

May / June 2003

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MEMBERSHIP
INFORMATION PAGE 88

The Journal of Washington Apple Pi, Ltd.

WASHINGTON APPLE PI

Volume 25, Number 3



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Cameras —26

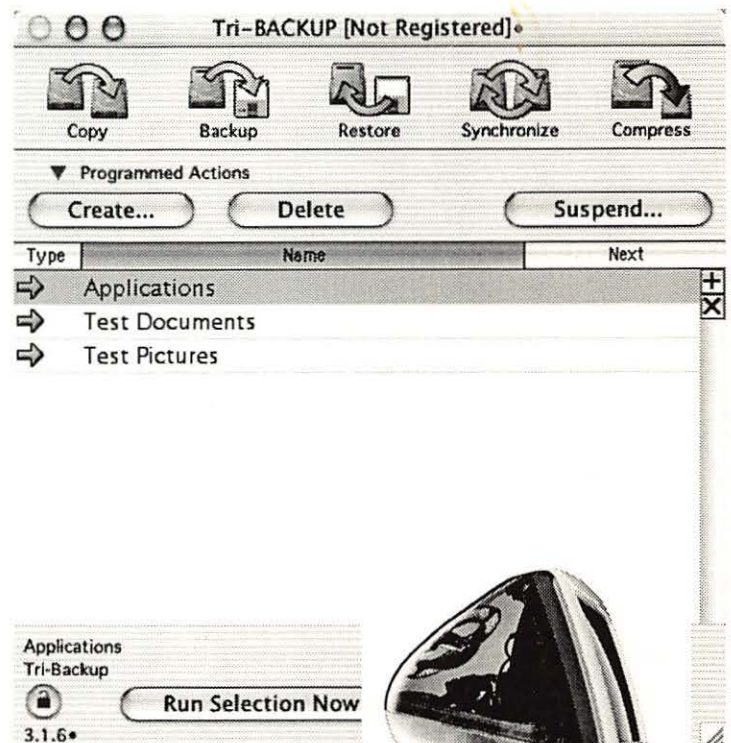
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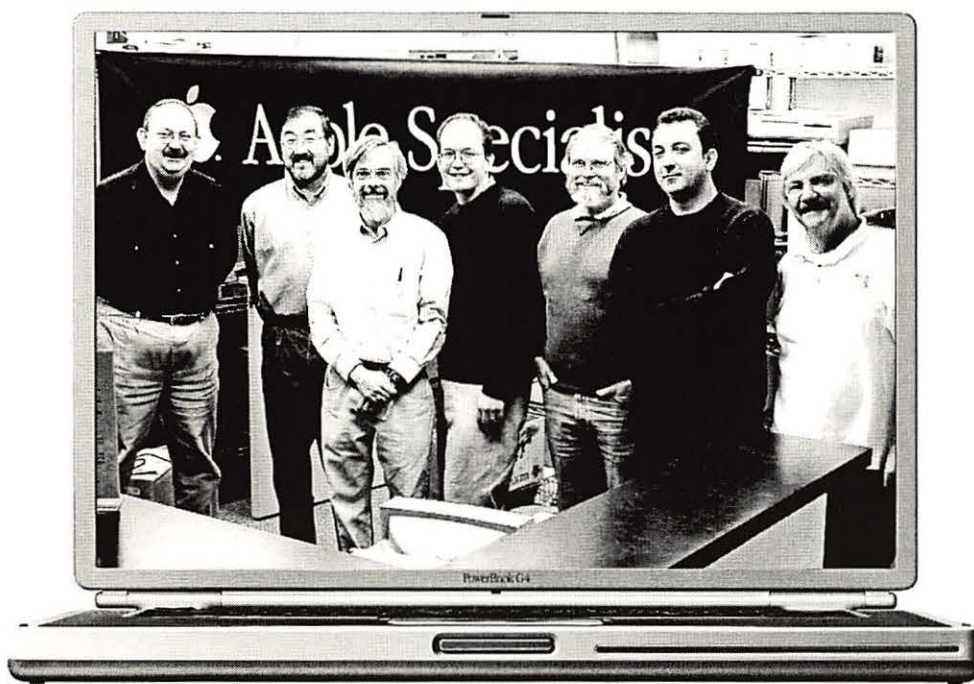
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washington **Apple** pi general meetings

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General Meeting

June 14, 2003

Summer Garage Sale!

Getting to NoVa:
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SW of the armadillo

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

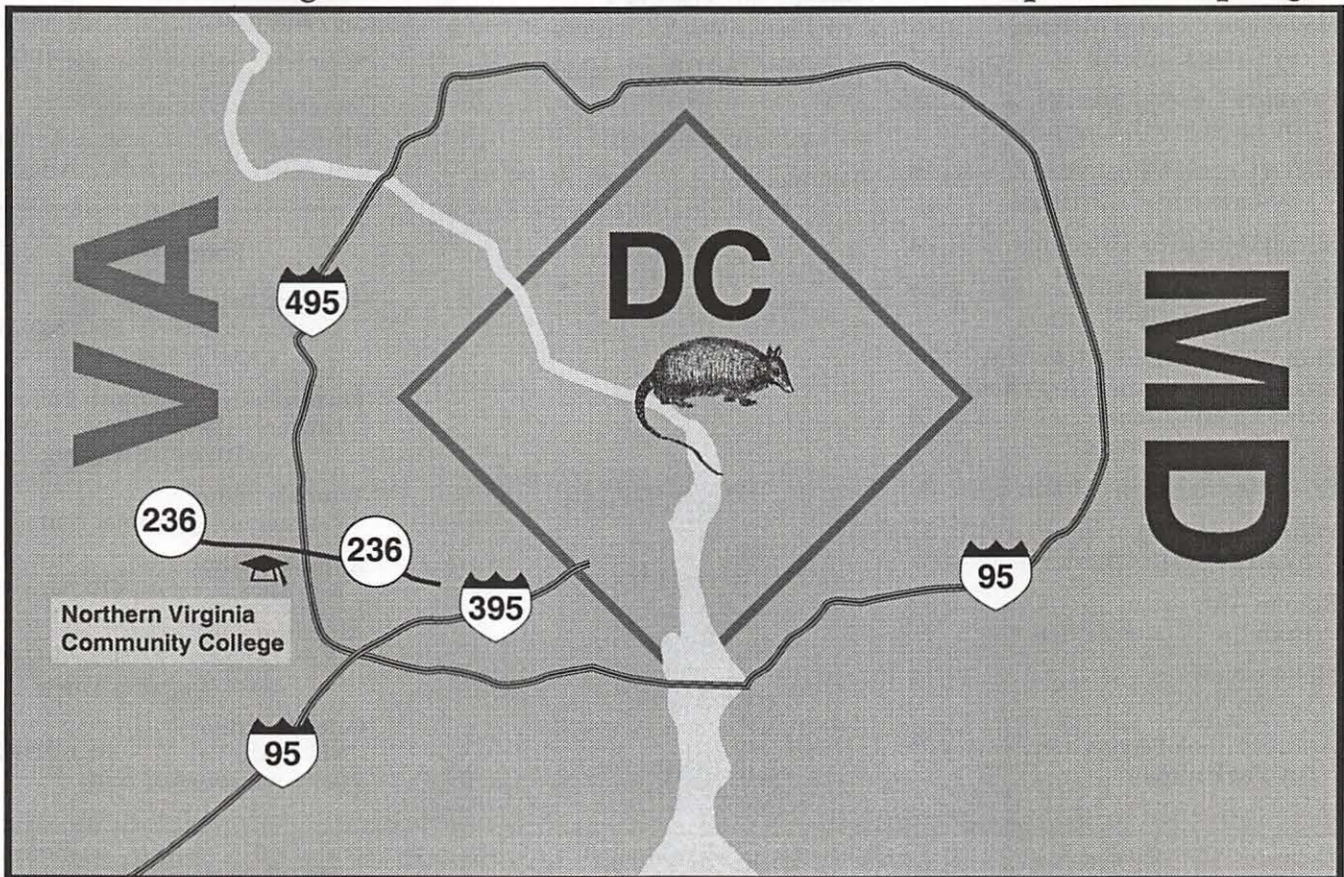


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Postal Information

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July/August June 1
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Icon Guide



Macintosh



General Interest



Apple II, IIfx, & IIGS



Apple III (SARA)

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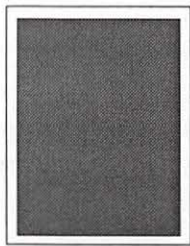
Washington Apple Pi

This issue of the Washington Apple Pi Journal was created on a PowerMac, with proofing and final output on an HP LaserJet 5000 N.

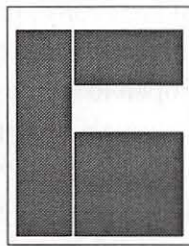
The page layout program used was PageMaker 6.5 the word processing program was Microsoft Word 5.1; the principal typeface is Palatino (10/12) for the articles; and Avant Garde Demi for headlines, subheads, and emphasis. Charlemagne Bold for drop caps.

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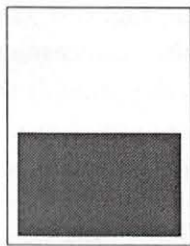
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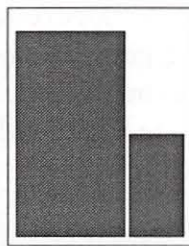
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Third Page	\$225	\$191	\$169	\$135
Sixth Page	\$125	\$106	\$93	\$75

Special guaranteed positions incur a 10% surcharge

Ad Deadlines

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

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

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Tues. 7-9 pm—Clinic Night Only—
Not Regular Office Hours

When weather is bad, call to check if office is open.

Welcome to WAP!

By Dave Ottalini

I'M WRITING this column in late March and it's been snowing all day. There's a war going on. Maryland lost in the round of 16 and my neighbor just bought a 17" iMac. It's a funny, strange, sad, amazing world all at the same time.



But the one constant besides those other two you already know about is Washington Apple Pi. Constant because of the fact WAP is always going to be there for you as your Macintosh and Apple club. You define it, refine it, support it. You are the solid base upon which WAP builds its constant promise of service.

You're reading this because as a new member, you are wide open to all the possibilities your new club offers: the tutorials, the special interest groups, the bus trip to "Create" (MacWorld - NY), this magazine and much more. I also hope you will vote for our new board and officers and consider becoming a volunteer.

Just as the Mac community is changing, your club is also changing. The next board and officers face many challenges but their goal will remain the same as the last one - to make WAP a club you are proud of and one which you will feel is worth the price of membership renewal.

I also hope that you will let your fellow Mac users know about us and get them to join. With numbers, we can do many wonderful things. Together we can grow and thrive. And we can have fun. There's no sense in being a member if you can't have fun with folks who have the same interests as you.

So join us this next year as we work to strengthen and enliven Washington Apple Pi. We are thrilled to have you come along for the ride. Welcome to WAP! ■

Have You Voted?

DID YOU NOTICE that this issue of the Journal includes an envelope? We include one once each year to make it easy for every member of the Pi to take part in our annual election of officers. Please use it! The election is one of our most expensive undertakings each year and it is one of those things that is governed by the State of Maryland. In order for the election to be valid, a certain number of ballots must be submitted, so we need all of you to fill out your ballot and mail it back to the Pi. Do it now so you will not miss the deadline and your vote will count!

Looking at this year's ballot reveals many things about the state of the Pi. Last year we had several positions that did not have a candidate listed. This year, there is at least one person running for every office. You will also see a number of new names on the ballot. This is good because it means we, the board, are reaching out to our membership and asking you to become involved in our great organization.

There are also a number of people running for office who were on the board last year and in earlier years, and that is good because we need people on the board who have been around and who know the history of our organization. They help us provide continuity within the Pi.

Get Ready for Improvements!

The first item of business for next year's board will be a retreat. We are planning a day to examine just what Washington Apple Pi is and to assess our activities and programs to make sure they are supporting that vision. As I prepare for next year, I have spent quite a bit of time thinking about the crossroads where we are standing.

After two years of selling computers with two complete operating systems on the hard drives with each being able to run the computer, Apple Computer is now producing computers that will only boot into OS X. Because many of us who are buying new computers still have applications that we have not upgraded and because one or two key applications such as Quark Xpress have not yet been released in an OS X version, new Macintosh computers can still run OS 9 in a Classic environment.

Let's examine the effects of OS X on the Pi. For the purpose of this article, the term OS 9 will include earlier versions of the operating system such as OS 8.6 and earlier. Examining the Pi and its service for all members is important because while some members of the Pi have made the jump to OS X, there are many who have not.

Some of those members have older machines that cannot make the transition to OS X. Due to a variety of reasons, they do not see a new computer in their future and will continue using OS 9 for many years. We



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still have members of our club who are using the Mac Plus, the Mac SE, and even the Apple II line of computers.

Other members have newer machines that are very capable of running OS X, but due to printers, scanners, and other peripherals that will not work in OS X, they don't plan to make the move. For others, it is a particular piece of software. For another group, the reason is a comfort level in OS 9 that they are not willing to give up. In fact several members have proclaimed that when it is time to replace their computers, they will buy a Windows machine rather than accept the changes that they feel Apple Computer has forced on them. There is another group who has read so much of the bad press about OS X that they are convinced it is not an improvement, but the "work of the devil."

At the other end of the spectrum are those members who choose to live on the bleeding edge of technology. They bought the OS X beta, installed it on their machines and they have never looked back. Some of these members even extoll the virtues of using the Terminal application as the way to interact with their Macintosh and are fascinated by X11. Other members are buying new computers that will no longer boot into OS 9, and so they are learning about OS X by necessity. While some are adventurous and thrilled with the new look and added capabilities of their computers, others are timid and somewhat angry that Apple Computer has forced this change on them.

The advent of OS X meant that we had a division developing within our club. Since the Pi is twenty five years old, we have seen these divisions develop in the past. For example, when the club was formed in 1978, the Macintosh was not yet on the drawing boards at all, but just six years later, Apple Computer introduced a machine that was totally different from the Apple II experience. Washington Apple Pi was forced to examine its membership and its programs to find ways to meet the needs of both the Macintosh users and the Apple II crowd.

When I attended my first WAP meeting, both groups met in a combined general meeting. Later, the first portion of WAP meetings was held in one room, and then when the day's program began, the group split into two separate meetings. I cannot remember when the Apple II group stopped meeting, but I have met a number of former Pi members who tell me that

it was at that point that they dropped there Pi membership.

Since the Pi is not a business, but a group of members who are a part of a nonprofit fraternal organization whose operating funds are derived from club dues, voluntary donations, CD sales and class fees, it is very important that we retain as many members as possible and find ways to provide services to both the OS 9 and OS X users. With that in mind, lets take a look at the services that we offer to Washington Apple Pi members.

General Meetings

Two years ago we had an occasional question about OS X during the Questions and Answers portion of the meeting. Now, slightly under half of the questions coming from the audience pertain to issues that are exclusive to operation of OS X. Quite a few of the other questions involve using OS 9 in tandem with OS X or the question is related to applications that run in both operating systems.

Two years ago the Pi members who answered questions at the start of the general meeting had little if any experience in OS X. Today we have more members participating in running the Q&A sessions. However, since those people tend to be members who have newer computers and who spend a lot of time learning about new developments, most of them are using OS X full time on their computers. This means they may be forgetting some of the finer points of running OS 9. We need to find a person who is well-verse in OS 9 and who is currently using it to operate their computer on a daily basis to join the Q &A crew.

When presenters from the computer industry spoke at our meetings two years ago, they used OS 9 exclusively, unless they were from Apple Computer. Now, most those presenters are using OS X on their computers while making their presentations. Some companies are also telling us that their current or the next version of their applications will only support OS X. One example that comes to mind is Microsoft Office.

We had four Pi members do all the presentations at the March meeting. One showed Services, a feature available only in the OS X operating system. Another talked about X11. Again, it is something available only for OS X. One showed iMovie, and did address questions regarding OS 9. I talked about iData Pro, an ap-

plication that will run in both OS 9 and in OS X, but since it is sold as two separate applications, I only own the OS X version.

Before I began my presentation, I asked how many of the audience used OS 9 exclusively. It was about half of the audience. Among the other half of our members, about 25% were using both OS 9 and OS X. The other quarter are using OS X exclusively.

In looking back at the meeting's topics, as related to membership numbers, some would say that fifty percent of our meeting time should be spent addressing OS 9 topics, 25% should have been spent on OS X exclusive topics and the other quarter should have been on topics related to both OS 9 and X. Did we miss the mark? Is it necessary to use such a measuring device for everything the Pi does?

Although half of the meeting related only to OS X users, I think we hit a good balance. We had one topic for the power users in our midst. We had one topic that showed OS 9 users a possible reason to consider upgrading to OS X, and we had two topics that pertained to both groups.

In planning future meetings, we will continue to make sure that each meeting contains topics pertinent to all of our members. However, when we have computer vendors make presentations, we may have not as much control. Presentations by Apple Computer and Microsoft are such programs.

Tuesday Night Clinic

While our clinic offers help to all of our members, they can do the most for members whose machines are out of warranty. Since we have quite a few older computers to work from, our crew can often find a replacement part to fix older Macs. The same is not true for newer machines. First of all, if there is a hardware issue and the machine is under AppleCare or in the first year of use, we could void the warranty if we replaced parts other than RAM or batteries.

While we can help a members with issues like installing OS X system software, doing backups before reformatting a hard drive and moving files from an older computer to a newer one, the most effective way to fix OS X issues is to back up the User Folder and do a fresh install of OS X.

Clearly, our clinic is most beneficial to members with older computers running pre OS X system soft-

ware. The people staffing the clinic are most familiar and comfortable working on computers running OS 9, but we will need to help the crew develop their skills and confidence in handling OS X problems.

The Tutorial Program

The Pi Tutorial Calendar listed quite a number of classes exclusively for the OS 9 user until January of 2003. And in fact, the instructors spent quite a bit of time updating those classes last summer and fall. However, Pi members were not interested in taking those classes. Instead, the classes involving OS X and applications such as iMovie, iPhoto were the most popular.

Since having classes that do not attract students actually cost the Pi in terms of lost revenue, we have listened to our members and removed those courses from the calendar.

In asking members and students what they would like to see for new classes, the overwhelming response is for topics and software related to OS X. Of course, we would be happy to offer classes for OS 9 users if there is sufficient interest.

Our classroom machines will boot in both OS 9 and OS X, so classes involving software such as Adobe Photoshop Elements and AppleWorks can be taken either in OS 9 or OS X. We need to be ready to offer classes for the OS 9 users, should further interest in those classes develop.

Special Interest Groups

SIGs are groups of Pi members who come together to share knowledge and interest in particular phases of computer operation. At this point, the SIGs meet the needs of both the OS 9 and OS X users. Only the Power Users SIG would have little to offer to the OS 9 user. However, this is a place where the particular needs of the OS 9 users could be addressed.

The TCS and WAP E-mail

The TCS is in the midst of changes. It is our last electronic link to those members who have older machines that are not capable of using a browser to access the World Wide Web. However, providing dial in service to the TCS has become a serious technical and financial drain on the club with fewer and fewer members using telephones to directly access the TCS. Most of our members access the TCS via the web Dropping

π

the old telephone access will allow us to further enhance the TCS and what it has to offer for members using OS 9 and OS X. This is not to be confused with the Explorer service which is viable and still attracting new subscribers. The Explorer service will be continued.

If you have not used TCS, you are missing one of the best benefits of your membership. We share information, news, conversation, and technical help day and night. Ask a question on the TCS and you will usually have several answers within a few hours. Both OS 9 and OS X users use the TCS and there are things for everyone.

The Journal

The Journal is at the mercy of our Pi members who write articles for it. Once again, many of the regular contributors have made the move to OS X, but anyone can write articles for the Journal. We will have to encourage our members who are not using OS X to contribute.

Pi Fillings

Washington Apple Pi sold floppy disks with updates, shareware and freeware program collections on them from its earliest days. With the advent of CDs and the sheer size of modern files along with the demise of floppy drives, we have been producing CDs in recent years. These have been sold not only to our members but to others around the world through our associate member program. Producing these CDs is labor intensive, and they must be pressed in numbers over 1000 to make it feasible to sell them. With the advent of high-speed Internet access, our product and audience is changing. The last CD we produced was targeted at the OS X user.

The board is currently examining how to keep our CDs more current, how to provide content that has greater value to our members, how to best target both the OS 9 and OS X user, and how to produce CDs in smaller quantities to better serve our members and raise more money from CD sales. We are also working on producing CDs for users of the Apple III computers and we are examining the possibility of putting our Apple II disk library onto CDs. You will hear news regarding Pi Fillings in the coming months.

The Reclamation Project

The Reclamation Project is our outreach to the local community. Pi members donate their older computers and peripherals to the club. We have a dedicated group of volunteers who triage the equipment, repair it, load it with software and work with community groups to send older Macs to new homes. Some go to schools and churches, others find homes in senior citizen and community centers. Still others are given to families who have been identified by social services, the schools or the courts as being in need. Since these machines are typically older, they are loaded with OS 9 or an earlier operating system. In fact, we still occasionally fix up Apple II computers when there is a call for them. Everyone can help with this program, no matter which operating system they are using.

Conclusions

Washington Apple Pi is for all computer owners using an operating system produced by Apple Computer. That includes the earliest Apple machines through the latest machines being sold today. Our programs and services are at the mercy of our members. If there is sufficient interest, we can offer a wide range of services to our members.

Washington Apple Pi will not abandon members who are using older machines and operating systems. And we welcome users who are moving to OS X also. We want and need all of you. You have a place in the club. We are members helping members. We will help you do whatever you desire. Our meetings will include topics and presentations of interest to all users and we will be happy to help in the formation of SIGs and classes to meet the needs of those interested in participating.

I am reminded of a message that I heard in church a few years ago. If you are not as close to God as you used to be, guess who left! Let's turn that around. If you are not as involved in the Pi as you used to be, if the Pi is less relevant to your needs, guess who has left. We are here for you. You are all members. We have lots to offer if members are helping members. ■

Pat Fauquet

Minutes of the 15 January 2003 Board of Directors Meeting

PRESIDENT Pat Fauquet called the meeting to order at 7:40 pm. Present were:

- Len Adler (Director)
- Lila Bednar (Director)
- Will Byrd (TeenSig Sponsor/Chair)
- Hal Cauthen (iMovie SIG Co-chair)
- Craig Contardi (Secretary)
- Lou Dunham (TCS SIG Chair)
- Pat Fauquet (President)
- David Harris (Director)
- Ned Langston (Garage Sale SIG Chair)
- Jim Little (Director)
- Nancy Little (Director)
- Jack McCalman (VP/Programs)
- Dave Ottalini (VP/Publicity)
- Cheryl Parker (Director)
- Jim Ritz (VP/Membership)
- Steve Roberson (VP/Publicity)
- Dick Sanderson (Treasurer)

Pat talked about her experiences at Macworld in San Francisco, and her attendance at User Group University. Macworld was very upbeat, unusually crowded, and attendance did not wane the afternoon of the final day as she had observed at prior shows. She highly recommended to everyone that they attend a User Group University if at all possible, because it "feeds" the participant with ideas of how to run a user's group in new and better ways. She was also heartened by the fact that UGU showed that "we are not alone."

Pat is awaiting permission to publish in the Pi Journal an article written by a Pi member who is also part of the MacNexus user's group in Sacramento, CA.

"Pat proposed selling CDs for \$3-\$5 with monthly content. The board was divided over whether to spend the money necessary for a commercial CD burner that could produce sufficient quantities of CDs on demand. The issue was deferred to online discussion over the coming month."

This article compares and contrasts our club with theirs. Each one has its strengths, and this member would like to see some of the innovative ideas of MacNexus implemented in W.A.Pi. Some examples are restricting access to the auditorium until a few minutes before 9 a.m., to encourage member interaction instead of "seat-warming". MacNexus also uses greeters who engage members from the moment they arrive, instead of sitting behind a table passively. New members are announced at every meeting, to make them feel part of the family. Pat's variation on this is to publish the names of recently-lapsed members, in the event they have somehow not been getting the renewal notices.

The topic then moved to SIG/Committee reports.

Garage Sale: The show grossed more than the June iteration six months prior. Attendance was greater, the items for sale were generally more recent vintage, and everything went as smoothly as could be expected. Ned praised Dave Ottalini's publicity efforts as making a big difference in attendance. In the areas of room-to-improve, he suggested that a volunteer leader be assigned to each task in advance of the day of the show, to ensure proper coverage and dissipate the stress level that morning. Also, the rental contract with NVCC needs to more closely reflect our actual usage window of the gymnasium to avoid being overcharged. Thirdly, holding the show on the second Saturday of the month runs the risk (as with this year) of falling too late in the holiday season for some customers to do as much gift shopping as normally possible. The board agreed by verbal consensus to look into holding the show on the

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first weekend in December. Finally, if we can set aside space for the Slices and SIGs to have tables, they would serve as recruitment tools since Mac users from a very wide radius come to our show because it's the biggest. If they discovered that there were an active slice closer to their home, they might consider joining W.A.P.

Office Staff: Rather than leaving phone messages as notes for the recipient, the office staff will start emailing these messages directly. The office iMac will be moved to the front of the office to make this possible.

TCS: Lou reported that our new backup system is coming into place, partly in thanks to Dantz Development's discount to the Pi on the purchase of Retrospect Server. In exchange, W.A.Pi will provide "promotional considerations". Pat asked the Secretary (Craig) to draft a letter of appreciation to Dantz. The next piece of the system is acquiring two 80GB firewire external drives.

Computer Reclamation Project: 15 Power Mac 6115s were sent out the door to worthy causes on 15 January. Nancy Little suggested we ask for \$10 from people donating machines, to help cover any rehabilitation costs. Pat said there are legal issues preventing us from doing this. Jim Ritz said that the biggest expense usually is the installation of a working battery, and that Lorin Evans has a source for these batteries at a substantial discount.

Publicity: Dave Ottalini sent out a wide press release about the 25 January general meeting. The guest speaker is Brian Wayman from Apple Reston.

Programs: Bare Bones Software donated a full copy of BBEdit and T-shirts to the Pi, for use as door prizes. Deneba sent a coupon for a user group discount on both the downloadable and retail versions of Canvas. Someone recommended that the SIGs be given an opportunity to produce informational displays that can be placed in the lobby for perusal prior to each general meeting. A similar idea would be "advertisements" on the screen saver currently projected on the wall in the theater and forum during the minutes preceding the general meeting. Not only SIG information, but updates on the bus trip and the election process should be included as well. Both ideas were well-received.

Pat proposed selling CDs for \$3-\$5 with monthly

content. The board was divided over whether to spend the money necessary for a commercial CD burner that could produce sufficient quantities of CDs on demand. The issue was deferred to online discussion over the coming month.

Pat mentioned that she learned at User Group University that we are probably the only large group that does not raffle away the best door prizes. Most groups charge \$2/ticket with a dollar discount on every third ticket a person buys. The board agreed to try a raffle at the upcoming January meeting.

Pi Fillings: The OS X version is available, no other fillings variations are currently in the works.

Pi Birthday Bash: Pat reported that Shawn King (Your Mac Life Internet radio show) will be our keynote if we buy his airline ticket. His permanent sponsors will pay all other expenses. The board agreed to these arrangements. The board also decided to postpone the party until the April meeting, as opposed to the original plan to hold it in March. The fact that the April meeting will be in the "food-friendly" forum upstairs was a contributing factor. The Pi will provide cake and punch, and the membership will be asked to bring a covered dish to share.

Election: The secretary will provide a historical attendance record of the current slate of officers to the election committee by 22 February. Several of the current board members stated their intention to run for different positions for the coming THERE ARE NUMEROUS OPPORTUNITIES TO JOIN THE BOARD! Pat floated the idea, after the current election cycle, of adjusting the authorized officer and director slots to eliminate some positions and add others (such as a dedicated "President-Elect" position that would succeed the President after having a full year of OJT).

Store reports: Pat suggested we give free Pi membership to Apple-centric employees at the local stores. Dave O asked if Apple's Reston employees also qualified. This issue was also deferred to online discussion.

Jim Ritz proposed making all memberships expire on the same day, so we only have one «membership blitz» a year. Dick Sanderson seconded the idea, but it did not come to a vote.

The meeting was adjourned at 1015. ■

1778-2003
25 Years of Washington Apple Pi

1983-2003
20 Years of the Pi's TCS System

TCS Open House

May 3, 2003 Noon - 4 p.m.

You're invited! Come and celebrate!

Demonstrations:

TCS Penguins and some famous users of the TCS will give demonstrations, answer questions and offer help for the following:

- ¥ TCS bulletin board, the electronic heart of the Pi.
- ¥ See how the new Apple Mail application works
- ¥ Well, then, what is Web mail?
- ¥ What are mailing lists, anyway?
- ¥ Want a personal Web page? Find out how.
- ¥ What TCS services are there for SIGs?

Food:

We're going to have food too. Sign up to bring something for the potluck. The TCS Crew will astound you with their contributions in this area.

Catch up and do some schmoozing:

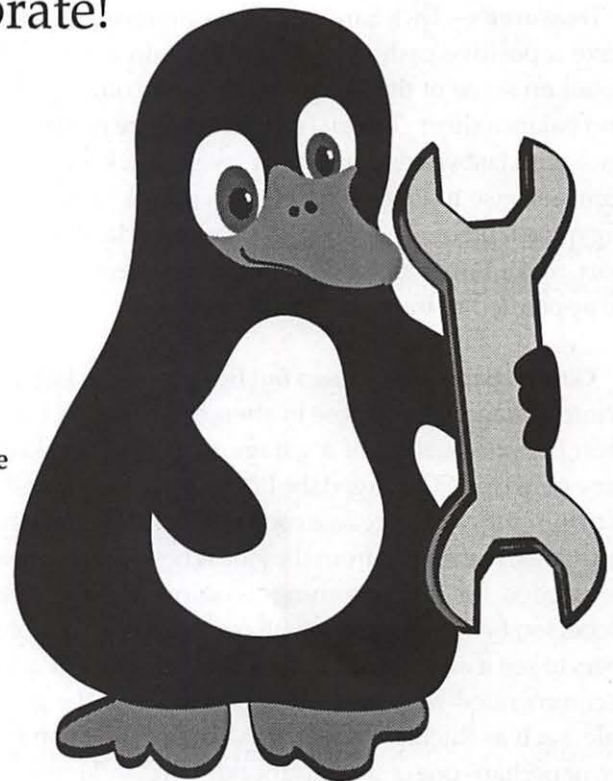
Find out what your TCS buddies have been up to with their computers, their Internet connections and their lives. See in person the people you've been talking to on the TCS. It's TCS party time!

R.S.V.P.

Let us know if you can come so we'll know how many people to prepare for. Also, if you can bring a dish, dessert, soft drinks, paper plates or anything else to help out.

Contact:

Nancy Seferian, nancys@wap.org, or 202-333-0126



Hard at work,
building a better rookery.

Map to party:

<http://www.wap.org/info/about/officemap.html>

Minutes of the 12 February 2003 Board of Directors Meeting

PRESIDENT PAT Fauquet called the meeting to order at 7:40 pm. Minutes from the previous Director's meeting were reviewed, slightly amended, and approved.

Committee Reports

Treasurer's—Dick Sanderson reported we continue to have a positive cash flow. Pat went into a little bit of detail on some of the line items in the income/outflow and balance sheet. Tutorial registrations are not keeping pace with last year's enrollment levels. Dick would like someone else to take on treasurer's role as he is spending quite a bit of time doing membership database support. Steve Roberson will ask for a volunteer willing to be appointed to the position.

Garage Sale—Pat passed out figures for the last three winter garage sales. Those in attendance that had never seen the gory details of a garage sale were shocked at how much NVCC charged the Pi this year. Ned Langston, after serving as Garage Sale coordinator for the past three iterations, has retired from the job. A new volunteer will be needed for the upcoming iteration in June. Steve Roberson (VP/Volunteers) will contact the list of volunteers to see if anyone from that list is interested. Pat also recommended we consider other venues for the garage sale, such as Ritchie Coliseum, Microsoft's Reston facility, or perhaps one of the fairgrounds that Marketpro uses for their well-known Computer Show & Sale.

Office Staff—Herb Block reported that the phone is only being answered from 11am-2pm, by three full-time and 1 part-time volunteers. Herb asked for the email

addresses of every board member and SIG chairman so as to forward phone messages to people via email (in lieu of paper notes on a corkboard). Herb expressed concern about the accuracy of the Hotline information; Jim Ritz believes it has been four years since the Hotline was updated, according to what is printed in the middle of the Journal. Jim agreed to restructure the hotline list, and the office staff was asked to call 2-3 folks on the list each day and verify their continued interest for the indicated topic or any other one (listed or not listed).

Pat brought up the subject of potentially rekeying some/all of the doors in the office. In the short term, Dave Ottalini asked board permission to give the office staff keys to the room from which they may need something in the course of a normal workshift.

TCS—The new hard drives are in place, and the TCS crew is "working out policies".

Web Page—big changes are coming, a total revamping of the website structure. Lila Bednar mentioned the possibility of splitting out the content creator from the webmaster, as is typical in most businesses. Right now Lawrence Charters does both roles.

Finance/Database—Nothing to report.

Volunteers—Nothing beyond accepting the request to elicit a volunteer for Treasurer and Garage Sale Coordinator, which came earlier in the meeting.

Cocoa Programming SIG—Steve Roberson announced a planned formation meeting for a Cocoa Programming SIG to be held Wednesday 19 February at the Pi Office.

Publicity—Dave Ottalini reported that he released generic info about the February general meeting (featuring Adobe). Comcast Communications produces a 5-minute community-oriented newsmagazine that they broadcast on the Headline News channel of their cable systems.

Tuesday Night Clinic—attendance varied from 1 person on 14 February to 6 the week before. Weather seems to play a factor.

Bus Trip—our bus cost will be greater this year (\$500

more). IDG will allow mass registration this year. IDG (who run Macworld Expo) recommended that the Pi offer a multi-day bus trip with overnight accommodations at a respected hotel (Milford Plaza). Jim expressed his concerns about the added management burden such a trip would be sure to require, and did not think we could/should do both a 1-day and 2-day bus trip. Turning back to the 1-day trip discussion, Jim recommended a price increase to \$75 to cover the added charter costs, and the board agreed. When asked about which location (MD or VA would get an extra bus (which would be a third one)), Jim stated that he would lean toward MD but would not rule out running it out of VA if the demand was clearly higher there.

25th Anniversary Party—It will be held April 26th. NVCC will set up the forum for a banquet. Shawn King (Your Mac Life) is confirmed as the guest speaker. Dave Ottalini will contact area and national vendors about goodie bags and raffle items for that month. Pat will begin to assemble stuff for a 25th-anniversary CD for the meeting.

Membership—Herb Block spoke about ways to increase our membership base.

1. must get local vendors to be part of our team.
2. hundreds of Mac people in the area have never heard of us.
3. there is no social aspect to the club anymore.

Pat proposed a New-member class, to be held twice a month at the Pi Office, one in the day and one at night. Space will limit us to around 25 per session, Ideally it would be video-based with the volunteer running it simply playing iDVD chapters and answering members' questions.

Graphic Arts—Lately there has been cross-pollination with the iMovie SIG, which of course is a positive thing. 20 attendees are very common, stretching the limits of the room.

There was more discussion about taking on our own disc-burning capability in support of having monthly content CDs at the general meeting that support that month's topic. The biggest continued concern is that the demand clearly be there. Lila Bednar will call hardware companies to see if tethered models will work with VirtualPC.

The meeting was adjourned at 10:10 pm. ■

Summary of the 17 March 2003 Board of Directors Meeting

PRIOR TO THE meeting, volunteers spent time removing the hotline pages from WAP Journals bound for retail stores, medical offices and Al Gore's house (just kidding about the latter destination).

President Pat Fauquet called the meeting to order at 7:42pm. Present were:

Len Adler (Director) Lila Bednar (Director) Will Byrd (Director) Hal Cauthen (iMovie SIG Chair) Craig Contardi (Secretary) Lou Dunham (TCS Committee Chairman) Pat Fauquet (President) Needham "Ned" Langston (Member & Garage Sale Coordinator) Jim Little (Director) Nancy Little (Director) Dave Ottalini (VP/Publicity) Cheryl Parker (Director) Jim Ritz (VP/Membership) Steve Roberson (VP/Volunteers) Dick Sanderson (Treasurer) Jon Thomason (Member & TCS Committee volunteer)

First order of business was SIG reports.

Garage Sale: Ned Langston has recouped \$750 from NVCC that was overpayment for the December Show & Sale. He then mentioned that a prominent local drycleaning chain sells ad space in their stores to a quite captive audience standing in line to pick up or drop off their clothes. While we would not want to pay the cash rate, the board might want to consider the "quid pro quo" of a Pi Journal ad and/or an ad on the "splash pages" shown prior to the start of general meetings, in exchange for a store ad. However, no one was appointed to pursue the matter with the cleaning franchisees.

Office Staff: Nothing new to report; coverage hours remain the same as last month (11-2 Monday-Friday). There was additional discussion on whether to re-key the Pi offices.

TCS: The TCS Committee met in person last week-

end. The new edition of the TCS, incorporating many requested features and allowing us to retire the Apple II "server" hardware, will hopefully be rolled out by the end of March (or was it April?). A new feature is coming soon for the wap.org web-based email service now included with every WAPi membership. Within a month, members will be able to auto-forward their username@wap.org email to any other mailbox if they choose. The TCS crew would like to hold an open house on May 3rd, and will need volunteers to bring food (cookies and other stuff). The board approved renewing the club's ownership of the wap.org Internet domain for 9 years to get the best rate.

The board debated whether it was worthwhile continuing to design the www.wap.org website to the lowest common denominator of 640x480 screen resolution, or start assuming all visitors have 800x600 or higher. No resolution (pardon the pun) was reached.

Finance & Database: The membership database is fully updated. David Harris is now getting help from three of the office volunteers.

Volunteers: No report

Publicity: Dave Ottalini reported that he continues to generate press releases, plus advertising for the 25th-anniversary meeting. There is growing vendor participation for the April anniversary meeting. Dave talked about the establishment of an "experts list" for the media and a standing "Speakers Bureau".

Tuesday Night Clinic: Nothing to report.

Pi Fillings: Sold 27 in the last month.

Store/Vendor Relations: Pat will start the effort of granting Pi memberships to store employees in a couple weeks.

25th Anniversary Meeting: Pat will contact our keynote speaker (Shawn King of "Your Mac Life") to nail down his preferred delivery style (behind a podium, wandering free, etc.) so we can make any necessary accommodations in positioning our cameras. Steve Roberson suggested showing historical Pi photos at some point in the meeting. Also, the "elder statespersons" of the Pi should be asked if they have any classic photographs they would be willing to share and/or would like to participate in any special way in the meeting.

New York Bus Trip: Chuck Joiner of the User Group Report interviewed Jim Ritz about the bus trip. Jim will send something out to those on his mailing

list (made up of prior attendees) around 1 April.

CD Burning: Lila Bednar has found a commercial-grade DVD-R burner with OS X support (for \$2500). Another company's burner is pre-beta software and hardware for about the same cost. Media is \$1.20 ea. for the inkjet-printable kind. The board debated the purchase for more than 20 minutes, and voted to table the measure until a later date. New Business

Jack McCalman, the VP/Programs, has submitted his resignation. The board approved it and immediately nominated Hal Cauthen to fill the rest of his term (which ends with the June board meeting). The motion was seconded and approved enthusiastically.

CafePress - Lila Bednar reported that she has established a "storefront" with CafePress, an on-demand print shop for logo items. She showed off three items she went ahead and paid to have done; a golf shirt, T-Shirt and mug. It is FREE to sell one of each kind of item, \$5.00 to have multiple items. The board was so impressed with the samples, they authorized her to spend up to \$500 on "XXVth" anniversary commemorative items to be sold at the April general meeting.

A.P.P.L.E. - The Apple Puget-sound Program Library Exchange, a user's group from the very early days of the Apple II, has been reconstituted with the goal of scanning in old Apple magazines in and selling them as PDFs. OnThree has granted permission to allow their back catalog to be so restored. Dave Ottalini suggested we allow them to scan in old WAP journals and team with them on the revenue stream. There will need to be care taken with those Pi articles that were borrowed from other publications, and articles where the author claims a copyright.

The minutes for the February board meeting were presented, amended slightly and approved.

The final topic of discussion was the need to purchase a secure certificate from a trusted third-party to assuage any security concerns of those who renew via our website with a credit card, and in preparation for any e-commerce links we should wish to created (such as selling the CafePress goodies). We could alternatively outsource the storefront, but that would carry a sizeable transaction fee for every "checkout". The board voted to spend the money to get our own SSL certificate and reconsider the e-commerce strategy at other than the very end of a board meeting.

The meeting adjourned at 10:07 pm. ■

October General Meeting

By Craig Contardi

WASHINGTON APPLE PI President Pat Fauquet opened the meeting a little differently in October by conducting a novice-centric Q&A session, before turning the stage over to Secretary Craig Contardi for the all-encompassing session. Questions included:

- A discussion of the need for uninterruptable power supplies (UPSs) and what differentiates one from another
- Issues with the Autofill feature of Netscape
- Problems with getting some digital still cameras and digital media card readers to auto-recognize under Mac OS X Jaguar

- Fax software problems with Mac OS X
- Cross-platform support for Mac-formatted iPods

As the Q&A session ended, Pat reminded attendees that there is a Pi mailing list for club-related announcements, to which anyone can subscribe. Go to: <http://www.wap.org/lists>

and scroll down to "Pi Announcements". You can elect to receive messages from that list, and many others.

The October guest vendor was LaCie, best known for their line of storage products. The representative spoke about the variety of products currently available and coming soon, such as the D2 case design that enables moving, "from the desktop to a stack to a rack." He said it was designed "for personal and shared resources that *move*." In an attempt to go beyond simple plastic cases without adding significant cost, the D2 enclosure is made of aluminum. It has no need for a fan, and features a cable lock on the power cord where it connects to the enclosure, to keep it securely attached. The power supply itself is external, which saves desk-top space and enclosure weight, and removes the ma-



major source of heat. The price at the time for a 120GB 7200RPM drive in a D2 enclosure was \$270. 60GB and 80GB sizes are also available; no price was mentioned.

Other LaCie storage products of note are:

- The Hexamedia drive, which supports 6 kinds of digital media cards (Compact Flash, Smartmedia, PCMCIA, Memory Stick, MMC, and SD).
- A DVD-R/RW drive based on the same Pioneer drive as Apple's first-generation SuperDrive.
- A portable CD-RW drive that is powered off the FireWire bus, thus requiring no separate power cord.
- A self-proclaimed "Best of Breed" 19" CRT monitor, and an 18" flat-panel LCD; a 22" model is coming soon.
- A color calibrator that works with both CRT and LCD displays, and with Mac OS 9/X as well as Windows.
- A 2-drive enclosure dubbed "Big Disk", currently supporting up to 400GB and will support 500GB when such drives are available on the market.

When the speaker opened the floor to questions, the first one asked whether the external DVD-RW drive was recognized by iDVD; the answer was that it was not supported because of the way Apple checks for the presence of an internal Pioneer DVD-RW. John Barnes asked about consolidated power supplies for multiple drives, and the rep said that there have been requests but no products yet. John also asked about any LaCie docking drive products, and they actually have something but it is not priced for consumers. Another audience member inquired about rotation speed (7200 vs. 5400) and the eternal SCSI vs. FireWire performance debate.

The presentation concluded at 1049 with a drawing for a full copy of Maya. The winner was Mary O'Brien. ■

November General Meeting

(Submitted in the spirit of "better late than never")
by Craig Contardi

Q &A volunteers Josh Seely and Lawrence Charters started taking questions at 0915. They included:

- Comparing and contrasting the eMac and the 17" iMac flat-panel, and another question trying to show the difference between Mac OS 9 and Classic.
- An audience member has an early-generation G4 that was not able to fall into "sleep mode" under Mac OS X; it was mentioned that a PCI-based SCSI card sometimes can keep a machine from properly sleeping. Also, if Classic Mode is running there are certain classic apps that have the side-effect of "insomniating" a system.
- An audience member with a teal iBook that could serve as an Airport base station when running Mac OS 9, but not under Mac OS X; no conclusive solution was given.
- Whether there are any risks with running Mac OS 9 apps that are not "classic-friendly". Lawrence repeated his belief that one should never boot into Mac OS 9 from a machine with Mac OS X installed anywhere on it, even a distinct partition.
- A discussion of how the Hewlett Packard multifunction peripherals (that combine printing, faxing, scanning and copying into one unit) have proven to be very problematic, especially for Mac OS X 10.2.2.
- A question about the necessary steps to install Mac OS 10.2.2 from scratch. Unless your machine shipped with that version as the install/restore disk, it will take at least two stages (Mac OS 10.2 followed by a 'combo' update to 10.2.2).
- Alternatives to Airport: some people have no



**Fifth Annual
Washington Apple Pi
One-Day Bus Trip to
“CREATE” New York
(Jacob Javits Center)
Thursday July 17, 2003**

Washington Apple Pi is on its way to New York City for “CREATE” (formerly MacWorld) and you’re invited! We have buses leaving for the daylong trip from Maryland and Virginia locations. See the dates and times below. We’ll have a brief rest stop on the way up on I-95 in Delaware where you can stretch your legs and get some breakfast to eat on the bus. The buses should arrive at the Jacob Javits Center in New York City at approximately 10 a.m. That afternoon, we’ll leave promptly from the Javits Center at 6:15 p.m. A dinner stop will be made about an hour and a half later. The cost of dinner is not included in the trip price. The buses should return to their starting points in Virginia and Maryland between midnight and 12:30 a.m. Friday, July 18.

Buses Depart:

Location 1: Commuter parking lot at the rear of Micro Center in the Pan Am Plaza on Nutley Street in Vienna at 4:45 a.m.

Location 2: Commuter parking lot at the corner of Rockville Pike and Montrose at 5:15 a.m.

Bus returns: Midnight to 12:30 a.m. Friday July 18.

Cost: \$75.00 payable to: **WAP Create Trip**

Mail this form and payment to:

James M. Ritz
5802 Nicholson Lane #606
Rockville, MD 20852

Included: Bus fare (no food) and MacWorld Conference and Expo CREATE Ticket to the Exhibit Floor only (sorry - no sessions).

Check our web site www.wap.org for periodic trip update information.

Reservation Deadline: June 1, 2003. Space is limited, so reserve your seat early.

Additional Information: jim.ritz@wap.org

Name _____

Address _____

City _____ State _____ ZIP _____

Home Phone _____ Work _____

Phone _____ Email _____

Washington Apple Pi member? Yes ___ # _____ No ___ Send me a brochure ___

Please reserve _____ seats on the Rockville _____ Virginia _____ bus for me.

_____ Here is my check in the amount of \$75.00 per seat made out to WAP Create Trip

_____ Here is my Credit Card: Type _____ Number _____

Name on Card _____ Expires _____

trouble with 3rd-party wireless 802.11b routers, but Lawrence has observed seeing a disproportionate share that are often found in the return bin at Micro Center.

Lawrence asked who in the audience was *not* running some version of Mac OS X; only 20-25% raised their hands.

Josh mentioned that the latest Macs now require a 2-step restore instead of just one step, because the Mac OS and the bundled applications are on different disks now.

Steve Roberson took the stage at 0949 to talk about three applications that are new or greatly enhanced because of Mac OS X 10.2 (Jaguar); Address Book, iCal and iSync. Address Book is now the central "database" for multiple iApps: iCal, Mail, iChat, and future yet-announced apps.

Fields in Address Book are capable of becoming hot links, such as the ability to send an email, initiate an iChat, visit a person's Web page, or view a map of the person's home or work address using MapQuest. The groups function allows nesting, i.e. an "in-laws" group can be inserted into another group called "family". Steve assured the audience that there is protection against circular references (putting group A inside group B, and trying to then put B into A).

While Address Book does not have built-in envelope-printing functionality, Steve said there is a utility called iAddress which allows one to produce envelope addresses.

Steve then shifted to talking about iCal: He demonstrated how to easily switch between daily, weekly, and monthly views, the ability to set up recurring meetings, add attendees, and send invitation emails for those meetings. Of course, you can set a variety of notification methods for each meeting such as an alarm or an automatic reminder email.

Another nice feature of iCal is the ability to publish one's calendars to .mac or a WebDAV site. For iCal users that do not have a .mac subscription, iCalExchange is a third-party company that will host your calendar (there was no discussion of whether this was free or subscription-based). Others could then view your calendar using just a web browser. In fact, there are hundreds of publicly-available calendars for such things as college and professional football schedules, video and movie release dates, national and religious holidays for the U.S. and many other countries,

"Whether there are any risks with running Mac OS 9 apps that are not 'classic-friendly.' Lawrence repeated his belief that one should never boot into Mac OS 9 from a machine with Mac OS X installed anywhere on it, even a distinct partition."

and many more.

Next on Steve's agenda was iSync, which was released by Apple in public beta form in September [and in final form in January 2003]. It requires Mac OS X 10.2 Jaguar or later, and provides the ability to keep the data on disparate digital devices synchronized among each other. Some examples are Palm OS-based PDAs, smart wireless phones, iPods, and any desktop or laptop Mac that can run Jaguar. Steve used an iPod to demonstrate the ability to synch calendar and contact info between it and iCal/Address Book on a desktop Mac.

As a "grand finale", Steve demoed Bluetooth capability by dialing a number from his Jaguar Address Book on a Sony Ericsson T68i without touching anything on the phone. The number dialed was another wireless phone, and everyone could hear it ringing in the audience (the phone belonged to Steve's mother). When a friend in the audience called Steve's T68i, the callerID information appeared on the Mac because of the Bluetooth "pairing" that had been established.

<http://www.zurka.com/wap> should have many of the links referenced in Steve's presentation.

Steve took about 10 minutes of questions, then handed the reins over to Dave Groover at 1045 to talk about Panorama.

Panorama, by ProVUE Development, is actually one of the oldest Mac applications. An earlier version of Panorama, called OverVUE, shipped in August 1984. Panorama is a database application that runs on both Mac and Windows. It has not yet been converted to run under Mac OS X, but the company is supposedly working on that.

The most unique aspect of Panorama is that the

data is wholly retained in RAM, as opposed to the way every other relational database management system is designed. The fact that RAM access speeds are thousands of times faster than disk makes Panorama blazing fast. It also does not do any indexing of the data; access speeds are so fast that indexing isn't necessary. It also boasts some of the most powerful text-manipulation functions of any database.

Panorama's RAM-based speed and flexible interface also make it a natural replacement for tasks done in Microsoft Excel. It is very easy to set up a checkbook or similar type of "spreadsheet" application in Panorama and, in fact, it ships with several useful databases to get you started.

On the down side, Panorama currently runs only on older operating systems or from within Classic. This limitation, and ProVUE's exceptionally poor marketing (you can only purchase it direct from ProVUE, which doesn't advertise, doesn't do trade shows, doesn't visit user groups and doesn't send out review copies) have greatly limited its user base. While the users are fanatical about the great strengths of the program, the user base is static. Will the long-rumored Panorama V, allegedly a full Mac OS X application, change things around?

Dave's presentation was also hindered by technical problems. He has an older Macintosh, a Power Mac 9600, and didn't realize more recent Macs have a different video adapter. Watching him work with adapters and struggle to get Mac OS 9 "synched" with the video projector was an unexpected reminder of how much the Mac world has changed in the past couple of years.

Panorama sells for \$299.00 with a competitive upgrade price of \$69 for a single-revision upgrade and \$129 for a two-revision leap. Panorama's Web site is at:

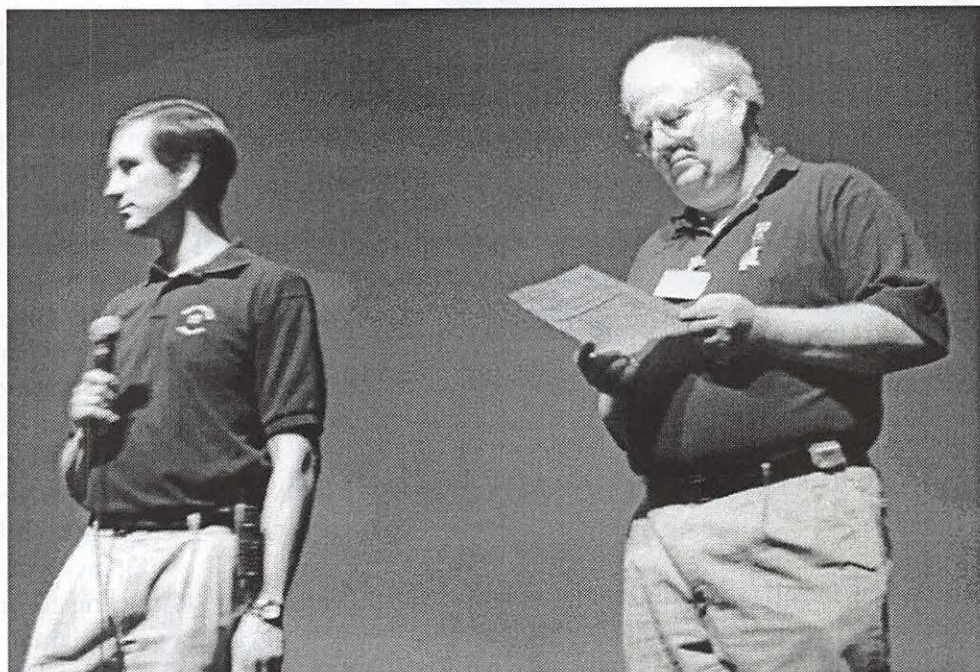
h t t p : / /
www.provue.com/ ■

February General Meeting

By Lawrence I. Charters

ADOBE WAS the featured guest of Washington Apple Pi's February General Meeting. Next to Apple, Adobe may be the second largest supplier of software to the Macintosh market (Microsoft might disagree), with a wide range of applications and utilities for the graphics market.

Dave Helmly, the local Adobe representative, spent much of his presentation answering questions from the audience. He deftly ducked all questions about future products beyond saying that Adobe was probably developing some. Several of his answers contained a thinly veiled personal preference for Mac OS 9 and barbed references to Mac OS X, which he didn't seem



Pi Secretary Craig Contardi and Lawrence Charters answer questions at the start of the meeting. Lawrence is examining a copy of Adobe's user group pricing sheet "Hmmm - Photoshop Elements looks interesting..." (Photo by Richard Sanderson)



In the lobby, Jim Ritz, Cheryl Parker and Hal Cauthen review some iMovie clips on an iBook. (Photo by Richard Sanderson)



Dave Helmly, a regional Adobe representative, brought a PowerBook G4 for his presentation. While he seemed to have a full suite of Adobe applications installed on the machine, the only one he showed to any great extent was Photoshop Elements 2.0. (Photo by Richard Sanderson)

to be too familiar with. Questions concerning two Adobe stalwarts, PageMaker and InDesign, were answered with references to Quark's dwindling share of the page layout market, and personal doubts about the viability of the long-delayed, much-anticipated, possibly Mac OS X-native Quark XPress 6. It is rare to have

"Questions concerning two Adobe stalwarts, PageMaker and InDesign, were answered with references to Quark's dwindling share of the page layout market, and personal doubts about the viability of the long-delayed, much-anticipated, possibly Mac OS X-native Quark XPress 6."

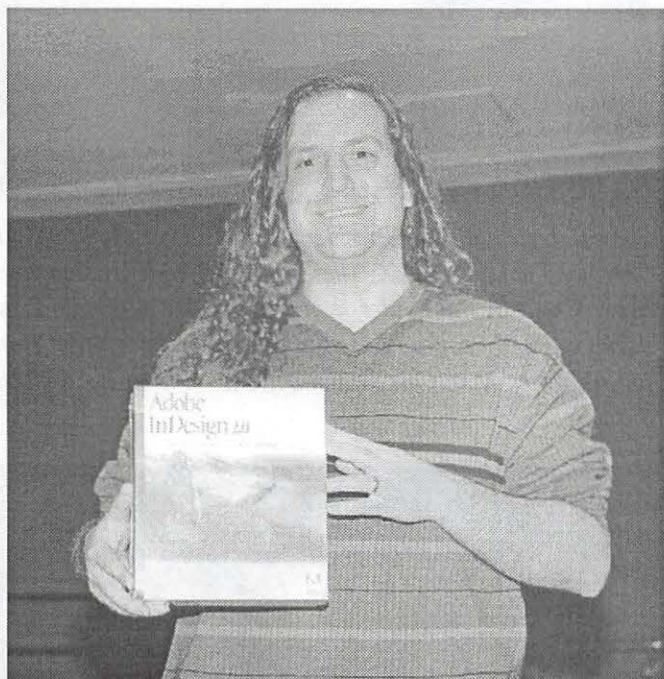
vendor representatives express such blunt, negative comments, and the early morning audience responded with better than average attentiveness.

Most of his presentation was spent on Adobe Photoshop Elements 2. With a similar interface to Photoshop 7, but without many of the more advanced and obscure functions, Photoshop Elements 2 is essentially an imaging Swiss army knife for non-professionals. By focusing on elements most useful to home and business users, and pricing it at a fraction of the full Photoshop, Photoshop Elements has garnered a large and growing list of fans, with Pi President Pat Fauquet in the forefront. Helmly also demonstrated a remarkable "photo merge" capability that allows Photoshop Elements to make one large, panoramic image out of several individual image - a talent not present in the full Photoshop 7.0. Helmly distributed a flyer with special user group pricing for Adobe products, and many in the audience took the opportunity to put in an order for Photoshop Elements 2.0.

Returning to questions, the audience had a blizzard of complaints about Adobe Acrobat, and the failure to include an Acrobat PDF Distiller component for Mac OS X in Acrobat 5.0. Instead of address this directly, Helmly explicitly criticized Apple's PDF (Por-



Pi Vice President for Publicity David Ottalini and Pi President Pat Fauquet select door prize winners from what appears to be a baking tray. (Photo by Richard Sanderson)



Baking trays proved to be lucky for Jon Thomason, who won a copy of Adobe InDesign 2.0. (Photo by Richard Sanderson)

table Document Format) support in Mac OS X, stating that Apple "attempted to do it themselves" rather than hiring Adobe to "do it right." The implication he left was that it was somehow Apple's fault that there is no fully functional version of Acrobat 5.0 for Mac OS X.

It was an interesting meeting. ■

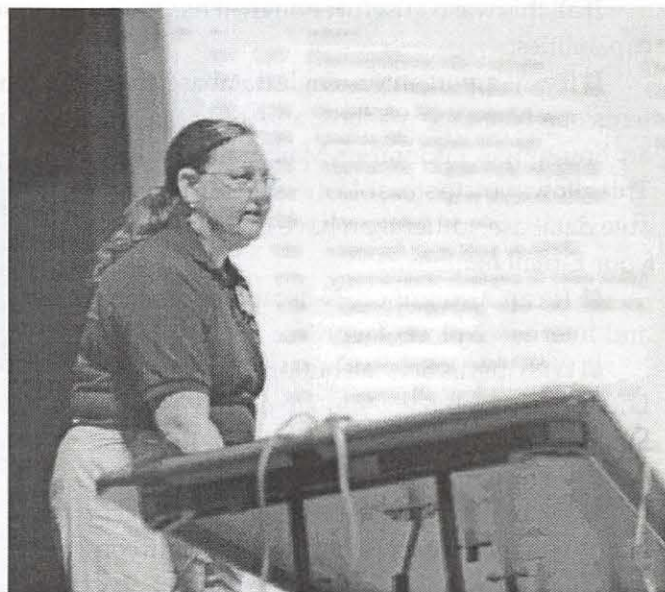
March General Meeting

By Lawrence I. Charters

HELD A WEEK earlier than usual, on the Ides of March, the Washington Apple Pi General Meeting convened in the NOVA auditorium. This was a severe disappointment to fans of the classics; to their minds, NOVA's Forum was a better place for an Ides of March meeting.

Rather than have a single presentation by a major vendor, the March meeting had a number of smaller presentations, ranging from general, introductory topics to intensely "geeky" topics to topics educational and historical. It was a fun way to explore talents, interests and capabilities that are rarely displayed.

Pi President Pat Fauquet demonstrated iData Pro, an inexpensive (\$49.95; less for user group members)



Noting that many people need a database program, but either don't know they need one or find existing ones too complex, Pi President Pat Fauquet demonstrated iData Pro, a simple, inexpensive database of surprising power. (Photo by Richard Sanderson)

“Dave Ottalini, Pi Vice President for Publicity, took us into the distant digital past. Dave is a world-famous fan of the Apple ///, an innovative computer designed as a replacement for Apple Computer’s original hit, the Apple II.”

splendidly simple database from one of the oldest Mac software houses, Casady & Greene. iData Pro can be used as either a free-form database, much like a shoebox (simply type or copy things into a record, with no rhyme or reason), or as a field-based database, with places reserved for specific information (such as an address book). You can switch back and forth between the two formats at will. iData Pro allows you to search on anything, at any time, and (because it loads a given database completely into memory), results pop up almost instantly.

If all this wasn’t useful enough, it has several unique capabilities:

- It can import, into a single database, the entire contents of a Netscape mailbox, an Apple Mail mailbox, or an Entourage, Eudora, or MailSmith mailbox. This allows you to store old messages in a searchable database, rather than have them clutter up your E-mail mailbox.

- It can also import Netscape bookmarks and Internet Explorer favorites.

- With just a click of a button, it can save the URL of any Web page you are currently viewing, with most browsers, to an iData Pro database.

- It can dial a modem, which can come in handy as a shortcut for calling people from a contacts file.

For more information on this remarkable, inexpensive program, visit Casady & Greene’s Web site, where you can download a free demo:

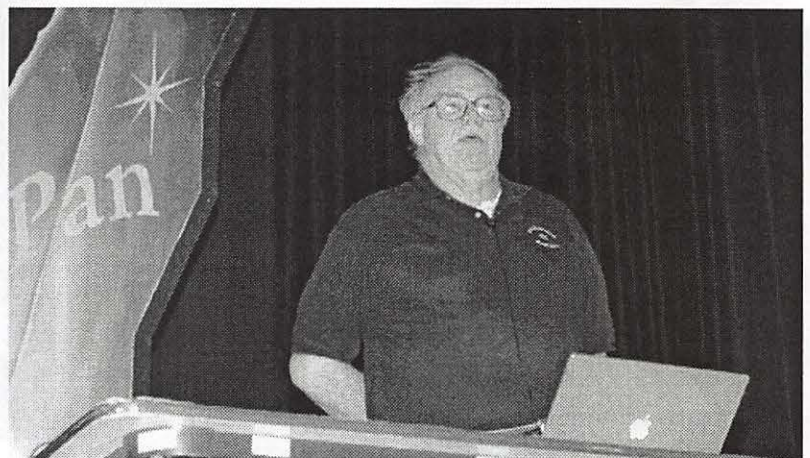
<http://www.casadyg.com/products/>

idatapro/mac/

Steve Roberson, Pi Vice President for Volunteers, then talked about the little publicized but highly useful Services in Mac OS X. Usually found listed in the Finder menu under Services, these are small, unobtrusive links that allow the user to directly call on Mac OS X applications, often from within other Mac OS X applications.



Steve Roberson, Pi Vice President for Volunteers, talked about “Services” for Mac OS X. These powerful, unobtrusive functions, listed in the Finder menu under Services, allow the user to directly call on Mac OS X applications, often from within other Mac OS X applications. (Photo by Richard Sanderson)



Now that Mac OS X offers a full version of UNIX hiding under the pretty Mac face, what can you do with it? John Barnes demonstrated the X Window System, the standard UNIX graphical interface used by thousands of programs. (Photo by Richard Sanderson)



Dave Ottalini, Pi Vice President for Publicity, is a world-famous Apple III fan. He talked about the history of the Apple III, and showed a preview of a massive DVD project he is working on that chronicles the life of the Apple III, complete with video clips, articles, software and software patches, photos, and manuals. (Photo by Richard Sanderson)

For example, from within TextEdit or BBEdit, you can select a word or group of words, go to the application menu, select Services, select Speech, and your Mac will speak back the selected text. (This, sadly, doesn't work in Microsoft Word X). Other Services can create Sticky Notes, perform screen captures, or (depending what programs you have installed) launch a Web browser or FTP client.

While some programs (Safari, Camino, OmniWeb) install themselves as services, there are others that are not directly tied to a normal Mac OS X application. Steve demonstrated one of these, a Service that will automatically launch a browser and search Google for whatever word or phrase you have highlighted. For more information, you can download the Google search Service and read the documentation: <http://gu.st/proj/SearchGoogle/>

John Barnes discussed the vast wealth of UNIX programs that are now available to the Mac, thanks to the UNIX foundation on which Mac OS X is built. Apple recently highlighted this ability with a public beta of a complete X Window System for Mac OS X.

Popularly known as X11, the X Window System is the graphical interface most widely used in the UNX



Hal Cauthen, chair of the iMovie SIG, mentioned that he was a fairly recent convert to the Macintosh world, and the big attraction for him was, not surprisingly, desktop video. He demonstrated how easy it was to create something spectacular using nothing more than iMovie and some imagination. (Photo by Richard Sanderson)

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world. While it isn't as refined and elegant as Apple's Aqua, X11 supports a wide range of software packages, from public domain (i.e., free) equivalents of Microsoft Word, Excel and PowerPoint to high-end GIS (Geographical Information System) packages for creating maps to databases to photo imaging tools. John didn't have time to do more than scratch the surface on this vast new world. Check out Apple's X11 information for additional details: <http://www.apple.com/macosx/x11/>

Dave Ottalini, Pi Vice President for Publicity, took us into the distant digital past. Dave is a world-famous fan of the Apple ///, an innovative computer designed as a replacement for Apple Computer's original hit, the Apple II. Introduced in June 1980, the Apple /// had some initial production problems, and sold poorly. It was replaced by the Apple /// plus, which was terminated in 1985.

Dave talked about the history of the Apple ///, and showed a preview of a massive DVD-ROM project he is working on that chronicles the life of the Apple ///, complete with video clips, articles, software and software patches, photos, and manuals. When finished (it looked very polished and finished at the meeting), Dave plans to sell the DVD-ROM as a Washington Apple Pi publication. Even those who'd never heard of the Apple /// found the DVD, and Dave's passion, exciting.

Probably the best place to learn more about the Apple /// is on the Pi's own Web site, <http://www.wap.org/a3/>

It was a great meeting and, for a change, it wasn't snowing. ■

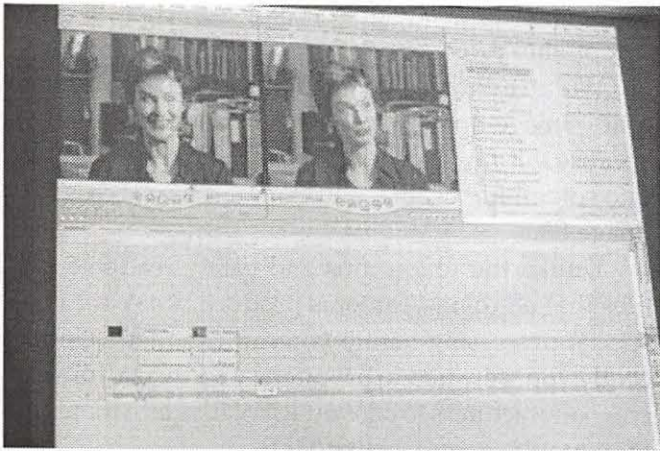
March iMovie SIG Meeting



The March meeting of the iMovie SIG packed the room at Macintosh Business Solutions in Gaithersburg, Maryland. (Photo by Richard Sanderson)



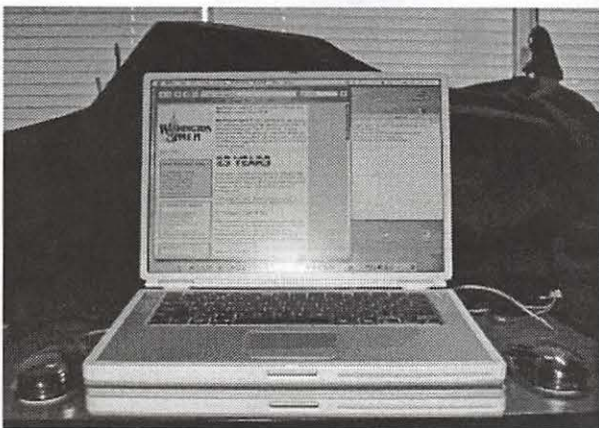
Hal Cauthen, chair of the iMovie SIG, talks about some of the tools available to the modern desktop videographer, including Mac OS X (with QuickTime), Final Cut Express, and iLife. (Photo by Richard Sanderson)



Final Cut Express, announced at the January Macworld San Francisco, was the main topic of discussion at the March iMovie SIG. By focusing on features of most use in desktop video (and eliminating features used for editing videotape), and giving it a selling price much lower than the full Final Cut Pro, Apple may well have created the best tool yet for desktop video. (Photo by Richard Sanderson)

Dual-processor PowerBook G4 Tested in Washington Area

Apple is apparently testing a new dual-processor (and dual mouse!) PowerBook G4 in a secret location in the Washington, DC, area. Based on this photo, the new PowerBook is a closer relative to the older, titanium-body PowerBook than the new, aluminum-body Powerbooks. According to our source, this new machine weighs exactly twice as much as the single-processor machines. No explanation was offered for the penguin in one corner of the photo.



Retired SIG Meeting Report

THE WASHINGTON Apple Pi retired SIG met on Friday morning, March 21. There was a strong turnout of twenty or more enthusiasts. The topic was "Approaches to Scanning Still Photos - slides, color negatives, and black and white negatives into our computers.

As usual, the first half hour went to news and technical assistance. There was some enlightening discussion about where our applications store stuff and how to find it on the hard drive.

John Barnes demonstrated the Nikon Coolscan 4000 with firewire, and a flatbed scanner. Most of the sig members have drawers and closets filled with old slides and photos, so there was a lot of lively interest and discussion.

As a closing topic, John wondered why more members weren't making use of the TCS. Members felt that they needed more practice. The SIG then sent a message to the TCS requesting information about which scanner to purchase, hoping to get some feedback and some practice in using the TCS. Report back next month!

The Retired SIG includes some members who are using system 9 and many who have switched to system OSX. Some members are new to the Mac and some are old hands interested in keeping current. Under John's capable leadership, the group explores a variety of topics. Suggestions are welcome. ■

GeneHaddon

Photoshop Plug-In Cooks Raw Image Files

Getting Top Quality from Digital Cameras

By Dennis Dimick

IF YOU TAKE pictures with a digital camera, you've likely come across camera settings that allow saving larger or smaller files, better or lesser quality, and perhaps JPEG or TIFF format, two common graphics file types.

Some consumer-level digital cameras from companies like Canon, Fuji, Minolta, and Nikon now come with an additional file format choice on the menu called "RAW," a selection previously available only on expensive professional-level digital cameras.

Like raw vegetables and meat, this digital raw means just what it says, uncooked. Unprocessed picture information from your camera's light sensor is written directly to a raw file in

memory without any preset color correction, sharpening, or alteration.

Within this raw data lies digital photography's holy grail - image quality that can compete with film. Yet, because this raw data remains uncooked, not prepared into something usable, you can't initially access RAW image files.

Unlike the ubiquitous and easily readable JPEG files that all digital cameras produce, RAW files need special processing before you can use them. Until recently you were tied to proprietary software from camera manufacturers to convert RAW files into more common graphics formats like TIFF.

I've used the Macintosh OS X versions of programs created by Canon and Nikon and can say they work, but they are slow, and confusing to set up and operate. Nikon Capture, at \$150, has been until now the main way to access RAW image files from Nikon cameras. Canon offers File Viewer Utility, which like the Nikon software feels like a Windows program converted for



Cooking With RAW: Leading with information across the top that notes basic camera and exposure information, the Adobe Photoshop Camera Raw Plug-in allows digital photographers to access RAW files from a wide array of cameras from several manufacturers. In addition to several image customization sliders, at right, the plug-in also offers a histogram to aid in optimizing exposure and color correction.

“Some consumer-level digital cameras from companies like Canon, Fuji, Minolta, and Nikon now come with an additional file format choice on the menu called ‘RAW,’...”

the Macintosh.

More challenging than this poor software, not all RAW files are the same, and no one program can read them all. Nikon has its NEF RAW files, Canon its CRW RAW files, and Fuji offers its own variant. Existing programs work only on their own camera brand’s RAW files, and no program handles all types of RAW files. (A promising \$99 shareware program called MacBibble works with Nikon and Fuji files, but not yet with Canon’s.)

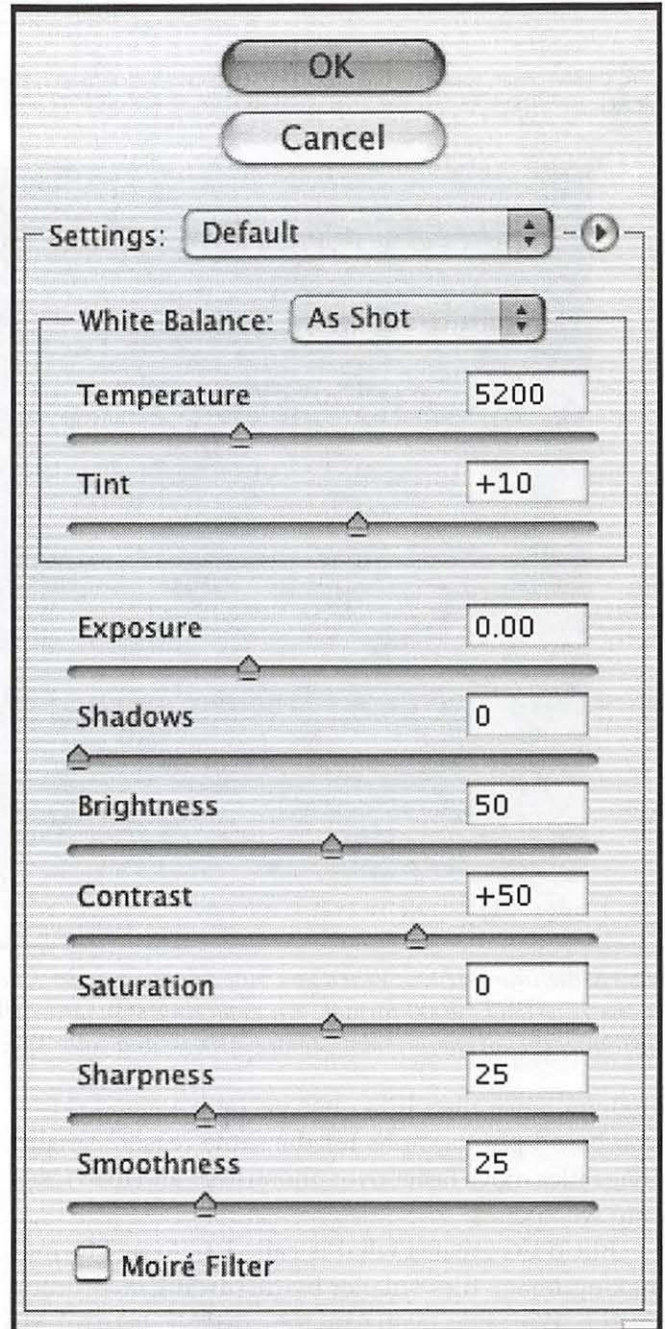
Leveraging this “Tower of Babble” situation, Adobe Systems in February released a plug-in for Adobe Photoshop that lets you access RAW images from all these brands of digital cameras. Compatible with Photoshop 7.01 and Photoshop Elements 2.0, this “Adobe Photoshop Camera RAW” plug-in is available only as a download from Adobe’s web store for \$99. You also get a second plug-in that opens and saves images in the emerging “JPEG 2000” format, a potential successor format to JPEG.

Once installed the Camera RAW plug-in can access, preview, open and edit these digital files in the same way you might deal with a JPEG, TIFF, PICT, or Photoshop format file. By using Photoshop’s Actions palette you can also set up scripts to batch process the RAW files into other graphics file formats as needed.

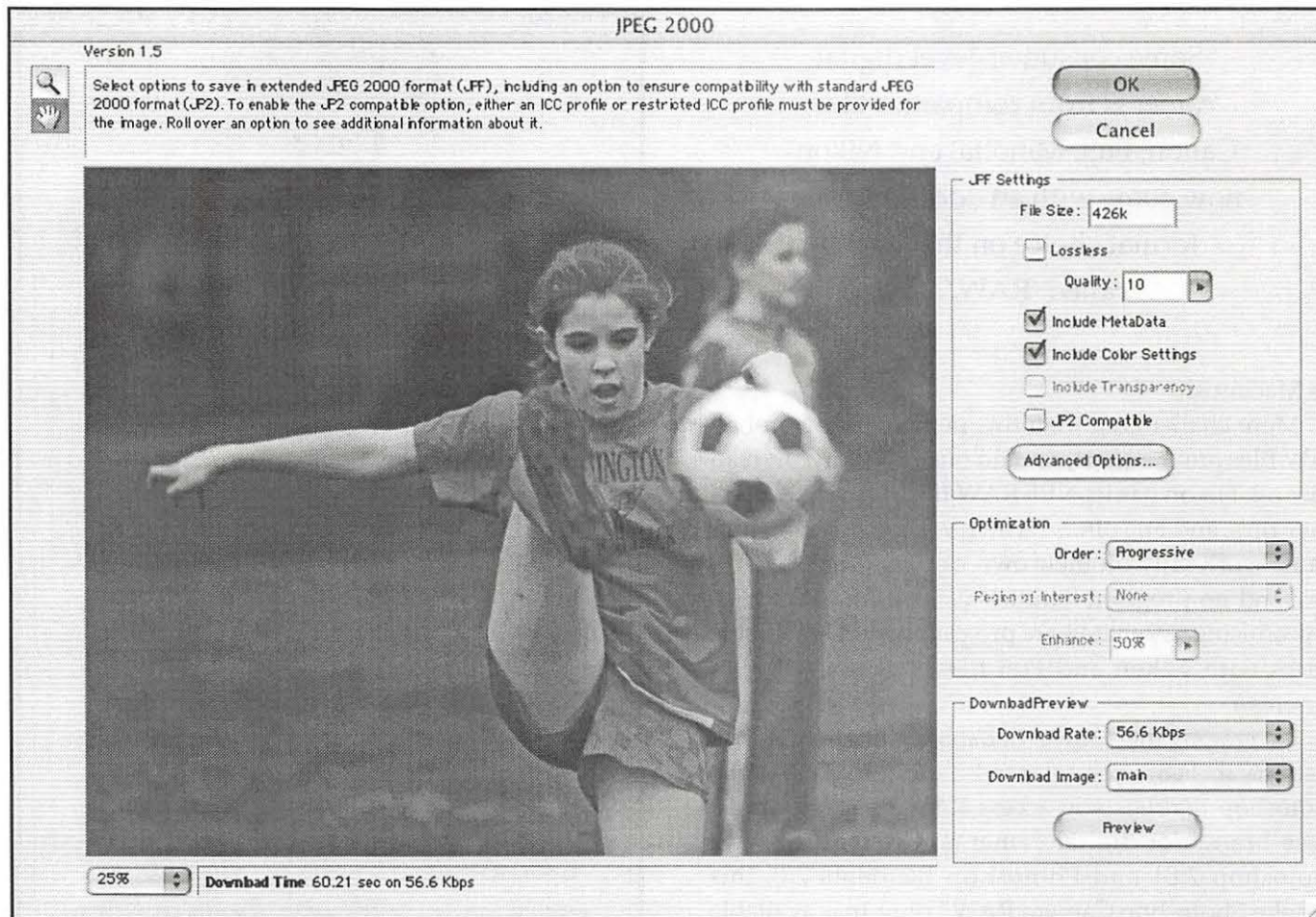
Why RAW Instead of JPEG?

Most digital cameras use JPEG as default format for saving captured images, and to understand why RAW files are desirable we need to revisit why JPEG files are also desirable.

For those new to this, the JPEG format compresses images to make them smaller for storage and sending online. Initiated by the “Joint Photographic Experts Group (JPEG),” the format was created initially as a way for field photographers to send pictures faster by



Sliding Attributes: No fewer than a dozen image modifying tools are integral to the interface of Adobe Photoshop Camera Raw Plug-In. These sliders, which appear on the right side of the plug-in dialog window, allow setting white balance, exposure, shadows, brightness, contrast, color saturation, sharpness, smoothness, and filtering of moiré patterns. Elsewhere on the filter interface you can set resolution, image size in pixels, color depth, and color space.



New Millennium JPEG: When you buy Adobe Systems' Camera Raw Plug-In, you also get a plug-in to open and save images in the new JPEG 2000 format. An emerging standard, JPEG 2000 builds on the original JPEG format to provide greater customization of compression, color settings, and color space. JPEG 2000 files can be made compatible with existing JPEG.

modem. Since then JPEG has become a standard for web-based photographs for the same reason: smaller image files move faster over phone lines and load faster onto web pages.

But JPEG creates what is called a "lossy" format, making image files smaller by discarding color information. With JPEG you can, for example, take a 1 MB image file and compress it to about 10 kb, about 1/100th of its original size. As the file gets smaller, more color information is lost, and though the image can be sent online in less time, picture quality can become visibly degraded.

This same principle applies to JPEG files in digital cameras: you can adjust the camera so it saves JPEG files in higher or lower quality. Better quality JPEG images each take more space on camera memory cards. If you save images in lower quality, more pictures can

go onto each memory card, but the tradeoff is lower image quality.

Digital camera chips can potentially save much more color data, but the JPEG format keeps only 256 colors (8 bits) for each of three visible color channels: red, green, and blue. Though you get a picture with "millions" of colors, obviously a level more than adequate for most tasks, this color depth is still below the color subtlety and range potentially offered in RAW files.

Think of RAW files as the equivalent of film negatives. Digital cameras that can write RAW files commonly save more than 65,000 shades (16 bits) of color for each of the three RGB color channels. All information captured by the camera's light sensor has been saved in the raw data written to disk. Unlike JPEG files, where some color data is thrown out, everything the camera saw gets saved into this raw, unfinished file.

A Tool for Maximum Flexibility

This is where the Camera RAW plug-in comes in. Without touching the original raw image data, the plug-in lets you turn it into something useful. You can set white balance (daylight, fluorescent, tungsten, cloudy, shade, flash and custom), and calibrate color to specific working spaces (four options, including Adobe RGB and sRGB). You can set color depth to 8-bits (256 shades each color channel) or 16-bit (65,536 shades each channel).

Other plug-in adjustments are many: pixel dimensions, exposure (-2 to +4 f-stops), brightness, contrast, color saturation, sharpness and smoothness. These settings allow you to get the most flexibility from the original digital “negative” and customize it to your own needs, just as if you were printing a film negative in a darkroom. You can also create and save custom “processing” settings and apply them to other images.

How Well Does Camera RAW Work?

If your digital camera writes RAW files and it appears on Adobe’s list of supported camera models, you will be able to explore new horizons of digital image quality. That you are no longer tied to unwieldy and slow software from the camera manufacturers is in itself a great benefit.

Camera RAW supports many camera models from Canon, Fuji, Olympus, Minolta and Nikon. (That said, please check Adobe’s website to confirm specific compatibility before buying either camera or software plug-in.) Camera RAW supports a wide range of Canon EOS and PowerShot models, several Minolta DiImage models, three from Olympus, the Fuji S2, and half a dozen Nikons.

In the consumer-level price range, the Canon G3 at about \$700, and Nikon 5000 (\$800) and 5700 (\$1,000) all save RAW files. If Adobe Photoshop 7.01 is beyond your price range, remember that Photoshop Elements 2.0 (\$99 retail, street price less) will work just fine as a host program for the Camera RAW plug-in.

Just For the RAW Record

So you’re not disappointed, remember that RAW files typically are larger than JPEG files, and likely will take more space on your memory cards than JPEGs. It’s also probable RAW files will take longer to write to camera memory.

“Think of RAW files as the equivalent of film negatives. Digital cameras that can write RAW files commonly save more than 65,000 shades (16 bits) of color for each of the three RGB color channels.”

This means your camera can be out of commission — unable to take pictures — during the few seconds required to save each RAW file. Most of the (more expensive) professional-level digital cameras offer a memory buffer that lets you shoot several frames in a burst while images are written to memory cards. These memory buffers are not commonly found now in consumer-level cameras.

For example, I’ve used a Nikon D100 digital SLR (\$2,000) that averages about one frame every five seconds when saving RAW files. A Nikon D1x (\$3,500) I’ve used can handle about a half-dozen RAW files before it must pause. Both Nikons write JPEG files considerable faster. Yet, I’ve recently used the consumer-level Canon PowerShot G3 and it can save RAW files about as fast as it handles JPEGs.

This whole arena of digital imaging software and cameras is a moving target. About the same time Adobe introduced the Camera RAW plug-in, Canon released a new digital SLR called the EOS D10. At \$1,500 this camera has a large memory buffer that allows nearly continuous shooting of RAW files.

On the surface, it would seem Canon’s EOS D10 and Adobe’s Camera RAW plug-in are an ideal pair: the new D10 offers perhaps the best combination of price and performance in any digital camera so far, and Adobe’s new plug-in offers a seamless way to handle RAW images inside Photoshop.

Alas, the Camera RAW plug-in does not recognize RAW files from the EOS D10, at least not yet. By the time you read this we can only hope Adobe has updated the plug-in. (Various Mac rumor websites say

“If your digital camera writes RAW files and it appears on Adobe’s list of supported camera models, you will be able to explore new horizons of digital image quality. That you are no longer tied to unwieldy and slow software from the camera manufacturers is in itself a great benefit.”

EOS D10 RAW files won’t be supported until Adobe releases Photoshop 8.)

Regardless, RAW files appear destined for greater popularity in digital photography. Cameras that write RAW files are becoming cheaper and more nimble at saving this high-quality image format. Now, with the Adobe Camera RAW plug-in providing easy access to files, we may see even more demand for affordable digital cameras that support RAW.

As RAW catches on, it’s likely the main losers will be film and photo paper manufacturers and one-hour film processing shops. In a quest to maintain profits, several film companies already

sell digital cameras and printers. If I ran a film and photo lab I’d be looking to offer a printing and archiving service for digital camera JPEG and RAW files, if I didn’t already.

Given the high quality potential in RAW files, the ease-of-use offered by Adobe’s Camera RAW plug-in, and the declining prices of digital cameras that shoot RAW files, you soon may be in lonely company if you use only film for taking pictures. ■

Pi Member Dennis Dimick can be reached via email at ddimick@aol.com.

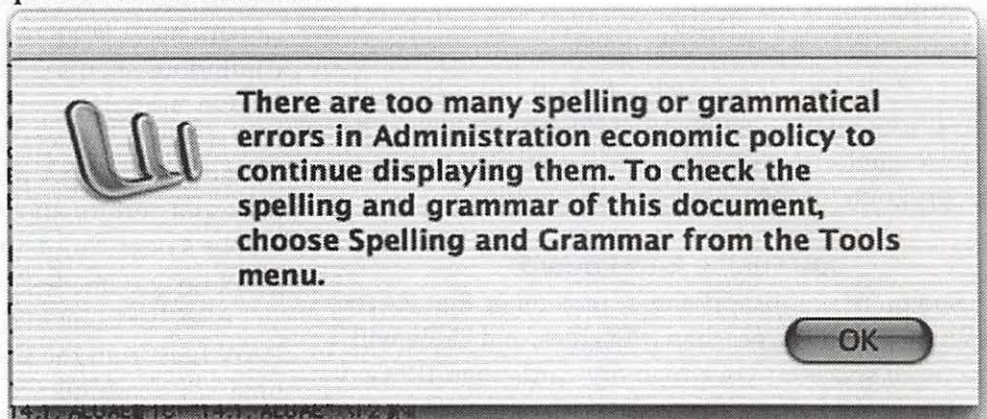
Adobe Photoshop Camera Raw & JPEG 2000 Plug-In Bundle \$99. Download Purchase Only
Adobe Systems, Inc. San Jose, CA <http://www.adobe.com>

Requirements: Adobe Photoshop 7.01, Photoshop Elements 2.0; Mac OS 9.1, 9.2.2, Max OS X 10.2; a Supported Digital Camera that Writes RAW Files (Check Adobe Web Site).

Error Message of the Month

Microsoft Word X tries hard to be helpful. As soon as you load a document, it immediately starts scanning the document for spelling and grammatical errors, and highlights them by underlining suspected errors in various colors.

That is, it tries to. But if there are “too many” errors, it gives up, displays a message of surrender, and suggests that you manually start the error checking process at some other time.



World Wide Web of Lies

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YOU CAN LEARN amazing things on the Web. In fact, you can learn things you won't see anywhere else, such as...

Did you hear that Microsoft was buying both Adobe and Macromedia, and would immediately stop development of all their Mac products?

Did you hear that Dell was going to buy both Gateway and Hewlett-Packard, ending the PC wars through the simple means of eliminating all competitors?

Did you hear that, under the Patriot Act, the FBI can enter your home at any time, without notice or subpoena, and search your computer for terrorists? Not just information on terrorists, but actual terrorists hiding inside your computer?

While the World Wide Web has brought computer users a vast array of wonders and resources, it has also brought FUD (Fear, Uncertainty and Doubt). Almost anybody can set up a Web site, and say almost anything. People with dry, droll senses of humor write satirical or parody sites that are often misinterpreted as real. Outright propagandists write sites that distort things little and things big, in ways subtle and outrageous. The naïve write sites that defy sense and science, and present the impossible as established fact.

Is the World Wide Web just a web of lies?

Not always. But you need to apply the same rules of informed, educated skepticism to Web sources that you apply to any other source of news, be that television, radio, newspaper, magazines, or office gossip. Apply some simple rules for separating fact from fiction.

"While the World Wide Web has brought computer users a vast array of wonders and resources, it has also brought FUD (Fear, Uncertainty and Doubt). Almost anybody can set up a Web site..."

This is particularly true for computer information. (Actually, it is true of anything, but since the *Washington Apple Pi Journal* is a computer magazine, computers get first consideration.) You don't want to entrust your computer's care and feeding to bad information. So how do you separate fact from fiction?

Eight Simple Rules

■ **I want names.** When you read something, be it a Web report, Internet news posting, or E-mail message, see if there is a name attached to the report. Great huge gobs of bad information are posted every day from anonymous sources. Much of this is outright misinformation spread by impish or sinister posters, but just as much if not more is posted by well-meaning people who tried to add 2 + 2 and came up with 7.

■ **Reputations are earned.** If it is a Web site, look at the publisher's reputation. Let's face it: some publishers are more reputable than others. The Register, for example (<http://www.theregister.com/>), seems to delight in living up to its motto, "Biting the hand that feeds IT." Some articles are so full of snide editorial asides that it is almost impossible to glean even a grain of valid information. Similarly, while some ubergeeks inhabit Slashdot (<http://www.slashdot.org/>), in fact almost anybody can post almost anything to the site, and at times it seems lurid writers of techno gothic fiction have overrun the site.

■ **Question and verify.** If a specific claim is made, see if it can be verified. Does the article or poster in-

clude a link to a source? Are specific facts given, or just vague hints? For example, several Web sites claimed in Aug. 2002, and again in February 2003, that vendors had “cloned” an iPod work-alike, complete with a big hard drive and FireWire port, but at a lower price. Not one of the sites had a link to a picture, a place where you could purchase it, or even a price list.

■ **Take a test.** Is it possible to test a claim? One of the most common types of Internet rumor is of the “When I do A, B results.” Whole Web sites seem to be devoted to such claims, usually without any evidence that anyone has tried to test the theory. So if someone claims (as someone recently did) that Microsoft Word always defaults to British English on Guy Fawkes Day (Nov. 5), set your Mac’s clock to November 5, launch Word, and see what happens. (Nothing. Which is, in a way, disappointing...)

■ **It’s a plot.** Be particularly wary of grand, complex conspiracy theories. Fanatics tend to see the world as black or white, yet love to build elaborate, involved fantasies to house their simple beliefs. Over the past several years there have been reports that Apple laptop LCD panels dissolve in water; that Apple puts secret chips on Macs to track them via GPS (Global Positioning System) satellites; that the easy to use Mac interface presents fewer challenges to the user, and lowers the user’s intelligence; that Apple boosts its bottom line by building their computers in dirty sweatshops using underpaid, uneducated serfs who are virtually chained to the assembly line; that Apple secretly favors Democrats, or Republicans, or Arabs, or Israelis, or environmentalists, or warmongers, or some ethnic, political or advocacy group that is opposed by whoever is writing the Web page. Fanatics hold that anything less than a full refutation of a complex story is inadequate, and often “prove” things by building weak counter-arguments, then demolishing the counter-arguments, and using this success as “proof” of their own claims. Fanatics tend to feel betrayed by those who don’t fully accept their vision of reality – which is a pretty poor excuse for abandoning common sense.

■ **Silence does not imply consent.** Just because a company doesn’t reject a rumor doesn’t mean they confirm it. If Apple has a “no comment” about some rumor just before Christmas or July 4, it might be that everyone who could comment is on holiday. Or that they think the rumor is a joke.

■ **We want corroboration!** Did you hear the rumor that Microsoft was buying Connectix, maker of Virtual PC? A quick check of Microsoft’s Web site revealed, as usual, nothing (finding things on Microsoft’s site is a daunting task). But checking the Connectix Web site revealed that this rumor was fairly accurate (Microsoft purchased most of the company, but not all of it).

■ **Sense and sensibility.** Checking internal consistency in rumors and reports doesn’t require anything more complicated than common sense and logic. For example, ever since the IBM PC was introduced in 1981, Apple has been rumored to be secretly working on making MS-DOS or Windows compatible computers. Given the fact that there are hundreds of PC-compatible manufacturers, and almost all of them are losing great gobs of money, is it likely that Apple would enter a crowded market to join them in losing money?

Bad news is good news

Aside from evaluating the source and validity of information, it is also essential to remember the context. This is particularly critical for hardware and software support issues. Many users, for example, limp by for years on badly out-of-date software (and hardware) because they once read a report that software patches, or newer versions of software, or more modern hardware, presented horrible new problems. Where did they get such ideas? They got them from software support forums on the Web, or from Web rumor and news sites.

Keep in mind, however, that virtually *all* posts on software support forums are from people having problems; those without problems don’t post messages, or even visit. News and rumor sites tend to be flooded with negative stories every time Apple releases a new software update or new model; these sites rarely if ever post corrections or clarifications, since new “news” crowds out the old.

This leads to some fairly bizarre circumstances. Of all the items a 21st century person can buy, about the only one that can be substantially improved after purchase – often at no additional cost – is a computer. You can’t really do much to improve your microwave, your TV, your cell phone, or even your car. But a free or low-cost update can dramatically improve the power, performance or flexibility of a computer. Provided, of

course, that the user actually takes action.

While millions of users are happily productive using updated or new hardware and software, other millions are jealously guarding their outdated systems, having once read reports that convinced them “new” meant “bad.” The problems they once read about may never have even existed, or may have been fixed long ago, or (more likely) were either exaggerated or taken out of context. But these users seem to place more faith in old rumors than in current technology.

Toilet paper and Power Macs

True story: comedian Johnny Carson sparked the first widespread consumer-generated shortage in the United States. On December 19, 1973, as host of the *Tonight Show* on NBC, he made a joke as the show opened: “You know what’s disappearing from the supermarket shelves? Toilet paper. There’s an acute shortage of toilet paper in the United States.” The joke was a mocking reference to a statement by a Wisconsin congressman who wanted to promote pulp paper industries by selling toilet paper to the federal government. The congressman complained that the government was slow to place bids for toilet paper, and federal workers were running the risk of running out.

Millions of viewers didn’t know anything about the congressman, but they did watch Johnny Carson, so they promptly went out and cleared supermarkets of toilet paper stocks. Television news stations, alerted to the inexplicable sales of toilet paper, went out and filmed empty shelves in supermarkets – which prompted even more panicked buying. Even though there was no shortage of toilet paper, a joke about toilet paper had created a genuine shortage. The nationwide shortage – entirely artificial – lasted three weeks.

At every stage of the “toilet paper shortage,” there was ample available evidence that the “shortage” was a fiction. But millions of Americans made no effort to examine the situation skeptically, and instead managed to create fact out of fiction. Some people still had stockpiles of toilet paper years later.

When it comes to the care and keeping of your Macintosh, try to apply some useful skepticism and common sense. Don’t avoid updating your hardware or software, or avoid trying new things, on the basis of toilet paper news. Those rumors you hear may be nothing more than a tissue of lies and half-truths. ■

Roman Aids

from the Pi Labs Annex

IF YOU ARE about to try Mac OS X but are uncomfortable going Roman without the assistance of some of your faithful Arabic-numbered helper tools, this article is for you. What follows is a sampling of the water wings available in the Pi Labs Annex for the occasional visitor who wanders in to view our work. The Annex uses an assortment of shareware and freeware applications to give Mac OS X that retro look — err, I mean restore classic functionality to Mac OS X.

People in the main lab refer to these as ‘haxies’; you may consider them as transitional friends. In general, when someone uses the term haxies, they are describing something that exploits an undocumented or unsupported features in that operating system. Apple seems to enjoy breaking haxies with new releases of the OS, such as the just announced update 10.2.5. Sometimes the feature in the haxie is co-opted into the OS. Othertimes, the author needs a few days to update his work to account for Apple’s update. So don’t be too surprised if one of these shareware haxies no longer work when 10.3 is released.

As always, just because it is listed here does not mean that you need to have it. Each can be found either at the home address listed below or at one of the consolidation sites such as VersionTracker <www.versiontracker.com> or MacShare.com <www.macshare.com/>. After all, there is nothing wrong with sampling a few good new toys to help solidify a friendship.

1. Fruit Menu 3.0.1 <www.unsanity.com/haxies/fruitmenu/> gives you the ability to customize the Apple Menu and contextual menus. Using a visual editor you can edit the contents of the menus to suit your needs and taste. FruitMenu will also display the contents of the FruitMenu Items folder inside of your Library folder, launch applications and shell scripts from the Apple Menu and contextual menus, to allow easy file navigation and launching. A bargain. Shareware fee: \$10.00

2. WindowShadeX 2.1.2 <www.unsanity.com/haxies/wsx/> provides a useful way of organizing your work on Mac OS X. With this handy tool, you can assign actions to the minimize button, such as reduce the size of the Dock, "Windowshade" the window into a tiny strip, Hide the application quickly, and a double-click on the window title. Each can be set on per-application basis so you can configure your workspace to be convenient for you. Shareware fee: \$10.00.

3. LabelsX 1.1.2 <www.unsanity.com/haxies/labels/> adds file labeling features. You can apply various color tints to file icons, and sort the files by label. Labels X shares file label information with Mac OS 9, so no matter, where you label your files - you will see the labels in both Mac OS 9 and Mac OS X (file labeling is a built-in feature in Mac OS 9). Shareware fee: \$10.00.

4. SharePoints <<http://hornware.com/sharepoints/>> is an application or a preference pane that makes it easy to add and delete share points like in the old Finder. In OS X, you are limited to sharing only what is in your public folder in your home directory. This program makes it easy to share any folder. It also brings back users and groups management. Donationware: Send the author a dollar. He needs a new computer.

5. TinkerTool 2.3.2 <www.bresink.de/osx/TinkerTool2.html> is an additional control panel for the System Preferences application that allows users to access more operating system settings than are usually visible in the standard panels. Facile in languages? TinkerTool can change the startup and login panel language of the operating system without having to reinstall Mac OS X. Freeware.

6. MacJanitor 1.2 <http://personalpages.tds.net/~brian_hill/macjanitor.html>

is designed to be used on a periodic basis by Mac OS X users who don't leave their computer on (and awake) 24 hours a day. OS X assumes you do; thus, many system maintenance tasks are scheduled to run when you are asleep, on weekends, or monthly. If these maintenance tasks are never run many log files and system database will grow extremely large or fail to get backed up.

MacJanitor provides a way to run these system

tasks at the click of a button. The first time may take several minutes. After that, it typically takes less than a minute for each task. Think of it as energy conservation. Freeware.

7. MaxMenus <www.proteron.com/maxmenus/> is lots of customizable application launcher menus. Always available in the corners of your display, the menus offer unparalleled ease-of-access to your most commonly used applications, documents, folders, volumes, preferences, and fully support spring loaded drag-and-drop.... well, you get the idea. Shareware fee: \$19.00

8. Default Folder X 1.6.7 <www.stclairsoft.com/> is a indispensable utility to make Apple's "Open ..." and "Save As ..." dialogs less painful to use. It now plays nicely with CopyPaste, had its inconsistent keyboard navigation repaired, and on and on. Shareware fee: \$35.00.

9. InfoManager 2.5 <www.macease.com> turns the Mac's Clipboard into a powerful tool for collecting, editing, storing, saving, and even printing information. InfoManager adds powerful and customizable printing tools that work in almost every program — including your web browser and email client. It includes text editing tools that allow you to perform (and undo) operations on selected text in virtually any program — even on the fly. There is a "Find" feature for quickly finding information in any of its files; and on, and on.! You may use either a text-based or an icon-based display, create your own keyboard shortcuts for some of its frequently used features and includes both Balloon Help and a Quick Start Guide. Because the files created by InfoManager are text files, they can also be used with any text editor or word processor on your computer. Shareware fee: \$49.95.

10. Print Magic X 2.5 <www.macease.com/> is a utility which prints selected snippets of text if whole pages are more than you need. It allows you to select and print (or save) just the information you need — anything from a single character, word, sentence, or paragraph to multiple pages (PrintMagic also can filter out those annoying web ads that waste so much ink/toner). Shareware fee: \$25.00.

Got a refund on your taxes? Treat yourself to the

upscale version, WebPrint Plus X 1.5. Shareware fee: \$35.00.

11. DoubleCommand <<http://doublecommand.sourceforge.net/>> help you make peace with your keyboard. This kernel extension lets you remap modifier keys like Command and Option to each other. Adds support for PC style Home and End keys. Sort of like being your own Dvorak. Best of all, it's free.

12. Synergy <<http://synergy.wincnet.org/>> is a tiny application that puts three buttons to control iTunes in your menubar: previous track, next track, and play/pause; as well as providing you with visual feedback about the currently playing tune. With this little wonder, you have the fastest way of skipping between songs when using the keyboard or the mouse; all this without having to switch to iTunes, or access its Dock menu. Shareware fee: \$5.00.

13. Meteorologist <<http://homepage.mac.com/fahrenba/meteo/meteo.html>> is something Willard Scott can appreciate. It is a simple interface to weather provided by <weather.com>. Meteo. provides the ability to show the weather in the main menu or the dock, each displaying more detail in a pop-up menu, whose contents are customizeable from the preferences. You can also change several of the appearance settings for the dock, in addition to setting whether to display temperature data in Celsius or Fahrenheit. And like the weather, it's free.

14. Konfabulator 1.0.2 <www.konfabulator.com/> lets you run little files called Widgets that can do pretty much whatever you want them to. Widgets can be alarm clocks, calculators, can tell you your AirPort signal strength, will fetch the latest stock quotes for your preferred symbols, and even give your current local weather.

Widgets blend fluidly into your desktop without the constraints of traditional window borders. Toss in some sliding and fading, and these little guys are right at home in Mac OS X. You can download widgets like clocks, calendars, web page monitors, system monitors, and animated characters that live on your desktop.

“What follows is a sampling of the water wings available in the Pi Labs Annex for the occasional visitor who wanders in to view our work. The Annex uses an assortment of shareware and freeware applications to give Mac OS X that retro look — err, I mean restore classic functionality to Mac OS X.”

More stuff to suck processor cycles. Shareware fee: \$25.00

15. ScrapX 1.1 <www.aqueoussoftware.com/scrapx/> is a Mac OS X scrapbook utility that not only stores content but also enables it to be pasted or drag-and-dropped between Mac OS X and Classic Mac OS applications. It can have multiple scrapbooks open at once and handles a variety of formats, including HTML, PDF, PICT, RTF, RTFD, TIFF, URL, text, movie, sound, and Classic sound resource. Shareware fee: \$10.00

16. XFont and XFont Manager <www.vojousoftware.com/> helps reduce the embarrassment caused by corrupted fonts. OS X chokes on font name conflicts. Font problems don't just affect the display of type. They can de-stabilize every application, and even the OS itself. Oops.

VoJou Software's free XFont Info, a wonderful utility for previewing fonts. If X Font Info will render it, it should work in OS X. Freeware.

XFont Manager is a simple font manager for Mac OS X. It let you activate and deactivate your fonts by moving them in and out the Fonts folders. You can save several (global) sets and switch between them. The font information part shows the content of the font file and previews both active and inactive fonts. Shareware Fee: \$12.00.

Also, don't forget to Repair Permissions in the Disk Utility after installing fonts. This is another important part of a stable OS X.

Searching for a retail solution? Look into Font Reserve <www.diamondsoft.com/>. ■

Hotline News!!

The Hotline has served the members of Washington Apple Pi for many years. In the true spirit of a users group, the Hotline is members helping other members. It is comprised of Pi members who have knowledge in a specific area of computer software or hardware who volunteer their time to help other members with difficulties. These contacts can be made by phone or e-mail.

Times change, people move, they get new telephone numbers and e-mail addresses. Other events adversely effect the usability of the Hotline. For that reason we must periodically perform an update. That is now underway.

If listed, you should have been contacted by now to determine whether or not you wish to be listed, topics you would like to be listed for and suggestions for new topics you would like to add. Whatever the change, we need to know about it. The Hotline is only as valuable if subject areas are current and it is easy to contact Hotline volunteers.

In the rapidly changing world, some areas previously listed on the Hotline are out of date. They will of course fall by the wayside. On the other hand lots of new areas and software packages

are emerging. We need to add them to the Hotline. In order to do that we need new volunteers.

Is there a topic for which you could volunteer? Please give it some thought... you do not have to be THE Expert in a topic... just someone who feels they can offer help to others on an infrequent basis or someone who can point the caller to additional sources of information. (You can also specify what acceptable calling hours would be for you. The Hotline List is only distributed to members through the Journal and before Journals are distributed at stores, meetings and special events, WAP volunteers remove the Hotline List from the magazines.

There are many new applications and areas of interest... do you know iPhoto, iMovie, making DVDs, sound operations... whatever! Others have the same interest and on occasion need a question answered or a little help... give the Hotline a try... serve as a Hotline volunteer.

The Hotline provides the means for real time help by telephone. If you want help electronically, use the Pi's TCS... another tremendous benefit of Pi membership at webtcs.wap.org

To join the Hotline as a volunteer, contact Jim Ritz at jim.ritz@wap.org ■

Address Book Secrets

by Pat Fauquet

ONE OF MY favorite applications in OS X is the Address Book. There are several hidden features that many users have not discovered.

My problem with having my address book on the computer instead of on paper is that our telephone is across the room from the computer. How often have I read a phone number, then forgotten it before I could dial the number.

Open the Address Book and select the proper card. Clicking and holding on the label of a phone number will bring up the "Large Type" pop-up (Figure 1). Pull down to highlight the words and the phone number will pop up in very large type across your screen (Figure 2).

Click on the label of an e-mail address to open the "Compose" window of the Mail application with the

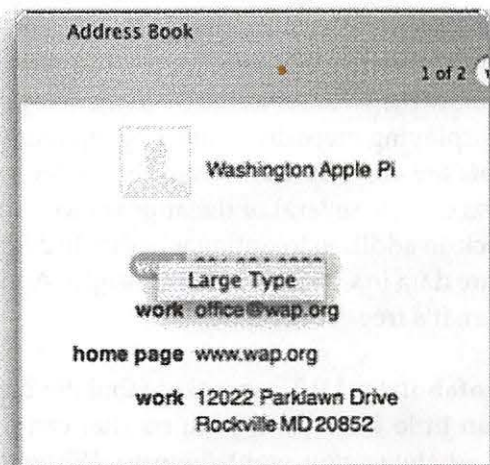


Figure 1.

persons e-mail address auto-entered. Click on the "home page" label to have the person's or company's home page open in your preferred browser.

Click on an address label and you will see the words "Map Of" appear (Figure 3). Highlight those words to open your browser, load the address into MapQuest and take you to a map of the location. In the MapQuest page, click on the "Aerial Photo" button (Figure 4) to get a good view of what the area will look like. ■



Figure 2.

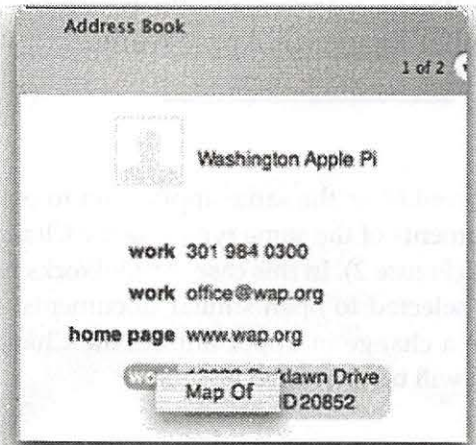


Figure 3.

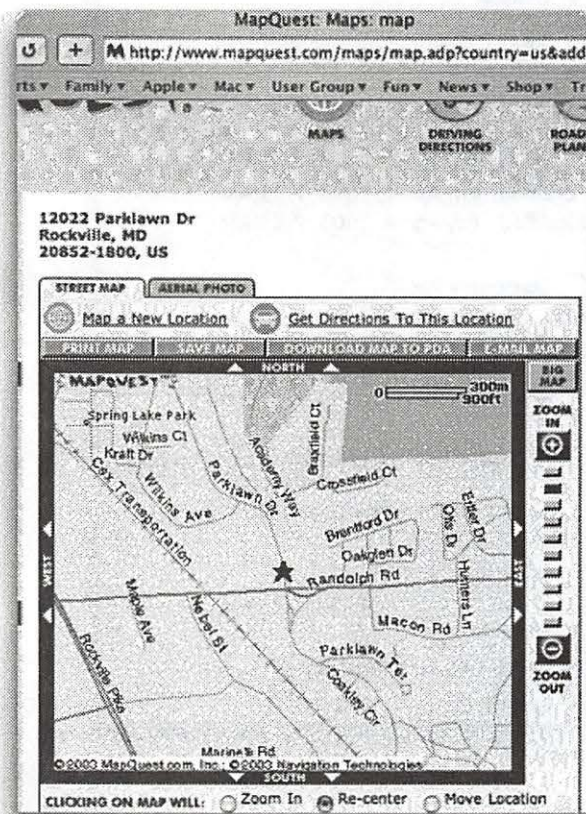
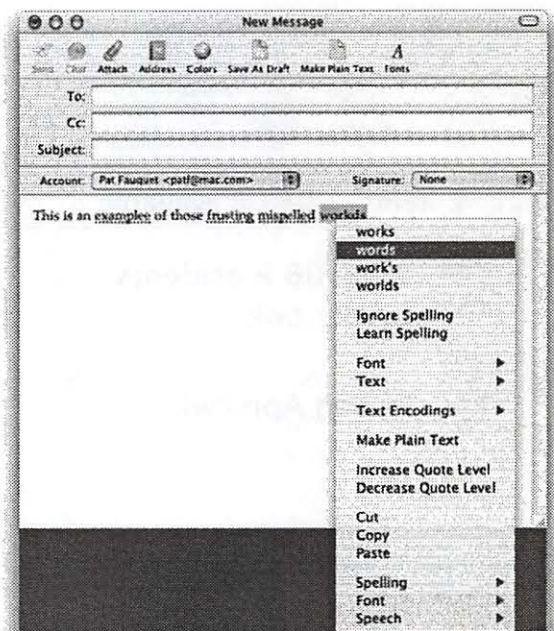


Figure 4.

Control Those Dreaded Red Underlines

by Pat Fauquet

THERE ARE things I love yet hate in OS X applications. One has been the option available in both Mail and TextEdit that causes each misspelled word to be underlined in red. While my spelling skills are pretty good, there is that occasional spelling or typo that you just can't seem to correct. Or there is a word that is correctly spelled, but not in my User Dictionary. Before I learned this little trick, I had even made trips to dictionary.com just to make those annoying red lines disappear. Don't go to the web, just click on the word while holding down the "Control" key on your keyboard. That will cause a very helpful contextual menu to pop up. The first items in the menu will be suggested spellings. Click the one you need and the line disappears. If the word is something like a name that is spelled correctly but not in your user dictionary, pull down a little farther in the menu and select "Learn Spelling." If the word is not in your dictionary, but you do not want it added, selected "Ignore Spelling" and those annoying red lines will disappear. ■



OS X: The Wrong Application Opens My File

by Pat Fauquet

OCCASIONALLY, WHEN an OS X user double clicks on a document, the wrong application opens. This is a particularly frustrating problem when the application that opens is the Classic version of something like Acrobat Reader or AppleWorks.

The solution is to change the application that opens the file. To do this, follow these steps:

1. Locate the document in the finder and select it by clicking on it one time (Figure 1).
2. Go to the Menu Bar. Select File > Get Info or press Command-I to bring up the Information window. Click on the "Open with:" command (Figure 2).
3. Select the application that you would like to be used on this particular file by clicking the button

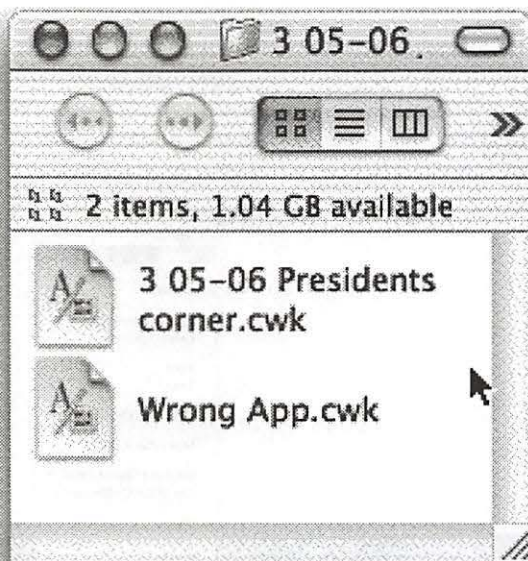


Figure 1.

“...when an OS X user double clicks on a document, the wrong application opens. This is a particularly frustrating problem when the application that opens is the Classic version of something like Acrobat Reader or AppleWorks.”

(Figure 3).

4. If you would like the same application to open all other documents of the same type, use the Change All . . . button (Figure 2). In this case, AppleWorks has already been selected to open similar documents, so unless I make a change in upper button, the Change All . . . button will be unavailable. ■

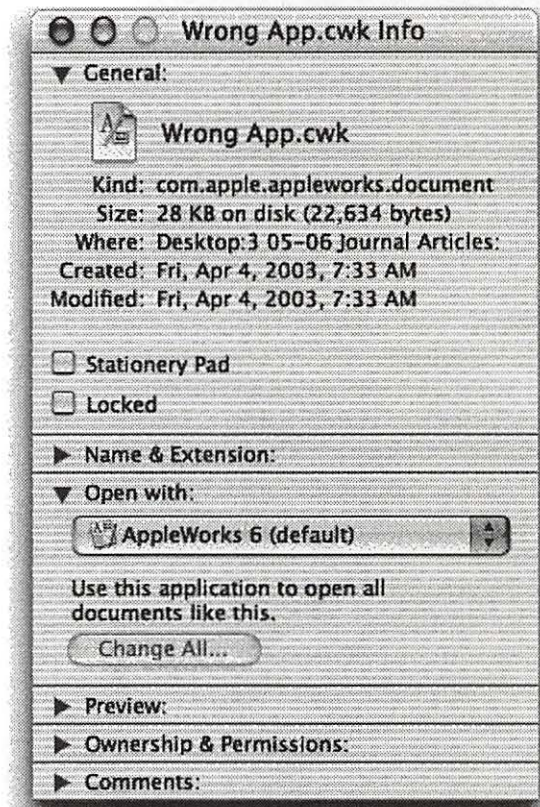


Figure 2.

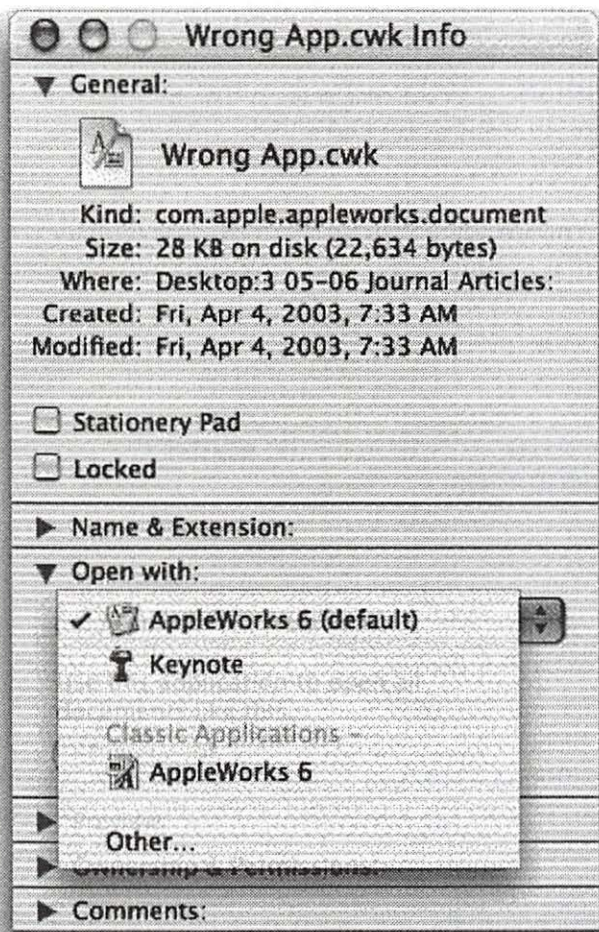


Figure 3.

Index to Advertisers

Bethesda Computers	C4
MacUpgrades	C2
Pi Fillings–The CD (X)	C3
Presto Vivace, Inc.	23
TCS	5
TCS 25th Anniv. Party	11
WAP General Meeting	1
WAP “CREATE” Trip	17

The Devil is in the Details Using Dreamweaver MX to Create a Search Engine for the Animal Rescue

By Sheri German

IF YOU CREATED an animal rescue database in phpMyAdmin according to the directions in a previous Pi Journal, you may find yourself wondering how you can use it in a Web based application. The next couple of articles in our series will give you some ideas. Let’s take care of the visitor to the Animal Rescue Center Web site first. We want to find homes for as many animals as possible, so we’ll create a search engine by which the potential adopter can search by various cat breeds. We’ll need to set up a form for the search page, a results page on which to display records that match the breed given in the search, and a details page to display more information about individual cats within each breed. The results page does the lion’s (!) share of the work, but the devil is in the details. Let’s go through them carefully to see if we can get this working.

Note: This tutorial assumes that you have set up your Web server for MySQL and PHP, and have created an animal rescue database as described in a previous article in the Pi Journal. If you do not have Dreamweaver, you might want to download the 30 day free trial version at:

<http://www.macromedia.com/>

Setting the Stage

First download the companion files from my Web site at the following URL:

<http://www.swanilda.com/dreammx.html>

Use Stuffit Expander to decompress the files, and place the folder in a convenient location on your hard drive.

Define a new site and name it animal_rescue. Next to the local root folder field, browse for the location of the folder you just downloaded. Skip over the remote server for now. Choose the testing server instead. You're going to use the Apache WebServer on your Mac to test your dynamic pages. Your server model is PHP/MySQL. For Access, choose the local network. For the testing server folder, navigate to Library>Webserver>Documents. Create a new empty folder called animal_rescue. Finally, type in the URL prefix:

http://localhost/
animal_rescue/

Note: Alternatively, you can just place the animal_rescue folder directly in the Documents folder of the WebServer and avoid uploading the files each time you create and edit them. It is illuminative to see that you truly have a Web Server, however, and you may want to practice "putting" and "getting" files as though they were on a remote Web host. (See Figure 1.)

Setting up the Search Page

The folder you downloaded contains images, a search page (index.html), a results and details set, an add new record page, and a style sheet. We'll start with

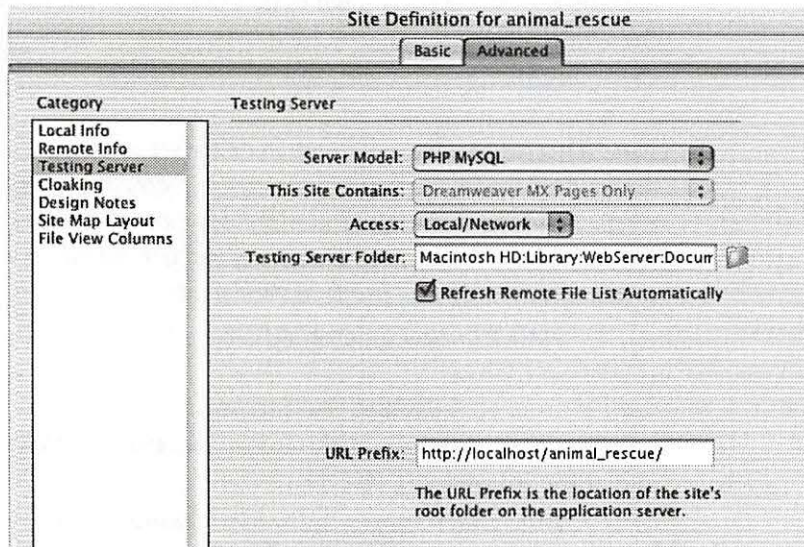


Figure 1

the index page, which is a plain HTML page. Under the text that says "Adopt a Pet", insert a form. In the Properties Inspector, name the form "adoption", set the action to results.php and choose GET as the method. (See Figure 2.)

You are going to place two form objects on the page. Go to the menu Insert, and drag your mouse down to Form Object>List/Menu. Tap your space bar once, then go to the Insert menu once again, and this time drag to

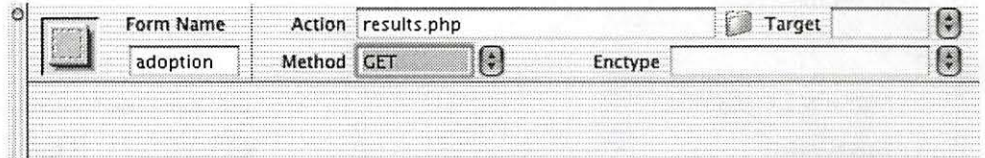


Figure 2

Form Object/Button.

Select your menu object, and give it a name such as petBreed. Take note of this name, as you will need it when you set up your filter in a moment. Now click the List Values button and add the cat breeds you have in your database. If you like, make the first item a short instruction to the user, such as "Choose a breed". The item label is what appears in the menu on the page. The value, which in this case can bear the same name, must be the breed name exactly as it appears in the database.

Note: We could have chosen any other field as the filter, such as entry dates or species.

(See Figure 3.)

Finally, select the Submit button, and change its label to "Search". You can leave the other values at their defaults. Your search page is finished, so now you can select the "Put" button in your site window to upload the file to your Web server. Preview it in a browser, but don't expect it to actually do anything yet. The functionality resides on the results page, which we are going to construct now. (See Figure 4.)

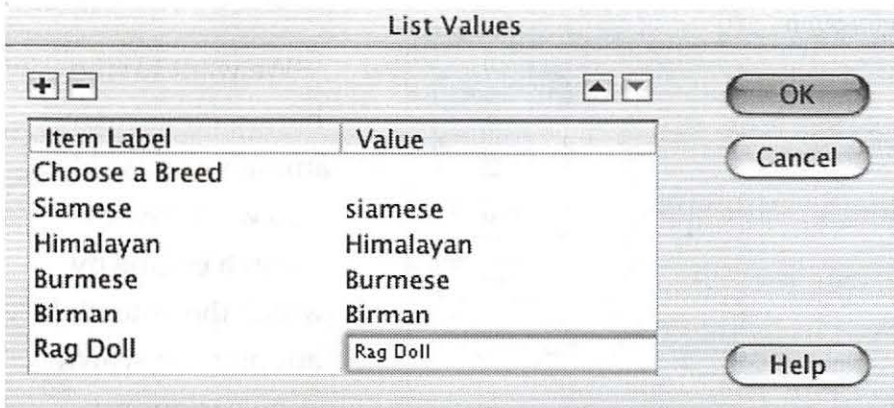


Figure 3

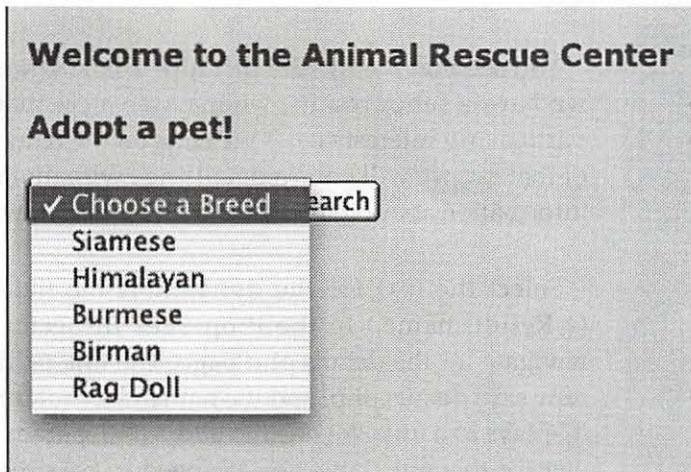


Figure 4

The Results Page

Open the results.php page. Right now there is only a simple table on the page, but soon we will add lots of PHP scripting that will connect placeholder text to the database. Let's set up the connection first. Go to Window>Databases. Make sure that entire palette group is open: Databases, Bindings, and Server Behaviors. With the Databases tab selected, click the plus sign and choose "MySQL Connection." Fill in the dialog box as follows: connPets for the Connection Name, localhost for the MySQL Server, your MySQL User Name (root unless you have added users), your MySQL password, and animal_rescue for the Database (unless you gave your database a different name.) You can also browse for the database, and see a list of all of your databases in the MySQL server. Click the test button, and if everything went well, you should see a message

that the connection was successfully made. (See Figure 5.)

Now switch to the bindings panel. Again, choose the plus button, this time choosing "Recordset Query." A dialog box appears with a number of fields to populate. Just as you named the connection with a conn prefix, name the recordset with a rs prefix: rsResults. This will help you understand your code if you ever need to troubleshoot, but you really can name your connections almost anything you like within proper naming conventions.

Choose your connection (connPets) and table. Filter by breed, as that is how our search is conducted. Make sure you see the equals sign and URL Parameter in the next two objects, then enter the name you gave the list/menu object on your index page: petBreed. (See Figure 6.)

Now turn your attention to the table on the results.php page. Under the header cells, fill in some placeholder text for each of the three cells. You can duplicate the header names: breed, name, and age. Format this text as paragraph, if you like, so that it takes on the style sheet attributes. Select the text in the first cell, which you have probably named "breed." Go to your bindings panel, expand the recordset, if necessary, and choose the database item called breed. Choose the insert button, and you now have an instant binding of the breed field to the placeholder text in the table! Repeat this process for the second and third cells, inserting the name and age database fields into their respective areas. (See Figure 7.)

Now select just the table row where your bindings occur. You can verify that it is selected by checking that the tr tag is highlighted in the tag selector at the bottom of the Dreamweaver document window. Choose the Server Behavior tab in the palettes. Select the plus sign and drag to the Repeat Region behavior. The default values are fine. Say OK, and now the results will include every cat that fits the search criteria. If you had a large database with 46 Siamese cats, 10 cats would appear on the first page. There is a naviga-

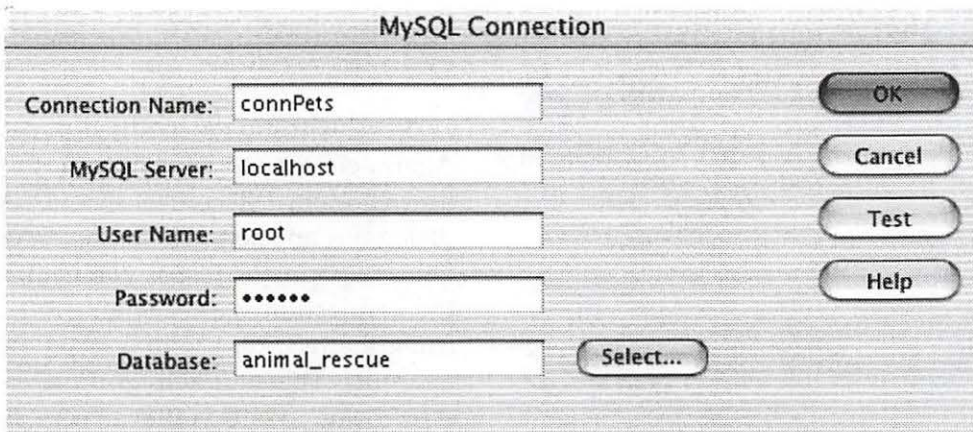


Figure 5

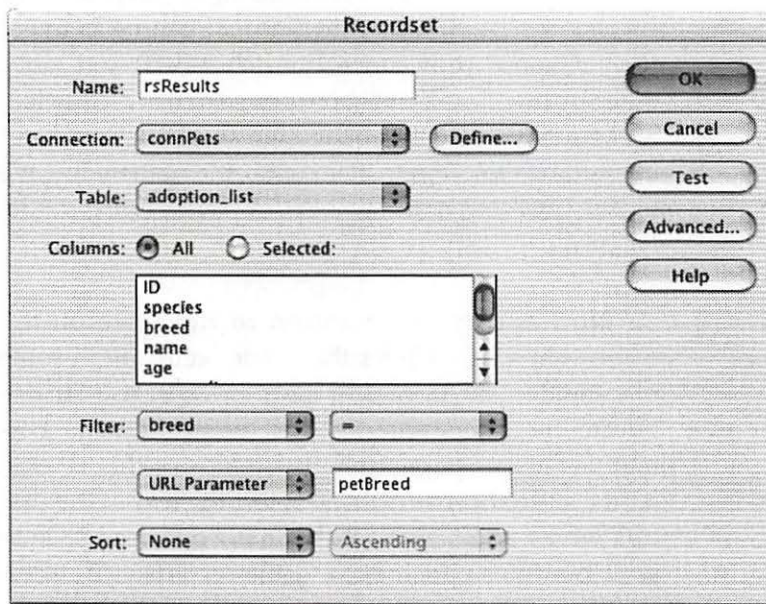


Figure 6

tion object in Dreamweaver MX that will allow you to create next, first, last, and previous links to page through multiple pages of results. We will keep it simple for now, however. (See Figure 8.)

After all of this programming, we'll finally get to check out some of the results. Make sure you upload the index.html page and the results.php page to your Web server. Double click the index.html page on the server to open it, and then preview it in a browser. Choose a breed and click the Search button. If all went according to plan, you should get a page of results for the breed of your choice. (See Figure 9.)

“We want to find homes for as many animals as possible, so we’ll create a search engine by which the potential adopter can search by various cat breeds”

You see that the picture includes a link. Once we have a set of results, we may see a cat that particularly interests us. If we click on the name of that cat, we will go to a detail page with more information about that cat. Let’s set that up now.

Select the text for the dynamic name field (rsResults.name.) In the Properties Inspector, navigate for the details.php page. The link field now says details.php, and the name placeholder displays as a link. We need to add a URL parameter for this link, however. We need to pass the unique ID of each cat in the URL so that the correct cat shows up when we click the link. After details.php you need to type the following text:

```
?petID=<?php echo $row_rsResults['ID']; ?>
```

Let’s dissect what this means. The question mark tells us there is a URL parameter we want to pass as we surf to the next page. We are giving this URL parameter a name of petID. You can call it anything you like (within proper naming conventions.) After the equals sign, we are giving the parameter a value. The ID within square brackets is what we named the auto-generated ID for each cat in our database. The \$row ensures that for each requested row of the table the right cat is properly identified. The recordset we are pulling this from is the one we named rsResults. The com-

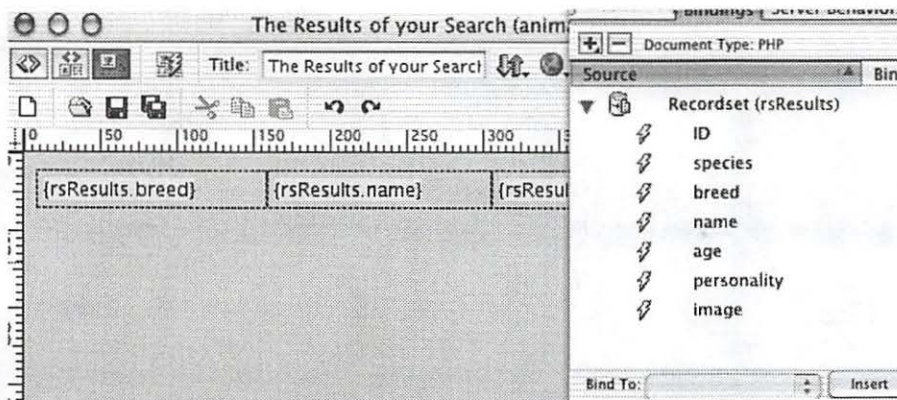


Figure 7



Figure 8

plete URL is as follows:

```
details.php? petID=<?php echo $row_rsResults['ID']; ?>
```

(See Figure 10.)

The Devil's in the Details

Here's where we finally get to see all the information about our intended adoptee. Open the details.php page. Choose the bindings panel, and again, create a recordset query. By now you know how to choose your connection and table. This time, choose the radio button to select certain fields: breed, name, age, personality, and image. We also need to filter by the URL parameter we just created for the results page link. Filter will be ID = URL Parameter petID (which is the name we gave our URL parameter in the link.) Say OK to create the recordset. Add placeholder text under each header, and then bind the appropriate database field from your recordset in the bindings panel to the text in the table on the details page. (See Figure 11.)

Inserting Dynamic Images

In the row where you see the image placeholder, delete the text and add any picture of a cat. It doesn't matter which you choose for now. I chose angie.jpg. Once the picture appears on the page, click the blue folder icon next to the source field in the Properties Inspector. When the dialog box opens, choose the Data Source button. The dynamic data appears, and you will choose the image field. Remember that we stored just the name of the image in the database. (Note: If you wanted to set up an independent images folder to store all of the images, you have to have the folder name in the database field as well. A pet name in the database would then look like this: images/angie.jpg.) Our image is all set up, and now all that's left is to create a link back to the index.html page for the "Back to the Search Page" text.

Note: Four pictures are included in the download. This will be enough to give you an idea of how the dynamic image works. See Figure 12.)

Other Refinements to our Search Engine

You now have a search engine that potential adopters can filter by breeds. There are many variations on this theme that you might like to play with, such as a keyword driven search engine. You can create a text field form object where users enter their own keywords. We can make this a usable search by calling our text field "keyword" and adding a custom SQL statement to the advanced tab of the recordset dialog box.

Another refinement you can add to your search page is block navigation. It is as simple as opening your results.php page, selecting the Applications tab of the insert panel, and choosing the RecordsetNavigation object. This will create a table with links for First, Previous, Next, and last if your re-

(continued page 46)

May 2003

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
				1 ColumbiaSlice TeenSIG	2	3 TCSOpen House
4	5 Power User SIG	6 Clinic	7	8 iMovieSIG	9	10 GraphicsSIG Frederick Slice
11	12	13 Clinic	14 WAPBoD	15 Teen SIG	16 RetiredSIG	17 Annapolis Slice
18	19	20 Clinic	21	22	23	24  WAP General Meeting
25	26 MemorialDay	27 Clinic	28	29	30	31

Web address: www.wap.org
 e-mail address: info@tcs.wap.org

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

June 2003

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
1	2 Power User SIG	3 Clinic	4	5 ColumbiaSlice Teen SIG	6	7
8	9	10 Clinic	11 WAPBoD	12 iMovieSIG	13	14  Computer Show/Sale
15	16	17 Clinic	18	19 Teen SIG	20 RetiredSIG	21 Annapolis Slice
22	23	24 Clinic	25	26	27	28
29	30					

Meeting Notices

Annapolis Slice

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

Columbia Slice

1st Thursday; 7:00 PM. Call for location
BBS (410) 964-3706
www.wap.org/columbia/default.html

DataBases (Mac) SIG

Volunteers needed to restart this SIG

Frederick Slice

General meeting time, 2nd Saturday; 10:00 AM;
United Methodist Church; 22 Main Street in Walkersville.
www.wap.org/frederick/default.html

Genealogy SIG

Volunteer needed to restart SIG.

Graphic Arts SIG

2nd Saturday of the month, 10AM-12 noon, at Mac Business Solutions, 9057 Gaither Road, Gaithersburg
www.wap.org/gasig/default.html

iMovie SIG

2nd Thursday of the month, 7:00 PM, WAP office.
Contact: Hal Cauthen at ChgrHorse@aol.com

Power User SIG

1st Monday of the month, 7:30 PM, WAP Office
Contact: John Barnes at jdbsci@speakeasy.org
www.wap.org/power/default.html

Retired SIG

3rd Friday of each month; 9:30 AM till 12 noon normally at the WAP office. Each meeting will have a topic, but be run informally.
www.wap.org/retired

Teen SIG

1st and 3rd Thursdays of the month, 6:30 PM to 8:30 PM, WAP Office. Contact: Will Byrd at emacs_groks@yahoo.com

Virtual SIGs:

Apple II Information:

www.wap.org/aple2/forever.html

Apple III Information:

www.wap.org/aple3/default.html

iMac Information:

www.wap.org/events/imacinfo.html

WAP Garage Sale— June and December

WAP General Meeting

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

Inactive SIGS

If you are interested in restarting any of these SIGs contact the office.

AOL SIG

Apple III SIG

Excel SIG

FileMaker Pro SIG

Game SIG

Mac Programmers' SIG

Newton Developers' SIG

NoVa Education (Ed) SIG

QuickTime SIG

Stock SIG

Telecomm SIG

Women's SIG

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

(continued from page 43)

BREED	NAME	AGE
Himalayan	Sherpa	5
Himalayan	Allegra	7
Himalayan	Sassy	8

Figure 9

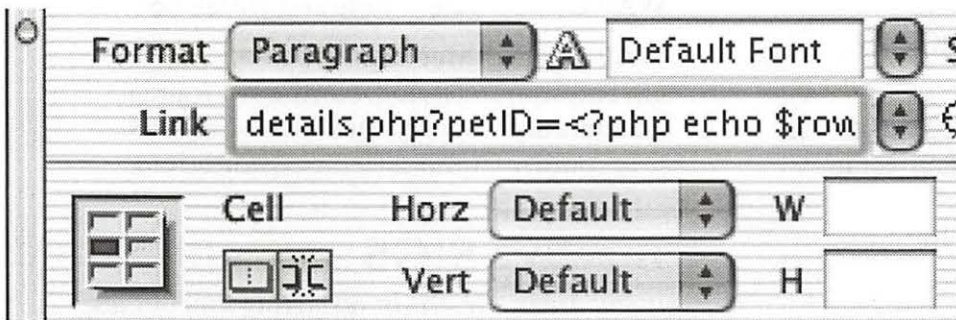


Figure 10

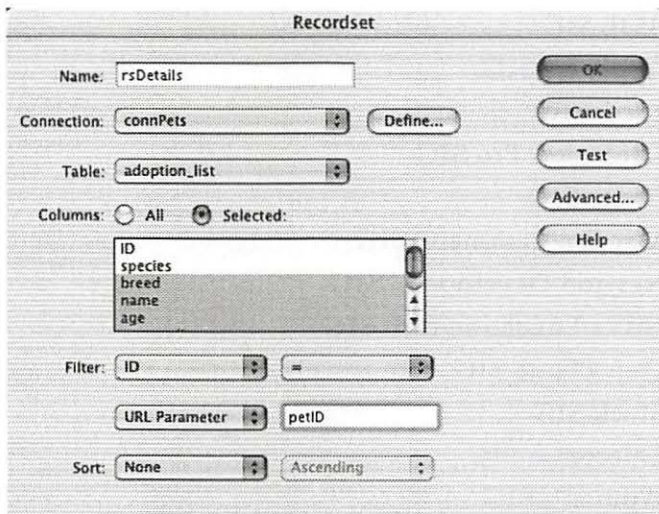


Figure 11

sults page has more than the set number of records (such as 10) per page. You can also add the Recordset Statistics object to count where you are in the returned data, such as "record number 5 of 26."

Where do we go from here?

We've taken care of the visitor to the Animal Rescue Center, but now we have to provide a Content Management System for the staff so that they can add, update, and delete animals from the database as their status at the center changes. Our next article will take you through the steps of creating a CMS. Be sure to reread the last Pi Journal's article on creating a login system so we can place the staff pages behind password protection. See you for our next installment as we find homes for animals one pet at a time. ■

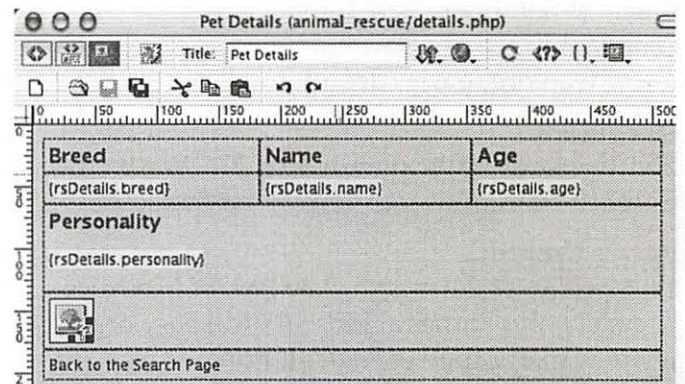


Figure 12

End of the iMac: No More Gumdrops

© 2003 Lawrence I. Charters

IN MARCH 2003, Apple quietly stopped shipping the “gumdrop” iMac. The powerful flat-panel iMacs are still shipping and still popular, but the original, colorful “all in one” iMac, with the vividly colorful translucent cases, passed out of production. Since Apple made no announcement, the cause isn’t known for certain, but it seems safe to assume that the demand for the computers had fallen too low for Apple to maintain them as a stock item. It was the end of an era.

Apple, the world’s oldest personal computer company, has a history measurable through iconic milestones, and the iconic Mac interface is just one of those milestones. In the beginning, there was the Apple II in 1977, with a speedy 1 MHz processor, 4K of RAM and color graphics, for \$1,298. It was the first personal computer that was pre-assembled, it had a beige plastic case (most competitors had metal cases), and it had color graphics, if you hooked it to a color TV. A few years later the Mac era started in 1984 with the original Macintosh, complete with a revolutionary bit-mapped black and white monitor, high-capacity 400K 3.5-inch disk drive, 8 MHz processor, 128K of RAM, and a \$2,495 price tag. It, too, was beige.

Apple changed the rules – the rules it created, with the iMac. Announced in May 1998, this electronic gumdrop played the same role for Apple that the Mustang played for Ford. At a time when Ford sales were uninspiring, the Mustang came along and offered a relatively cheap, fast, attractive-looking car that didn’t look like anything else out there.

Similarly, at a time when Apple wanted some attention from the computer-buying public, the iMac offered a fast, colorful computer that looked like nothing else out there. A personal computer was *supposed* to be angular; the iMac was rounded. A personal computer was *supposed* to be beige; the original iMac was “Bondi Blue,” and later models were named and colored as if they were giant translucent fruit. Apple had introduced the first personal computer floppy drive on the Apple II, and the first 3.5” floppy drive on the

Macintosh; the iMac had no floppy drive at all. At a time when CD-ROM drives were still optional on many computers, every single iMac came with one. At a time when few Windows PCs offered

an Ethernet card (all Macs had them), the iMac not only had an Ethernet card, it had a card ten times faster than average. The iMac had 32 megabytes of RAM, a 233 Mhz processor, and a 4 gigabyte hard drive, all for \$1,299. No part of it was beige.

Apple even put up signs at the 1998 Macworld New York Expo saying, “Entering a beige-free zone.” The iMac was compact, famously easy to set up, had a handle (which at least implied it was transportable), and was obviously *not* a Windows computer. It became the darling of not only students and new computer users, but also movie, TV and advertising set designers, cartoonists (far more iMacs appear in the daily cartoons than any other identifiable computer), computer lab managers, and schools. Later models offered not only increased speed, but also popularized DVD-ROM drives in computers, popularized FireWire devices, and serve as the most common platform for creating iMovies.

The move away from beige also had a startling effect on the rest of the computer industry, with a great many very unattractive (but non-beige) computers introduced as a result. Oddly, Apple’s most recent computers have drifted back to more neutral colors, white and gray (or “platinum” and “ice”), but the computer industry as a whole has changed so much that *any* beige computer is instantly recognizable as being “old.”

Apple has taken the color from the computer case to the desktop with Mac OS X. Have you ever wondered if Mac OS X’s Aqua interface, with its “lickable” buttons and scroll bars, would have seen the light of day had it not had the gumdrop iMacs as inspiration?

Do not morne the passing of the gumdrop iMac. Instead, bump that original 32 megabytes of RAM up to 160 megabytes or so, add Mac OS X, and you’ll have a state of the art computer. Still beige free. ■



MahJong Solitaire: A Review

by Brian G. Mason

ONE OF MY favorite games on the Apple IIs was *Shanghai*, a game published by Activision. *Shanghai* is based on an ancient Chinese game called Mah-Jongg. Some historians believe the game originated over 2500 years ago as a card game. The cards eventually gave way to bone and bamboo tiles, which were used by sailors and fishermen and were less likely to be blown off the deck of their ship. In case you have never played this game, tiles with designs on them are placed on a game board in rows and columns and in four to seven layers. Tiles with matching designs that are not covered by other tiles and do not have tiles on both the left and right sides may be removed from the board. The purpose of the game is to remove all of the tiles from the board.

When I moved over to the Mac, it wasn't long before I obtained the Mac version of this game, again published by Activision. *Shanghai II: Dragon's Eye*, cost \$50 and included 3 modes of play for 1 or 2 players, 8 different tile sets, and over a dozen layouts.

Now that I've moved to Mac OS X, I wanted to find something that would play natively, without having to run *Shanghai* in Classic mode. I found the game published as \$10 shareware by BoneHead Projects. They call it *MahJong Solitaire*. Of course, given the fact that I am comparing a commercial product

"...an ancient Chinese game called Mah-Jongg. Some historians believe the game originated over 2500 years ago as a card game. The cards eventually gave way to bone and bamboo tiles, which were used by sailors and fishermen and were less likely to be blown off the deck of their ship."

against a shareware product, it does not have as many features as *Shanghai II* does. It is intended for one player. It only has three sets of tiles. But the traditional set is the most beautiful set of tiles of any of the games I've seen. I hope the screen shot included with this article illustrates this. (See Figure 1)

The game does allow you to choose among 5 lev-

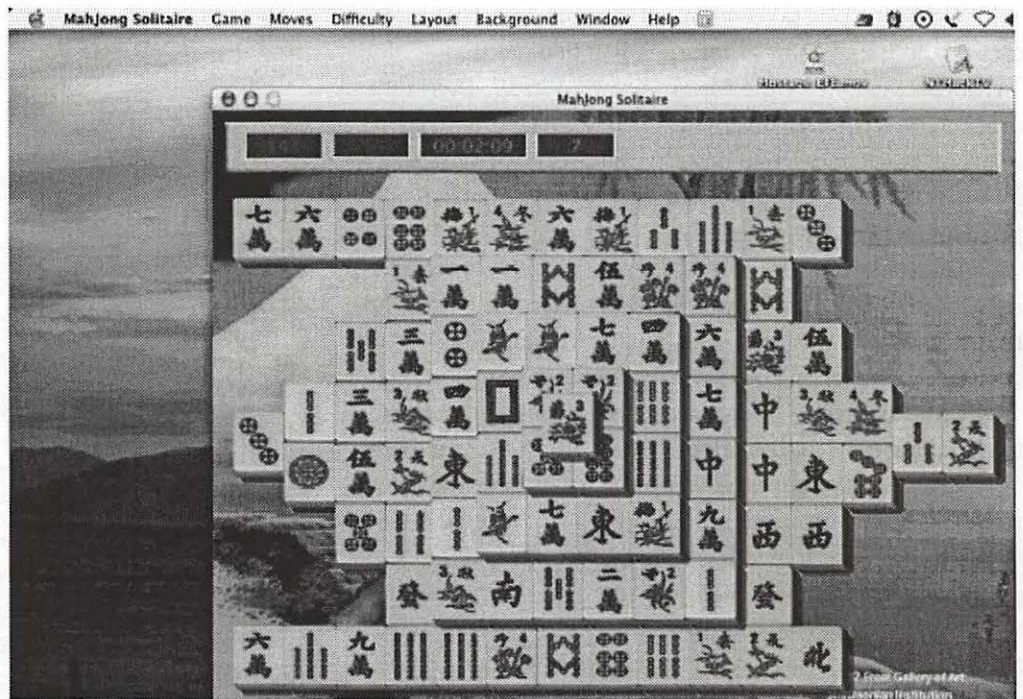


Fig. 1: A screen shot of a MahJong Solitaire game board with the default tiles and the default layout.

els of difficulty, very easy, easy, medium, hard and very hard. The difficulty seems to be based at least in part on the number of matching tiles on the game board. There are 16 different backgrounds which you may choose from, or you can have each game display one of them randomly. There is also the possibility of having 26 different layouts. Each one has a different number of tiles. Until you pay the shareware fee, 5 of these layouts are not available. Also, until you pay the fee, a very annoying reminder pops up in the middle of the game every ten minutes and stays on the screen for about ten seconds before you are permitted to click the "Not Yet" button.

The latest version of the software adds a couple of features under preferences that improves the visibility of the playable tiles. You can position the shadows cast by the tiles or choose not to show any shadow. You also can decide to have every other layer a darker shade. There is also the option of having the computer show you all tiles that are available for play. This way, though some may consider it cheating, at least you can tell whether or not a tile is on a layer where it is hemmed in or on a layer where it is not. (See Figure 2)

The number of tiles remaining to be removed is shown in the first window on the left above the playing board. The number of tiles clicked on is shown in the second window from the left. The time the game has been played is shown in the next window. The next window shows the number of pairs of tiles that are free. If you come to the point where there are no free tiles left to play, you can call it quits, or you are allowed to reshuffle the tiles. This rearranges

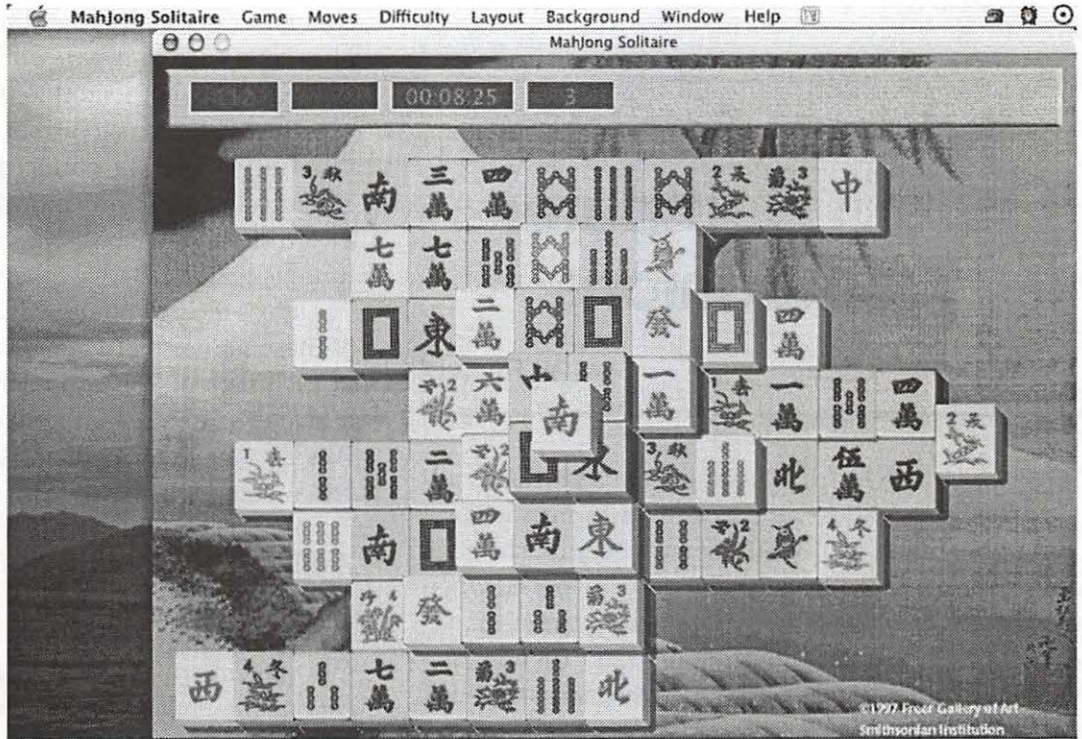


Fig. 2: The playable tiles are highlighted. If you can find a matching pair, you can click on them to remove them from the board.

the tiles, but leaves them in the same positions they were in before you shuffled them, so it may be possible that matching pairs are now exposed. High scores are based on the length of time it takes to clear the board. The high scores are recorded for each different layout giving the time it took to clear the board, the number of moves, the number of hints requested, the number of times the board was reshuffled, and the difficulty level.

This is a very well executed shareware program. Out of a total of eight slices of the Washington apple pie, I'd give it a 7.



MahJong Solitaire ver. 1.55 \$10.00
Bonehead Projects
<http://www.boneheadprojects.com>

Address Books— Great Computer Companions

© Pat Fauquet

THE FIRST “database” I ever used was an address book, given to me by a favorite aunt as I was entering high school. Along with her gift, she gave me some excellent advise, to always use a pencil when using it. Over the years I maintained a variety of address books to keep up with family and friends. The worst task was having to recopy all my data as the book needed to be replaced.

One of the first things I did when we bought our first computer was to type all of the information from my address book into an Appleworks database on our Apple IIc. Over the years I have moved that data many times, always searching for the “best” way to store it.

Over the years I have used many programs including Now Contact, Claris Organizer, FileMaker Pro and the Palm Desktop software. I also kept some of the data in the Netscape e-mail address book, in Eudora, and in Claris E-mailer. With the advent of the OS X Address Book, I faced the challenge of getting all my information into one program, accessible not only from my computer, but from my Handspring Treo cell phone which is also a PDA, and also on the web via my .Mac mail account. Finally, I can take the same data almost anywhere and access it at almost any time.

The problem with keeping address files on the computer is finding ways to move data from one application to another. Moving data can usually be accomplished by using the “Export” and “Import” commands that are available in most data collecting applications. The

command is usually found in the “File” menu. In applications such as Appleworks, you may need to use the “Save As” command to make an export.

The exported file format that is the most compatible between data collecting applications on the Macintosh is a “tab and return” file. It can also be called a “tab delimited text” file or an “ASCII” file. Sometimes is it also called a “plain text” file.

In essence, the data fields stored in files with any of these names has a tab separating the various parts of each record. The end of the record is marked by a return. For example, the data stored in a record for Washington Apple Pi’s name, address and phone number would look like this:

```
Name TAB Street Address TAB City TAB State TAB Zip TAB Phone Number RETURN
```

Of course, most address books have places for many more data fields. This is particularly true of the most recent applications. Unfortunately earlier applications may have had far fewer fields so that the user combined several pieces of data that really should have

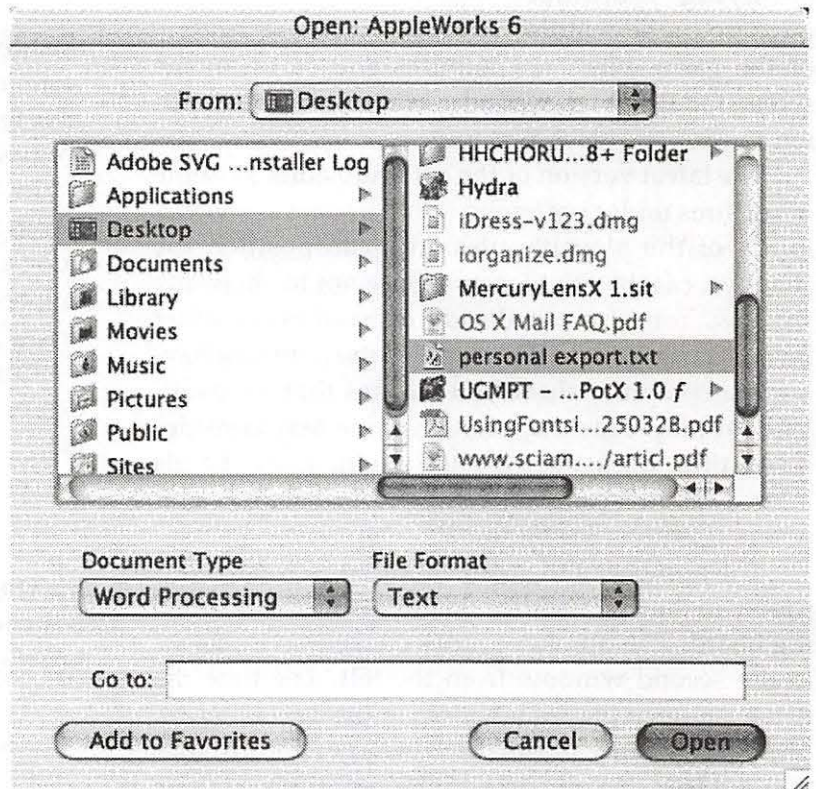


Figure 1.

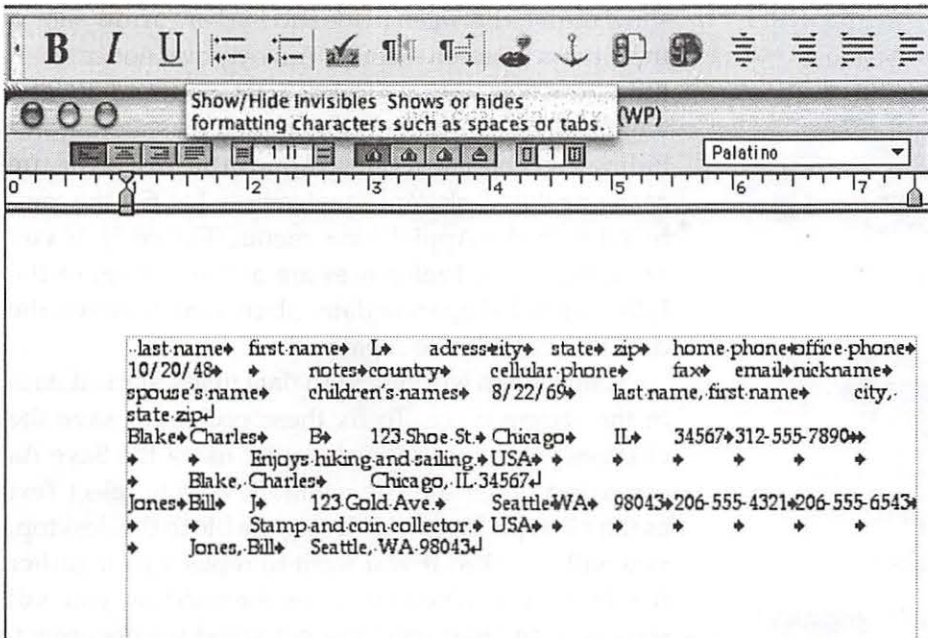


Figure 2.

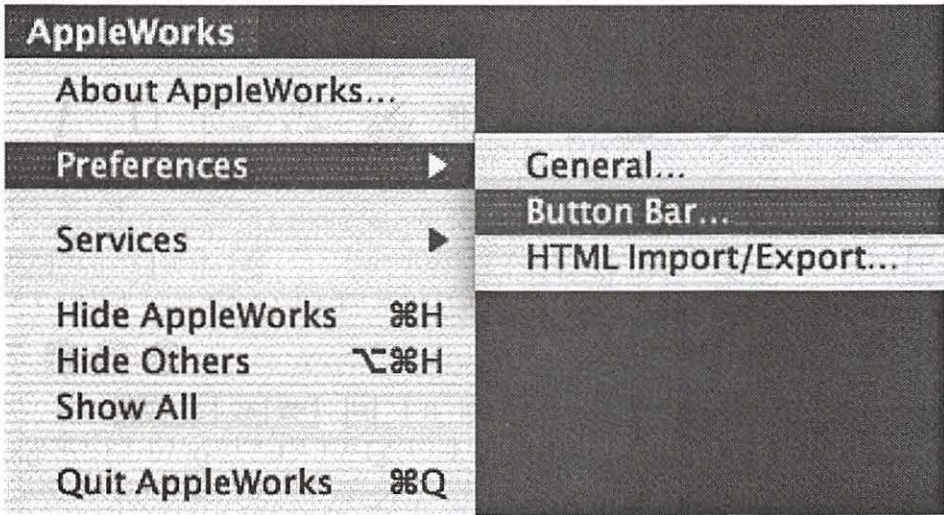


Figure 3.

had its own field into one field. This has happened because programmers have added capabilities to address applications to do things like print phone lists, make address labels, and even merge data into form letters to personalize them.

Examples of fields that are often combined or missing in more primitive applications are ones in which there is only one name field. Instead, better applications have fields for a prefix like Mr., one each for first name, last name, middle initial or name and perhaps

even a suffix such as MD. There should also be two address fields for cases where the person has a four line address. In the case of phone numbers, today we need several fields to store one person's phone numbers and each phone field should also have a label field. The past ten years have seen the addition of one e-mail field, but the most up-to-date programs today have fields for several e-mail addresses in addition to fields for homepages and Instant Messenger names.

Other fields that are desirable are ones for spouse's names, companies, titles, birth dates and even children's names. There should also be a notes field to store information that does not fit into any other field.

If you have been using an address book and you decide to move to a more full featured one, the first problem is splitting data that has been combined in one field into separate ones.

While some address applications will make a record that contains the name of each field, many will not, so the first thing to do is to make a new record in the address book that contains the name of each field. Another good thing is to put a space or two into the field for the last name before typ-

ing "last name." Sort the records before exporting them. The leading spaces in the last name will cause that record to be exported first. Now, determine how to export the data and save it to the desktop for easy access.

It is possible to open the exported file in Appleworks to "clean up" the data. To do this, use the "Open" command in the File menu. (Figure 1). Notice that the button for Document Type has been changed to Word Processing. The File Format Button shows that Text has been selected. When the file has been opened,

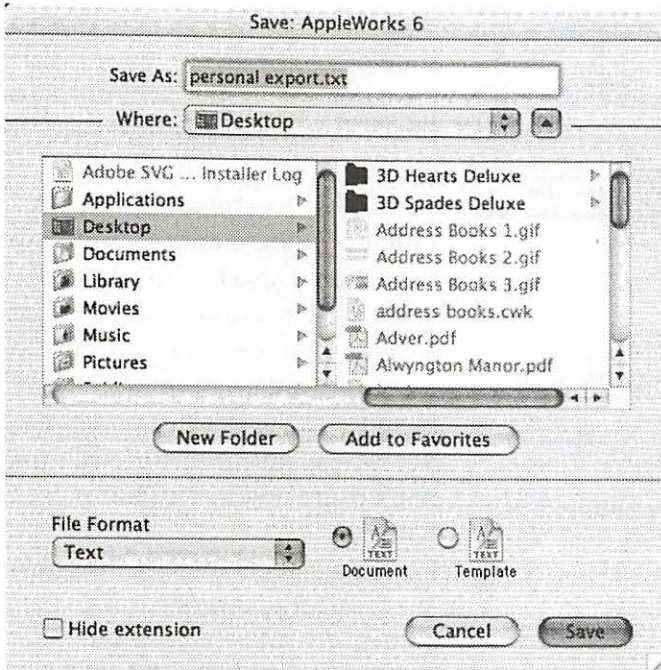


Figure 4.

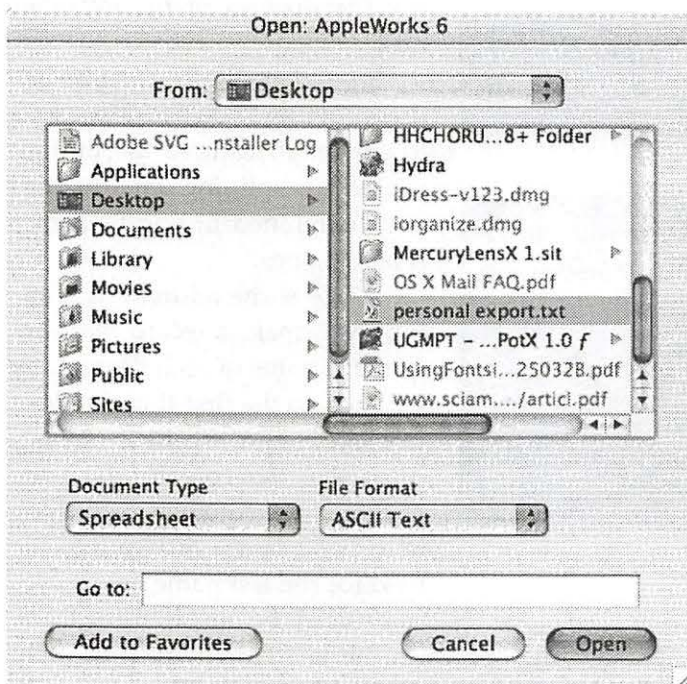


Figure 5.

notice that the three records are in alphabetical order and that there is space between the various field. Clicking on the Show/Hide Invisibles button in the AppleWorks toolbar will cause small arrows to show up between the fields and an arrow with a bend in it will show up at the end of each data set. The arrows

show the tabs between fields and the bent arrow shows the returns between records. You may also notice small dots between words. These mark spaces between words. (Figure 2). If there is no button for showing and hiding invisibles, you can add one to the button bar by changing the AppleWorks preferences. In OS X the command is in the AppleWorks menu. (Figure 3). If you are using OS 9, Preferences are at the bottom of the Edit menu. To separate data, place a tab between the data that needs to be separated.

Often when working with data fields, some data is in the wrong place. To fix these problems, save the changes you have made above by using the Save As command under the File menu. Be sure to select Text as the file type. If you are saving the file to the desktop, you will be asked if you want to replace your earlier file. Replace it. When you close the window, you will see a warning that you have not saved the document. This is because you saved the file as something other than AppleWorks.

It is often necessary to open the data several times alternating between the word processing mode and the spreadsheet mode to get the data into the proper fields. Other techniques such as "Find and Replace" can also be used to "normalize" your data. This is a good chance to take out the various ways to shorten state names and adopt the US Postal Service preferred format of two upper case letters.

While Appleworks is good for moving data, iData Pro by Casady & Greene makes this process even easier. Go to <http://ug.casadyg.com/> to receive special user group pricing and learn more about this product.

To continue with the conversion of your data, go to the "Open" command under the file menu. This time, select Spreadsheet as the Document Type, and ASCII Text as the File Format. (Figure 5) Your data will now open in a spreadsheet table. Viewing the data in this manner makes it easy to drag and drop information into the correct cell if it is misplaced. It is also easy to add columns that are missing in your data. Since most of the current address book applications are using phone label fields to identify the type of phone number, we will add those fields before or after the field for the actual phone number. In AppleWorks, this is done by selecting a column by clicking on the letter above it, then going to the Format menu and choosing "Insert Cells..." (Figure 6). Note that the column of cells will

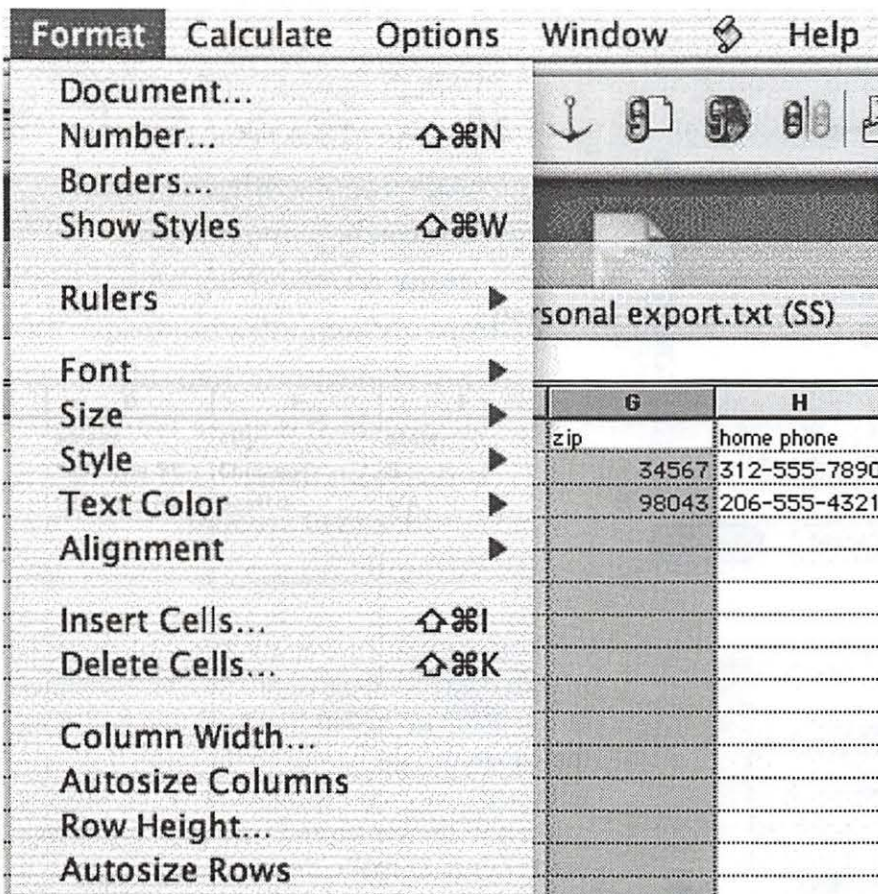


Figure 6.

onal export.txt (SS)			
G	H	I	J
zip	phone 1 label	Phone 1	office phone
34567	home	312-555-7890	
98043	home	206-555-4321	206-555-6543

Figure 7.

be inserted before the selected column.
 In Figure 7, notice that I have added a column for "Phone 1 Label" and filled in home in the two records. I changed Home Phone to Phone 1. Now I will need to follow the same procedure for office phone and any

other phone fields in the data file.
 This would also be a good time to add a second address field. Since we often have more than one address for each person, newer address book applications, will have another complete set of address fields for a secondary address. You will also need to add an address label to indicate what kind of address it is, for example, home, work or vacation.

At this point it is a good idea to look carefully at your new application to find any other fields that you would like to add. At the end of the process, you will again save the file as an ASCII Text file in order to prepare for importing the data into the new application.

Just as address book applications have changed over the year, newer applications will import and export different types of data files. The OS X Address Book is one such application. It can only import files in the vCard or LDIF format. That is not a choice in AppleWorks, so we are going to have to use another application as an intermediary step in the process of moving data from one application to another.

Three applications come to mind. The first is Address Book vCard Creator by MindVision Software at <http://www.carbon6dev.com>. This is a shareware application that can turn any tab-delimited file into the vCard format. Since it is shareware, you can only convert 5 addresses at a time until you have paid the shareware fee. The author uses the term donation ware to describe it, so you determine how much the software is worth to you and send him a donation. He then sends you the registration code within 48 hours to make the software full functional. The application is well documented and easy to use.

The second application is Palm Desktop. While Palm PDAs cost, anyone can download the desktop application that is used to store the address book on your computer. It can be found at <http://www.palm.com/support/macintosh/>. The first step; will be to use the "Import..." command found in the

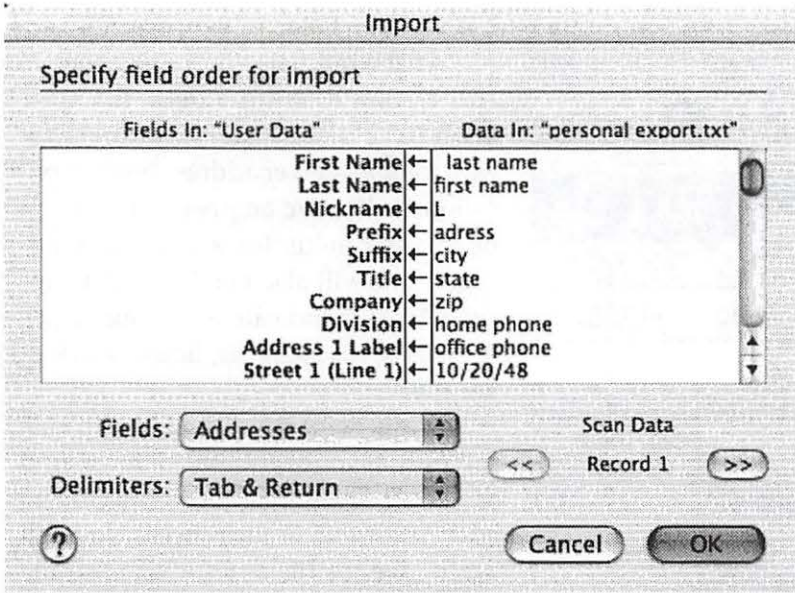


Figure 8.

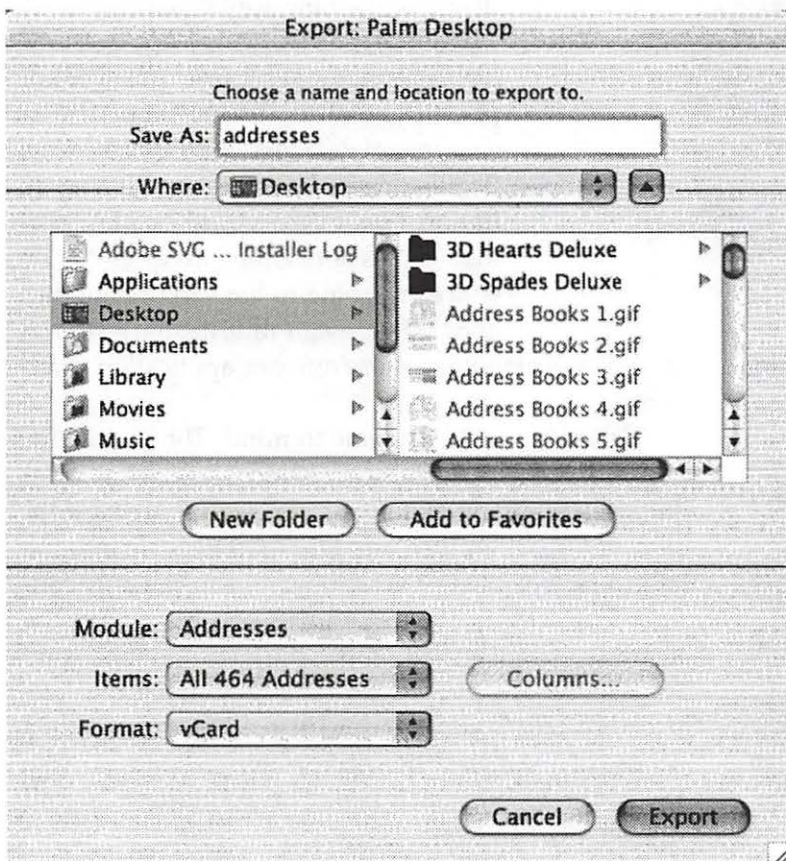


Figure 9.

File menu. Set the Delimiters button to "Tab & Return" then select your data file and click OK. The next screen (Figure 8) shows the fields included in the Palm

"With the advent of the OS X Address Book, I faced the challenge of getting all my information into one program, accessible not only from my computer, but from my Handspring Treo cell phone which is also a PDA, and also on the web via my .Mac mail account."

Desktop software on the left and the fields in your data file on the right. Click on the names of the fields in the left hand column and drag them to match the names on the right. If you do not want to import the data in a field, click the column in the center and you will see a check mark. Click to make the arrows disappear. If you did not make a record with the field names in each data field, you can use the buttons below the right column to scroll through your records to help identify which data field need to be matched. When you are satisfied, click OK.

Although the Palm Desktop software is very good, the Mac OS X Address Book from Apple offers several advantages. Using it will allow you to have one database that can be used to perform almost all data retrieval functions. Think of having one data source feed not only your address book, but also your cell phone, PDA, e-mail application, web address book, and hopefully soon, your word processor for sending personalized form letters.

The next step will be to export the data back out of Palm Desktop by using the "Export" command in the "File" menu. The "Module" will be Addresses. "Items" will be the number of records you have, and the "Format" should be changed to vCard. Locate your file and choose "Export" (Figure 9).

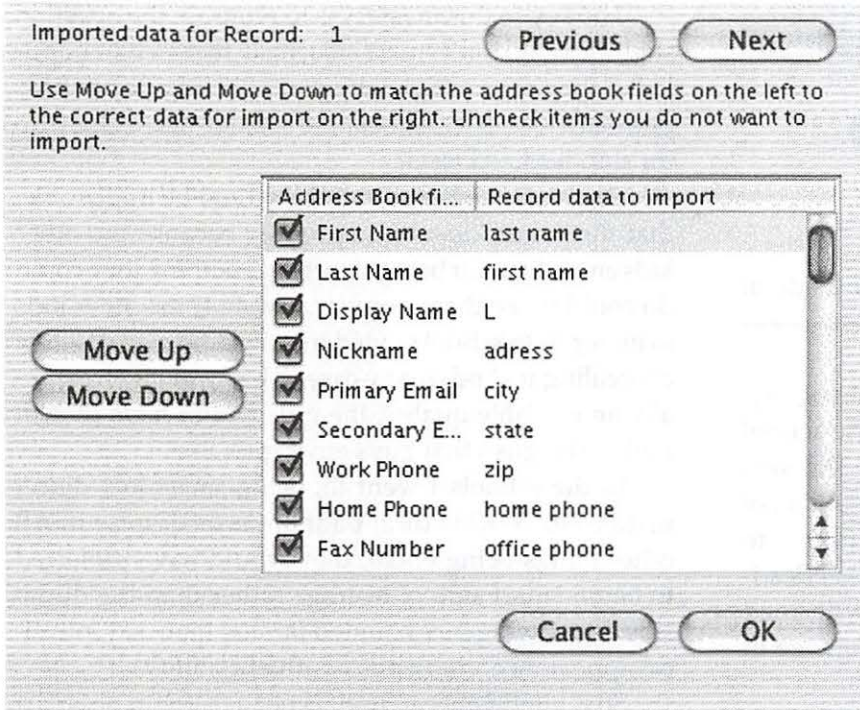


Figure 10.

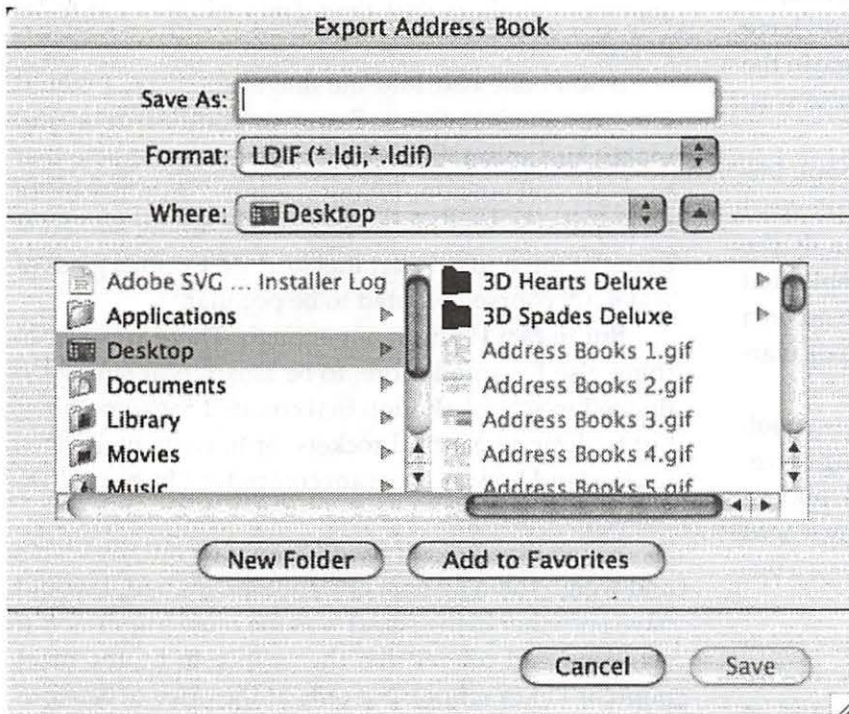


Figure 11.

There is yet another application that you can use to get your data into a format that can be used in the OS X Address Book. The Netscape Address Book is found in the Window menu. It has a wide variety of field available and it can import data from Eudora in addition to data formatted into LDIF, .tab, .csv and .txt. The program uses a Wizard that is accessed by going to the "Tools" menu and selecting import. Follow the instructions at the bottom of the window and navigate to the .txt file you made earlier. You will then see a window that allows you match data fields.

Since we are using the Netscape Address Book to convert the data to a file format that the OS X Address Book understands, it is now time to export the data. Once again, the command we need is located in the Tools menu of the Netscape address book. Highlight "Export." The window shown in Figure 11 will appear. Select "LDIF" and choose a name. Once again, for convenience, save the file to the desktop.

It is now time to import the data into the OS X Address Book. Go to the "File" menu, select "Import" and pull out to "LDIF" if you have used Netscape. If you have used Palm Desktop, choose "vCard." The nice thing about these two advanced file interchange formats is that it is unnecessary to match fields. The job is finished. Enjoy your new Address Book!

Check earlier in this issue to learn more about the OS X address book and its features. ■

Pat Fauquet teaches classes in the Washington Apple Pi Tutorial program. She enjoys trying new applications and figuring out how to exchange data between similar ones.

Why Nerds are Unpopular

By Paul Graham

WHEN WE were in junior high school, my friend Rich and I made a map of the school lunch tables according to popularity. This was easy to do, because kids only ate lunch with others of about the same popularity. We graded them from A to E. A tables were full of football players and cheerleaders and so on. E tables contained the kids with mild cases of Down's Syndrome, what in the language of the time we called "retards."

We sat at a D table, as low as you could get without looking physically different. We were not being especially candid to grade ourselves as D. It would have taken a deliberate lie to say otherwise. Everyone in the school knew exactly how popular everyone else was, including us.

My stock gradually rose during high school. Puberty finally arrived; I became a good soccer player; I started a scandalous underground newspaper. By the end of high school I was sufficiently acceptable that one of the recognized class beauties agreed to go on a date with me. So I've seen a good part of the popularity landscape.

I know a lot of people who were nerds in school, and they all tell the same story: there is a strong correlation between being smart and being a nerd, and an even stronger inverse correlation between being a nerd and being popular. Being smart seems to make you unpopular.

Why? To someone in school now, that may seem an odd question to ask. The mere fact is so overwhelming that it may seem strange to imagine that it could be any other way. But it could. Being smart doesn't make you an outcast in elementary school. Nor does it harm you in the real world. Nor does the problem seem to be so bad in most other countries. But in a typical American secondary school, being smart is likely to make your life difficult. Why?

The key to this mystery is to rephrase the question slightly. Why don't smart kids make themselves popular? If they're so smart, why don't they figure out how popularity works and beat the system, just as they do for standardized tests?

One argument says that this would be impossible, that the smart kids are unpopular because the other kids envy them for being smart, and nothing they could do could make them popular. I wish. If the other kids in junior high school envied me, they did a great job of concealing it. And in any case, if being smart were really an enviable quality, the girls would have broken ranks. The guys that guys envy, girls like.

In the schools I went to, being smart just didn't matter much. Kids didn't admire it or despise it. All other things being equal, they would have preferred to be on smart side of average rather than the dumb side, but intelligence counted far less than, say, physical appearance, charisma, or athletic ability.

So if intelligence in itself is not a factor in popularity, why are smart kids so consistently unpopular? The answer, I think, is that they don't really want to be popular.

If someone had told me that at the time, I would have laughed at them. Being unpopular in school makes kids miserable, some of them so miserable that they commit suicide. Telling me that I didn't want to be popular would have seemed like telling someone dying of thirst in a desert that he didn't want a glass of water. Of course I wanted to be popular.

But in fact I didn't, not enough. There was something else I wanted more: to be smart. Not simply to do well in school, though that counted for something, but to design beautiful rockets, or to write well, or to understand how to program computers. In general, to make great things.

At the time I never tried to separate out my wants and weigh them against one another. If I had, I would have seen that being smart was the more important. If someone had offered me the chance to be the most popular kid in school, but only at the price of being of average intelligence (humor me here), I wouldn't have taken it.

Much as they suffer from their unpopularity, I don't think many nerds would. To them the thought of average intelligence is unbearable. But most kids would take that deal. For half of them, it would be a step up.

Even for someone in the eightieth percentile (assuming, as everyone seemed to then, that intelligence is a scalar), who wouldn't drop thirty points in exchange for being loved and admired by everyone?

And that, I think, is the root of the problem. Nerds serve two masters. They want to be popular, certainly, but they want even more to be smart. And popularity is not something you can do in your spare time, not in the fiercely competitive environment of an American secondary school.

Alberti, arguably the archetype of the Renaissance Man, writes that "no art, however minor, demands less than total dedication if you want to excel in it." I wonder if anyone in the world works harder at anything than American school kids work at popularity. Navy SEALs and neurosurgery residents seem slackers by comparison. They occasionally take vacations; some even have hobbies. An American teenager may work at being popular every waking hour, 365 days a year.

I don't mean to suggest they do this consciously. Some of them truly are little Machiavellis, but what I really mean here is that teenagers are always on duty as conformists.

For example, teenage kids pay a great deal of attention to clothes. They don't consciously dress to be popular. They dress to look good. But to who? To the other kids. Other kids' opinions become their definition of right, not just for clothes, but for almost everything they do, right down to the way they walk. And so every effort they make to do things "right" is also, consciously or not, an effort to be more popular.

Nerds don't realize this. They don't realize that it takes work to be popular. In general, people outside some very demanding field don't realize the extent to which success depends on constant (though often unconscious) effort. For example, most people seem to consider the ability to draw as some kind of innate quality, like being tall. In fact, most people who "can draw" like drawing, and have spent many hours doing it; that's why they're good at it. Likewise, popular isn't just something you are or you aren't, but something you make yourself.

The main reason nerds are unpopular is that they have other things to think about. Their attention is drawn to books, or the natural world, not fashions and parties. They're like someone trying to play soccer while balancing a glass of water on his head. Other

players who can focus their whole attention on the game beat them effortlessly, and wonder why they seem so incapable.

Even if nerds cared as much as other kids about popularity, being popular would be more work for them. The popular kids learned to be popular, and to want to be popular, the same way the nerds learned to be smart, and to want to be smart: from their parents. While the nerds were being trained to get the right answers, the popular kids were being trained to please.

So far I've been finessing the relationship between smart and nerd, using them as if they were interchangeable. In fact it's only the context that makes them so. A nerd is someone who isn't socially adept enough. But "enough" depends on where you are. In a typical American school, standards for coolness are so high (or at least, so specific) that you don't have to be especially awkward to look awkward by comparison.

Few smart kids can spare the attention that popularity requires. Unless they also happen to be very good looking, or natural athletes, or have popular older siblings, they'll tend to become nerds. And that's why smart people's lives are worst between, say, the ages of eleven and seventeen. Life at that age revolves far more around popularity than before or after.

Before that, kids' lives are dominated by their parents, not by other kids. Kids do care what their peers think in elementary school, but this isn't their whole life, as it later becomes.

Around the age of eleven, though, kids seem to start treating their family as a day job. They create a new world among themselves, and standing in this world is what matters, not standing in their family. Indeed, being in trouble in their family can win them points in the world they care about.

The problem is, the world these kids create for themselves is at first a very crude one. If you leave a bunch of eleven year olds to their own devices, what you get is *The Lord of the Flies*. Like a lot of American kids, I read this book in school. Presumably it was not a coincidence. Presumably someone wanted to point out to us that we were savages, and that we had made ourselves a cruel and stupid world. This was too subtle for me. While the book seemed entirely believable, I didn't get the additional message. I wish they had just told us outright that we were savages and our world was stupid.

Nerds would find their unpopularity more bearable if it merely caused them to be ignored. Unfortunately, to be unpopular in school is to be actively persecuted.

Why? Once again, anyone currently in school might think this a strange question to ask. How could things be any other way? But they could be. Adults don't normally persecute nerds. Why do teenage kids do it?

Partly it's because teenagers are still half children, and many children are just intrinsically cruel. Some torture nerds for the same reason they pull the legs off spiders. Before you develop a conscience, torture is amusing.

Another reason kids persecute nerds is to make themselves feel better. When you tread water, you lift yourself up by pushing water down. Likewise, in any social hierarchy, people unsure of their own position will try to emphasize it by maltreating those they think rank below. I've read that this is why poor whites in the United States are the group most hostile to blacks.

But I think the main reason other kids persecute nerds is that it's part of the mechanism of popularity. Popularity is only partially about individual attractiveness. It's much more about alliances. To become more popular, you need to be constantly doing things that bring you close to other popular people, and nothing brings people closer than a common enemy.

Like a politician who wants to distract voters from bad times at home, you can create an enemy if there isn't a real one. By singling out and persecuting a nerd, a group of kids from higher in the hierarchy create bonds between themselves: attacking an outsider makes them all insiders. This is why the worst cases of bullying happen with groups. Ask any nerd: you get much worse treatment from a group of kids than from any individual bully, however sadistic.

If it's any consolation to the nerds, it's nothing personal. The group of kids who band together to pick on you are doing the same thing, and for the same reason, as a bunch of guys who get together to go hunting. They don't actually hate you. They just need something to chase.

Because they're at the bottom of the scale, nerds are a safe target for the entire school. If I remember correctly, the most popular kids don't persecute nerds; they don't need to stoop to such things. Most of the persecution comes from kids lower down, the nervous middle classes.

The trouble is, there are a lot of them. The distribution of popularity is not a pyramid, but tapers at the bottom like a pear: the least popular group is quite small. (I believe we were the only D table in our cafeteria map.) So there are more people who want to pick on nerds than there are nerds.

As well as gaining points by distancing oneself from unpopular kids, one loses points by being close to them. A woman I know says that in high school she liked nerds, but was afraid to be seen talking to them because the other girls would make fun of her. Unpopularity is a communicable disease; kids too nice to pick on nerds will still ostracize them in self-defense.

It's no wonder, then, that smart kids tend to be unhappy in middle school and high school. Their other interests leave them little attention to spare for popularity, and since popularity resembles a zero-sum game, this in turn makes them targets for the whole school. And the strange thing is, this nightmare scenario happens without any conscious malice, merely because of the shape of the situation.

For me the worst stretch was junior high school, when kid culture was new and harsh, and the specialization that would later gradually separate the smarter kids had barely begun. Nearly everyone I've talked to agrees: the nadir is somewhere between eleven and fourteen.

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In our school it was eighth grade, which was ages twelve and thirteen for me. There was a brief sensation that year when one of our teachers overheard a group of girls waiting for the school bus, and was so shocked that the next day she devoted the whole class to an eloquent plea not to be so cruel to one another.

It didn't have any noticeable effect. What struck me at the time was that she was surprised. You mean she doesn't know the kind of things they say to one another? You mean this isn't normal?

It's important to realize that, no, the adults don't know what the kids are doing to one another. They know, in the abstract, that kids are monstrously cruel to one another, just as we know in the abstract that people get tortured in poorer countries. But, like us, they don't like to dwell on this depressing fact, and they don't see evidence of specific abuses unless they go looking for it.

Public school teachers are in much the same position as prison wardens. Wardens' main concern is to keep the prisoners on the premises. They also need to keep them fed, and as far as possible prevent them from killing one another. Beyond that, they want to have as little to do with the prisoners as possible, so they leave them to create whatever social organization they want. From what I've read, the society that the prisoners create is warped, savage, and pervasive, and it is no fun to be at the bottom of it.

In outline, it was the same at the schools I went to. The most important thing was to stay on the premises. While there, the authorities fed you, prevented overt violence, and made some effort to teach you something. But beyond that they didn't want to have too much to do with the kids. Like prison wardens, the teachers mostly left us to ourselves. And, like prisoners, the culture we created was barbaric.

Why is the real world more hospitable to nerds? It might seem that the answer is simply that it's populated by adults, who are too mature to pick on one another. But I don't think this is true. Adults in prison certainly pick on one another. And so, apparently, do society wives; in some parts of Manhattan, life for women sounds like a continuation of high school, with all the same petty intrigues.

I think the important thing about the real world is not that it's populated by adults, but that it's very large, and the things you do have real effects. That's what

school, prison, and ladies-who-lunch all lack. The inhabitants of all those worlds are trapped in little bubbles where nothing they do can have more than a local effect. Naturally these societies degenerate into savagery. They have no function for their form to follow.

When the things you do have real effects, it's no longer enough just to be pleasing. It starts to be important to get the right answers, and that's where nerds show to advantage. Bill Gates will of course come to mind. Though notoriously lacking in social skills, he gets the right answers, at least as measured in revenue.

The other thing that's different about the real world is that it's much larger. In a large enough pool, even the smallest minorities can achieve a critical mass if they clump together. Out in the real world, nerds collect in certain places and form their own societies where intelligence is the most important thing. Sometimes the current even starts to flow in the other direction: sometimes, particularly in university math and science departments, nerds deliberately exaggerate their awkwardness in order to seem smarter. John Nash so admired Norbert Wiener that he adopted his habit of touching the wall as he walked down a corridor.

As a thirteen year old kid, I didn't have much more experience of the world than what I saw immediately around me. The warped little world we lived in was, I thought, the world. The world seemed cruel and boring, and I'm not sure which was worse.

Because I didn't fit into this world, I thought that something must be wrong with me. I didn't realize that the reason we nerds didn't fit in was that we were a step ahead. We were already thinking about the kind of things that matter in the real world, instead of spending all our time playing an exacting but mostly pointless game like the others.

We were a bit like an adult would be if he were thrust back into middle school. He wouldn't know the right clothes to wear, the right music to like, the right slang to use. He'd seem to the kids a complete alien. The thing is, he'd know enough not to care what they thought. We had no such confidence.

A lot of people seem to think it's good for smart kids to be thrown together with "normal" kids at this stage of their lives. Perhaps. But in at least some cases the reason the nerds don't fit in actually is that everyone else is crazy. I remember sitting in the audience at a "pep rally" at my high school, watching as the cheer-

leaders threw an effigy of an opposing player into the audience to be torn to pieces. I felt like an explorer witnessing some bizarre tribal ritual.

If I could go back and give my thirteen year old self some advice, the main thing I'd tell him would be to stick his head up and look around. I didn't really grasp it at the time, but the whole world we lived in was as fake as a twinkie. Not just school, but the entire town. Why do people move to suburbia? To have kids! So no wonder it seemed boring and sterile. The whole place was a giant nursery, an artificial town created explicitly for the purpose of breeding children.

Where I grew up, it felt as if there was nowhere to go, and nothing to do. This was no accident. Suburbs are deliberately designed to exclude the outside world, because it contains things that could endanger children.

And as for the schools, they were just holding pens within this fake world. Officially the purpose of schools is to teach kids. In fact their primary purpose is to keep kids all locked up in one place for a big chunk of the day so adults can get things done. And I have no problem with this: in a specialized industrial society, it would be a disaster to have kids running around loose.

What bothers me is not that the kids are kept in prisons, but that (a) they aren't told about it, and (b) the prisons are run mostly by the inmates. Kids are sent off to spend six years memorizing meaningless facts in a world ruled by a caste of giants who run after an oblong brown ball, as if this were the most natural thing in the world. And if they balk at this surreal cocktail, they're called misfits.

Life in this twisted world is stressful for the kids. And not just for the nerds. Like any war, it's damaging even to the winners.

Adults can't avoid seeing that teenage kids are tor-

mented. So why don't they do something about it? Because they blame it on puberty. The reason kids are so unhappy, adults tell themselves, is that monstrous new chemicals, hormones, are now coursing through their bloodstream and messing up everything. There's nothing wrong with the system; it's just inevitable that kids will be miserable at that age.

This idea is so pervasive that even the kids believe it, which probably doesn't help. Someone who thinks his feet naturally hurt is not going to stop to consider the possibility that he is wearing the wrong size shoes.

I'm suspicious of this theory that thirteen year old kids are intrinsically messed up. If it's physiological, it should be universal. Are Mongol nomads all nihilists at thirteen? I've read a lot of history, and I don't think I've seen a single reference to this supposedly universal fact before the twentieth century. Teenage apprentices in the Renaissance seem to have been cheerful and eager. They got in fights and played tricks on one another of course (Michelangelo had his nose broken by a bully), but they weren't crazy.

As far as I can tell, the concept of the hormone-crazed teenager is coeval with suburbia. I don't think

this is a coincidence. I think teenagers are driven crazy by the life they're made to lead. Teenage apprentices in the Renaissance were working dogs. Teenagers now are neurotic lapdogs. Their craziness is the craziness of the idle everywhere.

When I was in school, suicide was a constant topic among the smarter kids. No one I knew actually did it, but several planned to, and some may have tried. Mostly this was just a pose. Like other teenagers, we loved the dramatic, and suicide seemed very dramatic. But partly it was because our lives were at times genuinely miserable.

Bullying was only part of the problem. Another problem, and possibly an even worse one, was that we

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never had anything real to work on. Humans like to work; in most of the world, your work is your identity. And all the work we did was pointless, or seemed so to us at the time.

At best it was practice for real work we might do far in the future, so far that we didn't even know at the time what we were practicing for. More often it was just an arbitrary series of hoops to jump through, words without content designed mainly for testability. (The three main causes of the French and Indian War were... Test: List the three main causes of the French and Indian War.)

And there was no way to opt out. The adults had agreed among themselves that this was to be the route to college. The only way to escape this empty life was to submit to it.

Teenage kids used to have a more active role in society. In preindustrial times, they were all apprentices of one sort or another, whether in shops or on farms or even on warships. They weren't left to create their own societies. They were junior members of adult societies.

Teenagers seem to have respected adults more in the past, because the adults were the visible experts in the skills they were trying to learn. Now most kids have little idea what their parents do in their distant offices, and see no connection (indeed, there is precious little) between schoolwork and the work they'll do as adults.

And if teenagers respected adults more, adults also had more use for teenagers. After a couple years' training, an apprentice could be a real help. Even the newest apprentice could be made to carry messages or sweep the workshop.

Now adults have no immediate use for teenagers. They would be in the way in an office. So they drop them off at school on their way to work, much as they might drop the dog off at a kennel if they were going away for the weekend.

What happened? We're up against a hard one here. The cause of this problem is the same as the cause of so many present ills: specialization. As jobs become more specialized, we have to train longer for them. Kids in preindustrial times started working at about fourteen at the latest; kids on farms, where most people lived, began far earlier. Now kids who go to college don't start working full-time till 21 or 22. With some degrees, like MDs and PhDs, you may not finish your training

till 30, which is close the average life expectancy in medieval times.

Teenagers now are useless, except as cheap labor in industries like fast food, which evolved to exploit precisely this fact. In almost any other kind of work, they'd be a net loss. But they're also too young to be left unsupervised. Someone has to watch over them, and the most efficient way to do this is to collect them together in one place. Then a few adults can watch all of them.

If you stop there, what you're describing is literally a prison, albeit a part-time one. The problem is, many schools practically do stop there. The stated purpose of schools is to educate the kids. But there is no external pressure to do this well. And so most schools do such a bad job of teaching that the kids don't really take it seriously—not even the smart kids. Much of the time we were all, students and teachers both, just going through the motions.

In my high school French class we were supposed to read Hugo's *Les Miserables*. I don't think any of us knew French well enough to make our way through this enormous book. Like the rest of the class, I just skimmed the Cliff's Notes. When we were given a test on the book, I noticed that the questions sounded odd. They were full of long words that our teacher wouldn't have used. Where had these questions come from? From the Cliff's Notes, it turned out. The teacher was using them too. We were all just pretending.

Some of our teachers really tried to teach us, which was all the more impressive considering the conditions they had to work under. (I'd like to apologize here, Mr. Drum, for not learning more in your excellent calculus class.) But they were individuals swimming upstream. They couldn't fix the system.

In almost any group of people you'll find hierarchy. Whatever the group's purpose, the top dogs will be those who are best at it. On a professional football team, the most skillful players are the most respected. In university math departments, the leaders will be those who prove the most significant results. This is, on the whole, healthy. Hierarchy is not the problem. The problem is what hierarchies in schools are based on.

When groups of adults form in the real world, it's generally for some common purpose. The leaders end up being those who are best at it. The problem with

most schools is, they have no purpose. Their ostensible purpose, scholarship, is a joke, not taken seriously even by those who are best at it. But hierarchy there must be. And so the kids make one out of nothing.

We have a phrase to describe what happens when rankings have to be created without any meaningful criteria. We say that the situation degenerates into a popularity contest. And that's exactly what happens in most American schools. Since the group has no real purpose, there is no natural measure of performance for status to depend on. Instead of depending on some real test, one's rank ends up depending mostly on one's ability to increase one's rank. It's like the court of Louis XIV. There is no external opponent, so the kids become one another's opponents in an inexorable zero-sum competition.

Those who suffer most by this are the kids who would be the happiest if the school's purpose were really what it's claimed to be. The zero-sum game is painful for almost all the players, but it's most painful for the nerds, because they're only playing it part-time.

When there is some real external test of skill, it isn't painful to be at the bottom of the hierarchy. A rookie on a football team doesn't resent the skill of the veteran; he hopes to be like him one day and is happy to have the chance to learn from him. And the veteran in turn will be kindly disposed to the rookie. His success gives him a feeling of noblesse oblige: he is probably as much inclined to share his experience as the rookie is to learn from it. And most importantly, both their status depends on how well they do against opponents, not on whether they can push the other down.

Court hierarchies are another thing entirely. This type of society debases anyone who enters it. There is neither admiration at the bottom, nor noblesse oblige at the top. It's kill or be killed.

This is the sort of society that gets created by default in American secondary schools. And it happens because these schools have no real purpose beyond keeping the kids all in one place for a certain number of hours each day. What I didn't realize at the time, and in fact didn't realize till very recently, is that the twin horrors of school life, the cruelty and the boredom, both have the same cause.

The mediocrity of American public schools has worse consequences than just making kids unhappy for six years. It breeds a rebelliousness that actively

drives kids away from the things they're supposed to be learning.

Like many nerds, probably, it was years after high school before I could bring myself to read anything we'd been assigned then. I couldn't face "Macbeth" again till 24, and it still has a bad odor. Even now I can't tell if I dislike Hemingway, Faulkner, and Steinbeck because they're bombastic American novelists, or because we had to read them in school.

I lost more than books. I mistrusted words like "character" and "integrity" because they had been so debased by adults. As they were used then, these words all seemed to mean the same thing: obedience. The kids who got praised for these qualities tended to be at best dull-witted prize bulls, and at worse facile schmoozers. If that was what character and integrity were, I wanted no part of them.

The word I most misunderstood was "tact." As used by adults, it seemed to mean keeping your mouth shut. Based on this I made up an etymology for it. I assumed it was derived from the same root as "tacit" and "taciturn," and that it literally meant being quiet. I vowed that I would never be tactful; they were never going to shut me up. In fact, it's derived from the same root as "tactile," and what it means is to have a deft touch. Tactful is the opposite of clumsy. I don't think I learned this until college.

That wasn't the worst trick high school played on me, though. Since everyone in my school seemed to view college as a form of job training, I decided to major in the most impractical subject I could imagine: philosophy. Alas, I actually did.

Nerds aren't the only losers in the popularity rat race. Nerds are unpopular because they're distracted. There are other kids who deliberately opt out because they're so disgusted with the whole process.

Teenage kids, even rebels, don't like to be alone, so when kids opt out of the system, they tend to do it as a group. At the schools I went to, the focus of rebellion was drug use, specifically marijuana. The kids in this tribe wore black concert t-shirts and were called "freaks," though I think now everyone uses the west coast term "stoner."

Freaks and nerds were allies, and there was a good deal of overlap between them. Freaks were on the whole smarter than other kids, though never studying, or at least never appearing to, was an important

tribal value. I was more in the nerd camp, but I was friends with a lot of freaks.

They used drugs, at least at first, for the social bonds they created. It was something to do together, and because the drugs were illegal, it was a shared badge of rebellion.

I'm not claiming that bad schools are the whole reason kids get into trouble with drugs. After a while, drugs have their own momentum. No doubt some of the freaks ultimately used drugs to escape from other problems—trouble at home, for example. But, in my school at least, the reason most kids started using drugs was rebellion. Fourteen year olds didn't start smoking pot because they'd heard it would help them forget their problems. They started because they wanted to join a different tribe.

Misrule breeds rebellion; this is not a new idea. And yet the authorities still for the most part act as if drugs were themselves the cause of the problem.

The real problem is the emptiness of school life. I think there are solutions, but nothing is likely to happen till adults realize there is a problem. The adults who may realize this first are the ones who were themselves nerds in school. Do you want your kids to be as unhappy in eighth grade as you were? I wouldn't. Well, then, is there anything we can do to fix things? Almost certainly. There is nothing inevitable about the current system. It has come about mostly by default.

Adults, though, are busy. Showing up for school plays is one thing. Taking on the educational bureaucracy is another. Perhaps a few will have the energy to try to change things. I suspect the hardest part is realizing that you can.

Nerds still in school should not hold their breaths. Maybe one day a heavily armed force of adults will show up in helicopters to rescue you, but they probably won't be coming this month. Any immediate improvement in nerds' lives is probably going to have to come from the nerds themselves.

Merely understanding the situation they're in should make it less painful. Nerds aren't losers. They're just playing a different game, and a game much closer to the one played in the real world. Adults know this. It's hard to find successful adults now who don't claim to have been nerds in high school.

It's important for nerds to realize, too, that school is not life. School is a strange, artificial thing, half ster-

"I lost more than books. I mistrusted words like 'character' and 'integrity' because they had been so debased by adults. As they were used then, these words all seemed to mean the same thing: obedience."

ile and half feral. It's all-encompassing, like life, but it isn't the real thing. It's only temporary, and if you look you can see beyond it even while you're still in it.

If life seems awful to kids, it's neither because hormones are turning you all into monsters (as your parents believe), nor because life actually is awful (as you believe). It's because the adults, who no longer have any economic use for you, have abandoned you to spend years cooped up together with nothing real to do. Any society of that type is awful to live in. Occam's razor says you don't have to look any further to explain why teenage kids are unhappy.

I've said some harsh things in this essay, but really the thesis is an optimistic one—that several problems we take for granted are in fact not insoluble after all. Teenage kids are not inherently unhappy monsters. That should be encouraging news to kids and adults both. ■

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Backup for the Rest of Us

by David L. Harris

IN THE OLD days of systems 8 and 9, I used a backup program called Personal Backup to back up my files. An article about it appeared in the September/October 2000 Journal. When Mac OS X came in with its entirely different file structure, there was at first no software for the average user to easily back up its files. Later, Dantz created Retrospect backup software for Mac OS X, but I have read a fair amount of negative commentary about it, so I did not pay it much attention. Recently I have found two pieces of software for backing up Mac OS X files, Personal Backup X, now put out by Intego, Inc., and Tri-BACKUP 3 from TRI-EDRE (France). Both of these are relatively inexpensive programs, and are aimed at the average user. I will give a brief comparison of these two programs, and compare them also to the old Personal Backup.

Summary

For those in a rush, I'll summarize the entire article here. Both Personal Backup X and Tri-BACKUP 3 work well to back up or synchronize files under Mac OS X (including Jaguar). Both are fairly simple to use, and they both can save files in Finder format, so that you do not have to use any software to access, or restore from, the backed-up files. Tri-BACKUP 3 allows you to compress backed up files. Personal Backup X has a nice assistant to help create backup scripts, and it can also be used to clone an entire disk. Unlike the old Personal Backup, neither gives you the option to review individual files before backing up, in order to save ones that are in the destination but have been removed from the source. You can run only one script at a time with PBX, while TB3 allows you to select and run several sequen-

tially. If you want to copy all files in the source, you must enter your administrator password each time with PBX, while you only have to do it one time with TB3. Each can back up to many kinds of media. Tri-BACKUP appears to be about 50% faster actually doing backups.

Personal Backup : the old way Figure 1 shows the appearance of the main working area of the original Personal Backup.

Once the user created the "scripts" which define the backup processes, they appeared in a scrolling list. To run one of them, you just clicked it and then clicked the Back up button at the lower right. The script highlighted here would back up files in a folder called Internet on one drive, to a similar folder on a second drive. Depending on the options one had chosen when setting up the scripts, the backup would proceed immediately, or if there were files in the target folder that did not appear in the source folder, you might be given the opportunity to save such target files individually. A list of files being backup up would appear, and when the process was complete, the Last Date would be updated to reflect the backup. More than one script could be selected to run, one after the other, each with its own set of options.

Personal Backup X

The comparable face of Personal Backup X appears

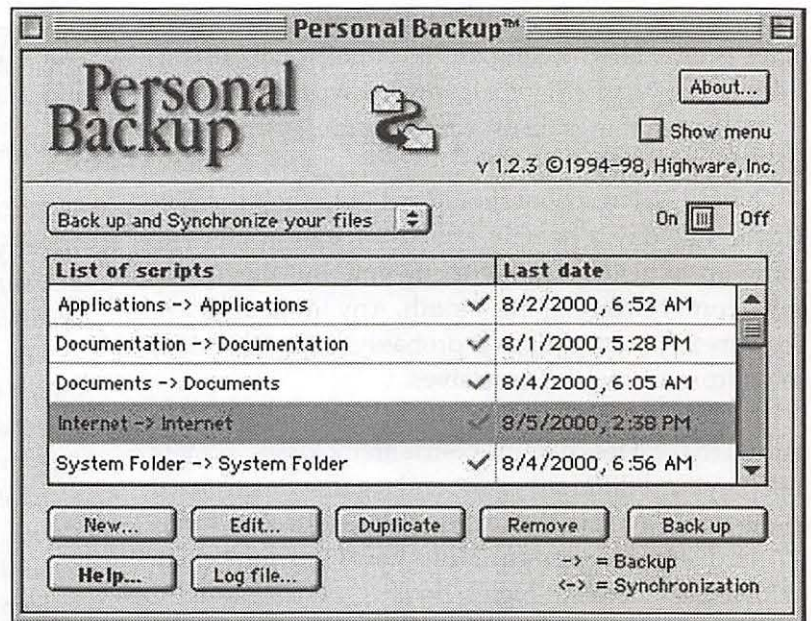


Figure 1: Personal Backup's old face

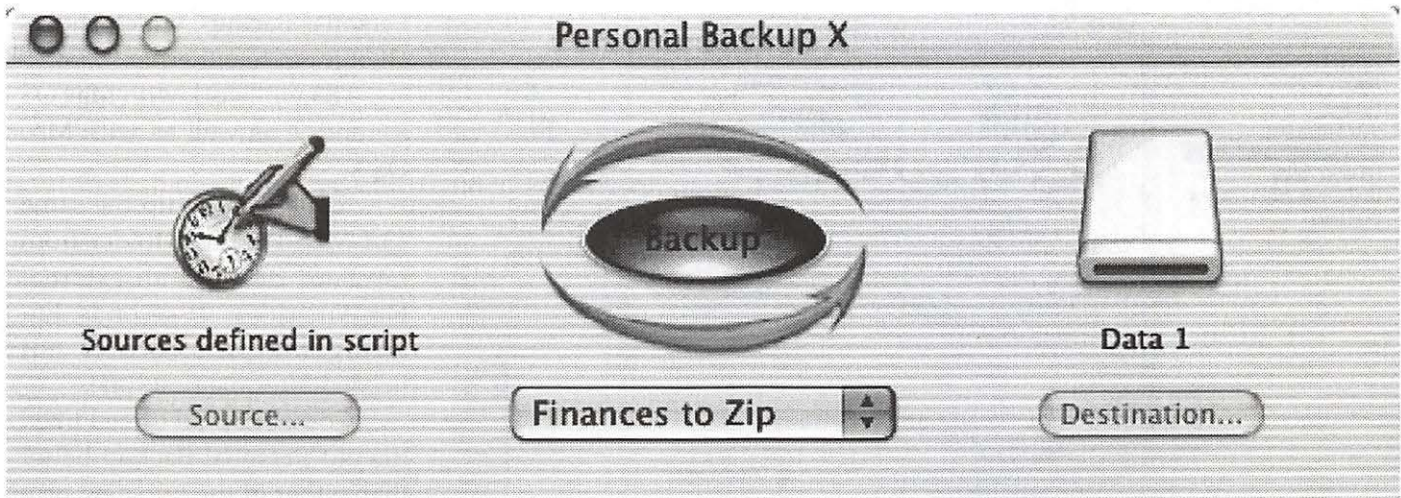


Figure 2: Personal Backup X's face

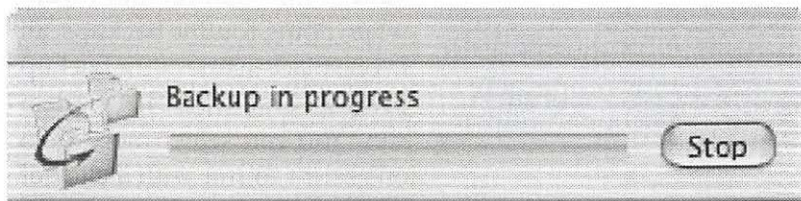


Figure 3: Progress window for Personal Backup X

in Figure 2; I have set up a script to back up a folder called Finances to the Zip disk named Data 1:

Before setting up any scripts, one can simply drag icons of the source and destination to the areas to the left and right of center, thereby setting up a backup automatically. Scripts with more options are produced by following a "script assistant" that walks you through the process. You can see from Figure 2 that only one script is visible at any given time; clicking the mouse on the script-name popup in the center brings up, one by one, other scripts you have created. When a backup script is run, the window vanishes, to be replaced by a small one (Figure 3) that shows a progress bar. Clicking on this window enlarges it to give more information, and you can see the names of the files being backed up. You cannot, however, do anything other than stop the process or let it continue.

In Advanced mode (Figure 4), one has a list of scripts in a sliding window on the left, and more details in the Infos or Logs areas on the right. However, one still cannot select more than one script at a time from the list. To find out when a script was last run, one must click on the Logs tab and scroll to the bottom, where you pick out the date amongst the text that

shows there. If you have told PBX to back up every file (including invisible ones) in the source, you must enter your Mac OS X administrative password each time.

With PBX's "NetUpdate" you can keep the program up to date via the Internet.

Time to back up the 13.1 MB "Pictures" folder from my hard drive to an external FireWire drive: 60 seconds using my B&W G3, not including the time needed to enter the password.

Tri-BACKUP 3 I downloaded a trial version of TB3 over the Internet. It lets you test it for 30 days free. The main face is shown in Figure 5.

I have created several test scripts for backing up different part of my main internal hard drive. Here you can select one, or several scripts to be run sequentially. As with PBX, there are a number of options for how you back up files; you can do only changed files, keep all files in the destination that are gone from the source, and so on. You cannot choose files "on the fly" to be kept in the destination. Setting up scripts is easy here, as it is with PBX. If you are backing up "all files" in a source, TB3 seems to need your administrative password only once; it does not ask for it in subsequent uses. TB3 does not offer a "clone" option, although the Adobe Acrobat documentation file (both programs have them) does mention being able to back up an entire disk.

The last time a backup was run can be seen with TB3 by double-clicking on its name; the time of the last backup is shown at the lower left of the subsequent window. That still is one step more than with the old

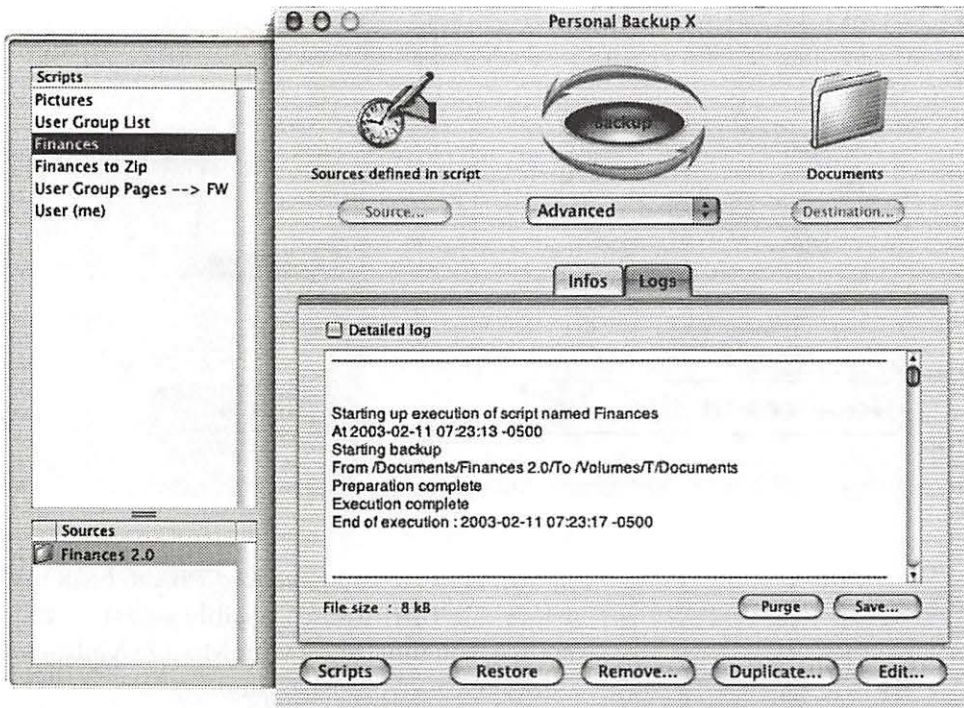


Figure 4: PBX's Advanced face



Figure 5: Tri-BACKUP's face

Personal Backup, which shows all of them together.

TB3 will work with Mac OS 8.6 and 9, as well as with Mac OS X.

Time to back up the same 13.1 MB "Pictures" folder from my hard drive to an external FireWire drive: 41 seconds. Entering the password is not needed after the first time.

Comparing all three I liked the old Personal Backup better than either of the two new programs. It presents exactly the kind of information that I want when doing routine backups, all in one place: name of the backup process, and when it was last run. You can select more than one script to run with a click of the Back up button (as can Tri-BACKUP 3). It offers the ability

to decide, during the backup process, which "orphan" files in the destination to be kept. All programs create Finder-readable files, rather than ones that require the use of some software to decode backed-up files. (TB3's compressed mode requires TB3 to decompress them.) Of the newer programs, both are relatively easy to set up and use, and both complete the actual backup quickly, although Tri-BACKUP 3 has the advantage here. As well, TB3 does not require a password every time "all files" in a source are backed up. Running more than script is much easier with TB3 than with Personal Backup X—you can select several to be run with one command, and there is no need to enter your password with each backup. (Again, this is needed only when backing up all the strange files that Mac OS X uses.). All three programs are (were) able to back up to many types of destination media.

Personal Backup X sells for \$59.95; you can download it here:

<http://www.intego.com/personalbackup/home.html>

Tri-BACKUP 3 goes for \$49 at <http://www.tri-edre.com/> ■

Cheap Web Thrills Foreign Languages and Mac OS X

(c) 2003 Lawrence I. Charters

APPLE'S ADVERTISING talks about all the wonderful things you can do with Mac OS X, from making movies to chatting with friends using instant messaging to surfing the net to - well, almost anything. And while they have mentioned that Mac OS X comes "with full Unicode support and thousands of dollars worth of high-quality fonts" for reading non-Roman languages, this isn't all that obvious in daily use. Chinese and Japanese are built-in? Where?

The easy answer is: launch a Web browser. To be specific, a Mac OS X-native Web browser. Apple's Safari Web browser does a particularly good job of displaying non-Roman fonts, but you can get comparable quality from Mozilla 1.3, Netscape 7.02, Camino 0.7, OmniWeb 4.1.1, and even Microsoft's Internet Explorer 5.2.2. (There are other Mac OS X Web browsers out there, and they're probably just as capable, but how many browsers does the average person need, anyway?) About the only browser that can't do this trick is Lynx, the Terminal-based, text-only Unix browser. Lynx is much like a Model T: it will show you any language you want, as long as it is written in Roman characters, only.

One of the easiest ways to show the multi-language capability is to

visit that pillar of British culture and civilization, the British Broadcasting Corporation Web site. Almost from its inception, the BBC has been a powerful tool for bringing the British point of view to the globe-spanning British Empire. And while the Empire may be a shadow of its former glory, the BBC continues to be a world-class news source, and it displays that news on its Web site in native Albanian, Arabic, Azeri, Bengali, Bulgarian, Burmese, Chinese, Croatian, Czech, French...

If you aren't running Mac OS X, go out and get a copy. If your Mac isn't capable of running Mac OS X, go out and get a new machine. Then fire up your favorite browser and visit:

<http://www.bbc.co.uk/worldservice/> where you can pick from 43 different languages. Even if you don't understand a word of Urdu or Hindi or



This composite of six screens shows the opening page of the BBC's Worldwide Service Web site in Arabic, Chinese, Greek, Hindi and Urdu, plus a sixth screen showing all the available languages on the right. Switching from one language to another is as simple, in Mac OS X, as picking them off the list.

The screenshot shows the homepage of the Nihon Sumo Kyokai website. At the top, there is a navigation bar with links for '協会からのお知らせ', '本場所取組情報', '大相撲名鑑', '大相撲博物館', 'ページガイド', and 'English'. The main header features the title '大相撲' (Sumo) and the organization's name '財団法人 日本相撲協会 Nihon Sumo Kyokai'. Below this, the current tournament is identified as '平成十五年三月場所' (March 2004), with dates '平成15年3月9日～23日' and a location '大阪府立体育会館'. A sidebar on the right includes a '携帯電話サイト' (Mobile Site) link. The main content area is titled '三月場所成績' (March Tournament Results) and lists various awards: '幕内優勝' (Champion) by 千代大海 (3rd time), '殊勲賞' (None), '敢闘賞' (Courage Award) by 旭天鵬 (2nd time), and '技能賞' (Skill Award) by 高見盛 (2nd time). It also lists '十両優勝' (Champion of the 10th rank) by 栃栄 (first time). To the right of these awards are sections for '優勝・三賞インタビュー' (Interviews with the champion and award winners), featuring photos and links for 千代大海, 旭天鵬, and 高見盛. Below the awards is a search box for '力士紹介 使い方' (Wrestler Introduction) and a search button. On the right side of the page, there are several news sections: '事務局だより' (Office News) with an interview with 千代大海, '新着情報' (New Information) with links to retirement news, museum exhibitions, and tournament tickets, '協会からのお知らせ' (Notice from the Association) with links to ticket sales and schedules, and '相撲博物館' (Sumo Museum) with information about a poster exhibition.

While the BBC doesn't offer pages in Japanese, Nihon Sumo Kyokai (the Japan Sumo Association) does. Modern Japanese is a difficult language to support on a Web site, since a single page might use two different Japanese character sets, plus a Chinese character set, plus a Roman character set. Then add in different style of characters and - things can get complicated.

Arabic or Chinese, you can't help but be impressed.

The criterion for BBC's selection of languages is worthy of comment, but repeated queries to them failed to elicit a response. The inhabitants of former colonies use many of the languages listed, which is probably why the BBC offers them. Some of the languages were probably offered in response to Cold War politics. But you won't find, for example, Japanese.

So fire up your trusty browser and go to the Web site for the Nihon Sumo Kyokai, the Japan Sumo Association. Sumo is the world's oldest professional sport, dating back roughly two thousand years, and the Nihon Sumo Kyokai thoughtfully provides much of the site in English, too:

<http://www.sumo.or.jp/>

Look around; they frequently post QuickTime clips of interviews, interesting matches, and bits of history.

Mac OS X: good in any language. ■

1978-2003
 25 Years of Washington Apple Pi

1983-2003
 20 Years of the Pi's TCS System

TCS Open House

May 3, 2003 Noon - 4 p.m.

You're invited! Come and celebrate!

Demonstrations:

TCS Penguins and some famous users of the TCS will give demonstrations, answer questions and offer help for the following:

- ¥ TCS bulletin board, the electronic heart of the Pi.
- ¥ See how the new Apple Mail application works
- ¥ Well, then, what is Web mail?
- ¥ What are mailing lists, anyway?
- ¥ Want a personal Web page? Find out how.
- ¥ What TCS services are there for SIGs?

Food:

We're going to have food too. Sign up to bring something for the potluck. The TCS Crew will astound you with their contributions in this area.

Catch up and do some schmoozing:

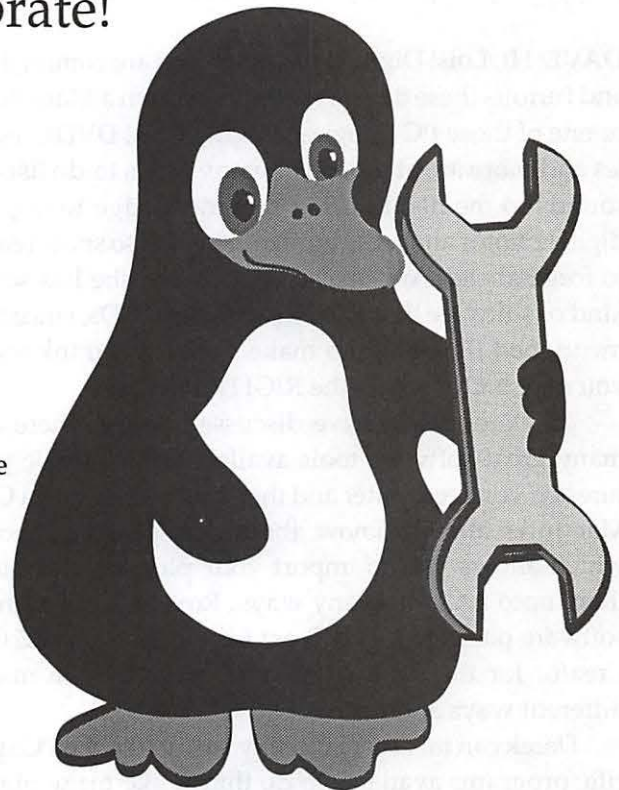
Find out what your TCS buddies have been up to with their computers, their Internet connections and their lives. See in person the people you've been talking to on the TCS. It's TCS party time!

R.S.V.P.

Let us know if you can come so we'll know how many people to prepare for. Also, if you can bring a dish, dessert, soft drinks, paper plates or anything else to help out.

Contact:

Nancy Seferian, nancys@wap.org, or 202-333-0126



Hard at work,
 building a better rookery.

Map to party:

<http://www.wap.org/info/about/officemap.html>

DoubleClick

CD Player Questions

DAVE & DEREK, Thanks for being there. I look forward to Thursday and reading your page in the Journal. I have learned a lot from the page. I have a HP Pavilion 8693C with windows 98. Also a CD-RW and a CD-Rom. I would like to make copies of photos onto a CD. I can put them on a floppy but I prefer the cd as it will hold much more. I have tried every way and cannot seem to copy them only backup. How can I make a copy of them? Also why does my cd not eject when I click the eject on my cd player? Thank you for any help I may receive. Lois Whorton

DAVE: Hi, Lois! Digital Hub questions are coming fast and furious these days. Whether you own a Macintosh or one of those PC thingies, making CDs, DVDs, movies and more are at the top of many folk's to-do lists. It sounds to me like Lois has the knowledge to import digital photos and a CD burner in her PC so she is ready to forge ahead. And it also sounds like she has some kind of software that allows her to burn CDs, since she mentioned the ability to make backups. I think what you may NOT have is the RIGHT software.

As Derek and I have discussed before, there are many great software tools available to assemble pictures on your computer and then burn them onto a CD. Mac folks already know about Apple's free iPhoto, which allows you to import your pictures and burn them onto a CD in many ways. Roxio makes a great software package called Toast for the Mac and EZ CD Creator for the PC that lets you make CDs in many different ways and formats.

Derek can talk more directly to some of the PC specific programs available to do things like make photo albums, slideshows, etc. But I think you are close, Lois! And with a little extra software help, you should be able to save pictures onto as many CDs as you like.

As for the eject problem, the Mac's allow you to press a button on the keyboard to eject a disk or you

can do it from software. PCs many times have an eject button and it may be that you are not pressing it long enough or it is simply broken. CD burners are cheap these days and that might be an alternative if you keep having that problem. Many times they also come with burner software too.

DEREK: Dave, it almost makes you wonder how we got along without the huge amounts of storage that CDs offer. Now we can even get much more with DVD drives! They really are necessary if you want to start saving those digital photos, music, or video files. You need lots of space. Lois, Dave is on the right track with your CD problem. Your CD came with software that allows you to copy data to and from it. There are lots of those kinds of programs out on the market and if you dig through that stack of stuff that you put away after you got your computer, you'll probably find it. If you wanted to purchase new software, you can do so. The two most popular programs out there are Nero and Roxio. Nero just won editors choice at Cnet (<http://www.nero.com>) and can be purchased for \$49. Roxio is another good choice. (<http://www.roxio.com>). Remember though that you probably have the software you need for free already. You just have to install it or find it on your computer and run it. Windows XP makes this process much easier since support for CD RW drives are built into it. You can just drag and drop onto the CDRW drive, or right click and select Send To, CDRW for your files. Once you have your files all ready to go, just select your CDRW and click Burn these files to CD under the task menu.

To do some fancy slide shows of your photos, there are tons of programs out there to help. If you have Office XP with Powerpoint, it has a photo album template. What's cooler, is that Office XP is *very* web friendly. You can easily save items as HTML web files that look just like their originals without any fuss. This is much better with the Office XP than in previous versions. And what you may not realize, is that if you have Windows XP, you already have a Web Server!! Yep, Windows XP has a web server built in. You can just save those photo albums to a special folder of your hard drive that is for your website, give out your IP address and bang you're in business. Ok, I admit there may be a little more initial setup than that, if you're a tinkerer, start looking at XP's built in Web Server and post those albums to your friends and family! ■

From TidBITS#670/10-Mar-03:

Scripting the Unscriptable in Mac OS X

by Matt Neuburg
<matt@tidbits.com>

THIS IS THE tale of a U.S. government statute, a certain Cupertino-based computer company, and a small revolution taking place quietly on your computer, if you use Mac OS X 10.2 Jaguar. To understand this revolution, you need to know what a macro program is. I've been writing in TidBITS about such programs for years. Simply put, there are certain frequent or repetitive computer tasks that one would like to be able to automate. This is often straightforward if the program that performs these tasks is scriptable, meaning that it responds to a repertory of AppleScript commands: you just write a script expressing what you want done. But what if the program is not scriptable?

Of Macs and Macros, Take Two One solution that worked pretty well for me in previous incarnations of the Mac OS was to use a macro program. Such a program must hack into the Mac OS itself so as to be able to simulate the presence of a "ghost" user who can press keys and move and click the mouse just as a real user would. By stringing together such actions, the computer could sometimes be forced to make up for the lack of scriptability in certain applications. Macro programs that I formerly used include PreFab Player, QuicKeys, OneClick, and KeyQuencer.

<<http://db.tidbits.com/getbits.cgi?tbart=00801>>

<<http://db.tidbits.com/getbits.cgi?tbser=1044>>
Now wind the clock forward to Mac OS X. The trouble here is the word "hack" in the previous paragraph. One of the main points of Mac OS X is that you can't hack the operating system; to preserve stability, Apple

has abolished the kind of extensions that used to make such hacks possible. Unfortunately, this means that macro programs don't work all that well on Mac OS X. When QuicKeys was migrated to Mac OS X, I was appalled how poorly it worked. It had trouble performing certain kinds of actions, such as choosing from menus and pushing buttons; and, more important, it couldn't "see" what menu items and buttons were present, so it couldn't make intelligent decisions or wait for the right window to appear.

<<http://db.tidbits.com/getbits.cgi?tbart=06603>> These limitations, of course, were not the fault of QuicKeys. Since QuicKeys couldn't hack into Mac OS X, it could see and act only in ways permitted to it by the various legitimate application programming interfaces (APIs) provided by Apple. And Apple, concerned with stability, wasn't about to let just any old program reach in and start meddling with some other program's windows and menus. Knowing this, however, did not solve the problem; and users were left staring at QuicKeys, waiting for it to improve. It did; but not much.

<<http://db.tidbits.com/getbits.cgi?tbart=07022>>

<<http://db.tidbits.com/getbits.cgi?tbart=06786>>
Now for the revolution. While we were all staring the wrong way-at QuicKeys-the problem was being solved by Apple itself. And the solution (in general, and for future versions of QuicKeys as well) is in place, right now. You can script unscriptable applications, manipulating their menus and windows and buttons, and typing text, right now. It's just that Apple hasn't bothered to say much about it, so few people know.

Enter Uncle Sam How could this happen? And why did it happen? It all goes back to a U.S. statute called the Workforce Investment Act of 1998, commonly known as Section 508. This statute says that when federal agencies procure electronic information technology, that technology must give disabled people access to information that's comparable to the access it gives non-disabled people. In plain English, if you manufacture computers, and you want any government agency to be able to buy any of them, they must be fully operable by people with disabilities.

<http://www.usdoj.gov/crt/508/508law.html>

To see what this statute might mean for Apple Computer, Inc., let's put ourselves inside the mind of someone at Apple Computer, Inc. This person is imagining a Mac being operated by someone with a disability. And he or she is thinking: "Suppose this disability is such that the user can't work with the keyboard or the mouse. Holy cow! Unless we want our government sales to be zero, we'd better provide a way, in Mac OS X, for some other device, such as one of those sip-and-puff joysticks, to be able to operate all parts of the user interface." Clearly such operation implies something far beyond merely a few keyboard shortcuts that substitute for the mouse some of the time, as in the Universal Access and Keyboard preferences panes. It means that the system itself must be able to "see" and access all the individual interface elements of any application, so as to provide a pathway whereby a joystick, or any other assistive device, can press every button and click in every text box and somehow reach every interface element that appears on the screen.

<http://www.apple.com/macosx/jaguar/universalaccess.html>

<http://www.abilityhub.com/mouse/joystick.htm> The idea, then, is this. Given any application on Mac OS X, it needs to be possible for some other application to discover what interface elements it is displaying. The other application needs to be able to "read" these elements ("There's a button that says OK") and it needs to be able to access them (click the OK button). Apple went to work on the problem, and the result, which first emerged to public view in Jaguar, is the Accessibility API. Actually, there are two things going on. Under the surface, Apple has provided some deep magic, in the operating system itself, that does the reading and the accessing of all the interface elements present on the screen. Closer to the surface, Apple has provided the API, which is a set of commands a programmer can use to take advantage of this magic.

<http://developer.apple.com/techpubs/macosx/Cocoa/TasksAndConcepts/ProgrammingTopics/Accessibility/>

<http://developer.apple.com/techpubs/macosx/Carbon/HumanInterfaceToolbox/Accessibility/>

MakingAppsAccessible/> Now stop and think about what I just said. This is all present in Jaguar, right now. So anyone can write a program that can see and access the interface elements of any other program, right now. But such a program would, in effect, be a macro program! In short, the various things QuicKeys couldn't do when it first appeared on Mac OS X, because it couldn't hack into the Mac OS, any program can now do, thanks to the Accessibility API.

But it gets better. Read on.

Blessed (System) Events At some point, someone at Apple put two and two together, as follows. "On the one hand, we've got the Accessibility API, which lets any program access the interface elements of any other program. On the other hand, we've got AppleScript, which lets any user write a script to give commands to any scriptable program. So what would happen if we put them together? Any user would be able to write a script to give commands to a scriptable program which would use the Accessibility API to access the interface elements of any program." To see the significance of this, just take out the middle terms, and what have you got? Any user can write a script that can access the interface elements of any program. Any user can script an unscriptable program, using AppleScript! You wouldn't need any special macro program, because AppleScript itself, which is already on your computer, would become a macro language. Of course, for this to work, there has to be that "middle term"-the go-between, the application that receives AppleScript commands and talks to the Accessibility API. That application is called System Events. It's on your computer right now, in /System/Library/Core Services. But the version of System Events that knows about the Accessibility API is probably not on your computer, because it's in beta and is not part of the standard Mac OS X release. You must download and install it separately, from Apple's GUI Scripting Web page.

<http://www.apple.com/applescript/GUI/>

Let's try it out! There are two preliminary steps.

1. Download and install the beta version of System Events.
2. In the Universal Access preferences pane, check the box at the bottom that says "Enable access for assistive devices." This is crucial because it throws the virtual switch that brings the Accessibility API into play. We'll also need an unscriptable applica-

tion to operate on. For this example, we'll use my own freeware MemoryStick, so download it (and shame on you) if you haven't got it.

<http://pages.sbcglobal.net/mattneub/downloads/MemoryStick%20Installer.dmg.gz>
MemoryStick isn't scriptable, and was never intended to be. Nevertheless, as if by magic, we're going to open its Preferences window, find the Poll tab item, read how often MemoryStick is set to poll the system, and click the spinner up or down the right number of times so that the setting ends up at "5 seconds"-and then close the Preferences window. Ready?

Start up MemoryStick if it isn't running. Start up Script Editor (it's in /Applications/AppleScript). Paste in the following script: tell application "MemoryStick" to activate tell application "System Events"

```

tell application process "MemoryStick"
    click menu item "Preferences..." of menu "MemoryStick" of menu bar 1
    tell tab group 1 of window "MemoryStick Preferences"
        click radio button "Poll"
        get value of static text 3
        copy the result as number to theVal
        set theDec to theVal - 5
        if theDec > 0 then
            repeat theDec times
                decrement incrementor 1
            end repeat
        else if theDec < 0 then
            set theDec to 0 - theDec
            repeat theDec times
                increment incrementor 1
            end repeat
        end if
    end tell
    click button "Done" of window "MemoryStick Preferences"
end tell
end tell
Now run the script, and watch the fun. Don't blink, or you'll miss it!
```

Future Directions By now, you're probably saying, "Wow! That was great! How can I learn to give these sorts of commands to any application, so that I can script unscriptable applications and turn AppleScript into a macro programming language? Luckily, there's a splendid way to do this. It's called PreFab UI Browser,

the work of Scott Lawton of PreFab Software, who brought us PreFab Player and TextMachine, and Bill Cheeseman, the well-known AppleScript guru and author of Cocoa Recipes for Mac OS X. This brilliant little program uses the Accessibility API to "look" at all the interface elements of any running application, and generates the AppleScript commands you'd use to click them, read them, type into them, or whatever. It's \$25 (until mid-April, when the price goes up), and a 30-day demo is available.

<http://www.prefab.com/uibrowser/>
<http://db.tidbits.com/getbits.cgi?tbart=04198>
<http://www.applescriptsourcebook.com/>
<http://www.amazon.com/exec/obidos/ASIN/0201878011/tidbitselectro00>
It will be interesting to see what further applications will emerge that take advantage of the Accessibility API. For example, one of my favorite utilities in earlier days was an extension that listed all the windows in all running applications, so that you could switch directly to the right window, no matter what application you were in now. Before the Accessibility API, such a utility was impossible in Mac OS X, because no application could "see" another application's windows, let alone switch amongst them-the Dock could do it, but only because it belonged to Apple and was privy to System-level secrets no one else had. But now, writing such a utility should be easy.

The story is not over, not least because both the Accessibility API and the Scripting Events beta are still young, still in development, and still buggy. Nevertheless, they do work, as the example proves; and eventually, perhaps as part of the next major update to Mac OS X, I would expect the special version of System Events to come out of beta and be made part of the standard release. Meanwhile, now that you know the secret, you can start playing with AppleScript in its wonderful new role as a macro language on Mac OS X. As you do, keep in mind that even the Accessibility API can't perform miracles; it can't detect interface items that are not constructed by way of Mac OS X's built-in toolbox. A program that uses non-standard interface items can be written deliberately to provide Accessibility API access to them; but if it isn't, the Accessibility API is blind. For example, the Accessibility API can't see any of Microsoft Word's menus, toolbars, or even the text of a document. Not that this matters, of course, because Microsoft Word is completely scriptable already. Which raises another point: There's

no substitute for true scriptability. To write an application of any serious power without giving it the ability to be driven with AppleScript is simply poor programming practice. So, if you're able to automate some previously unscriptable area of your workflow through Accessibility API scripting, that's splendid; but if the target program is still being actively developed, please do also write to the developers and ask that they make that same functionality genuinely scriptable. PayBITS: If Matt's article makes a difference for what you can script, consider sending him a few bucks via PayPal!

<<https://www.paypal.com/xclick/business=matt%40tidbits.com>> Read more about PayBITS: <<http://www.tidbits.com/paybits/>> ■

DoubleClick

Video Editing

DDOUBLECLICKERS: A few weeks ago, readers Ron and Cindy Gird asked questions about printers and what you need to do video editing on a computer. In the February 27 column, Derek and I took on the printer question. This week, we take a look at their question about using "older" computers to do video editing or if a newer computer would be a better bet.

DAVE: Ron and Cindy have decided to ride a wave that has really started to take hold with computer users. Taking all those videos you shoot and editing them into viewable "packages" saved to CD (as a video CD), on a DVD project or even as a streamable web movie is not only a lot of fun, but it's a great way to share your best moments with family and friends.

I have done a number of iMovies on my Mac now and also a couple of DVDs. I will tell you that even with many years of broadcast news experience, it took some work to edit and produce the movies and the DVDs. But it was all worth it in the end. And the best part is that these are memories that can last virtually

forever.

That said, it takes a lot of oomph to really be able to make these movies and record them. I tried using an older Mac upgraded with a G3 processor and firewire PCI card but it just couldn't do it. All current generation Macs can handle what the Girds want to do. Frankly any G4 can. But they would need at least 512 MB of memory (I'd even go for more) and at least an 80 GB 7200 rpm drive. These projects take lots of memory and lots and lots of hard drive space. And you'll also have to make sure you have a "Superdrive" - a DVD/CD burner that Apple offers on many of its computers.

As for what to do with that older machine, use it for the internet or give it to the kids or a local charity. You can sell it at the June Washington Apple Pi Computer Show and Sale or even on EBay but used computers (for the most part) don't always bring much by way of return. Just be sure to erase the hard drive and reinstall only the Mac OS if you donate it.

Derek, more and more people are becoming their own movie producers and the best part is that manufacturers are including many of the tools to edit and burn them as part of the package.

DEREK: You're right about that Dave. I have used Windows Movie Maker a few times. This package comes with Windows XP and is pretty capable. If you download the newer Windows Movie Maker 2 which is a free upgrade you get considerably more capabilities. The downside to the new Movie Maker 2 is that it uses the new Media Player 9 encoding which is great. It gives you excellent quality and small files. But you can't view it without having the new Media Player 9 decoders. They are free, but they have to be downloaded on the machines that watch your movie. On most computers it will prompt you to download the new decoder. The other cool thing you can do is take your video, make a Windows movie out of it, and then use the web server built into XP and host your own home movies. I've sent movies of my daughter to the family this way. It's much better than trying to E-mail the files which are too big and allows everyone to look at them easily. Windows movies also start to play before they have finished downloading so you get a bit of "streaming." All for free! ■

DoubleClick

DEAR DAVE and Derek: Apple just came out with new machines this past week and I'm upset that despite all the neat new stuff, they did not include a USB 2.0 serial port. If they could include a higher-speed Firewire port, why not USB 2.0. What gives?

Lana in Gaithersburg

Dave: Apple doesn't really explain why or how it makes decisions of this sort, any more than other manufacturers do. I wish they did, but they don't. It was Apple by the way, that made an Intel technology – USB (for University Serial Bus) a household name. USB 2.0 is Intel's answer to Apple's Firewire high-speed serial technology. But as you mentioned, Apple just announced a faster Firewire 800 port so the competition will continue.

I suspect Apple will eventually have to include USB 2.0 in its machines simply for competitive reasons. You can already get 3rd party USB 2.0 PCI cards. As you may have noticed, the wireless Bluetooth technology is now standard even though it competes at some level with Apple's own "Airport" wireless offering. Like Bluetooth and Airport, it also turns out that USB and Firewire can coexist because they generally handle different peripherals. USB is standard now for printers, scanners and many digital cameras. Firewire is used to connect digital video cameras and is becoming available on some higher end scanners and digital cameras. Of course there's also the iPod.

Lana, you can get more information about USB from Apple's website at <http://www.apple.com/usb/>. For Firewire information, try <http://www.apple.com/firewire/>. There's a great comparison there, by the way of the different USB and Firewire ports. Firewire 800 offers 800 megabytes per second transfer of information, for example vs. 480 for USB 2.0.

Derek, I think the bottom line on all this is that we're seeing all manufacturers continue to push the enve-

"Apple doesn't really explain why or how it makes decisions of this sort, any more than other manufacturers do. I wish they did, but they don't."

lope where input and output into our computers is concerned. The problem is they are moving so fast that the third party developers don't always have the ability to offer products at the same time.

DEREK: You're absolutely right Dave. Input and output has become a very important aspect with computers because us consumers demand fast transfer of stuff between our digital cameras, MP3 players, handheld devices, video cameras, printers, etc. The benefit of something like USB is that it is much simpler to connect devices to the computer. Macintosh users have always had it easy when connecting peripherals compared to their PC counterparts. In days past, serial and parallel devices were not the simplest to configure. USB and firewire make it pretty simple. Of course, faster speeds are important for some devices such as USB based hard drives.

Wireless is another item where you correctly mention that manufacturer's can't keep up. 802.11b is the current "standard" for home and small businesses when it comes to wireless. The 802.11a standard is much faster, but also more expensive. The new 802.11g standard will change things again as you get the range benefits of 802.11b with a big speed improvement and low cost.

On the other hand if things didn't keep changing and manufacturer's didn't have problems, Dave and I wouldn't have jobs! ■

DoubleClick

DAVE AND DEREK: I have a Power Macintosh G3, 161MB memory, OS9.2, 266MZ, purchased when they first hit the streets. two upgrade questions, I have a HP680C printer connected thru the serial port. I would like to buy a newer printer but they all seem to have a USB connection. I cannot find a new printer with a serial port connection. Can I upgrade to a newer printer? 2nd, I would like to do video editing, converting home VHS-C video tapes to a more professional, entertaining look. Will the G3 be able to edit home videos? Can I upgrade the G3 or should i buy a newer system? How do you sell old computers?

*thank you
god bless america
ron and cindy gird*

DAVE: The Girds are facing issues that many folks with older Macs face. Apple is a company that loves to make major changes in its hardware and software and never look back. Those with the money or desire to live on the cutting edge pay for it. Over and over. Those of us who want to keep using what we have face some dilemmas at times.

The fact is, Apple's hardware is well made and it works for a long time. People feel comfortable with what they have and want to get the most they can out of their investment. Apple would prefer we buy a new computer every year (and what computer company is different?) but that just isn't going to happen for many.

Thus, the question for the Girds is, how can we upgrade our G3 without breaking the bank and keep it going a bit longer. Luckily, their machine has 3 industry-standard PCI internal slots. These slots allow you to add capability to your machine. One way to do that is add a USB card. In fact, they may want to get a combination USB/

Hotline News!!

The Hotline has served the members of Washington Apple Pi for many years. In the true spirit of a users group, the Hotline is members helping other members. It is comprised of Pi members who have knowledge in a specific area of computer software or hardware who volunteer their time to help other members with difficulties. These contacts can be made by phone or e-mail.

Times change, people move, they get new telephone numbers and e-mail addresses. Other events adversely effect the usability of the Hotline. For that reason we must periodically perform an update. That is now underway.

If listed, you should have been contacted by now to determine whether or not you wish to be listed, topics you would like to be listed for and suggestions for new topics you would like to add. Whatever the change, we need to know about it. The Hotline is only as valuable if subject areas are current and it is easy to contact Hotline volunteers.

In the rapidly changing world, some areas previously listed on the Hotline are out of date. They will of course fall by the wayside. On the other hand lots of new areas and software packages are emerging. We need to add them to the Hotline. In order to do that we need new volunteers.

Is there a topic for which you could volunteer? Please give it some thought... you do not have to be THE Expert in a topic... just someone who feels they can offer help to others on an infrequent basis or someone who can point the caller to additional sources of information. (You can also specify what acceptable calling hours would be for you. The Hotline List is only distributed to members through the Journal and before Journals are distributed at stores, meetings and special events, WAP volunteers remove the Hotline List from the magazines.

There are many new applications and areas of interest... do you know iPhoto, iMovie, making DVDs, sound operations... whatever! Others have the same interest and on occasion need a question answered or a little help... give the Hotline a try... serve as a Hotline volunteer.

The Hotline provides the means for real time help by telephone. If you want help electronically, use the Pi's TCS... another tremendous benefit of Pi membership at webtcs.wap.org

To join the Hotline as a volunteer, contact Jim Ritz at jim.ritz@wap.org ■

Firewire card to give them even more flexibility.

The USB ports can be used for a printer and (say a) digital camera while the Firewire port can be used to bring digital video into their Mac.

These cards can be found at the Apple store, CompUSA, or local Mac vendors in the DC area like MacUpgrades or Bethesda Computers. You can also buy them from MacMall or other online store. They run in the \$60 to \$80 range.

The Girds should also note that most of these cards now come with the upgraded USB 2.0 standard. That's fine. They also work with the older USB 1.0 (which is slower but printers don't care much).

The second question is a good one too, which I'll save for a future column. But I will say that the short answer is you can video edit but you will be very frustrated because of the slow processor speed. The small size of the hard drive is also an issue.

A good source of information about the Mac 233 G3 is at :

Derek, upgrading older computers is a challenge whether you're a Mac or a PC user. I know you're a strong advocate of buying new but installing a PCI card to connect a printer is an easy upgrade on either platform.

DEREK: Dave, you're right. It's an easy upgrade to add a USB port to the Mac. Windows users face a different problem. If you have a computer without a USB port, you probably have a Windows 95 machine. Windows 95 machine doesn't inherently support USB (neither does Windows NT 4). So you'd also have to upgrade the operating system in order to get that to work. At that point, it just may not make sense.

I don't necessarily always recommend buying new, I just recommend what makes the most sense. Both economically and wit the PITA factor. That means Pain In The Aspiration. Or something like that anyway.

Those loyal readers to our column Dave (both of them) will recognize, I often don't recommend upgrading. Mostly because if it's working, don't change it. In this case, our reader in my opinion must buy a new machine in order to do what they want. Video editing as Dave points out isn't going to happen on your 266MHz Mac. And he's also right about the small hard drive. Us Windows users need to have some heavy horsepower in order to make video editing something

have a HP680C printer connected thru the serial port. I would like to buy a newer printer but they all seem to have a USB connection. I cannot find a new printer with a serial port connection. Can I upgrade to a newer printer?

that won't drive you crazy. I recommend a Pentium 4 of at least 1.8GHz, 256MB of RAM, and a really big hard drive. At least 40GB preferably 80GB. Windows XP 2 comes with Movie Maker which is nice when you download the free update making it Movie Maker 2. The problem with Movie Maker 2 is that no one will be able to see your video unless they download the latest Media Player from Microsoft. Ah, gotta love the forced upgrade philosophy huh?

Anyway, I just made a Powerpoint presentation with some video and Movie Maker 2 on my home Windows XP machine and it's pretty capable.

Windows users have a great price advantage which is why I will recommend a new machine over upgrading an old one WHEN you need to upgrade. You can get a new Emachine for \$400 assuming you keep your old monitor. You can get a machine that would handle movie making based on the specs I gave above for \$600.

Sure, \$400 isn't chump change, but when you're faced with spending a couple of hundred making upgrades to a machine that is still slow and will only get slower as you ask it to do more advanced things, it just may not make sense for some.

But remember, if you are just using your machine for the same thing you did when you purchased it new, there is generally no reason to upgrade, unless you end up upgrading your software. If you put Windows XP on your Pentium 266MHz with a 4GB hard drive and 64MB of RAM, you're asking for trouble. The newer software requires newer hardware. ■

Our thanks to the Journal Newspapers for allowing WAP to reprint these DoubleClick columns.

DoubleClick

PLEASE ELABORATE on your statement in your Feb 6 Journal column that "You can create PDFs directly without Adobe software from within any program." I have not found a PDF option in "save as" of Word Perfect 7, for example.

Nora M Taylor

DAVE: Nora is following up on our column of a few weeks ago during which we discussed PDF files, a way of saving your work in a format that is portable and usable on any platform.

As the Mac guy, I was saying that Apple licensed the format from Adobe and incorporated into its new OS – called OS X (X for Ten). You can literally create a PDF file from within any program by clicking on the print icon and then saving the document as a PDF file. However to edit PDF files fully, you still need the complete Acrobat 5.0 package. For more information on PDFs and OS X you can go to the support tab at <http://www.apple.com/support> or go to OS 9 and 8 users have a great little utility called "Print to PDF" that is still available online at <http://www.jwwalker.com/pages/pdf.html>. It is essentially a PDF "printer" that you can just drag your document on top of and it will create a PDF file for you.

And that brings me to our PC friends. As you might expect, there are a number of third party solutions for them to easily create PDF files without having to buy Acrobat. In just a brief search of the Internet, I came up with three possibilities for you, Nora. One is called RoboPDF at <http://www.robo-pdf.com/> and appears to be a free download after you give them your name, address and serial number. Another one is called PDF995 at <http://site4.pdf995.com/download.html>. The download is free but each time you use it you get an ad. A license fee to get rid of it is about \$9.95. Another that I found interesting was PDF Mailer at <http://www.pdfmailer.com/>

"You can literally create a PDF file from within any program by clicking on the print icon and then saving the document as a PDF file. However to edit PDF files fully, you still need the complete Acrobat 5.0 package."

Derek, the PDF format has become a standard simply because it is fairly easy to use and share. Have you tried any of these or similar product? Nora really needs to create PDFs from within Word Perfect 7.

DEREK: Sure thing Dave. First, I use Acrobat itself quite a bit. However instead of paying the high price for Acrobat, Adobe has a free online utility that will allow you to create PDF files through the Internet for 5 documents. After that they expect you to pay \$9.99 per month. Not too bad in comparison to the full Acrobat package however. You can access the site at: <https://createpdf.adobe.com/> There are also several other packages out there like Dave mentions that you can use to create PDF files. You can search for them by going to www.download.com and searching for "create pdf". If you want to get a little more under the hood in your knowledge of PDFs, check out the PDF Zone at: <http://www.pdfzone.com/> Dave, like we said before, PDFs, can be a great tool for those who need to send out documents to others. ■

Washington Apple Pi Tutorials for May & June

learning new applications and techniques to add to our list of classes. We have added a number of new classes and updated the material being presented in our classes to cover the latest versions of the Macintosh operating system and the latest version of software applications. Check under each category of classes for information about new and revised classes. If you would like to receive up to the minute information and reminders about WAP classes and activities, go to <http://www.wap.org/lists/> and sign up for the Pi Announcements List. Messages are normally sent less than once a week.

WASHINGTON APPLE PI Tutorials One of the most popular activities at the Pi is our tutorial program. Our instructors are always

May 2003						
Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Sat
				1	2	3
				Maintenance & Troubleshooting for OS X Thurs. May 1 Intro. to Spreadsheets Thurs. May 1		
4	5	6	7	8	9	10
	Introduction to iPhoto Monday, May 5 Mac OS X New User Series Monday, May 5	Let's Burn Some CDs Tues., May 6 Fun With Your Scanner Tuesday, May 6	Using iLife to Make Movies Wednesday, May 7	AppleWorks Word Processing Thursday, May 8 Mastering OS X Thursday, May 8 Thursday, May 15 Thursday, May 22		
11	12	13	14	15	16	17
How to Fix a Bad Photo Monday, May 12	New User Series Monday, May 12, 2003 Monday, May 19, 2003 Monday, June 2	Getting the Most from Your .Mac Account Tuesday, May 13 9:30 AM 4 PM	Introduction to FileMaker Pro Wednesday, May 14 1-4PM	How to Open Almost Any File Thursday, May 15, 9:30 AM 12:30 PM	Macintosh OS X for Switchers, Part 1 Friday, May 16 9:30 AM 12:30 PM	
18	19	20	21	22	23	24
	Selections and Layers in Photoshop Elements Monday, May 19 9:30 AM 12:30 PM	Computer Projects and Crafts with Your Photos Wednesday, May 21 9:30 AM 12:30 PM	Maintenance and Troubleshooting for OS X Wednesday, May 21 9:30 AM 12:30 PM	OS X Mail, the Address Book and iChat Thursday, May 22 1-4PM		
25	26	27	28	29	30	31
				Web Pages with iPhoto, iDisk and .Mac Homepage Thursday, May 29, 9:30 AM 4:00 PM	Macintosh OS X for Switchers, Part 1—May 30, 9:30 AM 12:30 PM Macintosh OS X for Switchers, Part 2 —May 30 1-4PM	



Sign-ups

To sign up for a class, call the Washington Apple Pi office on Monday, Wednesday, or Friday from 10:00 a.m. to 3:00 p.m. Our volunteers will enroll you in the class and they can take credit card payments by phone. You can also sign up by sending an e-mail to tutorials@wap.org. Include your name, address, phone number, WAP membership number and the name and date of the class you want to take. Then mail a check for the class fee to Washington Apple Pi Tutorials, 12022 Parklawn Drive, Rockville MD 20852. Make the check payable to Washington Apple Pi and please send a separate check for each class you are signing up to take. Your credit card will be charged or your check will be deposited on the day of the class.

Cancellations

Class will be canceled if there are less than three participants signed up 3 days before the class. You will be notified by an e-mail message or a phone call no later than the day before the class regarding the cancellation. You will also be notified by e-mail when there are enough participants for the class to be held. If you decide not to take a class, you must cancel your registration in a class 72 hours before it's starts in order not to be charged for the class. In the case of illness or extreme circumstances, this policy can be reviewed. Send a message to tutorials@wap.org and include your phone number.

June 2003						
Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Sat
1	2 Mac OS X New User Series Monday, June 9 Wednesday, June 11 Monday, June 16, Wednesday, June 18, 9:30 AM 12:30 PM	3	4	5 Super Simple Databases Thursday, June 5, 2003 9:30 AM 12:30 PM Mastering OS X Thursday, June 5, 2003 Thursday, June 12, 2003 Thursday, June 19, 2003 1:00 PM 4:00 PM	6	7
8	9 Mastering OS X Monday, June 9, 2003 Wednesday, June 11, Monday, June 16 1:00 PM 4:00 PM	10 Using iLife to Make Movies Tuesday, June 10, 9:30 AM 4 PM	11	12 How to Open Almost Any File Thursday, June 12, 9:30 AM 12:30 PM	13	14
15	16	17 Getting the Most from Your .Mac Account Tuesday, June 17, 9:30 AM 4 PM	18 Lets Burn Some CDs Wednesday, June 18 1:00 PM 4:00 PM	19 Web Pages with iPhoto, iDisk and .Mac Homepage Thursday, June 19 Thursday, June 26, 9:30 AM 12:30 PM	20	21 Macintosh OS X for Switchers, Part 1 Saturday, June 21, 2003 9:30 AM 12:30 PM
22	23 How Fix a Bad Photo Monday, June 23, 1:00 PM 4:00 PM Introduction to iPhoto Monday, June 23	24 Computer Projects and Crafts with Your Photos Tuesday, June 24, 9:30 AM 12:30 PM	25 Selections and Layers in Photoshop Elements Wednesday, June 25, 9:30 AM 12:30 PM How to Make Great Prints Wednesday, June 25, 1:00 PM 4:00 PM	26 Maintenance and Troubleshooting for OS X Thursday, June 26, 1- 4:PM	27	28 Macintosh OS X for Switchers, Part 2 Saturday, June 21, 2003 1:00 PM 4:00 PM
29	30					

Inclement Weather Policy

In the case in inclement weather, Washington Apple Pi classes are canceled if school is canceled or delayed for two hours in Montgomery County or Fairfax County Public Schools. If the schools in either county open one hour late, all WAP daytime classes will begin one hour late. If evening activities are canceled for the schools, all WAP classes are also canceled. If weekend activities are canceled for the schools, all Washington Apple Pi classes are canceled. Classes canceled due to inclement weather will be rescheduled. You will receive a phone call or e-mail with further information.

General Macintosh Classes

Mac OS X New User Series

- Monday, May 5, 2003
- Monday, May 12, 2003
- Monday, May 19, 2003
- Monday, June 2, 2003, 1:00 PM To: 4:00 PM
- Monday, June 9, 2003
- Wednesday, June 11, 2003
- Monday, June 16, 2003

Wednesday, June 18, 2003, 9:30 AM To: 12:30 PM

This course is meant for people who have their first computer or for those people who would prefer learn about the Macintosh at a slower pace. Emphasis is given to hands-on practice, frequent reviews and a slow class pace. Topics covered include simple word processing, printing, writing e-mails with the Mail application, an introduction to the Internet and emphasis on using the Finder and the Dock. While students who complete this course will be ready to take several other courses, you will need to complete the Mastering OS X series to enroll in the majority of classes being taught at Washington Apple Pi. This course consists of a series of four three hour sessions. Students are expected to attend all four sessions in the same series. Prerequisites: None

NINETEEN SEVENTY EIGHT - TWO THOUSAND AND THREE
1978-2003
 NINETEEN SEVENTY EIGHT - TWO THOUSAND AND THREE

NINETEEN SEVENTY EIGHT - TWO THOUSAND AND THREE
 Celebrating
Twenty Five Years of
Washington Apple Pi
 NINETEEN SEVENTY EIGHT - TWO THOUSAND AND THREE



Mastering OS X

Thursday, May 8, 2003

Thursday, May 15, 2003

Thursday, May 22, 2003, 9:30 AM—12:30 PM

Thursday, June 5, 2003

Thursday, June 12, 2003

Thursday, June 19, 2003, 1:00 PM To: 4:00 PM

Monday, June 9, 2003

Wednesday, June 11, 2003

Monday, June 16, 2003, 1:00 PM To: 4:00 PM

This course is designed for people who have prior computer experience, either on the Macintosh platform or on Windows. The sessions are taught at a faster pace

than the New User Series and additional material will be presented. The sessions cover basic and intermediate skills and troubleshooting using OS X. The use of the Terminal application and Unix commands are NOT covered in these classes. This course consists of a series of three three hour sessions. Students are expected to attend all three sessions in the same series.

Instructor: MWF—Pat Fauquet, TTh—Jim Ritz

Member Cost: \$150.00, Others: \$200.00

Prerequisites: OS X Four Part New User Series or intermediate level computer skills

Some Specifics

Who—Standard members are those who have paid the standard membership dues and includes all family members living within the household of a standard member. Associate members are those who have only paid the associate membership dues.

What—The tutorial program of Washington Apple Pi is hands-on training for our members in the use of Macintosh computers. The tutorial room is furnished with computers so that each student has the use of a computer during class.

When—Classes are no longer scheduled months in advance. You need to contact the office via snail mail, email or by phone to tell the office what classes you are interested in taking and what times you are available to take the classes.

Where—Unless otherwise stated, all tutorials sponsored by Washington Apple Pi are given at the office located at 12022 Parklawn Drive in Rockville, Maryland. A map to the office may be found on the web site at <http://www.wap.org/info/about/officemap.html>.

How—After enough students have stated their interest in taking a specific class the interested students will be contacted and the class will be scheduled. If you would like to inquire about the current level of interest for a specific class please either call the office dur-

ing business hours or send email with the classes you wish to know about along with a daytime phone number. The office will get back to you either by email or by telephone.

Fees—Class fees vary due to the level of the class. Please see the specific class description for the fee for that class. Pre-registration and Pre-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 canceled by the instructor, all students will be notified of the cancellation. Please check your home answering machine and email if you have not given a work number for notification.

Student Cancellation—A student cancellation must be received 72 hours prior to the scheduled class time. Student Cancellations may only be made via telephone during Washington Apple Pi's business hours or via email to the email address of office@wap.org. The office does not have an answering machine - only an announcement machine.

Office Information

Washington Apple Pi
12022 Parklawn Drive
Rockville, MD 20852

www.wap.org email: office@wap.org

Office Hours:

Monday - Wednesday - Friday (10 am - 6 pm)

Macintosh OS X for Switchers, Part 1

Friday, May 16, 2003, 9:30 AM To: 12:30 PM

Friday, May 30, 2003, 9:30 AM To: 12:30 PM

Saturday, June 21, 2003, 9:30 AM To: 12:30 PM

New to the Mac? Wondering how to find your way around the desktop? Where's the "Start Menu"? What's this "Dock" thing? Need to learn how all the pieces of the "digital hub" work together? This class is for you! Windows users can successfully transition to the Macintosh and we'll help you get there! In this class we'll show you the equivalents to things you're familiar with, and get you up and going with confidence. This class is intended for people familiar with Windows computers to learn how to do the same things on their new Macs. You'll find out how to use the built-in Mail program complete with spam filtering, the incredible choice of web browsers that Mac users have, and how to install/un-install basic programs and peripherals (can't live with a single button mouse? No problem! We'll show you how totally painless installing new hardware can be!)

Printing and finding where your files are stored will also be covered. We will cover basic text editing and familiarity with the programs "built into" your Mac (some of which have no equivalents on the Windows side and are very useful!) Recommendations will be given for safety on the Internet and sources for Mac shareware and freeware programs that can make your life simpler and more fun (which is what computing is supposed to do!) Book and web resource list provided in class. This course is offered as one three hour session.

Instructor: Lila Bednar

Member Cost: \$50.00, Others: \$100.00

Prerequisites: Intermediate Windows Skills

Macintosh OS X or Switchers, Part 2

Friday, May 30, 2003, 9:30 AM To: 12:30 PM

Saturday, June 21, 2003, 1:00 PM To: 4:00 PM

Okay, so you can handle the basics, now what? In this class, we'll take you further into the Mac, doing a quick highlight of the "iApps" and then delve into connecting to the Internet and each other. Wireless networking will be demonstrated, and a basic overview of networking your computers together will be presented. Macs and PCs can live together happily sharing data, and we will talk about various ways you can do this at home. Beyond that we will cover basic security for net-

worked computers, virus protection, what is a firewall and why do I need one, and more. Additional book and web resources related to networking/sharing will be provided in class. This course is offered as one three hour session.

Instructor: Lila Bednar

Member Cost: \$50.00, Others: \$100.00

Prerequisites: Intermediate Windows Skills

Maintenance and Troubleshooting for OS X

Thursday, May 1, 2003, 9:30 AM To: 12:30 PM

Wednesday, May 21, 2003, 9:30 AM To: 12:30 PM

Thursday, June 26, 2003, 1:00 PM To: 4:00 PM

There are certain things that should be done to keep your Mac running in top condition. When a problem occurs, there are procedures you can use to fix the issue. Learn basic troubleshooting and maintenance in this three hour class.

Instructor: MWF—Pat Fauquet, TTh—Jim Ritz

Member Cost: \$50.00, Others: \$100.00

Course Prerequisites: Mastering OS X

OS X Mail, the Address Book and iChat

Thursday, May 22, 2003, 1:00 PM To: 4:00 PM

Microsoft is not upgrading Outlook Express to run in OS X. Instead Apple Computer has written Mail as the suggested e-mail client for OS X users. Come learn about this simple but powerful program. Learn how to combat spam, filter your mail, use the system wide OS X Address Book and how to use iChat. Students will learn how to migrate their existing mail and address books and learn how to check e-mail via the web when they are away from home. This course is offered as one three hour session. Instructor: Jim Ritz Member Cost: \$50.00, Others: \$100.00 Prerequisites: OS 9 or OS X Four Part New User Series or intermediate level computer skills

Getting the Most from Your .Mac Account

Tuesday, May 13, 2003, 9:30 AM To: 12:30 PM

Tuesday, June 17, 2003, 9:30 AM to 4 PM

Apple's .Mac accounts have so many uses and features. Are you getting the full value of your account? Come learn how to access your mail and address book and calendar from any computer, share your photos and files with family and friends and back up your important documents and files. Learn how to use Virex

and keep it up to date. Learn about the .mac info web site and learn about the things hidden in your iDisk. Bring your digital camera full of images, a Zip 100 MB Disk or CD with digital images to use in class. This course is six hours long. It will be taught either as an all-day class or in two three hour sessions.

Instructor: Pat Fauquet

Member Cost: \$100.00, Others: \$150.00

Course Prerequisites: OS 9 or OS X New User Series or intermediate computer skills.

How to Open Almost Any File

Thursday, May 15, 2003, 9:30 AM To: 12:30 PM

Thursday, June 12, 2003, 9:30 AM To: 12:30 PM

All of us get files that we cannot open. In this course students will learn a variety of techniques to open those files and convert them to a usable format. They will also learn how to prepare and send files so that others can read them.

Instructor: Jim Ritz Member Cost: \$50.00, Others: \$100.00

Course Prerequisites: Mastering OS 9 or Mastering OS X

Lets Burn Some CDs

Tuesday, May 6, 2003, 9:30 AM To: 12:30 PM

Wednesday, June 18, 2003, 1:00 PM To: 4:00 PM

Learn the finer points of making music, data and video CDs in this three hour class. Learn all about Roxio Toast and the Apple Disc Burner software. Learn how prepare data, optimize files and make labels too. This course is offered as one three hour session.

Instructor: Pat Fauquet

Member Cost: \$50.00, Others: \$100.00

Course Prerequisites: Mastering OS 9 or Mastering OS X

Productivity Classes

AppleWorks Word Processing

Thursday, May 8, 2003, 9:30 AM To: 12:30 PM

The word processing module of AppleWorks contains many powerful features. Learn how to format documents, make lists and outlines, add pictures, use the spell checker and thesaurus, set up tabs, and make templates. This course is offered as one three hour session.

Instructor: Jim Ritz

Member Cost: \$50.00, Others: \$100.00

Prerequisites: OS 9 or OS X Four Part New User Series

Introduction to FileMaker Pro

Wednesday, May 14, 2003, 1:00 PM To: 4:00 PM

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. This course is offered as one three hour session.

Instructor: Pat Fauquet

Member Cost: \$100.00, Others: \$150.00

Course Prerequisites: Mastering OS 9 or Mastering OS X

Introduction to Spreadsheets

Thursday, May 1, 2003, 1:00 PM To: 4:00 PM

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. This course is taught in one three hour session.

Other Educational Opportunities

Apple Computer Inc.

Reston, VA 703-264-5100 or

www.seminars.app.com

MacBusiness Solutions

301-330-4074 or

www.mbsdirect.com

MacUpgrades

301-907-0300

Micro Center 703-204-8400

or www.microcentereducaton.com

Piowar & Associates 202-223-6813

or www.tjpa.com

Instructor: Jim Ritz
 Member Cost: \$50.00, Others: \$100.00
 Course Prerequisites: Mastering OS 9 or Mastering OS X

Super Simple Databases

Thursday, June 5, 2003, 9:30 AM To: 12:30 PM
 Do you need to make a simple address list or labels, keep track of recipes, passwords, books, CDs or videos? Would you like to archive e-mail or listserv messages so that you can keep track of information? Learn to use iData Pro by Casady and Greene, a very simple and inexpensive database to keep track of all the information you need. Participants will be given a demo of the program to take home and information about how to purchase this \$40.00 program at half price. This course is offered as one three hour session.
 Instructor: Pat Fauquet
 Member Cost: \$50.00, Others: \$100.00
 Prerequisites: OS 9 or OS X Four Part New User Series

Digital Imagery and Photography

Computer Projects and Crafts with Your Photos

Wednesday, May 21, 2003, 9:30 AM To: 12:30 PM
 Tuesday, June 24, 2003, 9:30 AM To: 12:30 PM
 There is so much more that you can do with in digital photos! Learn to make vignettes, make your photos look like drawings or paintings or add an artistic touch. Make greeting cards, photo magnets, wearing apparel, personalized gifts and many other projects using common Macintosh applications Bring your digital camera full of images, a Zip 100 MB Disk or CD with digital images to use in class. Since there a so many different techniques, each time the course is offered, it will focus on different techniques. This in an all day course. There will be a 30 minute lunch break.
 Instructor: Pat Fauquet
 Member Cost: \$50.00, Others: \$100.00
 Course Prerequisites: Mastering OS 9 or Mastering OS X

How to Fix a Bad Photo

Fun With Your Scanner
 Tuesday, May 6, 2003, 1:00 PM To: 4:00 PM
 Bring your scanner, its software, cables and power supply and explore what you can do with it. Bring a few pictures that you would like to fix, some printed material you would like to convert to text and bring a

few small items you would like to have "pictures" of. We will have a "scanning" good time! This course is taught in one three hour session.
 Instructor: Pat Fauquet
 Member Cost: \$100.00, Others: \$150.00
 Course Prerequisites: Mastering OS 9 or Mastering OS X

How Fix a Bad Photo

Monday, May 12, 2003, 9:30 AM To: 12:30 PM
 Monday, June 23, 2003, 1:00 PM To: 4:00 PM
 Not all photos can be rescued, but using the levels adjustment tool can do a lot to fix your photos quickly and easily. You will also learn when and how to sharpen an image and how to crop and straighten images effectively using iPhoto and Adobe Photoshop Elements or Adobe Photoshop. Bring your digital camera full of images, a Zip 100 MB Disk or CD with digital images to use in class. This course is offered as one three hour session.
 Instructor: Pat Fauquet
 Member Cost: \$50.00, Others: \$100.00
 Prerequisites: OS 9 or OS X Four Part New User Series

How to Make Great Prints

Wednesday, June 25, 2003, 1:00 PM To: 4:00 PM
 Bring your printer, its software and some digital photos to class. We will explore how to get great results and how to choose the best paper for your project. Bring your digital camera full of images, a Zip 100 MB Disk or CD with digital images to use in class. This course is offered as one three hour session.
 Instructor: Pat Fauquet
 Member Cost: \$50, Others: \$100.00
 Course Prerequisites: Mastering OS 9 or Mastering OS X and How to Fix a Bad Photo

Introduction to iPhoto

Monday, May 5, 2003, 9:30 AM To: 12:30 PM
 Monday, June 23, 2003, 9:30 PM To: 12:30 PM
 Users of OS X can use iPhoto to import, organize, edit and share their digital images from cameras, scanners and Picture CDs. Come learn about this simple but powerful application that can also be used to make slideshows, books and prints. Bring your digital camera full of images, a Zip 100 MB Disk or CD with digital images to learn how do these projects. This course is offered as one three hour session.



Instructor: Pat Fauquet
 Member Cost: \$50.00, Others: \$100.00
 Prerequisites: OS 9 or OS X Four Part New User Series or intermediate level computer skills

Selections and Layers in Photoshop Elements

Monday, May 19, 2003, 9:30 AM To: 12:30 PM
 Wednesday, June 25, 2003, 9:30 AM To: 12:30 PM

The ability to add layers to an image and then to work one each layer individually demonstrates the real power of Photoshop Elements. In this class we will use layers to adjust parts of an image and add elements such as type and a different background to images. Bring your digital camera full of images or a zip or CD with digital images to use in class. This course is offered as one three hour session.

Instructor: Pat Fauquet
 Member Cost: \$50.00, Others: \$100.00
 Prerequisites: Mastering OS X and How to Fix a Bad Photo

Using iLife to Make Movies

Wednesday, May 7, 2003, 9:30 AM To: 4:00 PM
 Tuesday, June 10, 2003, 9:30 AM To: 4:00 PM

Bring your digital video camera with some movie footage, your firewire cable and the power cord for your camera, a new video tape and we'll make a movie. You will learn to edit your video, add pictures from iPhoto,

add titles, transitions and effects, add music from iTunes and your voice to your movie. Then we send the edited movie back to your camera, make a QuickTime movie, and show you how to make DVDs and Video CDs. This course is six hours long. It will be taught either as an all-day class or in two three hour sessions.

Instructor: Pat Fauquet
 Member Cost: \$100.00, Others: \$150.00
 Course Prerequisites: Mastering OS 9 or Mastering OS X

Web Pages with iPhoto, iDisk and .Mac Homepage

Thursday, May 29, 2003, 9:30 AM To: 4:00 PM
 Thursday, June 19, 2003 Thursday, June 26, 2003, 9:30 AM To: 12:30 PM

Calling all .Mac users. This is your chance to make easy web pages and share them with family and friends. Bring your digital camera full of images or a zip or CD with digital images and by the time class is over you will have not only a web page, but a web site! This course is six hours long. It will be taught either as an all-day class or in two three hour sessions.

Instructor: Jim Ritz
 Member Cost: \$100.00, Others: \$150.00
 Course Prerequisites: OS 9 or OS X New User Series or intermediate computer skills. ■

Washington Apple Pi Tutorial Registration Form www.wap.org		Washington Apple Pi 12022 Parklawn Drive Rockville, MD 20852 301-984-0300 Office@wap.org
Name _____	Please fill in the name(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 _____	
Email address _____	Class #5 _____	
Times when your are available for classes _____ _____	Class #6 _____	
Type of class wanted _____		
Mail registration and payment to the above address.		

Volunteer!!

**Make a
difference in
the future of**

WAP.

*Write for the
journal. Share
your computer
experiences!!!*

*Part of a SIG?
Help by send-
ing copies of
your minutes
to the journal.*

Classifieds

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.

For Sale

—Power Mac G-4, 450MHz, 18GB HD, 512 MBRAM, CD-ROM/DVD-RAM, Studio Display, keyboard, mouse, OS 9.2, \$400 OBO; HP Laserjet 2100M, \$200 OBO; 21" NEC XE21 monitor with video card, \$200 OBO, Lynn Trusal, 301-972-6137

Computers on Demand

Used Macs, Powerbooks & Peripherals. We Buy, Sell, Trade, Repair & Upgrade all Mac Equipment. Call for Quotes. All Major Credit Cards Accepted (301) 718-0822

—**ClarisWorks Users Group Discount.** Loyal WAP members receive a \$5 a year discount on their CWUG (ClarisWorks User Group) membership and renewals as a benefit of their WAP membership. WAP Members must identify themselves as such and then deduct \$5 from the regular \$39 (printed ClarisWorks Journal) or \$34 (electronic ClarisWorks Journal) membership dues when they join or renew. Contact the ClarisWorks Users Group directly at Box 701010, Plymouth, MI 48170; toll-free at (888) 781-CWUG; Fax: (734) 454-1965; Email: <membership@cwug.org> or web site <http://www.cwug.org>.

Services

—**Mac Hardware, software, networks & training.** Apple factory trained & A+ Certified. Marchetti Associates. LLC. 301-404-2210 or philm@erols.com

—**Waterfront property** Are you interested in a second home or a retirement home on the water but not too far from DC? Within 2.5 to 4 hours of the District is the Northern Neck of Virginia. Located between the Potomac and Rappahannock Rivers this area has an extensive selection of waterfront properties either in communities with amenities or in more secluded settings. If you are interested in learning more about properties in the Northern Neck please call Kathryn Murray at 804-580-2366 or email her at KAM129@aol.com (Realtor® with Barnes Real Estate Inc.)

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with valid Pi membership
(202) 530-0100

—**Mac Tutoring and troubleshooting help.** Washington DC area. \$50/hour. Phil Shapiro. Contact pshapiro@his.com

Help Wanted

—**Senior Software Engineer:** V-ONE Corporation is looking for a Senior Software Engineer for Mac Client. Please refer to our website at www.v-one.com, or e-mail HR at paige@v-one.com

—**Idactix, LLC Consulting** - Expert Mac solutions and troubleshooting. Services include networking, AirPort, FileMaker databases, AppleScripting, PC/Mac integration, and data backup. Prompt on-site service. 301-530-2607 or info@idactix.com.

—**Volunteers Needed:** Recording for the Blind and Dyslexic of Metro Washington is looking for volunteers who can read technical books (currently working on data structures in c++ for example). We are located in Chevy Chase at the Friendship Heights Metro, 5225 Wisconsin Ave. NW (at Jennifer Street- across from Mazza Gallery). We need computer literate folks willing to volunteer for 2 hours a week, to help read textbooks onto tape. The tapes are used by students borrowers. Interested folks can come by on Wednesday evening, January 20th, between 6-8pm for an open house orientation. Else, they can call Laurel after 3pm at 202-244-8990 and get more info. Evening sessions start at 5:30 and 7pm, Monday-Thursday. ■

Membership Application

New Member **Renewal**

Please print or type:

Name _____ Company _____

Address _____

City _____ State _____ Zip _____ Email _____

Home Phone _____ (Must have for the TCS) Work Phone _____

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 or III | <input type="checkbox"/> PowerMac |
| <input type="checkbox"/> Apple II GS | <input type="checkbox"/> IBM, PC clone |
| <input type="checkbox"/> Apple III (SARA) | <input type="checkbox"/> PowerBook |
| <input type="checkbox"/> Pre PowerMac | <input type="checkbox"/> iMac |
| <input type="checkbox"/> Other _____ | <input type="checkbox"/> G3 or G4 |

WAP has many Special Interest Groups (SIGs) and Regional Groups (SLICES). Please check each group you would be interested in.

- | | |
|---|---|
| <input type="checkbox"/> Annapolis Slice | <input type="checkbox"/> Graphic SIG |
| <input type="checkbox"/> Columbia Slice | <input type="checkbox"/> NOVA/Educators SIG |
| <input type="checkbox"/> Delmarva Slice | <input type="checkbox"/> Game SIG |
| <input type="checkbox"/> Frederick Slice | <input type="checkbox"/> QuickTime SIG |
| <input type="checkbox"/> Disabled SIG | <input type="checkbox"/> Retired SIG |
| <input type="checkbox"/> Excel SIG | <input type="checkbox"/> Stock SIG |
| <input type="checkbox"/> FileMaker SIG | <input type="checkbox"/> Women's SIG |
| <input type="checkbox"/> Genealogy SIG | _____ |
| <input type="checkbox"/> I can serve as a Hotline contact for _____ | |

Enclose check or money order payable to Washington Apple Pi, Ltd. If you are using a credit card please remember that we only accept VISA and MasterCard.

Check/Money Order VISA MasterCard

Card Number _____

Exp. Date _____ Signature _____

- (Required)
- Basic Membership—1 year \$49
- Student rate* for 1 year \$42

Indicate desired New Member Kit (1 only)

- Mac 1.44 k
- Mac CD

For other options please add correct amounts

- WAP Bulletin Board System (TCS)**with e-mail \$ 20
- WAP Bulletin Board System (TCS)**with Internet \$ 171
- 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
- Surface to Europe, Asia & elsewhere \$18

Total enclosed \$ _____

Please circle Yes or No for the 2 items below.

1. 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

2. My name, address & phone number may be published in the membership director.

Yes No.

*Please enclose photocopy of current student ID.

** Access to the TCS is contingent on WAP having a current home telephone number for the member.

Applicant signature and date

Pi Fillings: The X CD



Available at General Meetings for \$X, or \$XII via snail mail. Call the Pi office at 301-984-0300, or send an order by mail to: Washington Apple Pi, 12022 Parklawn Dr., Rockville, MD 20852

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iPod's from \$399



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\$2499 667MHz/ 256MB/ 30GB HD/ Combo/ Gigabit Ethernet/ 56K
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iBooks from \$1199

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\$1499 12.1-inch/ 600MHz G3/ 128MB/20GB HD/ 56K
\$1799 14.1-inch/ 600MHz G3/ 256MB/25GB HD/ 56K

*Rebate subtracted from price at time of purchase. Customer must present this ad at time of purchase.
**Up to 512MB. \$30 installation fee required. Call for details.

Washington Apple Pi, Ltd.

12022 Parklawn Drive
Rockville, MD 20852

May / June 2003

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