

ATPM

- ▶ Chat Client Roundup
- ▶ Outlook Express 4.5
- ▶ Stufft Deluxe 5.1.2



*About This Particular Macintosh™ 5.05: About the **personal** computing experience™*

Volume 5, Number 5
May 1, 1999

Send requests for **free** subscriptions to:
subscriptions@atpm.com

Cover Art

© 1999 Jamal Ghandour
<jghandour@atpm.com>

We need new cover art every month!
Write to us!

Contributors

Eric Blair
Daniel Chvatik
William Gordon
Edward Goss
Jens Grabenstein
Tom Iovino
Juri Munkki
Robert Paul Leitao
William Lovett
Mike Shields
Francis Tamburrini
Michael Tsai
Macintosh users like you
Please write for ATPM!
Check out the FAQ

Editorial Staff

Editor/Publisher - Michael Tsai
Managing Editor - Daniel Chvatik
Copy Editor - Christopher Turner
Reviews Editor - Evan Trent
Shareware Reviews Editor - William Lovett
Opinionated Associate Editor - Mike Shields
Contributing Editors - Robert Paul Leitao & Eric Blair
Webmasters - Michael Tsai & Evan Trent
Page o' Linkers - Daniel Chvatik & Christoph Neef
Interviews Manager - **Vacant**
Publicity Manager - **Vacant**
List "Mom" - Michael Tsai
Beta Testers - The Staff

Artwork & Design

Graphics Director - Jamal Ghandour
Layout/Design - Michael Tsai
Blue Apple Icon Designs - Marc Robinson
Typewriter-Style Section Headers - RD Novo

Columnists

Jamal Ghandour
Edward Goss
Tom Iovino
Robert Paul Leitao
Mike Shields
Michael Tsai
William Lovett

Editors Emeritus

RD Novo
Robert Madill
Belinda Wagner

The Tools

Anarchie Pro
AppleScript
AppleWorks
BBEdit
DOCMaker
Emailer
FileMaker Pro
Illustrator
ImageReady
LetterRip
Mailsmith
Myrmidon
Nisus Writer
Photoshop
ResEdit
Snapz Pro
Spell Catcher
StuffIt

The Fonts

Carbonated Gothic
Cheltenham
Cloister
Foundation
Frutiger
Garamond
Geneva
Gill Sans
Helvetica
Isla Bella
Marydale

Where to Find ATPM

Online and downloadable issues are available at the *ATPM* Web Page:

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

and via anonymous FTP at:

<<ftp://ftp.atpm.com>>

Info-Mac and all its Mirrors

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

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

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

The CD-ROMs Accompanying:

MacFormat, Macworld UK, Inside Mac Games

Any others? Let us know!

ATPM is a product of ATPM Publishing

© 1995-99, All Rights Reserved

ISSN: 1093-2909

Reprints

Articles and original art cannot be reproduced without the express permission of *ATPM*, unless otherwise noted. You may, however, print copies of *ATPM*, directly from the DOCMaker stand-alone edition or from the Web, provided that it is not modified in any way.

Authors may be contacted through *ATPM's* editorial staff, or at their e-mail addresses, when provided.

The Legal Stuff

About This Particular Macintosh may be uploaded to any online area or BBS, so long as the file remains intact and unaltered, but all other rights are reserved. All information contained

in this issue is correct to the best of our knowledge. The opinions expressed in *ATPM* are not necessarily those of this particular Macintosh. Product and company names and logos may be registered trademarks of their respective companies. *About This Particular Macintosh* is published with DOCMaker 4.8.4, and owes its existence to the program's author, Mark Wall. May his camels never have fleas. Thank you for reading this far, and we hope that the rest of the magazine is more interesting than this.

Thanks for reading *ATPM*.

• • •



About This Particular Macintosh is free, and we intend to keep it that way. Our editors and staff are volunteers with “real” jobs who believe in the Macintosh way of computing. We don’t make a profit, nor do we plan to. As such, we rely on advertisers to help us pay for our Web site and other expenses.

We would like to thank the following sponsors for their generous support of *ATPM*, the Macintosh, and all things cool. Sponsorship does not imply endorsement, and endorsement does not imply sponsorship. Click on each banner for more info. Thank you for your support.



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

Please consider advertising here to support *ATPM*. Contact [<editor@atpm.com>](mailto:editor@atpm.com) for more information.





Welcome

We interrupt our regularly scheduled May Madness issue of *About This Particular Macintosh* to bring you the *ATPM* exclusive “Apple’s Exodus: The Special Report.” This issue is so full of goodbyes you’d think you were attending a high school graduation!

Before we get to this month’s **Audacious Tidbits** and **Puckish Musings** about Apple’s new-found success and its long journey toward the digital promised land, we’d like to take a moment and salute Guy Kawasaki and the Macintosh EvangeListas. Through Apple’s darkest days the 40,000 members of Guy’s mailing list kept the Macintosh dream alive. We believe the end of the EvangeList era is an important indicator of Apple’s robust turnaround. The popularity of the iMac and other G3 hardware has spawned several Web sites that offer quality Mac information. In addition, Apple Computer is doing a better job of providing important information to consumers and business managers. Thank you, EvangeListas, for a job well done!

Six Quarters and Counting

For the first time since the mid-1990s, Apple Computer has strung together six consecutive profitable quarters. For the three-month period ending March 27, 1999, the tally is as follows:

- Net profits were \$135 million, or \$.84 per diluted share. Operating profits (excluding non-recurring items) were \$93 million, or \$.60 per diluted share.
- Revenues for the quarter were \$1.53 billion, up 9 percent from the quarter a year ago.
- Apple’s 27% growth in year-over-year unit shipments is almost twice the estimated industry growth of 14%.
- Gross margins were 26.3 percent, up from 24.8 percent in the prior-year quarter.

- Positive cash flow from operations was \$269 million.
- Apple Computer currently has over \$2.9 billion in cash and short-term investments.

In recognition of Apple's recent performance, Standard & Poors has raised its outlook for Apple from stable to positive. However, and for reasons that don't make sense to our staff, Apple Computer's debt offerings are still rated below investment grade by the organization.

Fred Anderson, Apple's CFO, has stated that the company stands behind the consensus earnings estimate of \$.61 per share for the current quarter. The staff of *ATPM* looks forward to another quarter of year-over-year gains in revenue and growth in unit shipments.

The biblical story of the Exodus is an inspiring documentation of a people leaving behind a familiar land of involuntary servitude to set out on a journey to an unknown promised land. Apple Computer and the Macintosh platform are not a religion. Apple is merely a for-profit enterprise, and the Macintosh is only a computer. However, there are often interesting parallels between the secular and the sacred. The Israelites suffered greatly as they traveled through the desert. Impatience and loss of faith only added to their tribulations. By letting go of what they no longer needed, embracing the challenges of the day, and remaining steadfast in their quest, the Israelites eventually arrived in the land that they had been promised.

Apple Computer and the people who rely on its products have embarked on their own journey. Although this quest may not have a divine imperative, important choices have been made along the way. Unnecessary projects and products have been left behind, and any inclination of traveling a well-worn path has been scrapped. Where Apple Computer and the Macintosh platform may venture next is anyone's guess. But as the Israelites learned while traveling through the desert, the journey toward a particular outcome can often be as important as the outcome itself.

Fruit Loops

Much of the Macintosh press has been preoccupied with the rumors about new fruity iMac colors. We believe these circular discussions are rather "fruitless." As much as the iMac is colorful on the outside, it is even more attractive for what's inside. The new 333 MHz G3 iMacs provide a compelling solution for a variety of computing needs and desires. The iMac is America's #1 computing choice for easy Internet access, and the fast G3 chip coupled with generous amounts of video RAM make it an excellent gaming machine. But we suppose it doesn't hurt if it comes in a variety of fruity colors.

Now, back to our show...

Bye, Bye, Belinda

It's official. Belinda Wagner, *ATPM's* former copy editor and education editor, has chosen to keep her day job. The demands of her new career require her to forego her *ATPM* responsibilities. We wish Belinda well and the editors of *ATPM* would like to thank her for

her substantive contributions to our publication. Her name will be enshrined on our cover page as Editor Emeritus and we look forward to her occasional contributions to our e-zine.

Bye, Bye, Best Buy!

We're sorry to see Belinda go. But these sentiments don't hold true for Apple's recently ended relationship with Best Buy. From the beginning we thought this awkward marriage of a high-tech innovator and a low-price retailer wouldn't last for long. Apple's products are sold on value, not necessarily on price. Best Buy didn't like Apple's system for selling multi-colored iMacs. Rest assured there are national retailers who are interested in taking Best Buy's place as an outlet for iMacs and Apple's future consumer-level products.

There is a tangible value to the Mac's ease-of-use and superior hardware design that isn't reflected in its initial purchase price. But like a fine automobile or a well built home, a Mac's long-term value is realized years after its initial purchase. The real power of a personal computer isn't measured in megahertz but in its ability to help people accomplish their goals, live their dreams and communicate more effectively with others. It's no wonder that the Macintosh is the computer of choice for people involved in primary education and professional content creation.

The Old Rules Still Apply

In less than twenty years the personal computer has revolutionized the way we work, the way we live, and the manner in which we communicate with others. Similar to Gutenberg's printing press and Alexander Graham Bell's telephone, the personal computer has created a new medium for personal expression and the exchange of information.

Although technology has changed through the centuries, the need for strong families has remained the same. In this month's *Apple Cider*, Tom Iovino departs from his usual topics to take a close look at the tragedy in Colorado. Behind the game pads, joysticks and keyboards of today's computers is a generation of children at risk. They are children who need parental guidance in their lives and lines of communication that are longer than the commercial breaks between evening sitcoms. Take a look at Tom's insights inside this month's issue.

Apple Turnover

One of the lesser-mentioned indicators of Apple's turnaround is the end of the "brain drain" in Cupertino. Through 1996 and 1997 there was a mass exodus of talented people from the Apple campus. Many former Apple executives and employees went to work at other high-tech companies in Silicon Valley. Some started their own businesses, and others left the industry to pursue new careers. Although Apple has significantly reduced the size of its workforce, it's recently had little trouble retaining and attracting top-notch executives and employees.

Does Apple's renewed success mean that it has arrived at the proverbial promised land flowing with digital milk and honey, or is it a brief respite at an economic oasis before the company begins another leg of a long and arduous journey? We're interested in your views

on the matter. Please send your comments to:
<editor@atpm.com>.

ATPM began publication in early 1995. We've been there for the good times and the bad times. Our editorial staff is comprised of volunteers who contribute their efforts to the success of our publication. Change has been a vital part of *ATPM's* growth and popularity. We're grateful that so many talented readers have offered their services over the years. We'd like to thank Chris Turner for his hard work as *ATPM's* copy editor. Chris would like to spend the next several months finishing two novels he has in progress so we are interested in finding a reader to fill this important position. If you'd like to join our editorial staff, please send an e-note to: <editor@atpm.com>.

Where Have You Gone, Joe DiMaggio?

We'll save you any reflections on the afterlife (that's another set of chapters in the venerable holy book), but we'd like to take a moment to acknowledge the passing of a great sportsman and American hero, Joe DiMaggio. Mr. DiMaggio was a stellar competitor but more importantly, a true gentleman.

For forty-eight years after stepping off the field at Yankee Stadium "Joltin' Joe" DiMaggio continued to thrill audiences wherever he made a personal appearance. An intensely private man, Mr. DiMaggio became an icon of what's often called the "American Dream."

ATPM was created to celebrate the "personal computing experience." All the processor megahertz in the world mean little if a personal computer does nothing to enhance the quality of one's life. Behind every keyboard is a human being with dreams, desires and aspirations. We salute Mr. DiMaggio for his accomplishments on and off the field. He is missed by millions of people the world over.

ATPM Contributing Editor, Robert Paul Leitao, compares the changes in Mr. DiMaggio's former sport to the recent changes at Apple Computer. Please see the *Apples, Kids & Attitude* column entitled "Play Ball!" inside this month's issue.

Can Popularity Breed Contempt?

In this month's *Personal Computing Paradigm*, Michael Tsai takes a look at the increasing number of un-Mac-like applications that are making their way to the Macintosh platform. The success of the iMac and blue and white G3 minitowers has caused many companies to rethink their Mac strategy (or rethink their non-Mac strategy). However, this change of heart has come at a price. Some new Mac applications appear to be little more than second-rate ports of PC products. *ATPM's* editor takes a close look at this disturbing trend. Please don't miss Michael's review of StuffIt Deluxe 5, which is also included in this month's issue.

GoLive? Go Ed!

Ed Goss, *ATPM's* trivia columnist, has developed a philanthropic streak. This month's trivia contest has rewards for Mac mavens who are quick with an answer and swift on their

feet. The first readers who respond correctly to Ed's challenge are eligible to win some exciting prizes, including a copy of Adobe's GoLive 4.0! Ed is sponsoring the contest and it's open to all readers, except the hard-working staff members of this popular Mac publication. If you know your Mac stuff, you might walk away with a nice piece of Ed's free stuff. Complete your entry today, and please tell a friend where to find us.

Please enjoy all the news, views and reviews inside this month's issue!

The ATPM Staff





Email

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

iCab on 68K Macs

Love your e-zine, which I'm reviewing for Andover News Network's "TechMailings" site at the end of the month <http://www.techmailings.com/review_042399.html>.

I have one quibble, as a fellow Mac user, though. I work on an ancient machine of the 68040 series (Yes, I plan to get a G3 this spring/summer!), and have not found iCab as stable as your recent review states.

Though I love many of the outstanding features of this browser, I have gotten **lots** of Type 4 errors from its most recent version—and a few crashes as well. The PPC version may be stable, but the 68K sure ain't. (I still gave them a sterling review which appears later this month at my IT Manager's Journal site.)

Keep up the great work! Fight back for the Mac!

Rod Amis

The article "iCab—A Browser You Can Like" that appeared in *ATPM* 5.04 <<http://www.atpm.com/5.04/paradigm.shtml>> was not meant to be a review of iCab. We will publish a complete review, including an evaluation of 68K stability, as soon as iCab goes final. For now, we can be thankful that iCab even runs on 68K Macs. Try that with your favorite 4.5 offering from Microsoft or Netscape! —MT

...

Impressed

I must say I am impressed. My only regret was finding out that you've been around since

'95! I have been a Mac user since '85 and currently work in a PC corporate environment with a sacred, token Mac at my side but a PC in front of me. I have been a subscriber to the paper and ink version of *Macworld* for some time and find your online magazine a true "find." I read about *ATPM* on Andover News and had to check it out. I am currently an art director with an electronic media group producing computer based training and have worked in printing as a prepress technician with Macs and PCs. Hope I can contribute somehow, someday! Keep up the good work!

Paul Von Rinehart
paul.v.rinehart@boeing.com

...

There They Are

In his letter "Whither Mac Applications?" (*ATPM* 5.04) KJ bemoaned the absence of certain apps for the Mac <<http://www.atpm.com/5.04/email.shtml>>. He stated that Flight Simulator wasn't available, yet there was a version of MS Flight Simulator available for Mac. I don't know if it's still available though.

Omnis 7, and especially Omnis Studio, are heavy duty RAD Database development tools which allow fully relational multi-user databases to be created using either its own native database or many SQL databases (Oracle, DB2, Informix etc). It appeared originally for Macs in 1985 and is fully cross-platform as well as having many object-oriented features. Oracle certainly was available for Mac and to the best of my knowledge still is, not to mention Lotus Notes/Domino etc., etc.

To claim the Mac world suffers because 'Worms' is not available for it is surely stretching things a bit too far. This game would be considered old hat by most PC gamers, and there are many excellent games available for Macintosh. True it would be nice if more games manufacturers produced original games for Mac and/or issued Mac versions simultaneously with PC versions.

As far as low end-page layout programs go there are also lots of options. For example ClarisWorks/AppleWorks have most of the features required and are cheap and easy to use. Anyone requiring more features than they provide would be better off opting for professional packages such as QuarkXPress.

The range of applications available for Mac is great, although I would love to see more Mac-only developers producing innovative and imaginative software rather than the glut of overpriced, over featured, crash-happy apps such as Microsoft Office and IE. I just started using iCab and it's great. Fast, small and with almost all the features required. We need more software with this philosophy.

Paul Smyth
smythp@indigo.ie

...

Low-Cost DTP Option

Your people might look at Ready.Set.Go or Viva or Layout Workshop which is really low-cost at \$10. <<http://www.ekera.com>>

John Cail
jcail@home.com

...

Word 98

Just caught up with your Word '98 Web page and couldn't agree more!
<<http://www.atpm.com/4.06/page8.shtml>> About half my colleagues use '98, the rest, including me, Word 5.1a.

Interestingly, but not surprisingly, I've found that Word 5.1a (with the '98 converter PIM) does a far better job of reading Word 98 files than vice-versa (graphics get squashed, etc.).

To me, Office 98 is a complete disaster. Luckily the academic edition only cost me \$120.

- 1) No support for EGO (Edit Graphic Object) means Word is now virtually useless to chemists/biochemists who use in-line ChemDraw etc. graphics (no rapid double-click-open-edit-close-box routine, one needs to cut and paste between apps).
- 2) Tables—if you paste a picture into a table it pastes **over** the table, by default. You need to go through a bloody dialogue box (BDB) to change to insert mode each time.
- 3) EndNote—no longer a nifty integrated PIM, now just an add-in menu button that opens the EndNote app.
- 4) Find in File—Word 5.1 has the best and fastest system-wide word searching feature I've ever seen (which few people even seem to know about!). In Word 98 you need to navigate an extra BDB to do a find-in-file and, more importantly, you no longer get the results in-context (i.e. occurrences readily available in context in a small plain text window).

Also Excel has new very stupid default features that you're probably not interested in, and PowerPoint is still the joke it always was.

Finally, though I've tried and really do like Nisus 5.1.x—in some ways Mac software at it's best—I cannot use it for my normal work because of the hopeless way it (and AppleWorks) does tables (and deals with tables from Word docs).

Vincent W. Bowry

...

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.



ABOUT THIS PARTICULAR
OPINION

APPLES, KIDS AND ATTITUDE™, BY ROBERT PAUL LEITAO



Play Ball!

The start of this year's Major League Baseball season has brought back memories of the first time I went to a game. It was a mid summer's day in Boston, and a slight breeze was blowing from left field to right. There was hardly a cloud in the sky and Fenway Park was filled with the sound of boisterous fans and the sweet aroma of hot dogs and peanuts. The Red Sox were playing host to a daytime doubleheader with the Angels from California.

It was an unforgettable experience for an eight-year-old boy.

I don't recall who won the twin games, but I do remember the excitement in the stands and on the field. In later years I've had the opportunity to attend games in other major league ballparks but Fenway Park remains my favorite place to watch what America once called its national pastime.

My first trip to Fenway Park was in the era before designated hitters, modern stadiums, high-tech scoreboards, and inter-league play. There were no nine-figure salary contracts or multi-thousand dollar season ticket prices. A day at the ballpark was more of a leisure activity than a financial investment for a family of four. Baseball once reigned supreme as our nation's favorite sport. Today, Major League Baseball struggles to compete with the National Basketball Association and the National Football League for a share of the hearts and minds of sports fans.

This year I have the opportunity to see the start of a new baseball season through the eyes of my six-year-old son. He's never heard of Carl Yastremski, Roberto Clemente, or Nolan Ryan. But he has heard of the Los Angeles Dodgers, the Boston Red Sox, the New York Yankees, and the Atlanta Braves. The season that started in April is the "big league" baseball of my son's childhood, not mine. He might wonder why it took so many years for Wrigley Field to get lights or laugh at the fact that people worked behind the manual scoreboards of yesteryear and posted scoring information by hand. In order to remain competitive Major League Baseball has had to adapt the way it does things to the perspective of a new generation. The children who grow up playing virtual games on computers have a different outlook on things than those of us who can remember black-and-white TV.

The title of this column was intended as a euphemism rather than a reiteration of an umpire's proclamation at the start of every baseball game. Major League Baseball has had to "play ball" in order to maintain relevance in an ever-changing world. Although only a few of the basic rules have changed, the baseball games of my son's childhood are different than the games of my childhood. Today's game is played at a faster pace because officials

have worked for years to speed up the game. The advent of high-tech scoreboards and instant replays has changed the “ballpark experience.” Inter-league plays means that teams that otherwise might have faced one another only once a generation in post-season, World Series play will meet each other during the regular season. This singular and controversial change is intended to enthuse fans, sell more tickets and increase TV ratings. Regular season, inter-league play was almost unthinkable to the baseball fans of prior generations.

In general, today’s players are in better shape and are better trained than the men who played the game when I was a boy. Today’s players are more apt to be recruited from colleges and universities than to slowly emerge from a franchise farm system. Free agency and the ability of players to frequently switch teams have meant an end to the great baseball dynasties of old. In order to survive, Major League Baseball has adapted to the fast-paced, complex and transient society in which we live today.

My own memories of Major League Baseball are now filtered through many years of life’s experiences and are beholden to the perspective of a young boy. They are snippets, bytes and outtakes from a different place in time. Baseball’s efforts to adapt to a changing world cannot be held in abeyance by the whims and recollections of previous generations.

There are few things that the need to remain competitive doesn’t change. Major League Baseball’s efforts to remain popular and Apple Computer’s desire to remain a viable, independent entity have altered the way both organizations approach the marketplace.

My kids have heard of Apple Computer, IBM, Dell, and Gateway. They’ve also heard of Steve Jobs. But they are no more familiar with Steve Wozniak and his pivotal role in the development of the personal computer than they are with the names of the exceptional baseball players of their father’s generation. In their world what happened years ago no longer matters. What does matter is that their computer can play multimedia CD-ROMs and access the Internet. In order to remain relevant to a new generation of computer users Apple Computer has had to adapt its products to meet their needs.

I remember the day I sat behind the keyboard of my first Macintosh. It had a 9-inch black-and-white monitor, a single floppy drive, and was slower than molasses on a cold January morning. Still, in its time the original Macintosh was a revolutionary product that was introduced to an otherwise evolutionary world. It wowed the senses and inspired one’s imagination.

Fifteen years after the introduction of the original Macintosh I now realize my recollection of its early days and our collective view of “what could have been” is based as much upon myth as reality. Until recently Macintosh computers were much more expensive than their PC counterparts. One can argue that the extended useful life of the Mac more than offsets the difference in initial purchase price. I’ve made this argument and I believe its true. But I don’t believe the Mac OS would ever have been the number one operating system in the world even if Apple had licensed the OS to third parties. The lack of superior networking support made the Mac a difficult sell in the enterprise market. Further, Apple’s decision to manufacturer Mac peripherals in direct competition with third-party vendors alienated many would-be business partners. These factors did more to hinder the platform’s acceptance than Apple’s refusal to license the OS.

In order for Apple Computer to survive it's had to address these fundamental issues. Apple's decision to adopt more PC parts and its decision to embrace USB as the new standard for consumer-level peripherals have gone a long way toward reducing the cost of Macs for families and small businesses. At great cost to its revenue base, Apple has wisely chosen to stop manufacturing many peripherals. The products contribute little to Apple's bottom line and they siphon off development dollars that are needed in areas critical to Apple's success. This is one of the reasons Apple is able to report higher profits on lower gross sales.

The release of Mac OS X Server will solve Apple's networking problems by providing administrators with a modern server solution. The forthcoming release of Mac OS X Consumer will make it easier for developers to create Mac-compatible applications. Software companies can either write applications for the Mac OS Blue Box, which will ensure backward compatibility with legacy hardware, or prepare applications taking full advantage of Mac OS X features, by writing applications that support the more modern Yellow Box.

For nostalgia's sake, I'd love to go back in time and watch Ty Cobb round the bases or Dizzy Dean throw a ball. But I have no illusions that I wouldn't be just a little disappointed. Star players of yesterday were superb in their day but I don't know if the great players of old could compete favorably in the game of today. I'm more interested in watching Roger Clemens turn up the heat or Sammy Sosa battle it out at the plate.

The same holds true of the original Macintosh. It was a breakthrough product in its day. But it would be of little use in designing a Web site or creating a modern database. Today's Macs are better designed than they were years ago, and the new products will help Apple Computer compete in a more demanding marketplace. All things considered, I'm happy Apple Computer has chosen to "play ball!"

In *ATPM* 5.01 I provided readers with my list of ten predictions for 1999. I'd like to take a moment and look at one of my predictions from that issue.

Apple Computer will announce its fifth consecutive profitable quarter for the calendar quarter ending December 31, 1998 (its first fiscal quarter of 1999). And, for the first time since 1995, Apple Computer will announce significant quarterly year-over-year revenue gains. Apple will also announce record shipments of Macs and a pronounced increase in the Mac's PC market share.

Indeed, Apple did report its fifth consecutive quarterly profit. In April, Apple also reported its sixth consecutive quarterly profit and significant year-over-year gains in revenue for the period ending March 27, 1999.

Since its return to profitability in the fourth calendar quarter of 1997, Apple Computer's earnings per share have benefited from reduced tax rates due to the large losses incurred in 1996 and 1997. The net result of these tax benefits has been a significant reduction in the company's tax expense and a corresponding increase in earnings per share.

The company's reduced tax expense will not last forever. In order to sustain earnings growth, Apple Computer will need to increase unit shipments and maintain a healthy margin on products sold. This will not be easy. It's one of the reasons Apple has instituted strict inventory and asset controls.

In my view, Apple's next big test is how well it can increase unit shipments over the next few calendar quarters. The iMac was introduced in the third calendar quarter of 1998. The level of year-over-year gains in unit shipments and revenue during the final two quarters of calendar year 1999 will be a prime indicator of the company's future success. That success will depend on products other than the popular iMac. By the fourth calendar quarter of 1999, I expect Apple to have its full product strategy in place. At that time the company's future prospects can be more accurately determined.

I look forward to being there with you.

"Apples, Kids and Attitude™" is © 1999 Robert Paul Leitao, <rlleitao@atpm.com>.





Getting it Off My Chest

In the past, *Apple Cider* has been my platform for discussion on topics as varied as cloning, games for the Mac, and the Microsoft antitrust trial. I hope you have come to view it as one Mac fanatic's look at the state of the computing world.

But, this month, I have to step back to talk about something more important—the tragic shooting at Columbine High School in Littleton, Colorado.

I know what you might be thinking. “Tom, I’ve already read enough about this.”

I am afraid, though, that I have to weigh in on the matter. After all, this is a forum where (hopefully) I have built a decent readership, and, now, with a one year old son, violence in the schools and our society is becoming a bigger issue every day.

When I wrote my review of Internet monitoring software last November (*ATPM* 4.11), I was stunned. Oh, sure, I was well aware of the number of sites offering pornography on the Internet. The amount of smut out there for people to surf onto is staggering. It was almost comical to see the variety of pornography that is available out there (Midget Estonian goat herders reveal their most intimate carnal desires for you!). True, the pornography did leave me feeling that something was not quite right with the world. Unfortunately, it's the whole issue of supply and demand. Since there is a demand, someone will undoubtedly offer the supply.

But, the pornography I saw was no where near as disturbing as the number of sites where I could go to get step-by-step instructions on how to build a pipe bomb. Or kill someone in hand to hand combat. Or to disable or destroy a car. The detailed instructions were there for the reading, printing, and disseminating. The authors of these articles said that these activities were fun.

And, they were there, on my computer screen, in my living room.

I know that this sort of information has been available before. Many books, such as the *Anarchist's Cookbook*, has been around for decades. For those of you who may not know what this book is all about, it's basically a manual on how to conduct guerilla warfare. Booby traps, explosive concoctions, and methods to hurt people are all discussed in vivid detail. I don't agree that publishing this sort of information is a good policy, given the number of disturbed people out there. I can't, however, say that the information shouldn't be published. After all, the First Amendment allows free speech, even for tracts as dangerous as these, to be published. It's one of those trade offs we make to live in a democracy.

Now that the majority of the information once contained in a few books is widely available on the Internet, it's a lot easier to get this instruction delivered to your living room. Where once it took tracking down a bound copy of the *Cookbook* at a book dealer or waiting the three to six weeks for it to be delivered from a publisher, someone with basic knowledge of a search engine can bring up detailed plans in seconds. If someone is angry at his or her neighbor, there is much less of a "cooling off" period between the impulse to get this information and the opportunity to use it.

I'm not advocating removing this information from the Internet. Heck, if you pulled one site off the 'net, three more would spring in to fill its place. Instead, what I am advocating is that, as parents, we take an active interest in what our kids see when they go on line. Surf the 'net with them and ask them questions about what you see together. If this means that you should remove the computer from his or her room to a centrally located family place, then do so. A good rule to establish may be to only allow surfing at home when you or another responsible adult is present. If that means changing passwords for your ISP account, then, by all means, do so.

You see, the Internet is like a large city. There are many places to go for culture, shopping, and education. There are also many places where one can run afoul of the law. Just as you wouldn't turn your son or daughter loose on the streets of New York, Chicago, or Los Angeles, you shouldn't turn them loose on the Internet. It is up to us as parents to offer the necessary supervision to prevent our children from obtaining information which their developing judgement skills can't effectively process.

Staying with my theme of proper supervision, you have to remember that discipline isn't just about punishing your son or daughter when they do wrong. Discipline is a matter of asking your kids how their day went. It's a matter of looking into your kid's room every so often, to see what they have brought into your house. It's a matter of finding out who your son or daughter is hanging out with, and what their beliefs are. It's also a matter of praising them when they do good things. It's a matter of offering an ear when they seem concerned. It's a matter of making time to spend time with them doing things.

Believe it or not, your kids do learn a lot from you. Growing up, I always thought my parents were full of malarkey. Now, I realize that a lot of the lessons they have taught me have withstood the test of time, and have made me a better person.

You have to be involved in your kid's life. That's how parenting works. And, that is your responsibility as well. Apparently, Eric Harris and Dylan Klebold, the two high school seniors who perpetrated this heinous act, got quite a bit of their bomb making techniques off the Internet. Bomb making materials were strewn about their rooms, along with weapons and ammunition. While doing my research, I noticed that the majority of the bomb making techniques were essentially very involved chemistry experiments involving highly noxious chemicals such as gasoline and ammonia. I took a chemistry class back in high school, and I'd imagine that it would be hard to hide such activities in a typical suburban bedroom.

How the parents of these two—parents who apparently put up the facade of a typical suburban family—failed to notice this is beyond me.

When their kids began to idolize Adolph Hitler, why didn't they ask questions?

When the boys started hanging out in an anti-social group, why didn't they talk with their sons just to find out what was going on?

Didn't these parents ever stop to just see how their kids were doing? I know that nobody wants to be miserable. So, I'm sure that these kids must have been crying out for help at some point during the year it took to plan this bloodbath. Just a little time invested on the part of the parents could have averted this tragedy, which claimed the lives of twelve of their classmates and a teacher.

I'm sure a number of you are probably thinking that gun control would be an easy answer to the disturbing questions raised in Littleton, Colorado. But guns, like the Internet, are neither good nor evil on their own. It's sort of like looking at fire. Fire can save your life if you are freezing to death. Doctors who faced the Ebola virus in central Africa burned the victims' corpses and their belongings to kill the pathogen and check the spread of the illness. Fire can cook your food. Fire can also be used as a weapon, and has been since the days of the ancient Greeks. It can burn cities to the ground, like Chicago, London or Rome. It can scar and maim. Yet, fire in itself is neither good nor evil. It is the use of fire which determines its ultimate perception.

What I am advocating instead is child control. I realize this may be a controversial stand, but children need guidance from their parents. They need to be monitored. They need to be praised, and they need to be punished. They need to be told right from wrong. They need an environment filled with strong, adult role models so they know where to look for their guidance.

I'm afraid that if we don't, Columbine High School will only become one sad story in a string of more yet to come.

"Apple Cider" is Copyright © 1999 by Tom Iovino, <tiovino@atpm.com>.



ON A CLEAR DAY, YOU CAN SEE THE



SIGN...

Sometimes, it's Not About the Mac...

As I was sitting down to write this column last Monday without a topic in mind, I was gonna run off about 1200 or so words about why you should be involved in digital video for the Web, and how Apple would be involved. However, my two and a half year old son, Scott, needed to be disciplined. Therefore, I got up to take him to his room. Instead, he decided to run away from me. And trip. And fall. Face first into his chair. Cutting a gash in his forehead.

Don't panic, I thought to myself, as blood was spurting everywhere. I grabbed Scott up, and held him while my wife got a bandage to temporarily stop the bleeding. Lori managed to get the bandage on, which he immediately tore off, scraping his face a little in the process.

So, we tried again. Another bandage, smaller this time, stays on, and I immediately rush Scott to the emergency room, on the thinking that waiting ten minutes for an ambulance to make a fifteen minute trip would be a bad idea.

Now, my driving is suspect in any case, but this time, I was taking no chances. Having strapped Scott into his car seat, I peeled out, and prayed that no cops were around. This was about 9:40 at night at this point, with less police per square block, so, I felt pretty safe.

I arrived at the emergency room of Torrance Memorial with little incident, having not run any red lights along the way. Just to make sure my son was alive, I would reach back and tickle his feet every thirty seconds or so. I pull into a loading zone, hop out, and go directly to the ER entrance, expecting immediate service. After all, that's what you get on the TV show of the same name, right?

Wrong.

I filled out a form, and sat down. And waited. And waited. And waited some more. I guess the nurse felt that since his eyes were open, and he was alert, that his head injury wasn't life threatening.

So, we're finally admitted, and we're taken to a bed. Now this is the part that is the same as ER. The doctor immediately flung the curtain, separating us from the rest of the world.

Now, this is where it gets weird. (Like it wasn't before, right?) They need to take his bandage off, but Scott wasn't having any, so he needs to be strapped down. Yes, apparently my two and a half year old is a menace to doctors everywhere, and he needed to be restrained. Of course, the wrist straps buckled down to the bed for someone so young. So,

they bring out the papoose board.

Yes, you heard right, there is such a thing as a papoose board. Apparently, some ancient Indian technology is still good.

Of course, this is a high tech device, padded, with velcro straps. Additional precautions included putting his arms in a pillow case behind him, and wrapping a sheet around him before velcroing him down. And Scott screaming the entire time.

The nurse removes the bandage, and puts some green stuff on the cut, to numb it down. The problem? This procedure takes 25–30 minutes. So, the question, do you hold Scott, or leave him strapped in, knowing that he'll have to go back on the board to get the stitches?

Well, I opted for choice two. He gets unwrapped, and I'm holding a whimpering child for about twenty minutes. He has no clue what's going on, except it's past his bedtime.

Around 10:45, they decide it's time to do the deal. Back into the board, this time they didn't bag his arms, but they still wrapped him in a sheet.

A moment about emergency room doctors: it turns out, they've seen it all before, probably that same night that you come in to get your son stitched up.

Consoling my son while he was getting a needle stuck in his forehead, I noticed the doctor was using this unique method to tie the stitches. I remarked casually, "It looks like you've done this before..." to which he replied, "Four times, just tonight." This reassured me, and scared me at the same time.

The end result however, was that Scott needed only four stitches. I get him home about 11:30, and he falls asleep at midnight. Of course, we had to stay up and wake him every two hours, to make sure he's still alive, and that there's no trauma beyond the cut.

Well, it's now over a week later, Scott's had the stitches removed, and they say the scar will be barely noticeable by the time he's ten. And his eyebrows will cover the rest.

While dealing with my son with four stitches, the company that used to sign my paycheck decided to farm me out on a freelance basis, to whom ever and where ever a Mac is in need of, the Shields Touch. I was called into service three times last week. MacMan to the Rescue! NBC has Macs. I've serviced them. Ok, it's various production companies, and one of them is on the CBS lot. Go figure.

At the same time, I get to rake in the big time show business dollars. Life is beautiful, not to be confused with the movie of the same name.

Or so I thought.

It turns out that one production company that shall remain nameless, is still living in the 80's with an AppleTalk network. Two 8600's, a 7200, hooked up to an HP 5M printer.

And that's where the fun begins. The 8600 in question was having freezing problems. So, I figure since they're only running OS 8, an upgrade to 8.5.1 was in order. Ten minutes

later, I'm out the door, charging two hours for my time.

However, she wanted to be able to print as well. The Chooser would not allow me to complete the selection of the printer. No little Icon next to the printer name in the Chooser. Attempts to print to the offending printer would create an -8940 error. Apple says they don't know what this is. Which would be logical, since it's probably coming from the HP printer. Of course, this didn't stop us from going in, and swapping out the 8600 for a G3, thinking this would fix the problem.

This worked fine, for awhile. But then I decided that the LaserWriter 8 driver needed the correct PPD for the HP 5M. I run the installer that we used an hour to download the evening before, and restart the computer. AppleTalk drops out. I activate AppleTalk, and attempt to reconnect the printer with the new PPD.

No sale.

The same problem crops up.

I do a clean reinstall of 8.5, not having the 8.5.1 update handy, as I had to delete it from my Zip disk to make room for the data transfer.

Didn't help.

So, I leave the 8600 with OS 8 hooked into the AppleTalk network so that she can print, and take my G3, and slowly walk away.

The next morning, today as I write this, I bring the G3 with the 'corrupted' software back to base, and hook it up via AppleTalk to another HP 5M.

It works fine.

No problems, no ups, no extras. I start installing software at random, in an attempt to break it. First 8.5.1. Prints fine. Then I put in the proper PPD. No problem. Then I install lomegaWare 6.0 just for kicks, as we had a Zip attached. No surprises here. I left base, confident in the knowledge that I know what the problem is.

It's the printer.

72 and sunny in Redondo.

e Ya next month.

*Disclaimer: Mike is about to shoot a movie, so, if you wanna jump on the bandwagon and show your financial support, ;-)
he can be reached at <MShields@atpm.com>.*



ABOUT THIS PARTICULAR OPINION

THE PERSONAL COMPUTING PARADIGM, BY MICHAEL TSAI

Look and Feel

Apple's recent recovery has reversed the decisions of some companies to stop making Macintosh software, and most seem to be finding that sales of Mac software are up. Thus, it is discouraging to read tidbits like this one from the maker of a popular statistics package:

We've heard many questions about SPSS Inc.'s plans for SPSS for the Macintosh. There has been a lot of speculation about whether SPSS is committed to this platform and about the status of the current version of SPSS for the Macintosh. Although we have been relatively quiet about our plans, it is not because we haven't been actively working on them. We have a long standing relationship with our Macintosh customers, and want to provide you with the best possible solution for your chosen platform.

As promised, we have explored a solution for using SPSS for Windows on Macintosh G3-equipped computers via emulation. This solution is now possible, and both SPSS and customers have tested this configuration to confirm that the performance is acceptable.

Source: <http://www.spss.com/tech/macfaq.html#QM1>

With a "best possible solution" like that, I certainly don't want to see the worst! There is probably not much we can do about such lack of support for the Macintosh. Besides, there are other problems to worry about. An increasing number of Mac programs don't **feel** like Mac programs.

Whenever I make this comment to people, I get one of two responses: "Yeah." or "Huh?" This article will attempt to explain to the second group why some of today's most popular applications don't feel like Macintosh. How do we know whether software feels like Macintosh? Well, if you've used a lot of Mac software—particularly if you started using it in the 80s—you can generally tell if something looks or feels "right." For those who crave specifics, Apple has documented exactly how most Mac user interface elements should work in the book *Macintosh Human Interface Guidelines*. It's available in PDF format at <http://developer.apple.com/techpubs/mac/pdf/HIGuidelines.pdf>. A companion book explains the additions that came with Mac OS 8. More useful (and entertaining) for the casual reader, though, is *Tog on Interface*, which is a collection of questions, answers, and commentary based on a column Tog wrote for Mac developers, before he left Apple to work for Sun.

Windows Ports

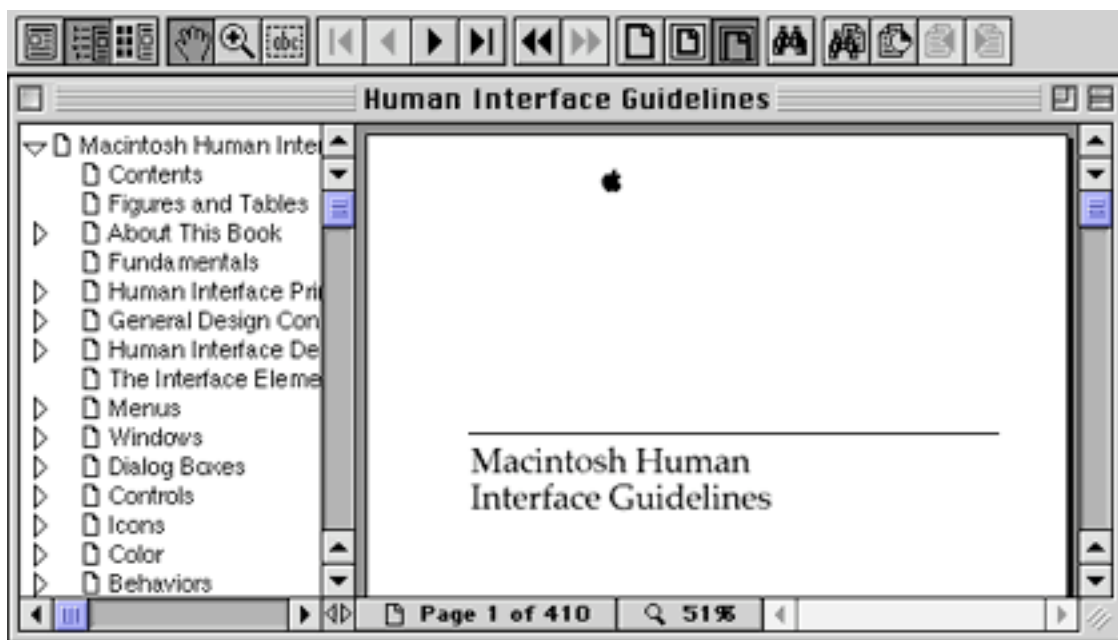
Lots of Macintosh software is ported from Windows. Sometimes this results in quality Mac applications, but often times it does not. Probably the most well-known example is Microsoft Word 6, which looked just like the Windows version—and felt like it were running under emulation. The first incarnation of the PalmPilot desktop software was a similar story. (In some tests, I actually found that it ran faster under SoftWindows than natively on the Macintosh.) Fortunately, both of these have gotten better. Microsoft Office 98 is a huge improvement over the previous version, although it still smells strongly like a Windows port. (See my columns in *ATPM* 4.06 and 4.07 for more on Word and Excel 98.) And 3Com finally fixed up the Mac Pilot software by acquiring Claris Organizer from Apple.

What's worse is that many very Mac-oriented companies are producing un-Mac-like software. Macromedia's Dreamweaver is a great product, which has some important advantages over the Mac-only GoLive CyberStudio (now Adobe GoLive). Nevertheless, the few times I have tried the demo I could never get past its Windowsisms. CyberStudio is a far more appealing solution for those who don't rely on Dreamweaver-specific features.

Adobe Acrobat Reader 4

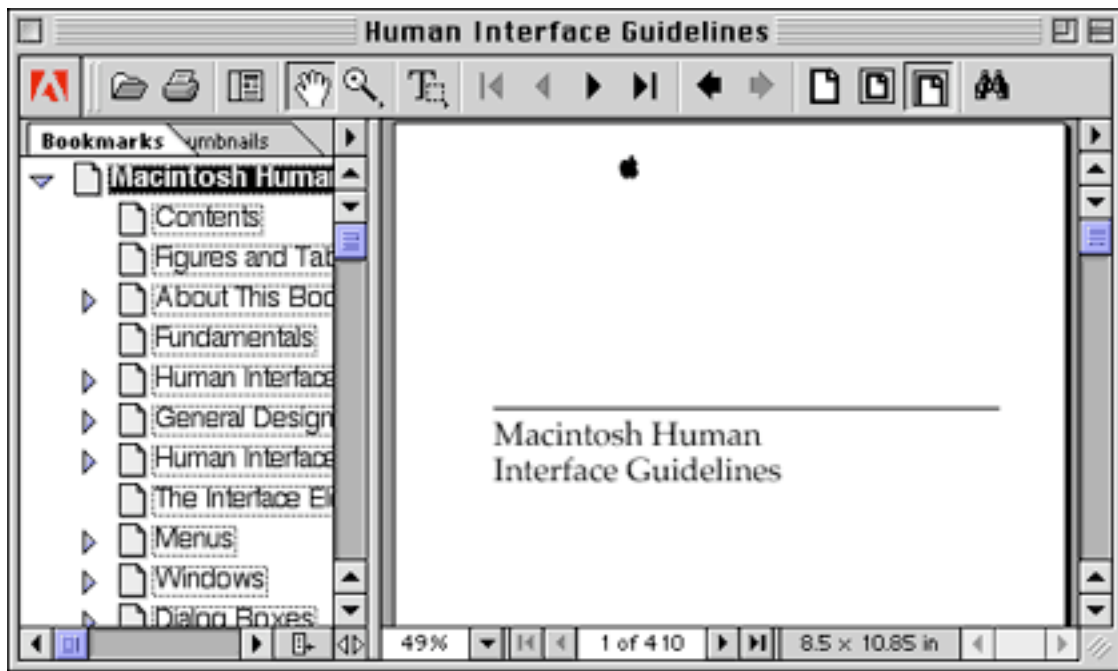
Another example is Adobe Acrobat Reader 4. Adobe has a very strong tradition with the Macintosh, and I don't **think** Acrobat 4 is a port. However, the latest version represents a huge decrease in the quality of its interface. It doesn't feel like Windows, but it doesn't feel like Macintosh, either. Instead, it has the "Adobe Look and Feel." It's nice to know that Adobe's products are consistent with one another, but why can't they also be consistent with applications on their target platforms?

First, take a look at Acrobat Reader 3, which is not a shining example of Mac software, but is much better than version 4:



Acrobat 3

Although Acrobat Reader 4 works pretty much the same as version 3, the menus have been reorganized and many of the command keys changed. This serves to disorient users. Further, it looks and works differently from its predecessor.



Acrobat 4

The first thing you are likely to notice is the toolbar. Like Microsoft Office, Acrobat seems to want to hide its buttons by making them flat—making them not look like buttons at all. Judge for yourself: even though the icons are largely unchanged, I think you'll find that the buttons in Acrobat 3 are easier to distinguish. Further, it is easier to see their logical groupings. Buttons should look like buttons so that the user has an idea of what they will do **before** moving the mouse over them. (Indicating buttons by highlighting them only when the mouse moves over them violates the Macintosh principle of interface stability, besides being less efficient.)

At the left edge of the toolbar is a "grip strip." The Macintosh uses these to indicate parts of objects that you can grab onto and move. The most obvious examples are window title bars, scroll bar thumbs, and the application menu in Mac OS 8.5. Alas, in Acrobat, dragging the grip strip does nothing—instead you must single-click it to "minimize" the toolbar. Isn't this the behavior you'd expect from something that looks like a **button**?

Acrobat 4 has two Adobe interface elements with which Photoshop users will be familiar. First are the tabbed palettes that can be docked with the main window. These work well in Photoshop because it has a lot of palettes, and palettes are often preferable to layers of dialog boxes. In Acrobat, however, the palettes seem to add more confusion than they are worth. They're certainly not standard Mac interface elements (they don't even look like Mac OS tabs), and I found the three buttons that Acrobat 3 used for changing the view of the main window much easier to use and understand.

The other Adobeism is the heavy use of right-pointing triangular menus (seen at the top of

each scrollbar) to present options. Again, this works well enough in Photoshop because the menus are attached to palettes and contain palette-specific commands. However, in Acrobat, commands that could perfectly well have been placed in the menubar (which, unlike Photoshop's, is not ready to overflow) are instead hidden behind these triangles. Other commands that already are in the menus are duplicated in the triangle menus, presumably for convenience, although I have a hard time believing that this actually helps matters. Just as the toolbar buttons do not look much like buttons, the triangle menus do not look like they are popup menus.

While Acrobat 3 had commands for selecting text and graphics in the menubar, as well as buttons for them on the toolbar, Acrobat 4 banishes these important commands from the menubar and uses a single button for all the selection tools. To access any but the currently selected tool, you must recognize that the tiny triangle in the corner of the button means that you can click and hold to get a menu of other tools. Personally, I think the space used for the Adobe logo could be better used to display these three tools simultaneously.

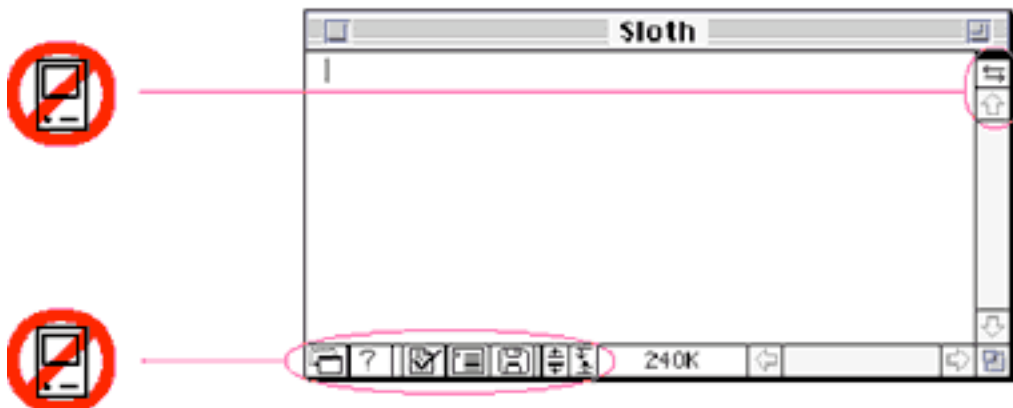


One of my biggest complaints about Acrobat 4 is the way it handles the bookmark pane. The bookmarks take up much more space than in version 3, and they have weird dotted-line highlighting. Worst of all, they introduce a hidden mode, which is a big no-no in the Mac philosophy: depending on where you have clicked, the bookmark pane or the document pane can have the keyboard focus, and there is no visible way to tell which pane will scroll when you type an arrow key.

Finally, you'll notice that Acrobat 4 adds more clutter to the bottom of the window. In fact, some of the new buttons there have counterparts both in the menubar and in the upper toolbar. I like programs that provide multiple ways to accomplish tasks, but this is a case where the extra confusion may not be worth it.

Contrast the above shot of Acrobat with page 162 of the *HIG*, and you will notice that it has more controls than even Apple's example of what to avoid.

Figure 5-33 Too many controls in the scroll bar



In Acrobat 3, the whole zoom level display was a popup menu from which you could easily change the magnification. In Acrobat 4, only the little triangle is a menu. The percent display is a weird text box that does not even select its contents when you click in it. The story for the page number display is the same.

“Whenever your application is in the background, hide all utility windows,” says page 162 of the *Human Interface Guidelines*, but Acrobat does not, and even worse, it lets the Close window command apply to **some** utility windows, but not others. There are other places where Acrobat violates Macintosh menu conventions. It puts Preferences in the File menu instead of Edit. Close is in the File menu, but Close All is in the Windows menu. And Show Clipboard is in the Windows menu instead of the Edit menu.

Acrobat Reader is not a terrible product. In fact, it’s quite useful, as you’ll find in a Jens Grabenstein’s review next month. (We would have put the review in this issue, but the Mac version of Acrobat Distiller does not seem to be ready yet.) But I think many people would benefit from Adobe spending a little more time **making it Macintosh**. One of the most important lessons the Macintosh taught the world is that computing can be **fun**. Many Macintosh applications stimulate one’s senses of creativity and curiosity. Their users are free to be creative and curious because they are not busy fighting the application. I’m grateful that Adobe has made a Mac version of Acrobat Reader, but whenever I try to use the product, it changes my whole frame of mind. Suddenly, I want to finish what I came there for and be done with it. No exploring. No tweaking. No fun. What a shame.

Bungie

Bungie is a cool company. Although Mac users certainly do not have as wide a selection of games to choose from as PC users, at least they get to play Bungie games, which are some of the best. Marathon and Myth from Bungie, and a couple of games from Ambrosia Software, are the only Mac games that I have seriously played. Bungie continues to make great games and release them simultaneously for Mac and PC. But somewhere along the line, they stopped doing some of the little touches that Mac users take for granted. A glaring oversight in my opinion is that Myth and Myth II do not support the Macintosh clipboard. That’s right, you can’t cut or paste text from the chat window, or even paste an IP address into the TCP/IP connect window. (Really, should any Mac user have to memorize or write down a twelve-digit IP address to play a network game?) Further, the standard arrow key navigation and selection commands don’t work in Bungie’s text boxes.

Style over Substance

There was a time when you could easily identify an application icon because it was diamond-shaped, contained a hand graphic, or both. Now, many developers eschew this convention, presumably because it lets them create spiffier icons. Is this a big deal? No. But it is an example of the Mac’s eroding consistency.



QuickTime Player



ImageReady

These are two examples of icons that look nice without conveying as much information as they should. Microsoft Internet Explorer is another example.



Myrmidon

Can you tell the file type of this icon? Unless you recognize that it belongs to Myrmidon, you'd probably assume it is an application like the two square icons above. In fact, it is a Chooser Extension.



QuickTime Music



MetroNub

These two, on the other hand, are nearly perfect. The interlocking backgrounds clearly identify them as system extensions. At the same time, the artists have managed to include graphics that are both easy to look at and communicative (the clef clearly indicates music, and the bug indicates that it has to do with debugging). Further, the companies were able to provide information **and** advertise their brands—anyone familiar with Metrowerks will recognize their yellow-and-black striping, and the clock-Q is the new QuickTime logo. Thus, it is perfectly possible to create appealing and informative icons.



QuickTime is not all good, though. While I like the way the new QuickTime Player looks, I can't help but feel that it is style over substance. The player window is easy enough to use, but does not behave the way other Mac windows do. It has no zoom box or window shade

widget, and resizing is proportional by default—often what you want, but the reverse of the behavior in most Mac applications. What kind of example is Apple setting? Certainly, if every application developer made their own kinds of buttons and made their software work slightly differently, Macintosh software would not look or feel like Macintosh software. Interface consistency is one of the Mac's greatest advantages, and it's critical that developers prevent it from being eroded.

For Further Reading

Tog on Interface by Bruce Tognazzini

Macintosh Human Interface Guidelines by Apple Computer, Inc.

Tog on Software Design by Bruce Tognazzini

The Essentials of User Interface Design by Alan Cooper

Usability Engineering by Jakob Nielsen

Mac OS 8 Human Interface Guidelines by Apple Computer, Inc.

"The Personal Computing Paradigm" is copyright © 1999 by Michael Tsai,
<mtsai@atpm.com>.



SEGMENTS

SLICES FROM THE MACINTOSH LIFE

BY FRANCIS TAMBURRINI, francis@tamburrini.club24.co.uk



For me, the iMac has not only brought Apple's name to the forefront of the media's and general public's minds, but it has also saved Apple's position in education, which in my mind was slowly but surely being taken over by Wintel PC's.

The school I attend has recently bought 12 iMacs (7 Bondi Blue and one each of the "fruit" colours). I was really quite amazed at the reaction the iMacs got from my fellow pupils, and after a quick show of hands in my computing class I found that over half would prefer to have an iMac than a Wintel computer, surely a sign of Apple's growing popularity. Some of the reactions of die-hard Windows users were not so complimentary with their words being of the sort "They are just computers with multi-coloured plastic." True. Yes. But who said that all computers had to be beige?

Our class uses the iMacs for the qualification course that the local government sets us. The course involves word processing, spreadsheets, programming in Comal and databases. Other computer formats can do this, even the old Acorn's we used to have, but I feel that my class will learn so much more about how an operating system works because of the way that the Mac OS is WYSIWYG. To move a file to another folder I would rather drag and drop than type in its new location.

Before the iMacs came into play, the Macintosh was treated as a bit of a joke by my fellow pupils. They regarded it as having no games software and not being able to connect to the Internet (both strictly untrue). One of the reasons my friends didn't think that the Mac could connect to the Internet is the lack of Internet magazines in the UK that pay even a passing glance at the Mac, something which has got better since the release of the iMac. Both accusations have finally been put to rest in their minds with the release of the iMac and games like Tomb Raider II and MDK. Also, if Apple had made more of a push with the advertising (in the UK anyway), I don't believe that there is any doubt that Apple's market share in the UK would be bigger. It is only now that the general public has actually heard of Apple and is acknowledging that they can buy an Apple without being subjected to constant arguments about whose computer is better.

On the subject of Apple increasing its market share, if Apple strives to further increase its stance in education, general public sales will also increase as students usually want the computers that they use in school and new users aren't really interested in a computers' processor speeds. They just want a computer that will look good in the living room.

Also if Apple wants to further increase its market share, it must make sure that its adverts (here in the UK anyway), explain fully what the product is. Us Brits had an advert on the TV a couple of weeks ago promoting the fruit colour iMacs. An excellent advert if you ask me, lots of fruity iMacs flying around my TV, but it could have been improved by maybe mentioning the affordability of the iMac to the average person. A week later another

Apple advert was on the TV, this time for the “Yosemite” G3’s. When it came on I was looking forward to hearing the computer’s advantages over Wintel PC’s, but nothing on this subject was mentioned. The advert just went along the lines of “Another year, Another Revolution.” Surely since the computer is targeted at professionals it should be rhyming off the “vital specs” so that the average professional PC user may actually sit up and take notice of the Mac.

Finally, here’s to Apple’s future!

Francis is 14 and has been an avid Mac fan since the age of 8. A third-year high school student in England, he is basically just an ordinary user who enjoys writing articles. He can be reached at <francis@tamburrini.club24.co.uk>.



Online Exclusive

Desktop Pictures II

ATPM presents a second round of desktop pictures. These mesmerizing images are courtesy of Juri Munkki, <jmunkki@cc.hut.fi>, the creator of Cameraid, <<http://www.cameraid.com>>, an indispensable tool for digital photographers that we reviewed in *ATPM* 5.04. At this time we would like to remind those of you who missed the first round that we have a nice collection of desktop pictures from Yellowstone National Park available for your viewing pleasure at: <<http://www.atpm.com/5.03/yellowstone.shtml>>.

These pictures go especially well with iMacs, but they look stunning on all computers. They are high resolution, so might have to scale them down if you use a smaller screen. Mac OS 8.5 and most 3rd party tools automatically do that for you. Can you guess what they are showing?

Check out the pictures at <<http://www.atpm.com/5.05/drops.shtml>>.

Spoiler: Look at the images **now** and then figure out what they are before you go on.

...

The photos were taken with an Agfa ePhoto 1680 digital camera. Juri used a tripod, as there wasn't much lighting. Both exposures are 1/3 seconds at F5.6. He used at least a +3 closeup adapter filter, possibly two of them (for a +6 closeup effect).

So, What Are These Photos?

Juri writes:

"I bought a pizza on Friday and had half of it left over for Saturday. As I was reheating the pizza in the oven, I noticed that droplets of water had condensed on the top of the pizza box (it's not your usual American-style pizza box). Just as I had started wiping the water off, I realized I should have taken a photo. Half the drops were still there, so I got my tripod and camera and quickly set up some lighting to make things more interesting.

"For lighting, I used a 20W halogen spotlight that was reflected off an empty can of Mountain Dew (hence the color shifts).

"Oh, and drops02.jpg was originally red. To get back to the original colors, duplicate the image onto a new layer in Photoshop, invert the layer and set the layer to control the color

of the image. This image isn't nearly as sharp as it could be, but I think it makes a good backdrop.

"Drops01.jpg had a red-white-green color scheme originally. All I did was to use "auto levels" to reset the white balance. This enhanced the saturation and distorted the colors slightly. Unsharp masking was used to slightly sharpen the image.

"I think a backdrop image that was essentially created with a pizza box and a can of Mountain Dew is quite appropriate of the iMac. :-)

"Please let me know if you like these pictures."

Placing Desktop Pictures

Mac OS 8.5 and Newer

Go to the "Appearance" control panel. Click on the "Desktop" tab at the top of the window. Press the "Place Picture..." button in the bottom right corner, then select the desired image. By default, it will show you the images in the "Desktop Pictures" subfolder of your "Appearance" folder in the System Folder, however you can select images from anywhere on your hard disk.

After you select the desired image file and press "Choose," a preview will appear in the Appearance window. The "Position Automatically" selection is usually fine. You can play with the settings to see if you like the others better. You will see the result in the little preview screen.

If you are satisfied with the selection, click on "Set Desktop" in the lower right corner of the window. That's it! Should you ever want to get rid of it, just go to the desktop settings again and press "Remove Picture".

Mac OS 8.0 and 8.1

Go to the "Desktop Patterns" control panel. Click on "Desktop Pictures" in the list on the left of the window, and follow steps similar to the ones above.

Random Desktop Pictures

If you drag a folder of pictures onto the miniature desktop in the Appearance or Desktop Pictures control panel, your Mac will choose one from the folder at random when it starts up.



ABOUT THIS STUFF

SHAREWARE ROUNDUP BY WILLIAM LOVETT, wlovett@atpm.com

Chat Clients

Chatting over the Internet touches on the primal desire for intraspecies communication. You should try it at least once, if only to gather enough fuel to sustain lengthy diatribes against the decay of the offline self into an online fraud. Then again, maybe this is exactly what you've been looking for. This month's Shareware Roundup gives you five ways to see what everyone's talking about.



AOL Instant Messenger 2.01.644 (beta)

Download Size: 2.5 MB

Requirements: System 7.1 or later, an Internet connection

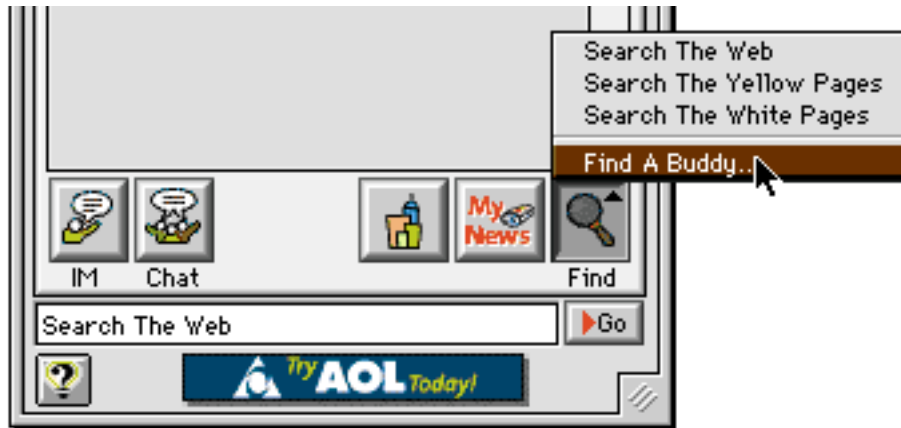
Web: <<http://www.aol.com/aim/>>

Shareware Fee: free

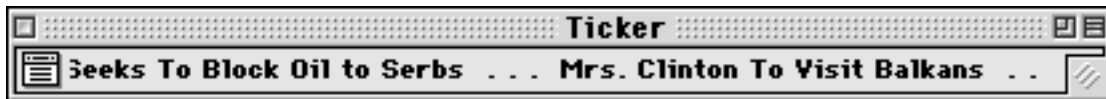


When America Online first released its Instant Messenger chat client, nonsubscribers suddenly had an easy way to get in touch with the AOL community on a one-to-one dialogue basis. With the addition of several new razzle-dazzle features, though, what used to be a single-purpose application is now a mini-portal for AOL's services.






Aside from telling you when friends and colleagues who use AOL or Instant Messenger are online, the program offers a separate News Ticker window. Clicking on any of the headlines as they scroll by directs your Web browser to the appropriate page on AOL.com's newswire service. At the bottom of the Instant Messenger window, meanwhile, there's room to type in Web-search queries that take you to AOL's Netfinder search engine.



But this isn't about news headlines or Web searches, it's about chat. Instant Messenger now lets you talk with groups of people in "rooms," a vast improvement over the 1.x version that may have been packaged with your last Netscape download. You can chat with your existing "buddies," or, in true AOL style, a room of strangers desperate to know your age, gender, and location. Message composition is largely unchanged—you still have the same basic text formatting options like italics, underlining, and clickable hyperlinks.

Instant Messenger's best improvement since 1.x may be its ability to transmit files. If you or the people you interact with are mystified by e-mail attachments, this is a convenient solution. The ability to send entire folders in addition to single files is one new feature of version 2.01.664; others include the ability to hide incoming messages when you switch to "I'm Away" mode, and the option to keep a running list of the who, what, and when of those messages.

If you don't mind dealing with AOL's constant corporate presence, Instant Messenger is an easy way to keep track of friends and start chatting with new people. It may not give total access to the realm of AOL chat, and the news ticker and Websearch features may be little more than frills-of-the-minute, but Instant Messenger's ease of use and extensive safety options still make it a good choice. As a word of caution, beware the beta—glitches may still be lurking here and there.

 **ICQ v. 1.7.2 (beta)**

Download Size: 1.6 MB
Requirements: System 7.1 or later, Open Transport

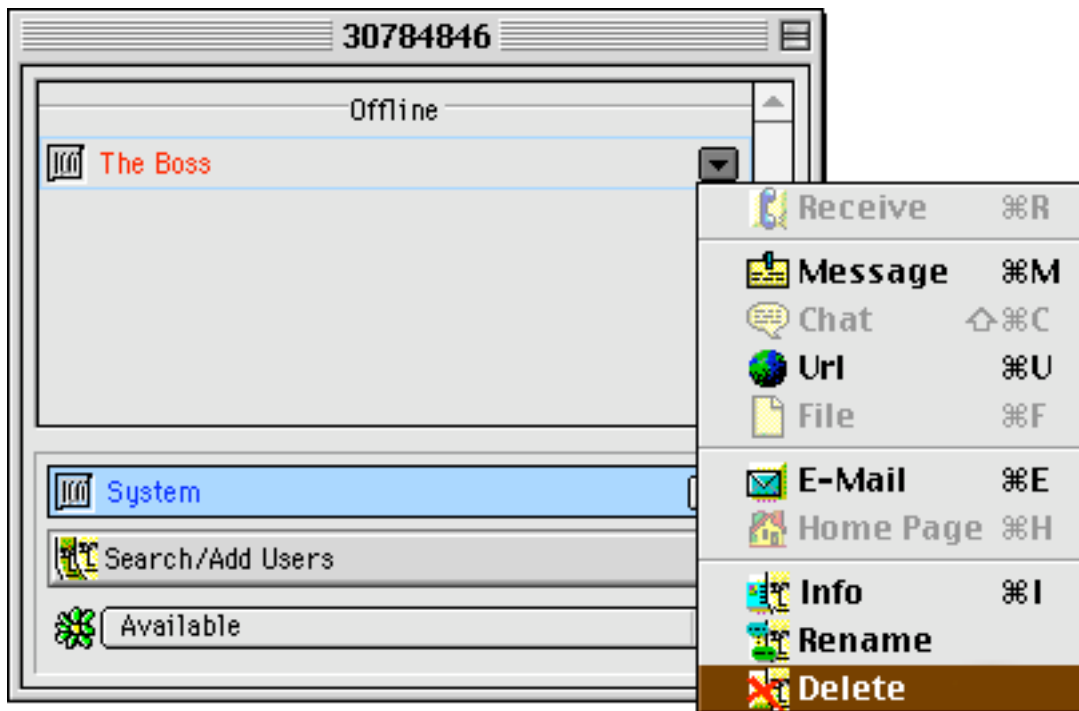


Web: <<http://www.icq.com/download/step-by-step-mac.html>>

Shareware Fee: free

ICQ has many of the same features as Instant Messenger, but presents them in a cleaner fashion. You won't see ad banners or corporate cajoling here. At the same time, ICQ's interface does take a bit of getting used to.

The main window is your buddy list of who's online. You can't categorize your friends into collapsible folders here, as in Instant Messenger, but each name listed comes with a popup menu of options: send a message, send a file, request a chat, etc. Like Instant Messenger, adding and finding buddies' names is done in a search-query fashion.



The other part of ICQ's interface is the Floater, a tiny window that remains front-most no matter what application is currently active and blinks whenever another ICQ user tries to contact you. Even though it takes up a smidgen of space on your desktop, having the Floater is better than relying on an extension for these kind of notification services. It's also more noticeable than a flashing icon in the menu bar.

When you first launch ICQ, it prompts you to register for an ICQ number. This pseudo-address becomes the main way for someone else to find you when you're online and start chatting up a storm (they can also find you by searching for your e-mail address or name, but the ICQ number is ultimately what makes you an individual).

Chat can be conducted in one of two ways. By far the most popular in any chat venue is IRC

mode, where the messages you send back and forth appear all at once in their entirety. This is the opposite of Split Screen mode, which divides the screen in half and transmits each keystroke individually. Suffice to say this is not the best option for two-fingered typists, although it was once the cutting edge of chat technology and known simply as the “talk” protocol. Up to five people can communicate in split screen mode, a cacophony of simultaneous communication.

Recent postings on ICQ’s message boards have been reporting a few glitches with this current beta, so you may want to downgrade to a more stable version until the dust settles.

Yahoo! Chat

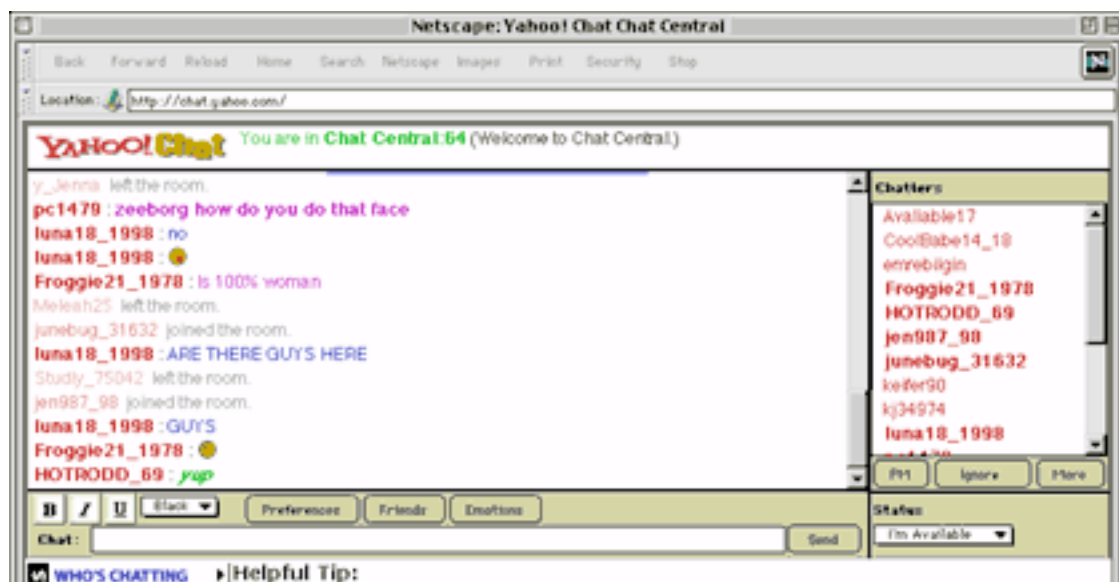
Requirements: Netscape Navigator or Internet Explorer,
versions 3.x and up.
Web: <<http://chat.yahoo.com/>>
Shareware Fee: free

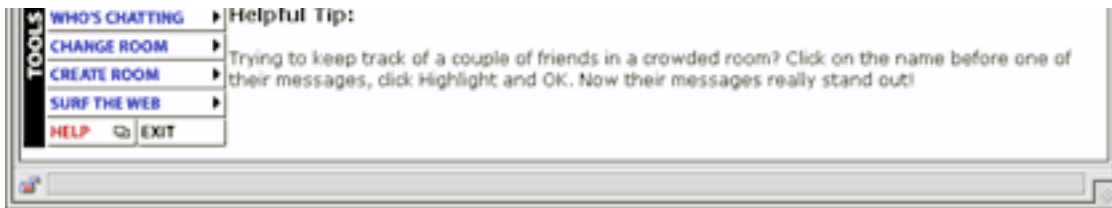


Instant Messenger and ICQ can be great for your home or office computer, but the cost of downloading either one is mobility. A Java-based chat on the Web can be the ideal solution for people who connect to the Internet from more than one location and don’t feel like installing the same piece of software ad nauseam.

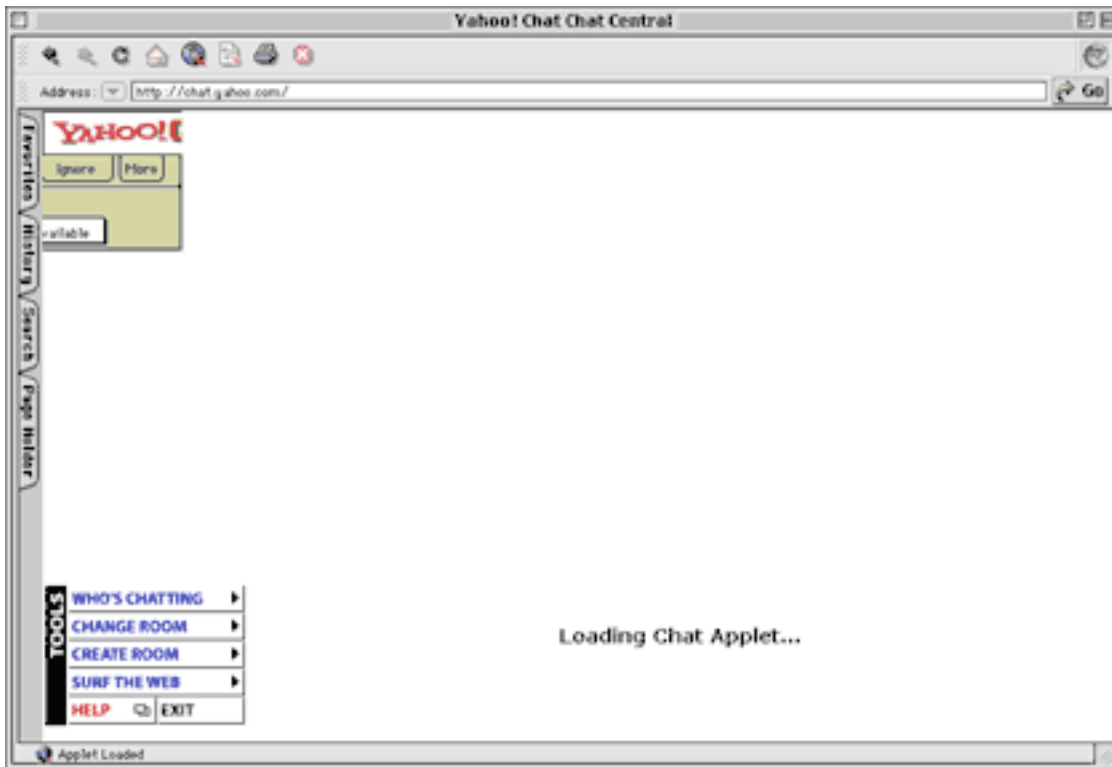
Java-based chat rooms can be found all over the Web, but your favorite search engine is a good place to start. Yahoo! is the strongest contender, offering its own version of Instant Messenger and ICQ in the form of Yahoo! Pager plus the usual slew of topic-based chat rooms.

The biggest flaw in this kind of chat environment is the temperamental beast that is Java. Once you’ve registered with Yahoo!, entering a chat room will prompt your Web browser to begin loading its Java component. Depending on the speed of your Mac and the version of your browser, this can be as quick as the pinprick of a flu shot or as slow as trying to recover from having the wind knocked out of you.





A well-behaved session of Yahoo! Chat



The dark side of Java

Once you're in, it's the standard array of chat options. You can view profiles for chatters who have them, ignore anyone who bothers you, create private rooms that are invitation-only, or format and colorize your messages with the click of a button. Yahoo! Pager, meanwhile, allows you to keep buddy lists that notify you whenever a friend logs on. A unique feature of both Pager and the general chat rooms is their ability to notify you of new mail on your Yahoo! free-mail account. Even so, you'll still get better mileage and more dependable service from Instant Messenger or ICQ.

Accommodating the needs of the Mac community, however, isn't high on Yahoo!'s priority list. Whereas the Windows crowd gets a downloadable application, Mac users must content themselves with the Java version. Even though a new version of Pager offering voice chat and conferencing is now in beta, it's Windows only.

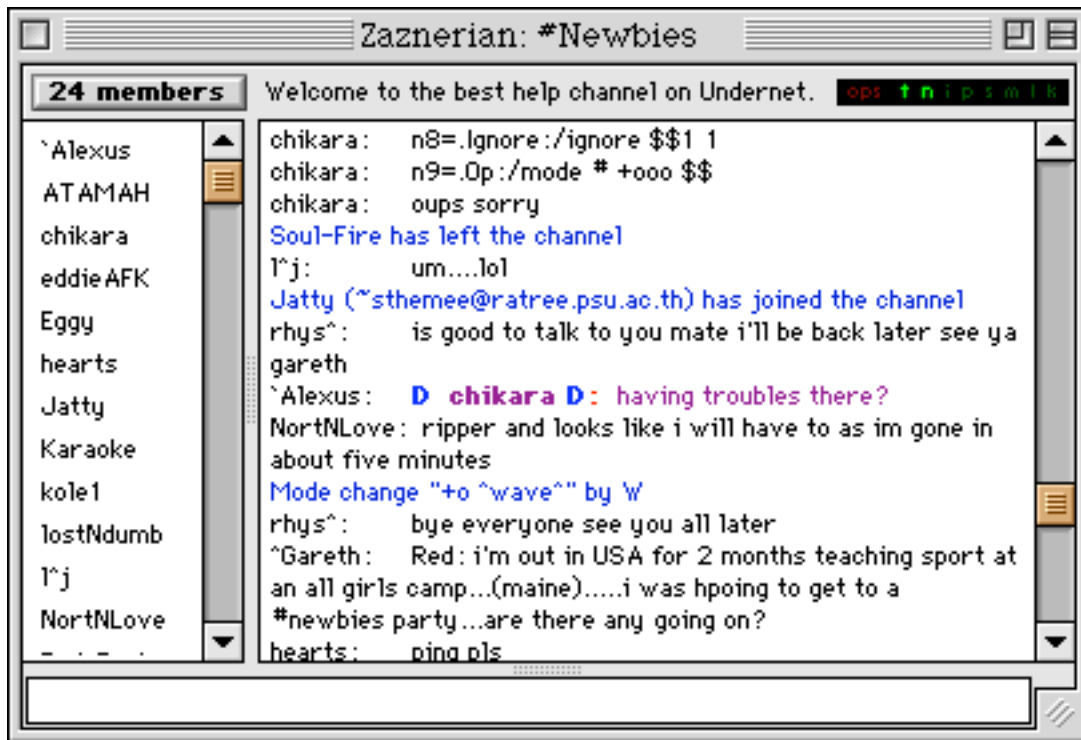
Go on, say it with me now: Hmm.

Download Size: 1.1 MB
Requirements: System 7
Web: <<http://www.snak.com>>
Shareware Fee: \$20



This next one goes out to all the hard-line chat fanatics out there.

A fundamental problem with an AOL or Yahoo! chat room is their relatively narrow scope. Both services specifically require users to register before entering, and even after you get in most of the rooms can be populated predominantly by Americans. With Internet Relay Chat (IRC), meanwhile, you expand your chat horizons to global proportions. Chatting with someone at almost any corner of the globe is entirely possible, but that's only one perk. With thousands upon thousands of users logged on at any given time, there's a much greater potential for conversations to rise above idle babble.



IRC is a fairly old way of chatting online, one that goes back to the days of entering abstruse commands at a command-line prompt. Fortunately, programs like Snak and Ircle were developed to shake off some of this complexity by enhancing it with a more sophisticated, menu-based interface. Almost all the features available on other chat venues can be found on IRC. You can be notified when friends come online, you can have private messages with another person, and you can create private chat rooms or "channels."

Ircle has long been a popular Macintosh IRC client, but that doesn't mean it's the easiest to use. Snak's interface is slightly more intuitive. Although both programs rely on three or four windows to tell you where you are, what kind of company you're in, and where you can go, only Snak places the input line at the bottom of the main window. Ircle uses a separate

window for its input line, and also places the list of people in the current channel in its own window. It may seem like a petty detail, but when you're brand new to IRC these subtleties can leave you stymied and frustrated.

If you have the patience to learn its intricacies, IRC could be a rewarding chat experience. It isn't for the faint of heart. Snak and Ircle have a long way to go before they can match the ease of use you'll find with a client like Instant Messenger, but then again IRC is a big place juggling a lot of people.

Abbott Chat 1.5.2

Download Size: 866 K

Requirements: System 7.5 or later, Power PC

Web: <<http://www.abbottsys.com/atchat.html>>

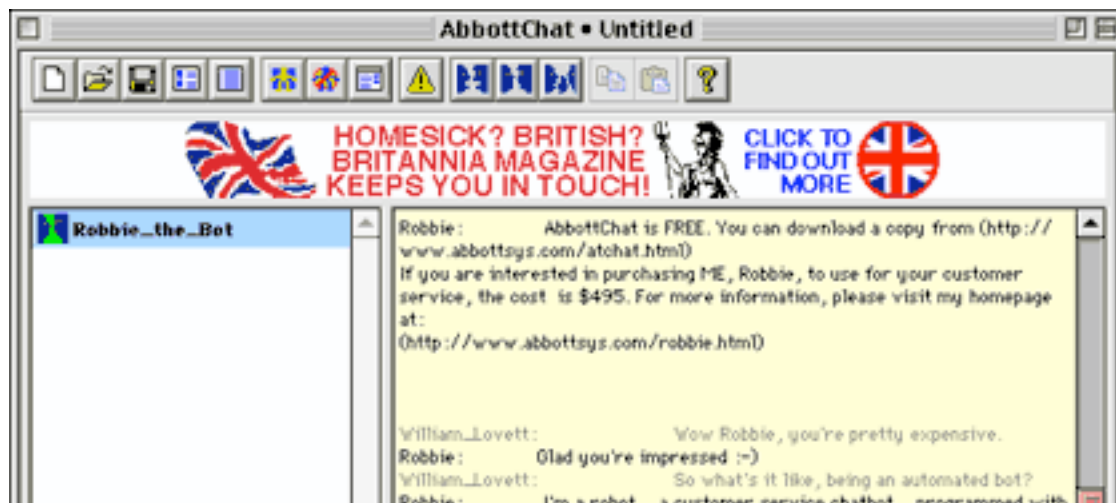
Shareware Fee: free

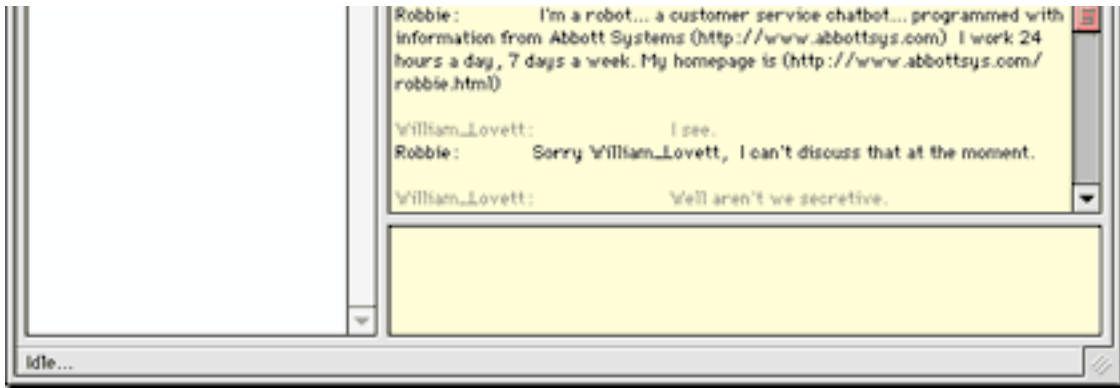


If you'd rather not jump through registration hoops, and the complexity of IRC leaves a sinking feeling in your gut, fear not! There's one last chat option on the horizon. Although it isn't the place to meet new people, AbbottChat does allow you to save and load various "buddy" lists and do many of the same things you can do with ICQ or Instant Messenger. All it takes is an e-mail or IP address.

AbbottChat lacks most of the text-formatting bells and whistles you'll find in other chat clients, although it can transmit files and sounds. The ability to set up a group chat puts it a notch above Combadge, a chat program that also relies on a user's e-mail address but only operates between two people.

If you can convince the people you want to chat with to use AbbottChat, it will undoubtedly serve you well. It won't do you much good with the AOL crowd or get you into IRC, but this client could fit nicely inside a corporate Intranet since AbbottChat doesn't have to keep track of registered users and their nicknames in some far off behemoth database. At the very least, it allows you talk to someone any hour of the day, any day of the week. That special someone is Robbie, the automated chatbot:





Copyright © 1999 William Lovett, <wlovett@atpm.com>. Mr. Lovett is ATPM's Shareware Reviews Editor. Reviewing in ATPM is open to anyone. Contact <reviews@atpm.com> for more information.



ABOUT THIS STUFF



REVIEWED BY JENS GRABENSTEIN, Jens.Grabenstein@surf24.de

Chime 2.0

Product Information

Published by: MDL Information Systems, Inc.

Web: <http://www.mdli.com/download/chime>

System Requirements

PowerPC required

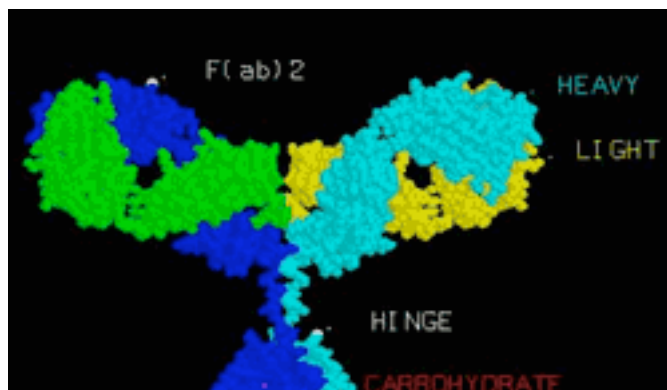
System 7.5 or later

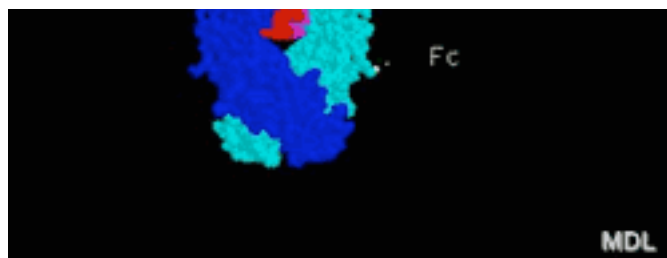
Chime supports Netscape Navigator 3.04 and Netscape Communicator 4.05 and later

Note: Chime does not support Microsoft Internet Explorer on Macintosh

This is not an ordinary software review. The reason is that the software we are talking about is free and of little interest for the most readers. A lot of the popularity of this software is due to the engagement of one man. This may sound a little bit like the Linux story, but it is quite different. The software I am talking about is Chime, a small plug-in for Netscape Navigator that enables the browser to display PDB-files. The man I am talking about is Eric Martz, Professor of Immunology at the Department of Microbiology of the University of Massachusetts in Amherst, MA.

Although not the developer of Chime (which is done by MDL's staff), his name and work is deeply connected with Chime and its offline predecessor RasMol. He maintains a Website where he features RasMol and Chime and gives a lot of supplementary information for the use of Chime in both teaching and presenting molecules with links to rescoures and FAQs. He also hosts a mailing list dealing with Chime and its functions. Besides of all that, he offers templates for tutorials and full-blown Web-based JavaScript applications using Chime.

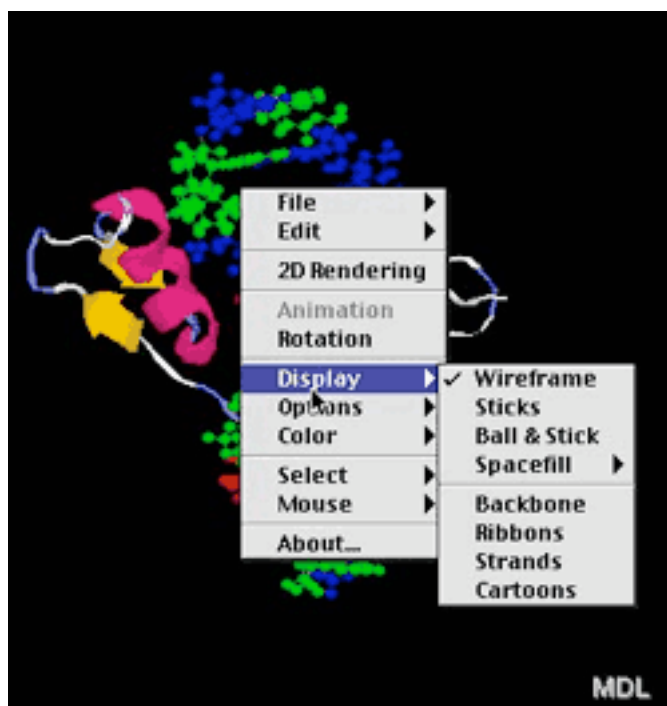




For those who do not deal with molecules and their structures or didn't come across Chime or RasMol, I want to explain what I am talking about. As I mentioned above Chime is an helper app that enables Netscape browsers to display PDB-files (besides other ones, which I won't mention). PDB is the format of molecular structures stored in the Protein Databank in Brookhaven. The database contains the structural data of proteins that have been solved using x-ray crystallography. Chime enables your browser to read these PDB data and display them as 3-dimensional models of the molecules.

Of much more interest—especially for teachers—is the fact that Chime is scriptable. And that's the point where Eric Martz comes back into play. On his homepage and his mailing list he provides a lot of useful information how to write scripts for Chime, to use it in presentations and in teaching. By using his templates, it is a snap to build one's own presentations of antibodies, hemoglobin, DNA, or whatever. If you don't want to do it yourself, you also can download the tutorials from his Website and use them to present it to your students. Students themselves may use Chime to explore the world of molecules.

There are two reasons I want to give only a small overview of some basic functions of Chime. First, Chime has a lot of useful features and listing them all would take too long. Second, there is no comprehensive documentation of Chime's capabilities available from MDL. You have to rely on Eric Martz' homepage and MDL's website to get an impression of what you can do with this little piece of software.



The most basic capabilities of Chime are rotating, dragging, and zooming molecules by moving the mouse. In addition, you can press the command key for dragging, the shift key for zooming, and command-shift for rotating around the z-axis.

The next step is using one of the many features you can find in the pop-up menu. For the case of proteins, you have a variety of display options. You may choose "Spacefill" to see all atoms as balls with Van-der-Waals-radii, or "Wireframe" to see only the covalent bonds between each atom as a fine line. If you want to learn more about the secondary structure you may select "Ribbons" or "Cartoons". Then only the backbone of the protein and the components of secondary structure like helices, sheets, and loops are drawn.

There are also different options for color-coding proteins. "Structure" colors sheets yellow, helices pink, and loops blue. "Chain" color-codes each chain of a protein. Another feature is the mouse-click option. By selecting "Distance" and clicking on two atoms, the distance between these two atoms is displayed in the status bar of the browser. Another nice tool is the copy menu. "Copy script" copies the script in the clipboard that ran when chime loaded the molecule. The simple "copy" command places a copy of the current display as PICT file in the clipboard. It can then be imported into a word processor or a graphic program for further use.

This is only a small selection of all the features. The best tip for all who want to know more about Chime and its capabilities is to visit the homepage of Eric Martz <<http://www.umass.edu/microbio/chime>>. The Chime-Plug-in is available for free from MDL's Website at <<http://www.mdli.com>>.

Copyright © 1999 Jens Grabenstein, <Jens.Grabenstein@konstanz.netsurf.de>. Reviewing in ATPM is open to anyone. Contact <reviews@atpm.com> for more information.





Outlook Express 4.5

Product Information

Published by: Microsoft Corporation

Web: [<http://www.microsoft.com/mac/oe/>](http://www.microsoft.com/mac/oe/)

Price: free

System Requirements

System 7.5 or above; PowerPC; 6.7 MB of hard disk space to install

Loyal Mac users, we are gathered here today to bid fond farewell to a program that touched many of our hearts, the beloved Claris EMailer. Its development cut short by corporate maneuvering, its version number frozen at 2.0, this little Engine That Could of email was a study in elegant simplicity and robust functionality that cast a long shadow that few competitors could fill.

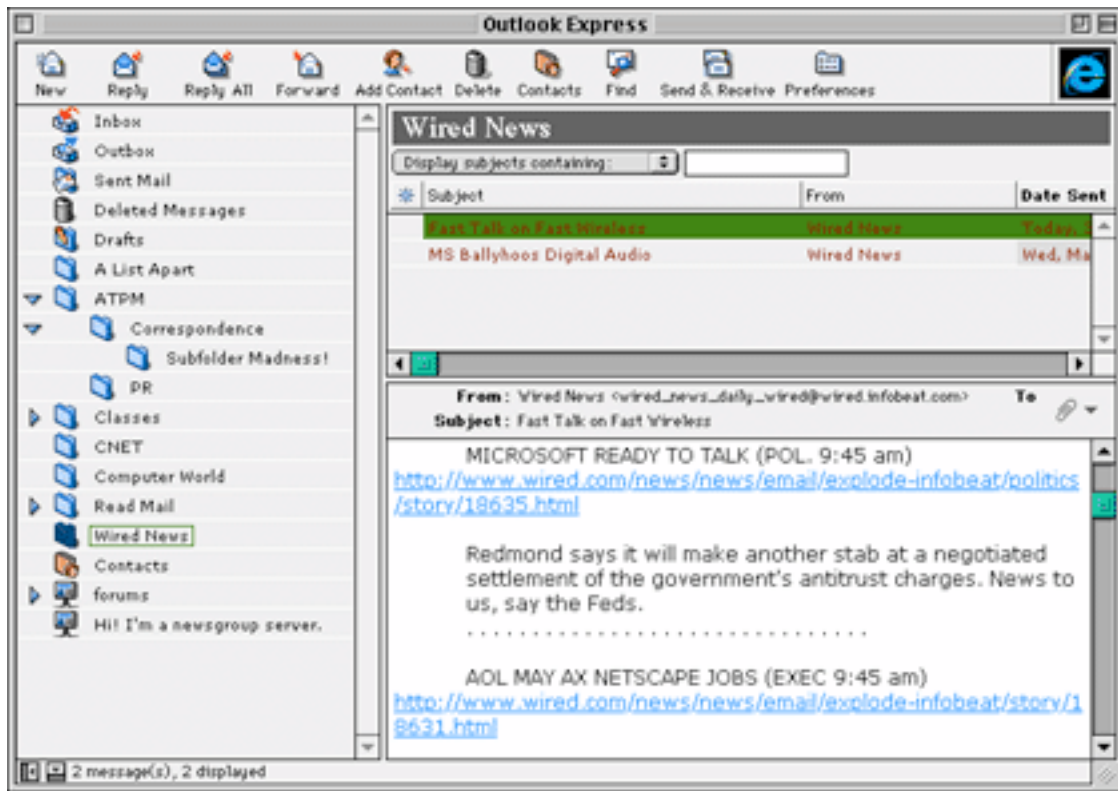
Wait wait, stop. This is all wrong. I have to make a confession. I do not mourn for EMailer. Though it had a home on my hard drive for over two years, I have long since introduced it and the Preferences files it rode in on to the unforgiving confines of the Trash. It was fun while it lasted, sure, but an acceptable successor has emerged. And I owe it all to the man behind the gates in Redmond.

I see you are already forming lynch mobs. Perhaps an explanation is in order.

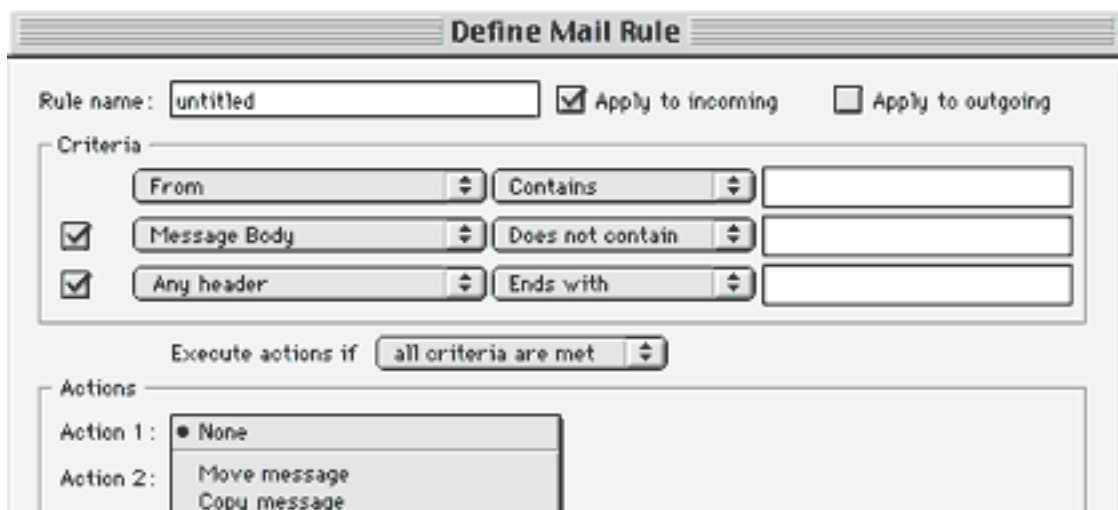
Despite the gallons of bad blood that have pitted Mac against Microsoft since the dawn of civilized computing, version 4.5 of Outlook Express has finally married many of the useful features of EMailer with the modern capabilities of an HTML-savvy mailer and newsreader. The result is an interpretation of what EMailer should have become. At the same time, it is also an email client whose features have plenty of annoying quirks that force the user to accommodate the program instead of the program accommodating the user.

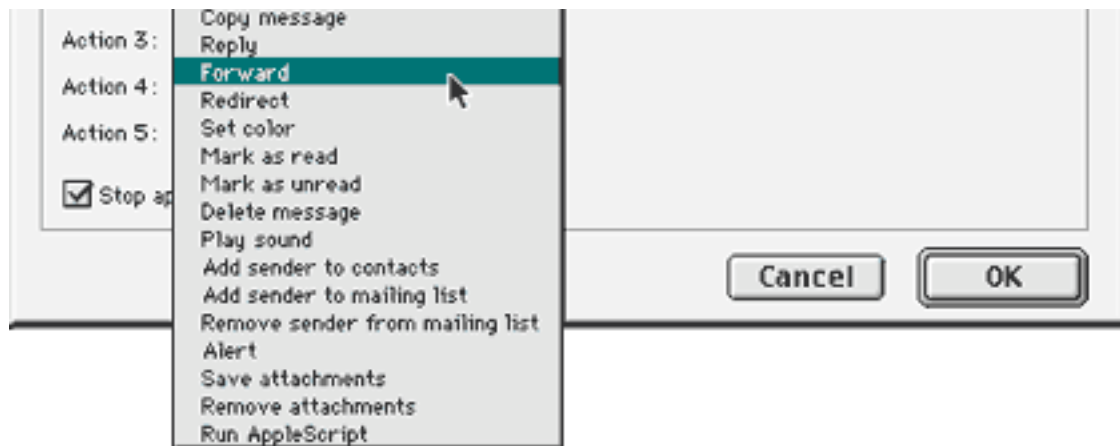
The three-paned interface is largely identical to Netscape Messenger. Your folder list is on the left, and the remaining portion of the window splits vertically to display both a list of messages on the top and the current message's content on the bottom. These panes are collapsible, and various viewing combinations are possible. Extremely useful but easily overlooked is the box at the top of the window that lets you filter the messages in a folder by subject, sender, or recipient. You can then organize the results even further by clicking on the name of each column, creating a two-tiered sorting system.

As you read and write messages, Outlook offers several options for reformatting your text, like paragraph rewrapping and quote-character removal. If you own Office 98, you'll find the same automatic spell checking that you get in Word. No Office 98, however, no spell check.



Outlook offers you one stop shopping for all your email and newsgroup needs. You've got IMAP support. You've got LDAP support. When you've got mail, you can bask in the aesthetic glory of up to four levels of color-quoted text and apply as many email and newsgroup filters (Outlook calls them "Rules") as you have patience to create. Emler was fairly weak with this—you couldn't deviate from a specific order of operations when creating your filters, aside from turning things on or off. In Outlook, an AppleScript can be the first thing you apply to a message as easily as the last thing.





Defining rules in Outlook is still more laborious than it should be. Because the window is modal, you can't do something as wild and crazy as switching to an email message, copying someone's address, and then pasting it into the appropriate box. Nor are the filters all-powerful—you'll find more robust and/or selection criteria in programs like Mailsmith (or even Emler).

"Why does it work this way?" is a question that pops up throughout Outlook Express. Why can't you attach whole folders as attachments, as in Emler? Why is the default configuration set to send mail in HTML format, a sure-fire stumbling block for those who can't find the two settings that change this behavior (which spells trouble for mailing lists and other systems that don't accept HTML mail)? Why can't you copy information in a message's header without turning on the "Internet Headers" option? Why does clicking on the name of a folder one time make Outlook think you want to rename it, instead of just view its contents?

Outlook has room for improvement in these areas as well as others. You can't rename your messages like you could in Emler, and you can't assign different default signatures to different email accounts. And dragging a message from the "Drafts" folder into the Outbox doesn't mean Outlook will be smart enough to send them out. But the program's biggest flaw may be its inability to automatically delete the moldy oldies in your Deleted Messages Folder. Unless you make Outlook empty them out each time you quit, or remove them manually, they'll just keep accumulating.

Where importing mail from other applications is concerned, Outlook performs respectably well. Direct import is available from Emler 2.0, Netscape Messenger, and Eudora. For reasons I may never understand, though, Outlook mysteriously and repeatedly crashed when I asked it to import my Emler files.

Outlook comes with an application called Microsoft Internet Self-Repair, your first line of defense if things start to get a bit funky. Maybe you inadvertently installed a newer version of Text Encoding Converter, something that Outlook is very picky about. The Self-Repair application will take care of that with no trouble, reinstalling with the greatest of ease. On the other hand, when things do go wrong Outlook doesn't go out of its way to tell you what the problem is. In some cases, it will just refuse to open, leaving the problem-solving initiative entirely in your hands.

Outlook is also good-but-not-great when it comes to automatically checking for new mail.

Emailer had an elaborate scheduling system that allowed you to quickly switch between different settings. In Outlook, you're forced to make repeated trips to the preferences menu.

In spite of this hefty wish list for version 4.6, Outlook remains a worthy successor to Emailer. The strongest indication of this may be that AppleScripting bossman Dan Crevier has added support for Outlook to his Email Archive Solution. This self-contained FileMaker database was previously a great way for Emailer users to export their email to an outside application for long term storage, thereby keeping Emailer trim and slim. You now have the same functionality from within Outlook—just select the script from the Script menu, and watch the progress bar do its Electric Slide. To download this and many other email-related AppleScripts for a variety of clients, visit the Macintosh E-Mail Resource Page at <http://www.macemail.com/oe/as/all.shtml>.

Ultimately, the only way of seeing if Outlook or any other email program is right for you is to give it a spin for a few days. It's far from ideal, but Outlook is definitely spinnable.

*Copyright © 1999 William Lovett, <wlovett@atpm.com>. Mr. Lovett is
ATPM's Shareware Reviews Editor. Reviewing in ATPM is open to anyone.
Contact <reviews@atpm.com> for more information.*





SmoothType 2.1

Product Information

Produced by: Gregory D. Landweber

Web: <<http://kaleidoscope.net/greg/smoothtype.html>>

Shareware Fee: \$10

System Requirements

68020 Processor (68040 or PPC recommended)

System 7 or higher

16 grays or 256 colors (thousands of colors or more recommended)

80 dpi or higher resolution recommended

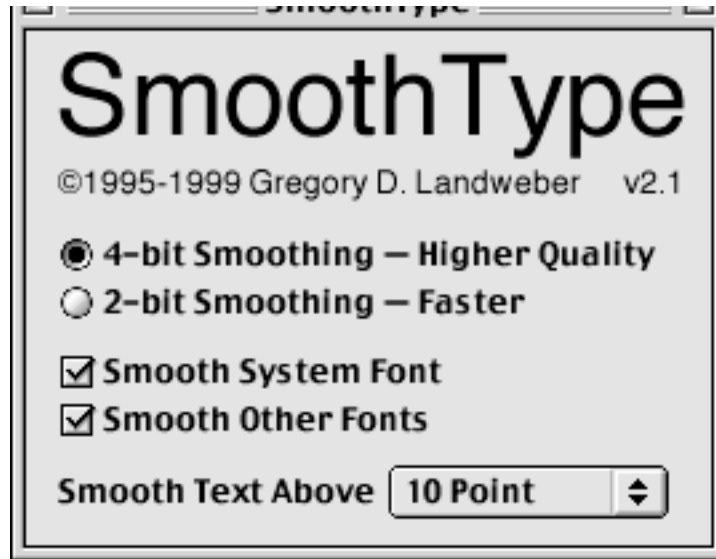
Adobe Type Manager required to anti-alias Type 1 PostScript fonts

A long time ago in a galaxy far, far... wait, that's not till later this month. What I was trying to say is: a long time ago, when the Mac first came out and dot matrix printers ruled the land, what you saw on the screen looked either the same as or better than what came out of your printer. First, laser printers worked their way down from desktop publishing into many homes and businesses. Now, almost every computer sold comes, at the minimum, with an inkjet printer capable of printing at 720 dpi, making the 72 dpi resolution of your monitor look downright paltry in comparison. Short of having 720 dpi monitors, **anti-aliasing** is the best technique to make fonts on the screen look more like the printed page. Anti-aliasing blurs the edges of the text by changing black pixels to shades of gray.

SmoothType is a control panel that allows you to use anti-aliasing on your Mac. When it first came out, SmoothType was the only product of its kind available. Since then Mac OS 8.5 has added this ability to the operating system. SmoothType and Mac OS 8.5, however, take different approaches to anti-aliasing, and therefore produce slightly different results.

The SmoothType control panel has several different options. The first allows you to choose between 2- and 4-bit anti-aliasing. Four-bit anti-aliasing produces the nicest results but takes slightly longer to render the text. 2-bit anti-aliasing renders text the fastest, but at the expense of quality. On a G3, the difference in rendering time is not noticeable. The difference in quality, however, is easily noticeable. I am unable to use 2-bit anti-aliasing for an extended period of time. Before I using a G3, I had an older version SmoothType installed on a Performa 630. Even given the extra processor hit, I chose to use 4-bit anti-aliasing.





The remaining options allow you to choose when and where anti-aliasing will be applied. They are fairly self-explanatory. The only confusion occurs when determining the boundary between system fonts and other fonts. For instance, the options in the SmoothType control panel (radio box options, check box options, and a pull down menu) are system fonts, while the SmoothType logo is another font. For the best results, both of the anti-aliasing options should be turned on. As for the minimum size text to anti-alias, SmoothType allows you to go down to anything above 9 points. In general though, anti-aliasing text of 12 points or less yields difficult-to-read results.

SmoothType and Mac OS 8.5 generate anti-aliased text differently. Choosing between these styles is a matter of personal preference. Below are examples of normal text, SmoothType anti-aliased text, and Mac OS 8.5 anti-aliased text.

The Quick Brown Fox jumps over the lazy dog
The Quick Brown Fox jumps over the lazy dog
The Quick Brown Fox jumps over the lazy dog

No Anti-Aliasing

The Quick Brown Fox jumps over the lazy dog
The Quick Brown Fox jumps over the lazy dog
The Quick Brown Fox jumps over the lazy dog

Mac OS 8.5 Anti-Aliasing

The Quick Brown Fox jumps over the lazy dog
The Quick Brown Fox jumps over the lazy dog
The Quick Brown Fox jumps over the lazy dog

The Quick Brown Fox jumps over the lazy dog

SmoothType 2-Bit Anti-Aliasing

The Quick Brown Fox jumps over the lazy dog

The Quick Brown Fox jumps over the lazy dog

The Quick Brown Fox jumps over the lazy dog

SmoothType 4-Bit Anti-Aliasing

While I was reviewing SmoothType, I ran into an anomaly I have not been able to reproduce. The third line in the above samples, Old English Text MT, constantly disappeared whenever 4-bit anti-aliasing was used in SmoothType. I was switching between normal text, SmoothType anti-aliasing, and Mac OS 8.5 anti-aliasing at the time; and whenever I selected 4-bit anti-aliasing, the text disappeared. A restart fixed this problem, but it was disconcerting, to say the least.

If you are using OS 8.5 or higher, I suggest you stick with the built-in anti-aliasing, unless you vastly prefer the look of SmoothType's. I cannot justify purchasing a piece of software that duplicates already present functionality without somehow advancing the already present features. Aesthetic differences aside, SmoothType does not do that. If, however, you are using some variant of System 7, I would recommend SmoothType.

*Copyright ©1999 Eric Blair <eblair@atpm.com>. Reviewing in ATPM
is open to anyone. If you're interested, write to us at <reviews@atpm.com>.*



Sonnet Technologies Crescendo G3/L2

Product Information

Produced by: Sonnet Technologies

Web: <http://www.sonnettech.com/>

Price: \$400–\$600 (depending upon configuration)

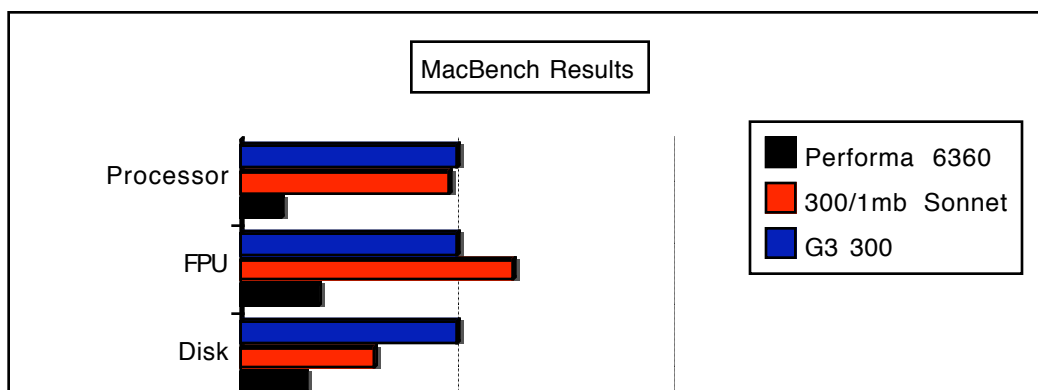
System Requirements

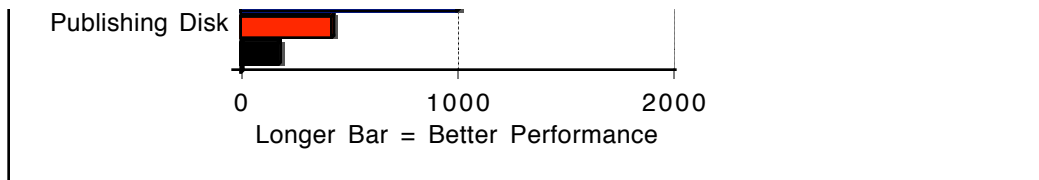
Power Mac 4400, 5400, 5500, 6400, 6500, 7220; Performa 54XX, 6360, 64XX; 20th Anniversary Mac; Power Computing PowerBase; and Motorola StarMax 3000, 4000, 5000, 5500.

Recently Sonnet Technologies introduced a new line of G3 upgrades for a variety of Macs which, until now, had been deemed “non-upgradeable”, insofar as G3 upgrades were concerned. Sonnet’s new cards fit snugly into the Mac’s L2 cache slot.

There are three configurations for the upgrade: The first card runs at 250 MHz with a 512k backside cache, the second runs at 300 MHz with a 512k backside cache, and the third runs at 300 MHz with a 1MB backside cache. The price for the upgrade is fairly reasonable, running between \$400 for the slowest and \$600 for the 300 MHz. card. Installation is quick and easy; once I opened the box and absorbed the simple directions, it took three minutes to actually install the chip and another two to install the software. A simple reboot was all that was necessary to see the dramatic results.

Immediately after installing the chip I could see the improvements. Startup is smoother and faster, windows open up instantaneously, and in general the computer appears to be faster. Below is a graph of basic MacBench tests run on three systems, the original Performa 6360, the upgraded 6360, and a true 300 MHz. G3.





As the graph shows, not only does the upgraded 6360 feel faster, but it **is** faster. The improvement is astonishing and brings new life to older Macs. Considering the price, this upgrade is a solid buy. A similarly rated G3 starts at nearly a thousand dollars, and to replace an entire system would cost nearly two thousand dollars.

For those of us who wish to squeeze all possible life out of our Macs, Sonnet has truly pulled through. There is a competing chip on the market from Vimage Corporation, a new G3 upgrade vendor. They offer a similarly rated 240 MHz chip for close to the same price as Sonnet's 250 MHz. card, however, their chip has a large cooling fan, as opposed to Sonnet's heat sink, causing loss of room in the computer and the necessity of losing your left RAM slot.

In general, Sonnet's chip is well made and I have experienced no problems so far. It receives a rating of Very Nice with a little room for prices to fall.

Copyright © 1999 William M. Gordon, <WmLax3@aol.com>. Reviewing in ATPM is open to anyone. If you're interested, write to us at <reviews@atpm.com>.



ABOUT THIS STUFF STUFF



REVIEWED BY MICHAEL TSAI, mtsai@atpm.com

StuffIt Deluxe 5.1.2

Product Information

Published by: Aladdin Systems, Inc.

Phone: (831) 761-6200

Email: [<info@aladdinsys.com>](mailto:info@aladdinsys.com)

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

Street Price: \$80

Upgrades: \$30

System Requirements

StuffIt Deluxe requires Macintosh with System 7.5.3 or later

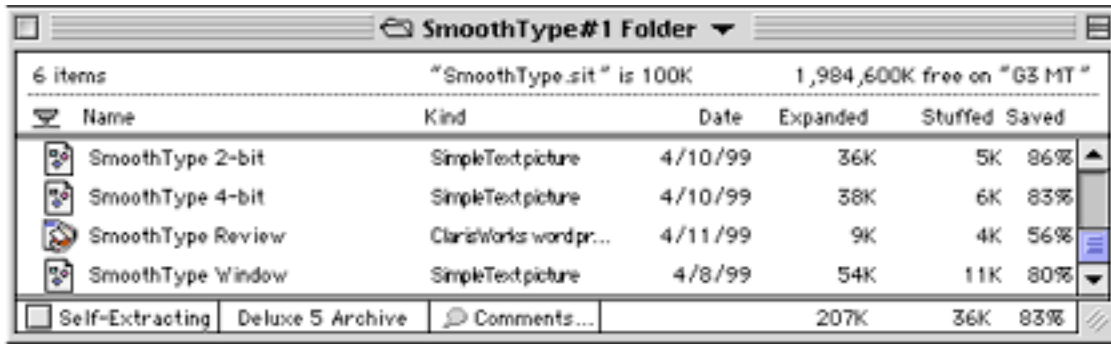
Macintosh with System 7.1.1 or later required for expansion of new format

If you are reading this article, chances are that you have a Mac and access to the Internet. Chances are also good that you have StuffIt Expander installed. The ubiquitous StuffIt has such a large share of the compression market that even MindVision has to acknowledge that ".sit happens." Aladdin's flagship product compresses files so they take up less space and transfer more quickly. The free StuffIt Expander now comes bundled with the Mac OS, which is Apple's way of telling you that you'll need it if you want to download any files from the Internet. With the advent of MindVision's MindExpander, StuffIt Expander is no longer the only choice for decompression, but in order to compress files in StuffIt format you will need Aladdin's StuffIt Deluxe or their shareware DropStuff.

Like previous versions of StuffIt Deluxe, version 5 allows you to stuff, unstuff, and edit archives, as well as decode or decompress most any file you are likely to find on the Internet. Also like previous versions, there are a multitude of ways to access each of StuffIt's features.

StuffIt Deluxe

The **StuffIt Deluxe application** feels almost exactly like the one from version 4.5. It lets you edit archives in a Finder-like window, either using menu commands or drag-and-drop. You'll also find yourself using the Deluxe application if you want to encode files in one of the less common formats. Unfortunately, you cannot do anything in StuffIt Deluxe while it is operating on a file. Symantec's Norton Disk Doubler Pro let you queue compression and decompression operations while the program was busy. StuffIt makes you wait until it is done before you can start another operation.



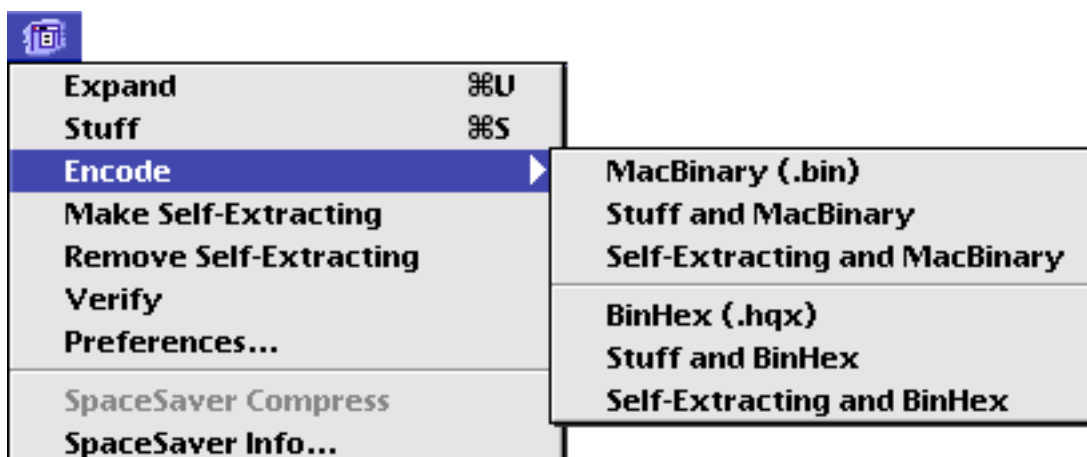
Droplets

The **StuffIt Expander**, **Drop Stuff**, and **Drop Segment** applications allow you to expand, compress, encode, and segment files by dropping them onto the application's icon. The first two are also available as freeware and shareware downloads from Aladdin's Web site.

True Finder Integration

The True Finder Integration control panel provides many ways to access StuffIt's features from within the Finder. **Magic Menu** is a menu that TFI adds to the Finder's menubar. It provides quick access (with command keys) to StuffIt's core features—stuffing and unstuffing—as well as some time-saving features like a combined Stuff and Mail command that compresses the selected files and then attaches them to a new message in your favorite e-mail client. This is especially useful for mail clients that do not let you attach whole folders of files at a time. New in this version are combined commands for stuffing and encoding in MacBinary III or BinHex format, all in one go. In addition, Magic Menu is available as a contextual menu plug-in. However, I do not find that it saves any time over the menubar version because the Magic Menu commands are buried in a submenu.

The TFI's slickest feature is **Archive Via Rename**. This lets you unstuff archives simply by removing the ".sit" suffix from them in the Finder. Similarly, you can stuff files (or folders) by adding ".sit." This also works for the ".sea," ".bin," and ".hqx" suffixes, which represent Self-Extracting, MacBinary III, and BinHex respectively.





The final component of TFI, and least useful in my opinion, is the StuffIt Browser. With the browser activated, double-clicking a StuffIt archive opens it in a Finder-like window, which you can then edit via drag-and-drop. Unlike the StuffIt Deluxe application, the StuffIt Browser uses a Mac OS 8–style window, with grey shaded (but not resizable) columns. This is impressive because it behaves just like a Finder window and does not require a separate application, but in practice I find it less useful than the Deluxe application because it takes up so much space. In the default window zoom, you must scroll or resize the window to see all the columns; and unlike with Deluxe, the window is too wide to view all the columns on a 640 by 480 screen.



This window was 820 pixels wide to display all the columns.

TFI works very well. Despite the way it patches the Finder, it does not adversely affect the stability of my Mac (although there has been a conflict reported between StuffIt Browser and the Finder's Get Info windows). Unfortunately, though, Aladdin has not made many improvements to its functionality. TFI operations are still application-modal—while you are stuffing or unstuffing a file using the Browser, Archive Via Rename, or Magic Menu, you cannot do anything else in the Finder. This is completely unacceptable. Years ago, Disk Doubler Pro allowed operations initiated from its “DD” menu to proceed in the background. If you use the StuffIt Deluxe application or one of the droplets, you are free to use the Finder while stuffing, but then you aren't taking advantage of Archive Via Rename, Magic Menu, or the Browser—which are the primary reasons to buy StuffIt Deluxe instead of using the shareware droplets. Finally, sites like MacInTouch have reported corruption problems caused by using the StuffIt Browser.

SpaceSaver

StuffIt **SpaceSaver** is a control panel that is aimed at transparently compressing and expanding your files. SpaceSaver uses a different file format than StuffIt, which expands more quickly but does not save as much space. During idle time, SpaceSaver searches your disks for files to compress. (Several criteria are available to include or exclude individual files.) When you open a SpaceSaver-compressed file, it is transparently expanded. Sounds great, right? Unfortunately, SpaceSaver is incompatible with a few applications, and it is much slower than Symantec's AutoDoubler. I expected that with Macs now much faster than in AutoDoubler's hey day, SpaceSaver might have a negligible effect on performance.

Unfortunately, it made my 266 MHz G3 feel like a 6100.

The New Format

Up to this point, I've basically been describing StuffIt Deluxe 4.5. Sure, there are a few new features, but for the most part the product works the same way the old version did. StuffIt Deluxe reached version 5.0 because of a major—and controversial—change to the file format. Archives in the 5.0 format are identified by a red dot in corner of the Finder icons. This seems appropriate because they are completely incompatible with earlier versions of StuffIt. Users of StuffIt 4.x will have to go to Aladdin's Website and download Expander 5 to expand files in the new format. People with Macs running systems older than 7.1.1 will have to upgrade their system software before they can use Expander 5. PowerBook users on the road are completely out of luck if they packed some 5.0 archives from a colleague but forgot to install the latest version of Expander before departing.

But the worst problem is when people download files from the Internet in StuffIt 5 format. If you have an older version of StuffIt and download a file in the new format, the file will not expand, and there is no indication that you need to download a newer version of Expander. Yes, it's free; yes, Apple will be shipping it with new Macs; and, yes, many people have already upgraded to the new version. But the people who have not yet installed Expander 5 are likely to be the same ones who would not know what to do if they downloaded a 5.0 archive and Expander 4 found it corrupt.

Thus, posters of StuffIt archives on the Internet have a strong incentive to use the old format if they want to reach the widest audience. The problem is that StuffIt Deluxe 5 cannot create archives in the old format. Further, the new version of the StuffIt Engine, which e-mail programs and other software depend upon for compression and expansion services, can't either. Thus, once you install StuffIt 5, every file you e-mail is automatically compressed in the new format. Better hope that your recipients have upgraded.

The only way to create 4.x archives with StuffIt 5 is to keep a copy of the StuffIt 4.5 application (if you upgraded from 4.5) or download the shareware StuffIt Lite. (You can't use Drop Stuff 4.x because it relies on the 4.x StuffIt Engine extension.) If you opt for the StuffIt Lite route, you'll be greeted with a dialog box asking you to register each time you launch it, which is particularly insulting to those who are using it as a work around for deficiencies in their \$80 Deluxe 5 purchase. Finally, while all the 5.x components can expand the 4.x format none of them can edit archives in the old format without first converting them to 5.x format.

So, with all the trouble the upgrade has caused, why did Aladdin change the format? Well, in the long run the new format is better. Files in the new format do not have resource forks, which means that they can be posted to the Internet without BinHex or MacBinary encoding and can be easily exchanged with PC users. The new format also has support for longer file names, which future versions of the Mac OS will allow. Finally, the new format supports two different compression algorithms, which you can choose from in the Aladdin Compression control panel. Fast compresses files the same way StuffIt 4.x did (although they cannot be expanded with 4.x). In general, the files seem to be ever so slightly larger than 4.x because of additional archive overhead. On the plus side, compressing does not slow down background tasks as much as in the past. The Maximum option uses Aladdin's

new compression algorithm to compress files smaller than previous versions, at the expense of speed.

How Does Stuffit Stack Up?

To gauge the effectiveness of Stuffit 5's new formats, I performed a series of tests comparing it to Stuffit 4.5, as well as other popular compression products. Three different test suites, totalling just over 34 MB, evaluated the products' abilities to compress Documents (word processing, database, spreadsheet, source files), Downloadables (shareware and updaters you are likely to download from the Internet), and Web Pages (text, GIF, and JPEG files taken from the *ATPM* Website). All tests were conducted on a PowerMac 8500/120 with 48 MB of RAM and a clean installation of System 8.5.1.

Overview of Compression Choices

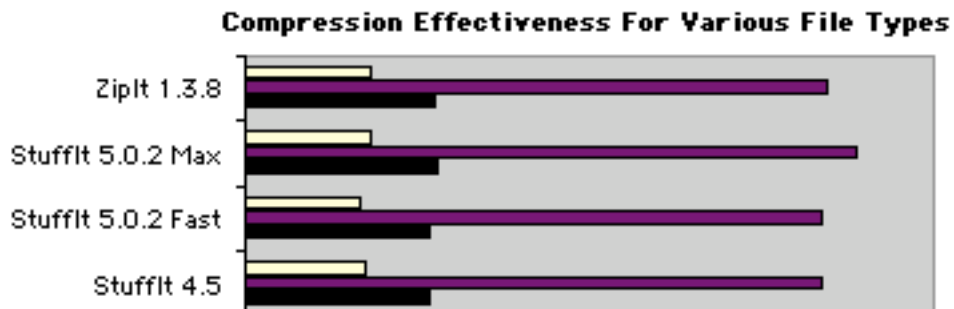
Compact Pro 1.51 is the latest version of Bill Goodman's shareware compression utility, last updated in 1995. It's not as featured as Stuffit, but darn if it isn't a very solid program. It's fast, too.

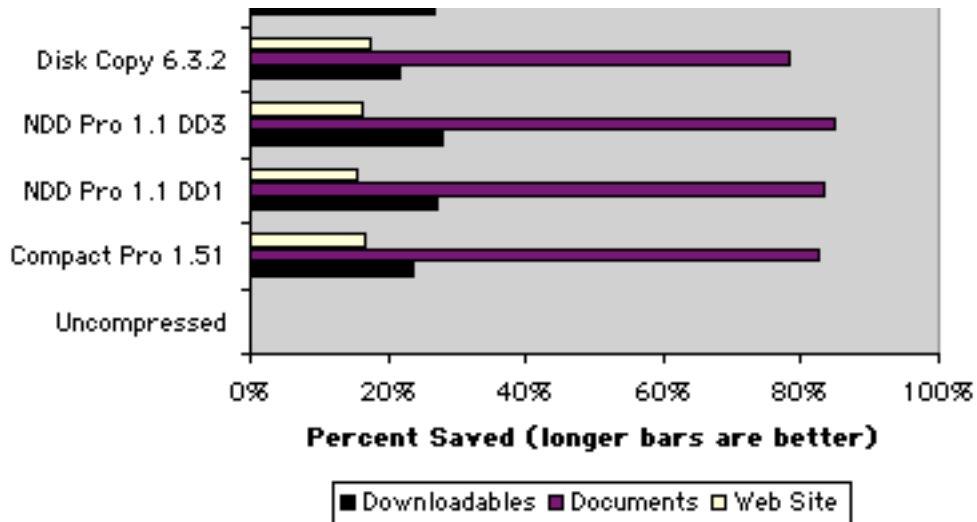
Disk Copy 6.3.2 is Apple's disk imaging software, configured to produce compressed read-only disk images. (See my article "Disk Copy—Not Just For Floppies" at <http://www.atpm.com/4.09/page8.shtml>.)

NDD Pro is Symantec's Norton Disk Doubler Pro, once the king of compression products. DD3 is slower but more efficient than DD1; the two are analogous to Stuffit 5's Maximum and Fast methods. NDD Pro is not fully compatible with Mac OS 8.5, and the format is not widely supported (there is a free DD Expand utility, but few people have it, and Stuffit cannot decompress DD files). Nevertheless, I think it is the best choice for System 7.x users who do not need to exchange compressed files with others. The NDD Pro package also includes AutoDoubler, which is vastly superior to Stuffit SpaceSaver.

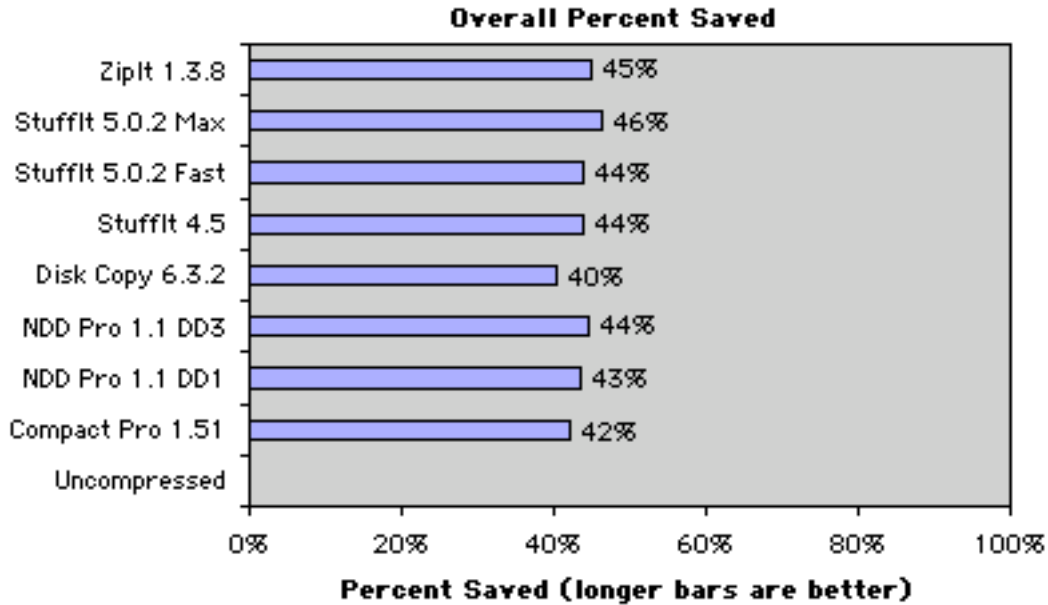
Ziplt 1.3.8 is a shareware Mac implementation of Zip compression format that is popular on Windows. It was configured to produce the smallest possible files, at the expense of time. Although Ziplt is a fine program, I could not find a reason to prefer it over the above choices.

The Test Results

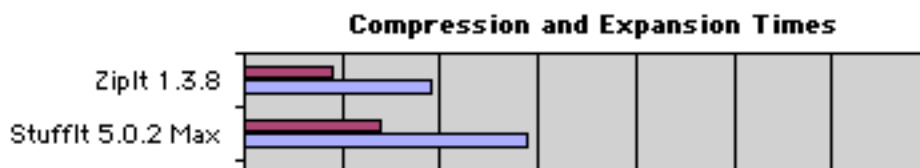


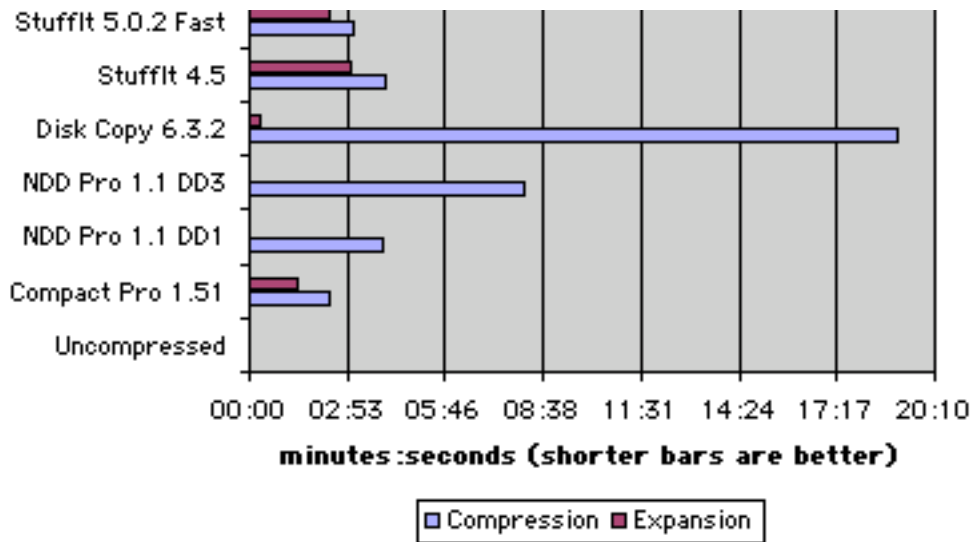


All but Disk Copy were able to reduce Documents to less than 20% of their original size.

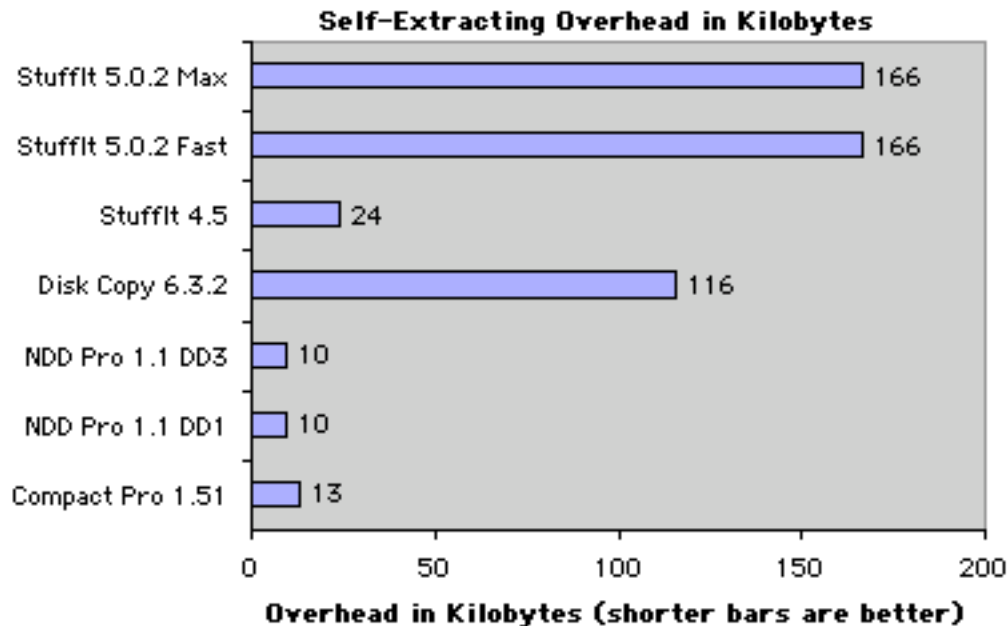


This graph shows overall results obtained by looking at the total sizes of all the files before and after compression. Unfortunately, files compressed with Maximum are not much smaller than those compressed with Fast. Aladdin found space savings of 20% over the Fast algorithm using an industry-standard corpus of test data. With the test data I used, the overall improvement was only about 2%. Overall, there was only a 6% range between the least effective compressor (Disk Copy) and the most effective (StuffIt 5 Max). Granted this can add up to large differences in download times for slow connections and large files, but it shows that the compression products differ less than I expected.





Stuffit 5 Fast is faster than version 4.5, but the Maximum algorithm is slower than everything but Disk Copy. For very large files, Maximum took hours longer to decompress than the 4.5 format. The ancient Compact Pro is the clear speed champ. Disk Copy is very slow at compressing, but it excels at “expansion” (mounting the disk image) where it only needs to verify the image checksum (as shown). If you disable checksum verification, Disk Copy mounts images almost instantaneously. Another Disk Copy advantage is that using compressed files does not require any disk space for expansion—decompression happens in-place.



You might be tempted to make Stuffit 5.x archives self-extracting to be sure that everyone can expand them, but beware that this carries a 166K overhead—considerably more than other formats.

Conclusion

Overall, StuffIt Deluxe 5 is a solid product that offers relatively minor improvements over the previous version. It's more responsive in the background than in the past, but is still application-modal. In theory, the new format is more compatible and saves a lot of space (and therefore transfer time). In practice, savings are anything but dramatic, and users must be careful to ensure that their recipients can expand files in the new format. Aladdin's desire to establish the new format seems to have gotten in the way of their obligation to provide backward compatibility to the millions of people who use their products.

Drop Stuff 4.x, Compact Pro, and Disk Copy each offer advantages over StuffIt Deluxe 5, although none is as convenient to use. Since StuffIt Expander 5 is free, there is little compelling reason to upgrade to Deluxe 5 if you already own Deluxe 4.5. If you do not yet own Deluxe and want to use some of its more advanced features, you may find it worthwhile to buy Deluxe 5 but only install the application. Then you can continue to compress files using the 4.x engine until more people have upgraded, using the new compression format for personal use in the mean time. Otherwise, while Deluxe 5 is a strong product, I cannot recommend it for everyone's compression needs until StuffIt Expander 5 is more widely used.

Copyright © 1999 Michael Tsai, <mtsai@atpm.com>. Reviewing in ATPM is open to anyone. If you're interested, write to us at <reviews@atpm.com>.



ATPM FAQ

Frequently Asked Questions

What is ATPM?

About This Particular Macintosh (ATPM) is, among other things, a monthly Internet magazine or “e-zine.” *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.

Are You Looking For New Staff Members?

We currently need a [Copy Editor](#), an [Interviews Manager](#) and a [Publicity Manager](#). Please contact us at [<editor@atpm.com>](mailto:editor@atpm.com) if you're interested.

How Can I Subscribe To ATPM?

The ATPM DOCMaker List: Sign up for this list if you would like a free subscription to our DOCMaker edition. Issues of *ATPM* are mailed to subscribers around the 1st of the month and are about 1MB in size. They are distributed in DOCMaker stand-alone format. Send a message to [<subscriptions@atpm.com>](mailto:subscriptions@atpm.com) with [subscribe atpmdocmaker](#) in the body of the message.

The ATPM Notification List: Sign up for this list if you prefer to be notified when a new issue is released so that you can download it yourself from the *ATPM* web site or read it online in HTML form. Send a message to [<subscriptions@atpm.com>](mailto:subscriptions@atpm.com) with [subscribe atpmnotify](#) in the body of the message.

Unsubscribing: Should you wish to discontinue receiving *ATPM*, you can unsubscribe at any time by sending a message to [<subscriptions@atpm.com>](mailto:subscriptions@atpm.com) with [unsubscribe atpmdocmaker](#) or [unsubscribe atpmnotify](#) in the body of the message (depending on which list you are subscribed to). But who would want to unsubscribe from *ATPM*? Actually, if you wouldn't mind doing us a favor—should you, for any reason, desire to no longer be subscribed to *ATPM*, please let us know why. We learn a lot from our readers.

Alternatively, you can subscribe and unsubscribe from *ATPM* using our Web site at [<http://www.atpm.com/subscribe/>](http://www.atpm.com/subscribe/).

What If I Get Errors Decoding ATPM?

ATPM and *MacFixIt* readers have reported problems decoding MacBinary files using StuffIt Expander 5.x. If you encounter problems decoding *ATPM*, we recommend Mind Vision's MindExpander or StuffIt Expander 4.x. <<http://www.mindvision.com>>

How Can I Submit 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> for more information.

How Can I Send A Letter To The Editor?

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>. We often publish the e-mail that comes our way.

Do You Answer Technical Support Questions?

Of course. E-mail our Help Department at <help@atpm.com>.

How Can I Contribute To ATPM?

There are several sections of *ATPM* to which readers frequently contribute:

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).

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>](mailto: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>](mailto:reviews@atpm.com).

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>](mailto:editor@atpm.com).

Which Products Have You Reviewed?

Check our reviews index at [<http://www.atpm.com/reviews>](http://www.atpm.com/reviews) for the complete list.

Will You Review My Product?

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. Contact [<editor@atpm.com>](mailto:editor@atpm.com) for shipping information.

Can I Sponsor ATPM?

About This Particular Macintosh is free, and we intend to keep it this way. Our editors and staff are volunteers with “real” jobs who believe in the Macintosh way of computing. We don’t make a profit, nor do we plan to. As such, we rely on advertisers to help us pay for

our Web site and other expenses. Please consider supporting *ATPM* by advertising in our issues and on our web site. Contact [<editor@atpm.com>](mailto:editor@atpm.com) for more information.

Where Can I Find Back Issues of ATPM?

Back issues of *ATPM*, dating since April 1995, are available in DOCMaker stand-alone format from [<ftp://ftp.atpm.com>](ftp://ftp.atpm.com) and [<http://www.atpm.com/Back>](http://www.atpm.com/Back). In addition, all issues since *ATPM* 2.05 (May 1996) are available in HTML form at [<http://www.atpm.com/Back>](http://www.atpm.com/Back). You can search all of our back issues from [<http://www.atpm.com/search>](http://www.atpm.com/search).

What If My Question Isn't Answered Above?

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).



ABOUT THIS PARTICULAR
TRIVIA



A TRIVIA CHALLENGE BY EDWARD GOSS, egoss@atpm.com

Welcome to the May *ATPM* Trivia Challenge! This month's cryptic challenge is all about Macs—software, hardware, and everything in between. We also have our largest prize pool ever!

First Prize this month is a copy of Adobe's fabulous new **GoLive 4.0**—the premier Web creation software package!

Second prize is my Favorite Album of All Time! We also have Mac books, music CDs, *Star Trek* books and *Star Trek* collectibles for other winners to choose from.

If any shareware authors, software or hardware companies or vendors, or on-line sellers that would like to donate prizes for future Trivia Challenges, please contact me at [<egoss@atpm.com>](mailto:egoss@atpm.com). You will be credited in this opening message.

There are a few special rules for this month only:

1. The 5.05 Trivia Challenge contest will be open to anyone (except *ATPM* staff and contributors) for a period of 3 weeks after the initial posting on our Web site [<http://www.atpm.com>](http://www.atpm.com) to allow almost everyone a chance to participate.
2. After solving the Trivia Challenge, a secret message will be revealed within the answers. Send an e-mail with your answers, using the secret message as the **subject line** of the e-mail, to me at: [<egoss@atpm.com>](mailto:egoss@atpm.com).
3. Winners will be chosen from completed, correct entries that also solve the secret message. The first and second prize winners will be notified, and then other winners will be allowed to choose from the prize pool in the order that the entries were received until the prizes are gone. Since the prizes are provided by me, I retain the sole right to award them according to the rules set forth above. No other member of *ATPM* will be involved with, or responsible for, prize distribution. All questions should be directed to me at [<egoss@atpm.com>](mailto:egoss@atpm.com).
4. This is purely for fun. Please don't ruin it for me and other readers by getting too picky about the setup or running of this contest. It's only for fun!
5. To solve the Trivia Challenge, match the question on the left with the correct answer on the right. There are more answers than questions, so be careful as you take part in:

Trivia Challenge 5.05—Mac Mysteries

1. What Mac friend wrote "The Witch" ? John Sculley

Hiker's Guide To The Galaxy"?

2. Who is the author of the ATPM column "Apple Cider"?
3. Who is the creator of HyperCard?
4. Who founded the company Connectix Corp.?
5. What is the code name for the 20th Anniversary Mac?
6. Who became the President and CEO of Apple on April 8, 1983?
7. Who left Apple to found the company Be, Inc.?
8. What is the nickname for Netscape Navigator?
9. Who named a computer after his daughter, Lisa?
10. What was the code name for Appleshare 3.0?
11. Who directed Apple's famous 1984 Super Bowl commercial?
12. Who created the popular Mercurio MDEF?
13. Who is the author of "The Mac Bathroom Reader"?
14. Who designed the "Blue Apple Icons" for ATPM?
15. What was the development name for Mac OS 8.5?
16. Who was the first president of Apple Computer, Inc.?
17. What is another name for the IEEE 1394 technology?
18. In 1967, who wrote his thesis on the "Quick-Draw Graphics System"?
19. What is the code name for the new Mac OS 8.6?
20. Who, with Arlo Rose, authored the fabulous "Kaleidoscope"?

B. Greg Landweber

C. Ramon M. Feliciano

D. Allegro

E. Douglas Adams

F. Veronica

G. Steve Wozniak

H. Mike Scott

I. William Atkinson

J. John Garber

K. Owen Linzmayer

L. David Pogue

M. Steve Jobs

N. Mike Shields

O. Ridley Scott

P. Mozilla

Q. Tom Iovino

R. Killer Rabbit

S. Marc Robinson

T. Jean-Louis Gassée

U. Spartacus

V. Firewire

W. Jef Raskin

The Rules

Each question has only **one** correct answer. The answers are stored in a hermetically sealed envelope guarded by a fierce Lhasa Apso named “Hammerli” who lives in our house.

Last Month’s Answers 5.04—Movie Music

- | | |
|--------------------------------|-----------------------|
| 1. Something To Talk About | F. Bonnie Raitt |
| 2. One Fine Day | G. The Chiffons |
| 3. Stand By Me | H. Ben E. King |
| 4. Pretty Woman | J. Roy Orbison |
| 5. Sixteen Candles | I. The Crests |
| 6. Peggy Sue Got Married | E. Buddy Holly |
| 7. Can’t Buy Me Love | C. The Beatles |
| 8. Jumpin’ Jack Flash | B. The Rolling Stones |
| 9. Girls Just Want To Have Fun | K. Cindi Lauper |
| 10. Addicted To Love | L. Robert Palmer |
| 11. Liar, Liar | D. The Castaways |
| 12. My Girl | A. The Temptations |

This Month’s CD Recommendation

“Miracle” by Willy Deville—one of the best voices in rock that you’ve probably never heard. Produced by Mark Knopfler, this album is a must for Dire Straits fans!

<<http://www.amazon.com/exec/obidos/ASIN/B000003IWW/aboutthisparticu>>

Copyright © 1999 Edward Goss, <egoss@atpm.com>.

