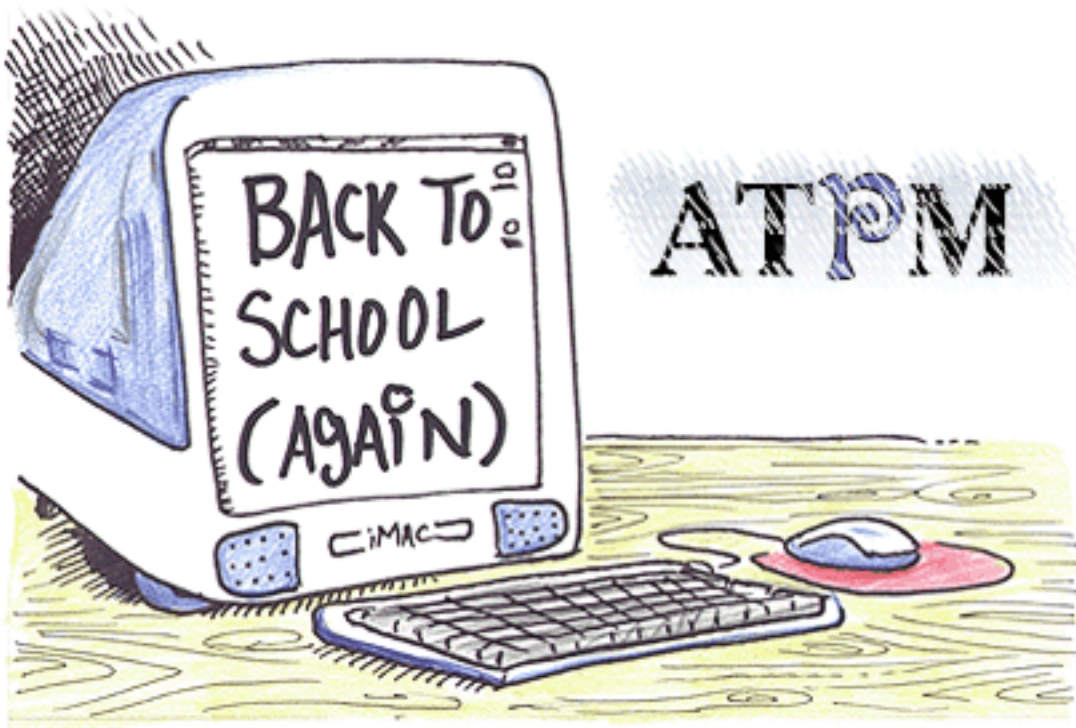


# ATPM

- ▶ BeOS Release 3
- ▶ Segments: Baby Mac
- ▶ Photoshop Actions



*About This Particular Macintosh™ 4.08: About the **personal** computing experience™*

**Volume 4, Number 9**  
**September 2, 1998**

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Thanks for reading *ATPM*.

• • •



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# Welcome

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Welcome to the end-of-summer, back-to-school, post-iMac-debut, September issue of *About This Particular Macintosh!* This month's edition is not short on long facts about the latest hardware, software, and Photoshop tricks. You might say this is our stand-up, stand-out, all-round best release since the August issue. But enough with the understated true-to-life facts, let's get on with the hype!

## The Survey Says?

Last month's issue of *ATPM* featured an important reader survey. Your feedback is helping us discover new ways to better serve the Macintosh community. We'd like to thank everyone who has taken the time to answer our short list of questions. If you haven't already responded to the survey, please take a few moments and stop by <http://www.atpm.com/4.08/page5.shtml>. We plan to publish the survey results in our October issue.

## Can I Plug it in, Daddy?

Thanks to a \$100 million advertising budget and an award-winning, Jetson-like design, the iMac has captured the imagination of millions of Americans. In living rooms across the U.S., delighted children are singing a very common refrain, "Can I plug it in, Daddy?" In this month's *Apples, Kids & Attitude*, Robert Paul Leitao explores an iMac connection of a different sort. If we weren't privy to his denomination, we might call this month's column "iMac and the Art of Macintosh Maintenance." Please read this single father's unique view of the iMac's debut.

## Iovino Mea Culpa

Our headlines have been filled with a weird mix of political mea culpas and international conflicts. In this month's *Apple Cider*, Tom Iovino confesses his own breach of Mac-loving ethics and expresses his frustration when confronted with a few foreign extensions that refuse to work well together. If anything, Tom is a stylish kind of guy (just check out his

picture at the top of the column). He's not a candidate for the Oval Office, but he is a man who would like to smooth the rough edges of his Mac's performance.

## Lights, Camera, Photoshop!

Jamal Ghandour, *ATPM's* art director and Middle Eastern bureau chief, has been busy teaching the staff about Photoshop's automated tasks (also known as "actions"). This month's column is an informative piece for readers who use the world's most popular photo rendering software.

Jamal asked permission to distribute an action called "Explosive Type" with this issue of *ATPM*. We don't ordinarily like to add attachments to our e-mail attachments, but we think it's worth the few moments of download time. Jamal says the action is "really cool!" We'd like to know what you think. Send your really nice comments to: [<editor@atpm.com>](mailto:editor@atpm.com).

## DiskCopy...What?

Many Mac users have been confronted with what's called the DiskCopy dilemma. Most people use it simply to mount disk images they download from Apple, missing out on some of DiskCopy's coolest features. Take a look at Michael Tsai's *The Personal Computing Paradigm* in this issue to learn more about the the history and handy uses of this maligned utility.

## Churn, Baby, Churn

The Wintel world doesn't suffer the same level of buyer scrutiny that the Macintosh market endures. Slap together commodity-quality parts, load the hard drive with Windows 95, advertise the lowest possible price (regardless of warranty or service availability) and you'll find a Wintel buyer.

Intel has released yet another low-cost chip for sub \$1,000.00 computers. The problem is that in order to maintain sales, the Wintel market must churn its users for upgrades, enhancements and new systems. No matter the low purchase price, a computer that quickly becomes obsolete is an expensive system. In other words...

## Got Bilk?

Most Mac users agree that the iMac is a cool piece of hardware. More importantly, the G3 processor and quality 15" monitor should keep pace with tomorrow's software upgrades and modern operating systems. A lot has been said about Apple's efforts to entice owners of older Macs to buy iMacs.

However, early reports indicate that first-time buyers and current owners of Wintel boxes are purchasing iMacs in large numbers. This is good news for Apple and the Macintosh platform. This means that buyers are looking beyond low prices and setting their sights on high quality computers.



Apple Computer might never have a large market share. But the company can thrive by creating products that appeal to people who understand real value and who prefer superior performance from their computers. The iMac is proof that Apple doesn't need to bilk its customers in order to survive. We're excited about Apple's new hardware products and the plans for OS X. We look forward to being there with you in the months and years ahead. Please enjoy our latest issue!

The ATPM Staff





## Email

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*Send your e-mail to <editor@atpm.com>. All mail becomes the property of ATPM.*

### Apples, Kids & Attitude (ATPM 4.08)

Bravo!

You said exactly everything us parents out here are **trying** to tell our school districts—to **stop buying PC's!** Ack!

Your article was inspiring and I will make sure I pass it on to others who haven't a **clue** as to what they are doing to our kids education without the Macintosh to see them through.

Thanks.

**GoldieGirl**

goldie61@concentric.net

...

### Norton DiskDoubler Pro

Regarding your now somewhat dated review of Norton DiskDoubler Pro:

You might want to note that Symantec has stopped supporting DD Pro. It will not run under OS 8.x except for very limited uses, and Symantec has announced it has no future plans for the product.

Your review already mentioned that “Unfortunately, as Symantec acquired companies such as Peter Norton Computing, THINK, and Fifth Generation, their products’ evolutionary cycles seemed to slow down.”

You might want to add that as Symantec acquires companies it tends to kill them and kill their products, leaving their user base high and dry.

Regards,

**Joel Siegel**

siegeljd@earthlink.net

The review can be found at <http://www.atpm.com/2.06/page16.shtml>. Although Joey is absolutely right—about the OS 8 incompatibility and Symantec's business practices—DiskDoublers remains a perfectly useful piece of software for System 7.x users. Unfortunately, it still offers compelling features that Aladdin's StuffIt Deluxe package has yet to match. —MT

...

We'd love to hear your thoughts about our publication. We always welcome your comments, criticisms, suggestions, and praise at [editor@atpm.com](mailto:editor@atpm.com). Or, if you have an opinion or announcement about the Macintosh platform in general, that's ok too.





## For All The Boobos in the World

It was Thursday night and my kids were settling into bed. It was time for evening prayers and bedtime stories. My daughter announced that she had a “booboo” on her foot and, just for a moment, she wanted it to be the center of my attention. Although she’s now seven—in a panicky Dad’s mind that’s halfway to fourteen—she still believes that Dad’s touch has special “booboo” healing qualities. I often wish the problems and bruises of life were that easy to heal.

I took a moment to acknowledge her bruise and after gently touching the spot I asked her and her brother to help me begin our evening prayers. “For all the boobos in the world,” my daughter started, “and for an iMac.” “Oh, no!” I thought to myself. I had hoped for a bit of time before the iMac pleas began.

My daughter is about to enter second grade and my son is preparing himself for the half-day regimen of Kindergarten. The opportunity to use a Macintosh at home is helping each of my children learn about and explore the ever-growing world around them. Whether it be surfing the Internet with Dad or enjoying the interactive content on their favorite educational CD-ROMs, their Macintosh is a significant part of their day-to-day learning experience.

I purchased their Macintosh 7200/90 in February 1996. Today, two and one-half years later, the 7200’s 16 MBs of RAM, 4X CD-ROM and 500 MB hard drive are no longer adequate. Compared to the price of a new iMac, the costs of upgrading the 7200’s hard drive, CD-ROM and onboard RAM doesn’t make fiscal sense.

I had salvaged from the financial fires of my civil divorce a few meager shares of Apple common stock. It was my hope that the success of the iMac would raise Apple’s share price to about twice what it is today. If that happened, I planned use the money to buy a new iMac for my kids and a much-needed PowerBook for me. However, the economic reality of single parenthood doesn’t afford me the luxury of dwelling in the land of wishful thinking. I’ve learned the hard way that I need to live in the world of today.

It is said a child’s prayers have a special place in Heaven. I believe that’s true because they occupy a most unique spot in a father’s heart here on Earth. My children had an iMac on their minds from the moment they saw their first advertisement for the retro-futuristic machine. It was not an issue of whether or not I would purchase an iMac, it was a matter of when I would buy the Bondi blue machine.

Friday morning, the day before the iMac’s official rollout, I called my favorite hardware

vendor. With the stroke of a pen, an iMac was reserved for me. It was to be a surprise for Matthew and Jessica. My quick decision even surprised me, but I didn't give it a second thought. The 7200/90 would now be used at a client's office where I desperately needed a computer. Although it's showing its age, the 7200/90 works quite nicely for spreadsheets, small databases and writing letters. Providence, it seems, is more than just a name for a city in Rhode Island.

I believe there's a lot to be said for maintaining childlike faith, no matter one's age. I mentioned in last month's column that I had spent the last year as the business manager of a private, non-profit elementary school. I enjoyed the work but I most enjoyed interacting with the children. It was an opportunity to revisit lessons I had forgotten a long time ago.

There's an uncluttered wisdom among school children. They spend their day observing and learning about themselves, each other and the vast world around them. Elementary school is a place where we are taught that dreams do come true. It's also the place where we learn that being diligent, conscientious and honest has a lifetime of rewards. Why adults forget these lessons is a question for the ages.

I don't know what was involved in creating the iMac, but a childlike faith in the outcome of their hard work must have inspired the designers. It has a simple, all-in-one design and is unlike any other personal computer on the market today. It's no wonder so many iMacs will be used in schools. Apple Computer may sell a million iMacs before the end of the Christmas season.

It was now Saturday morning, August 15th. Matthew and Jessica wondered what was on the day's agenda. I kept the iMac a secret. After Matthew's basketball game we headed to the store. They thought iMacs were only sold at CompUSA. They were about to be pleasantly surprised. "Wow, it's an iMac!" shouted Matthew. "Daddy, look!" said his sister. They ran into the store and promptly plopped themselves in front of the iMac on display. A few moments later Matthew was climbing the boxes of iMacs in the center of the store. It was a picture perfect moment. Fortunately, I keep a disposable camera in the glove box of the car. "Be Prepared" is a motto that works for everyone, not just clean-cut young men dressed in Boy Scout green.

The vendor knew that the introduction of the iMac presented an opportunity to sell other products and services to an enthusiastic iMac clientele. My kids waited patiently while they installed the 32 MBs of additional RAM and configured the control panels for the ISP service they sold me at a discount price. Matthew was busy playing the bundled dinosaur game on the display unit and Jessica was wandering through the racks looking for children's games. By bedtime, the free iMac T-shirts given to my kids had become that evening's sleepwear.

I'm grateful to Steve Jobs and the Apple design team for developing a low-priced, easy-to-use, all-in-one computer. Not only is the iMac stylish, its performance will leave very few people disappointed. I'm not sure if this Jetson-like computer is "Back to the Future" or, recalling the original Macintosh, a step forward to the past. What I do know is that the iMac represents "Think Different" in motion. Apple Computer's advertising slogan is **different**. In my own mind, the two-word, grammatically incorrect phrase has spawned a number of variations: be different, try different, do different and, perhaps, love different. Lack of conformity need not mean rebellion.

The iMac is only the beginning of a long line of new products from the people at Apple. Soon we will see new desktops, new PowerBooks and the release of a low-cost consumer portable that combines the sophistication of the Mac OS with the functionality of the eMate. The iMac clearly represents an evolutionary product for a revolutionary company.

It has been an interesting week as an iMac owner. The kids have enjoyed their new computer and we've had many fun moments playing games and learning new things together. As a single parent my life is filled with baseball, basketball, hair berets and Slurpees. The iMac is a wonderful addition to our very active lives.

Last night I was at church for a prayer meeting. We prayed for each other, our country, the President of the United States and members of Congress. We prayed for world peace and greater understanding among world leaders. It may be childlike faith that gives us hope.

I took a break from the meeting to call my kids. I stepped outside the church, dialed their mother's number on my cell phone and waited patiently for an answer. Before the conversations ended I told my former wife that that I bought the kids an iMac. This wasn't news to her, but it was new to hear things like this from me. Without pausing, I told her it was something I thought we should share. I thanked God for the grace to attentively hear the desires expressed by my children. I also thanked Him for often hearing the desires of my heart rather than the sometimes-confusing words on my lips.

Maybe there is something to the power of prayer. It has a way of changing hearts and minds. Do different, be different, and think different. It all seems very child-like to me. This Saturday morning I dropped off the iMac and Matthew's basketball uniform. I went home and saw the empty desk. I noticed my daughter's hair beret sitting motionless on the counter. I got back in the car and drove to Matthew's basketball game. On the way home I thought to myself, "Am I nuts?" "No!" I replied. "Just think different, have a little faith and don't worry about tomorrow." I took a right, went into the 7-11 and bought myself a Slurpee. Maybe child-like faith can move mountains, even if it's one iMac at a time. Matthew's picture may prove it.

*"Apples, Kids and Attitude™" is © 1998 Robert Paul Leitao, <rlleitao@atpm.com>.*





## Silly Little Mac Issues

Word of warning: For those Macintosh users who believe that absolutely nothing can go wrong on a Macintosh, and even the mere thought of the Mac OS causing anyone trouble, you may be offended by this month's offering of *Apple Cider*.

Oh, yeah. This one's a doozie!

Believe it or not, the true story I am about to tell is replete with near cursing outs of Steve Jobs and the Cupertino gang, threats to go to the PC side, and a **very** important reminder to backup your data. All of this from someone who has used a Mac since 1988.

It all started a few months ago when, at work, I started to make noise that the Performa 6116 I was using just didn't cut the mustard. Graphics file sizes had increased from the low KB range in 1995 to the high end of MB, and the computer was struggling to keep pace with the increasing file sizes. What I needed was a G3 machine.

Well, there was one big problem. I work for a government office. Here, perception is everything, and if the taxpayers see that I was getting a gee-whiz super-fast computer, they may question if the purchase was absolutely necessary. And, since perception is everything, that's not good.

Never mind that all of the graphics and layout of the office's Internet site were done on the Mac and that the site is freely accessible to anyone who can get to the Internet.

Some folks even get edgy when they see their tax dollars buying new pencils.

So, the powers that be decided that rather than getting a whole new box, they would spring for an upgrade card. Hey, if you can't get a new box, get a new engine for it! Plus, I would have the benefit of not having to copy things from one drive to another, re-taping all of the witty saying I cut out of the local newspapers to the new computer case, etc.

The office went through a mail order outfit and our purchasing people ordered a brand spankin' new G3 upgrade card. Sweet.

I initially thought that I'd be cruising along at G3 speed in a day or two, max. Nope. No where even close. These cards are so popular, we had to wait six weeks to have the order filled. Never mind. All the while, I waited patiently for the card to arrive. And, while I sat in front of the monitor, the 60 MHz 601 chip coughing and wheezing through enormous

graphics files, I kept repeating to myself, “soon.”

Then it happened. I came back from lunch one afternoon to find that things were launching a lot faster than I remembered. And the windows sprung open with more enthusiasm. The hardware guys in the office had received the card and installed it. This was great—

Until the screen froze. Reboot. Freeze. Reboot.

I figured that some of the standard fixes would clear the problem up. I rebuilt the desktop and zapped the PRAM. Still froze. “Must be an extension issue,” I thought as I left for home that night. “I’ll just tackle it in the morning.”

Before I go any further, I will tell you that indeed, the problem was caused by the board itself. Some sort of hardware glitch. But, the pain and suffering it caused me on the way to that conclusion was enormous.

The next morning, coffee in hand, I sat down to tackle the freezing issue. It seems these boards work by installing an extension which tells the system to look for the new processor. Easy enough. Well, the extension that runs the new processor is supposed to be the one that loads first. If not, it’s sort of like the your teacher telling you a class is going to be given in English, then proceed to speak Spanish the entire time after. It’s just not gonna work.

And, on my computer, the Built-in Ethernet extension loaded before the new G3 extension.

OK, restart with extensions off. Open the extensions folder. Place some spaces before the name of the G3 extension. Restart.

No good. Same result.

Repeat multiple times while changing the names of just about every extension. No dice. Built-in Ethernet wanted to be the first.

So, I thought that I could solve the problem by disabling some extensions.

Here’s where I’m going to jump up on my soap box. Why is it that really powerful, older programs such as Marathon 1.2 (an old standby) and Freehand 5.5 (remember, government office—upgrades happen very infrequently) can load without adding any extensions to the system, but other developers—and you know who you are—insist on tacking multiple extensions to their installation? And not just for big professional graphics or Internet applications, mind you. But for utilities as well. And often these little utilities place more than one extension into the system.

There should be some sort of penalty to developers who insist on cramming extension after extension into the system folder just to run their program. This leads only to extension conflicts, probably one of the biggest sources of heartbreak to Mac users everywhere.

So, here I was, mucking around in the extensions folder with the help of Extension Overload and InformINIT looking for the dead wood to cut out of the system.



Reboot. Hang. Reboot. Hang. Crap.

I called for help from the computer operations folks. They laughed. They scoffed. “You see, three years ago, we could have gotten you a PC. If you did, we could have given you some help. Oh, well. Too bad for you. Maybe we can take one of those loose PC’s floating around the office and **finally** get rid of that silly Mac of yours.”

For a brief moment, I considered it. I mean, hey, I was already out a day and a half at this point. Wouldn’t it be great to just go get myself a cup of coffee, sit back, and have the professionals take a crack at fixing up the computer? I even looked into getting some cross-platform upgrades for the software I use and just porting over the files which represented the past five years of my efforts here.

But then I realized that I had only been down now for about 2 days out of the past 3 years of having this Mac on my desk. This was only the second time the Mac had been so far out of whack that I had to leave my office and seek help from the big guns back in computer operations. Not a bad track record for this office. And, indications were pointing to my current problems being due to a defective card.

So, I got back to work. The tech support person, Steve, from the card manufacturer was very helpful over the phone. He suggested a clean install of the system software. So, I did that. And things worked. But then when I reinstalled the extension that drove the new board, the Mac crapped out again.

Monkey with extensions. Reboot. No dice.

Now what? One of the programmers at our office suggested that I completely reinitialize the hard drive, reinstall system 8.1 from scratch, and give it one more try.

This is why I am happy that I used Dantz Software’s DiskFit Direct from my Zip Tools disk. A complete backup later (I only had to save the past four day’s worth of work—the time which had elapsed since the board was installed) and re-initialized.

Nothing is scarier than the warning that reads that all of the data on your disk will be erased. Did everything get saved? Will I be able to retrieve everything when we get back on line? Will the Lunar Module’s engine be enough to get me and my fellow Apollo 13 astronauts back to Earth before time runs out? Oops, different movie.

Soon, I had an untitled, generically iconed disk on my desktop. I reinstalled OS 8.1 from the CD. I crossed my fingers and rebooted.

The Mac sprung to life just as it had every day for the past three years. Everything worked again. Sweet. I installed the G3 extension, and the computer crashed again. At last, I knew now that the problem was all hardware, not the Mac! Whew!

So, we popped out the defective card, sent it back to the nice people who manufactured it, and I got back to the task of reinstalling all of my applications and restoring all of the files from the old set up.

Now, I wait again for the return of the G3 upgrade card. I have a system folder completely

purged of any legacy files which may have been around from as far back as the office's Ilcx running system 6.0.5 which I inherited from my predecessor (I just copied everything to the new drive on the 6116 when we took delivery on it—I know, use the clean install feature).

And I dread the day three years down the road when I will have another catastrophe with my Macintosh.

*"Apple Cider" is © 1998 by Tom Iovino, <tkiovino@aol.com>.*



ABOUT THIS PARTICULAR  
**OPINION**



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**ON A CLEAR DAY, YOU CAN SEE THE HOLLYWOOD SIGN...**  
**BY MIKE SHIELDS**

I find it difficult, if not impossible to write an internationally syndicated column entitled *On A Clear Day, You Can See The HOLLYWOOD Sign* when it's been hazy in the basin for the past three months. I can't see past the airport. So, throwing deadlines to the proverbial four winds, (Thanks, Michael) some of the following may or may not be Mac-related. You decide.

## **I'm Batman**

Yes, ok, I've admitted as much in the past. As such, I took a week off, which I may or may not get paid for, and attended the San Diego Comic Book Convention and Expo. A fun time was had by most. Nothing that a hotel change couldn't take care of. It seems that the fine folks at the Marriott chain are PC-afflicted and didn't want to give me the staff rate of \$79 dollars a night, instead intending to charge the Comic Con, for whom I was working, \$239 a night for a two-room suite with a king bed that was clearly not worth what I was going to be paying. Anyway, I got moved to the Radisson, and had the rest of my room picked up by the Con for saving them a thousand dollars. Of course, they're still holding my credit card hostage, but that's another story...

Anyway, I would expect a bunch o' creative types like the fine folks at Marvel and DC and the major independents to be using Macs for their various online displays. No luck. Not a Mac in sight. Not good for someone such as myself who's going to be looking for a job shortly. Of course, I'll get to that later. I was amazed and, at the same time, shocked. How could people in their right minds voluntarily afflict themselves with inferior hardware? I didn't get to ask, having too much to do. I did manage to meet several actresses, whom I hope to cast in "Diamond in the Rough." I got a free mousepad/jar opener from the fine folks at Anime Village. <http://www.AnimeVillage.com> I may have also snagged an agent. Handed my script to a production company. But alas, no resumes. Only because I forgot to bring any.

The good news is that, behind the scenes, the fine people to whom I donate a week plus of my time every year are successfully entrenched in the Mac camp. All the computers in the office are networked Macs. They even have the latest and greatest, as I saw two G3s. As for on-site, the person putting together the daily newsletters (both for staff and for the masses) brought with him two Macs from the office, plus a Mac clone that he brought from home. And his scanner. The database of pros, dealers, and attendees is, of course, in FileMaker Pro. The labels and such are printed on various incarnations of HP printers that are of course hooked up to the network back at the office. Chris brought an HP 4M with him to the site to do the newsletters everyday. The president of "The Committee" got an "ok" to

get a G3 accelerator card for his Mac at a recent board meeting. Not one need for my services that I know of. I'm trying to become the Webmaster for the convention, but so far, no luck. This would of course free me up from moving heavy objects from point A to point B, including the aforementioned onsite computer equipment, which was my job for the Con this year. I got the walkie-talkie with the Madonna mic attachment and everything. I almost looked official. I even had a green ribbon on my badge that read "Staff." You may supply your own joke here.

## The Name is Jobs. Steve Jobs.

What most of you don't know, and I'm going to tell you now so that you can hear me later, and understand me after that, is: the Santa Monica offices of Apple Computer, Inc. are located in the same complex as MGM studios. I read yesterday in the LA Times <http://www.latimes.com/> that the venerable studio is going through financial troubles yet again. Actually, they've been having them for about a decade. This is what they get for not hiring me almost five years ago, when I was almost on the streets. I could've turned them around. The first thing I would've done was, of course, switched their platform o' choice. I'll discuss financial ramifications of this later, as it applies to the next topic.

For now, all you need to know is that I've been fantasizing with the juxtaposition of Apple and MGM. What if Steve came in and did a turnaround for MGM, as he did for Apple? We might see Rocky saying, "Yo, buy an Apple! Or I'll punch your lights out!" Or maybe the Pink Panther going on an investigation to find the PC-afflicted. "You said your computer didn't bite." "That's not my computer." And of course, Our CEO-'til-we-get-another-one Steve, as the above referenced James Bond. I mean, if a PowerBook is good enough for the IMF, certainly MI5 could put it to work as well. And with Q making upgrades, anything is possible. "Now, listen closely James. If you hold down the shift key on startup, it turns the laptop into a proximity bomb with a two minute delay. Run quickly."

## Well, It Finally Happened

The 'it' I refer to is summed up in the following memo, which I should excerpt in an effort to retain my job, but I probably will be employed elsewhere by the time you read this so hear goes:

Subject: Stop Processing Macintosh Orders  
Author: Name Withheld  
Date: 8/17/98 6:16 PM

Please notify all control points ASAP that I have instructed CSC to no longer process SES orders for Macintosh desktops. In general, orders previously placed but not yet filled will be returned.

To maximize the effectiveness of our systems and processes, both within sites as well as across the broader SES and Raytheon organization, we must increase standardization of our desktop environment. For that reason Raytheon has standardized on Intel-based PC desktops and laptops.

The issue is not what a specific individual can do on a Macintosh or PC. The

issue is what our enterprise can not do effectively if it must interoperate on both. Both PC and Macintosh platforms offer acceptable performance and features. However, the PC's dominant market position and wealth of available applications dictate its selection as our standard. Increased standardization will also enable us to focus our buying power and achieve greater discounts through volume purchases to a single supplier. To that goal Raytheon recently signed a purchase agreement with Compaq to supply us with Intel-based computers. A memo from Dennis Picard and Dave Welp is being circulated announcing the Intel-based Compaq standard.

Existing Macintosh computers will continue to receive support. However, when we refresh them it will be with our PC standard.

I know there will be instances where compelling business reasons dictate exceptions. The Picard/Welp memo references an exception process and we will get the details of our specific exception process to you ASAP. However, the INTENT of standardization on the PC dictates that we stop Macintosh acquisition immediately.

There was a huge distribution list on this, with names that most of you won't recognize, so I won't bore you with them. I've also withheld the author's name, so that he won't be embarrassed. And I can keep my job a little longer. The joke, or lack thereof, is that I knew this was coming. Last year, when Huge became Ray-O-Hac, the writing was on the wall. But to provide no concrete evidence as to why, is astounding. We could pick this apart paragraph by paragraph, however, I think the bottom line here is as usual, cost. And the fact that they cut a deal with Compaq.

Never mind that the third paragraph can be picked apart word by word. I'll summarize: The recent study done by the Gartner group indicates that a Mac user gets \$24k more work done, his computer is down 14% less, and it costs less to support. These are the numbers I referred to earlier, in case you skipped ahead. This is what happens when you play the point and not the line. Another interesting point: The Media Services people that I was recently assigned to get to keep all their Macs, and even buy new ones. I don't know if they're hiring, and I'm a neophyte when it comes to graphic design.

So, as I alluded to a few months ago, it's a litterbox. Time to get out. Fox may hire me again. They have about six copies of my resume, as of this writing. One of my fellow desktop technicians said to me after receiving 'The Memo,' "Time to learn PCs." To which I responded, "Why?"

68 and hazy in El Segundo.

e ya next month.

Maybe.

*Disclaimer: Mike will accept praise and flames at: <mshields@atpm.com>. He is desperately seeking job leads, wants to stay in the LA area, and would prefer some sort of Mac job in the entertainment industry.*



## Disk Copy—Not Just for Floppies

We take it for granted, but Mac OS does a great job of handling floppies. From the beginning, the Mac could identify which floppy was which, then ask you to insert the proper one by name. (Okay, so maybe you don't have fond memories of swapping floppies...) Until recently, Macs had auto-inject floppy drives—that is, the drive could help you out by “pulling in” the disk. And, of course, Mac users have never needed to worry about ejecting floppy disks. There isn't even an eject button; the operating system “knows” how and when to eject floppy disks.

Then, there are the details that we take for granted but people in the Windows world cannot. The Mac knows when you insert a floppy disk. (In fact, there is even a special “event” to let Mac programmers know that a floppy has just been inserted.) Mac OS automatically displays the floppy's icon on the desktop (complete with an IBM-striped “PC” if the floppy is DOS-formatted or a six-color “II” if it's ProDOS formatted). No need to locate the “A” drive and “refresh” it. If a floppy disk is ejected, its contents are grayed out; trying to open one of its files then asks you to insert the floppy (rather than summoning a cryptic error message)—all part of the Mac's polish.

### But Floppies Are Dead...

That's right. With iMac, Apple is effectively saying that floppies are on their way out. The lack of a floppy drive is the iMac's single boldest “feature.” (Hey, it is documented.) Soon, the few pieces of Mac software that still ship on floppies will switch over to CD-ROMs. For software distribution, this is great. Floppies are notoriously unreliable and slow. (Remember the days when the first step in installing a piece of software was backing up the master floppies?) Though the road to a floppy-less world is likely to have a few ruts, I, for one, am glad we're finally moving in that direction.

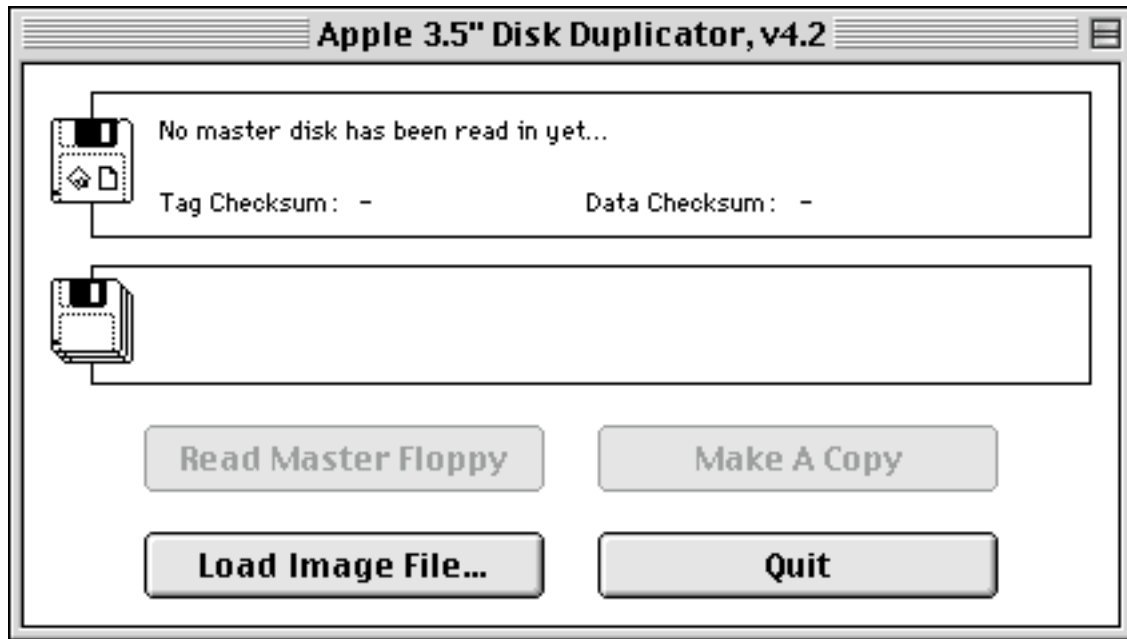
Where does this leave Apple's Disk Copy utility? Actually, it's more useful now than ever. You can be sure that it'll come in handy for installing software shipped on floppies onto the iMac.

### DiskCopy—Apple's 3.5" Disk Duplicator

Since the late '80s, Apple has provided a free utility called DiskCopy for Macintosh users. DiskCopy can turn floppy disks into **disk images**—files containing the complete contents of the original floppy disk. After acquiring a disk image from a CD-ROM, online service, or wherever, you could use DiskCopy to make a floppy identical to the



original. DiskCopy could make multiple copies of a single floppy disk. It also used a CRC (Cyclic Redundancy Checksum) to insure that duplicates were exact copies of the original.



The playing field was made more interesting by the fact that there were numerous competing formats for disk images—Apple’s DiskCopy, Apple’s DART (Disk Archive/Retrieval Tool), Symantec’s Floppier, Central Point’s FastCopy, and shareware formats like DiskDup+ and ShrinkWrap (now published by Aladdin Systems). Though some utilities could read other’s formats, disk imaging was complicated: conversion utilities abounded, and there was no real standard. Sure, Apple’s DiskCopy was the most ubiquitous, but it was also probably the least desirable to use.

Probably the most common use of disk images was for distributing Apple system software (In those days, Mac OS updates were free to all Macintosh owners). After downloading a disk image over AppleTalk or a modem, the last thing you wanted to do was copy the image from a fast hard disk to a slow floppy—then install the software from that slow floppy.

## Mounting Images

Thankfully, there were separate utilities that let you “mount” images on the desktop. The images could then be manipulated just as though they were real floppy disks. Of course, there were scads of image mounting utilities as well—Mount Image, Drop•Disk, Mt.Image, and ShrinkWrap are the ones still in the Utilities folder of my hard disk. Often, images would be created with one program and mounted with another.

## Disk Copy 6.3

Today, the landscape is a bit different. Although the programs mentioned above still exist, Apple’s Disk Copy (now with a space in its name) and Aladdin’s ShrinkWrap are the disk imagers of choice. ShrinkWrap offers more options, but is a commercial application. Apple provides Disk Copy for free at:



**<ftp://ftp3.info.apple.com/Apple\_Support\_Area/Apple\_Software\_Updates/US/Macintosh/Utilities/Disk\_Copy/>**

Disk Copy 6.x offers a number of improvements over previous versions. With the NDIF (New Disk Image Format), just about any type of volume can be imaged: floppies, CD-ROMs, hard disks, folders. In addition, it can use Apple's PlainTalk speech synthesizer to speak dialogue text to you (useful if you are across the room when a lengthy imaging operation encounters an error) and is much easier to use than previous versions.

## **Read-Only Compressed Images**

Read-Only Compressed images work just like normal read-only images, only they take up a fraction of the space. (Note: Though decompression takes place quickly and transparently, compressing can be very time-consuming.)

In general, Disk Copy does not compress as tightly as Aladdin's StuffIt. However, it does offer several significant advantages, which is why I now use it in place of StuffIt for many of my compression needs. Using a compressed image is a one-step process. Just double-click the image, and it mounts just as though it were an uncompressed image. StuffIt archives must first be decompressed. This means that if the archive is 50 MB and the uncompressed folder is 100 MB, you will need in excess of 150 MB to decompress and use the archive. Since Disk Copy decompresses "in place" you might need only 60 MB for the image (since Disk Copy doesn't compress as tightly as StuffIt.)

A great use for this feature is making images of CD-ROMs. Because of compression, the image may take only 300 MB or so, for an entire CD. (Yes, 300 MB is still a lot, but these days, most machines ship with 4 GB hard drives, only a fraction of which many people use.) This is useful for using software that requires a CD-ROM on a PowerBook that doesn't have a CD drive (or to save battery power and space even if you do have a CD-ROM drive). I've even heard of people making disk images of CD-ROMs so their (young) children can run their favorite games with only a few clicks of the mouse.

## **Easier Than Conventional Compression**

Aside from allowing you to work with larger images/archives that StuffIt (for the same amount of hard disk space), Disk Copy allows you to work with small images/archives far more elegantly. With StuffIt, an archive is either compressed or expanded. If you want to selectively decompress files in an archive, you must use a separate utility (StuffIt Deluxe or StuffIt Lite) or Aladdin's True Finder Integration control panel (part of StuffIt Deluxe), which lets you work with archives in the Finder as though they were folders.

With Disk Copy images, all you need is the Disk Copy application. And, in fact, if the image is self-mounting, you do not even need that. Among other things, this means you can easily put a collection of images on a recordable CD or read-only network volume. The images' contents can then be accessed with a simple double-click—no extra extensions, applications, or even hard disk space required.



## Read/Write Images

Disk Copy also lets you work with read/write images. These behave like “soft” partitions and have a number of uses. First, it is often convenient to work with many small files as one large file. This makes Finder manipulation faster. In addition, the imaged files only “clog” Find File results if the image is actually mounted. More importantly, creating a read/write disk image can be a great way of saving disk space because the minimum file is directly related to the volume’s size. I have also found read/write images useful for applications that depend on path names to locate files. For instance, if a collection of Excel files need to reference each other, it is often convenient to place them all in a disk image. This shortens the paths to the files (making links easier to edit in Excel). Furthermore, since the “disk” the files are located on is actually an image, you can then copy the image file to other computers without worrying about links breaking because disk and folder names have changed.

## Images of Floppies

If all you want to use Disk Copy for is working with real floppy disks, you’ll be pleased to learn that it still does an excellent job of copying floppies. In fact, you can even use it to mass-format floppy disks. Just format the first disk in the Finder. Name it and position its window however you like, then use Disk Copy to duplicate it.

## Disk Copy Extras

So far, nearly everything I have described is easily accessible from the Disk Copy application. (There are a myriad of ways to accomplish each disk image operation: menus, drag-and-drop with modifier keys, etc. I recommend reading the Disk Copy manual to find the way that works best for you.) Additional features are available via AppleScript and Disk Copy DiskScripts.

Scripts	
Create self-mounting image	⌘1
Floppy insert preferences	⌘2
Segment Image	⌘3

Don’t worry; there’s no need to learn AppleScript just to make self-mounting images. Apple has pre-made some scripts for configuring floppy insertion preferences, creating self-mounting images, and segmenting images.

**<<http://til.info.apple.com/techinfo.nsf/artnum/n30619>>**

There is also a contextual menu plug-in that lets you access common imaging functions.

**<[ftp://ftp3.info.apple.com/Apple\\_Support\\_Area/Apple\\_Software\\_Updates/US/Macintosh/Utilities/Disk\\_Copy/](ftp://ftp3.info.apple.com/Apple_Support_Area/Apple_Software_Updates/US/Macintosh/Utilities/Disk_Copy/)>**

If you create a folder called “Scripts” in the same folder as Disk Copy, the contents of that folder will be available in Disk Copy’s Scripts menu. If you are the AppleScripting type, I think you’ll find Disk Copy’s dictionary powerful and easy-to-understand. Apple’s sample scripts provide good examples to work from.

Finally, the programmers Apple contracted to write Disk Copy 6.x maintain a Web page

with some useful DiskScripts and AppleScripts at:

[http://www.lava.net/%7Ehan/hcs\\_software.html](http://www.lava.net/%7Ehan/hcs_software.html)

At about \$10 (shareware) each the scripts are a bit expensive, but they appear to be of high quality.

## A Few More Comments

Although in the past Disk Copy has been extremely reliable and stable, I have encountered a few problems with the newest version, 6.3. For instance, Disk Copy sometimes fails when creating a disk image if data extends all the way to the end of the source disk. A workaround is to make the image slightly larger than the required size.

In my experience, Disk Copy 6.2 is much more stable and encounters far fewer errors than version 6.3. If you can find a copy of it, I recommend using it. (Version 6.2 also includes a funky Appearance Manager in-compliant progress bar that shows how much space is being saved by compression.) If you do decide to use version 6.3

<http://til.info.apple.com/techinfo.nsf/artnum/n58004> contains some information about a known bug and its workaround.

That's it. As you can see, I think disk images are amazingly useful creatures. Even if you have no use for floppy disks, there are plenty of ways disk images can come in handy. Write me at [mtsai@atpm.com](mailto:mtsai@atpm.com) if you come up with any cool uses for disk images that I haven't mentioned.

*"The Personal Computing Paradigm" is copyright © 1998 by Michael Tsai, [mtsai@atpm.com](mailto:mtsai@atpm.com).*



# SEGMENTS

SLICES FROM THE MACINTOSH LIFE

KEN HOULIHAN, RUSSELL ELEMENTARY K-2 TEACHER



## Baby Mac

Eyes twinkle at the familiar startup sound of Baby Mac, an SE donated by a kind soul in New York. Feet scurry to finish morning jobs as the screen comes to life on the Apple IIE donated by a high school student from Iowa. Conversations suddenly end when Josh turns on the LC580, and exclaims that there is a new CD we received from a Colorado transplant now living in Florida. And so begins another day in my K-2 classroom at Russell Elementary, a flurry of non-stop activity where my kids and I use technology as a powerful tool in the educational process.

## Background

Russell Elementary is a public school located in Arvada, a suburb of Denver, Colorado. We have a student population of 410 students in grades K-6. Russell is a Title One, At-Risk school. We receive Title funds through a school-wide improvement initiative to help all students, including our At-Risk students, perform at higher levels of achievement. We have 65% of our kids who qualify for free/reduced lunch by federal guidelines. We also serve a school community that has 67% of our county's low income housing. We also have a 32% minority and 10% ESL (English as a Second Language) population. SERS (Special Education Related Services) students make up 10–15% of our population. Russell's mobility rate is 38%. Our students have very limited access to technology resources, mainly what we can provide through school. My classroom is a first/second multiage class of students that is typical of the rest of the school. One student in my class last year had a computer at home.

It's 6:15 AM, and I am startled by a knock on the outside door. I don't know why I should be. It's one of the older students wanting to know if I have any jobs for him to do, knowing that once finished, he can work on one of the computers until it's time for breakfast. An all too familiar scene. But the kids know I would rather have them come to me than to be wandering the streets.

## Beliefs

Research shows that disadvantaged students learn more and score higher on national tests the more they are exposed to and make use of technology. My belief in this is reinforced every day in the classroom. Even the student hardest to engage in the learning process can be reached using computers. I see how much my students have grown because of their exposure to technology. And I have just touched the surface in providing them these opportunities.

every bit as capable as the “normal” child. They are disadvantaged because they haven’t had the opportunities or experiences that most children do. Once given these, they blossom. It is not unusual for a student to make more than a year’s growth in an academic area, once they have access to the proper learning tools and the professional direction the staff provides. **All** students can learn.

Another belief I hold dearly to is that if there is something my students need, I feel it is my responsibility to find a way to provide it for them. Rather than waiting for it, I need to make it happen. With this in mind, I have committed to bringing the full value of technology to my classroom for my students’ use.

Ring! Ring! Ring! It’s the secretary calling. Will I come get Patrick, one of our SERS students? He is in a rage, and she can’t control him. After I have physically carried him into our classroom, I sit down where some of my kids are working on a geography lesson at the computer. Still keeping a death grip on Patrick, I wait for the transformation I know will come. Slowly but surely the screaming and squirming stops, and he focuses on what my kids are doing. They are stuck trying to read/find Venezuela. The fit is over as he offers to help my kids. I turn him loose, and he is soon fully engaged in the activity. I move on to the reading group I was supposed to start earlier.

## Current Usage

I use technology as a tool for my kids to use in all curriculum areas. Here are some examples of what we did last year:

- All students are rotated through so that they can use Reader Rabbit on a weekly basis for reading skill development
- One of the math centers is computers. Depending on the skill we are doing, there is a software program, i.e. James Discovers Math, or a ClarisWorks or ClarisWorks for Kids lesson I have prepared.
- Time is taught throughout the year using the Date and Time control panel, and a shareware program called Clock Talk.
- Writing is a big part of what the computers are used for. Daily journal entries, research projects, grammar and usage, etc. are done on the computer.
- Research projects are enhanced by using the computer for information retrieval.
- Reading lessons are developed using SimpleText and text-to-speech.
- Computer skill lessons are developed and used by the kids, i.e. How to use the the Bezigon Tool in ClarisWorks Draw. They have a weekly lesson to do.
- Spelling is reinforced using various software and lessons developed in ClarisWorks, etc.

- Class research projects are culminated with slide shows and multimedia presentations developed by the students and I. These serve as wonderful evaluations of what they have learned, since they have to be able to demonstrate their knowledge in what they present. Some of their multimedia presentations on Frogs they did were published, and are now available on the web.
- We participated in a writing activity on the Polar Express web site at Christmas. After reading the story, we went to the a computer in the building that provides internet access, and explored the web site. The kids then wrote a message about what their Christmas wish for the world was. After a lot of editing and proofreading, I submitted these to the web site at home, and they were published. We then went back the next day at school, and each child got to see his/her message displayed on the web site.
- Map skills and other geography skills are enhanced using computer lessons.

“I am a computer **expert!**” declares Jelena, my student from Bosnia, as she presents her writing journal entry done with *The Amazing Writing Machine* application she loves so much. At the beginning of the year, she struggled mightily with the transition to a new country and language. But once I sat down with her at the computer and introduced her to the talk feature of SimpleText, and she showed the other kids, she has progressed amazingly. The highlight of her year was when I brought an e-mail message with pictures I received at home from her family back in Bosnia. Yes, we still have a little work to do on pronunciation...

## Donation Program

With this in mind, I have committed myself to setting up a donation program with two major goals. First, I want our students to have the full benefits of technology as a learning tool at school. Second, I want to provide these same opportunities for them at home. I am in the very beginning stages of doing this. My first step is to approach our PTA and/or community organization to sponsor this effort. My second step is to find a donor to financially support the set up, maintenance, repair, and training for donated equipment. My third step is to solicit individuals, businesses, organizations, etc. to donate computers, peripherals, monitors, accessories, software, etc.

## Goals

- Acquire enough hardware so that all my students can benefit from technology as a learning tool in my classroom.
- Acquire curriculum supporting software.
- Develop the teacher’s and student’s computer skills. (See Standards below)
- Develop methods for soliciting donations.
- Solicit a donor to pay shipping, maintenance, and repair costs.
- Acquire enough portable hardware, i.e. PowerBooks, so that my students can take home computers to assist in homework assignments.
- Acquire enough hardware so that all my students can have a computer at home.
- Serve as a “field test” so that other classrooms at Russell can become part of the program.

- Acquire a sponsor, i.e. PTA, to help manage the donation program.

“I haven’t done Reader Rabbit this week!” declares “Zach-a-ruuski” for the fourth time in the last five minutes. He is one of my ADHD kids, and he has perseverance down to a fine art form. “Once you are able to focus for 5 minutes, and do your best handwriting, it will be your turn.” He is fascinated with technology, and it has been the “hook” I use to help him demonstrate self-control. He tries so hard!

Since so few of our students have a computer at home, providing them with one would give them opportunities that many other children have. It would help students progress much faster with the Technology Content Standards, as well as other Content Standards. Homework could be assigned taking advantage of this tool. Further, this would have the added benefit of engaging an At-Risk group of parents in many positive activities with their child, and providing them with much-needed computer skills.

This concept is still very much in the brainstorming process, but I envision it including the following ideas. First, a method and process for choosing students would be determined by a program sponsor group. Criteria would include family need, number of children at home, a letter of request by the student outlining how the computer would be used, a user agreement signed by the parent and child, etc.

Second, a group of teachers would evaluate the level of proficiency a particular student is currently at in regard to the Technology Content Standards. This would be used by the sponsor group to determine the type of equipment and software most appropriate for the child to be given. Third, as a child progresses and is able to demonstrate a higher level of proficiency, he/she could reapply for upgraded equipment/software.

Any equipment could be utilized, no matter its age or condition, to put together what is needed to provide students with home access. As a result, no donation would go to waste. Below is a wish list that would help put this concept into practice.

## Wish List

- color monitors
- external, internal hard drives larger than 300MB
- keyboards
- mice
- external/internal CD-ROMs 2x or faster
- external speakers
- memory chips
- zip drives
- various parts, accessories, peripherals, etc. (Whatever could not be used would be “trade-able” to various vendors for what is needed.)
- desktop or PowerBook systems software of any kind (Even if it is not appropriate for use with our students, there are a number of software exchange outlets where we could get what we needed)

Another way of generating equipment for home use would be donations used in the classroom. As these are replaced with upgraded equipment in the future, current equipment could be transferred to the home use program.

I have gotten such a joy jolt since I sent you ‘Old Paint’ as a donation! Every time I see the empty space in the closet, it reminds me that I did a good thing. I’m so glad you

contacted me!

So wrote a mother-to-be from Texas after she sent us her trusty Ilici. Mac users are the so compassionate and generous!

I'm just a high school student, so I can't donate anything. But if you follow this bookmark, it will lead you to my web page where I have posted your request for donations.

Another example of what I mean about Mac users from an e-mail I received from California.

It is my fervent hope that something in this article will provide a spark in you to help make a difference for kids. Everyone has something sitting around that is not being used. I urge you to find a school or child to give it to. Use /expand on my donation ideas in your own community. My classroom and my students are living proof of what a difference you can make in a needy child's life.

If you are interested in a copy of the Technology Content Standards I use to determine what to teach my kids, and what they need to be proficient in, please feel free to contact me **<khouliha@jeffco.k12.co.us>**.

*Copyright © 1998 Ken Houlihan. Mr. Houlihan is an elementary school K-2 teacher.  
Send your Segments submissions to <editor@atpm.com>.*





BY ED FAULKNER, edfaulkner@edfaulkner.com

# Hello Again.

Recall in your memory the techno-pop song from 1984 by the Cars called "Hello Again." Got it? It starts off with an over-sampled "Helllloooo". A pause. Then, "Hello Again", immediately followed by quick keyboard licks and the song is off...

Now, imagine the song as the soundtrack for an iMac ad:

"Helllllloooo"

«dissolves into»

"Hello (again)"



«quick keyboards/music»

Quick images of the iMac with people using it having fun, getting on the Internet, using Office 98, using Quicken 98; flashes of a kid installing the system. All synchronized to the beat.

A retro song to bring the tie back to 1984, but with a great beat to reflect the fun and excitement of the iMac.

*Wishful Thinking is a space for Mac enthusiasts who know exactly what Apple's advertising should be. Did you come up with a great advertising tag line? Have you had a Mac campaign stewing in the back of your mind for a year now? Send your ideas, or your art, to <editor@atpm.com>*







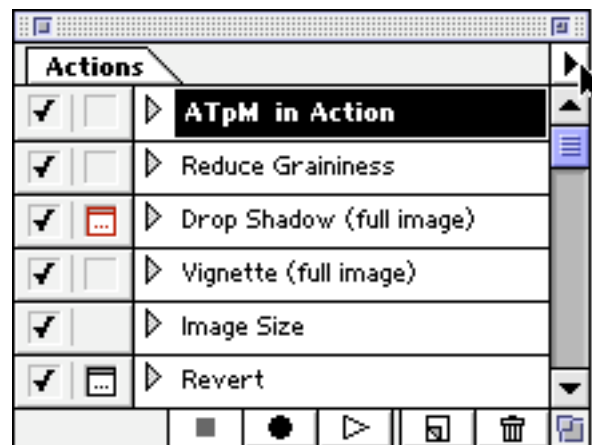
BY JAMAL GHANDOUR, [jghandour@atpm.com](mailto:jghandour@atpm.com)

Okay, okay...I was wrong. It seems, that 70% of *ATPM's* readers (that responded) think that Photoshop's newest version deserves the "5.0", however (to my relief) the majority also agreed that this version was disappointing in some respects. I guess it is either nowadays we expect too much from Photoshop or that it still has a lot of room for improvement. Whichever way you see it, this application is great!

Even with the introduction of version 5.0, there is a large user-base still using Photoshop 4.0. With that in mind, I am going to discuss Actions done in this older version.

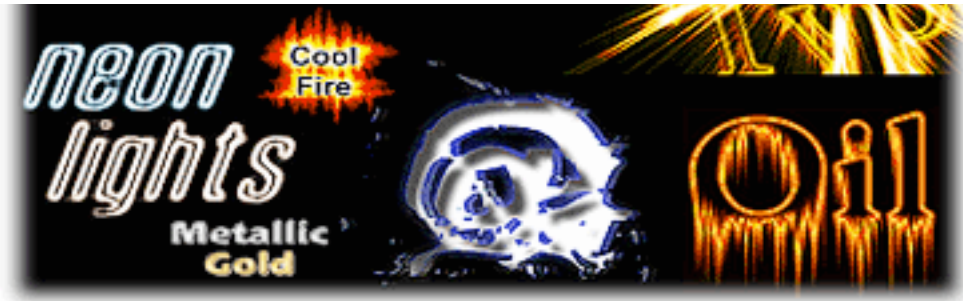
## What are Actions?

Actions in Photoshop can be simply described as pre-saved commands that can be executed at any given time to any image. Anyone familiar with Microsoft Excel's macros will get a quick idea of what Photoshop's actions are all about. Basically, it means that anyone can save his "steps" of an operation for later use. Sounds simple enough, so why all the hype?



On a more down-to-earth note, it means that any power user can save his "steps" for producing special effects, then give them to a novice to "replay." The catch is that this replay isn't like a movie, rather it applies the effects on the novice's current image giving complex effects in seconds. Now that sounds very nice, but where are we going find a professional that is ready to share his best secrets? Luckily for us, there are many good souls on this earth ready to share their expertise (and actions :-> ) with the rest of us. One such person is Joe Cheng, responsible for "The Action Xchange" Website where you can find many cool action for various uses. Joe not only hosts the Website but also makes some wacky actions himself. You can visit the site at <http://www.actionxchange.com/> and download any special effect you like.





The above effects are courtesy of "The Action Xchange 2.0"

Actions have a multitude of uses including shortcuts, type effects, textures, and even adding special effects to images. They have become so popular that even third-party companies like MetaTools have released commercial versions of their action sets. Of course, these cost money but they are more than worth it. For those interested, MetaTools named its action set "KPT Actions" (I bet you would have never guessed that "KPT" would be thrown in there somewhere :P )

## How to Make Actions

- 1) Open a file.
- 2) Do one of the following:

- In the Actions palette, click the New Action button.
- Choose New Action from the Actions palette menu.

3) Name the action, assign it to a Function Key or Shift-Function key combination, and choose a color for its display in button view of the Actions palette.

4) Click Record. The Record button in the Actions palette turns red.

5) Choose commands as you want them recorded.

If the command you choose opens a dialog box, clicking OK records the command, clicking Cancel does not record it. If a chosen command is not recorded, it must be inserted in the action.

6) Stop recording by clicking the Stop button.

7) Save the action.

**Important:** When recording the Save As or Save a Copy commands, do not enter a filename. If you enter a filename, Photoshop records the filename and will use that filename each time you run the action. You can specify a different location, however, without having to specify a filename.





The above effects are courtesy of “The Action Xchange 2.0”

## How to Play Actions

When you play an action, Photoshop executes the series of commands as you recorded them. You can start from any command, not just the first command in the action. You can exclude commands you don't want executed before playing an action and you can play a single command in an action. If an action includes a command with a dialog box, you can pause the action when it reaches that command during playback, so that you can specify values. This is called a break point. If you do not use a break point, Photoshop executes the command using the original values that you specified when you first recorded the action (and the dialog box does not appear).

To execute part of an action, exclude commands, and set break points, the Actions palette must be in list view. When it is in button view, clicking a button executes the entire action. Commands that were previously excluded are not executed. Note that you can also set break points and exclude commands when recording an action.

## ATPM in Action

Now, that you know what are actions, you might be curious about trying some effects yourself. Take a look in the “ATPM Extras” folder next to this issue of *ATPM* to find the Explosive Type action. The file is also available from

<http://www.atpm.com/4.09/extras.sit.bin>.

(Thanks to Joe again for generously letting *ATPM* distribute the effects.)

Instruction for using them are as follows:

- 1) Open Photoshop and show the Actions palette.
- 2) Load the action “explosiv.atn” from the Action palette's menu.
- 3) Create a new layer with some text.
- 4) Select the layer. If you're using Photoshop 5, render the layer.
- 5) Run the Explosive action.
- 6) Try not to open your mouth in awe of the effect. :-)

*Copyright © 1998 Jamal Ghandour, <jghandour@atpm.com>. Jamal Ghandour is currently the Executive Manager at SwiftAd international. His motivation for completing his masters degree in computer science was to research a device to clone many Guy Kawasakis! The research continues...*



## BeOS Release 3

### Product Information

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Release 3 of the **BeOS** represents the first commercially available non-prerelease version of the BeOS. As a commercially available piece of software it is now subject to the excessively harsh reviewing standards of *ATPM* and its staff. However, reviewing an entire operating system in a few short pages is a difficult task. In truth it is far more appropriate to discuss the BeOS than it is to review it. The BeOS is not like most other products on the market for the Macintosh (or for the Intel platform for that matter). What I will do in the next few pages is attempt to outline the unique nature of the BeOS and discuss its features and behaviors.

## Welcome to the Wonderful World of OS

The BeOS is a modern-day operating system in every way, supporting all of the wonderful features Apple promises to implement in future releases of the Mac OS. For example, the BeOS supports preemptive multitasking, protected memory, virtual memory (no not the slow kind...the fast kind!), a shell with a command prompt, fully native code (i.e. the BeOS code is 100% native PowerPC code), and a host of other features as well.

However, the BeOS is an entirely separate and distinct entity from the Mac OS, which is to say that the BeOS will not run Mac OS applications (actually there is an application called SheepShaver which runs Mac OS applications while in the BeOS but that's another review unto itself!) and visa versa. The brains at Be have, however, designed the BeOS with the Macintosh in mind. HFS (not HFS+), DOS, and UNIX volumes, local or remote, can be mounted (see Figure 1), icons are preserved, and files can be copied to and from these mounted volumes.

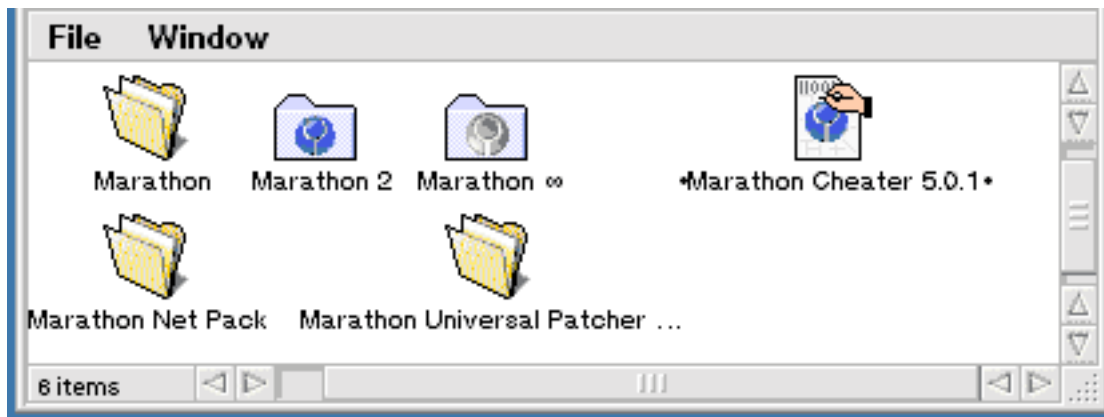


Figure 1

Furthermore Be includes two helper files to ease the coexistence of the BeOS and Mac OS on your machine: BeOS Launcher, an application, and OS Chooser, a system extension. Double clicking the BeOS Launcher from within the Finder will shut down the Mac OS and launch the BeOS, a nice touch. The OS Chooser extension will, at startup, allow the user to choose which OS to load, Mac or Be, and if no choice is specified within five seconds the OS chosen at last startup will be loaded again. This is a tremendous time saver as the OS Chooser loads early in the Mac's startup process. Unfortunately there is no way to switch from the BeOS to the Mac OS, i.e. there is no Mac OS Launcher application. Not a big gripe but it would be a nice touch. Also, I expect it would be fairly simple for the folks at Be to write a system extension enabling the Mac OS to mount Be partitions. As of yet there is no way to mount a Be partition, local or remote, in the Mac finder. You can FTP/telnet to your BeOS machine but this is not as slick. Again, a small complaint.

## Installation

The CD which comes with the BeOS has Mac OS, Intel, and Be partitions on it, which is really snazzy. From the Mac OS you can install the BeOS by selecting a partition, or an entire drive, to initialize in Be format. Then the BeOS will boot from the CD and install the OS onto that partition, a somewhat time consuming process. The BeOS is compatible with most PowerPC-based Macintosh machines and clones. It is not compatible with PowerBooks however. To see which machines are compatible and which are not check out:

<[http://www.be.com/support/guides/beosreadylist\\_ppc.html](http://www.be.com/support/guides/beosreadylist_ppc.html)>

One noteworthy exception to the BeOS' support of the PowerPC series of processors is the G3 processor. Be claims that the BeOS is in fact compatible with the G3 processor itself, but that Apple's new logic board designs on their Power Macintosh G3 machines are incompatible with the BeOS. Of course, Apple has withheld information from Be which would enable Be to facilitate the new changes in these logic board designs. However, if you are using a system which has been upgraded to a G3 processor from a previous PowerPC processor you may be in luck! If your system, before the upgrade, is compatible with the BeOS, then your system, even after the G3 upgrade, will run the BeOS in all likelihood, although Be doesn't guarantee compatibility with any G3 based system at this point in time. My system, a Power Macintosh 8500/120, which was compatible with the BeOS, was recently upgraded to a 275 MHz. G3 w/1 MB of cache with a card from Newer Technologies.

This new machine ran the BeOS (and wow was it nice and fast!) with no problems. However, I chose to run the BeOS full time on a machine I have sitting next to my upgraded 8500, a PowerTower 240, a 604e with a 60 MHz. bus. This machine also ran the BeOS with no problems, although it wasn't as fast as my G3 system was...oh well.

## Compatibility and Hardware Issues

The BeOS seemed to deal with all of my Macintosh hardware flawlessly. It handled my internal video (I could even display 32-bit color!), internal Ethernet, multibutton mouse, hard drives, CD-ROM drives, floppy drives, everything. Not a hitch. I was able to setup my modem, a PPP connection to my ISP and surf the Web (see Figure 2), read news groups, send e-mail, browse FTP archives (see Figure 3), and even load up an ICQ client and chat with some friends. One problem I did encounter...I was able to print to my HP LaserJet 4000N using the generic LaserWriter printer description successfully, however when I tried to copy over my LaserJet 4000N PPD file from the Mac to the BeOS, the Be Print Server crashed on it. Not a huge problem but Be did claim that you could use Mac PPDs with the BeOS.



Figure 2

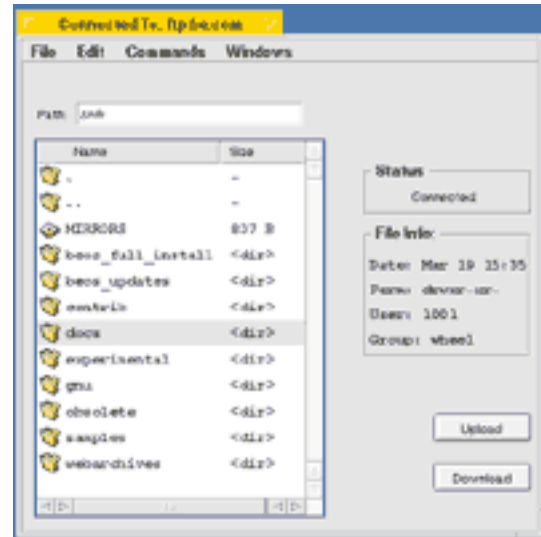


Figure 3

## First Impressions

As a seasoned Mac user who absolutely cannot stand any other operating system, its GUI, or its behaviors, I was very dubious regarding my transition to the BeOS. My attitude towards the Mac OS can be summarized by the latest Levis Jeans advertisement campaigns: "Accept no substitute." I was, however, pleasantly surprised to find that the BeOS takes a strong second place to the Mac OS! The GUI is a bit different, I'm not sure if I find it that attractive in all honesty (it's kind of like Windows, only after the Jetsons have redecorated it), but that's really beside the point.

There are some nice touches. Text, for example, is anti-aliased throughout the OS. And finally: another operating system now exists in which, unlike Windows and other operating systems around the globe, the cursor actually moves naturally, as it does on the Mac.

Unlike Windows, where dialog boxes offering three buttons “Yes”, “No”, and “Cancel”, also have a completely moronic close box at the upper right, the BeOS offers many of the same interface niceties of the Mac OS, but often improves upon them in many other ways.

First of all, as is now the case with Mac OS 8, a window may be dragged from any point on its frame. A really nice improvement is that any window can be resized. If there is no grow box, simply click on the frame in the lower right where the grow box ordinarily would be (there are two hash marks there for windows with no grow boxes, one on the right frame and one on the bottom) and resize the window! Of course, windows dynamically reflow their content as you resize them or move them which is very nice. Likewise, just as moving a window is a realtime event, so is scrolling one. Scrollbars are also proportional, as they should be.

Double clicking the title bar of a window will hide it. To retrieve it go to the Task Bar (I’m getting to this... give me a chance) and select it from the application’s window list. This is not as cool as OS 8’s popup window scheme but it’s still handy. One other really cool feature I like, that Apple has promised for OS 8.5, is that the BeOS saves your all of your file searches. So if you search for “my thesis” it will save that in a file that you can double click to repeat the search. It’s a very useful feature.

## Functionality & Behavior

Aside from purely aesthetic alterations, the BeOS offers some welcome behavioral enhancements as well. Perhaps the best feature of the BeOS, in my opinion, is Workspaces (see Figure 4).

Workspaces allows you to have preconfigured screen configurations, including bit depth (i.e. 256, thousands, millions, billions of colors), resolution (640x480, 800x600 etc.) and window positions. You can setup the screen the way you would like it to appear, and then save it in a Workspace...better yet, with the Workspaces window open you can drag windows back and forth between Workspace configurations, or switch between which Workspace is



Figure 4

currently visible on screen. I cannot begin to explain how incredibly useful and generally cool this feature is. I have, for some time now, used a program entitled Virtual for the Mac to attempt to gain this functionality. Virtual does a very good job, but obviously since the BeOS was written with this functionality in mind it is implemented more smoothly in the BeOS. Imagine the possibilities. You could view a graphic in several different bit depths just by clicking the mouse on a different Workspace, view a document at different screen resolutions the same way. Better yet switch between DTP screen configurations, Internet screen configurations, gaming screen configurations, with each configuration window positions and active applications would be remembered! It’s an incredibly useful feature. It almost makes up for the BeOS’s lack of multiple monitor support. Almost.

The BeOS also has a wonderful feature entitled Replicators. This functionality behaves much like Apple had hoped OpenDoc would. For example, let’s say you’re typing up a paper



in a word processor. Then you need a data table. Well rather than using a table feature in your word processor, you open up your spreadsheet and drag the spreadsheet window into the word processor's window. No problem. You can still manipulate and utilize that data and that application's functions as before, but now it is contained within the word processor. Basically it's like Publish and Subscribe or OpenDoc on heavy duty steroids.

The easiest way to demonstrate this functionality is to open up NetPositive, the Web browser for the BeOS and drag a browser window to the desktop. Now you have that Web page and its window as a part of the Tracker application. It'd be like having a Netscape or Internet Explorer window sitting on your Finder desktop under the Mac OS. It's ideal for Internet links within other documents, presentations for example. A slide show could easily contain a live Web page. Similarly, the BeOS also supports clippings, as does the Mac OS. Simply drag a selected line of text or other object to the desktop and a clipping file will appear.

## Transitional Trauma or Trivial Trade?

Making the transition from the Mac OS to the Be, both in terms of look and feel and actual behavior, is really not difficult. The Be equivalent of the Finder on the Macintosh is the "Tracker". The tracker performs similar tasks to the Finder: it provides a GUI for organizing files and folders, it associates files with their respective applications, it enables applications to be launched, files to be moved and copied (Figure 5) and so on. In general the BeOS behaves more like the Mac OS than any other OS. Double clicking in a text field will select a word, triple clicking a sentence and so on. In fact the learning curve is so flat for the Tracker that I wouldn't expect any Mac users to have difficulty switching. There are contextual menus (see Figure 6), and the mouse and keyboard commands are almost the same in every case.

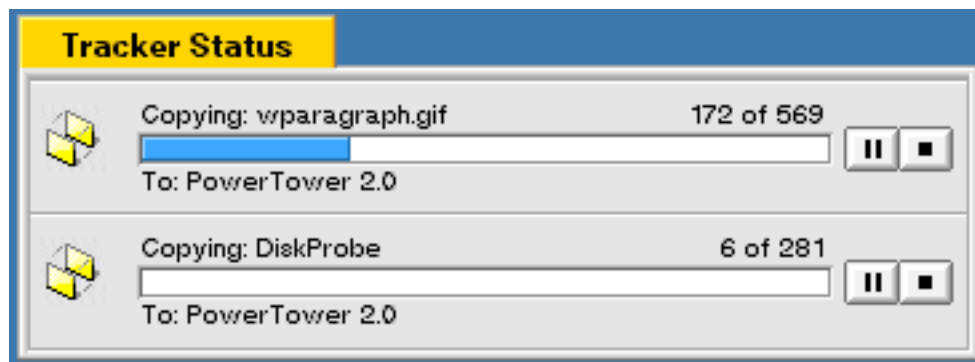
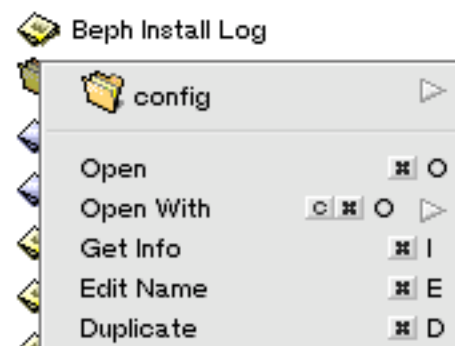


Figure 5

## BEware

There are, however, some fairly dramatic differences between the Mac and Be operating systems. The most noticeable one is the complete lack of a menu bar. There is no menu bar. There is a task bar, which much like the application menu on the Macintosh, allows the user to switch between applications and their



windows. Otherwise there really are no menus. Menus are inside windows, under their title bars. Now as much as this might not seem like such a big deal, particularly to Windows users, I feel like a Neanderthal constantly glancing to the top of the screen and finding no menu bar. It wouldn't be so much of a problem if applications were designed a bit better. For example, if you boot up the BeOS equivalent of SimpleText, you get a blank textedit window with a menu bar under the title bar. If you close this window the

applications quits. Now that's a less than perfect scenario. What if you want to leave the app open? What if you want to close an open document and make a new one. Well, you have to make the new document first, and then close the old one. So yes there are ways around these interface quirks, but I'd rather have a floating palette or something that sticks around and has commands on it such that if I want to close the only open document's window, the application doesn't necessarily close as well. In one sense all Be applications behave much like old Mac Desk Accessories; if you close their last window they quit.

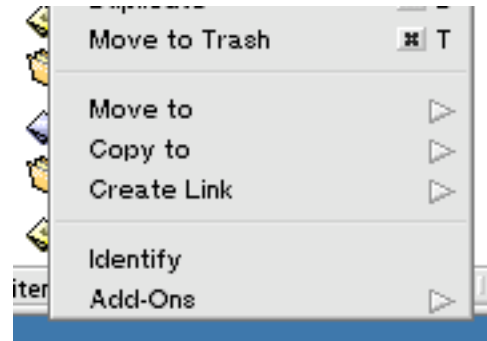


Figure 6

Some of this complaining is a little uncalled for because Be applications boot so quickly it's almost trivial. Furthermore, the OS is really designed to run multiple instances of one application to prevent you from losing a lot of work in progress if an application crashes. For example, it would be more appropriate to run two copies of a DTP application for the BeOS, each with its own separate publication open, rather than running once copy of the same application with two open documents, because if that one copy crashed you'd lose any unsaved work on both documents whereas if you ran two copies you'd never lose more than one copy's unsaved work. However, it isn't always desirable to go around running multiple copies of the same application, and it certainly isn't always intuitive to have to leave a window open in an application to prevent it from closing. In truth this is my biggest complaint with the BeOS. Most every other behavior and characteristic of the OS is a welcome improvement over existing ones.

## Be Cool

The BeOS has some fantastic advantages over other operating systems. Its advantages over the Mac OS are obvious, preemptive multitasking, protected memory, virtual memory, etc. The advantages over other operating systems such as Windows are that the BeOS can harness the power of the PowerPC processor and do so in an entirely native operating system.

The good news is that the BeOS is really really fast. Not only does it crank big time but it's a real showoff, too. It's thoroughly threaded, which translates to such awe-inspiring demonstrations as running movies, fractal renderers, 3D renderers, MOD players, MIDI players, sound players, CD players, and an interactive Quicktime VR type movie all at once.

Now yes things tend to get a bit sluggish once you pile all of those applications one on top of another, (especially with my pathetically slow SCSI bus on the old PowerTower) but the

BeOS handles it with exceptional grace. The Mac would've probably crashed or come to a screaming halt. Windows wouldn't be able to do it as quickly unless you ran it on an Alpha or some other overpriced piece of hardware that isn't plug-and-play. Windows NT and the other family of Microsoft products claim to support preemptive multitasking, but because threading is not as integral a part of the API as it is in the BeOS, there is really no comparison.

Every BeOS application from the simplest little text editor to the most complicated application is threaded to a significant extent, and that makes a tremendous difference. The BeOS is also designed with multiple processors in mind. The BeBox, the machine which Be designed to run the BeOS when no other machine could, was a computer with four PowerPC 603 processors. The BeOS appropriately divided up the workload over these four processors and even allowed you to switch them off one at a time, which was really cute. Pulse, an included system application will display the "load" on all currently installed processors (Figure 7).

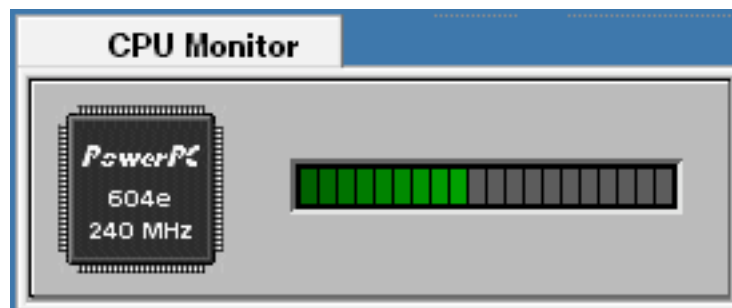


Figure 7

## Raison d'être (or Be's Reason to Be)

The BeOS was designed from the ground up to handle intense workloads like no other OS can. And it succeeds. Virtual memory works exceedingly well, so well that you hardly know its there. Protected memory? Works like a charm. Crash an application and a little dialog box pops up (see Figure 8). Want more information? Click "Details" (see Figure 9) the BeOS can tell you where in the application the problem occurred. If you need even more information you can jump into the debugger. The BeOS is capable of handling extremely demanding workloads right on your current Mac hardware.

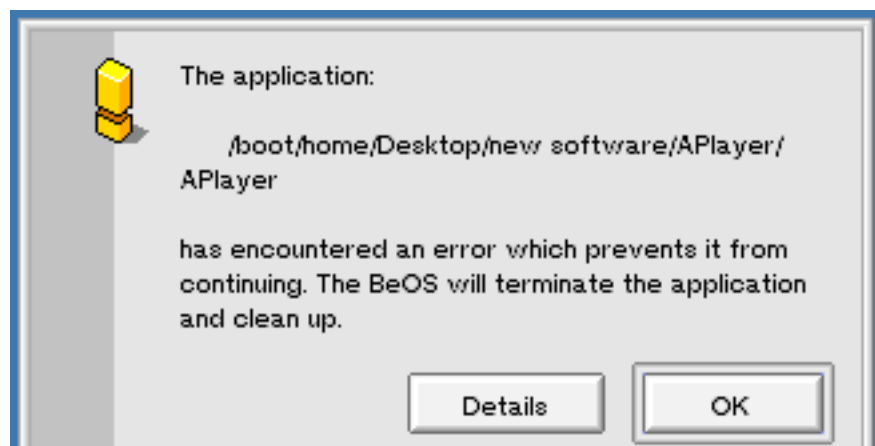




Figure 8

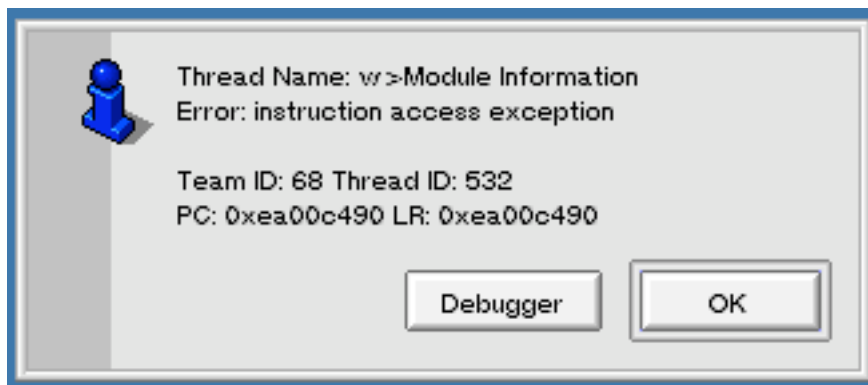
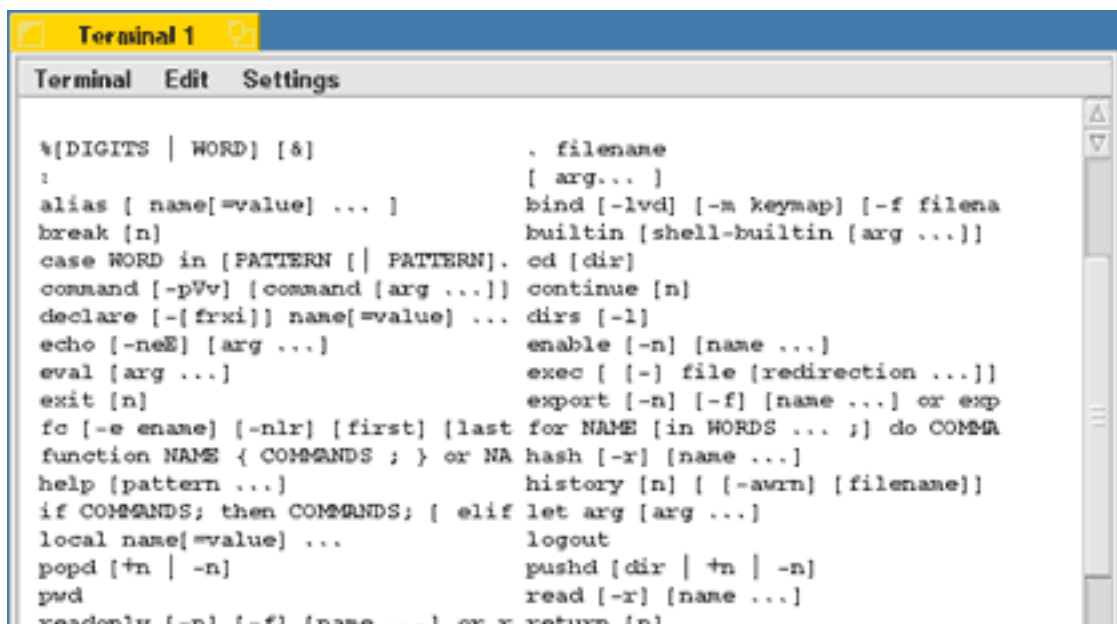


Figure 9

Part of that speed can be attributed to the fact that the BeOS has a very fast and sophisticated file system. The PowerTower machine I have the BeOS running on has an old sluggish SCSI-1 bus which crawls under the Mac OS. Under BeOS however it seemed to be nice and peppy. Of course an Ultra SCSI-2 drive would've seemed a lot more peppy! Furthermore, the file system on the BeOS is 64-bit, which means that it can recognize and deal with volumes of terabyte size or greater.

## Benediction

Mac users love the Mac OS GUI dearly, but some of us power users really do wish there were a shell. The BeOS was designed with that need in mind. The shell (Figure 10), which shares essentially the same syntax as the UNIX shell, is accessed through a little application called Terminal. As with UNIX if you Telnet into a machine running BeOS on a network, you will be logged into the BeOS shell.



```
readonly [-n] [-f] [name ...] or r return [n]
select NAME [in WORDS ... ;] do CO set [--abefhknouvxldHCP] [-o opti
shift [n] source filename
test [expr] times
trap [arg] [signal_spec] type [-all] [-type | -path] [name
typeset [-[frxi]] name[=value] ... ulimit [-SHacdfastpmuv [limit]]
unmask [-S] [mode] unalias [-a] [name ...]
unset [-f] [-v] [name ...] until COMMANDS; do COMMANDS; done
variables - Some variable names an wait [n]
while COMMANDS; do COMMANDS; done { COMMANDS }
$ █
```

Figure 10

Speaking of the shell, the BeOS has some really nice networking features. First of all, it has a built-in FTP/telnet server, which is great. I was able to FTP and telnet to my BeOS system from my Mac with no problems. The BeOS also comes with PoorMan, a personal Web server for the BeOS. While it's not likely to run a large corporate Web site with great speed, and it can't handle CGIs or scripting, it should handle a personal Website, or a school's Website easily and is extremely easy to setup. While I was unable to run any benchmarks, I would wager that PoorMan is faster than WebStar or NetPresenz, although it might not be able to compete with WebTen. Regardless it's free and has an incredibly flat learning curve. When and if a serious Web server application, with CGI and scripting capabilities is developed for the BeOS it will absolutely crank.

The BeOS also supports IP forwarding (IP aliasing/gateways). If you have a classroom of computers and only one modem, or ISDN connection, or an Ethernet connection connected to a switched 56k line or T1 or whatever, the BeOS will serve as a router for all the other machines on the network. So essentially you can use one modem, or ISDN connection to serve an entire classroom or building's Internet access. Ideally the machine running the BeOS with IP forwarding turned on would be used for nothing else, as this is a very demanding task. It is a cheaper option than purchasing Internet Gateway for the Macintosh, and it is almost certainly faster.

## Be's Big Bummer

The biggest drawback to the BeOS is its support base. I am not referring to Be itself, for Be, every step of the way, has outstanding support. Their Website, their manual, and their nifty application, the "Software Valet" that automatically downloads and installs updates and applications for you are all outstanding. I am referring to the software library for the BeOS. While there are a surprisingly large number of applications available for the BeOS, there are no large software publishers currently writing for it. If, for example, Adobe came out with Photoshop, or PageMaker; or if Microsoft came out with Word or Excel for the BeOS there would be a larger migration of Mac or Windows users to BeOS.

Unfortunately there are only small software developers coding for the BeOS. The good news is that much of the software they are writing is really good stuff. The bad news is that none of it is really mainstream enough to convert professional users. I could switch to the BeOS tomorrow and while I would struggle, I would live. But could the pre-press lab down the

street? No. They'd be out of business in 24 hours. That's really the problem. The kind of performance the BeOS offers is deserving of more demanding software, which as of yet, is not available. This is the next big step for the BeOS in my opinion: gaining support of developers.

## Be's Best Buddies

While the BeOS is in great need of support from large software publishers, there are some small software companies that are cranking out really outstanding applications for the BeOS. It is important to recognize these companies and their products because while the BeOS doesn't have the support from developers that the Mac OS or most any other OS has, it would be a terrible mistake to state that it doesn't have a software base at all, it merely has a small, tightly woven one.

One example of an outstanding product for the BeOS is Gobe Productive (Figure 11), a ClarisWorks-type application for the BeOS from Gobe Software <<http://www.gobe.com>>.

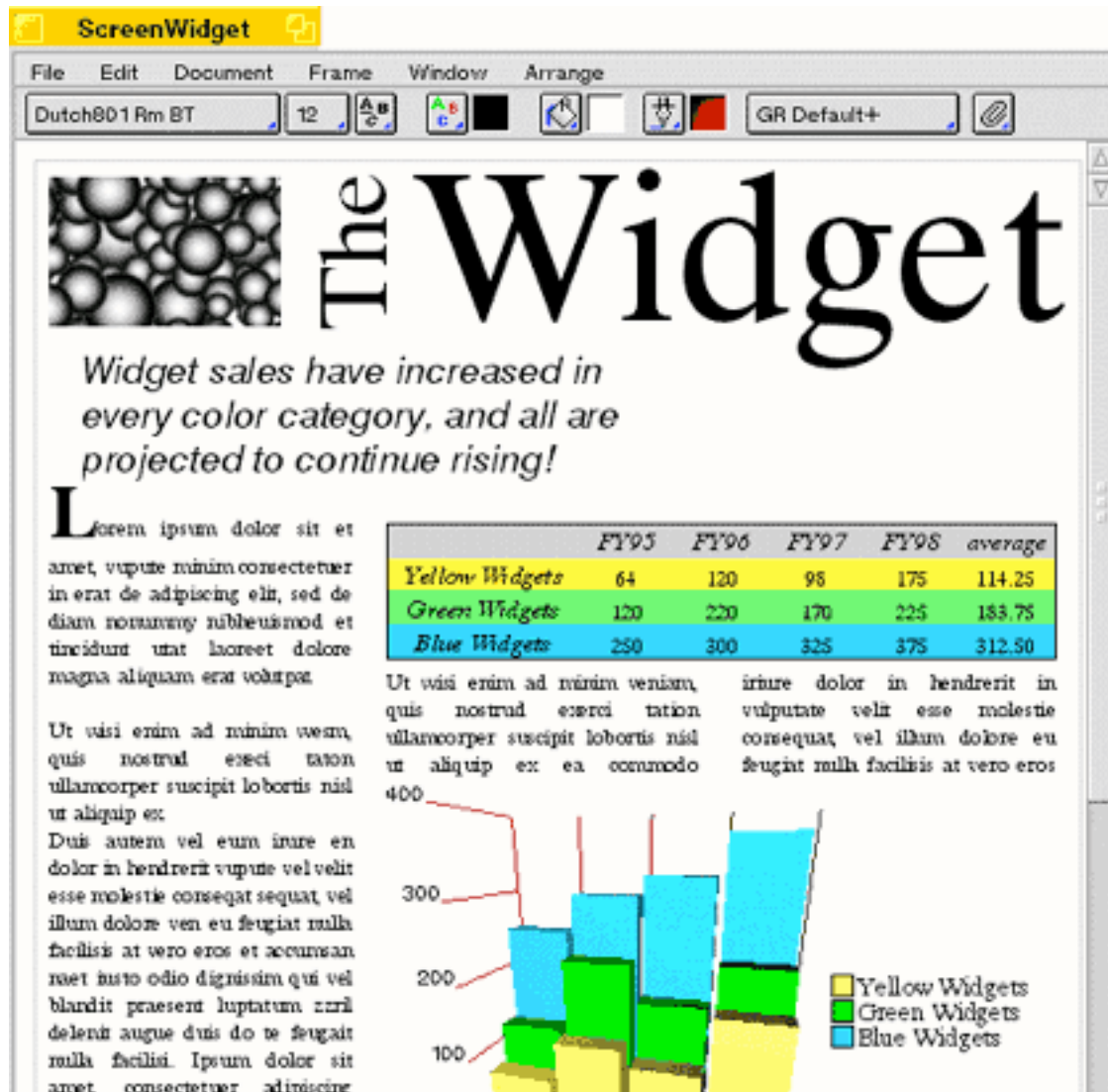




Figure 11

Another example of an outstanding product, which many of our readers may be familiar with from the Macintosh world, is GraphicConverter, which is available for the BeOS from Foundation Technologies, <[ft\\_support@bigfoot.com](mailto:ft_support@bigfoot.com)>. It offers the same fantastic support for dozens of graphic formats and functions.

Another great company that has developed several applications for the BeOS is BeatWare, <<http://www.beatware.com>>. BeBasics is another ClarisWorks type application, BeStudio provides paint and draw capabilities in a very slick package, and Mail-It (Figure 12) is a very nice Claris EMailer-like email client for the BeOS.

Without question, however, the most impressive software publishes for the BeOS is Adamation <<http://www.adamation.com>>. This company is designing software that essentially explains why the BeOS was invented. AudioElements, their sound editing program, is an intensely powerful sound editing suite with an “element”-based interface unique to Adamation. ImageElements is their version of PhotoShop for the BeOS. Again, utilizing a unique “element”-based interface they have created a very impressive product.

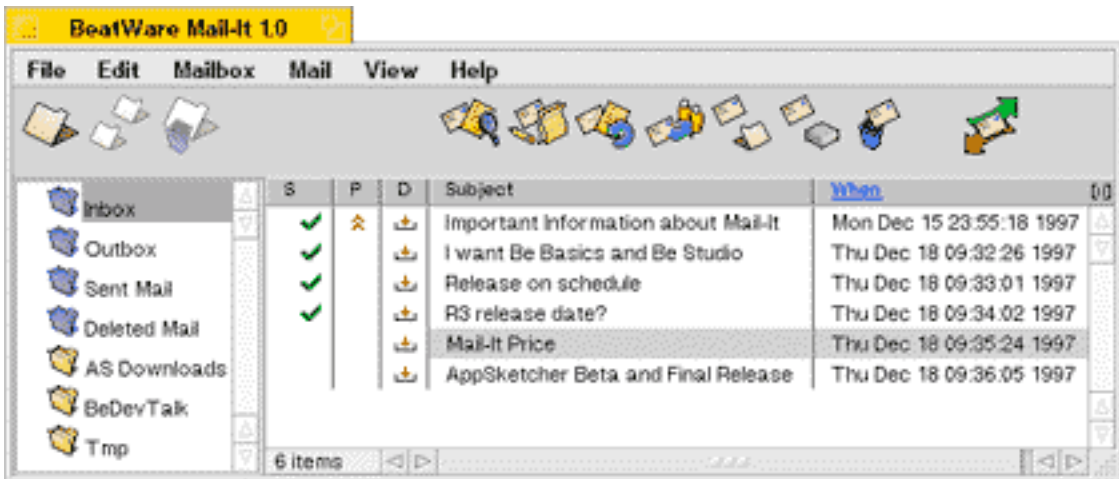


Figure 12

Without question though, the product all BeOS users are amazed by is studioA, Adamation’s version of ‘Macromedia Director meets Adobe Premiere meets the BeOS.’ This application can utilize ImageElements and AudioElements as plug ins, so to speak, and promises unprecedented speed in the world of digital media (Figure 13). Many of these applications are available directly through Be’s own online software store: BeDepot <<http://www.bedepot.com>>. So, yes there is good software out for the BeOS, but the problem is that none of it comes from any of the industry giants upon whom professionals depend.



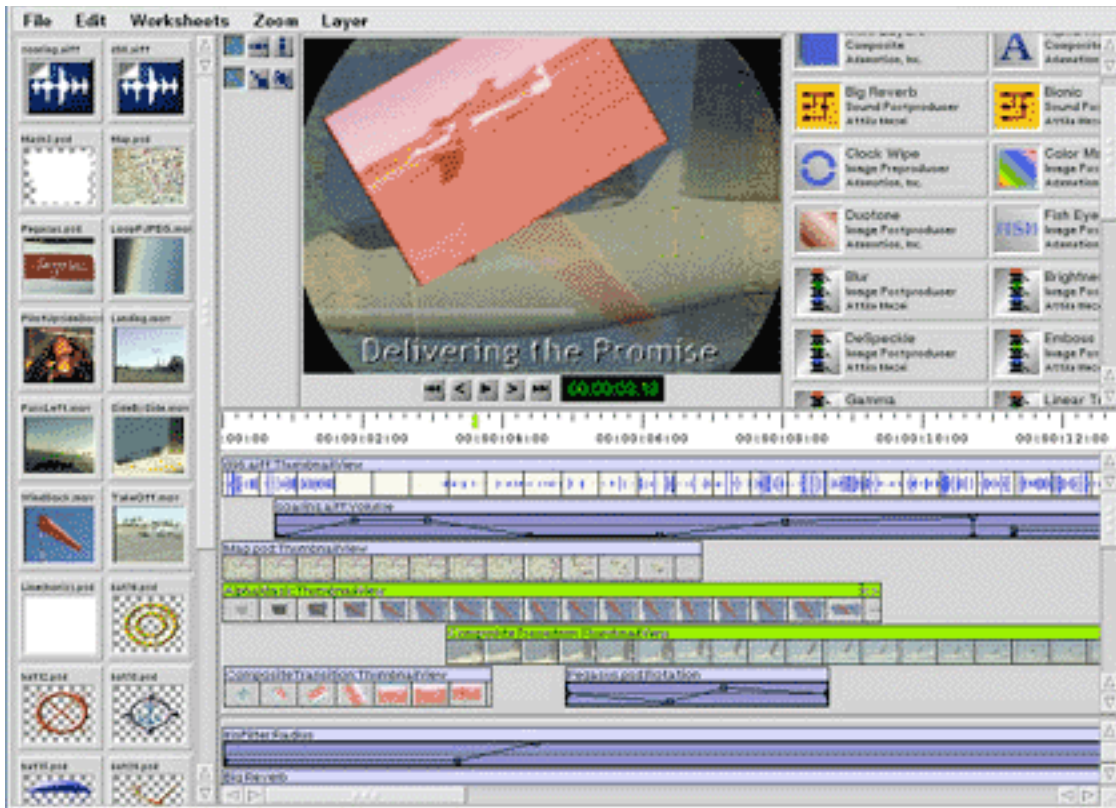
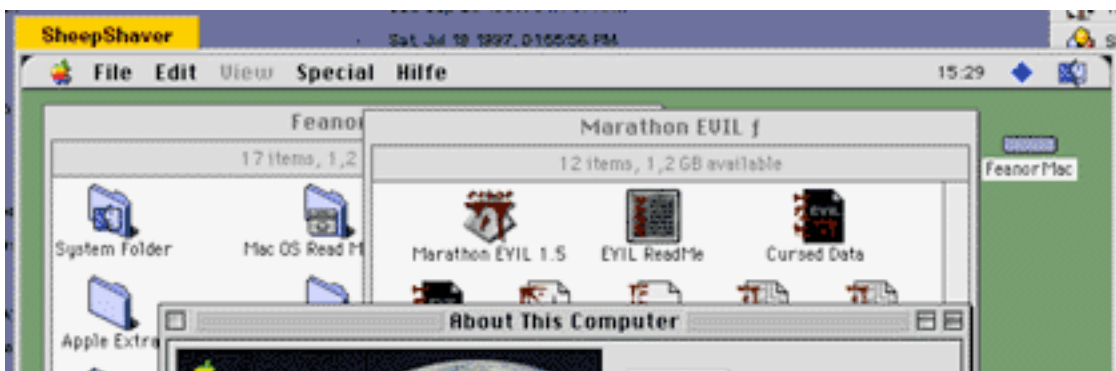


Figure 13

## SheepShaver

SheepShaver could easily justify an entire review of its own, but since this review has grown long-winded enough as it is, I'll try to keep this brief. SheepShaver is a BeOS application which will actually run the Mac OS and its applications inside the BeOS. The two geniuses who wrote SheepShaver, Christian Bauer and Mar"c" Hellwig, state that SheepShaver is not an emulator, rather the Mac OS and its applications run native under the PowerPC processor and Mac ROMs which are still present on a Power Macintosh or clone running the BeOS. Now obviously you cannot use SheepShaver on BeOS for Intel to run the Mac OS, as there is a different processor on an Intel machine and there are no Macintosh ROMs either. Regardless, SheepShaver is a remarkable piece of software. I managed to boot my copy of the Mac OS (Figure 14) under SheepShaver (after turning off a few extensions such as RAM Doubler and Speed Doubler) and boot up some applications as well.





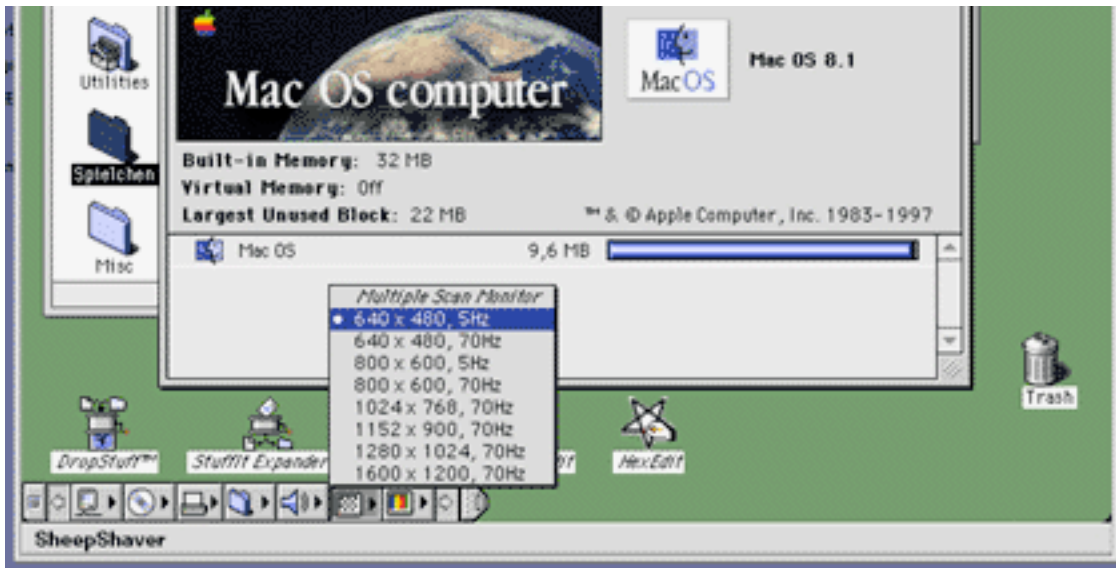


Figure 14

The biggest problem I ran into was that the window which contained the Mac OS was a bit sluggish to draw. However, when I switched to full screen mode (you must register your version to enable this feature) the pace picked up quite a bit. The coolest feature of SheepShaver is that, because the BeOS integrates Workspaces so well into the API, you can set it up in a separate Workspace and then use the keyboard to switch between Workspaces. So for example, you could be running Photoshop in SheepShaver in WorkSpace 1, and GraphicConverter in BeOS in WorkSpace 2. Just hit Command-F1 and Command-F2 to switch from full-screen Mac OS to full-screen BeOS in a matter of seconds. It's very slick, much slicker than running the Mac OS in a window.

I ran Marathon and Marathon 2 and was able to achieve over 25 fps. in thousands of colors, which is close to what I achieve running under the Mac OS without SheepShaver. I ran Photoshop, ClarisWorks, and a number of applications under SheepShaver without fail. However, ZTerm was unable to open either serial port. The authors admit that serial port communications tend to crash or cause problems within SheepShaver. I did not attempt to establish an Internet connection with the Mac OS under SheepShaver, however I have heard that this does work well.

SheepShaver does have another small problem. It doesn't draw colors accurately when in thousands or millions of colors. According to the authors, the only truly accurate color depth is 8-bit. Any higher bit depths are inaccurate because of different addressing modes in the BeOS and Mac OS. Regardless, this does present a problem for color calibration and Photoshop work under SheepShaver. However for most intents and purposes SheepShaver is a convenient addition to the BeOS. Data may be copied and pasted from and to Mac OS and BeOS applications. Also SheepShaver will enable you to use HFS+ volumes under the BeOS since it runs the Mac OS in a window, and the Mac OS can mount HFS+ volumes itself. For a mere \$50 this is one amazing piece of software that helps bridge the gap between the BeOS and the Mac OS. No BeOS PowerPC user should be without this!

## Be Not Benighted

Be will no doubt hang me for writing this but the BeOS is probably best summarized as the coolest toy I have played with in a long long time. The problem is that it's not a toy at all...in fact it makes the Mac OS look like a toy! There are so many things about the BeOS that I absolutely adore. There are characteristics of it that don't thrill me, and some that even irk me. In general, though, I find using it a pleasant experience. It really shows off the potential of the PowerPC processor when a modern, native operating system is run. It proves that there is no reason in the world that the Macintosh hardware should play second fiddle to the Wintel world.

However, because of its lack of mainstream support, all of Be's brilliance, ingenuity and hard work is somewhat insignificant. Granted that is only true as of this moment. If tomorrow Adobe announced Photoshop for the BeOS everything would change. Or would it? With Rhapsody on the way soon, and Mac OS 8.5 and X in the near future, the BeOS is sort of a cheap thrill. I don't mean that in a bad way necessarily. It's just that most users won't gain much by investing in the BeOS, other than thumbing their noses at Windows NT users who think that their 400 MHz. Pentiums are really hard-core.

Some readers are probably asking themselves what the point of the BeOS really is? I mean, let's face it, there is no support for Apple's latest machines, there is little software available, Apple is bringing many of the features of the BeOS into its forthcoming OS releases which will run current Mac applications, etc. Be states on the back of the box for the BeOS that it is a "Media OS" in the sense that it is the first OS ever designed from the ground up to deal with high-bandwidth multimedia demands. They are certainly correct in their statement. The BeOS has the greatest potential of any existing OS for multimedia applications and other high bandwidth and processor intensive tasks. If Adobe Premiere existed for the BeOS it would smoke like nothing else. But it doesn't exist.

## The Bottom Line on Be

It's important to recognize that the BeOS is not intended specifically for the purpose of replacing the Mac OS. It can co-exist on a Mac, occupying a partition of an existing drive. It can even exist on a Jaz drive cartridge or other high capacity removable storage solution, although it certainly won't run as quickly. Since the BeOS is also available for Intel machines, running the BeOS on a network of Macs and PCs might be the easiest solution to maintain cross compatibility. Many applications for the BeOS are available in both PowerPC and Intel versions, so cross compatibility is essentially a non-issue. As discussed earlier, the BeOS provides some very powerful networking capabilities at an extremely low price, and no investment in new hardware. Most important is this: the BeOS is available here and now. It's the most sophisticated OS ever to run on Macintosh hardware out of the box.

Personally I simply appreciate progress of any kind on the Macintosh platform. The BeOS represents progress in its purest and most intense form...it's a revolution for the PowerPC actually, the first modern operating system written and commercially released, native for the PowerPC. Purchasing and using the BeOS is just a way of reassuring myself that the PowerPC, particularly as it is implemented by Motorola and Apple, is truly the wave of the future, regardless of what operating system is used.

My conclusion? The BeOS is an impressive operating system with enormous potential. What it really needs now is serious support from software developers. In the mean time,

with Rhapsody and Mac OS 8.5 and X on the way, an investment in the BeOS, while a small investment, is certainly a questionable one. Regardless, sitting down and witnessing the BeOS is something no Mac user should ever pass up.

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## One Click 1.0.3

### Product Information

Published by: WestCode Software, Inc.

Web: [<http://www.westcodesoft.com>](http://www.westcodesoft.com)

List Price: \$70

### System Requirements

68020 or better

4 MB RAM

System 7.0 or later

**One Click** promises to make repetitive tasks easier and simplify keyboard and menu commands at the touch of a button—or one click—hence the name.

To install, I simply ran the installer that I downloaded from the **WestCode** Website, after they sent me a registration code. I also received online copies of the two(!) accompanying manuals, that came in at 240+ pages. Fortunately, I didn't need to read these all the way through to get started. After installing and restarting, an additional popup menu appears in the upper right of your screen.

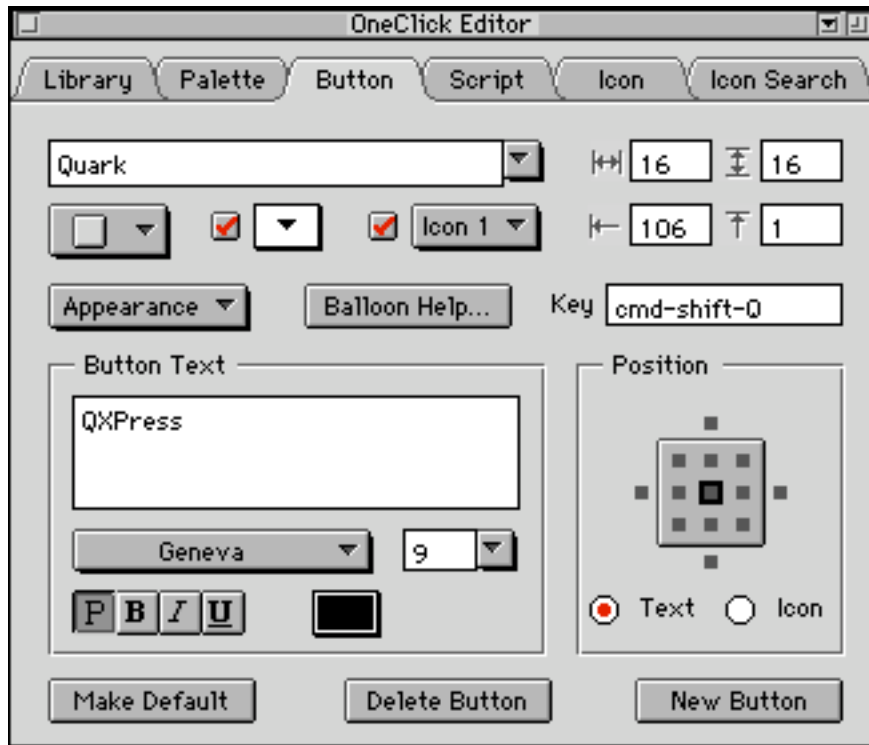
Regular readers of my column may remember that a couple of months ago, I was on the project from hell. To review, approximately 75,000 files that needed their type and creator info rebuilt. **One Click** brought this in for me a month early, and needless to say, under budget. Myself and one other guy were given the Herculean task, and what we had to work with was **Can Opener 3.0**, and **File Buddy**.

**Can Opener** is a straight forward program, and I couldn't improve on it much with **One Click**, so I didn't try. However, for someone with bilateral tendonitis bordering on carpal tunnel syndrome, when I put **One Click** to the task of making **File Buddy** easier to use, I was amazed at how quickly and easily it was, and I wished I had **One Click** at the beginning of the project.

What I was able to do for **File Buddy**, was create a single button for the major file types and creators, instead of having to select from an exhaustive list of two popup menus. **One Click** comes with several prepackaged buttons for the more popular software programs, unfortunately, **File Buddy** wasn't one of them.

The good news is, this let me give **One Click** a severe workout. It was a simple matter to create a button with the **One Click Editor**, that you call up from the **One Click** menu I spoke

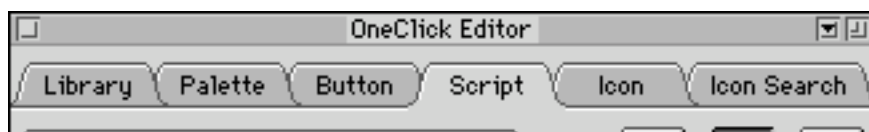
of earlier. The first step is to create the button itself.

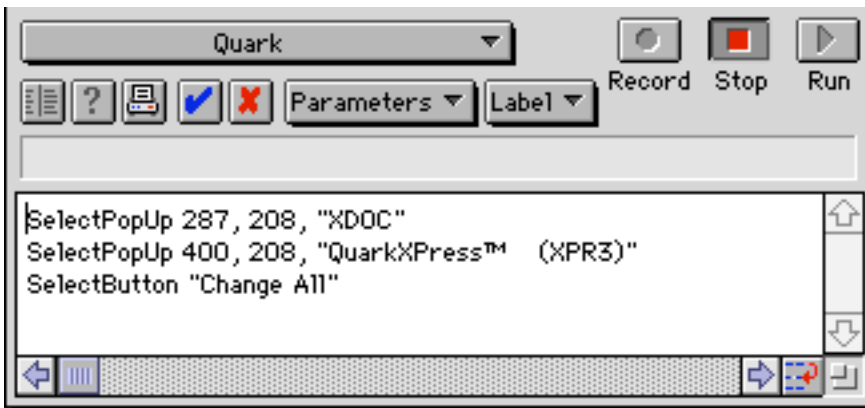


I had created several buttons at this point, but felt it was time for another for **QuarkXPress** files. Next, I have to tell the button what to do. A powerful recording feature saved me the trouble of reading the Scripting Guide, and typing the commands manually.

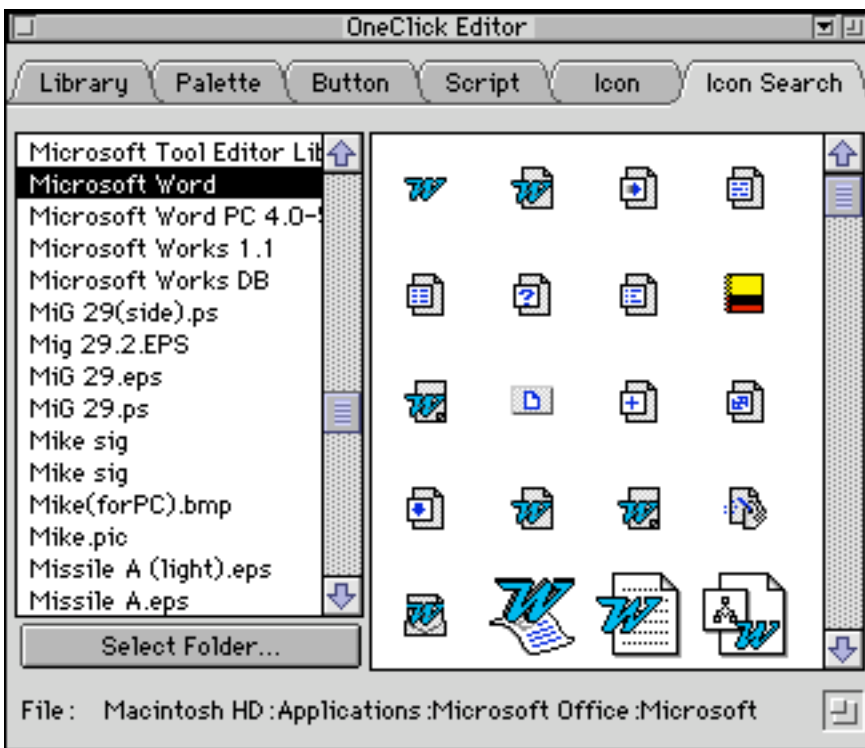


Later, I did delve into the scripting guide to tweak some of the buttons I'd created. Although dense, the manuals are written with the non-programmer in mind. The resulting palette for File Buddy looked like this:

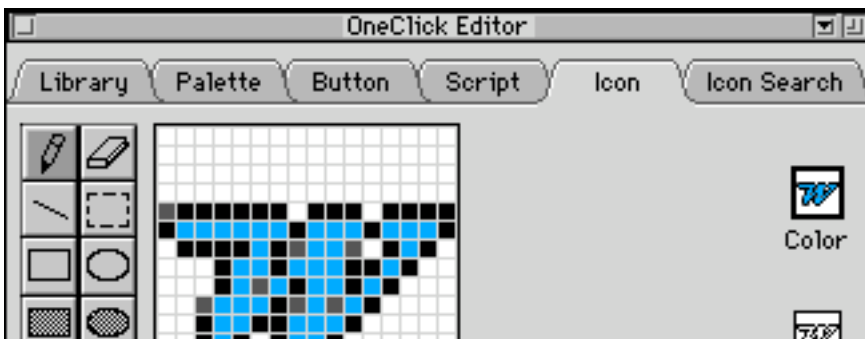


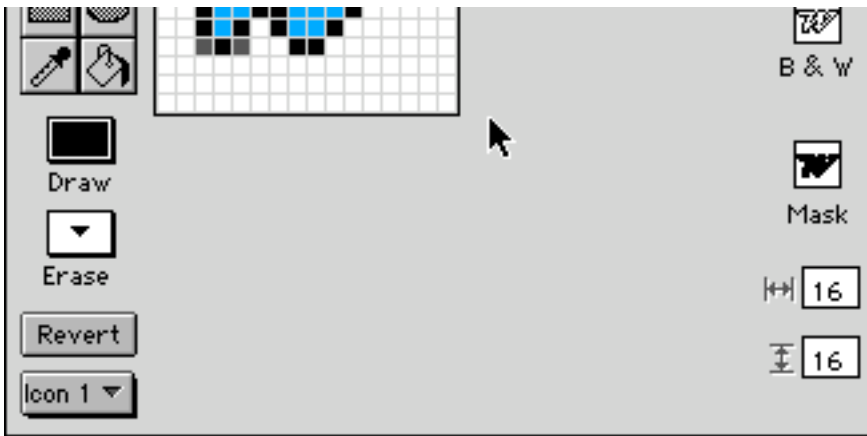


After awhile, looking at the plain words on the buttons got tedious, so I put One Click through its paces again. Using the Icon editor, I created, or rather copied icons from it, as One Click comes pre-packaged with icons for the major software programs I spoke of earlier.



And, if you don't like the way they look, you can even draw your own.





A simple, almost Photoshop-like, interface allows for this.

When I'd finished creating my button masterpieces, I'd turned



this



into



this.

I think I did pretty well, considering I don't call myself a graphic designer. Now, I could've assigned keyboard shortcuts to the buttons; however, I felt that defeated the purpose of the software. Things I didn't explore include a Task Bar and a System Bar for the Finder, sorta like Control Strip on steroids.

## Conclusion

For those of you familiar with **QuicKeys**, I think One Click goes one step further. Don't let the size of the manuals put you off, which is the only moderately negative thing I have to say about One Click. Without One Click, I'd probably still be on the project from hell.

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# ABOUT THIS STUFF STUFF

REVIEWED BY EDWARD GOSS, [egoss@atpm.com](mailto:egoss@atpm.com)



## The Print Shop Publishing Suite

### Product Information

Published by: Broderbund Software  
Web: [<http://www.broderbund.com>](http://www.broderbund.com)  
Street Price: \$50

### System Requirements

PowerMacintosh  
7 MB free RAM  
45 MB hard disk space available  
256 Colors (or more, but see Review) at 640 by 480  
2x CD-ROM (or faster)

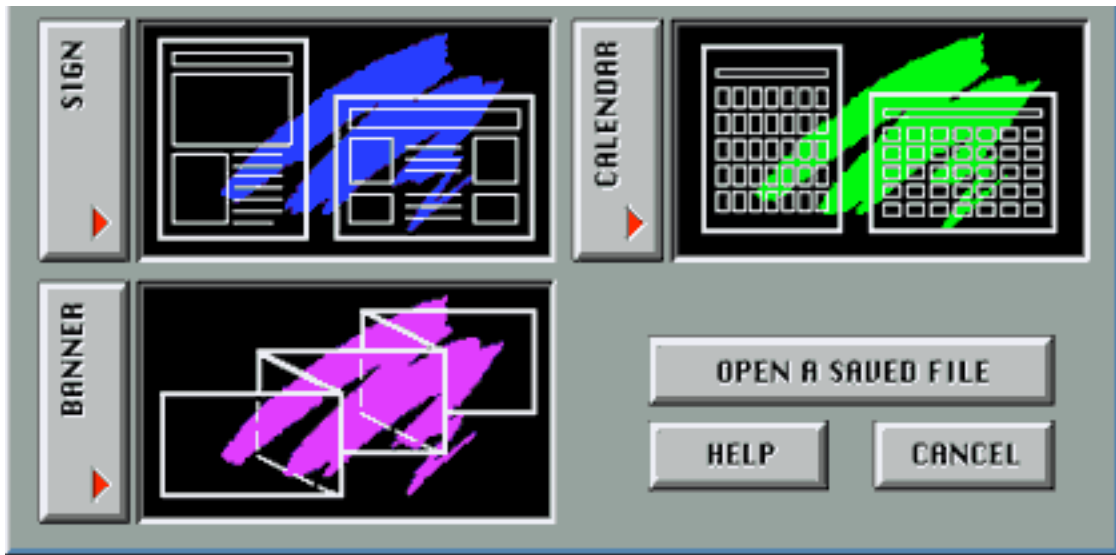


Rarely have I been as disappointed in a computer software product as I am with **Broderbund's** "new" **Print Shop Publishing Suite**. The original Print Shop's problems with the Mac are legendary, but I've somehow been able to keep a copy of **The Print Shop Deluxe Ensemble** running on my wife's Mac (she happens to like it, and uses it a lot!) through 3 different Mac models and various system upgrades. Each upgrade brought a new challenge—from crashing at virtually every start-up, to not printing. But, by disabling Virtual Memory, keeping non-Apple extensions to a minimum, and using no other programs when it's running, we've managed to keep it going.

When I saw the advertisement for the Print Shop Publishing Suite, I thought that maybe this time Broderbund would finally get it right. However, Broderbund does not provide any way for their customers to contact them at all, except through a long distance phone call. No e-mail to [<sales@broderbund.com>](mailto:sales@broderbund.com), no on-line help except an antiquated FAQ, and certainly no "1-800" number should you want to ask about a product (or, maybe even order it!). So I took a chance and ordered it. Then the disappointment began.







The Print Shop Deluxe opening screen where you choose your “project”

For those of you who are unfamiliar with the **Print Shop Deluxe** and **Print Shop Deluxe Companion** that make up The Print Shop Deluxe Ensemble, they are two programs used to create, or compose: greeting cards, signs, banners, postcards, calendars, posters, business cards, certificates and envelopes. They are actually fun to use; and come with a very large, high quality clip art library, to which you can add other libraries as you wish.

Although they are two distinct programs, they each have the same controls, and are simple to learn. After choosing a project type, you are led through a series of screens to apply backgrounds, styles, text blocks and graphics. My wife has composed some stunning cards and certificates with them, and we both use them for making business cards.

The problem is, although The Print Shop Deluxe has been updated (to version 1.1.2, and causes no problems at all), The Print Shop Deluxe Companion is still at version 1.0, not having been updated since 1994! It does this strange “flashing thing” to the Desktop when launched (I think it’s somehow adjusting monitor resolution down to 256 colors, although I’m not sure. It “flashes” back when you quit it, and everything seems OK.), and absolutely will not tolerate another program running along with it. The “New” Print Shop Publishing Suite contains the aforementioned Print Shop Deluxe, Print Shop Deluxe Companion, as well as the new product—**The Print Shop Press Writer**.

I suppose it’s all my fault. I assumed that the new program would integrate the Print Shop Deluxe and Print Shop Deluxe Companion with the new Print Shop Press Writer so that you could create all the previous items, plus The Press Writer’s new capabilities to create: “newsletters, brochures, resumes, booklets and flyers.” At least that is what the ads seemed to promise, and what I apparently incorrectly assumed a “Suite” was.

When I received the package; however, I was appalled to find that they were still two (actually, three!) completely different programs that did not have a common interface, had to be installed separately, and didn’t even share the same graphics or font libraries! Worse, The Print Shop Deluxe and Print Shop Deluxe Companion were the **exact** same versions that I had purchased **three years ago**! I had repurchased two programs—one of which was very troublesome—without any warning. Even the accompanying manuals were

identical! Shame on Broderbund! Shame on me for expecting better.

Oh well, I thought, I might as well install the new Press Writer program to see what that was like. After the program crashed the first four times I tried it, I checked it out with Conflict Catcher and discovered it is not compatible with the shareware “multi-clipboard” program **CopyPaste** (an indispensable too, which I use successfully with all of my other applications <<http://www.scriptsoftware.com>>.)



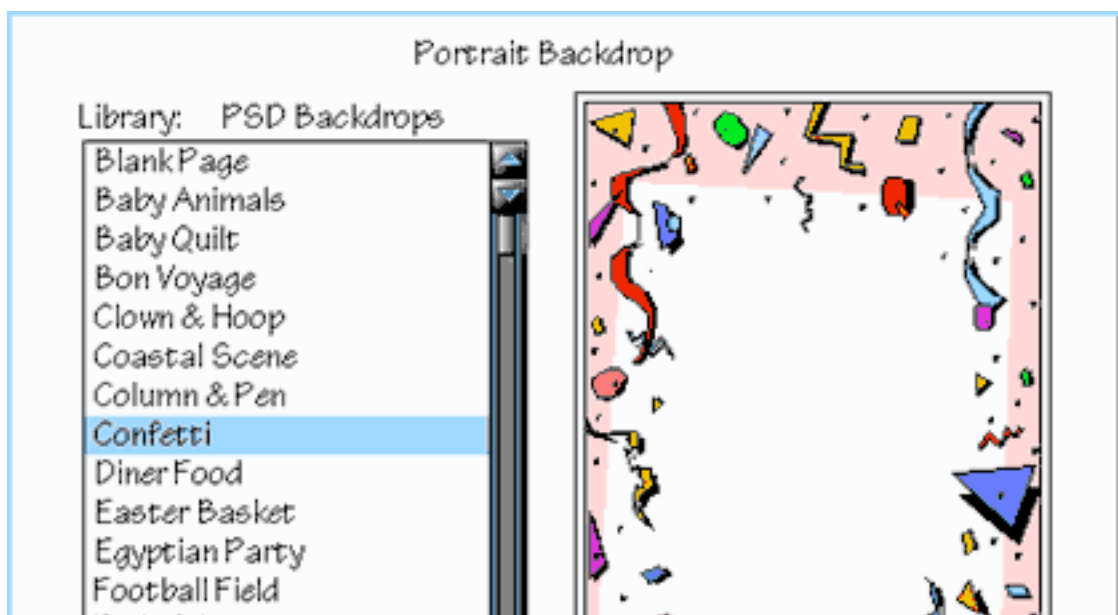
After disabling CopyPaste, Press Writer functioned normally. Pictured above is the opening screen, where you choose your “project.” Also shown are the Text Toolbar (across the top), and the Graphics Toolbar (down the side). After choosing a project type, you are led through a series of screens where you choose a layout, style, graphics and text. It’s really quite simple after you have run through it once.





When you get used to the program, you can bypass all the opening screens by choosing the “Custom” option. This allows you to go directly to an empty screen, onto which you can add graphics and text. The Print Shop Deluxe and Companion offer similar ways of creating documents, but the interfaces are completely different from Press Writer, providing **two** learning curves for the price of one!—An inexcusable omission by Broderbund. There should be one common interface from which you might choose **any** of the projects from the menu. I’d prefer the Press Writer interface over Print Shop Deluxe or Companion’s, for it is much easier and more intuitive.

Unlike Print Shop Deluxe and Companion, which have multiple small graphics libraries to choose from, Press Writer contains only three graphics libraries: Square Graphics, Column Graphics, and Row Graphics. This means that each time you add a Square Graphic, you must wait for all of them (over 700!) to load. Also, the scrolling window to choose them in is very small, only displaying nine at a time. There is a search capability built into the graphics display, where you can type in keywords to help find the type of graphic you are looking for. I found this process quite time-consuming, and often reverted to the provided Graphics Reference Book to view graphics and find their names, so I might find them in the scrolling window.





Accessing the libraries of graphics that come with Print Shop Deluxe and Companion is impossible in Press Writer because they are not recognized by their own creator! I did manage to discover that by adding DOS suffixes to the names of the libraries in Print Shop Deluxe and Companion, I could make Press Writer recognize them. For example, the “Animals” graphics library will correctly show up in Press Writer’s graphics browser if you change the name to “Animals.PSG” where “.PSG” stands for “Press Writer Square Graphics.” You can also rename the other Print Shop graphics libraries as required to “PRG” for “Row Graphics” and “PCG” for “Column Graphics.” They are still recognized with their new names by the older programs, so why didn’t Broderbund do this? An unbelievable oversight. All the graphics in the three programs should have been combined into one library and been accessible by any of the programs.

Text capabilities in Press Writer include over 100 fonts, different paragraph styles, the ability to link or unlink column text, create drop caps and a library of over 1000 quotations you can search through to spice up any document you create. All the text tools will be familiar with anyone who has used any of the popular word processors and offer all the text capabilities you will probably ever need. The Print Shop Deluxe and Companion each come with their own large font libraries, many of which overlap each other’s, **and** Press Writer’s supplied fonts—in case you don’t have enough fonts! Once again, Broderbund goofed. Only one font library should have been installed, eliminating duplication, and possible font-related problems down the road.

As I write the capabilities of each of these programs, it seems as though I’m describing a winner application that would do everything I might ever need in the way of desktop publishing. Unfortunately, taken together they are one of the larger clunkers I ever used. Taken by themselves, and disregarding Companion’s fussiness, each of these three programs is worth some attention. If you need to create any of the projects they are capable of, you might find them usable. However, taken as a “Suite” of programs, as they are advertised, someone really didn’t do their homework; or, were just out to make a quick buck from the Macintosh crowd. I do not have the PC version of this program available for review, but why do I have the feeling that they probably work fine on the PC side? Or, could PC users be so gullible to accept this as a complete “Suite?” I doubt it. The box proudly proclaims “Over 13 Million Products Sold!” so someone must be happy with Broderbund’s products. They can’t **all** be Myst and Riven owners!

On a final note, and the sooner I am done with this the better, for it is not fun to trash a program that has such potential. The box proudly proclaims: “90-Day Money Back Satisfaction Guarantee!” When I called Broderbund to inquire how to go about this (I’m paying for the call, remember), the nice young lady on the phone seemed oblivious to Broderbund’s return policy, offering only to transfer me to “Tech Support.” It was unlikely that they could undo all of this program’s faults over the phone (I can picture

it—‘Jack, there’s a guy on the line who needs a code rewrite of three 2+ MB programs—pronto!’), so I hung up. I had to call again, and inform the nice young lady that I wanted to know how to **return** the program. More confusion. Finally, I was given the name “Elizabeth Wilson” to return the package “In care of.”

Until Broderbund gets their act together, I must award The Print Shop Publishing Suite only the fourth “Rotten” rating in *ATPM’s* history. Meanwhile, I have ordered the **PrintMaster Publishing Suite** from **Mindscape**. I will let you know how that works in a future review.

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# ABOUT THIS STUFF STUFF



REVIEWED BY TOM IOVINO, [tiovino@atpm.com](mailto:tiovino@atpm.com)

## Typelt4Me 4.7

### Product Information

Written by: Riccardo Ettore

Email: [<rettore@aol.com>](mailto:rettore@aol.com)

Web: [<http://members.aol.com/rettore/AboutTypelt4Me.html>](http://members.aol.com/rettore/AboutTypelt4Me.html)

Shareware Fee: \$25

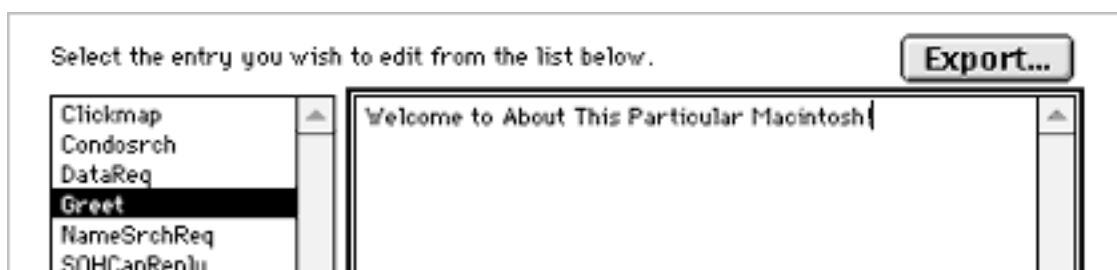
As if my life were not already busy enough, I work after hours for a site where I host a few chats each week. One thing I have noticed during these chats is that there is quite a lot of text I have to type repetitively.

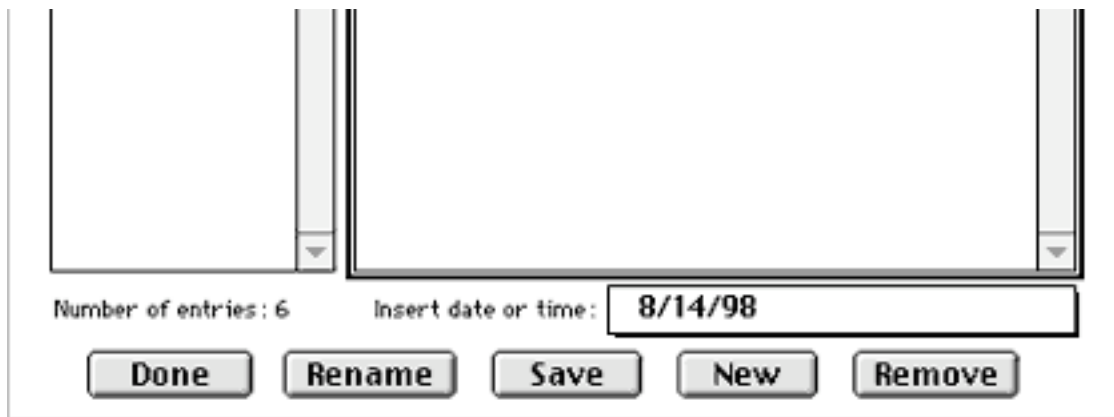
First, there are the room greets. Everyone who enters the chat asks what's going on in the room, so I have to type that as well. There are also some questions I ask to liven up the discussion.

And, you know what? It's a pain in the butt to type these same things over and over. Of course, I could just cut and paste from the Note Pad. But having to remember to open Note Pad, sort through the open windows on the desktop, and cut and paste the boilerplate text to the screen can be tedious. And, if you have ever been part of a fast and furious chat, you know you don't have that kind of time before several intervening lines of chat are posted.

Well, those troublesome days are now over, thanks to Riccardo Ettore's nifty control panel, **Typelt4Me**.

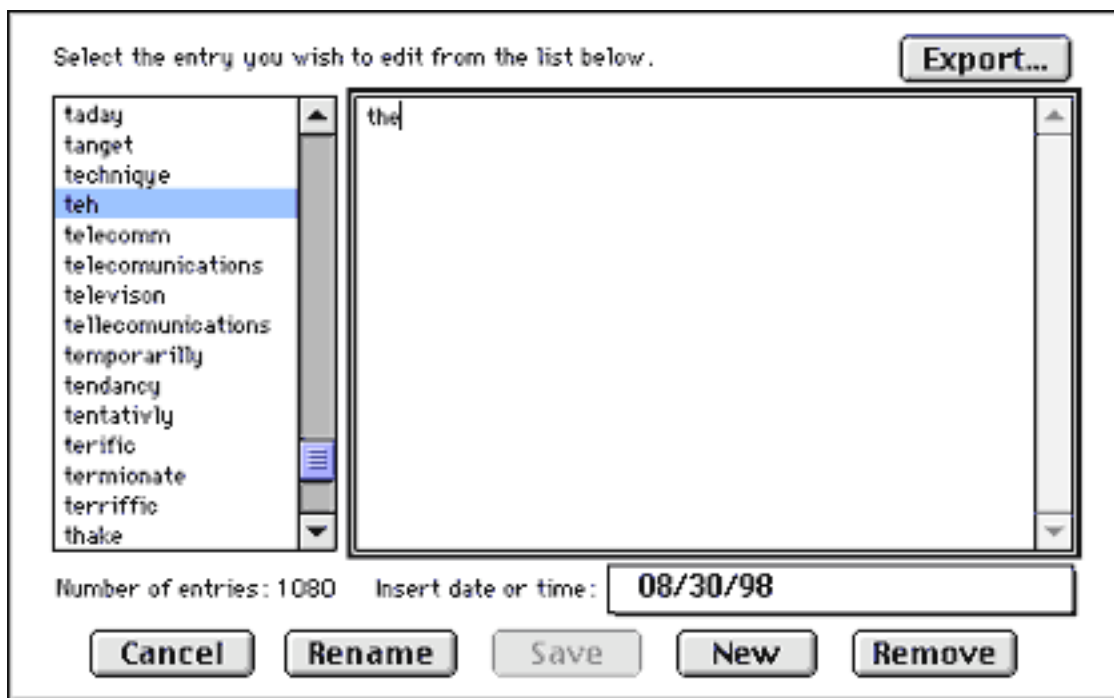
Basically, this control panel acts as your own personal typist. In order to set up Typelt4Me, you must create a data file, then you can enter the text for each shortcut. Text can be added automatically by being imported directly off the clipboard, or you can create a new entry in Typelt4Me's Edit menu.





You also have to assign an identity when you create the new shortcut. When typed, this identity phrase automatically activates the particular shortcut you have selected, typing it into whichever application is currently active (e-mail, word processor, database, etc.). You may also activate this shortcut by selecting it from Typelt4Me's pull down menu.

What type of jobs can you use Typelt4Me to accomplish? If you write letters, you can put a standard concluding paragraph and signature to save yourself the drudgery of typing the information on each and every letter. Do you have standard replies to e-mail your office receives? You can keep that boilerplate text ready to go. Running chats? Have those room greets easily accessible and get them to the screen quickly and accurately every time. You can even use the utility as a spell checker. If you frequently misspell a word in your typing haste—such as 'teh'—you can use that as an identity linked to the word 'the.' I'm sure you can find many more uses for this utility.



Text effects, such as boldface, underlining, and italics, can be added through keyed command strings. You can even have Typelt4Me navigate through a spreadsheet by entering up, down, left or right commands. You may want to brush up on the user's manual,

however, to be sure you are entering these commands properly.

A word of caution about the utility: You should be careful how you select the identities of your shortcuts. It's best not to choose a common word to describe them, such as 'signature.' Otherwise, every time you type that word, the text you have assigned to the identity will be typed for you. Granted, you can either disable the feature (which would take away some of Typelt4Me's functionality), or you can click on the mouse button to stop the shortcut from being typed out. However, it's still best to name the shortcut with something you are less likely to type, such as 'my signature.'

Also, you have to be sure you know where you are when you activate Typelt4Me, as it will replace whatever text is currently selected. So, don't be surprised if you see an icon renamed if it is selected in the Finder when you have Typelt4Me start typing something.

Mr. Ettore, from someone who didn't take touch typing in high school and who occasionally reverts to the Biblical method of typing (seek and ye shall find), my fingers thank you!

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# Guidelines

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## The Official *ATPM* Guidelines

The Official *ATPM* Guidelines page is the place to go when you have a question about our publication. We can't imagine that you simply wandered in here. That's because the information on this page is very dry and mostly unentertaining (which is why it's on this page and not included in another part of our publication). We guess you could call this the "Relatively Boring But Occasionally Important Page of Information." OK, enough already with the extraneous syntax, now onto the stuff.

## What is *ATPM*

*About This Particular Macintosh (ATPM)* is, among other things, a monthly Internet magazine or "e-zine." It's published by Michael Tsai and Robert Paul Leitao (who are still looking for a cool logo for themselves that depicts their joint effort). *ATPM* was created to celebrate the personal computing experience. For us this means the most personal of all personal computers—the Apple Macintosh. *About This Particular Macintosh* is intended to be about your Macintosh, our Macintoshes, and the creative, personal ideas and experiences of everyone who uses a Mac. We hope that we will continue to be faithful to our mission.

## We'd Like Our Readers To Be Involved

Here, at *ATPM* worldwide headquarters, we're interested in hearing from you, our loyal readers. We're especially interested in stories about you and Life With Your Particular Macintosh. We guess we could have called this publication LWYPM but it just didn't sound quite right. So we called it *ATPM* and decided to ask for your stories and anecdotes about our most personal of personal computers. *ATPM* is also looking for people interested in joining our editorial staff. We currently need a [Shareware Reviews Editor](#) and an [Publicity Manager](#). Please contact us at [<editor@atpm.com>](mailto:editor@atpm.com) if you're interested.

**Cover Art:** We enjoy the opportunity to display new, original cover art every month. We're also very proud of the people who have come forward to offer us cover art for each issue. If you're a Macintosh artist and interested in preparing a cover for *ATPM*, please e-mail us. The way the process works is pretty simple. As soon as we have a topic or theme for the upcoming issue we let you know about it. Then, it's up to you. We do not pay for

cover art but we are an international publication with a broad readership and we give appropriate credit alongside your work. There's space for an e-mail address and a Web page URL, too. Write to <[editor@atpm.com](mailto:editor@atpm.com)> for more information.

## We Want To Hear From You

**E-Mail:** Got a comment about an article that you read in *ATPM*? Is there something you'd like us to write about in a future issue? We'd love to hear from you. Send your e-mail to <[editor@atpm.com](mailto:editor@atpm.com)>. We often publish the e-mail that comes our way.

**Segments—Slices from the Macintosh Life:** This is one of our most successful spaces and one of our favorite places. We think of it as kind of the *ATPM* "guest room." This is where we will publish that sentimental Macintosh story that you promised yourself you would one day write. It's that special place in *ATPM* that's specifically designated for your stories. We'd really like to hear from you. Several Segments contributors have gone on to become *ATPM* **columnists**. Send your stuff to <[editor@atpm.com](mailto:editor@atpm.com)>.

## Let Us Know That You Know What You Know

**Hardware and Software Reviews:** *ATPM* publishes hardware and software reviews. However, we do things in a rather unique way. Techno-jargon can be useful to engineers but is not always a help to most Mac users. We like reviews that inform our readers about how a particular piece of hardware or software will help their Macintosh lives. We want them to know what works, how it may help them in their work, and how enthusiastic they are about recommending it to others. If you have a new piece of hardware or software that you'd like to review, contact our reviews editor at: <reviews@atpm.com> for more information.

**Shareware Reviews:** Most of us have been there; we find that special piece of shareware that significantly improves the quality of our Macintosh life and we wonder why the entire world hasn't heard about it. Now here's the chance to tell them! Simply let us know by writing up a short review for our shareware section. Send your reviews to <reviews@atpm.com>.

**Your Stuff:** If you or your company has a product that you'd like to see reviewed, send a copy our way. We're always looking for interesting pieces of software to try out.

## Wishful Thinking

**Wishful Thinking:** Is the space for Mac enthusiasts who know *exactly* (if you do say so yourself) what Apple should do with its advertising campaigns and product introductions. Have you come up with a great advertising tag line? What about that Mac campaign that has been stewing in the back of your mind? Send your big ideas (or your art) to <editor@atpm.com>.

## Sponsorship

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## That's It

We hope by now that you've found what you're looking for (We can't imagine there's something else about *ATPM* that you'd like to know.). But just in case you've read this far (We appreciate your tenacity.) and still haven't found that little piece of information about *ATPM* that you came here to find, please feel free to e-mail us at (You guessed it.) [<editor@atpm.com>](mailto:editor@atpm.com).





This is the latest in *ATPM's* series of Trivia Challenges. Answers to this month's Trivia Challenge will be found in the next issue of *ATPM*. If you have any suggestions for future Trivia Challenges, or wish to comment about almost anything, please e-mail me at [<egoss@atpm.com>](mailto:egoss@atpm.com).

This month's Trivia Challenge is a grab-bag of questions to stir your investigative spirit. You might have to do some checking around to find some of the answers. The *ATPM* trivia questions' answers can be found by searching the "Back Issues" area of the *ATPM* Website. [<http://www.atpm.com/Back>](http://www.atpm.com/Back) The first reader to e-mail me the correct answers to all 10 questions will receive their choice of a System 8 CD (easily upgraded to System 8.1) or an "Alley 19" bowling game. The second set of correct answers will receive the other prize. So take part in:

## Trivia Challenge 4.09–The Grab Bag

1. He might say "Whoa, Nellie!" after an exciting touchdown play.  
A. Frank Gifford  
B. Vin Scully  
C. Keith Jackson  
D. Lindsey Nelson
2. If you are standing on "The Grassy Knoll," where are you?  
A. Arlington  
B. Austin  
C. Gettysburg  
D. Dallas
3. Where did Butch and Sundance meet their fate?  
A. Bolivia  
B. Durango  
C. Dodge City  
D. Las Cruzas
4. Who invented the "Opti-Grab"?  
A. Thomas Edison  
B. Eli Whitney  
C. Ford Prefect  
D. Navin Johnson
5. How many US. Astronauts have walked on the Moon?  
A. 7  
B. 12  
C. 14  
D. 10
6. In 1866, what was the first state to be re-admitted to the Union after the Civil War?  
A. Tennessee  
B. Georgia  
C. Texas  
D. North Carolina



13. Pennsylvania            B. Cook With Coal  
14. Rhode Island           L. We're Really Not An Island  
15. Wyoming                D. WyNot?

## **This Month's Rock CD Recommendation**

"Pay Before You Pump" by Al Anderson—Imprint IMPCD 10004

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