factor/design is clearly intended for many other models to follow. I still say that the 'we listened to you and added this capability' PR argument would have carried a lot of weight . . . particularly as one thing I noted numerous folks talking about at the introduction was the lack of a floppy and how the Compaq/Dell/Gateway/Whatever over in the PC department

had one and was the same price. The modem speed was changed . . . mostly for political reasons since there aren't a majority of places to dial with 56K access . . . so why not the same consideration for drive? Swapping the modem cost lots more than a connector and piece of cable.

- Aaron's iMac finally arrived this afternoon. Yes, it took only a few moments to hook up and go through the initial setup with the assistant. We don't yet have a printer or SuperDisk.

My next question is how to connect it to my PowerMac 6100/66 so we can transfer some files. The help files and other info with the iMac are all geared around ethernet to ethernet or to existing networks. I found no consideration for how to connect directly to older machines. I think Jon Thomason talked about this in earlier iMac discussions but I didn't save the comments since I had no idea I would actually be working with an iMac so soon. Will I have to spend another \$95 to buy an Ethernet to LocalTalk connection adapter or is there some cheaper way to achieve a temporary connection. I already have LocalTalk connectors from an earlier adventure in networking.

- There are others here who know more about this than me, but I believe all you will need for the 6100 (I used to own one until recently) is a AAUI transceiver, as that will make the connection for ethernet to the plug you have in the back of the 6100. then you can connect it to the iMac, probably the best way through a hub-if you want to use a printer as part of that ethernet connection, you can have a number of options depending upon the printer. Try the Farallon web site- they have very good tech/sales support, and have answered my questions on weekdays within hours.

I am going to use one of the farallon

iPrint SL adapters to hook up the printer, for example, and the printer, imac, and g3 desktop all get connected to the hub. If you are using a localtalk printer, they make iPrint LT, or the etherwave connector (which may eliminate the need for a hub). I currently have the G3 and the iMac connected using a crossover cable, no hub between the computers, and it works fine, but in order to move them some distance from each other, I am going to use the hub connection as soon as Macupgrades gets the iPrint in stock.

- >but the fact remains that you couldn't buy a floppy for your iMac on Aug 15 . . . and still can't as far as I know.<

Very disappointing. Absolutely. So what are Apple's options for making sure those third-party drives are out there? Exactly the thing that got them in trouble in many TCS members' eyes: they preannounced their commitment. They made absolutely clear back in May that even if the PC community was still contemplating their navels as far off as August, that Apple was going to deliver. USB was there, it worked, and Apple committed to it.

To continued dismay. The trouble with vision is the time delay to sink in.

>I can't believe that adding a floppy port would significantly add to the cost.<

OK, who makes external floppy drives then? Apple doesn't. Hasn't for years. Which factory should be turned over and sent back a decade? This is silly.

>Sure, floppies are a dying breed but they aren't dead yet.<

APPLE PROVIDED A FLOPPY PORT. IT'S CALLED USB. Apple left the peripheral business for good rea-



son, and in exchange they're using industry-standard ports and protocols. This is good for everyone. Yes, Iomega and the others still managed to drop the ball. No, Apple didn't foresee Iomega's getting derailed the same May by a painful Zip Plus recall. Should they have? C'mon.

>It will make things a little more complicated...<

For this element -alone- the concept is unreasonable and ill-advised.

>Joe Sixpack has absolutely no need for ethernet of any flavor...<

Poppycosh. Apple's read the paper. Apple knows about cable modems and ADSL. Heck, Apple's even watched Joe's kids use these machines together in schools.

Ethernet's not as sexy as USB, but it's not as foreign, either. They're both extremely relevant to the target market for the projected lifetime of the product. No kidding.

>The modem speed was changed . . . mostly for political reasons since there aren't a majority of places to dial with 56K access...<

The modem thing was tricky. I don't think there was actually a physical modem in the plans in the first place. I think they had the existing software-modem implementation at 33.6K and were driving hard to produce a 56K implementation (also in software) in the post-8.5 timeframe. They couldn't announce that kind of intention, and it became clear that people wouldn't wait.

And they got their recognition for listening to the customer on that one.

But putting in an internal floppy would've screwed up the design, thrown out the test-marketing and focus groups, pulled the plastics back onto the drawing board, and in so doing pushed the introduction well past

the holiday season. Throw in lobotomies for those of us who quietly, firmly agree that optional, external drives are the better plan in the first place and you've got far more of a problem than you've represented in your 17-cent cable argument.

>one thing I noted numerous folks talking about at the introduction was the lack of a floppy and how the Compaq/Dell/Gateway/Whatever over in the PC department had one and was the same price.<

Tell me honestly. Do you truly believe that the alt.religion.computers crowd would've left the introduction well enough alone had Apple installed a floppy? Or do you think they would've focused further down the list... say, on how the \$1299 price tag is "silly in a world of great consumer sub-\$1000 PC's"? I'd rather these numbskulls keep their minds on their disks. Apple has an easy argument for floppy drives: buy one. Several are in the pipeline, and Apple's working closely with those companies to make sure that the products work great with the iMac. Simple, and to the point.

I do think Jobs' (and to a far lesser extent, my) arrogance about why no one in his right mind needs a floppy drive hasn't done Apple any favors. The official message from Apple should've remained consistent: external drives, contact the vendors. We all had a good chuckle at WWDC saying people who know what their machines can do know not to attach floppies to them. But that's a developers conference, and the extraordinary competition between web sites to rush all the information out to consumers caused a great deal worse misunderstandings than this one. (Most of them focused around the new Mac OS X, you'll remember.)

Back at the unveiling, all the ducks were in a row. USB was right on track, and Apple's strong announcement of commitment could only help, not hurt.

The modem deal caused a stir, and it was changed to suit the marketplace. The floppy plan wasn't broken, and didn't need changed. Third party products. What happened thereafter with those other companies... <shrug> A shame.

- I almost qualify as Joe Sixpack (more of Joe Merlot....) and as one iMac owner I am glad it has fast ethernet rather than a floppy. I had two macs capable of ethernet before, but did not connect them that way. I also only rarely used a floppy to transfer files, as large transfers were accomplished by a jazz. Now I have an ethernet connection between a G3 and the iMac, and I am kicking myself for not being "forced" to make this simple connection before now. It seems to me for your office use, that the blowout priced G3 desktops would be a better fit. But as a consumer machine, or as a school machine I think apple at least hit a triple if not an inside the park home run. At least when it was developed people were talking about apple's survival. Now they may have developers interested again, and can expand on the idea. Since aug 15, if I wanted a floppy I could make one sending a file to the G3, and it has not happened yet. I like the compromises they made, and think the computer meets what I needed for now and for some time in the future.

- Well, I guess we have to agree to disagree. Don't get me wrong....I like the iMac . . . but Apple deserves whatever grief they have gotten over the floppy drive. The 3rd party folks may not have gotten the external floppy out on time . . . but the fact remains that iMac shipped with no method of getting a file off to it unless you had a network or an ISP. This machine is targeted at first time buyers . . . these folks don't have a network or ISP at home yet. So they cannot bring work home. You indicate that the plastics would have to be redone if they added



an internal floppy . . . I said nothing about this. What I said was a connector and cable leading to a connector on the back to attach a floppy. As to what they could connect to it, how about say a G3 floppy drive in a little snap in case . . . they are surely making these.

USB is not today a useful method of connecting peripherals . . . there aren't any to speak of. The floppy / superdrive isn't available. You can buy an Epson printer adapter but the drivers don't work reliably. I don't think you can buy an HP adapter yet.

The whole deal with the floppy gets back to the fact that Jobs has decided the time for the floppy to go has come . . . and he is going to force his idea of what a computer should be down the consumer's throat. He doesn't give a darn that no alternative is available for external storage on iMac as of 9/12/98 . . . King Steve has spoken and the rest of us have to deal with it.

If the floppy drive is so 'passe', why do the various rumor sites now indicate the use of a media bay in iMac II . . . which will feature the availability of . . . you guess it, a floppy drive.

You indicate that the incorporation of 100BaseT ethernet shows foresight since Apple knows about ADSL and cable modems. This argument would maybe support 10BaseT . . . but 100? How many of us have 100BaseT installed at home? Lets see now, I would need a 100BaseT hub at much more than what a \$40 10BaseT one costs . . . as well as new ethernet cards for all of my existing machines . . . and for what? ADSL and/or cable modems will work quite nicely over regular ethernet. The reason it's in there is because the ncMac is on the way, pure and simple (or perhaps it didn't cost any more than a 10BaseT chip . . . but I doubt that).

And no, I don't believe the Mac bashers would have left us alone if a floppy was installed . . . but then I don't think Clinton should have lied

to the grand jury when he knew that Starr had Monica's dress either. It is stupid to give your opponent an obvious weakness to exploit, particularly when an additional 1.25 worth of parts could eliminate the weakness. In response the 'it don't have a floppy' argument . . . Apple merely says 'It doesn't have an internal floppy because it's primary marketing target doesn't need one . . . but the capability is there for those that do need it. I don't know who Apple buys floppies from . . . but getting a little bondi blue case for your usually internally mounted floppy shouldn't be too hard for the drive manufacturer to turn out. How is an iMac owner supposed to install SpeedDoubler, for instance? We got a brand new copy in at the office this week, and guess what was in the box . . . it wasn't round and silver, it was square and black. Eventually all software will come on CD . . . but a single floppy is cheaper than a CD (and maybe two floppies for that matter); there's a lot of software that will fit on two floppies . . . and nobody with an iMac can buy any of that. Eventually there will be a floppy / superdrive available . . . but NT5 will be here eventually too.

• >Joe Merlot...

Nah, you ain't even close to being Joe :-). He's this guy that works at the welders, has a beer gut, and says to Thelma . . . 'Doncha thank its 'bout time we bought one of them thar 'puters for little Bubba?' Anybody with 2 Macs already doesn't really qualify as the consumer grade target market for iMac I think. You may not consider yourself a power user . . . but you aren't a newbie either. Your Jaz, BTS, won't connect to your other Macs . . . and unless you went out and spent bug buckeroos on a high speed ethernet hub and upgraded your other Macs to high speed ethernet . . . your iMac isn't doing it either . . . it's poking along on regular old slow ethernet.

I agree, this is a good machine . . . but it would have been even better if Apple made sure that on 8/15 you could get a file out of a iMac onto say your PC at work. Joe, as discussed above . . . can't even spell ethernet, doesn't have a computer, and probably doesn't have an ISP either. He may be able to get an AOL account . . . but how will he get the file from his work computer onto AOL for retrieval, since the IT guys at work won't let him have AOL on his work computer? Sure, you and I could use Eudora or MS Exchange or whatever to mail to the AOL account . . . but Joe isn't that sophisticated yet.

The iMac is an excellent fast box for those of us that already have Macs to get and drop onto our network because it can address peripherals across the network. It's an excellent box for the consumer that wants an easy to setup computer. It's just not an excellent box for somebody in the second category that wants to bring a file home from work or whose kid needs to bring one home from school where they don't have individualized email yet.

• Well, you are correct in that we will agree to disagree. Thankfully this "Joe" don't need no stink'n floppies! Luckily for me my company doesn't have the kind of walls erected to sending files like you described — too bad too since I don't need more work at home. And my high school sons have had their own email addresses at their schools since at least last year. And I have history of taking risks like this trusting to the USB thing (although with the G3 desktop my risk is reduced) I bought the 128K Mac with that funny 3.5 inch floppy, just when the world was 5.25 inch floppies. I seem to have survived that leap of faith in Jobs. Now if only my kids would let me use the darn iMac.....

• >but Apple deserves whatever grief they have gotten over the floppy drive.<



Everyone's heard the saying "There's no such thing as bad publicity", and Apple certainly got a lot of publicity over the missing floppy drive.

>You can buy an Epson printer adapter but the drivers don't work reliably.<

The recent iMac ROM file update, together with the latest Epson drivers, have cured the iMac/Epson printing problems.

• >My next question is how to connect it to my PowerMac 6100/66 so we can transfer some files.<

All you need is an AAUI to ethernet adapter on your 6100 and a crossed ethernet cable to go between the iMac and the adapter. If you want to add additional nodes, then you will need to add an inexpensive ethernet hub which can cost as little as \$50 to \$60 for eight ethernet ports. Once connected, you can transfer files using Personal File Sharing.

• >If the floppy drive is so 'passe', why do the various rumor sites now indicate the use of a media bay in iMac II...which will feature the availability of...you guessed it, a floppy drive.<

If a media bay is provided (and I think it eventually will be for iMac and desktops/towers), I believe that most people will use it to add DVD, or ZIP/SPARQ/ JAZZ/ Imation etc. rather than floppies. The 1.44 MB floppy is as dead today as is the 8 inch floppies that came with the Xerox 860's ten years ago. You don't see Compaq, Dell, Gateway, etc. including 5.25 inch floppies any more nor the SSSD 2.50 inch floppies of the past. Within a year or so, the 1.44s will go the way of the 5.25 on these machines as well for exactly the same reason that they were not installed (or provided for) in iMac.

If anybody really wants or needs

a 1.44 floppy, buy a motherboard from a SE or SE/30 and unsolder the floppy connector from the board and install in iMac. There would be few takers for this even if that did not invalidate the warrantee.

>How many of us have 100BaseT installed at home?<

At least one of us does. It connects my 7200 AppleShare Server to my G3 Desktop. All it cost was two \$50 Assante 10/100 cards and a cross connect cable. If I want to add to this I can buy an inexpensive 10/100 hub for under \$150 and add other nodes.

> How is an iMac owner supposed to install SpeedDoubler, for instance? We got a brand new copy in at the office this week, and guess what was in the box...<

You have the answer to this question right in your own description: '...a brand new copy at the office.' Unless your office has but one Mac, you have plenty of capability to install the floppy remotely.

If any of this is beginning to sound like a religious 'war' I plead guilty and will readily admit that my views were much like yours until I was 'converted' and found the faith. Yes, Steve is giving us his view of the future and ignoring a small segment of the market by this decision. However, I think in a year it will be as obvious that he is correct as it was obvious that he was wrong in closing the Mac 128 to internal expansion. Time will tell.

• >Joe, as discussed above . . can't even spell ethernet, doesn't have a computer, and probably doesn't have an ISP either.<

Sure the new iMac user has an ISP; there is a signup included with every iMac. Fill in the blanks and you are on the air. Jeez, the iMac is the consummate Internet computer. Why wouldn't

most buyers be getting it so they can surf and mail? And Joe doesn't have to be able to spell ethernet; only to connect the cable from the ethernet port to the ADSL or cable modem box on the wall.

• a.) The last time I used my Performa's built-in floppy drive was probably when I wanted to try out TechTool's nifty floppy drive cleaning feature. Even bought a cleaning kit from Radio Shack....just to watch the neat graphical display!

b.) OTOH, my kid's school insists that each kid must have a floppy to carry around with their computer class stuff on it. They even have machines that use 5.25 inch disks that are really floppy (I asked the kid if they used floppy disks; she asked if I meant the little hard thingies or the big floppy ones!).

c.) So: not everyone has a G3 or an iMac. There's a lotta "legacy" machines around doing a lot of computing. And a lotta them use floppies...even if the old disks are slowly becoming anachronistic (i.e., museum items). Doesn't the Pi still have a "Disketeria"? Or has it all gone to the Pi Fillings CDs now?

In the midst of change, flexibility is essential. In the long run, floppies probably are kaput; for now, a lot of people use them...however flawed. (Uh, you wanna buy an unopened box of Imation floppies? Cheap?)

• >Media bay will be used for DVD...< You're probably right for most users . . . but the ability to have a floppy for the next year or so until nothing ships on one would be nice if a person wanted it.

(continued on page 75)



Best of the TCS

by John Ludwigson

CULTURE MAVEN (CM):
A friend, a Windoze user, sent me the following. It will probably touch on some familiar themes....even for Mac users.

"What if, instead of cryptic, geeky text, your computer gave error messages in**HAIKU**...

Yesterday it worked.
Today it is not working.
Windows is like that.

A file that big?
It might be very useful.
But now it is gone.

The Web site you seek
cannot be located but
endless others exist.

Chaos reigns within.
Reflect, repent, and reboot.
Order shall return.

ABORTED effort:
Close all that you have.
You ask way too much.

With searching comes loss
and the presence of absence:
"My Novel" not found.

Stay the patient course.
Of little worth is your ire:
The network is down.

Three things are certain:
Death, taxes, and lost data.
Guess which has occurred.

You step in the stream,
but the water has moved on.
This page is not here.

Out of memory.
We wish to hold the whole sky,
But we never will.

Having been erased,
The document you're seeking
Must now be retyped.

Serious error.
All shortcuts have disappeared.
Screen. Mind. Both are blank.

Windows NT has crashed.
I am the Blue Screen of Death.
No one hears your screams."

Well, the opening message *says* this board is for *any* subject! May these little gems comfort you in your moment of loss, should it happen.

Connoisseur (CSR) 1: These are truly inspired. My favorite haiku isn't an error message, and it's no longer topical, but it's still my favorite.

"Open your present."
"No, you open YOUR present."
Kaczynski Christmas.

CSR 2: For a more interesting view of such haiku, try the Pi's Web server:

<<http://www.wap.org/ifaq/>> and click on the Haiku link.

CM: Well! I'll be darned! Nothing new under the sun! Nice job! I especially like the fish. The use of blockquotes is neat, too.

CSR 3: Will somebody please explain haiku to me. When I read the stuff, it completely eludes me.

CM: It's a form of oriental martial art. When you read the stuff, little darts of verbiage shoot through your brain, numbing and eliminating cells at random.

When you compose the stuff, neuronal growth and stability are greatly enhanced.

One uses the opponent's strength to defeat him.

Still there? Maybe a few more darts.....

In other words, I don't think it can be explained. It is an art: ergo you either get it or you don't, and whether you do or not is entirely unpredictable (take Jackson Pollock's paintings, for example....).

And yes, that is the best I can do! :-){}}

CSR 4: [offered the following...]

Haiku ... eludes
Explanation no help
If not, explanation unnecessary

BAD!! Bad!! haiku

CSR 1: Haiku is a form of poetry which has a few rules and a lot of stylistic conventions. For purposes of what you'll find on the Internet, people follow the basic syllable pattern (three lines: five, seven, and five syllables) and ignore the concept that's supposed to be expressed in each of the lines. (Which someone explained to me once, but I'm not the guy to explain it to anybody else. Something along the lines of 1=situation, 2=emotion, 3=denouement.)

But again, while Japanese haiku is considered beautiful and pure in its simplicity, Internet haiku grabs the simplicity part and runs it in the direction of the limerick. Just remember 5-7-5 and enjoy. /;+/

CSR 3: >...either get [haiku] or you don't...(take Jackson Pollock's paintings, for example...)
We have a Jackson Pollock over our fireplace!

CSR 2: >And yes, that is the best I can do!
And a good job it was, too!
>We have a Jackson Pollock over our fireplace!
Not a bad idea for a cinder screen.

CSR 5:
>>ABORTED effort:
Close all that you have.
You ask way too much. <<

I nominate this for Windooze corporate slogan. <grin>

>>BAD!! Bad!! haiku <<

I'll drink to that!!!

Time & the Millenium (flowing)

[Note: With the electronic world agog over the possibility of our computer-driven civilization coming to a complete halt on January 1, 2000, the Pi rather smugly addressed the problem....on the Virus board!]

Expert (E) 1: Actually; the new millenium doesn't start until January 1, 2001. The Y2K bug doesn't have anything to do with the millenium . . . just with the lack of 4 digits to represent the date.

Think about it . . . the first century started with the year 1 and the last of the 100 years in the century was the year 100 . . . so the second century didn't start until 201. I am amazed by the media that hasn't really figure out this simple error and is all hyped up about

the new millenium on 1/1/2000.

E 2: >Think about it . . . the first century started with the year 1 and the last of the 100 years in the century was the year 100 . . . so the second century didn't start until 201. I am amazed by the media that hasn't really figure out this simple error and is all hyped up about the new millenium on 1/1/2000.

Balderdash. :) The "first century" did not start with the year 1. As far as I know, there never was a year 1, because the birth of Jesus was not widely recognized at the time as an occasion to start renumbering the calendar. (Admittedly, there are reports of certain shepherds who said otherwise, but the Romans in charge didn't see it that way.) So the "year 1" is merely an artifact created by back-construction within the Julian and Gregorian calendars. No one ever said, "Happy New Year one; I can't believe zero went by so fast."

Since there never was an _actual_ year 1, there is no such thing as a millenium coming up, except to the extent that we choose to say there is. (Well, okay, there is a millenium—it's been one thousand years since 1000—but it's the "bi-millenium" we are talking about here.)

> I am amazed by the media that hasn't really figured out this simple error and is all hyped up about the new millenium on 1/1/2000.

Not to worry: they have. My office administers the Time Act, among its odder functions, and we get calls pretty often from news media types who ask whether 2000 or 2001 is the *real* millenium. We also get calls from scientific-rationalist types like you. And then there are the calls from folks who want the government to "do something" about what they see as an obvious arithmetical deficiency in the general public.



When I get these calls, I try to decide whether the caller is (1) friendly, and (2) reasonably rational. If the answer to both questions is "yes," my stock reply is that the millenium occurs whenever people want an excuse to throw a really big party. They can have their party next year, or the year after—whichever they prefer. Or, as I recommend, they can hold *two* parties. We can have this discussion again in a couple of years, during '1. :)

E 3: >My office administers the Time Act...

So, guessing wildly, you work either at the US Naval Observatory or, more likely, at NIST?

And, what if your answer to (1) and (2) is "no"? As it probably is fairly frequently...

E 1: Balderdash on your Balderdash. Lemme try again.

Actually, Christ was born in either 4 or 6 BC according to 19th century calculations (the star over Bethlehem was either a comet or supernova, can't remember which). Much later, the early church decided to number years based on Christ's birth year. The fact that they miscalculated is irrelevant to the fact that (according to their revised counting) the year numbers went from 1 BC to 1 AD. There wasn't a year 0 in their counting. So since the year 1 was the first AD numbered year, the year 100 was the end of the first century . . . not the year 99.

This makes the second century start in 101, not 100.

However, I really like your answer . . . let's have two parties. I realize that it seems like it makes more sense to call it 2000 and not the more technically correct 2001 . . . but just because we're scientific-rationalist types



doesn't change the facts. A millenium has, by definition, 1000 years in it . . . so unless you want to argue

that there actually was a year zero (or would have been . . . if they started counting that way earlier) then clearly it's 2001 for the new one. Just because it's inconvenient doesn't change things. Let's have two parties anyway.

E 2: You may be amused to hear that the identical dispute arose around the time of the last millenium: 1000 or 1001?

However, the arguments did not take place on the Virus Board. ;-)
(signed)—E2
(a firm believer in the two-party system)

E 4: >We can have this discussion again in a couple of years, during '1. :)
Heck with the discussion, let's skip it and go straight for the party.

E 2: >So, guessing wildly, you work either at the US Naval Observatory or, more likely, at NIST?
....No, I work at neither the USNO or NIST. The Department of Transportation administers the Time Act. Surprised? So was I when I first got here, but the answer is fairly simple. In the beginning, clocks were set at whatever time the local government said they would be set at. Often this was a state government function, but frequently it was left to localities.

As the railroads started to grow, however, they found this intolerable. A train could leave a station at 10:00 am, arrive a few minutes later at 9:08, travel an hour or so more and pull into the next station at 11:23, and get to its final destination around 10:30. So they

got together (easy to do in the good old days of cartels) and established "Railroad Time."

Uniform time zones became the responsibility of the Federal government in the days of the old Interstate Commerce Commission, and now belongs to DOT. What I *still* don't know is why it is a function of *our* office, which is part of the General Counsel, rather than of some regular program administration office. But it is. And I still don't wear a watch. ;-)
> And, what if your answer to (1) and (2) is "no"? As it probably is fairly frequently.

Actually, it's not all that frequent. Sometimes, however, you get a sense that some poor citizen has just made half-a-dozen long distance phone calls trying to find the right office in the government to answer his question, and he doesn't want any flip answer from a snot-nosed overpaid bureaucrat who obviously can't even count to 2,001. So they get the "official" answer, which is that the Time Act deals only with time zones, Daylight Savings Time, and the like. It doesn't address the issue of the Millenium. Persistent callers are reminded that only Congress can amend the law, and they they are free to write to their representative.

We've had some talk around the office about the Y2K problem (mostly pretty smug talk, because we are a Mac office). We are all waiting for someone to demand that we put off the millenium until 2001 in order to give people another year to solve the problems. It hasn't happened yet, but....

E 3: >The Department of Transportation administers the Time Act. Surprised?

Yes. But the explanation makes sense...indeed, as an old rail fan I'm ashamed of myself for not thinking of it! But I *never* would have guessed its location in the General Counsel's office. ■

Correction to WAP Anniversary Memory

Dan Wages WAP #327

A belated reply to the letter I recently received indicating that I am one of the 500 oldest (sob!) members of Washington Apple Pi. I have not been sufficiently active in the Pi to have anything exciting to say; but beginning with the next paragraph is my contribution. Because it is not exciting, feel free not to use it without any fear that I will be hurt—I won't be. By separate e-mail I will volunteer to help with the effort to celebrate the 20th anniversary.

I joined Washington Apple Pi immediately after purchasing my first Mac—a powerful machine with 125 k memory and a single 400 k disk drive. With a single disk containing the Operating System, MacWrite, and MacPaint, my wife and I soon discovered that we could type as much as 22 double spaced pages of text before running out of space. It was several months before I even knew there was such a thing as an extra disk drive with which we could increase our output.

In the early years I only attended a couple of WAP meetings. For one thing, they moved every month from one place to another, and it was a hassle to find the new location. Secondly, when I got there and the Question and Answer sessions began (split between Apple II and Mac) I didn't even understand the questions, much less the answers. I did my learning by trial and error, helped considerably by articles in the Journal—my main link with WAP until I started attending David Mudd's monthly HyperCard Sig meetings. I was (and am) an indifferent HyperCard programmer, but Dave's sessions gave me an opportunity to discuss in a small group Mac operations in general.

Somewhere along the line in the early days I acquired a disk with Loderunner of it. Except for a number of (mostly losing) encounters with Chessmaster 2000, Loderunner remains to this day the only game I have ever played on a computer.

Unfortunately, at some point my Loderunner disk got corrupted and won't work anymore—or maybe it just doesn't work with the newer operating systems. A good thing, too—it's a colossal waste of time when I should be doing my check book, updating my data bases, and wasting my time on Explorer instead.

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> Zelect 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 Down-
loading
<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 Tempo-
rary 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 Confer-
ence
<6> Global Apple II Confer-
ence
<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> Zelect 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.



Macintosh Tutorials

Introduction to Macintosh

Meant for the new user or anyone who wants to learn more about the basic operation of the Macintosh. The student will learn how to safely turn the Macintosh on and off; 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. The basic dos and don'ts of computer maintenance will also be covered. You will learn how the Finder works. The finer points of the Menu Bar and the Apple Menu will be discussed. Error Messages, Dialog Boxes, Icons, Folders, Keyboard Shortcuts, Scrapbook and Clipboard will also be covered. 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. You should review the program Macintosh Basics and Mouse Basics prior to attending the class. This is a two session class. The price is \$70 for both sessions (\$100 for nonmembers). Introduction to Macintosh

Evening Set 1 1/4/99 and 1/11/99 from 6pm - 9 pm (Jim Ritz) **Evening Set 2** 3/1/99 and 3/8/99 from 6pm - 9pm (Jim Ritz)
Day Set 1 1/7/99 and 1/8/99 from 9:30 am - 12:30 pm (Pat Fauquet) **Day Set 2** 2/4/99 from 9:30 am - 4 pm (Pat Fauquet) **Day Set 3** 3/4/99 and 3/5/99 from 9:30 am - 12:30 pm (Pat Fauquet)

Intermediate Macintosh

Intermediate Macintosh will follow-up on the concepts taught 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; You'll learn how to upgrade your hardware and applications. You will learn more about maintaining and troubleshooting your Mac. Topics will include: organizing and managing your hard disk; backing up information and backup strategies, archiving, disk formatting, defragmentation and optimization; managing system extensions and control panels; avoiding conflicts and incompatibilities; virus protection; memory management; upgrading or replacing the operating system; system enhancements; customizing software installation; mouse maintenance; and Macintosh "house-keeping" philosophies. This is a two session class. The price is \$70 for both sessions (\$100 for nonmembers). Intermediate Macintosh

Evening Set 1 2/1/99 and 2/8/99 from 6 pm - 9 pm (Jim Ritz)
Day Set 1 1/14/99 and 1/15/99 from 9:30 am - 12:30 pm (Pat Fauquet) **Day Set 2** 2/5/99 from 9:30 am - 4 pm (Pat Fauquet) **Day Set 3** 3/11/99 and 3/12/99 from 9:30 am - 12:30 pm (Pat Fauquet)

Upgrade Your Operating System or Replace Your System Software

Learn how to prepare your computer to upgrade its system software or replace the operating system. Students are invited to bring in their own CPU's and System Software CD's for guided instruction. Learn how to back up essential files and documents, how to use Disk First Aid to repair any hard drive catalog errors which may exist, what pieces of the System Software you will want to or need to install, and which pieces of the old System Folder

to bring into the new one. Learn how to update printer and scanner drivers. Learn all about features in the newest System Software from Apple. NOTE: Students who choose to bring their CPU's should not bring any cables, power cords, keyboards or monitors. The price is \$35 (\$50 for non members). Upgrade Your Operating System or Replace Your System Software 1/7/99 from 1 pm - 4 pm 2/18/99 from 9:30 am - 12:30 pm (Pat Fauquet) 3/18/99 from 9:30 am - 12:30 pm (Pat Fauquet)

Personalize Your Mac

The Macintosh platform offers the user many features that can be customized to make the computer fit the user. In this class we will explore the customization options available within the operating system such as increased screen font sizes, new desktop patterns and pictures, alert sounds, start-up and shut down items, launchers, contextual menus and basic AppleScripting. We will also look at additional system extensions, control panels and software to further customize the computer interface including additional clipboards, scrapbook and notepad enhancements and additional calculators. Since these system enhancements will occasionally cause extension conflicts, the class will also cover troubleshooting them. Specialized notepads, scrapbooks, calculators. Prerequisite: A good working knowledge of the Mac OS and its interface. The price is \$35 (\$50 for non members). Personalize Your Mac 1/6/99 from 9:30 am - 12:30 pm (Pat Fauquet)

Searching with Sherlock

System 8.5 introduced Macintosh users to a new \geq find file \leq application called Sherlock. This class will cover all three of Sherlock's search options. In the \geq Find File \leq portion we will cover search strategies to not only find files but also as an aid to cleaning up your hard drive and System Folder. In the Find by Content section we will



discuss indexing of your hard drive to make these searches faster and how to structure searches to find what you think you have. In the Search Internet section we will cover Sherlock search plugins and how to use and manage them. Learn how to save searches and when to use Sherlock instead of Internet search engines. Prerequisite: A good working knowledge of the Mac OS and its interface. The price is \$35 (\$50 for non members). Searching with Sherlock 2/12/99 from 1 pm - 4 pm (Pat Fauquet) 3/19/99 from 1 pm - 4 pm (Pat Fauquet)

AppleWorks (ClarisWorks)

Introduction to AppleWorks (a.k.a ClarisWorks)

This class will introduce the student to the integrated software package, AppleWorks. The course will begin with an introduction to the fundamentals of the AppleWorks 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. Prerequisite: Introduction to the Macintosh or a good knowledge of the Mac OS and its interface. The price is \$35 (\$50 for nonmembers). Introduction to AppleWorks 1/20/99 from 9:30 am - 12:30 pm (Pat Fauquet) 3/4/99 from 1 pm - 4 pm (Pat Fauquet)

AppleWorks (a.k.a ClarisWorks) for the Experienced User

In this class we will take AppleWorks to a new level! Learn how to make easy outlines, lists, and check-off charts. Make great slide shows and presentations right in AppleWorks. Learn how to dress up charts and graphs, how to make specialized dictionaries, and how to have AppleWorks read to you! Learn the

secrets of stationary files, how to make your own AppleWorks libraries store not only pictures, but also frequently used text strings. Learn how to write personalized form letters and how to do special layouts for newsletters. Many of the projects included will be using the capabilities of ClarisWorks 4.0 and AppleWorks 5.0 Students will receive templates, stationary files and handouts to take home. If you have any feature of the program that you would like covered in particular, please mention it when you sign up. Prerequisite: Introduction to AppleWorks or a good knowledge of the basics of AppleWorks and its interface. The price is \$35 (\$50 for non members). AppleWorks for the Experienced User 1/20/99 from 1 pm - 4pm (Pat Fauquet)

AppleWorks (a.k.a ClarisWorks) for the Experienced User Workshop

This class is for those who have some experience with AppleWorks and are interested in asking questions and having specific problems discussed. The class will be a questions and answer format. You should bring along on floppy a sample of things with which you need help. The idea being that you can work on a project while the instructor is helping another with one that does not interest you. Prerequisite: Introduction to AppleWorks or a good knowledge of the basics of AppleWorks and its interface. The price is \$35 (\$50 for non members). AppleWorks for the Experienced User Workshop 3/5/99 from 1 pm - 4pm (Pat Fauquet)

Networking

Networking for the Home and Small Office

Do you have two Macintoshes and one printer—or two printers and one Macintosh—or maybe even more?

Come learn the possibilities offered by the Macintosh platform to share not only printers, but also files

and even modems. Learn about the built in networking software in every Macintosh and various hardware and software options available to do even more. This class will cover AppleTalk and PhoneNet connectors, AB switch boxes, serial port expanders, USB ports and hubs, ethernet, cards, and transceivers. Hubs, router and servers will also be discussed.

Learn how to install network cabling without tearing down all the walls and learn how to determine what kind of cable to buy and how to put the connectors on the cables.

In addition to talking about wires and hardware choices we will also discuss sharing files and applications between two or more computers and printers. Prerequisite: A good working knowledge of the Mac OS and its interface. The price is \$35 (\$50 for non members). Networking for the Home and Small Office 1/8/99 from 1 pm - 4 pm (Pat Fauquet) 2/18/99 from 1 pm - 4 pm (Pat Fauquet) 3/18/99 from 1 pm - 4 pm (Pat Fauquet)

Internet, Telecommunications

Introduction to the Internet

This two session class is an introduction to the Internet. The browser screen and the functions of the various buttons will be discussed. The user will learn how to personalize the browser window to meet visual and screen needs. Internet addresses and error messages will be explained. Search engines and directories will be discussed and explored. Students will learn about bookmarks and how to manage and share them with others. They will learn how to download pictures and files and how to use them on their computer. This will include how to install downloaded software and to use it. Computer viruses and methods of avoiding them will also be discussed. Student will learn how to print information and save files from the Internet, both with and without pictures. This class is appropriate for



all users of the Internet including American Online customers. Prerequisite: Introduction to the Macintosh or a good knowledge of the Mac OS and its interface. The price is \$70 for both parts (\$100 for non members).
 Introduction to the Internet
 1/14/99 and 1/15/99 from 1 pm - 4 pm (Pat Fauquet)
 2/11/99 from 9:30 am - 4 pm (Pat Fauquet)
 3/11/99 and 3/12/99 1 pm - 4 pm (Pat Fauquet)

Take Control of Your Internet Connection

Are you tired of having to call your Internet company for advice, only to reach a technician who has never seen a Mac. Are you fed up with being told that if you want to use the newest browser or the latest system software, they will not provide technical support. Would you like to know what settings and numbers you need to know to keep your Internet connection always working?

Come learn how the software that enables you to reach the Internet works. Learn how to record the essential numbers and settings. Then learn how and where to find the latest browser and Internet software. Learn about browser plugins and how to download and install them. Learn how to personalize your browser and mail software. Learn how to switch between Netscape and Microsoft Internet Explorer. Learn how to deal with bookmark files and Internet address books.

Students are invited to bring their own CPU to work on if they so desire. Do not bring any cables, power cords, keyboards or monitors. If they wish to test their modem connection, bring the modem, modem cable and modem power supply. The price is \$35 (\$50 for non members). Take Control of Your Internet Connection

2/12/99 from 9:30 am - 12:30 pm (Pat Fauquet)
 3/19/99 from 9:30 am - 12:30 pm (Pat Fauquet)

Learn to Use the TCS (the Pi's legendary bulletin board)

Learn how to use ZTerm (a telecommunications program) or Nifty Telnet; to log on to the TCS. Learn to send and receive Internet e-mail, to navigate around the TCS's conference system, read and enter messages to it and how download files from the Files Library. Prerequisite: Introduction to the Macintosh or a good knowledge of the Mac OS and its interface. The price is \$35 (\$50 for nonmembers). Learn to Use the TCS (the Pi's legendary bulletin board) Call Office for Dates

Web Page Development

Web Page Workshop

Come design a web page! In this class students will be introduced to HTML and how it works. They will learn how to use Claris Home Page or Adobe PageMill or GoLive CyberStudio Personal Edition to make a series of linking web pages using pre-made backgrounds, graphics, animations and sounds. They will learn how to plan and organize their files for easy web page maintenance. They will learn about the principles of good web page design. Their pages will be ready to upload to the web. If you have a external Zip drive, please bring it and an empty Zip disk to class. If you have an internal Zip drive at home, please bring an empty Zip disk to class. This is an all day workshop. Please bring a sack lunch or money to order lunch in. It is suggested that a good follow-on class would be Graphics and Sound for My Web Page. Prerequisite: Introduction to the Macintosh or a good knowledge of the Mac OS and its interface. The price is \$70 (\$100 for non members). Web Page Workshop

1/21/99 from 9:30 am - 4 pm (Pat Fauquet)
 2/25/99 from 9:30 am - 4 pm (Pat Fauquet)
 3/25/99 from 9:30 am - 4 pm (Pat Fauquet)

Graphics and Sound for My Web Page

In this all-day workshop students will learn how to make and prepare backgrounds, clip art, buttons, rules, dividers and animations for web pages. They will learn about the GIF, JPEG and PNG formats and when to use them. In the sound portion of the class students will learn how to record and edit sound files to prepare them for adding to a web page. Copyright issues will be discussed. Students will be introduced to the use of scanners and digital cameras. Bring several photos for scanning and a CD or tape for music and sound effects. If you want to use these projects in an actual web page, please sign up for Web Page Workshop in addition to this class. If you have a external Zip drive, please bring it and an empty Zip disk to class. If you have an internal Zip drive at home, please bring an empty Zip disk to class. This is an all day workshop. Please bring a sack lunch or money to order lunch in. Prerequisite: Introduction to the Macintosh or a good knowledge of the Mac OS and its interface. The price is \$70 (\$100 for non members). Graphics and Sound for My Web Page

1/22/99 from 9:30 am - 4 pm (Pat Fauquet)
 2/26/99 from 9:30 am - 4 pm (Pat Fauquet)
 3/26/99 from 9:30 am - 4 pm (Pat Fauquet)

Consumer Graphics and Multimedia

Introduction to Graphics

Are you confused by graphic jargon? Would you like to learn how to choose and use a scanner? Do you know the difference between draw and paint programs? Are you wondering about digital cameras? Are you baffled by PICT, GIF, TIFF BMP, JPEG, and all those other graphic formats? Would you like to learn how to send a picture by e-mail? Do you know what



to do with pictures people send to you? Would you like to learn how to make your own Finder backgrounds and icons? This is the class for you! We will explore all these topics in nontechnical language and show you how make graphics work for you! Prerequisite: Introduction to the Macintosh or a good knowledge of the Mac OS and its interface. The price is \$35 (\$50 for non members). Introduction to Graphics
 1/29/99 from 9:30 am - 12:30 pm (Pat Fauquet)
 2/10/99 from 9:30 am -12:30 pm (Pat Fauquet)
 3/3/99 from 1 pm - 4 pm (Pat Fauquet)

Computer Crafting Class

An informal class in a flexible format to help students combine regular art and craft skills with their computer. This combination will open many new doors for some, and make life easier for others. This will not be a class to teach a specific skill, rather it will teach how to open your creative spirit. Students are invited to bring clip art, graphic applications and projects to class. Instead of showing you new software you have to buy, this class is structured to help you get the best use out of software you own.

Learn how to create stencils, templates, silk screens, sponge patterns, etc. Using new ink jet media you can make elegant faux stained glass, personalized gifts, animated greeting cards, elegant wall hangings, memory books and quilts, jewelry, games, etc.

Requirement for attendance: imagination or a desire to imagine. New crafters may attend to learn new computer tricks and experienced crafters may attend to learn computer tricks. None of the classes require previous experience.

Creativity grows in a creative environment. Come play with us. Each class will be different based on the needs and skills of the students. Requests for specific content are invited. When you register, tell us what you

want to learn, what software you want to use and anything else you want to share. Prerequisite: Introduction to the Macintosh or a good knowledge of the Mac OS and its interface. The price is \$35 (\$50 for non members). Computer Crafting Class

1/13/99 from 1 pm - 4 pm (Mary Keene)

2/10/99 from 1 pm - 4 pm (Mary Keene)

3/10/99 from 1 pm - 4 pm (Mary Keene)

Working with QuickTime 3 Pro

Have you ever wished you could make a video from your computer instead of writing a report? Have you ever wanted to add titles, credits and/or a new sound track to your home videos? Have you ever wanted to cut or mix your own audio tapes? Have you wanted to make your own QuickTime movie, a QuickTime panorama or make QuickTime VR object? Do you know what equipment you need and how to hook it up to your

Mac to make all those things happen? All these projects can be done with QuickTime 3 Pro which is included in Macintosh OS 8.5 In this class we will explore these projects, discuss what you need to do them, and show you where to buy the missing parts without spending a fortune. If you have an external Zip drive, please bring it and an empty Zip disk to class. If you have an internal Zip drive at home, please bring an empty Zip disk to class. This is an all day workshop. Please bring a sack lunch or money to order lunch in. Prerequisite: Introduction to the Macintosh or a good knowledge of the Mac OS and its interface. The price is \$70 (\$100 for non members). Working with QuickTime 3 Pro

1/28/99 9:30 am - 4 pm (Pat Fauquet)

2/17/99 9:30 am - 4 pm (Pat Fauquet)

3/31/99 9:30 am - 4 pm (Pat Fauquet)

Introduction to Adobe PhotoDeluxe

This inexpensive program is fun and easy to learn. It can be used to edit images for the web. It also can be used

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.



to enhance digital photographs or scanned images, make calendars, posters, and cards. The only major drawback to the program is its poorly written manual with lots of neat examples but few detailed instructions. In this class students will learn how to use this program to accomplish many tasks that normally require Adobe PhotoShop. Prerequisite: Introduction to the Macintosh or a good knowledge of the Mac OS and its interface. The price is \$35 (\$50 for non members). Introduction to Adobe PhotoDeluxe 1/29/99 from 1 pm - 4 pm (Pat Fauquet)

Introduction to MovieWorks

Many Washington Apple Pi members purchased MovieWorks at the November General Meeting. Come learn how this software works in a hands-on session. We will make a \geq movie \leq that brings in several pictures, adds titles, has narration and an animation and transitions between pictures. We will then make QuickTime movies that can be played on a computer and over the Internet. The instructor will demonstrate how to digitize a movie on a computer with a video capture card and how to record from the computer to a VCR. We will discuss how to add video capture and video out capabilities to your computer. We will also discuss how to optimize your system to make the best possible movies with MovieWorks. Students are invited to bring their own pictures to be put into their MovieWorks projects. If you own a Zip drive or other large capacity storage device you may want to bring it to take your project home. If you do not own MovieWorks, information will be provided on where to obtain the software. The price is \$35 (\$50 for non members). Introduction to MovieWorks 2/19/99 from 1 pm - 4 pm (Pat Fauquet) 3/17/99 from 9:30 am - 12:30 pm (Pat Fauquet)

Graphic Hardware Workshop

This will be a free-form session. Scanners, digital cameras, a tripod and turntable, microphones, an AV

Macintosh and VCR will be available for student use. Software such as Adobe PhotoDeluxe and PhotoShop, MovieWorks, QuickTime movie, panorama and VR author ware, audio editing and recording software, and Internet authoring packages will be available for student use. The instructor will provide hands-on guidance. Students should bring photos or objects to scan, sounds or movies to digitize, scripts to record, or projects in progress. Since the end products may be too large to fit on a 3.5 disk, students are encouraged to bring drives for removable media other than Zip drives. Two Zip drives will be available.

This workshop does not replace introductory instruction in individual software packages such as PhotoShop, MovieWorks and PhotoDeluxe. The instructor will aid in accomplishing projects, but will not be able cover introductory material. The price is \$35 (\$50 for non members). Graphic Hardware Workshop 2/19/99 from 9:30 am - 12:30 pm (Pat Fauquet) 3/3/99 from 9:30 am - 12:30 pm (Pat Fauquet)

Home and Small Business Financial Management

Introduction to Quicken

This course will be an introduction to the personal use of Quicken 7 or 98, 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.

Students should have some familiarity with the program and made an attempt to use it before class. 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. Bring your written questions. Prerequisite: Introduction to the Macintosh or a good knowledge of the

Other Educational Opportunities

- **Apple Computer Inc.,**
Reston, VA.
703-264-5100 or
www.seminars.apple.com
- **Mac Business Solutions**
301-330-4074
- **Micro Center**
703-204-8400
- **Piwowar & Associates**
202-223-6813
- **Carol O'Connor**
703-430-5881
(Photoshop Special Effects
and Photoshop for Web
Graphics)

Mac OS and its interface. The price is \$35 (\$50 for non members). Introduction to Quicken 1/6/99 from 1 pm - 4pm (Pat Fauquet) 1/7/99 from 7pm - 10 pm (Henry Miller-Jones) 2/4/99 from 7 pm - 10 pm (Henry Miller-Jones) 3/4/99 from 7 pm - 10 pm (Henry Miller-Jones) 3/10/99 from 9:30 am - 12:30 pm (Pat Fauquet)

Making Quicken Really Useful as an Interface to Your Bank

Instructor will go over online banking and bill paying along with the general concept of this new banking service. The focus will be on using Quicken with a Crestar Bank account. The principles are the same with most financial institutions, so if you use or



plan to sign up with another bank, this will still be valuable. To use any of these services, you need at least a 14.4 modem and Quicken 7 (you cannot use earlier versions).

If you plan to use Citibank's service or some other financial institution (certain Credit Unions, for example) which have proprietary software, this class will be only of limited use, but may be helpful in understanding how these systems generally work, security issues, etc. Instructor has approximately one year experience with 3 different banking institutions/services. Prerequisite: Students should at least be using Quicken to maintain a checking account register. A basic understanding of Quicken and its basic terminology. The price is \$35 (\$50 for non members). Making Quicken Really Useful as an Interface to Your Bank - Call Office for Dates

Databases, and Spreadsheet Programs

Introduction to FileMaker Pro and/or the AppleWorks (a.k.a

ClarisWorks) Database Module

This course covers what a database is, database terms, how to plan a database, and create database fields and layouts. Searching, sorting, printing and editing information in a database will also be covered. The differences between the AppleWorks module and FileMaker Pro will be discussed as well as when and how to migrate an existing database into FileMaker Pro. Prerequisite: Introduction to the Macintosh or a general knowledge of the Mac OS and its interface. The price is \$35 (\$50 for non members). Introduction to FileMaker Pro and/or the AppleWorks Database Module 1/13/99 from 9:30 am - 12:30 pm (Pat Fauquet) 2/3/99 from 9:30 am - 12:30 pm (Pat Fauquet)

FileMaker Pro Clinic

This class is for those who have some experience with FileMaker Pro and are interested in asking questions and having specific problems discussed. The class will be a questions and answer format. You should bring along on floppy a sample of things you

would like help. Prerequisite: Introduction to FileMaker Pro or a good knowledge of the basics of FileMaker Pro and its interface. The price is \$35 (\$50 for non members). FileMaker Pro Clinic Call Office for Dates

Introduction to Spreadsheets

This class will introduce basic spreadsheet concepts. Students will learn how to set up a spreadsheet, how to enter and edit numbers and words, how to enter basic formulas and make basic charts and graphs. They will learn how to sort data and how to print the whole spread sheet or only a portion of it. Students will use either the spreadsheet module of AppleWorks (ClarisWorks) or Excel. This class is not meant for persons who are intermediate or advanced users. Prerequisite: Introduction to the Macintosh or a general knowledge of the Mac OS and its interface. The price is \$35 (\$50 for non members). Introduction to Spreadsheets 2/3/99 from 1 pm - 4 pm (Pat Fauquet) 3/17/99 from 1 pm - 4 pm (Pat Fauquet)

Washington Apple Pi Tutorial Registration Form		Washington Apple Pi 12022 Parklawn Drive Rockville, MD 20852 301-984-0300	
Name _____		Please fill in the course number(s) of the class(es) that you wish to attend.	
Address _____		Class #1 _____	
City/State/Zip _____		Class #2 _____	
Phone (day) _____ (evening) _____		Class #3 _____	
Member Number _____ Non-member _____		Class #4 _____	
Number of Classes _____ x Class Fee \$ _____ = Total Fee \$ _____		Class #5 _____	
<input type="checkbox"/> Check/Money Order <input type="checkbox"/> Credit Card		Class #6 _____	
Card Number _____			
Card Expiration _____ Signature _____			
WAP Form #CL006 (mod. 7/90) . Mail registration and payment to the above address.			



Save Your Giant Receipts!!

This is the 10th year of the program. Receipts you save and send or bring to the office are used to donate computer equipment to schools.

Please hold on to your receipts and forward them to the WAP office.

(This year the receipts are white, and not a special color.)

Save your receipts!!

Thank you.

Professional Graphics and Desktop Publishing

Adobe Photoshop Part 1

Learn the basic fundamentals of Adobe Photoshop, the most widely used graphics program. Learn the proper way to configure the Photoshop preferences and how to use the tool, info, channel and color palettes. Also learn how to use each of Photoshop's tools, create new documents, define colors and manipulate text and images. Also covered will be the proper format to save your image in, and what compression will or won't do to your image. Prerequisite: Introduction to the Macintosh or a

good knowledge of the Mac OS and its interface. The price is \$35 (\$50 for non members).

Adobe Photoshop Part 1

1/6/99 from 6 pm - 9 pm (Paul Schlosser)

3/3/99 from 6 pm - 9 pm (Paul Schlosser)

Adobe PhotoShop Part 2

This class will cover use of the plug-in filters, scanning, exporting files for use in other applications, and more on layers, channels, and paths. Prerequisite: Adobe PhotoShop Part 1 or a knowledge of the topics covered in that class. The price is \$35 (\$50 for non members). Adobe PhotoShop Part 2 1/12/99 from 7 pm - 10 pm (Blake Lange)
3/9/99 from 7 pm - 10 pm (Blake Lange)

Introduction to Adobe Illustrator

This course will cover the basics of vector graphics, drawing straight lines, curves, and shapes, tracing images, using paint tools, working with layers, and creating and editing text. Prerequisite: Introduction to the Macintosh or a good knowledge of the Mac OS and its interface. The price is \$35 (\$50 for non members). Introduction to Adobe Illustrator 2/9/99 from 7 pm - 10 pm (Blake Lange)

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 preferences and how to use the tool, measurement, color and documents 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. Learn how to correctly use Xpress font and picture usage windows and how to configure the document for the laser printer or high-resolution imagesetter. Prerequisite: Introduction to the Macintosh or a good knowledge of the Mac OS and its in-

terface. The price is \$35 (\$50 for non members).

Introduction to Quark XPress

2/3/99 from 6 pm - 9pm (Paul Schlosser)

Quark Xpress Clinic

This class is for those who have some experience with Quark Xpress and are interested in asking questions and having specific problems discussed. The class will be a question and answer format and you should bring along on floppy a sample of things for which you would like help. Prerequisite: Introduction to Quark Xpress or a good knowledge of the basics of Quark Xpress and its interface. The price is \$35 (\$50 for non members).

Quark Xpress Clinic

Call Office for Dates

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 pulldown menus, and the control palette. You will learn how to create pages, bring in various types of text and graphics and do page layout. Prerequisite: Introduction to the Macintosh or a good knowledge of the Mac OS and its interface. The price is \$35 (\$50 for non members). Introduction to PageMaker Call Office for Dates

PageMaker Clinic

This class is for those who have some experience with PageMaker and are interested in asking questions and having specific problems discussed. The class will be a questions and answer format and you should bring along on floppy a sample of things for which you would like help. Prerequisite: Introduction to PageMaker or a good knowledge of the basics of PageMaker and its interface. The price is \$35 (\$50 for non members). PageMaker Clinic Call Office for Dates ■



Aladdin Desktop Magician™

© 1998 Mary Keene

IN MOST CASES, software that I receive to review is the boxed version complete with manuals, etc. *Aladdin Desktop Magician™* (ADM), however, was downloaded from the Internet, and thus I will address two topics—use of paperless, electronic software and the application itself.

Even though I don't usually read manuals thoroughly, I do like having them to flip through for an overview of the application and what it does. I'm

tion headers were huge and very readable, but the text body was virtually illegible. The manual printed out in landscape view with two pages per sheet and huge margins on all four sides. This would have been convenient for folding and stapling into standard booklet format, but the pages were not arranged for that; instead they were sequential, so the manual had to remain in flat landscape view (Fig. 2). Had it rendered the text readable, the formatting would not have

been a problem. Since the manual was in .pdf format, the printed text could not be enlarged; therefore, I resorted to on-screen

reading, something I find difficult.

One thing that really helped was using two monitors. I put the manual on one monitor and on the other wrote the article in *ClarisWorks*. I also referred frequently to the printed manual to help me locate the general area I wanted to read. (Since I enlarged the manual's screen type size, the page numbers no longer matched.) The "double" page layout caused me to skip pages before I realized I had to go back to the top of each page and scroll right to read the second page. Since few people will use two monitors, Aladdin might want to reconsider the manual's format.

The first eight pages provide installation, registration and tech support information. Page 9 begins by describing the three menus used in ADM: *Abracadabra*, *Edit* and *Presto*. It also makes frequent reference to things that will be explained later. Personally, I find this approach frustrating. I like manuals that start at the beginning and proceed in an orderly fashion, even if this means backtracking at some later point. I tried working with the application instead of the

Desktop Storage f Folder

The Desktop Storage f is created by Aladdin Desktop Magician when you Hide a set. Items in the set are moved from the desktop folder to the Desktop Storage f folder. A Desktop Storage f folder is created in the root level of each volume that contains an item in the Hidden set. The folder is visible in the volume. If no items are in Hidden, this folder does not exist.

Any changes you make to the Desktop Storage f folder will be reflected when you choose to Show items that are in it.

- If you move an item out of this folder, Aladdin Desktop Magician will be able to Show it when you choose to.
- If you move items around in the Desktop Storage f folder, the position items will change when they are shown on the desktop.
- If you rename the Desktop Storage f folder, changes may occur in the position of items when they are shown on the desktop.

It is recommended that you not move items around in, into, or out of this folder. If you want to change the items in a set, choose "Show Desktop" from the Abracadabra menu. Then choose "Edit Sets..." from the Edit menu to edit a set.

Fig. 1 This is an example of the text size as it printed out in the Aladdin Desktop Magician™ user's manual pdf.

always amazed by how much info can be gotten from a few well-placed pictures. Since there was an ADM user's manual in Acrobat .pdf format, I printed it out to use as a reference.

Documentation

Ouch! The text is printed in 3-4 point serif typeface (Fig. 1). The sec-

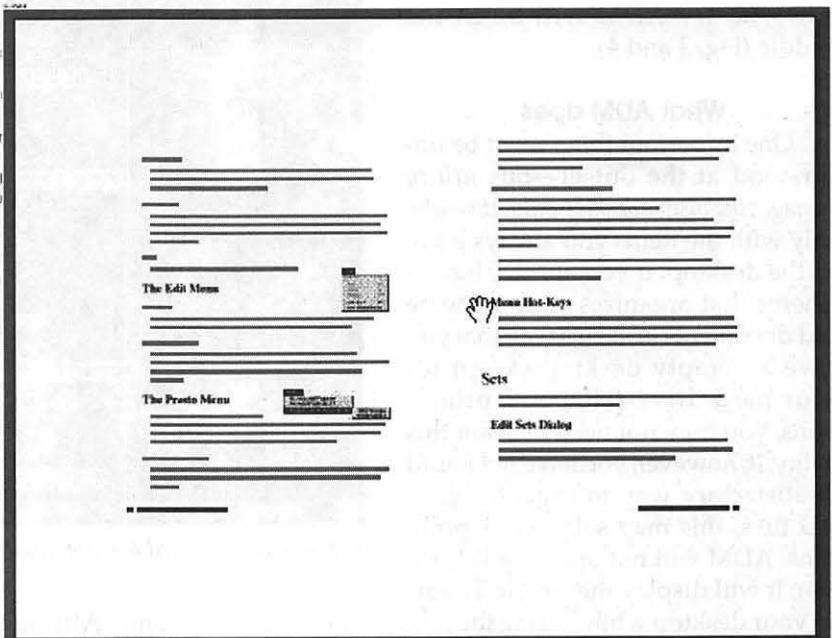


Fig. 2 This shows a single sheet of 8x10 paper in landscape view showing one printed page from the Aladdin Desktop Magician™



manual, but I really "didn't get it."

Application

ADM was a difficult program to review. I couldn't get a feel for it. The documentation problems alone were enough to create negative feelings toward the application. For the way I work, ADM has questionable value; for others, it will be ideal. I don't have a fixed routine or software "sets," i.e., applications that are always used together. I use many applications, and each project involves a unique combination of software; I use what works for the project at hand. For people who have specific tasks that require one set of software applications or documents, the program will have some value. For those who work best when confronted with a blank desktop, it may be a great help. If you move files around a lot, ADM may create more work than it saves. If you work in a high-security area with sensitive documents that must be protected from casual viewing, it's worth considering whether ADM fits your needs. It is one of those applications that some will love and find indispensable, while others won't like anything about it; few who try ADM will be in the middle (Fig. 3 and 4).

What ADM does

One important thing must be understood at the outset—*this utility manages the visible desktop only*. It works only with the items you always leave on the desktop. If you already have a scheme that organizes your software and documents in such a way that you have an empty desktop except for your hard drive (HD) and printer icons, you may not need or want this utility. If, however, you have not found a satisfactory way to organize your HD files, this may solve your problems. ADM will not open the sets for you; it will display the selected items on your desktop while hiding the others. Items that will never be hidden include the desktop printer icon and

the HD icons, a feature to be considered if HD icons must be concealed for security or other reasons.

ADM consists of two major parts: the application, which, contrary to standard procedure, resides in the extensions folder inside the system folder; and an extension which enables hot keys to invoke the sets you've created. The hot keys are systemwide and can be accessed at any time in any application. You have the option to install the whole application (easy install) or the individual parts (custom install). Before double clicking on the installer icon, carefully peruse the "Readme" file to ensure correct installation.

Once installed, ADM continues to use the Magician metaphor. The first menu bar selection is aptly named "Abracadabra" (Fig. 5 and 6). When I opened Desktop Magician, I tried repeatedly without success to use the

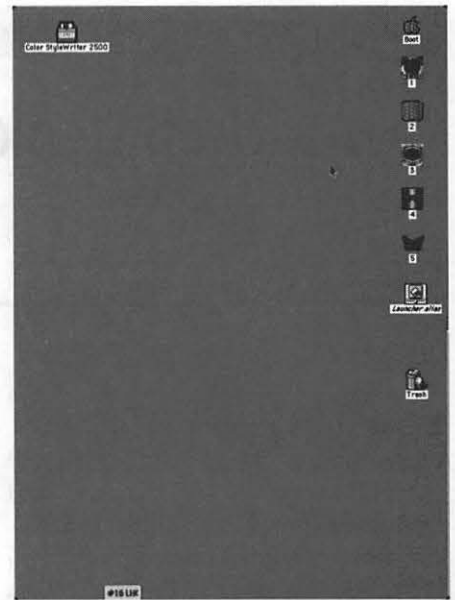


Fig. 3 This clean desktop probably would not benefit from Aladdin Desktop Magician™.

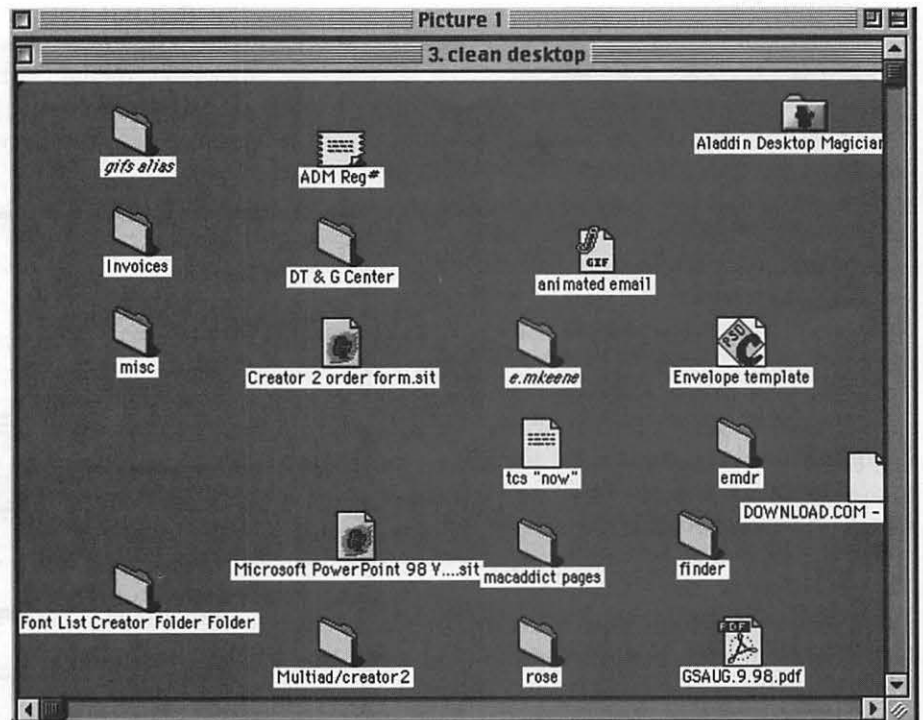


Fig. 4 This cluttered desktop may benefit from using Aladdin Desktop Magician™

items in this menu. Although the documentation discussed the items, I couldn't get a sense of how to begin

using them.

In the middle of trying yet again to find something that worked, I caught



Fig 5 This is the Abracadabra menu when no sets have been created

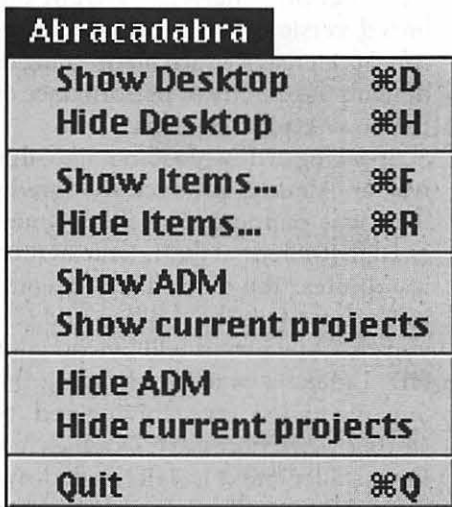


Fig 6. The Abracadabra menu after the "Aladdin Desktop Magician™" and "Show current projects" sets have been created.

myself saying over and over, "Abracadabra, please and thank you." (The only clue I had that the application was in fact open was when I suddenly discovered the name "Abracadabra" in the menu bar.)

Depending on your level of alertness, it may take a while for this to penetrate your consciousness (at least, that's what happened to me). Meanwhile, the frustration mounted. Due to the weaknesses in documentation, I was foggy about the software's purpose to begin with, and not finding the menu bar changes for awhile increased that sensation. When I tried

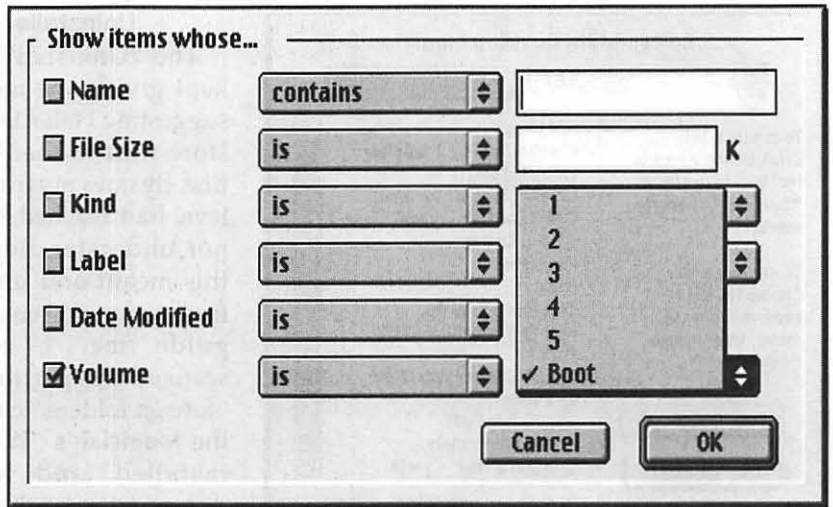


Fig. 7 This is the "show items" box. Notice the check mark in the "Magic box"

the options in the "Abracadabra" menu and nothing happened, I began to suspect that Aladdin had created an invisible application.

"Magic Key"

On one of my many attempts to get something to work, in the "Show items" box, I spied a tiny checkbox next to "Volume" (Fig. 7). Marking that box was the "magic key" that unlocked the Magician. Possibly it would not have been so difficult to find if I used only one drive or partition. However, I suspect that this box is guardian of the "magic key" and will hold the "magic word" for everybody. I feel that Aladdin should include some documentation addressing the need to mark this box. (I had tried filling in the "Name contains" box with "Adobe" since I had several Adobe applications on one of my partitions—nothing happened.)

Once the volume box was marked, "Boot" (name of my boot partition) appeared into the empty pop-up box. I then clicked the "OK" button, and the "Show items" box disappeared. When I selected "Edit sets," I had some options to work with (Fig. 8). Working with this a bit more, I verified that only the desktop items belonging to the "Boot" partition were visible in the "Edit" box. Since some of my parti-



Fig.8 After clicking the magic box, the "edit sets" menu will list every item on your desktop. You can select the ones you wish to place in each set.



Fig. 9 Edit menu selections showing the items selected for the "Aladdin Desktop Magician™" set.

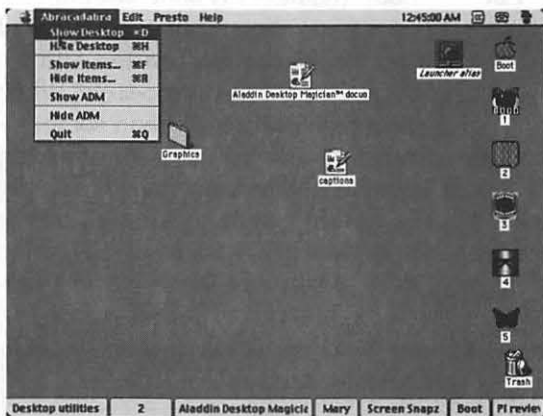


Fig. 10. The desktop with all loose files showing

tions had stuff on the desktop, I had to create sets for each partition separately.

I tentatively selected some items and closed the box. I remember seeing a request to save and I hit return, presumably accepting the default "save" for that set. Later, I wanted to edit the set but couldn't find it anywhere, so I assumed the default was "don't save." Further investigation revealed that "save" is the default but only if you name the set. Without the name, the set is not saved. By this time I had received my registration code, so I decided to remove ADM and re-install it with the registration code.

Uninstaller

The "Uninstall" option kept giving me messages suggesting I tell ADM to restore files to their homes first. By now, my frustration level had reached its limit; not understanding what this meant and unable to find a manual reference to guide me, I visually scanned the partitions for "foreign folders," consulted the Magician's "What was installed (and where)" document, used the "Find" command to search for any strays, and manually moved all files in "Desktop Storage f" folders to their proper homes.

I reinstalled the software, found that the registration code wouldn't work, reverted to the demo version, clicked the magic box and went to "Edit sets." There I selected a few items, created my ADM set (Fig. 8 and 9) and tried using it to "show" and "hide" the selected items (Fig. 10 and 11).

Regardless of how I looked at it, I couldn't find a reason to buy this application. Everything it is supposed to do

tions in the application (Fig. 1-13) so you can judge for yourself.

Downloaded software

Since I like having physical things to touch, I still prefer software packages that provide the software on disk or CD-ROM, along with a paper manual. Uh, okay, I confess I also like the extra goodies I sometimes find in the box or on the disk/CD <grin>. I am paranoid about losing the unlock key for downloaded software or losing the application itself. If there is a significant price difference involved, I can adapt; otherwise, I want the boxed version. This is strictly a personal preference which has nothing to do with the quality or performance of the downloaded versions.

Speaking of downloading, since this was an Aladdin product, the download was painless. The file is small enough (648K) that the download time is minutes; the stuffed file decompresses itself on the desktop and lets you choose where it will live on your HD. I make a practice of saving the .hqx file to disk for archiving and restoring when necessary. Double click the installer and it installs itself, leaving a file (installer log) listing what was installed and where. The installer even leaves the new folder, containing the installer log and ADM application icon, open on the desktop for im-

can be done just as well with the "Launcher" that has been part of the Mac OS since 7.5, plus you don't have to worry about another extension bogging the system down. Another possibility is the "Tab" option in OS 8.0 and 8.1. Some people swear by DragThing or HoverBar.

Because I may have missed some benefits of ADM that others would appreciate, I am including screen shots showing all of the windows and op-

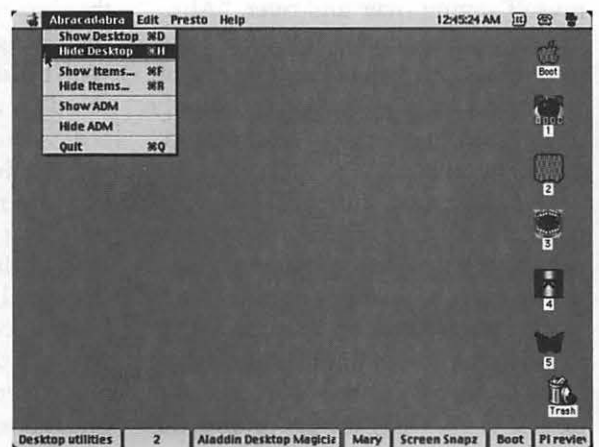


Fig. 11 The same desktop after selecting "Hide desktop". Note the loose files no longer show.



Fig. 12 The "Presto" menu is used to update the location of icons. If you simply move the icon on the desktop, its position must be updated so it will always show in the same exact place you left it. If you move the icon without updating its position, it will revert to the last saved position when you change sets or restart the computer. Part of the "benefit" of Aladdin Desktop Magician™ is that your icons stay in the same exact spot you leave them or prefer them if you keep the positions updated.

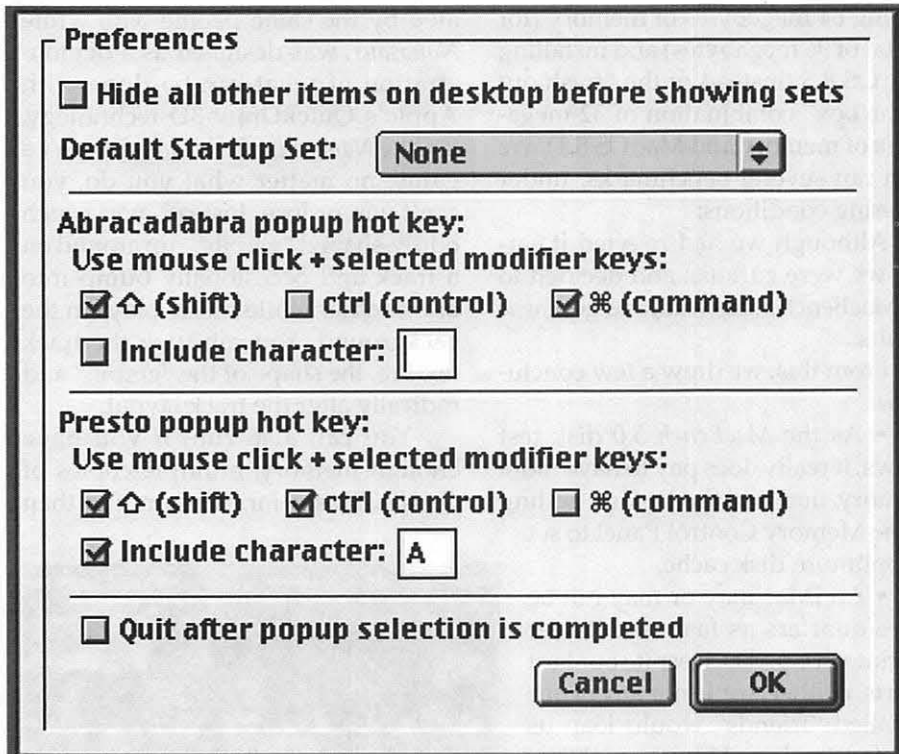


Fig. 13. The "Edit Preferences" menu showing options that can be used to create hot keys which will change sets instantly when the "hot key" is pressed.

diate access.

The first code I received to unlock ADM did not work. I sent an email message to Aladdin and got a reply and new code within 62 hours. I don't know if my experience with the code was typical since it came from Aladdin's user group department instead of the sales department. An apology was included with the information that an invalid code had been sent accidentally.

Summary and suggestions

I think the documentation needs some revision, and the subject of multiple volumes or partitions should be added to the user's manual. Mention of the need to check the "Volume" box should also be included.

It would be helpful to have a dialog box that instructs you to go to the "Edit sets" menu after you have clicked the "Volume" box and hit the

"OK" button.

Another suggestion is to add a dialog box when the application first opens, instructing the user to go to the "Abracadabra" menu to start using the software; almost anything that precludes the feeling that nothing happened would be useful. Additionally, ADM would definitely benefit from more transitional dialog boxes since it is such a passive application.

If you are experimenting with organizational schemes, try ADM; it may work for you. The "Technical Reference" pages of the manual are worth reading. They clearly explained some basic concepts, e.g., desktop folder, giving me a better understanding of them and filling in some gaps in my computer knowledge.

\$19.95; can be downloaded, or a diskette version can be ordered.

Requirements

System 7.1.1 or later
225K application RAM
600K HD space

30-day demo available online

<http://www.aladdinsys.com/magician/index.html> or
<ftp://ftp.aladdinsys.com/pub/mac/>

Online purchase with immediate unlock code available

Aladdin Systems, Inc.

Phone: (831) 761-6200

Fax: (831) 761-6206

Mail

Aladdin Systems, Inc.

165 Westridge Dr.

Watsonville, CA 95076

Tech Support

support@aladdinsys.com

Customer Service

service@aladdinsys.com

email Mary Keene at:
e.mkeene@tcs.wap.org



iMac Benchmarks: Quick Comparisons

© 1998 Washington Apple Pi Labs

Benchmarks

BENCHMARKS are wishy-washy things. When you are comparing apples to oranges, do you compare color? Texture? Vitamins? Taste? Ballistic characteristics when you throw them at bad mimes? Do you use the same standards all the time, even when the standards become outdated or inappropriate?

The most widely quoted benchmark in the Macintosh world is *MacBench 5.0*, by Ziff-Davis Publishing Co. *MacBench 5.0* is more-or-less OK, but Washington Apple Pi Labs prefers our own Mac Bench (see "Introducing: Washington Apple Pi Mac Bench," *Washington Apple Pi Journal*, January/February 1998, pp. 25-26). Among many other flaws, Ziff-Davis keeps "renormalizing" the benchmark with every release, making it impossible to do longitudinal comparisons. In Version 5.0, for example, the Power Macintosh G3/300 is given a score of 100 as the "standard," making it very difficult to make comparisons with older machines.

In short, we didn't use *MacBench 5.0*. Instead, we used Symantec's *System Info 4.0*, part of *Norton Utilities for Macintosh 4.0*. *System Info 4.0* has several things to recommend it, but the biggest one is that it covers older machines. It does have a few quirks: it suggests the disk cache should be set to 128K, that AppleTalk should be off, and that the video should be set to 256 colors. Since these are not ideal for an iMac, we dubbed these "Norton settings." We then created another set of settings with the disk cache set to Default (by pressing the Default button in the

Memory Control Panel), AppleTalk to On, and video to Millions of colors. We also decided to retest the iMac after adding 64 megabytes of memory (for a total of 96 megabytes) and installing Mac OS 8.5 (instead of the "fresh out of the box" combination of 32 megabytes of memory and Mac OS 8.1). We then ran several benchmarks, under differing conditions:

Although we had rejected it earlier, we were curious, and decided to try *MacBench 5.0* as well, and got these results:

From this, we drew a few conclusions:

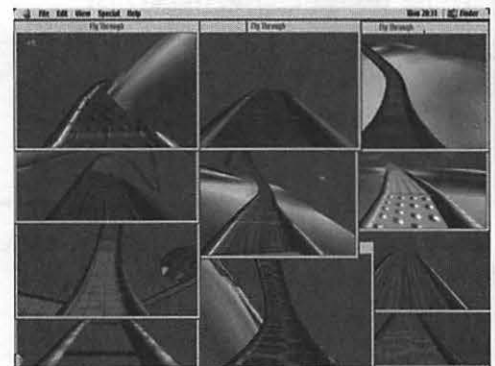
- As the *MacBench 5.0* disk test shows, it really does pay to have more memory, and use the Default setting in the Memory Control Panel to set an optimum disk cache;
- An iMac may or may not be three-quarters as fast as a Power Macintosh G3/300. Despite our best efforts, neither Apple nor any of our so-called "friends" would loan us one for testing. However, three-quarters as fast as a G3/300 is still very, very fast;
- The System Info 4.0 benchmarking demonstrates that, yes, you can get higher benchmark scores by turning off networking and setting an iMac screen to 256 colors. However, if you didn't want networking and you were satisfied with 256 colors, you could have purchased a Pentium;
- Yes, an iMac really is between 500 and 600 times faster than a Mac Plus;
- Yes, it really is five to six times faster than a Power Mac 6100, too.

Subjective Benchmarks

Subjectively speaking, we also, unanimously, concluded that we'd rather be working on one iMac than 500 to 600 Mac Plus computers. In theory, 500 to 600 people working at Mac Plus computers might actually get more work done than one person working on an iMac, especially since the Mac Plus didn't come with *Nanosaur*. We have no desire to test this theory.

There are, of course, other things an iMac can do that a Mac Plus cannot, such as run *Gerbils! Gerbils!*, created by the same people who wrote *Nanosaur*, was designed as a demonstration of what can be done with Apple's QuickDraw 3D technology. Unlike *Nanosaur*, *Gerbils!* really isn't a game; no matter what you do, you can't win or lose. Instead, you watch oddly-shaped "gerbils" run around on a track and occasionally bump into one another while music plays in the background. You can vary the track texture, the shape of the "gerbil," and radically alter the track layout.

You can also run, if you have enough memory, multiple copies of *Gerbils!* This is far, far more fun than



If you increase the memory on an iMac to 96 megabytes, you can run twelve copies of *Gerbils!* at the same time, each with individually textured tracks. (Yes, we know only eleven copies show up in this screen shot, but there really were twelve copies running). You can see one of the "gerbils" on the left side, in the third pane down. Incidentally, it is not a good idea to run a test like this when there are others around, as the constant "Bye-byes" tend to drive people mad.



running any "normal" benchmarking utility so, after installing a total of 96 megabytes of memory and Mac OS 8.5, we installed *Gerbils!* on the iMac. Then duplicated the *Gerbils!* folder. Several times.

We discovered that you could run up to 12 copies of *Gerbils!* simultaneously, each with its own customized, textured track. This serves as a good test of the multi-tasking abilities of Mac OS, and nicely demonstrates the speed and power of the iMac's video circuitry. But mostly it is funny: when a gerbil is bumped off a track, it says "Bye-bye." When twelve tracks are going at once, it sounds like a preschool when the kids are leaving for home.

Economic Benchmarks

"The news media" has expressed interest in who is buying the iMac. The answer is: almost everyone. There have been many Mac loyalists, finally moving from their Mac Plus machines to the PowerPC age. There have been government agencies (NASA's headquarters purchased 600), die-hard Windows users (some of whom claim they are "just testing it out"), and game players (the iMac is a great game machine).

For Mac loyalists with older machines, what kind of value does the iMac offer?

Compared to a Mac Plus of twelve years ago, an iMac is almost half the cost. It comes with 32 times as much memory, 5,000 times as much storage, and (as noted earlier) is between 500 and 600 times faster. If you set the iMac screen to 800 x 600 pixels (the most common setting), the built-in display shows almost three times as much information, and in millions of colors instead of black and white.

It is entirely possible that none of the software you ran on your Mac Plus will run on an iMac, and it won't talk to your old ImageWriter dot matrix printer, either. This is a blessing. Trust us on this.

While we would *still* like to do some comparison tests against a Power Mac G3/300 or G3/333, all our tests do show one thing: this is a fast, powerful machine, and an excellent value. Moreover, as two members of the Washington Apple Pi Labs team insists, "it's cute." ■

Washington Apple Pi Mac Bench Pro: Wall of Macs

© 1998 Washington Apple Pi Labs

A YEAR AGO, Washington Apple Pi stunned the world with the introduction of the Washington Apple Pi Mac Bench System. * In the world of computer benchmarks, WAPMBS was "a definite mouthful," according to several anonymous authorities. When comparing it to the then-reigning champion Macintosh benchmarking package, Ziff-Davis' MacBench 4.0, many of these same authorities called it



The awesome Cubemac suite is an unbelievable demonstration of parallel processing. Formed from 24 "Compact Mac" computers (an eclectic mixture of Mac 512, Mac Plus, Mac SE and Mac SE/30 machines), the Cubemac features an awesome 12,228 x 8,208 "mosaic" display, 48 serial ports, and 24 channels of monaural sound. Controlling all this is a unique operating system using NeXT "overposter" architecture that gives it the collective power of, say, a Quadra 800. Note the external cooling fan. One unprecedented capability is "autoexpansion;" a week after this photo was taken, the Cubemac had added most of another row of processors.

"incomparable."

In the fall of 1998, Ziff-Davis released, too little, too late, MacBench 5.0, a foredoomed effort to catch up with WAPMBS. Foredoomed because Washington Apple Pi had already released Washington Apple Pi Mac Bench System Pro, the "Wall of Macs." We just forgot to tell anybody about it.

WAPMBS Pro was inspired by a comment from Linus Torvalds, the creator of Linux. Microsoft Corporation, annoyed with the success of Linux (a UNIX work-alike with versions for Macs, PCs and even UNIX workstations), has been telling corporations to ignore Linux. In Microsoft's view, Linux was "created by hobbyists" and was "strictly for hobbyists," without the professional touches of Microsoft's products. Torvald's response: "If it's a hobby for us and a job for you, then why are you doing such a shoddy job?"

(Actually, neither Linux nor Microsoft had a thing to do with WAPMBS Pro. We just thought it was a great quote.)

"After collecting some rare components (long wooden boards, to be exact), the Washington Apple Pi Mac Bench System Pro made its debut in the summer of 1998."



After collecting some rare components (long wooden boards, to be exact), the Washington Apple Pi Mac Bench System Pro made its debut in the summer of 1998. Stretching down the main hallway of the Pi's office suite in Rockville, Maryland, WAPMBS Pro vastly exceeds the scope, depth and utility of any competitors. Compared to previous Washington Apple Pi Mac Bench Systems, WAPMBS Pro has a far vaster capacity, conservatively rated in dozens of CPUs and multiple tons. We are unaware of any other computer system that even attempts to rate itself in "tons."

In its current configuration, the Pro version of our Mac Bench is a multi-processor unit capable of simultaneously holding literally thousands of Apple II and Macintosh programs. We don't mean just the software, either: it will hold the diskettes (3.5" or 5") and the documentation, too. In fact, it also has a demonstrated capacity to carry hundreds of computer magazines, Zip cartridges, Bernoulli cartridges, data cassettes and various bits of computer technology we can't immediately identify. As the Pi Office Manager, speaking anonymously, put it, "There's all kinds of _____ on it."

Our Pro version Mac Bench can also be expanded, almost without limit. The current three-tier configuration could easily reach six tiers before hitting the roof of the hallway. Linear expansion possibilities are even greater. Without much effort at all (but with a lot more lumber), the current thirty-foot system could wrap around the walls of the entire Washington Apple Pi office suite. Again speaking anonymously, the Pi Office Manager said, "Don't even think of it."

Going faster, farther and cheaper, however, are what

Washington Apple Pi's entire Mac Bench program is all about. While Ziff-Davis contents itself with dinky little CD-ROMs holding their MacBench program, we are building Mac Bench systems of ever growing capacity.

And ever growing variety, too. The Mac Bench system has evolved from our original concept of a year ago to an entire suite of systems. New additions include:

- The Cubemac: a unique parallel processing effort composed of 24 "compact Mac" computers, representing an original investment of at least \$70,000. Fortunately for Washington Apple Pi, all the components were donated;



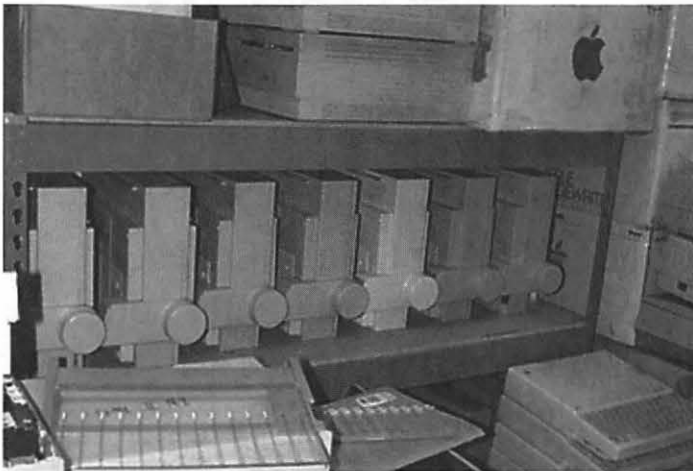
Always eager to test new computer storage options, Washington Apple Pi Labs constructed this unique disk array. We are pleased to report that virtually any new computer storage device purchased today will be faster, easier to use, and have a higher storage capacity than our array. But ours has more blinky lights.



This impressive suite is another test of parallel processing. Harnessing the power of 32 Apple IIGS computers, the Tower of Apples is used to detect local geological faults. If any are found, the entire mass topples over.



*"And what do you do with this hard disk drive?"
"That? That's a doorstep."*



Washington Apple Pi Labs has the only vertical printer test facility in the world. Prior to Senator John Glenn's shuttle flight, we proved that a twelve-year-old ImageWriter II would work in this position. NASA, for unexplained reasons, didn't seem to care.



To be quite honest, we have no idea what this is, or what it can be used for. We were afraid to get a closer look.

- Tower of Apples: using 32 Apple IIGS computers, this suite is used in geologic research for detecting local faults;
- Disk Array: several years ago, researchers at UC Berkeley invented the RAID (Redundant Array of Inexpensive Drives) as an alternative to expensive high-capacity computer storage systems. The Pi has created its own disk array that is orders of magnitude cheaper;
- Video test suite: with enough monitors to give a Confederate sailor the chills, the Pi's video test suite transcends the entire history of personal computing;
- Printer test suite: while the rest of the world chases the false prophets of laser printing, the Pi has explored the world of dot matrix printers, and created the world's first matrix of dot matrix printers. Not that the world seems to care...

Everything, of course, is fully Y2K compliant. Even the components that are 20 years old.

We'd trade it all in an instant, of course, for a couple dozen brand-new iMacs or Power Mac G3 desktops.

* *Introducing: Washington Apple Pi Mac Bench, Washington Apple Pi Journal, January/February 1998, pp. 25-26.*



The amazing Washington Apple Pi Mac Bench System Pro, known affectionately as the "Wall of Macs." Many Pi visitors, when first encountering this impressive feat of engineering, have fled. Sad to say, even at the dawn of a new century, some people just can't accept radically linear technological advances.



After almost a decade with relatively little progress, computer displays are finally showing some progress, with new designs for traditional video monitors as well as outstanding progress in creating inexpensive "flat panel" displays. We'd trade our entire video test facility for some of these new displays...

washington **Apple** pi general meetings

General Meeting
Jan. 23, 1999
Apple review
of MacWorld

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

Getting to NoVa:
take Exit 6 West
onto VA 236

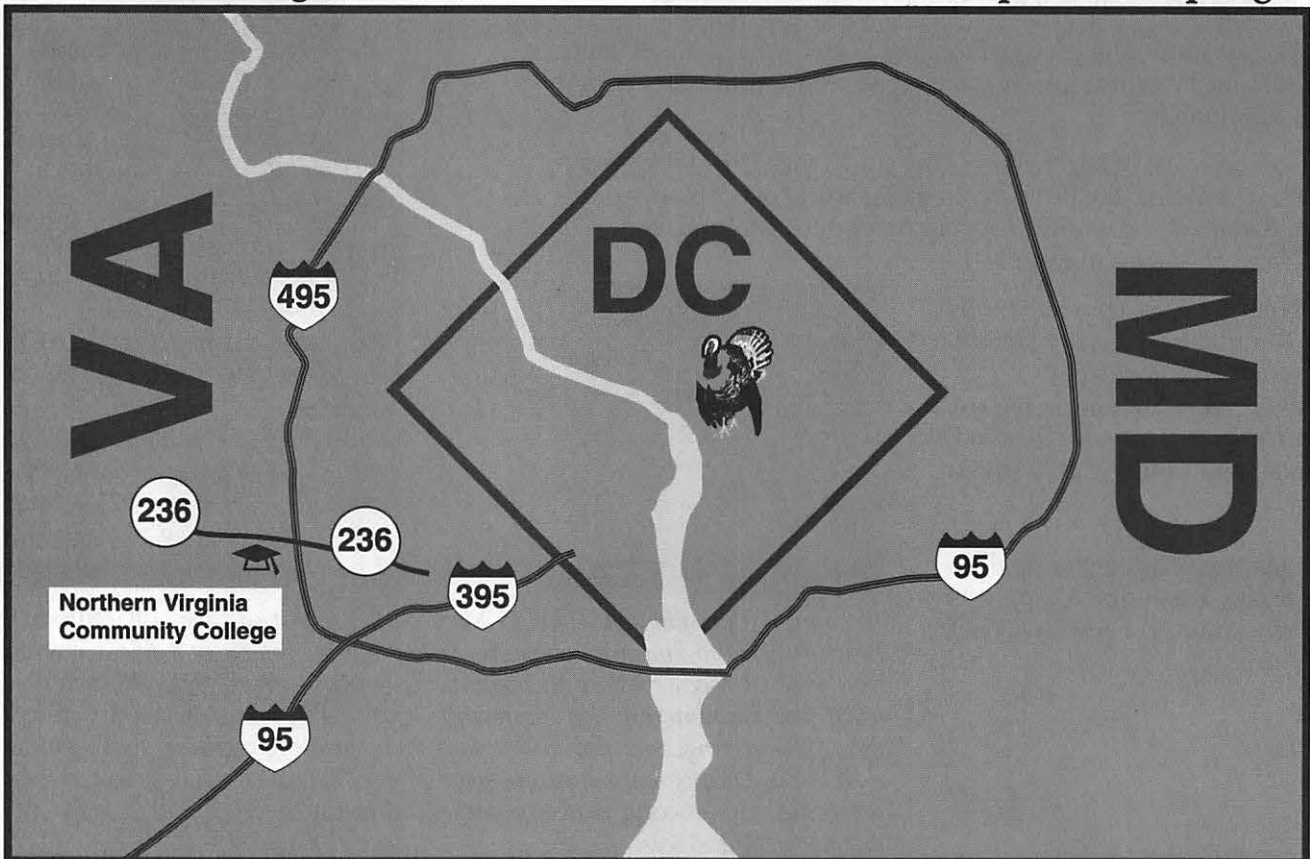
(Little River Turnpike)

Feb. 27, 1999:
Nominations due
at General Meeting

1999

Toward a new century with
Washington Apple Pi

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





Learning New Software—Back to School! a Continuing Saga

by C. Etana Finkler

This is another of a series of articles with a focus of exploring various ways of learning a new software program.

I HAVE avoided taking classes in computer graphics for 11 years—almost the whole time I have been involved in the industry. My complaints: The teacher I had a bad experience with at my first, basic computer graphics introduction course at a local community college: the professor didn't know the unpopular program, Dr. Halo for pc; nor was there a manual. I learned the software by putting in 20 hours/week of lab time accidentally stumbling on a method that worked, forgetting what I had done, stumbling on the solution again 'til I learned it myself from all the hours of practice. I later was sent by work to a great weekend Photoshop course presented by Thunder Lizard Productions; it was full and intense and expensive, and when I arrived back to work, I couldn't remember how they had done the things with masks and channels that had seemed so obvious while they were presenting them. And third, when I myself taught two-day courses at private computer training centers, it just seemed that a 2-day course was "in one ear and out the other;" how could one expect to remember what one learns in two days without practice?

"Then what do I need a teacher for?" I thought "all they do is give me projects, and I can do that for myself." So I have spent years isolated at home, struggling with learning the ever-increasingly complex graphics programs. I have resisted spending the

money and committing the schedule to taking another class until this fall, when I took an opportunity to attend two courses at Montgomery Community College, Rockville Campus¹: Adobe Illustrator 7 given by Professor Patricia Johannsen, and an advanced Adobe Photoshop class called Digital Image Production, given by the manager of the Visual Communications Macintosh Area, Professor Ed Riggs. I would like to share my very

“...we say we will practice at home... but by committing the one evening a week, the 15 weeks add up to the accomplishment of the syllabus of the course.”

positive experiences with you, and encourage those of you wrestling with learning software to take advantage of the courses given by the community colleges in the Washington DC area.

Taking a 15-week course gives one the opportunity *over time* to practice what is being taught, to face what you don't understand, and to have the professor available to answer questions that arise as you complete your assignments. Then at work, as other ques-

tions arise in real application of the graphics software, one can come back to the class that week and discuss solutions with the professor and the students. Every week there is a 2.5 hours of lecture, and then 2.5 hours of lab time on G3 Macintoshes, with the professor present. Don't we, at home, say we will practice advanced exercises of the software we'd like to learn, but the TV or the refrigerator or the telephone always seem to be easier to deal with! Perhaps you spend an hour or two, here or there, but by committing the one evening a week, the 15 weeks add up to the accomplishment of the syllabus of the course.

The courses at Montgomery College were extremely thorough and professional. The Illustrator course was suitable for beginners through advanced users of the application. Prof. Johannsen is a patient and organized communicator, and her syllabus took us through every feature of Illustrator in a relaxed manner. For a beginner, Illustrator, especially the pen/curve drawing tools, with their handles and frustrating non-intuitive drawing behaviors, can be very frustrating. Yet, Illustrator is a standard for the industry and necessary to know. I had been using and preferring Macromedia Freehand; had last used Illustrator 4/pc, and had dabbled with version 5 and 5.5. So it was a refresher course for me. Yet, it was so great to have a real live person explain the features you never *quite* understood, but used as best you could, such as the pathfinder, compound paths, the 3 pointers that I can never remember the names of (selection tool, direct selection tool, and the group selection tool), how the swatches are organized from cmyk/process color or spot/pantone color, and how to make tints and gradients, (*especially, to save the gradient you make!*). Throughout the class there were practical and creative assignments, but the grading was more geared to understanding the use of the tools, rather than grade-oriented. First



there was a tracing; I often use Illustrator to trace what I have scanned in Photoshop, so this was a practical assignment; in all the early assignments the professor was looking to see precise corners, alignment of points, closed polygons. Illustrator is a technical drawing program, and one is expected in the workplace to be clean and precise with this tool; these standards were expected in this assignment, which, I think, was a realistic expectation if you want to use Illustrator at a job. Filters, Kai's Power Tools, import/export and graphing were also covered. Quite a full and thorough exploration of the many features of the required Adobe Illustrator, and this spring session will teach Illustrator 8.

The Photo Imaging course was not at all what I expected or thought I needed. I wanted an advanced Photoshop course. I still am at a loss of understanding of channels and masks, layer masks; I use paths but barely understand them; I wanted creative uses of the program. I wanted skills with the tools that I could use at work.

What the Photo Imaging course is, is image correction by the numbers. A very left brain course... no, a back and forth struggle of the left and right brain! To begin, a camera interprets the subject objectively, and brings in color according to the light and the type of film. It doesn't emphasize what you, the artist, might want to emphasize, and the camera and film are limited by the available light on the subject. The scanners bring in faulty information from the photo to the computer. The monitor colors are not correct. No two monitors are the same. The color correction software is expensive and not yet perfected in reality. The printers, likewise, interpret the RGB: red, green, blue light of the image according to CMYK: cyan, magenta, yellow, black toners, and each printer is uniquely misinterpretative of what you want, and not a good indication of what you will get from the printing

press. And then there is "dot gain," whereby the paper absorbs the ink and spreads to lose detail.

So how do we artists control our image so that we have some confidence of what will be the final printed output? Both Professor Ed Riggs, and Dan Margulis, author of *Professional Photoshop 5*,² the recommended text for the course, suggest that you "correct by the numbers" and disregard what you see on the monitor! Whew! that's hard to absorb, and at the same time it seems so easy a concept. I was really bewildered for the first half of the course. Okay, I am good at numbers;

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dence of what will
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on the monitor!"

this is easy. Well, here is a photograph, now what is wrong with this picture? Hello, right brain, I need you now, please help me interpret this photo is it too green, too cyan? Is it muddy? too much black? Not enough detail? And, once I make a judgment, then what? Do I adjust the cyan up or the magenta and yellow down? So, I started reading the text, with serious underlining and highlighting. The brightness/contrast tool used by amateurs, and the levels tool, which most Photoshop us-

ers use, are too basic and non-subtle; the curve tool is the preferred approach, and we spent weeks and weeks and weeks with this tool, also covering channel blending, lab color adjusting, and duotones to bring out detail in the midtones of photos. It seems that the printing press cannot read dark detail higher than 95% black or light detail lower than 5% white, so you want to adjust your black and white curve to reflect that. The steeper the curve, the more the detail, so if you want to bring out detail in a certain range of the photo, steepen the curve in that tonal range. If you do that, you will have to pay the price with lost detail in another range of the photo. When you get to color, the lightest areas can't show detail lower than about 5% cyan, 2% magenta, 2% yellow, and "80c70m70y70k, is the darkest shadow that can be held if we expect to see any detail..."³ in the dark areas. Before you change numbers in the curve, with the eye dropper and the ever-present info palette, in cmyk, look for the white highlights, the darkest shadows, and especially locate a neutral tone in the image. By the numbers, we know that neutral cmy has the magenta and the yellow of equal value, and the weak cyan is about 10 points more, so that a light neutral would be about 30c20m20y, and a dark neutral would be about 65c51m51y. If you find the gray/neutral measures 65c80m10y, you know immediately that there is a magenta cast to the image, and, rather than making selections, and correcting them, if instead you adjust the neutral area of the image to 65c51m51y, you just might find that that one curve adjustment can do wonders for every part of the image. Then, an added guide is fleshtones, which ideally are almost 0cyan and 0 black, and then relatively equal parts of magenta and yellow: depending on the skin: 35m35y, 40m40y, etc.

This photo imaging course is much more subtle than the straightforward Illustrator course which

teaches the menu bar and the tools. Many photos later, much frustration later, I am beginning to notice the photo's problems and to not be afraid to venture into the curve tool of Photoshop. I find myself using the unsharp mask tool in a more sophisticated way, one channel at a time. I am venturing into the channel blending tool, and actually, venturing into channels with a bit more comfort, or at least, bravery! And I have the concept of correction by the numbers, so that when I sent an image to the printer, I had a more advanced knowledge and a beginning confidence of how it will look when printed. This is the type of course that is useful every day that you approach a photo, wanting to bring out the best of what you are given, and with practice I can see gaining greater skill and awareness of what problem the photo presents, and how I can improve it. This is not something I could possibly have figured out practicing at home by myself. This is where a teacher is invaluable. I would recommend this course to anyone who deals with photo image adjustment; it is quite a sophisticated course and is not taught from this approach elsewhere in the metro Washington DC area. And the choice of the text is a perfect match to compliment Prof. Riggs' course.

Montgomery College currently offers surprisingly professional, sophisticated computer graphics courses with skilled professors and well thought-out syllabuses, and the time to absorb and practice the information presented, in a skill-learning, rather than grade-oriented environment. ■

¹ Montgomery College Rockville Campus, (301) 251-7535; www.mc.cc.md.us

² *Professional Photoshop 5: The Classic Guide to Color Correction* by Dan Margulis John Wiley & Sons, Inc. Professional, Reference and trade Group 605 Third Avenue, NYC, NY 10158-0012

³ *ibid.*, page 15

Genealogical SIG meetings continued from page 18

The National Society of the DAR published the Lineage Books from 1890 to 1939. They include members up to 1921, through national number 160,000. The NSDAR recommends researchers use the Lineage Books with caution as there are a number of errors in the books with either service or lineage. Despite the limitations, researchers may find valuable clues which will lead to other and more reliable sources. The Lineage Books are widely available in libraries throughout the country. They are also offered online, searchable for a fee, by Ancestry Publishing. The nature of the service or assistance that qualifies an individual as a patriot is not unlimited although it does include a variety of patriotic acts and services. Researchers who are interested in what constitutes patriotic service should consult the definition near the front of the Patriot Index. It can range from having given ones life in battle to selling a colonial government some kind of supplies, like corn. Any kind of an office or assignment with even the smallest local government unit is qualifying. Further information is available from the Society.

Some of the transcripts in the Library, particularly those compiled by the GRC contain information that is not available in any one place anywhere else. DAR chapters do donate individual volumes to local college and public libraries. A copy of each GRC volume produced by the Georgia DAR chapters is donated to the Georgia State Archives, for instance. There may be records, created in the 1920s and 1930s, of cemeteries, already in decay, which have disappeared since the chapters transcribed the information.

Included in the Library's collection is a section devoted to passenger and

immigrant lists. This section is arranged according to nationality or by subject for general works. In addition, many of the state sections contain an emigrant section related to the nationalities emigrating to that particular state.

Some states have Loyalist sections because of the amount of Loyalist activity in that state during the Revolution. Not only is Loyalist activity important to understanding the history of the Revolution, but a number of Loyalist properties were confiscated by state governments leaving behind valuable records. The DAR Library has an African-American section containing several general history books on African-American troops in the Civil War. Other than for the 54th Massachusetts, there are, as yet, few regimental histories for these African-American troops. This dearth is expected to be remedied. African-American sections are maintained for all states.

Broadfoot Publishing, a small publishing house that specializes in the Civil War, has printed an index of all the compiled service records for the Confederates, and they are doing the same thing for the Union.

The DAR has a small Foreign Collection of records relating to foreign countries, primarily English speaking. A sizable, and growing, Canadian Collection serves the needs of families that were split during the Revolutionary War because some members were British loyalists, and went to Canada.

Photocopies are permitted of all records in the DAR Genealogical Library that are not in such poor condition that photocopying might result in further physical damage. Photocopying is performed only by staff members, and costs 20 cents per page. The typical wait for this photocopying service is 15-20 minutes. There is a researchers guide to the library, It is available for \$25 from the Society. Genuine hearty thanks and applause were offered to the speaker.

The next meeting of Pi Genealogical SIG was announced for 10:00 AM, Tue 13 Oct 98 in the Tutorial Room at

Pi Headquarters. There will be a speaker from the Family History Library of The Church of Jesus Christ of the Latter-Day Saints (LDS). The meeting concluded around 11:35 AM.

Recorded by Alden Bestul

**Genealogy SIG
October 13, 1998**

FAMILY HISTORY CENTER OF MORMON CHURCH by an outside speaker

The meeting started at 10:05 with 9 people present. Lauri Churchyard was the speaker. She is a counselor at the Kensington, Maryland, Family History Center (FHC) of the Church of Jesus Christ of the Latter Day Saints (Mormon). Ms. Churchyard has worked at the Center for three years. She arrived with an armload of wonderful handouts for the participants.

Ms. Churchyard noted, first thing, that the Family History Center is open to the general public and is not limited only to members of the Church. Many of the volunteer counselors who work there are not members of the Church.

Because of construction in the building which houses the FHC, some procedures have changed. Since September, the FHC has resumed ordering films from Salt Lake City. The Kensington facility is the third largest FHC in the country and very heavily used. Only New York and Los Angeles are larger than the Kensington FHC although, obviously, the Center in Salt Lake City is larger and has more users than any of these three. Most of the other FHCs don't have as many readers as the Kensington Center nor is there as much storage space for films.

Ms. Churchyard noted that the LDS Church has agreements with 67 countries to film records. However, there are not many films from countries in the far east while there are a lot from Mexico. The number of films varies by country and by regions within those countries. Some original documents were damaged or destroyed by war or natural disasters

before filming could take place. She noted that the pink sheet in the handouts is a listing of what is in the library.

As background, Ms. Churchyard described the facility in Salt Lake City. The building contains three stories; where you work depends on the part of the country or the world which you are researching. The books held in Salt Lake City do not circulate to the branch Centers unless they have been filmed. If they are available only in Salt Lake City, a researcher has to go there to use them. However, staff at the Salt Lake Library will copy up to 20

“Methods for producing family tree charts, view of a graphic artist, use of PageMaker for family histories, sources of blank charts, the Web site <ancestry.com>, etc.”

pages. There is also a list of people who can be hired to copy documents for researchers unable to travel to Utah.

The Kensington Center has a complete catalog of the holdings in Salt Lake City. Some of the holdings may be restricted and viewed only in Salt Lake even if they have been filmed. Florida is an example of a state which restricts even documents which have been filmed; a researcher must be a member of the immediate family in order to get records. Other states have similar restrictions. In some countries overseas the records are restricted for 100 years. The International Genealogy Index (IGI) is available both on computers and on microfiche. The information lags by about six months from the time data is entered. The IGI now holds information on about 350 million people. It is a worldwide index which lists birth, christening, mar-

riage and Latter-day Saint temple ordinance information. It does not contain records of living persons.

The compact discs of the IGI have recently been updated as has the Catalog of the Salt Lake City Library. The microfiche of the IGI will be updated in March. The Ancestral File is a computerized collection of genealogies that links families into pedigrees showing ancestors and descendants. This file contains information about millions of people from throughout the world. The File depends on information contributed by families and genealogical organizations. The people who submit data to Ancestral File are responsible for the accuracy of the information. The Church does not verify the information that is submitted. The File can be corrected by users; a pamphlet is available to tell a researcher how to do that.

Researchers find the Accelerated Index System (AIS) helpful. It is not produced by the Church, but by an outside contractor. It indexes tax rolls, censuses, state censuses and similar documents from 1790 to 1850. The indexing to 1906 is spotty. The index has been found to be about 80% accurate. In most cases, only the head of household is on the microfiche which poses problems for researchers. Another drawback is that the index is well over four years old and there are currently no plans to update it. However, the source of the information is listed; that helps to point a researcher in the right direction. AIS does not index any church records.

The “Family Search” computers can be used to search CDs which include the Family History Library catalog, the IGI, the Ancestral File and both Military and Social Security Death Indexes.

One computer at the Center has a set of specialized indices which include some land records, some New York births and deaths, marriage records and phone directories. These records are not consistent, but a researcher needs to be aware that they

exist.

The books at the Center are all donated. There may be a binder containing information on how to do research in a specific country or state in the U.S. Virginia, Maryland, Pennsylvania and Connecticut are states with the most books; other states have fewer.

A copy of any film held by the Salt Lake City Library may be ordered by a researcher. The cost currently is \$3.25, plus postage, for four weeks use; an additional \$3.25 for a two-month extension. Microfiche are \$0.15 each plus postage. It takes about ten days to get a film unless a copy has to be made; in that case, it can take two to six months. Microfiche are not returned to Salt Lake City as are films; however, it can be one to two months before they arrive.

Currently the Center has 20 readers and five computers. However, the construction in the building means that the FHC will be housed in construction trailers with fewer readers, fewer filing cabinets, etc. The computers will all be moving. The hours will continue as usual. The Center is open Monday through Saturday 9am to 5pm, with evening hours 7 to 10 pm on Tuesday, Wednesday and Thursday.

A question was asked about how to use the IGI. Ms. Churchyard said that a researcher should do a North American search with the name and dates. Look also in Ancestral File. Remember that these are two separate files. While the Ancestral File can be corrected, the IGI cannot. With both files, however, you have to double check them since the information may or may not be correct. Verification from another source is essential.

Most of the data in the IGI, Ms. Churchyard noted, gives sources for the information. Sometimes the person who submitted the data can be contacted. The Family Group Record, available only on microfiche, will give source documentation.

The group thanked Ms. Church-

yard for her talk and welcomed the information sheets from the FHC which she distributed. These helpful documents inform researchers about each of the FHC files and how best to search them.

Ed Jordan noted that Frank Leister sent copies of demo discs and hand-

“Broadfoot Publishing, a small publishing house that specializes in the Civil War, has printed an index of all the compiled service records for the Confederates, and they are doing the same thing for the Union.”

books for “Reunion”, and he wanted everyone to know that they are available to be borrowed from him or the demo may be downloaded directly from Reunion’s Web site. He noted that the November meeting would be a time for general discussion, after member George MacVeigh’s presentation on family charts. George said that he would bring some samples of charts he had made.

Ed stated that he cannot continue as program chairman and asked the group for suggestions of how the SIG should continue.

The meeting adjourned at 11:30.

Respectfully submitted,
Mary K. Jordan

**SIG Meeting
November 10, 1998**

(Methods for producing family tree charts, view of a graphic artist, use of PageMaker for family histories, sources of blank charts, the Web site <ancestry.com>, etc.) The meeting started at 10:00 with 17 people present. There was no outside speaker, but George MacVeigh, a member of the group, talked about genealogical charts which he had produced.

George noted that he had started early on genealogy and computers, in the days when there were no good genealogy programs for computers. He had read an old family history which got him interested in his family and in trying to understand relationships. His first charts, he said were made with an old-fashioned typewriter and shelf paper. Some of the charts which he displayed were made with a dot matrix printer where he drew connecting lines in by hand.

George’s next step was to get MacDraw which draws links for him. He has numbered his generations from one to 13. George and his wife are generation 13. For generations before number one, he uses minus numbers. He finds that a descendants list is handled well by a computer. George’s pedigree chart starts on the left and moves through the generations to the right. It was done manually with all text in MacDraw. It is a standard pedigree chart. By starting with the principle people at the bottom of another chart, George was able to add siblings and also family groups. He generated the data by hand but used MacDraw for creating the connecting lines. By creating family groups in blocks on the chart, George was able to move whole groups, whole families, at will. By paying attention to the clarity of the font used, George was able to reduce a large chart to 11x17 inches; the chart was still readable, but reduction to a still smaller size would not be. George’s descendants chart got to be very large. However, by putting the information into a chart of family groups, it could be better controlled. George was able to add text for some of the families.

George is an advocate of special charts which can tell a story. Because his family had been involved in the opening of the Oklahoma territory, George used one column of another chart to detail Oklahoma’s land history. For example, in 1901, the Land Office held a lottery and a member of

George's family won a plot which was sold the next day for a considerable profit. The lottery was held by drawing postcards from a big drum. In order to leave a postcard, an individual had to go into town and turn in the postcard in person. Thus the railroad station in the small town became the busiest railroad station in the world for a few days before the lottery! Another special chart which George drew was one with members of the immediate family across the bottom. Then all relatives living near them on farms in Iowa were added. George has not been able to work out exactly how all of the people are related, but this chart has helped him sort out some of the dates and make some conjectures as to how people are related.

George provided handouts, not only of his charts, but also one on the MacDraw program. He uses only the simplest part of the program.

Alden Bestul commented that George is a man after his own heart since Alden uses Claris Works graphics instead of a standard genealogy program. Alden feels that you do genealogy for two reasons: (1) because YOU want to know about your family and (2) because you want to publish and help others to know about the family. Alden noted that he calls some genealogy charts "augmented pedigree" charts because he adds brothers and sisters. He also confessed that he sends complicated charts to his sister; he publishes if she says she can understand it, but doesn't if she can't! Therefore, he sees limits on charts if you want to publish.

Daphne Pettie stated that she is a graphics designer who uses PageMaker for her genealogy work. She has been particularly interested in the migration of her family from town to town. She has learned the history of towns where they lived and how they were involved in the life of those towns. She has been particularly interested in families which moved as part of a group when members of the group intermarried. Daphne noted

that she likes PageMaker because you can go from one page to another with ease. She puts bits of information into a box near the name of a person, particularly if she has variant spellings of a surname. She finds it useful to have the names of siblings when doing further research in a family group. Daphne started with MacWrite with a single page for each person, has moved on to PageMaker and now intends to put all of the information into Reunion.

Another member noted that charts are useful to help yourself or others understand the information which you have gathered. There is no "right" or "wrong" way to create a chart so long as it is understandable.

Alden noted that big charts are wonderful if they are just for your own information. However, if you plan to publish a book on your family, you need small charts. It is difficult, he said, to have very many fold-out charts in one book. William McDonald said that he is just getting started with family history. He likes Reunion but does not feel it is designed to produce a book. If you are using text, he went on, you can intersperse Reunion charts and photographs, but PageMaker will let you put pictures anywhere.

Daphne said that her mother has boxes of photographs which she wants to have her identify. Karen Kite noted that a cousin brought a box of photographs to a family reunion. Members of the family sat around a table and identified them.

Daphne asked if anyone had tried a web site <ancestry.com>. It permits you to search for a last name. If you have a hit, the program will give you an e-mail address and the size of the GEDCOM file which is connected to the name.

C.J. Dwinell noted that it might not be too easy to search for his name in such a file since he has found his name spelled Dwinnelle, Dwinnell, Dwinal and Donnell. He has learned to keep a list of the variants and to check all possible forms of the name.

However, it takes about a minute to go through 35 names. One file which he downloaded had 43,000 hits, which would take 7 days to review! Daphne commented that <ancestry.com> is a tremendous site. C.J. agreed that, while it takes time to download the file to a floppy, it is a simple matter to do so. He noted that there is a lot of duplication because it lists parents with children as well as children with parents. Also <ancestry.com> does not show any documentation.

Paul Jacobsen asked about blank charts. He has had two additions to his family, in one case, a Colombian emigrant. He would like to give a blank chart to this new in-law and ask to have it filled out. Several suggestions were made for obtaining such charts: Hearthstone Books and the Mormon Family History Center. Bob Hull suggested that Paul use Reunion 5.0 forms if he is putting data into Reunion; using blank paper of the same format as are in the computer would simplify data entry.

There was a short discussion of media for long-term preservation. While CDs and hard drives can be read now, what will be readable in 300 years. Both Mary Jordan and Alden came down on the side of good, acid-free paper. Mary commented that, particularly for color photographs, the dyes used in color copiers are much more stable than those used in color photographic prints. Ed Jordan promised to bring catalogs from some reliable companies to the next meeting. Karen Kite noted that Hearthstone Books has archival materials for sale in small quantities.

Ed Jordan then spoke about the need for a new program chair. He said that if some individual doesn't want to do the job, we can have meetings like the one just concluding once a month. Ed said that he does not want to continue with an organization which doesn't interest other people. He suggested that the meeting time could be switched as well as the format. He said that the basic question



is, "What do people want to do."

Alden said that the group should recognize Ed for the programs which he has provided for the last year. Alden, speaking for the rest of the group, thanked Ed. There was applause. Alden said that it is reasonable to go to unstructured meetings. Ed asked people to send in suggestions by e-mail or phone or to bring them to the next meeting. A suggestion was made by William McDonald that specific areas could be one subject for discussion; he is particularly interested in Scotland and would be interested in hearing of the work others have done with those records. Ed noted that there are plenty of suggestions but that there needs to be someone to lead the discussions.

One participant asked a rhetorical question about the mission of the group. "Are we here for genealogy or for using computers for genealogy?" Alden noted that the driving force for the group, as he sees it, is an interest in using Mac computers. We do go back and forth between genealogy and computer information. He supports going stronger with computer information. He also noted that he has been distressed at the lack of information in our library and on our site on the TCS.

Ed Jordan asked that those who plan to come to the December meeting, also unstructured, do two things: (1) let him know that they are coming and (2) come with ideas of what they can talk about or what they would like to spend time discussing.

Ed said that he has manuals and demo discs from Reunion. Karen Kite asked that Ed get the Reunion demo onto the computers in the training room and that we spend the January and February meetings familiarizing ourselves with Reunion. The meeting adjourned at 11:45.

Respectfully submitted,
Mary K. Jordan

Floppies are Obsolete continued from page 43

>1.44 floppy is dead< Not yet it isn't. Maybe in a year it will be, but it isn't quite there yet. Sure, I can install Speed Doubler at the office over the network; but some packages won't install this way . . . they have to be installed from the original floppy. RamDoubler is a perfect example of this. Now I realize you may not like RamDoubler because VM is built into the OS . . . but VM always takes HD space. RD doesn't, which gives it a distinct advantage, and I think that RD is still faster than VM. RD simply won't install over the network. But whether it will or not is immaterial to the user who only has one mac (an iMac). He doesn't have any network to do a network install over.

- >at least one of us has 100BaseT< OK, you went out and bought additional HW to do this. Why, are you really doing something that 10BaseT doesn't do? (Not trying to argue the point, but if you have two machines connected via fast ethernet via cross-over cable it doesn't seem to me that you are getting the benefit of the faster speed . . . and I'm pretty sure that a 7200 under 8.1 won't come close to saturating it . . . which means having it just could be a want and not a need.)

As you say . . . you've been converted. Some might see this as brain washed. You have bought into Steve's vision of what computer capabilities you should have. What happened to the computer capabilities YOU think you should have . . . this is one reason the Mac was invented in the first place . . . in order to let the USER decide what was needed instead of the computer maker. In a year or so the floppy may well be dead . . . but it ain't now and there's 350,000 or so machines out

there with some limitations simply because Steve decided it's time for the floppy to go. As to closing the Mac 128 to internal expansion being such a good idea . . . I don't know if I really agree with this or not. Perhaps a little more of an open standard or the earlier allowing of cloning would have helped Apple maintain market share and perhaps keep Windows from being what it is today. . . . how come almost every Mac since the SE30 has had the ability for both internal and external expansion? Maybe the closed system idea wasn't such a bright idea after all. It is a good idea for a very limited segment of the market . . . but most of us need the ability to make our systems do what we want; and unless everything is built in and the things cost a fortune there will be a need for peripherals both inside and outside the cpu.

- >Well, I guess we have to agree to disagree.<

Absolutely. I appreciate learning from your writings, and I'm doing so.

>Don't get me wrong...<

In that vein, I'll continue on what I think to be still-addressable points.

>internal floppy . . . I said nothing about this. What I said was a [proprietary] connector and cable leading to a [proprietary] connector on the back to attach a floppy. As to what they could connect to it, how about say a G3 floppy drive in a little snap in case?<

Major design point #1: style; let's ignore that. Major design point #2: no Apple proprietary nonsense. It's costly, it's embarrassing, and it'd get them laughed out of all the magazines. I don't understand how you can miss that. You're not lamenting the abandonment of the GeoPort, but you're asking them to bring back a port they stopped using in 1990, after the IIfx.



Not even the LC had an external floppy port, let alone any Performas. It's a foreign idea to introduce one now, and you're arguing that it'd help them avoid the stigma of cramming foreign ideas down our throats. Are you not?

>If the floppy drive is so 'passe'...<

This one we should agree to disagree. You didn't get this argument from me. The argument you got from me was that floppies are third party opportunities. If there's money to be made there, it will be. USB is an excellent match for the hardware developer who wishes to add a floppy drive to a system. Special Apple-proprietary solutions are not at all appropriate.

>This argument would maybe support 10BaseT... but 100? [...] perhaps it didn't cost any more than a 10BaseT chip... but I doubt that.<

Ah, yes, sorry for not covering that. Your guess is right on-target. Just as speed-bumped processor chips are more abundant and cheaper than the models they replace, the same goes for 10Base-T. 100Base-T is the hot ticket, everybody's making it right now, it's cheap, and it's a standard option for Intel PC's. As you point out, it'll be a while before "Joe Merlot" (I like that!) goes out and buys a hub to drive the connection at its higher speed. But no bother—it falls back to 10Base-T with no muss and no fuss, and it talks to everything that's already out there.

Excellent point about MacNC's, by the way. I didn't want to confuse the issue with that, other than tossing out the notion of "the projected lifetime of the product". The overall design is expected to last a while, and like the little punch-outs and seams in my car reminding me that I didn't opt for a sun roof, there are parts of the iMac that show that the first one is not intended to be the end of the line, by any means.

>a single floppy is cheaper than a CD<

Incorrect. For years now, mass distribution of even a 100K file on CD-ROM has been cheaper than mass distribution of the same on a floppy. If you can depend on your target market having a CD or DVD drive, you go with CD every time. Even if what you're producing is just a joystick driver! As an added bonus, this means you can use a single CD-ROM to handle both your PC and Mac drivers.

>In response the 'it don't have a floppy' argument... apple merely says 'It doesn't have an internal floppy because it's primary marketing target doesn't need one... but the capability is there for those that do need it.<

Exactly. With regrets about how the Jobs spin made it -appear- that Apple didn't take floppies into account, the clear fact of the matter is that they did. They took everything that fewer than some percentage of buyers use (you do agree that some percentage of us believe our floppy drives are expendable), they removed it from the base configuration, and they made double-damned-sure that straightforward expandability was at the heart of the design.

Which leaves them with a quandry, as the companies they've assisted to design and produce external storage are having their own problems. But that's far less of a quandry than they'd have been in had they sacrificed the design of the complete system in order to save somebody else's butt.—

It's really not so simple as putting a mechanism and a cable into a Bondi box. Ignoring the marketing/documentation/etc. issues that I think make that an ill-advised idea, the plain fact is that other companies were farther along with more workable plans for floppy drives. Apple wouldn't have beaten them to the market, regardless — and if they'd tried, then they sure wouldn't have made their

case to the third-party hardware developers, which is so crucial.

Apple had made all those mistakes before. This time, faced with an unexpected outcry about modems and floppies, they did exactly what they should: improved the internal modem, and stepped up their work with external partners for the external expansion story. The rest is kismet.

- >In the midst of change, flexibility is essential. In the long run, floppies probably are kaput; for now, a lot of people use them...however flawed.<

NO ARGUMENT. People use floppies. A lot of people use floppies. I think maybe 30% use floppies occasionally, and 10% have a genuine need to do so. But let's say that 80% of people use floppies for the sake of argument.

A lot of people use Zips. A lot of people use LocalTalk. A lot of people use trackballs. A lot of people use 20" monitors — or multiple 17" monitors. None of this fits into the design of the -base configuration- of this machine.

Nearly 100% uses a keyboard and a mouse. That goes in. Fewer than 100% use S-Video output. That comes out. In this little exercise we're deciding what goes into an inexpensive system, and we're being as true as we can to that goal. We want people to be able to easily add a joystick, but we don't want to actually build one in. Nor do we want to put a special connector on the back just for joysticks. And we don't have to. We have a top-notch expansion bus that just happens to be extraordinarily consumer-friendly.

We also want people to be able to use Zips if they want, and floppies. The design provides for both. Or either, depending on what the customer elects to pay for. Is this not a win-win solution?

- Epson printer/USB updates:

>I can verify that the reports are now entirely positive.<



I can verify first hand that the iMac/ Epson 740 combination works just fine (_with_ the updates, of course). Apple responded to the need for the iMac update in less than 2 weeks - anybody else hearing the complaints Windows 98 is getting?

The Imation drives should be around this week, but I predict that USB Zip will outsell them. How nice to have a choice, depending upon your needs ;-)

- >(Not trying to argue the point, but if you have two machines connected via fast ethernet via crossover cable it doesn't seem to me that you are getting the benefit of the faster speed . . . and I'm pretty sure that a 7200 under 8.1 won't come close to saturating it...)<

System 8.1 will not saturate 100BaseT (or come anywhere close) but System 8.5 will (or will come close enough). System 8.5 is due in October. For one of the few times I may be ahead of the curve.

>What happened to the computer capabilities YOU think you should have . . . this is one reason the Mac was invented in the first place . . . in order to let the USER decide what was needed instead of the computer maker.<

Funny, but thinking about MY needs as a USER is what changed my mind rather than brainwashing. When I really started to think about why I would need a floppy disk drive, I found I would not. There were always other ways that I could achieve the same objectives as having a HDFD. If I need to install something that is on a floppy, I can always create an image and install from the image or just move the contents of the floppy via the network. If I need storage, there are ZIPs, Imations and other more capable media. If I need to move data from one machine to another, there is always the network (LAN, Internet, etc.).

In any case, the whole argument is moot for me as I do not own an iMac and probably won't in the near future. If it turned out that I needed a HDFD capability and had an iMac I would buy the Imation drive which does both 1.44 MB and 120 MB(?) capacity media. But I don't consider this likely as I could use the network instead.

Today, the only thing I use a floppy disk drive for is to create disks for the Disketeria and I can readily do this on my 1988 SE/30 that includes the HDFD.

>As to closing the Mac 128 to internal expansion being such a good idea . . . I don't know if I really agree with this or not. Perhaps a little more of an open standard or the earlier allowing of cloning would have helped Apple maintain market share and perhaps keep Windows from being what it is today.<

Mmm... you need to go back and reread what I wrote. I said that the decision to keep the 128 K Mac closed was a terrible decision. I was contrasting this shortsightedness by Jobs by what I consider to be a much more rational decision on the iMac.

- >System 8.1 will not saturate 100BaseT (or come anywhere close) but System 8.5 will (or will come close enough).<

How did this become the goal? :) I thought the goal was to -avoid- saturating a network, such that it doesn't become the kind of bottleneck that 10BT does.

>When I really started to think about why I would need a floppy disk drive, I found I would not.<

There's your answer on the Pi Disk Library and how much demand there is for it, from a man who's lived and breathed floppy disks for that purpose for more than a decade. That's a mouthful.

That said, thank goodness for Intel's well-designed USB technology, and for Apple's good sense to use it for [fringe/non-fringe] stuff like floppies.

- >Thought about my needs and decided a floppy wasn't too important.<

True, exactly as it would be for me. However, we each have lots of Macs with various peripherals. Joe Merlot with his solitary iMac doesn't have that luxury . . . and might just need to install something that only comes on floppy. He can't do it though . . . which means he can't do something with his box that you and I can. In a while that will be a moot point . . . but if Joe buys a Zip since that's what most other folks have then he still doesn't have a floppy. If he buys a superdisk he does . . . but can't swap files with anybody else (well, lots fewer people than if he gets the zip). I guess if I was Jobs I would have made sure that there was a relatively inexpensive (say \$50-\$60) USB floppy available on day 1 when iMac shipped. I really don't quibble with the lack of a built in one as much as shipping a machine without one available. If an inexpensive optional one was next to iMac on the shelf this would be a moot discussion . . . and the Superdisk or Zip would still have a market for folks who wanted to move larger files or do backup.

- Re: the messages above. If a person has no floppy, how specifically does that person "make an image" and use it to install something? How does that same person install via a network, again without a floppy? I'm referring to a program, etc. that you have on a floppy but have no floppy drive.

- This weekend I was trying to get my son's new iMac all set for him to take back to school. We installed the "free" 64 meg RAM upgrade and I installed some software from CDs. He had gone ahead and set up an account with an ISP in Cumberland and I con-



figured his system for internet connection with that service. I also wanted to set up a configuration for TCS Explorer service for any times that he might have the machine back here where I could get at it.

I tried using my old "Pi Fillings" CD from 01/98 to set up TCS Explorer but cancelled the installer on the warning that it could unset my preferences for other services and that I should try a manual installation. I got everything set up for Explorer but my connection failed because I needed to import the TCS Explorer connection script. Unfortunately, I could not locate this file on the Pi CD. I worked around the problem by attaching the script file to an e-mail message addressed to my son's account. I then spent the \$\$ for a long distance call to Cumberland using the iMac to connect to the ISP and retrieved the mail message. The file transferred successfully. I then imported it into the TCS Explorer configuration and successfully connected to Explorer service right from the temporary iMac setup in our dining room.

The point here is that if you have any sort of network connection, you don't need a floppy drive for the iMac. Even a full 1.44M file will transfer through e-mail, ftp, or other download method in a reasonable time at modern modem speeds. This would apply to disk images as well. I still expect to get an Imation Superdrive for the iMac, but a printer is a higher priority first peripheral.

- >which means he [Joe Merlot] can't do something with his box that you and I can.<

And if he knew all of what we do with ours, he'd never ever want to try. For instance, I can set up an address-translating firewall with mine and LinuxPPC. I can run the X Windows version of Emacs. Are you saying that Apple should ignore these distinctions, and design so-called consumer market machines by simply making

cheap old versions of power user machines? Might this in some way miss the point of leapfrogging and innovating with a clear perspective?

>I really don't quibble with the lack of a built in one as much as shipping a machine without one available. If an inexpensive optional one was next to iMac on the shelf this would be a moot discussion.<

Here y'go — this is, I believe, the big item you and I both agree on, and have each spent too much effort trying to explain to each other. The external floppy issue isn't a problem; the market availability issue is the problem.

You've given me the impression that you blame this on institutional arrogance on Apple's part. I'd like you to consider that Apple went to great lengths to ensure USB peripherals on 8/15, and that many other factors were involved. (As well as any institutional arrogance that may have played an early part.)

We can say that they should've made an Apple-branded floppy drive a part of their original plans. But we can't conclude they could've rushed one to market after it became clear that third party partners (committed to producing these drives with Apple's technical and marketing assistance) were dropping the ball.

Considering a blemished track record. Considering an industry that'd largely stripped them for parts and left them for dead. Considering personalities, conflicts, quirks, and a huge collection of very fickle technologists. The fact that this counterintuitive scheme played out in August so closely to the way it was unveiled in May is extraordinary. It says that Apple fixed much of what was wrong with Apple. As for the Mac platform, well, that's not just Apple, and that depends on a lot of people in high places in the industry recognizing what just happened here. And Apple's taken good steps to ensure that they have, too.

I'm not saying it's genius. I'm just saying it was executed far, far better than any reasonable person might have expected. I do note and appreciate the level to which you and I have come to expect excellence in these things. You may notice that the rest of the industry is starting to take the issue of excellence to task. They're making lots of noise about demanding Linux, for example, rather than settling for Windows NT — unless and until the Industry Standard for Mediocrity begins to make dramatic progress.

Good. Because like several authors I've read this week on the web, if it gets down to Microsoft or nothing, I'll start pursuing a different career. Further, I think this is a great time for Apple to be harvesting that sentiment which demands excellence. And I hope that you see, as I'm beginning to recognize, the correlation between these growing undercurrents and Apple's insidious Think Different campaign. The details are being handled very, very well.

- >can't blame it on Apple arrogance...<

You are right . . . it's Jobs that has the arrogance. His highness has decided that the floppy has to go . . . so it's gone . . . never mind asking the customers. Granted, he has fixed a lot of things that were wrong with Apple . . . but the reality distortion field is in full effect here. He and the marketeers have told us enough times that we don't need a floppy that some of us are starting to believe it. If you or I buy an iMac we don't need a floppy drive with it because we have other methods of solving that problem. Joe Merlot (gotta love that name:-) who has one computer which is an iMac, doesn't know anybody else with a Mac, isn't a Pi member, and just picked it up this week doesn't have the technical wherewithal to get his brand new copy of Speed Doubler installed. He never heard of DiskCopy or

Shrinkwrap . . . and since Joe is the target market for a 'consumer' computer he's out of luck.

Think Different is nice . . . and they are doing so in a lot of ways; but many novice buyers look at features/price. Sure, they have heard that MacOS is better . . . but they have also seen the large market presence of that other OS that has convinced them it's good enough since it's almost as good as MacOS. You put these folks in the computer store . . . they see what they perceive to be fewer features for maybe more money. You and I know better than to just compare components . . . but a lot of folks don't. I agree with your point about having a minimum number of ports on the computer that are all the same to eliminate/reduce user setup or errors . . . but the fact remains that they didn't get the peripherals out on time . . . and probably lost sales because of this. The fact that 300,000 or so iMacs have sold so far is largely due to user group (i.e., free labor) effort in the stores to evangelize and enlighten the masses. Oh, well . . . we'll never convince each other I guess...

- >His highness has decided that the floppy has to go . . . so it's gone . . . never mind asking the customers.<

<sigh> THE IMAC HAS A FLOPPY PORT. IT'S CALLED USB. GET TO KNOW IT.

His highness has configured a consumer machine with the benefit of staggering amounts of market testing and focus group data.

Floppies and expansion are a vital part of the plan, from the top of the chain. Because some people want them, while others do not. The base configuration is highly-streamlined, so that people don't have to pay for stuff they don't want.

Welcome, Apple, to the consumer market.

- I for one find that floppies are very

C3 B15 Msg * 3849 R/3848 iMac acc.
FROM LOU DUNHAM, ON 5 Oct 98 01:23:41
TO ERIC NORBY/ALL, LINES: 16, REPLIES: 0

> Are there USB iMac floppy or ZIP drives available yet? Any
> recommendations?

The Imation SuperDrive is in stores now. It will read and write to 3.5" _HD_ floppies as well as their 120MB cartridge.

No USB Zips yet - maybe November or December.

USB hard drives have been announced, with no arrival date to my knowledge.

If you have an ethernet-capable Mac handy, my recommendation would be to use its drives and share files with the iMac until these new devices have time to prove themselves in the hands of consumers (you didn't expect to hear that from someone who sells this stuff, did you?).

Lou @=====[

For everything you want to know about iMac peripherals, go to MacInTouch's iMac USB web page (this is a dandy!). It has links for *everything*!

<<http://www.macintouch.com/imacusb.html>>

From thence, this:

Imation/Panasonic SuperDisk floppy \$149.99 (estimated street price; list is \$189). Available now.

Jointly developed by Panasonic and Imation, the USB SuperDisk drive can read and write both standard 1.4-Mbyte floppy drives and special LS-120 SuperDisk diskettes, which hold 120 Mbytes of data. (Five-packs currently have a street price of around \$65.) The drive will not read 800-Kbyte Mac floppies.

Go to the Imation web site: <<http://www.imation.com>>

or to their SuperDisk page: <<http://www.superdisk.com/>>

useful on my desk, as coasters for my coffee, or the starbucks frappaccinos that I have become addicted to.

- >I'll give this a try . . . maybe the newer version will work and then I can just leave the image on the network instead of carrying the disk around. This still doesn't help the user with 1 machine install something from

floppy though.<

Ram Doubler and Speed Doubler will install from just the installer file (no master floppy needed) _if_ the target machine does not have a floppy installed...

I keep the Speed Doubler and RAM Doubler installers on my Powerbook at work, and if I go to a



users desk and I've forgotten my installer disk, I just slide out the floppy drive (powerbook 5300's most of the time), and run the installer by connecting to my Mac.

Again, as long as there is no floppy present, the RD and SD installers will run and won't bug you with the 'insert master disk' dialogs.

- >I for one find that floppies are very useful on my desk, as coasters...<

They also come in handy if you have wobbly bookcases; stick one or two under a corner and — end of wobble!

I've been tempted to take some with me when I go to some restaurants with wobbly tables.

So, in the end, the assembled wisdom of the gurus is that floppy disks do still have some uses after all! Tune in to the TCS for further developments.



The Choices Multiply

Meanwhile, the choices multiply. There are more than one hundred digital camera models on the market, and more every day. No longer do you have to settle for some simple point-and-shoot camera with fixed focus.

The prices range from Eastman Kodak's professional oriented 2 megapixel DSC 520 for a cool \$15,000 to the Fuji DX-5 for a mere \$300.

The sizes range from the huge commercial press cameras to tiny cameras like the all new 1.5 megapixel Fuji MX-700 which easily fits in your pocket.

It seems that each week we are greeted with yet one more digital camera making its debut. Three diverse and very earnest competitors, including traditional camera manufacturers, consumer electronics manufacturers, and PC peripheral manufacturers have all jumped into the competition for a share of the future of digital imaging. The competition is fierce. The pressure to innovate and yet to reduce prices is very strong.

The Battles for Optimum Configuration

There are battles on nearly every technology front: the type of image sensor, the view finder, the mode of image storage, the image compression, the batteries, the lens, and the options of transfer of the images to the television, the computer or direct to printer. No single winner has arrived in any department. Everything is up for grabs. It is a free for all. One day the most successful and useful technologies will prevail and your choices will be simplified.

The Light Sensor Shoot-Out: CCD versus CMOS

The biggest issue is the light sensor: CCD versus CMOS. CCD stands for charged coupled device and has been the traditional technology of choice for the digital camera's image light sensor, based on long experience

Digital Cameras, the Next Breakthrough?

by Garr Cutler, EMUG

The Market for Digital Cameras is Booming

Purchase of such cameras is doubling each year. Worldwide sales were 1 million in 1996, 2 million in 1997, and expected to reach 3.8 to 5.3 million in 1998. Digital cameras are considered by many one of technology's prime growth markets. The driving force for this growth in sales of digital cameras is improved image quality and decreased camera prices. We have seen price reductions of 30% per year, which will continue for some time, as more and more people buy into digital photography (which will in turn attract ever more buyers). Ah, the economies of scale!

Meanwhile, the pixel resolution with digital imagery is soaring to ever higher levels. Megapixel cameras had just arrived last year and are pervasive this year. Finally, the quality of digital photography is approaching conventional film. And now home color printers are widely available with excellent output and reasonable price. Ah, the happy convergence of technologies!

HAVE YOU THOUGHT about a digital camera? The obvious advantages: the instant gratification and feedback, and the elimination of the developer process. Finally you would have the power to do what you had always wanted to do with your conventional photographs: resize, crop, and retouch. You can (using your computer and graphic programs) readily lighten, darken, sharpen, distort, crop, or enlarge, or discard those digital photographs before printing. You have the power of your own digital darkroom.

Several people I know have purchased digital cameras. They like them. Great for sending photos by email. Great for timely newsletter publishing. Bruce Bittle as graphic publishing designer uses one in his work every day (he says Lane County has four). My friend Nancy loves hers. Recently she wanted to paint her house. She used the digital camera to take a photo of her house and thereafter to digitally modify the house color in the computer before she decided which colors to use.



in video cameras and the military. CMOS stands for complementary metal oxide semiconductor, and heretofore was only used in CPU and DRAM chips. Now technology enables CMOS to be used as the camera's image sensor as well. This exciting development has blasted the door wide open for a big shoot-out competition. CMOS advocates believe the introduction of CMOS sensors to replace CCDs will lower the cost and lower the power consumption.

Minimizing power consumption is important because CCD sensors are a big power drain. Some CCD cameras eat batteries like candy (four double A batteries every 20 or 30 shots). CMOS will allow greater integration of the other digital circuitry signal-conditioning elements (DSPs, analog signal conditioners and communications interfaces) needed for digital cameras (camera on a single chip).

Though CMOS image sensors by themselves might be more expensive, the total package can be less expensive for CMOS with the total on-chip integration. CMOS sensors will allow major chip fabrication plants to expand into the digital camera market. CMOS light sensitivity has been traditionally poor. Recently there have been workarounds, such as tiny on-chip pixel lenses to concentrate the light. Recent offerings are nearly competitive with CCDs. CMOS is a fledgling technology that has great potential for the future. CMOS is pursued by Motorola, Intel and Kodak. Intel alone has 250 engineers on the project. CMOS sensor sales (of all kinds) will reach \$110 million this year, and are expected to reach \$3 billion in 2002.

Recent CMOS cameras include offerings from Umax, Vivitar, and Sound Vision. CMOS recently appeared in a child's toy (but real) camera.

CCD sensors are proven, reliable, and well understood technology. They possess excellent light sensitivity. They have served as the sensors of digital cameras and camcorders since the 80's.

CCDs are at present the sensors in the vast majority of such cameras. However CCDs are heavy energy users as mentioned above. CCDs have traditionally been expensive to make. With increasing volume production, the price of CCDs and signal-conditioning elements is dropping. And battery fixes are at hand, such as rechargeable or lithium.

Picture Quality of Digital Cameras?

Still so so, but getting better. Even cameras that exceed the 1 megapixel image do not yet meet the picture quality of traditional cameras. To reach that you need 2 to 4 megapixels. The quality is good enough for print media such as newspapers or magazines, certainly good enough for the better home printers, and is passable for relatively small home pictures, but there is still a difference compared with film photography, especially if you choose to enlarge the images. While the prints may look good from a distance, there are annoying artifacts when examined closely. No computer printer today can deliver prints with archival qualities as good as black and white photographic prints.

Black and white prints from the Civil War have survived better than color prints only thirty years old. Only time will show us how durable our new digital color technology really is. For archival purposes, do not trust any digital print.

Storing the Photographs in the Camera Memory

How do you save those huge graphic files in a little camera? The options are hotly debated: compact Flash vs. SmartMedia vs. Miniature Card vs. mechanical drives, software-based architectures vs. hardware solutions.

Alternative integration paths are already emerging. Removable solid-state memory cards (flash memory) in the camera are a convenient but expen-

sive solution. For users who travel with a notebook computer, pictures can be downloaded to the computer each night. IBM has just announced a tiny 340 megabyte hard drive, about the size of a large coin, suitable for cameras that could store more than 300 photos. It will be available in 1999.

The other Battles

A. The view finder: LCD viewfinders or through-the-lens viewfinders. The 1.8-inch color LCD is the flashiest alternative (the same type as used for video cameras) which can give instant feedback about the picture to be taken. There is a battery drain in consequence. Conventional optical viewfinders are the least expensive.

B. Image compression: this is essential for those huge image files, but the choices include JPEG, FlashPix, or wavelet compression formats. Though JPEG is the most pervasive, the wavelet format would provide the most efficient compression.

C. Download choices: what kind of cable (like forthcoming FireWire), infrared beam, or flash memory chip connection will you have for quick and easy downloading? Check this important option before you buy. Some want to have the image in the computer. The alternate view is that digital photography needs no computer. Download the camera images directly to a printer.

D. Fixed lenses or conventional focus lenses. The first digital cameras all have had fixed lenses, for the so so quality of the photographs hardly needed the refinement of a more accurately focused image, and adjustable focus lenses added a significant cost to the camera.

E. There is even a scheme to fit a digital camera in the back of your conventional camera.

So is now the time to buy a digital camera?

The digital camera is here. Waiting for the ultimate camera is like waiting



for the ultimate computer: you might be waiting for a very long time. Why not buy one now? Quality cameras are available at affordable prices. If I were buying such a camera, I would insist on a camera with at least one or more megapixels. Otherwise, you might wait. Prices are falling rapidly. You certainly know that just as with early computers, the minute you buy, there will be newer models with further improvements and lower prices. For the time being, why not rely on conventional photography and the scanner to bring your images into the computer? Wait for the fallout on all these competing technologies.

For myself, I want at least 2 megapixels, lithium batteries, FireWire or infrared wireless computer connection, the IBM camera mini-hard drive, wavelet software compression, and an adjustable focus high-quality lens. It will be a year or two before these things are available in one package.

And for the future?

As the improvements continue, the digital camera might just capture mainstream acceptance and even replace film-based cameras. If so it will be a tremendous technological revolution. Digital cameras have a long road of continuous improvement in store. The potential is there. If you don't hanker for one now, just wait, they will one day, sooner or later, become attractive for their competitive features. It is no coincidence that Kodak's current chairman was previously the chairman of Motorola. ■

Garr Cutler writes frequently for MacNews. A long-time EMUG member, Garr enjoys spotting the important emerging technical trends. Garr notes that he has recently changed his email address. Contact Garr at: garrc@pond.net

From the October 1998 issue of *MacNews*, newsletter of the Eugene [OR] MUG.

My ALPS Model 4000 Printer/Scanner

by Mical Wilmoth

HAVE YOU heard of love at first sight? This is not something I normally endorse or believe in, but my love affair with the ALPS Model 4000 printer/scanner began when Michelle McNaught presented the output from this machine to a group of us at the May 1998 Mac SIG meeting of the Maryland Apple Corps. Note that I say she introduced us to the output—not the printer's operation.

A number of us were so impressed with Michelle's presentation that we placed orders at the meeting. My printer was delivered on May 21st, so I've had it a month now. I've been printing everything in sight, both for myself and others. Want a business card? No problem. I can do that. Want a greeting card? Want a print-out of a scanned photo? Want a simple letter? All of these, and much much more are printed easily.

The basics: The printer unpacked easily. Installation of the printer driver was not a problem. Connecting the printer to the computer was a bit more challenging though. This printer is a SCSI device, which didn't really sink in when I saw the presentation. Therefore I needed a SCSI cable (not supplied) to make the connection to my computer. Fortunately Larry has every cable known to man or woman so, after just a bit of scrounging, the correct cable was located, along with an external terminator, and the hook-up was completed. After just a bit of fiddling, the computer realized it had a new printer to contend with and we were off to the races.

The ALPS Model 4000 uses "Mi-

cro Dry(tm)" technology. It uses 4 cute little ribbons, like IBM Selectric ribbons but a bit smaller, that snap into place within the printer. There are 3 color ribbons: cyan (blue to you and me), magenta (red), and yellow; and then there's black. These can be placed in the ribbon holders in any order and the printer knows where they are. Or all 4 locations can be filled with black ribbons for black-only printing.

In operation, the printer places a ribbon onto its carriage, prints, sucks the paper back in, places the next ribbon onto the carriage and prints—four times when you are printing in color, or once when you are printing black and white. This little hummer is SLOW. But it's so much fun to watch it print that one hardly notices; and the output is so amazingly clean, crisp and sharp, even in "Medium" resolution (300 dpi), that the speed becomes irrelevant—up to a point. In practice it takes about twice the time to print as my other color printer, the Apple StyleWriter 2500. But I usually print in the background so this is not a problem for me.

I printed a Father's Day card on both my ALPS and SW2500. This is what I found: Resolution: The SW2500 has a 'normal' resolution of 360 dpi, and the ALPS has a "Medium" resolution of 300 dpi. The difference in clarity between the two printers at these resolutions is incredible. The ALPS has great color, really clear and you can see the "screen" patterns on graphics. Looking at the same card printed on the SW2500, its printout has bunches of fuzzy scattered dots, with



horizontal lines where each pass was made by the printer, and the only lines that are straight are the horizontals. The verticals are "wiggly." And the color looks washed out in comparison to the ALPS color.

Paper: I am pretty cheap when it comes to paper. I've been using 24 lb "bright white" paper because it works the best in my HP and the SW2500. This is the paper I used for the comparison above. That said, printing with High Grade or Photo paper would give much better results than printing on 24 lb paper. Increased resolution would also give better results, but with an ink cost. The ALPS 4000 can print on ANY paper from onion skin up to 124 lb card stock with no trouble at all.

MicroDry: This is what sold me on the ALPS 4000 to begin with, and it's the reason why the ALPS will be my main printer for a good while: Print-outs are DRY—dry when the ink goes on, dry when the paper exits the printer, and dry even when you put a wet glass or cup on top of your printed page. You can try and smear, try and smudge, try and wash the ink off the page. The ink stays crisp, sharp and clear!

Remember that I said Printer/Scanner? Well, I've played with scanning 6 inch color photos at up to 600 dpi. Then it will print them out at up to 600 dpi. The results are truly amazing! The photos I've played with are a bit grainy when printed, but clearly recognizable, with every little thing that appeared in the original photo plainly visible on the printer output. My results with text have been less successful, but I haven't spent much time figuring out how to do this yet.

Things not mentioned above: This printer cannot be networked because it is a SCSI device or parallel device (works on Mac or PC). It is not recommended for office use (says this in the manual) or for really heavy printing. I must not do "really heavy" printing because it's been fine for me so far. The printer does not handle envelopes. I

tried this and it's true. It does not deal well with changes in depth as it prints, which is the problem with envelopes. It does labels just fine, though. The Queue Monitor provided by ALPS works in the background, but sometimes you need to bring it to the foreground to get it started. Once printing starts, though, this feature seems to work ok.

The manuals are clear and concise. Maintenance is a breeze. The platen is easily accessible and can be cleaned with scotch tape if needed. Paper jams are rare and easily cleared. ALPS has so many different models to choose from that it can lead to total confusion when you are trying to decide which one to buy. Read the features carefully before making a purchase.

Micro Dry(tm) ribbons for ALPS printers are about \$6.00 each. I've used up one black ribbon in a month (just replaced it yesterday), and the color ribbons are still going strong. This should be equal in cost to the HP and SW2500 cartridges, or maybe a bit cheaper, per page.

I'd suggest that anyone in the market for a new home printer give the ALPS printers serious consideration. ■

From the November 1998 issue of *SNAC Time*, newsletter of the Southern New Hampshire Apple Core, and first published in the July/August 1998 issue of *Seeds & Stems*, bi-monthly publication of the Maryland Apple Corps:

Design your own home: But use your common sense

By Vernon W. Smith

RECENT CHANGES in our family household required a first floor make over. My wife, Martha, became wheelchair dependent following a brain-tumor operation.

Perhaps not too surprisingly, I turned to a Macintosh program to help with the planning for furniture relocation.

Essentially, we needed to convert a dining room into a bedroom to provide access to a first floor bathroom and part of a living room to a computer station to let Martha do her office work on the same floor. Space accommodation had to be made for the wheelchair and a walker with plenty of room for maneuvering.

There is a Mac Program for Every Purpose

I ordered "Design Your Own Home 3D WalkAround" from the MacConnection Catalog for \$65.95 plus \$5.95 overnight delivery. This program has been recently revised and the manual I have is dated March, 1998.

Installation was typically Macintosh easy. I inserted the CDROM, read a ReadMe file, and dragged two icons to my hard drive. A 68K Version requires 8MB of RAM with 16MB recommended and a 68040 with floating point processor. A Power Mac Version requires 24MB RAM with a minimum of 16MB free, System 7.5.3 or later, 640 x 480 monitor with 256 colors or better, 50 MB free hard drive space, mouse and



2x CD-ROM or faster.

A predrawn floorplans file occupies 6.5 MB more of hard drive space but can be run from the CD-ROM directly if you have to sacrifice speed for lack of space.

The PowerMac Version Thrives on RAM

Because I have 128MB of RAM in my PowerCenter Pro 180 604e computer, I followed the ReadMe file's suggestion that I assign extra RAM to the program. From the default 12,000K I went to 50,000K to give plenty of memory to the rendering of complex 3D elements.

A 3D WalkAround Tutorial provides initial experience in drawing a room and installing predrawn furniture. This was very easy to follow with precise steps and illustrations in the Manual.

3D Tutorial Introduces The Program

The Tutorial incorporated some time-saving tricks which might not have occurred to me under deadline pressure. For example, after drawing the first two walls of a room, these walls can be duplicated and moved into position rather than fiddling with getting the lengths of the identical walls exactly even. Corners of the room snap into place and the dimensions of the item you are drawing appear in feet and inches beside the line as you extend it.

I had a little more trouble using the libraries of furniture symbols. The instructions involved a sequence of steps involving menu items which at first were confusing to me. Once I had retraced my steps and used a little intuition, I was able to find a specified sofa, view it in a 3D window where it rotated to show all sides, and drag a copy to the tutorial room.

Program Took Some Learning

I have two quibbles with this process. First, I couldn't find any way to stop the rotation so I could see the sofa

from the front only before getting it into the room and the text descriptions of the various similar styles of furniture did little to distinguish one style from another. In fact, in many cases, the style stayed the same while the fabric texture was the only change from one choice to another.

Still another concern was that the dimensions of objects often were larger than my plan could include. The Tutorial Sofa for example is titled "7' Sofa 1A" which displays as a wildly multi-stripped fabric which would dominate any living room in which it was placed. However, later on I realized that furniture could be resized to match my own furniture's dimensions and patterns could be modified in design and color.

After placing the sofa, two chairs, a coffee table, two end tables, and a table lamp, the Tutorial drawing phase was completed. Incidentally, the table lamp went on the end table at the proper height without adjustment, although adjustment of objects which hang on the ceiling or go on walls at different heights can be varied.

My first attempt to do the 3D WalkAround was frustrating. First, I faced a blank wall instead of the room I had designed. What I had done was place my 3D camera outside the room instead of in it. Also, during my first go-round, I had left in place a roof which blocked my bird's-eye view of the room from above. Once in the proper position, I could look at different sides of the room but it took quite awhile to see things from the perspective I would normally have when entering an actual room. I think that as I get more familiar with the fine-tuning of the possibilities this will improve.

A Plan Requires Checking Against Reality

Subsequently, I drew my first floor plans using the provided symbols. This certainly enabled me to determine how much space would be required for the walker and wheelchair. What it couldn't do was remind me

that the nearest electric outlet for the computer was not grounded and that I would have to route an extension cord to it from all the way around the room where there was a grounded wall plug. I couldn't have a shorter cord crossing the room where the wheelchair would run.

I also found that the 3D views didn't really give me much help in determining hip space around furniture and small differences in heights of various objects. The Design Your Own Home plan gave me a rough approximation of problem areas which I then had to solve by exploring the real room.

For example, I laid out one room nicely geometrical only to discover that the Internet telephone connection to the computer would trip up my wife every time she entered the room.

Nice Program But It Has Windows Competition

Basically, I can recommend this program as easy to use once you have a little experience with it. Doors and windows, for example, fit neatly into walls and changing the direction in which a door opens is a matter of a couple of clicks to get a direction symbol and select the right one. Windows and doors can be adjusted for height and width and style.

A hard-nosed evaluation has to include the fact that comparative Windows 95 and 98-based home design programs are cheaper (hovering between \$20 and \$50) and in at least one instance (Broderbund's 3D Architect) more realistic in furniture depictions.

I'm sure there is a great deal more to this program than I have explored and if you are interested in a Mac program which is fun to use and practical in its application, this could be for you. ■

From *The Apple Tree*, newsletter of the Syracuse MUG, November 1998.

*Computer Camp
coming this summer!*



ImageReady: A review

By Thomas A. DiBenedetto

ADOBE, INC. has produced software for the Macintosh for many years. They have created titles such as: Acrobat, PhotoShop, Premiere, Streamline, PageMill, PhotoDeluxe Business Edition, After Affects, FrameMaker and PageMaker. All of these are professional level software products designed for the graphic and multimedia artist. Adobe also has produced consumer level software, PhotoDeluxe Home Edition, fonts and font management utilities (Type Reunion, Type Manager).

Recently Adobe has produced a new line of software that fits into the professional graphic division but also can be used in the consumer division with amazing results. Their latest software addition, ImageReady, is such a package.

A "modern" website may incorporate several different graphical elements, images, and animations as well as text. ImageReady handles many features that make image creation much easier. It is solely an electronic media production tool and is not intended for printed output, so there is no print command in the File menu list. In conjunction with PageMill, ImageReady is able to produce electronic documents as Web pages.

Web page layout and text handling have been managed by PageMill (recently upgraded to version 3.0). PageMill is a WYSIWYG HTML language tool designed so that 'nontechnical' individuals could produce acceptable Web pages without having to learn HTML code. PageMill was not designed to enhance images.

PhotoShop and ImageReady are appropriate tools for the production of images.

Many web graphic tools are incorporated into ImageReady. A webmaster can create JPEG, GIF, PNG-8 and PNG-24 images, thus determining file size and download times under various conditions. The program also allows the webmaster the ability to add animation, alpha transparency for PNG formats, control color, dithering, compression ratios, create image maps and automate image processing via a new feature called drop-lets.

ImageReady sports the familiar Adobe desktop interface. If you've ever used Illustrator or PhotoShop, you'll recognize the consistent look and feel of the interface. The tools, history, actions, layers, type, swatches, brushes palettes and filters windows are all present. Some new palettes, animation, gamma, and optimize have been added.

ImageReady supports a plug-in module that will use third party plug-ins and plug-ins that come with PhotoShop or Illustrator. (A space saving hint: Make aliases between your program plug-ins—there is no need to duplicate plug-ins that can be used by different programs.)

Let's get the images!

ImageReady lets you open or import images in the following file formats: Adobe Illustrator, Adobe PhotoShop, BMP, EPS, Flashpix, GIF, JPEG, PCX, PDG, anti-aliased PICT (such as Canvas and MacDraw; Mac OS only), PICT Resource (Mac OS only), PIXAR, PNG, Targa, and TIFF.

It is possible to have multiple images open at one time.

This product also supports scanners through plug-in modules and TWAIN interface (Windows version only).

The Main Features

Once the image has been either scanned or imported, the toolbox allows you to select, edit, paint and view images. The default tools that come with ImageViewer are limited in comparison to the tools available in either PhotoShop or Illustrator. ImageReady includes the following tools: marquee, lasso, pencil, type, paint bucket, hand, move, magic wand, paintbrush, eraser, eyedropper, and zoom. There is no gradient, rubber stamp, pen tool for paths, Bézier curves, polygon, rectangle or ellipse, nor are there any magnetic tools as found in PhotoShop 5.0.

The working desktop consists of a LiveView window that displays the original and an optimized image. Any changes made to the original image are displayed in the optimized window. This allows the artist to view changes made in file size, compression ratio, color, dithering and gamma. The pull-down arrow at the bottom of the LiveView window displays optimized information, image dimensions, Watermark strength and Undo/Redo status. You can also get an estimate of download time for different file sizes and modem speeds (14.4, 28.8 and 56 Kbps).

A key feature of this product is the ability to visualize browser dither. In the creation process the artist will work with a display system that probably supports thousands or millions of colors. In the real world of Web browsers and individual machines, many people have monitors that support only 256 colors. Images created at thousands of colors and then converted to 256 by monitors seriously lose image quality. ImageReady provides a way to simulate dithering by using the Browser Dither feature. This



feature allows you to adjust the colors in the image or in the color palettes to compensate for 8-bit displays. Your image will then look great on any system.

Under different computer platforms the gamma settings for monitors is not consistent. Images created on a gamma set for the Macintosh will be darker on a PC monitor. Another advantage is the ImageReady LiveView window allows you to adjust and correct gamma values for different platforms.

Animation

ImageReady provides an easy and powerful way to create an animated GIF file through the use of only one image. There is no more need to create a starting image, intermediate images and then an ending image in order to create an animation. The special feature, Tween, will create an animation file from only one image.

Start with a multi-layered document created in ImageReady itself, PhotoShop or Illustrator (8.0 only) as the starting image. Now create an animation from the Animation palette by positioning the original image at the start of the Animation palette window, drag the image to the end of the Animation palette window, click on Tween, and ImageReady creates all of the necessary images between the beginning and ending images. You can select the number of frames, delay time in tenths of seconds, opacity and position of frames, repeat options. You can even add layers to these animation images. Any change to an individual tween frame shows up only on the single frame in the Animation palette but it is animated throughout the entire animation. There is no need to make individual changes to each layer of the image.

Image Maps

ImageReady allows the artist the ability to create image maps. Image maps are images on a Web site with links to other files. Different areas of

an image map, called hot spots, link to other URLs. Image maps can contain links to text files; other images; audio, video, or multimedia files; other pages in the Web site; or other Web sites.

Image maps are created by using layers with layer transparency. You use a different layer for each hot spot in an image map. ImageReady uses the opaque region on the layer to define the hot spot.

Slicing an image

The webmaster can slice an image along guides to divide the image into smaller images in the HTML file. Slicing is useful for breaking a large image into sections that display in the browser incrementally, in order to avoid the longer downloading time required for larger images. This technique is used by webmasters to lay out image parts in HTML tables for large background images.

Typesetting

ImageReady allows the webmaster to add horizontal and vertical type to an image. You can specify the font, leading, kerning, tracking, style, size, and alignment of the type and edit its characters. By clicking on an image, Image Ready creates a special type layer and opens the Type Tool dialog box. The type layer tracks the text and formatting, and automatically updates the text when you edit it. The typesetting tool is similar to the one found in PhotoShop 4.0; it does not have all the capabilities of the type tool found in PhotoShop 5.0.

Automating and using Batch Processing

ImageReady can automate tasks by grouping a series of commands into a single action. For example, the webmaster can create an action that applies an Image Size command to change an image to a specific size in pixels, followed by an Unsharp Mask filter to sharpen the details, and a Save Optimized command to save the

file in a compressed format. These steps can be saved and recorded as an action that can be played again and again.

Creating images for a web page can be very tedious work. ImageReady comes with a batch processing application called droplet. Droplets are created by using the action palette as outlined above. You create an icon of the droplet and then drop images that need to be changed onto the icon. The original image and the optimized image are both saved into a batched folder. Droplets can be edited for your pleasure. (Actions created in PhotoShop are not supported by ImageReady.) You cannot import actions from PhotoShop into the ImageReady program. All new actions need to be created by you, or you can use the pre-made actions that come with ImageReady.)

Summary

ImageReady incorporates many tools that webmasters use for the creation of images that will be displayed through an HTML document. Many of ImageReady's features are similar to the features and interface found in other Adobe products. This enables the experienced user to have a quick learning curve. ImageReady is supported through tutorial documents in three formats: HTML pages, a printed manual and PDF documents on the software CD. This product will save you hundreds of hours of production time and its streamlined user interface and features will make learning this product easy and quick. ■

From *The Apple Tree*, newsletter of the Syracuse MUG, November 1998.

**Nominations
due in
February!!!**



The Apple // Special Report: The Computer that Refuses to Die

by Ron Evry

THINK THE Apple II, the machine that put Apple Computer on the map, is dead and buried? Then you should think again, according to some Apple user groups.

"The Apple II is a wonderful, very indestructible machine that is being recycled into communities that couldn't otherwise afford to equip their schools," said Lorin Evans, President of Washington Apple Pi, the nation's oldest computer user group. Evans is spearheading the Pi's efforts to channel the hundreds of machines that pour into the club's Rockville, Maryland offices onto rural schools, Head Start programs, and other community groups up and down the east coast.

"In San Francisco, the Gravenstein User Group is doing much the same as we are here," Evans stated. "And we're sending out Apple II parts to schools from Richmond, Virginia to Central America." In prosperous Montgomery County Maryland, teachers at Einstein, and B-CC High Schools are finding that Apple II's are terrific tools for teaching the Pascal programming language to students brushing up for college boards. Private and public schools that abandon their Apple IIs for the sake of new Pentium PCs or Power Macs often send the Apple IIs to the club. The user group has no trouble finding appreciative educational institutions that put the machines to good use. Currently, they have two hundred and fifty machines trickling down into West Virginia Head Start school programs. Other

small private and public schools are still using the venerable machines for typing labs and remedial reading programs.

The Apple II computer was for many years the mainstay of the Apple organization, providing immense profits with little or no advertising, while all of the corporation's marketing efforts were devoted to the Macintosh. Even after the company stopped manufacturing the IIC, IIgs, and finally the IIs, the most popular Mac was the LC line configured with an Apple II card. Apple sold these Macs to schools hungry for machines to run the software they had invested in for years.

While most of the big names in software manufacturing have finally given up on the Apple II, there seems to be no shortage of software. Most donated machines come along with crates of "in the box" software. The Apple II's legacy of professionally produced educational titles is another bonus. In fact, the abundance of free or cheap software has made it difficult for developers to justify developing for the Apple II, even though the number of machines still in use is estimated to be in the millions. Still, a few programmers do crank out occasional titles more out of love than for any profit motive. Seven Hills Software <www.sevenhills.com/applesoftware>, manufacturer of the desktop publishing program Graphic Writer III and the telecommunications program Spectrum, recently released a graphic web browser for the IIgs

called Spectrum Internet Suite. Intrec Software <www.intrec.com> continues to actively market Proterm, a telecommunications package for the Apple II, as well as a Mac version.

Last month, Apple Computer announced the dropping of support and parts for virtually every Apple II (and, for that matter, older Macs). Still, Companies like Shreve Systems <www.shrevesystems.com>, Alltech Electronics <www.allelec.com>, and Sun

Remarketing <www.sunrem.com> do a steady business in supplying vintage Apple II parts, software, and machines to schools. "We sell some Apple II products every week. My guess is that it is a couple hundred orders a year and declining," said David Vernier of Vernier Software <www.vernier.com>

Vernier offers various interface devices and software that turn Apple IIs, Macs, and PCs into lab instruments. The numbers may not seem like much, but are really quite remarkable for a machine that hasn't been manufactured since the days of the 286 and the Mac II. Even so, the flood of free or cheap used Apple II software has made it impossible for most companies to actively market their Apple II lines. Some companies have discontinued support of Apple II products altogether to concentrate on more profitable Mac and PC software. A classic example is MECC Software, which held on for years, using its foothold in thousands of school systems to continue producing new Apple II programs annually until purchased by The Learning Company two years ago. Not long afterward, The Learning Company halted Apple II development, and this past year withdrew the site license program from the market. The lucky schools that invested in this license own perpetual right to reproduce unlimited copies of all MECC programs they own.

Since most Apple IIs were sold without hard drives, virtually all software written is floppy disk based,



making the machines ideal stand-alone computers. However, addition of a Ramfast (still being manufactured) or other SCSI card makes it possible to add a cheap 40 or 80 meg Mac Hard Drive to any Apple II. Considering that very few Apple II programs are more than 128 kilobytes in size, a small hard drive for a Mac is capable of holding hundreds of Apple II programs.

Networking with the Apple IIs is a breeze with a Mac server and simple Phone Net type connectors, as AppleTalk is built into every IIs. More than ten machines on a server will need to use AppleShare server software. Version 6.0 restored support for Apple II connectivity, which was removed from version five, but requires a dedicated PowerMac with 32 MB of RAM. Version 4 will run on a 68040 machine such as a LC 475 or 580, which many schools already have. Die-hard Apple II programmers and casual users often exchange information and advice on the comp.sys.apple2 Usenet news group. In the past disagreements and flame wars between some of the regular posters made the newsgroup an uncomfortable place to visit, but in recent months, the negative activity has dwindled. Members of the Apple II community have created web sites and ftp storehouses for thousands of software titles, many public domain, shareware, or freeware. In fact, some software companies have been persuaded to release their Apple II titles as freeware as part of the Treasure Chest project. This program offers schools a way to acquire commercial titles free.

One program, AppleWriter, was once the most popular word processor in the world and is available as freeware. AppleWriter is a full-featured word processor with a straight ASCII output and its own scripting language called WPL. The ASCII files are easily transportable to Macs via 3.5" disks and loaded into other pro-

grams. The Treasure Chest Project and other software and hardware sources can be found at the Mother of A2 webring <www.webring.org/cgi-bin/webring?ring=apple2;list>.

At Clairemont High School in San Diego, Spanish teacher Louis Cornelio has made extensive use of abandoned Apple II computers and posted the results on his web page <www.n2.net/clairemont/A2/a2.html>. His students use the Apple IIs version of HyperStudio, which Roger Wagner software made available to schools free as part of their HyperStudio Apple IIs Grant Program. The gs version is virtually identical to the Mac edition and one can easily convert stacks to run on the Mac. Teachers interested in participating in this program should call Roger Wagner Soft-

ware at 619-442-0522 for an application.

While computer and software manufacturers would like schools to buy entirely new computers and updates of software every few years, the fact of the matter is that most school systems in the United States are hurting for money. Given a choice between the latest machinery and overcrowded classrooms, principals and teachers have much to appreciate about the continued use of the Apple II. ■

Ron Evry is a freelance writer and educator from Woodbridge, VA. He can be reached at revry@clark.net.

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See—<http://www.macreport.com>

WAP /// SIG History

by David Ottalini
Apple /// SIG Co-Chairman

AUTHOR'S NOTE: This article was originally published in the WAP Journal in late 1988 as part of WAP's 10 year anniversary celebration. Now, as we look forward to our 20th anniversary, we offer this newly updated version. Enjoy!

WAP WAS barely a year and a half old when the Apple /// was introduced at the National Computer Conference in Anaheim in May, 1980. The /// was the first computer to be designed in-house by Apple Computer. It was supposed to be a replacement for the Apple II, which Apple was afraid would not continue to sell well. The /// was specifically designed as a business machine and Apple sold it in "bundles" with software and hardware.

For Washington Apple Pi, the first mention of the Apple /// occurred in February, 1981 when Burton S. Chambers III wrote an article entitled "Flavors: Little Tidbits." Orange was the color of his /// comments. He said that he wanted to wait before making a final decision on the machine until there was more software and the bugs were worked out ("I'm sure it will be a useful machine some day"). /// user Mark Cheren wrote the following month ("Here So Slowly Comes The Apple ///") that he had gone through three Apple ///s (due to early production problems) but still felt the machine had excellent potential. He wrote: "So, have I made a mistake? Frankly, I don't know yet."

The first call for a /// SIG within



Washington Apple Pi was made by Charles N. Dow, in the April, 1981 Journal ("The Not-Too-Slow Apple /// Is Great!"). Dow, untainted by the Apple II, was a bit more exuberant over the /// and its possibilities, writing that "the Apple ///, I have confidence, will be a great business asset, developed from the experiences gained from the Apple I, II and all other sources."

It took ten months more, but in February, 1982, Dow (the first "Pro Temp Chairman") gave the official announcement that a /// SIG within WAP had been formed ("Update On the 'Big Apple' ///"):

So herewith we unilaterally establish a group and invite all of the members who are interested in learning more about the newest APPLE and the smallest Users Group (there are six members that I have been in touch with personally).

The June, 1982 Apple /// article by Ronald Askew reported the third meeting of the SIG occurred April 15th at the Walter Reed Army Medical Center. He wrote that 11 of the 20 ///ers in WAP had attended. Askew also reported that SIG librarian Michael Konvalinka had "collected virtually every important article, ad and publication referencing the Apple /// and relevant hardware and software."

In March, 1983 came the first, and only, complete review of the /// done in the *WAP Journal*. "A Report Card On The Apple ///: Does It Merit A Passing Grade?" was written by William C. Jacobson. The bottom line for him was that the (now) two-year-old Apple /// got a "qualified passing grade." He was particularly upset that the /// had such a poor implementation of CP/M and called for an upgraded emulation disk to handle 64K and upper and lower case.

By May of the following year, Bill Hershey had been elevated to SIG Chairman. He was the first "official" leader of the SIG. In July, Hershey reported that the SIG now had 73 members! He also reported that an Apple

Rep assured the members of Apple's "continuing commitment to the ///."

Midway through 1984, the SIG had gained a Co-Chairman in Jerry Chandler. Bill Hershey officially made way for Bill Rosenmund as co-chair in January, 1985. Throughout that year, SIG Secretary Charlene Ryan kept the ///'s flame burning in the Journal. She reported in January that despite the bad news about the /// being discontinued, the SIG was alive and well and members felt the /// was still a great computer. Over the course of the year, the SIG continued to meet, held a few tutorials and even surveyed members by mail. June, 1985 marked the debut of this author in the *WAP*

"One of the proudest accomplishments of the /// SIG in the 1990s was serving as a catalyst for development of /// products. BOS ///—the first upgrade to the SOS Operating System in 10 years (written by Bob Consorti of On Three fame) was a wonderful achievement."

Journal. Over the years, he published many, many articles about the /// - of of which are available on disk in the /// SIG Public Domain Library.

By 1986, the author had also taken over for Bill Rosenmund as co-chair and Jerry Chandler moved on. Tom Bartkewitz ultimately agreed to co-chair. In July, 1986 SIG Librarian Al Lambert announced our first four public domain disks. As of 1997, there are some 250 disks still available!

Early October, 1987 saw a prominent role for the /// SIG at the Phase III Conference and Exhibition in Chi-

cago. Sponsored by The Third Apple Users group (TAU) it was the only Apple /// convention ever held. One of the discussions was about ThreeWorks - a series of databases for the /// developed by this author. The primary data base - a bibliography of Apple /// articles - was recently converted into Filemaker Pro and should now be available for download from our Explorer Home Page and the TCS.

One of the proudest accomplishments of the /// SIG in the 1990s was serving as a catalyst for development of /// products. BOS ///—the first upgrade to the SOS Operating System in 10 years (written by Bob Consorti of On Three fame) was a wonderful achievement.

It was done with the financial help of WAP and ATUNC, the Apple Three Users of Northern California, along with many individual ///ers. A driver for the 1.4 mb superdrive was developed, as was a "universal" SCSI driver. In 1997, the SIG successfully worked to develop an updated power supply for the /// with Dr. Stephen Buggy. The Apple II community pointed to those achievements as arguments for continued development of Apple II products.

Since the late 80's, we've seen a number of good Apple /// friends come and go. Paul Campbell, Seth Mize, Bob Sambolin, Steve Truax, and Dave and Joan Jernigan are among those who have continued to keep the /// a part of their computer lives.

Paul especially deserves credit for his many years of unwavering support for the ///. Living in Detroit, he drove with his growing family twice a year for a number of years to attend the Garage Sale. He still serves as /// SIG Co-Chair.

The /// SIG continues to answer calls for help even today. Interestingly, the /// has become something of a collector's item and there is a steady demand for machines. Our PD library continues to sell disks to folks all over the world (outselling the II library some months!). WAP is recognized as



the "last bastion" of support for SARA, something that continues to bring in new members for WAP. We have contributed to the Explorer Home Page and continue work on a multi-media version of the Apple /// FAQ (Frequently Asked Questions) File.

It's hard to believe that the Apple /// has been an orphan machine since 1983. Still used as an example of bad decision making by Apple, she deserves better. As a computer, the /// was a groundbreaking machine. Many good people worked on its development, wrote software for it, and purchased it. More than a few WAP members bought the machine and used it. Some still do.

For those of us who did use the ///, we remember her as an excellent computer that was ahead of her time. SARA helped bring a lot of nice people together to talk about common interests that continue. And somehow, I suspect there will still be a /// SIGer or two out there into the next century. ■

Volunteers Needed!!

Washington Apple Pi is a large, complex, volunteer-run operation. And we need more volunteers. Please help us.

Journal Graphic Artist: requires someone with Photoshop, PageMaker, Adobe Illustrator and artistic talent. Assists editor in creating or modifying graphics for printing in the Journal. Contact Lawrence Charters (lcharters@tcs.wap.org) or Kathryn Murray (KAM129@aol.com).

Adopt-A-Store Coordinator: coordinates volunteer efforts in the Pi's Adopt-a-Store program, where volunteers keep selected stores supplied with Pi literature and knowledge

(continued on page 95)

Macintosh Disketeria

by Dave Weikert

New Disks
WE FEATURE 15 disks this month, all in the Grab Bag disk series. Single floppy disks are available for \$4 each and quantity purchases are priced at \$3.50 for five or more plus shipping and handling. *Pi Fillings-The CD*; the first CD-ROM produced by Washington Apple Pi, is now in its fourth edition. *Pi Fillings-The CD* costs \$10 plus shipping and handling.

Disketeria CD-ROM

Work on producing a CD-ROM of the Mac Disketeria selections continues. Content of the CD-ROM will be similar to the overall content of the Disketeria except that it will be organized along functional lines rather than by Disk and will include files in folders rather than compressed (.sit) archives. Moving to CD-ROM will permit the inclusion of larger files and will provide much more value to our members than the limited capability provided by floppy disks. As currently envisioned, the CD-ROM would be updated either every six months or every year. Based on the progress to date, I am now targeting late January or early February 1999 for the first issue of the CD-ROM.

New Grab Bag Series

I have started this year with a new Grab Bag disk series. Numbering will start again with 30.01 and the letter 'D' will be appended to the end of the series. The Grab Bag disks will supplement the CD-ROM with new files and updates that occur between issues of the CD. However, I expect to de-emphasize production of floppy disks for

the Disketeria in the coming year. Sales of Disketeria disks has decreased significantly since the peak experienced in the early 1990s. Because of the significant drop in sales, the time taken to produce the disks may be more productively expended in other tasks.

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 #30.01D GRAB-BAG

Beat the Dragon 2.5: By Tom Lakovic. A variant of the solitaire card game with down cards under some of the multiple draw piles. *Shareware - \$10.*

FreeCell 1.1b: By Susana Hung Ma. A simple and very popular card game. It's a form of solitaire that includes 4 free temporary storage cells to use when moving cards. *Shareware - \$10.*

Klondike 7.0 FAT: By Mike Casteel. One of the most popular variants of Solitaire. This one has a long history on the Macintosh starting in 1984 and has been upgraded many times to stay current with improvements to the Macintosh. *Shareware - \$10.*

SolitaireTillDawn 3.3.1: By Rick Holzgraffe. A superb solitaire implementation with 24 different variations of the game. Included are excellent User and Game Guides; the Game Guide includes information about difficulty of play and other names for the variants. *Shareware - \$20.*

DISK #30.02D GRAB-BAG



Birthdays and Such 1.2: By Ron Lichty. A prize-winning shareware database program that does nothing more than remind you of birthdays, anniversaries and such — in ADVANCE of the due date. It is an application, rather than an extension, so can be launched after startup by just sticking an alias in your Startup Folder. *Shareware* — you determine.

Debt Wizard 2.4.4 Pro: By Shane S. Smith. A debt management calculator with a number of special options for consumer debt. Manage your mortgage, charge cards, auto loan, etc. Supports multiple accounts (charge cards, etc.) held in one or more debt 'portfolios.' Each account allows for recurring charges, external allotments, additional payments and other inputs. *Shareware* — \$10.

Smashing Windows II 1.0: By Richard Bannister. With a name like that, do you need to know more? A color Space Invaders type game involving Macs vs. PCs, or Mac OS vs. Windows, or Netscape vs. Explorer. Nicely done, works on everything that can support color.

DISK #30.03D GRAB-BAG

Painting 1.3: By Sarwat Khan. A simple painting program that's extremely useful for creating and editing graphics such as snapshots and icons. It has a complete set of paint tools including a paint brush, shape tools, and flood fill and lasso. *Shareware* — \$15.

Ultra Recorder 2.4: By EJ Campbell. Sound conversion, recording, and playback. Its easy to use interface allows the user to play, convert and record in a wide variety of sound formats. Uses all of Apple's latest technologies including System 8's platinum appearance, Sound Manager 3.0 & beyond, QuickTime 2.1 & beyond, and Drag & Drop. System 8.1 compatible; PowerPC native. *Shareware* — \$20.

DISK #30.04D GRAB-BAG

PandoCalendar 4.0: By Panda Systems. Displays a calendar on your desktop. You can change frame and background color.

Ultimate Label Printer Pro 5.1.1: By Jordan Pinsker. Prints labels for Compact Disk jewel cases, as well as Zip, Audio Cassette, Jaz, SyJet, EZ Flyer and others on plain paper. Simply cut out the labels and fold them into your cases. Because the

Ultimate Label Printer Pro uses a Plug-In technology, support for new media types can easily be added to match your exact needs. *Shareware* — \$20.

DISK #30.05D GRAB-BAG

CopyPaste 4.2.2: 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.

Data Rescue 2.1.1 FAT Demo: By Sylvain Demongeot. A tool for recovering lost Macintosh volumes. It recovers files and folders from crashed hard disks, floppy disks, or removable cartridges. Recovered

“Moving to CD-ROM will permit the inclusion of larger files and will provide much more value to our members than the limited capability provided by floppy disks. As currently envisioned, the CD-ROM would be updated either every six months or every year.”

data are saved to another medium, leaving the original disk untouched. Recovers only one file per session until registered. Requires System 7.0 or later. *Shareware* — \$39.

DefaultFolder 2.9.3: 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. (Note: formerly named DFaultD.)

DISK #30.06D GRAB-BAG

Disk Charmer 3.1.4: By Fabrizio Oddone. Format disks in background. Format and copy floppy disks and disk images. Lock 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). Requires System 7.0 and later. *Shareware* — \$10.

Disk Copy 6.3.2: By Apple Computer, Inc. Apple's on-line software distribution is now 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.)

DriveSetup 1.6.1: By Apple Computer, Inc. Use this application to update drivers on Apple branded hard drives and to reformat them when necessary. Replaces all previous versions of Drive Setup. This is a Self Mounting Image, so double click it to mount it on the desktop or to make a floppy copy.

FinderPop 1.7.5: By Turlough O'Connor. Extend the Mac OS 8 Finder's Contextual Menus. Features include user-selectable Contextual Menu font/size/icon size, automatic CM popup by clicking and holding without having to press the control key, and a number of optional submenus - including Processes, contents of selected folder, Finder windows, FinderPop, and Desktop. *Pintware* — \$8.

DISK #30.07D GRAB-BAG

Morpher 1.5: By Masakazu Fujimiya. Morphs PICT images into QuickTime clips. Created by a Japanese programmer, but the documentation is in English. Requires System 7.0 or later and 68040 CPU or later. *Shareware* — \$20.

ramBunctious 1.3.1: 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.

SimpleText Color Menu 3.4: By Allesandro Levi Montalcini. A wonderful add-on to the SimpleText that came with your Mac. Two menus are added; one gives access to coloring



selected text and the second adds some useful functions such as Find, Replace and windowing. *Shareware - \$10.*

TechTool 1.1.7: 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.

textSOAP 1.3.1 Installer: By Mark Munz. Cleans up text copied out of your browser and helps you to retain formatting when forwarding an email message. You can cleanup unwanted spaces, remove forward characters (i.e., ,), fix MIME encoded characters, fix paragraphs (remove hard returns), convert cases, and more. Use the textSOAP application or use the cleaners inside applications via plug-ins. *Shareware - \$15.*

DISK #30.08D GRAB-BAG

CalcStrip 1.3.0 Demo: A small calculator in the form of a Control Strip module. Demo is limited to 20 uses. *Shareware - \$5.*

File Buddy 4.3.8 Installer: 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 - \$35.*

GoMac 1.6: By Proteron, L.L.C. GoMac imitates the look and behavior of the task bar in Windows 95. The Program Bar allows you to switch to other open programs, launch a program, and minimize, hide or quit a program. The Start Menu works similarly to the Apple Menu folder except you can create aliases directly in the Start Menu. The Keyboard Switcher in GoMac allows you to manage open programs from your keyboard. Note that programs which have been minimized do not appear in the Keyboard Switcher window. *Shareware - \$20.*

DISK #30.09D GRAB-BAG

MaBaSoft World Clock CSM 2.5v1: A control strip module implementing a multi-time clock. It gives you the possibility of simultaneously displaying up to 5 different times and of saving up to 23 frequently used

cities in World Clock menu. World Clock CSM provides different time formats and display options. *Shareware - \$5.*

Neatnik 2.0.3: By Karl Bunker and Ted Van Duyn. A utility for neatening up folder windows. You might call it a "folder window wrangler"; it whips your folder windows into shape, setting their position, size and "View" options according to your preferences. Because it processes multiple folders at a time (even a whole disk's worth, if you like), it saves you the time and effort of setting up your windows one at a time. For Mac OS 7.5 and later, but it has some enhanced features when used under Mac OS 8. *Shareware - \$10.*

Okey Dokey Pro 2.0.3: 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.

Worm Food 1.5: By Doug Baer and Matthias Neeracher. Detects and removes the AutoStart 9805 worm (Variants A-E) and attempts to detect new strains. Requires a Power Macintosh and has been tested with System 7.6.1 and higher.

WormGuard 1.0.2: By Clarence Locke. A system extension that actively protects you from the AutoStart 9805 worm whenever a volume is mounted or a file is accessed by any application. If the infection is found, it is automatically removed and you are notified of what happened via the Mac OS Notification Manager.

DISK #30.10D GRAB-BAG

A Smaller GIF 1.0.1 PPC: By Pedagogy Software. Can compress animated GIF images so they download faster. Sounds like a good idea, if it works. *Shareware - \$22.*

Kineticon 1.4 Installer: By Sherman Uitzetter. Replaces static (non-animating) icons on your desktop with animation. Includes a Kineticon Editor which permits you to create or modify your own icon animations. Requires 68020 or later CPU and System 7.0 or higher. *Shareware - \$10.*

Program Switcher 4.5.0: 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 the same Windows functionality, but the author has 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 #30.11D GRAB-BAG

DOCMaker 4.8.4: By Mark Wall. An application that creates stand-alone, self-running files that you can use to distribute documents or instructions without knowing what word processor the recipient has. Features scrollable and resizable windows, graphics, varied text styles, fonts and full printing capabilities. This version fixes bugs that could result in corrupted chapters and the inability to delete defined formats. *Shareware; free for non-commercial use.*

ScrapIt Pro 5.42 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.*

SoundSet Constructor 1.0 beta: By Chris Gervais. Don't like the default sound sets included with Mac OS 8.5 Themes? Then create your own, using this (beta-beta-beta-all-life-is-imperiled) package. Worth it for the taco icon alone..

DISK #30.12D GRAB-BAG

AGNetTools 2.0: An IP (Internet Protocol) diagnostic tool that does DNS (Domain Name Service lookups), ping, traceroute, throughput checks, and other things that seem obscure and arcane until you desperately need them. From the makers of EtherPeek, a superb commercial sniffer program.

IPNetMonitorPPC 1.9 PPC: By Peter Sichel, Sustainable Softworks. . Provides a set of ten integrated Internet tools to monitor connection to the Internet. The tools are designed to help quickly identify problems, locate where the problem is, and



gather data which can be used to solve the problem, either directly or through their Internet Service Provider. The tools include Test Connectivity (Ping), Trace Route, Name Server Lookup, Who Is, Finger, Monitor, TCP Info, Connection List, Address Scan, and Subnet Calculator. *Shareware* - \$20.

DISK #30.13D GRAB-BAG

Internet Config 2.0: By Peter N Lewis and Quinn. An Internet database designed to make your life easier by reducing the number of times which you need to enter your Internet preferences into the various preferences dialogs of your Internet applications. The goal of the system was to get each of these applications to get this info from one common place, if they are IC-aware, and to give you a tool to edit these common preferences. See documents for details.

PPPremier Timer 2.0: By Nathan Lamont. A tool to make or end a PPP connection, time connections, and show throughput. It works with FreePPP, MacPPP, or OT/PPP, although some features require OT/PPP. It looks like a small customizable VCR clock that you can make float in front of all other windows. *Shareware* - \$10.

ScapeGoat 1.3: By Jeff Hoffman. An application that allows you to delete the MagicCookie and/or Global History (Netscape History) files created by Netscape in the Preferences Folder on your startup disk. ScapeGoat can be used to automatically delete these files by putting it,

or an alias to it, into the Startup Items Folder inside your System Folder. *Freeware*

URL Manager Pro 2.0.5: By Alco Blom. A URL manager that lets you organize your URLs for more efficient use and more. See the docs included. *Shareware* - \$25.

Vremya 2.0: By Kirill Levchenko. Sets your Macintosh clock using version 1 of the Network Time Protocol with sufficient accuracy for the Macintosh clock.

DISK #30.14D GRAB-BAG

Anarchie Pro 3.0: By Peter N Lewis and Andrew Tomazos. Anarchie Pro 3.0 is the latest version (September 24, 1998) in a line of excellent ftp client programs. This file includes complete documentation, but even more is available from <www.stairways.com.> Uses "Mac Search" as well as Archie (rather outdated but still useful servers) to find files; can grab HTTP sites as well as FTP; will edit (with BBEdit) files on FTP sites, etc. *Shareware* - \$35.

BetterTelnet 2.2 PPC: By Sassy Software. A full-featured telnet client with a lot of features you may never use, but fun to play with!

OTSession Watcher 1.0.1: By Peter N Lewis. A combination application/extension from the same guy who wrote NetPresenz, Mac TCP Watcher, and other goodies. It allows you to see exactly what packets are doing during an Open Transport session. Can display multiple

streams simultaneously, either in a single window, or one stream in each window. Splendidly arcane and esoteric, useless to most mortals. *Shareware* - \$35. (Previously named StreamWatcher.)

DISK #30.15D GRAB-BAG

Startup Doubler 1.2: By Marc Moini. Loads extensions and control panels more quickly after startup. Requires System 7 or later and color capable Mac. *Shareware* - \$20.

WeatherTracker 2.3.1: Provides an easy-to-use interface to the Internet weather servers. For cities in North America, temperature, barometric pressure, winds, current conditions, local forecasts, and climatic data are updated hourly. Coastal cities in the United States also have near shore marine forecasts available. Cities outside North America are limited to temperature and conditions, updated several times a day. Requires 68020 or later CPU, System 7.0 or later and MacTCP or Open Transport. *Shareware* - \$15.

Web Devil 3.5: By Bob Bradley. A tool for downloading Web pages and their associated images, textures, and links quickly and easily. Give it a URL and it will download all the items on that Web page. It has an easy to use interface, is scriptable and recordable, and is fully multi-threaded so it won't hog the CPU. Version 3.5 adds a bookmark management system, per-window download preferences, improves stability and performance, and fixes problems with MacTCP. *Shareware* - \$10. ■

Please write disk numbers on a separate sheet of paper and include them with your order.

<p><i>Mail this form with your check to:</i> Disk Library, Washington Apple Pi 12022 Parklawn Drive Rockville, MD 20852</p>			<p>Are you a member of Washington Apple Pi, Ltd.? Y/N___ If yes, member number _____. <i>All payments must be in U.S. funds drawn against U.S. Banking institutions. Non-members add \$3.00 per disk to listed prices.</i></p>		
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___ 5 or more @	\$3.50	_____	City	State	Zip
___ sets (as marked)	\$(above)	_____	Day tele.	Evening tele.	
5.25" Singles					
___ 4 or less @	\$2.00	_____			
___ 5 or more @	\$1.75	_____			
___ sets (as marked)	\$(above)	_____			
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Macintosh Library Order Form

CD-ROMs

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New disks in this issue!

— 30.01-15 - Grab-Bag Update# \$4 ea.

Apple System Software

- System 6.0.8 - 4 disks; \$15
- System 7.0 - 8 disks; \$20
- System 7.0.1 - 6 disks; \$20
- System 7/7.0.1 Tune-Up \$4
- System 7.1 Update 3.0 - 2 disks; \$8
- System 7.1 Update 3.0 (800K); \$4
- System 7.5 Update 2.0 - 14 disks; \$15
- System 7.5.5 Update - 3 disks; \$12
- System 7.6.1 Update - 4 disks; \$15
- Open Transport 1.1.2 - 4 disks; \$15
- QuickTime 2.5 - 2 disks; \$8
- Movie Player 2.5; \$4
- LaserWriter 8.5.1 - 6 disks; \$15
- Apple Telecomm 2.3.3 - 2 disks; \$8
- Network Software Installer 1.5.1; \$4
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- StyleWriter II; 4 disks; \$15
- PC Compatability 1.6.4 - 2 disks; \$8†

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- .01 Mac Disketeria Catalog
- .02 New Member Sampler & Catalog

1.XX - Anti-Virus Utilities†

— .01N

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- .01E — .02E — .03E — .04E
- .05E — .06E — .07E — .08E

3.XX Education†

- .01A — .02‡ — .03‡ — .04‡
- .05‡

4.XX Function Keys (F Keys)

— .01A — .02A

5.XX - ImageWriter Fonts†

— .01A — .02A — .03A — .04A

6.XX - PostScript Fonts†

- .01B — .02B — .03B — .04B
- .05B — .06B — .07B — .08B
- .09B — .10B — .11B — .12B
- .13B — .14B — .15B — .16B
- .17B — .18B — .19B

7.XX - TrueType Fonts†

- .01A — .02A — .03A — .04A
- .05A — .06A — .07A — .08A
- .09A — .10A — .11A — .12A
- .13A

8.XX - Graphics†

- .01A — .02A — .03A — .04A
- .05A — .06A — .07A — .08A
- .09A — .10C — .11C — .12A
- .13

9.XX - INITs & cdevs†

- .01C — .02C — .03C — .04C
- .05C — .06C — .07C — .08C
- .09C — .10C — .11C — .12C
- .13C — .14C — .15C — .16C

11.XX - Paintings (MacPaint)

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12.XX - Digitized Sounds†

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- .05D — .06D — .07D — .08D

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15.XX - Miscellaneous Utils†

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- .09C — .10C — .11C — .12C
- .13C — .14C — .15C

16.XX - System Utilities†

- .01G — .02G — .03G — .04G
- .05G — .06G — .07G — .08G
- .09G — .10G — .11G — .12G

17.XX - Word Processing Utils†

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- .05C — .06C — .07C

18.XX - Internet Series†

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- .05B — .06B‡

19.XX - QuickTime Series†

— .01 — .02 — .03 — .04

20.XX - Mac Troubleshooting†

— .01C — .02C

21.XX - LAN Tools†

— .01 — .02 — .03

22.XX - Fun & Games Series†

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- .05 — .06 — .07 — .08
- .09 — .10 — .11 — .12
- .13 — .14 — .15 — .16
- .17 — .18 — .19 — .20
- .21 — .22 — .23 — .24
- .25 — .26 — .27 — .28
- .29 — .30 — .31 — .32
- .33 — .34‡ — .35‡ — .36
- .37 — .38

23.XX - PowerBook/Duo Series†

— .01C — .02C — .03C — .04C

26.XX - Update Series

- .01/02A - Photoshop, 2 disks; \$8
- .03A - Photoshop Plug Ins, 1 disk; \$4
- .04A - Desktop Publishing, 1 disk; \$4

- .05A - QuarkXpress, 1 disk; \$4
- .07B - HP DeskWriter 6.0, 1 disk; \$4
- .08/09C - Denaba Canvas, 2 disks; \$8
- .10A - Word Processor 1, 1 disk; \$4
- .11C - Word Processor 2, 1 disk; \$4
- .12C - Database, 1 disk; \$4
- .13C - ClarisWorks 4.0v4, 2 disks; \$8
- .14A - Word, 1 disk; \$4
- .15A - Word Enhancements, 1 disk; \$4
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- .17B - Anti-Virus, 1 disk; \$4
- .18A - After Dark Update, 1 disk; \$4
- .18-23A - After Dark Set, 6 disks; \$15
- .25-27B - CP MacTools, 3 disks; \$12
- .29A - Now Utilities 4, 1 disk; \$4
- .30D - Miscel. Utilities, 1 disk; \$4
- .31/32A - Stuffit Deluxe, 2 disks; \$8
- .33A - DrawPro, Impact, Frontier, 1 disk; \$4
- .34A - Now Utilities 5, 1 disk; \$4
- .35A - Quicken 4 & 5, 1 disk; \$4
- .36A - QuarkXpress 3.31r3->3.31r5, 1 disk; \$4
- .37A - ATM ->3.8.2, RamDblr ->1.5.2 & PM 5 WP Filters, 1 disk; \$4
- .38A - Claris eMailer, 2 disks; \$8

30.XX - Grab-Bag Updates†

- .01D — .02D — .03D — .04D
- .05D — .06D — .07D — .08D
- .09D — .10D — .11D — .12D
- .13D — .14D — .15D

30.XX - Old Grab-Bag Updates†

- .28C — .29C — .30C — .31C
- .32C — .33C — .34C — .35C
- .36C — .37C — .38C — .39C
- .40C — .41C — .42C — .43C

Special Disk Sets

- Knee Knockers Games- 4 disks; \$10
- Waist Huggers Games - 3 disks; \$10
- PreTeen/Teens Games - 3 disks; \$10

† all files compressed
‡ on 1.44 Meg diskette(s)
(*) number of disks in set

Classified Advertisements

Volunteers Needed!! (continued from page 90)

Classified advertisements can be placed by mailing copy to the business office of Washington Apple Pi, Ltd., 12022 Parklawn Drive, Rockville, MD 20852. Be sure to include your WAP membership number and indicate area codes with your phone numbers. Ads must be received by the ad copy due date listed in the calendar page for that month in order to be included in the appropriate issue. Any ads postmarked after that time will be included at the discretion of the editor. Cost is \$2.00/line (40 characters per line), maximum 12 lines. Members of Washington Apple Pi, Ltd., may place ads up to three lines at no charge. The editor reserves the right to refuse any ads deemed inappropriate.

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Help Wanted

—CompUSA is currently seeking qualified Apple Sales Representatives for our Apple Store- Within-A-Store throughout the Maryland, Washington and Southern Virginia areas. With your help CompUSA will become the only place to shop for all Apple users in the East Central Region. If you are interested in an opportunity to do what you really love "Talk about Apple" CompUSA is the place for you. Please contact me at your earliest convenience. Robyne K. Rose, Regional Administrator, email to Robyne_KRose@CompUSA.com

about Apple and Things Macintosh. Contact Mary Keene (e.mkeene@tcs.wap.org).

New Member Welcome Coordinator: coordinates volunteer efforts to welcome new members to Washington Apple Pi and generally make them feel wanted. Contact Dave Ottalini (dave.ottalini@tcs.wap.org).

Membership Recruitment: coordinates volunteer efforts to recruit and retain Pi members. Contact Dave Ottalini (dave.ottalini@tcs.wap.org).

Apple II/III Journal Editor: solicit and coordinate Apple II and III contributions to the Pi's Journal (and the electronic Web site version). Contact Pat Fauquet (fauquet@erols.com).

Electronic Archives: assist other Pi volunteers in electronically archiving key Pi records. Contact Lorin Evans (lorin.evans@tcs.wap.org).

Garage Sale Coordinator: coordinates volunteers in helping publicize, promote, staff, set up, and take down the Pi's semi-annual Computer Garage Sale. Contact Tom Witte (tmw@his.com).

Show/Expo Coordinator: coordinates volunteers in helping publicize, promote, staff, set up, and take down Pi exhibits at all shows EXCEPT the Computer Garage Sale. Contact Tom Witte (tmw@his.com).

Tuesday Night Traffic Coordinator: coordinates traffic flow and collects contributions at the Pi's famed Tuesday Night Clinic. Contact Lorin Evans (lorin.evans@tcs.wap.org) or David Harris (david.harris@tcs.wap.org).

Tuesday Night Helpers: answer technical and non-technical questions, perform preliminary or detailed diagnostics, and generally "help out" at the Tuesday Night Clinics. Note: helpers are needed at the novice (non-technical) level as well as the guru ("I can't explain it but I can do it") level, and everything in between. Contact Lorin Evans (lorin.evans@tcs.wap.org) or David Harris (david.harris@tcs.wap.org).

Volunteer Coordinator: coordinate volunteer efforts so the Pi Secretary can do other things. Contact Lawrence Charters (lcharters@tcs.wap.org) or Lorin Evans (lorin.evans@tcs.wap.org).

Inventory Coordinator: coordinate volunteers in annual inventory of Pi property (required for tax purposes). Contact Lorin Evans (lorin.evans@tcs.wap.org). ■

Membership Application

Please print or type:

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Company _____ Address _____

Occupation _____

Please answer a few questions for us regarding your computer use. Check the computers/equipment that you use on a regular basis.

- | | |
|---|---|
| <input type="checkbox"/> Apple II, II+ | <input type="checkbox"/> LISA |
| <input type="checkbox"/> Apple IIe, IIC | <input type="checkbox"/> Mac II |
| <input type="checkbox"/> Apple IIc+ | <input type="checkbox"/> Mac IIci, cx |
| <input type="checkbox"/> Apple II GS | <input type="checkbox"/> Mac IISI |
| <input type="checkbox"/> Laser 128 | <input type="checkbox"/> Mac IIfx |
| <input type="checkbox"/> Franklin | <input type="checkbox"/> Mac VX |
| <input type="checkbox"/> Apple III (SARA) | <input type="checkbox"/> Mac PowerBook |
| <input type="checkbox"/> Mac Plus, 512e | <input type="checkbox"/> Mac Duo |
| <input type="checkbox"/> Mac SE | <input type="checkbox"/> Quadra (all) |
| <input type="checkbox"/> Mac SE30, Mac IIX | <input type="checkbox"/> Centris (all) |
| <input type="checkbox"/> Mac Portable | <input type="checkbox"/> PowerMac |
| <input type="checkbox"/> Mac LC (series) | <input type="checkbox"/> Newton |
| <input type="checkbox"/> Mac Classic (series) | <input type="checkbox"/> Performa (all) |
| <input type="checkbox"/> Other _____ | |

WAP has many Special Interest Groups (SIGs) and activities. Fill in letter next to area of interest. J=Join Group, V=Volunteer

AppleWorks SIG_____	HOTLINE_____
Apple II GS SIG_____	HyperTalk SIG_____
Apple III SIG_____	Mac Programmers SIG_____
Art SIG_____	
CAD SIG_____	
Database SIG_____	NOVA Educators
Disabled SIG_____	Mac/Apple
Disk Library_____	Users SIG_____
EdSIG (education)_____	QuickTime SIG_____
Excel SIG_____	Stock SIG_____
Game SIG_____	Telecommunications SIG (TCS)_____
<input type="checkbox"/> I can serve as a Hotline contact for _____	Women's SIG_____

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- 1st class mail (U.S.) \$17
- Airmail to Canada, Mexico, West Indies or Cental America \$20
- Airmail to Europe & South America \$38
- Airmail to Asia & elsewhere \$48
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Total enclosed \$ _____

*Please enclose photocopy of current student ID.
 ** Access to the TCS is contingent on WAP having a current home telephone number for the member.

Indicate desired New Member kit (1 only)

- Apple II
- Apple II GS
- Apple III
- Mac 400k
- Mac 800 k
- Mac 1.44 k

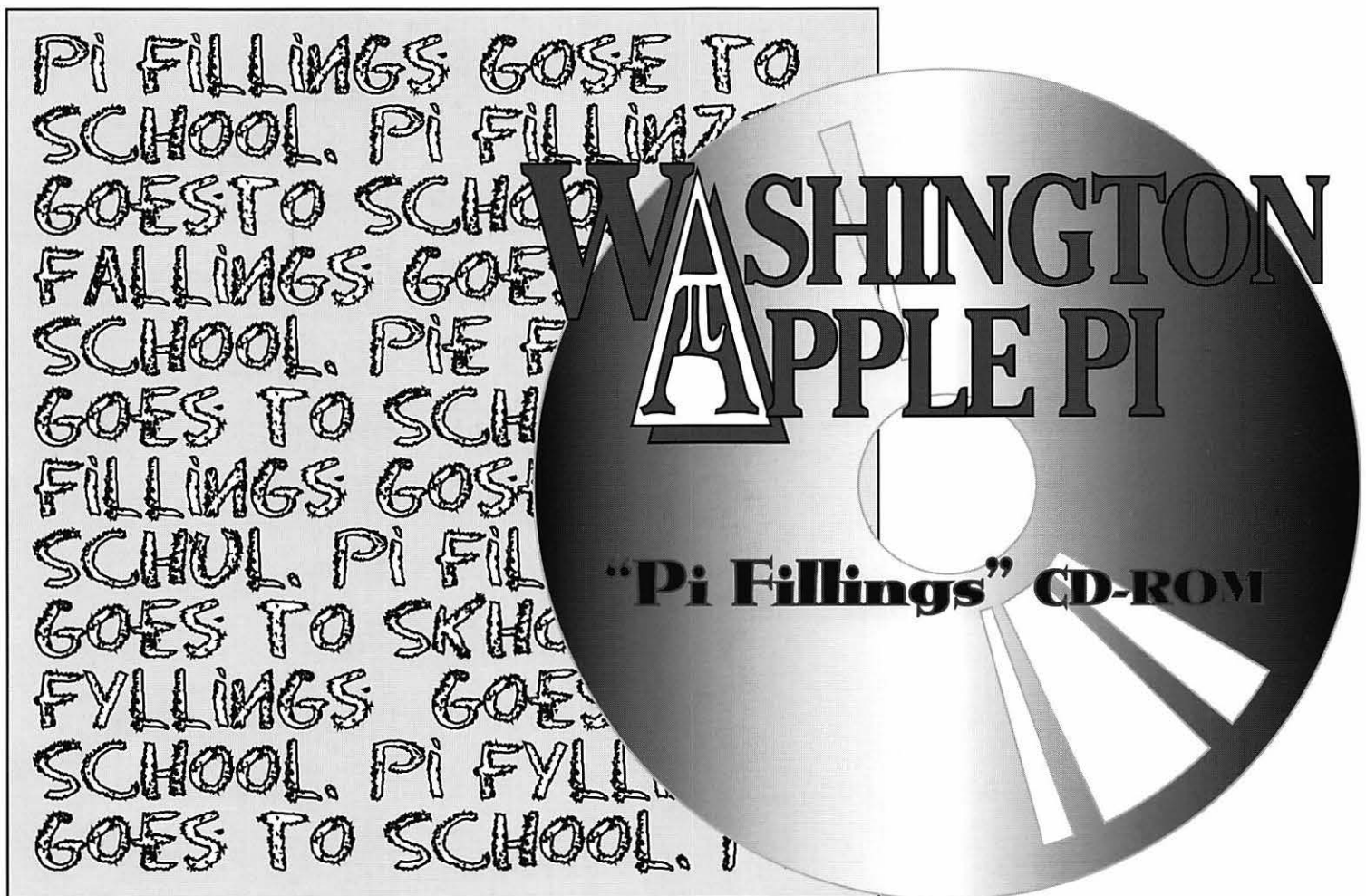
Please circle Yes or No for the 2 items below.

1. My name, address & phone number may be published in the membership director.
 Yes No.
2. Please leave my name on the Pi mailing list. (The list never leaves the office and all mailings are supervised by the Pi staff.)
 Yes No

Applicant signature and date

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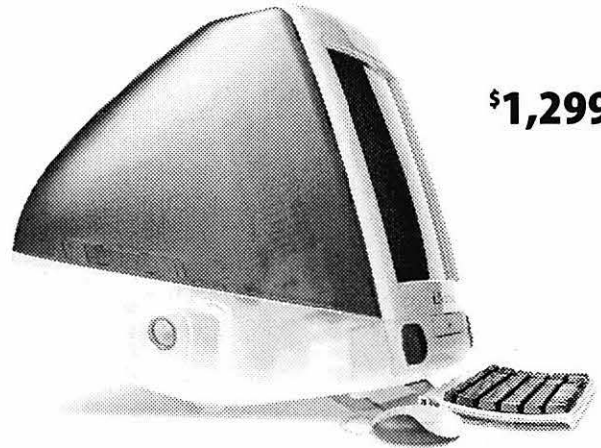
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January / February 1999

Periodical
Postage rates
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