

# About This Particular Macintosh

Volume 1, Number 3

June 1995

Welcome to the third issue of ATPM. The first issue, published back in April, has been very well received. In fact, while it's almost two and a half months old at this writing, ATPM 1.01 still garners a lot of eMail. This is due mostly to the magnanimous praise sent my way by ZiffNet/Mac, the people who maintain software libraries on eWorld and CompuServe, and also publish MacWEEK and MacUser. To wit, they highlighted ATPM in a recent issue of their online newsletter, **eZine!**<sup>™</sup>, and made ATPM 1.01 the File of the Day for June 6th. One of their reviewers had this to say:

"It's hip. It's pretty. It's an e-zine with a personal touch. It's "About This Particular Mac", the well written musings of RD Novo on... well, on whatever strikes his fancy at the moment. It's easy for a one-person show like this to get self-serving and indulgent, but RD Novo's gentle sense of humor enlivens this publication well. In this issue, he describes all the Macs he's ever owned, which makes me wonder: what the hell is he going to write about in issue 2? There are also a few shareware reviews (along with whether he's paid the fees or not) and an in-depth look at the game Warlords II. And, finally, a l-o-n-g and fun quiz to determine: how cool is YOUR Mac? 78K— Tom Geller"

At the risk of sounding self-serving and indulgent, I was... what's a good phrase... I was blown away when I read this. Talk about exciting! Since this review, almost five hundred people have downloaded ATPM 1.01 from ZiffNet's eWorld area. I am sad to note that this was Mr. Geller's last review for ZiffNet/Mac. He has moved on up to other responsibilities. I'd send him something nice, but I think I'd better save it for his replacement.

You see, the second issue of ATPM has had a rockier existence. I suspect ATPM 1.02 may have let a few people down. Mostly those who expected it to arrive on the first of May. ATPM 1.02 didn't arrive until May 13th, and after living for a week or two, it was pulled from eWorld for copyright reasons. I used some proprietary graphics that I should not have, and the ZiffNet people asked me very nicely if I could do something about that. I removed the graphics (about 10k worth) and ATPM 1.02z, the ZiffNet version, was officially uploaded on June 1st.

A month late.

So much for the freshman and sophomore efforts. Onwards.

Welcome to the third issue of ATPM. The experiment with green in the previous issue failed, and so we are back to blue, which seemed to work better. In this issue: In my regular column I relate the experience I had moving my computer (nee my life) from the East Coast to the heart of the Midlands (as they call it here). Then we have the second part of What to Read, this time

focusing on the selection of online publications vying for your leisure time. Worth Downloading contains an update on last month's musings and a short shareware suggestion. All that plus Something to Talk About, contest results from last month, and a brand new contest. As I feared, I played no games this past month. Much too busy. Therefore, there is no Game this month. Wish me free time and maybe there'll be one next issue.

In the meantime, thank you for reading ATPM.

**RD Novo**

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## My Bad

I GET ATPM by downloading it from Compuserve, and since they make you deface it for copyright reasons, would you be willing to put a copy in my mailbox?

**Domenico Bettinelli, Jr., CompuServe**

☹Hm. Ah. Um. Actually, that was a hasty bit of overzealousness on my part. The copyright notice request (see my comments on the first page) came from ZiffNet/Mac, the people who run ZMac on CompuServe and the Software Center on eWorld. But it came from a CompuServe account, so I got confused. I quickly dashed off an edited version of ATPM, complete with nasty comments, and uploaded it. On careful review I realized my mistake. ATPM 1.02c, the CompuServe only version, is no more. It has been replaced with ATPM 1.02z, the ZiffNet only version. You'll now find the complete version of ATPM 1.02 on CompuServe. I've signed you up for a subscription, and you should have found ATPM 1.03 in your mailbox. Thanks though.

## Submit! (If you like.)

I JUST FINISHED reading your second issue of "About This Particular Mac." I would just like to congratulate you on a great job done. If you need any help in writing some stuff I'd love to help out. I'd like to suggest a possible topic in your next issue... *[Insert idea here. RD]*

**Clarence, eWorld**

☹I would love the help. Putting this thing out every month is tiring. See the endnotes for details on submitting to ATPM.

Here's the scoop on getting your writing published: submit. Write stuff, and send it to people who might publish it. Send it to me, send it elsewhere, just send it. 1000 to one says your first submission won't get printed, but a second or third or fifteenth might. And if all else fails, you can always fire up your Mac and do it yourself, like I did. <grin>

## From across the Pond

JUST WANNA LET you know that ATPM is read here in the Netherlands, West Europe, as well. :) Here's a suggestion for a magazine to look at: MacFormat. It's British, but I know it should be available in the USA as well, in the major newsstands. They have this thing for reader participation. You'll like their style of writing, too.


**Martijn Dekker, Internet**

☹I looked here in Omaha, but the stores available to me don't carry it. Can someone in

the U.S. get me more information, or perhaps find a copy and mail it to me? Maybe somebody back East can look at a Barnes & Noble or a Borders? I'll pay for the magazine and postage. Get in touch with me at [rdnovo@eworld.com](mailto:rdnovo@eworld.com) Thanks.

## What's an Atari?


I GAVE MYSELF 2 coolness points because I operate the Mac OS, and I operate it on my Atari ST.  
**Mike, eWorld**

 I say to thee, yowza.

## Mail Issues


I JUST GOT through reading your April 1995 issue of "About this Particular Macintosh", and am relenting to your shameless request for e-mail. I was quite impressed with your e-zine (is that what you wanted to hear?) Well, I was. Good job.

**Patti Gregson, Internet**

 Yup. That's exactly what I wanted to hear. <grin> I didn't realize I'd been quite so pathetic (Or should that be, endearing? They're very similar) in my begging. I trust that those of you with bad things to say will feel as comfortable writing to me as anyone else. I like getting mail, good or bad.

I JUST FINISHED reading your entire "about this particular mac" thing, and I have to tell you, that means it's good! (Usually I just skip through text.) Anyway, I really like the your viewpoints on Apple and Macs. I'm a proud owner of a Macintosh LC, and though I didn't do your test, I thought it was pretty good and am sure I'd do fine. This letter took me forever to write, so please give me a nice letter in return!

**Bk2Future, eWorld**

 Can I print it instead? I am afraid that, even with a small number of readers, it is very difficult to answer every piece of eMail that arrives. I will continue to select the most interesting or relevant for inclusion each month.

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## About My Computer...

# Go West, Young Man

I'm writing to you from my computer's new home in Omaha, Nebraska. After a very long, very full, and mostly enjoyable month of May, my girlfriend and I have settled in to our new apartment. I am finally beginning to feel comfortable in my new city. I have discovered a computer superstore — Nebraska Furniture Mart's Mega Mart — I have found all the local access numbers for my online services, and I have purchased a really cool computer chair.

Oh, and I've set up my computer. Sure, we still have a mountain of boxes to unpack, I still need a map to get around town, and I don't have a job, but hey, Iphigenia (my computer, that's if-ih-jen-eye-uh) is up and running. That's what I call settled.

You understand, I'm sure.

I was to finish my Master's degree in May, pack up all my stuff, and truck it all to Iowa City, Iowa, where my girlfriend would be finishing her Master's degree. My stuff would sit in a corner for a month, still in boxes, while we played with her friends from school. Then, at the end of May, the movers would come, load up my boxes, load up her stuff, and move us to Omaha in time for her job on June 1st.

I was going to spend a month (twenty-nine agonizing days) without my computer.

Ack.

But I couldn't really call off the relationship (to tell truth, I hardly even considered it...) and I didn't have any other choices. Besides, she has a Ilsi, so I wouldn't be without computing... just without **my** computer.

So, on the last weekend in April I packed everything I own into cardboard boxes. Including my unfinished thesis. <sigh> The last thing to go was my computer. A warning to you: if you are planning to move, be prepared to go without your computer for an extended period of time.

(All you PowerBook owners can stop snickering now.)

It is very difficult for me to separate myself from my computer. My life is on it. First I had to send eMail to everyone I know. My social life — most of my social life, that is — happens through eMail. I was going to be out of touch with friends from high school and college, and I haven't made a phone call to them in years. Then I had to back up all the important stuff, my address book, my diary, my writings, my schoolwork, my games. It used to take me close to

sixty high-density floppy disks to make a backup. Now I use my SyQuest 105 MB removable. Much more convenient.

Except that I haven't found a backup program that works for me. I used to use the backup function in Norton Utilities. Unfortunately, version 3.1 is confusing and a pain to use. During the past year I've tried various shareware and freeware synchronizing utilities to copy certain folders to disk. But those methods are really just patches. I'd like to hear from people who can't say anything bad about their particular backup scheme. If it works for you, maybe it'll work for me.

In the meantime, I have resorted to just copying stuff from my hard drive to another disk. Crude, but it works. So I copied everything important over to one SyQuest cartridge.

Then, with a fond farewell, I packed my computer back into its original boxes.

Renting and driving wasn't bad at all. I rented the smallest truck I could find, a ten footer from Hertz-Penske for a little less money than a Power PC upgrade. When I put my stuff in it I barely managed to cover the floor of the cargo area. No box was on top of any other box. Everything I owned was in there, and I still had about 90% of the truck empty. I don't have much stuff. As I stared at my empty truck, I began to feel good. I had a very reasonable amount of stuff, I thought to myself. Just the bare essentials. (No furniture.) In fact, I felt downright prudent. Very much like the pioneers, I realized.

And like the pioneers, I headed West.

The pioneer image lasted into Pennsylvania. Unfortunately, I am too much a creature of the media, and soon I was overcome with images of the information superhighway, Internet on ramps, and myself roaring along the National Information Infrastructure. In fact, driving along the turnpikes in Ohio I had a bit of a hallucination. I drove past some really cool junk by the side of the road (don't ask) and thought to myself, "I could put that in the truck!" Then I had a vision of myself driving a really big ol' hard drive, almost empty, and collecting all the silly programs, fonts, and sounds I found strewn along the road. It was one of those really odd, yet very clear moments when you think, "Gosh, I might be spending too much time in front of the computer."

Look me in the eyes and tell me you haven't had the same feeling.

I got to Iowa without giving in to my junkyard impulses and deposited all my stuff in a significant portion of my girlfriend's apartment (to the dismay of her roommate, though she put up a good face). Twelve hours later I'd hooked up my SyQuest drive, my modem, and my CD-ROM drive to the resident Macintosh IIsi, named Pokey.

Living with someone else's computer is disturbing. The surrogate computer just isn't right. The keyboard isn't dirty in the same place, the hum is all wrong, and you swear that yours is just a touch faster. You couldn't possibly work at this thing for long, you insist. And yet, you haven't got a choice. So you make do with different fonts and you change the desktop pattern, hoping nobody notices. And you just survive. I did just that for three weeks.

Moving day was a Friday. Whatever you do, do **not** throw away your computer's original packaging. Use them as planters, up-end them to serve as coffee tables, or just hang them from

the ceiling, but don't toss the boxes or the styrofoam. I can't imagine how much more nervous I would have been if I'd tried to pad my computer with socks and pillows and old sweats. As it was, even with the original packaging, my heart skipped several beats when the movers thump-thump-thumped my computer down the stairs on a handcart.

Monday came and all our stuff was delivered intact. The Ilsi was left in Iowa, sold to the roommate as a peace offering for invading her home. Which left us with only one computer.

Our computer. I hadn't really predicted this particular problem. For months I'd been dreading life without my computer. I'd had time to get used to the idea of using hers in the meantime. But having my computer become "our" computer... that I wasn't prepared for. But I'm a quick study. In a gesture of goodwill (and since I really want this relationship to last) I renamed the hard drive Pokegenia. (That's poke-eh-jen-l-uh.) We picked a desktop pattern together. We got her an online account. We hooked her mouse up next to my trackball. And we declared the computer room joint property.

Does every relationship consist of one computer nerd and one person with a real life?

[We could, conceivably, both use the computer at the same time, but if you've ever had two mice attached to one computer, you know how frustrating it can be to share one cursor. Hear that, Apple? We want two cursors to go with our two monitors! And two keyboards... hm. With a wicked-fast computer you could do two things at once... any bored programmers out there?]

We'll see what happens. Now that my... um, <ahem>, **our** computer is up and running, I feel more comfortable in my surroundings. But even after all the cables are plugged in and all the boxes are doubling as furniture, home isn't where the computer is, y'know? Home is where the heart is, and mine is latched on to my sweetheart, regardless of where she is in relation to my computer.

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## Feature

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# What to Read

**Part Two.** Welcome to part two of this feature story. Last month we told you about the printed Macintosh magazines available on your local newsstand. This month we complete our survey of what to read with a look at the Macintosh-centric offerings online. FWIW, a recent article in MacWEEK dubbed this emerging field "new media publishing." Unlike in the publishing-on-paper world, the quality here dances all over the map. Some 'zines contain good writing or timely news, others are pleasing to the eye. Few do both well. We've selected a few of the most consistent magazines out there and offered our opinions.



## MacSense

MacSense is one of the few eZines that do both content and appearance well. This is a magazine — in DOCMaker format — that just oozes quality out of every pore. While the writing is top notch, the presentation is what really grabs you. Graphics and titles are crisp. The layout is clear and attractive. On a 256-color capable Macintosh, the thing is a beauty. The direction of this e-mag is clearly up, and at light speed.

MacSense deals with all things Macintosh. Consider it the online equivalent of MacUser or MacWorld. Though not as large, MacSense clearly aspires to their level. MacSense's strongest suit is the news coverage it provides. Almost half the magazine is taken up with news bits and bites, from information on the latest computers from Apple to news of bug fixes or upcoming software revisions. This is the part of MacSense that I turn to first. It reminds me of MacWEEK, actually, except that the online version of MacWEEK has no cool graphics. MacSense doesn't have this limitation.

In recent months MacSense has begun to expand other sections too. Reviews are being stepped up. There are more products and each review is more detailed. Where they have really begun to shine, however, is in the columns department. In the last three issues they have debuted a handful of regular columnists, ranging from a Windows user to Eric Hausmann, the author of Tech Support Tales (TST). These writers are amusing and interesting, without being overbearing. Keep in mind that TST is also available separately from the author, and by itself deserves a good review. But within the envelope of MacSense it really shines. The same is true of other regular columns. While they are good on their own, they get even better when



contained within the polish and spit of MacSense. Now, if MacSense can begin to provide authoritative product comparisons, they will firmly esconce themselves in the big leagues. It's high praise, I know, but nobody can compare.

The editor, Chris McVeigh, recently asserted that MacSense would remain a free publication, and are trying to attract advertisers to cover their costs. We wish them the best of luck, and urge you to subscribe to MacSense, if you haven't already. The editors estimate a readership of around 150,000. Numbers like those speak for themselves.

**Issue** reviewed: June 1995, 868k unstuffed

**Contact** MacSense at: [MacSenseEd.@eworld.com](mailto:MacSenseEd.@eworld.com) (notice the period)

**Find** MacSense on: eWorld, CompuServe, America Online, ftp to [sumex-aim.stanford.edu/info-mac.per](ftp://sumex-aim.stanford.edu/info-mac.per), or on the WWW at <http://tkb.colorado.edu/olm/zines.html>



**TidBITS**

TidBITS, published weekly by Adam and Tonya Engst, is the grandfather of Macintosh e-zines. There is no better source for up-to-the-minute breaking news, views, and insights. No question, if you're interested in what's going on in the Macintosh world, you need to read TidBITS regularly. According to Mr. Engst, at least 150,000 people already do so.

The news items are timely, as much so as any in MacWEEK. The rumors are usually right on target. The reviews are thorough and informative. The features are relevant. And TidBITS has a firm connection to the Internet: as plugged in to what's going on as any periodical out there.

TidBITS comes in a text-only file, though it is created in a special format called setext. A normal text reader (ie. any word-processing application) will do just fine. Run out and subscribe, now.

**Issue** reviewed: #280, June 5, 1995, 32k unstuffed

**Contact** TidBITS at: [info@tidbits.com](mailto:info@tidbits.com) or [editors@tidbits.com](mailto:editors@tidbits.com)

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**MacMedia**

## MACMEDIA

MacMedia is an e-zine — also in DOCMaker format — that covers everything under the sun, more or less. They write about macintosh games, shareware, hardware, books, etc. Everything having to do with the Mac. On top of this they also review music, and publish science fiction stories. In essence, they cover most media, and they do it on a Mac. Hence the name, I suppose.

While not as polished as MacSense (but who is?), MacMedia is a well produced, well put together publication. The all-encompassing editorial vision of Paul Taylor drives this mag, and this is clearest when you examine the strengths of MacMedia. The magazine regularly publishes material from anyone who wishes to submit, so long as it stands up to their standards of quality. While e-zines like MacSense have a relatively stable crew, MacMedia derives much of its appeal from the pool of writing it taps into. Most of the articles are written by Paul Taylor, but each issue also includes reviews, tips, and commentary from elsewhere. Had I known about MacMedia before I started ATPM, I would surely have sent them a submission. As a result of the broad pool of submissions, the subject matter also tends to skip about a bit. But at one megabyte in size, it seems clear they are trying to cover as much "media" as they can.

Expect MacMedia to remain a little eclectic for the time being. Their mission is still somewhat hazy, but they provide worthwhile reading. The editor estimates readership at somewhere between 800 and 1,000 people each issue. The download is a long one, and MacMedia won't bowl you over the moment you open it, but if you take the time to read through the entrails, you'll likely find the future bright for this publication. I encourage you to check out an issue.

**Issue** reviewed: June 1995, 1.1 MB unstuffed

**Contact** MacMedia at: TaylorPlus@eworld.com or TaylorPlus@aol.com

**Find** MacMedia on: America Online. Use the Search Software command for MacMedia.



## Mac Net Journal

Mac Net Journal (MNJ) is another DOCMaker based publication. Begun in September of 1994 as a weekly, it seems to have become a bi-monthly. Each issue is short, with perhaps four or five separate articles, and they are mostly written by the editor, Aaron Anderson. Not that I'm saying that's bad, after all, I write everything in ATPM. His columns are interesting, definitely worth reading. But while MNJ carries reviews as well as Mr. Anderson's commentary, it's the commentary you should come for.

In fact, MNJ is a lot like ATPM. However, MNJ boasts a world-wide distribution, including known BBS sites in the United States, Canada, Germany, Singapore, Brazil, and Israel, with an estimated 1,500 readers. On top of that, MNJ carries regular contributions from those countries, giving it a unique international scope. The new format, as of April, is much cleaner and easier to read through. MNJ also sports a help wanted section, something I haven't seen in

any other Macintosh e-zine.

The magazine has a lot of potential. As it stands now it is worth the (relatively) short download time, and with the addition of new columnists and a cleaner format, it should only get better. I recommend you look at an issue. The only reason I don't give MNJ better than an okay rating is the confusing presentation. The graphics are glaring and jumbled. With a little reservation, MNJ would be better.

**Issue** reviewed: May 15, 1995, 483k unstuffed

**Contact** Mac Net Journal at: aaron@netaxs.com

**Find** Mac Net Journal on: eWorld, CompuServe, America Online, ftp to sumex-aim.stanford.edu/info-mac.per, or on the WWW at <http://www.netaxs.com/~aaron/>



## Low End User

Low End User (LEU) is a magazine devoted to the low end Macintosh computers, from the original Mac 128k to somewhere below current models. LEU used to be published in the DOCMaker format, but has recently switched to a program called eDoc. We aren't here to wrangle about the merits of either application. Let us assume they knew what they were doing.

LEU benefits from a wide readership and an equally wide number of writers. The appearance of LEU, in both DOCMaker and eDoc formats leaves a little to be desired. In the one it suffered from an excess of fonts and colors, and in the other it comes across as disorganized and vague.

However, if you're a better person than I you can get past that and actually read the articles. I did for this review, and I found them, for the most part, well-written and interesting. They are not exclusively geared towards users of black and white, dusty Macs, so never fear if you have a Quadra or a Power Mac on your desk. You'll have to dig to get to the meat of this magazine, and it's more work than I am willing to devote each month.

However, there seem to be many loyal fans. Mike, the editor, estimates readership at about 2,000 people per month. It is due to this support of LEU that I guess you should at least look at an issue. If you agree with me, then put it aside and don't give it another thought. Should you disagree, tell me I'm a nincompoop and enjoy.

**Issue** reviewed: March 1995 and May 1995, 245k unstuffed

**Contact** Low End User at: ontologist@aol.com

**Find** Low End User on: America Online, CompuServe, ftp to sumex-aim.stanford.edu/info-mac.per, or on the WWW at <http://tkb.colorado.edu/olm/zines.html>

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## Computer Ed 'Zine

From the title I was expecting the content to have much more to do with education than this magazine offers. In fact, I could find nothing specific to the educational market. Maybe "Ed" means editorial, or edible.

This magazine contains the usual news tidbits, tips, and reviews. The reviews are only semi-useful, however, and include one review of a karate movie. An article titled "The Best of Everything" turns out to be more of a wish list from the editor. The news section has no breaking anything in it. And every shareware magazine seems to have reviewed Swoop this month too. Computer Ed 'Zine is no exception. To top it all off, the magazine is filled with large, not too shabby graphics that don't do much to enhance the publication.

The column about the editor's experience with a new Power Mac was good, however. Funny, interesting, not too long. It belonged, if I do say so myself, in ATPM. I would download Computer Ed 'Zine again for another column by Luke Czo, but I have a fast modem. I'd rather not have to download the 900k of additional text and graphics I just click past.

My suggestion? Don't bother, except for Mr. Czo's column. Maybe if he gets enough eMail he will consider just publishing it alone.

**Issue** reviewed: #6, June 1995, 970k unstuffed

**Contact** Computer Ed 'Zine at: [macvspc@aol.com](mailto:macvspc@aol.com)

**Find** Computer Ed 'Zine on: eWorld and America Online.

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## So, what to read?

In the end, what do you read? The online world is full of first-time magazines, premiere issues, and potential blockbusters. I chose not to review those here. Unfortunately, the online world is also full of established publications with large reader bases. If you took the advice I gave in each review above, you'd be checking out six e-zines every month (more if you count the weeklies), over five megabytes of text and graphics.

So don't. If you gotta choose, subscribe to **MacSense** and **TidBITS**. Then, if you decide you want more, try MacMedia. There you go. In a nutshell.

Are we done yet? No, we're not. Next month (or some time later) I'll be reviewing online publications having little or nothing to do with the Macintosh. There are several science fiction digests, a poetry publication, and some really weird stuff I think you should all know about. So,

until then, happy reading.

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## Worth Downloading

# What He Said

My (ahem) discussion last month about demoware elicited a lengthy, pointed reply from Don Synstelien. On receiving it I thought, "Aha! Hate mail!" but upon reading it I realized that he and I were, for the most part, on the same side. Mr. Synstelien is a shareware font creator, and he objected to being taken to task for trying to earn a little money from his work. I have included some of what he said below, with his permission, and commented. I promise I'll get back to **reviewing shareware** next month.

I feel the Demoware concept has improved my "share"ware income. Demoware will allow the shareware concept to continue with the same blood it now has in it. As shareware stands, the authors usually try it once, then get out quick due to the lack of paying customers and the pain of tracking five dollar checks on the income tax forms (yes, you must pay your taxes on shareware income <however dismal>).

The detriments to demoware that you mentioned are a bit on the unrealistic side, for instance, your opinion on how demoware producers cheat and deceive those who download their (incredibly low priced, sometimes practically free) products only to require money to get the full working version. You seem to have the impression that shareware authors are fat, rich, corporate companies bent on the huge profits that must certainly follow each upload they make.

I think I should clarify, before I start receiving "sample" shareware to review that instead erases my hard drive. (Please note that Mr. Synstelien lives really close to me now.)

On one end of the marketing spectrum we have commercial packages. You pay for them at the store or through mail-order, and you get what you pay for. Then we have demonstration software. A company produces a software package that allows the user to get a feel for the product, without actually giving that product to the user. You can find, online, demo versions of applications like Claris Organizer, or of games like Bungie's Marathon. You download these demos, and if you like the product, you order it from the author, or you go buy it from a store.

Then we have demoware. In this case you download a complete product, but that product is held back in some way. Either it is locked, or scrambled, or it expires within a set period of time. Often you need a password to unlock further features or prevent the time bomb from going off. You receive that password by registering the product and paying the fee.

And finally, there is shareware. You download a complete package that works as advertised, and if you like it, you are expected to send in your payment. There is no forcing of the issue.

I agree with Mr. Synstelien. Demoware will provide much needed stability to the shareware concept, and will allow software to continue being distributed online. In my original article it seemed like I was attacking any software author who dared use this method to get paid for their work. I was, instead, lamenting the death of shareware. My attack should have been aimed at the pirates who download software and use it, never intending to pay for it. It is they who are responsible for the emergence of demoware.

As I said last month, I don't like demoware, but it's here to stay. Pay for your shareware.

## @Type.New



Size: **about 900k**

Fee: **Free.**

This is actually a magazine, but I consider it a utility that everyone should have access to. @Type.New is devoted to reviewing fonts available online. Finally, a place you can turn to in order to see what a font looks like before you download it! If you like fonts but never know which ones are going to look good, find this magazine now. I only wish the author, Don Synstelien (see above), could make this more of a service (ie. a smaller download) than a showcase. Perhaps as a separate download? @Type.New is one of those bright ideas you wonder why nobody thought of before. **Find** @Type.New in all the usual places. On eWorld look in the member exchange under new files. On America Online use the software search to look for @Type or DSyn.

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## Something to Talk About

In the Fall of 1992, Time magazine published a special issue on the coming year 2000. In it, they asked several prominent people what one idea would help us survive and flourish in the new century. **Gabriel Garcia Marquez** had this to say, and I found it interesting:

"The only new idea that could save humanity in the 21st century is for women to take over the management of the world. I believe that the male hegemony has squandered an opportunity of 10,000 years. We men have belittled and ridiculed feminine intuition, and on the other hand, we have historically sanctified our ideologies, almost all of them absurd or abominable. The masculine power structure has proved that it cannot impede the destruction of the environment, because it is incapable of overcoming its own interests. For women, on the other hand, preservation of the environment is a genetic vocation. The reversal of powers is a matter of life or death."

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## The Contest

# Name the Zoo

In last month's contest I was looking for the color of the day, and it was Aquamarine. The hidden button was located in the Worth Downloading section, to the left of the headline, "Notes from last time." I received the winning entry from **Matthew W. Schmeer** not more than five hours after posting ATPM 1.02 to eWorld. Matthew will be receiving three gorgeous killer whale bean bags, ideal for juggling, posing with Lego guys, or throwing at annoying people. Bonus gifts are available for anyone who can tell me where "The color of the day is Aquamarine," comes from. A hint, it's from a TV show. Matthew can't play, since I told him.

The first "Find the Blank" contest may very well be the last "Find the Blank" contest, too. It seems a large number of folk merely loaded ATPM into their own copies of DOCMaker, searched for the white-square graphics, and read the message. Not against the rules, mind you, but it does turn the exercise into one of speed rather than of perseverance. We'll see.

For the meanwhile, here is **this month's contest**. Free stuff goes to the first person to send me, by eMail, the name of the zoo in Omaha where I intend to apply for work. (There's only one zoo in Omaha, folks.) Extra points if you can name the jungle display, too.

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...endnotes

## The ATPM Rating System



**Yowza!**



**Good.**



**Okay.**



**Don't**

There are three positive ratings, and only one negative rating. Only Boy, our mascot, tends to like most things, so you'll rarely see him suggest that you **don't** bother with something. Usually he'll be completely bowled over by something and he'll exclaim, "**Yowza!**" or he'll tell you that something is just plain **good**. If it's not that good, but it clearly took time to put together and there's nothing really harmful about it, he'll usually shrug and say that it's **okay**. Doesn't mean it's bad, just not up to his standards of coolness.

## Next Time

Well, no new version of the eWorld software yet, but I'm still hopeful that it'll be available for review in the next issue. America Online has pre-released a beta version of their WWW capable software, and a look at it would complement the eWorld article nicely. Cross your fingers. We will also have our first guest writer, with an account of her Mac life. A new contest, eMail, and my usual columns on the usual will fill out the issue. Hopefully I'll have time to play a game.

## Write About Your Particular Macintosh

As I told Clarence (see eMail, in this issue) I am accepting anything y'all want to write. I cannot promise that I will publish it, but I **will** read it, and I will at least comment on it. ATPM is looking for personal accounts of living with a Macintosh. They should be shorter than two pages, but longer than a few paragraphs. This is an opinion forum, so be opinionated, but try not to be pushy. We like the "gentle humor" comment from ZiffNet/Mac, and we hope to keep that tone. But hey, write about anything you like! Try me.

## Where to get ATPM

The really cool images below are the irrefutable property of the online services they depict. In absolutely no way do I pretend to have had anything to do with their creation. Nor do I intend to make any profit of any sort from their use in my publication.



Free subscriptions are also available. Send a request to [rdnovo@eworld.com](mailto:rdnovo@eworld.com).

## Stuff that needs to be said

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This document was created with Mark Wall's DOCMaker 4.1.1. May his car float.