ATPM

▶ Use the Force, Tom
▶ Faith and the iMac
▶ Music Tools Roundup

About This Particular Macintosh™ 5.06: About the **personal** computing experience™

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Cover Art

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Anarchie Pro
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AppleWorks
BBEdit
DOCMaker
Emailer
FileMaker Pro
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ImageReady
LetterRip
Mailsmith
Myrmidon
Nisus Writer
Photoshop
ResEdit
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The Fonts

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Where to Find ATPM

Online and downloadable issues are
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<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:
MacFan, MacFormat, Macworld UK, Inside Mac Games
Any others? Let us know!

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The Legal Stuff

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*.

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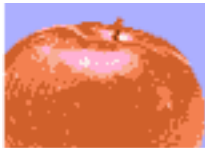
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Welcome

Welcome to the latest issue of **A**bout **T**his **P**articular **M**acintosh! We've dubbed this collection of reviews, columns, and spirited anecdotes our official "Pre-Summer Maintenance Release Issue." It may not be a wholly accurate description, but we like the lingo! We've heard so many things about software maintenance releases we figured we needed to use the term. If you really like this issue please send us e-mail telling us we are far too humble in choosing the title. If you don't believe this is one of our best releases please send us e-mail complimenting us on our wisdom in selecting the name. If you really don't like this issue, don't e-mail us, we'll e-mail you (just kidding).

Lombard At Last

It's here. After months of speculation and anticipation, Apple Computer has finally released the successor to the Wallstreet series PowerBook. Code-named Lombard, the new version of the G3 PowerBook is faster and lighter than its predecessors. Dollar for dollar and ounce for ounce, the new PowerBooks pack a powerful performance punch. Check out the specs at **<http://www.apple.com>**. BTO options are not currently available, but wait a few weeks if you're not happy with the pre-configured systems. *ATPM* Contributing Editor Robert Paul Leitao has ordered the new 400 MHz PowerBook. He's been promised it will arrive in time for the first week of June. E-mail Rob at **<rleitao@atpm.com>** if you're interested in his first-hand impressions.

Advantage Mac

For years financial analysts have decried the fact that Apple Computer is burdened with the cost of developing its own proprietary operating system. Lately, analysts have begun to realize that Apple's hardware competitors are the ones with a cost disadvantage. It's called the Windows licensing fee. Although Apple spends heavily to develop its own proprietary operating system, precious funds are not spent licensing an OS from Microsoft. This puts Apple's Open Source initiative in a new light. By allowing independent developers to modify and enhance core components of Mac OS X and QuickTime, Apple can use more its precious R & D dollars to improve the advanced "look and feel" of its popular software products.

Advantage Mac!

The Paralysis of Analysis

Inasmuch as analysts have realized that Apple's own OS can be a good thing, the company's recent meeting with analysts had mixed reviews. Absent from the agenda were discussions about new breakthrough products and a firm release date for Apple's consumer portable. Some analysts thought this was a bad thing.

Apple's first priority has been survival. Until recently the picture wasn't very pretty. But in achieving its recent levels of success, no one at Apple has defied basic business principles. A company can have the greatest products in the world but if they come to market too early or are too expensive for consumers to buy it benefits no one.

Mac fanatics have been told many times that we need to take a hefty dose of reality medicine. Apple's dark days were a rather bitter pill to swallow. However, Apple's slow and steady recovery has given birth to the revolutionary iMac and the fastest notebook computers on the planet. The blue and white G3s are very popular with designers and content creators. What more information do analysts want?

Apple Computer has one of the strongest balance sheets in the computer industry and its gross margins and inventory controls are the envy of its competitors. We think it's time for Wall Street analysts to take a spoonful of their own prescription. Reality is that the Mac is back. The company's financial vital signs are excellent, and the quarterly results speak for themselves.

Job Revisited

The Book of Job tells the story of a man who, through no fault of his own, is beset with horrendous calamities and misfortune. In the midst of his strife, Job was visited by friends who insisted on reciting a litany of reasons of how he had brought so many problems upon himself. In the end Job's righteousness is vindicated and his property, possessions, and health restored. A frequent reader soon learns to appreciate the beautiful prose and subtle humor in the story.

The editors of *ATPM* have appreciated the opportunity to chronicle Apple's fall from grace and its return to glory. We've offered our own views about Apple's misfortunes often in tongue-in-cheek style. We don't know all the answers, but we've enjoyed the subtle humor that has characterized the past few years of Apple's history. Now it's time to share the fun.

This issue, Paul Fatula and Brooke Smith are joining our staff as co-copy editors, and Chris Sloan has been named our new page o' links coordinator. If you are interested in joining our zany staff of dedicated Mac advocates staff please e-mail **<editor@atpm.com>** for more information.

I Want My MW3

Reports indicate that Hasbro Interactive is not planning the port MechWarrior 3 to the

Mac. We'll save them the vitriolic diatribe about the superior gaming qualities of the Mac platform and focus our argument on basic business sense. We have only one question: are they completely out of their minds? Mac sales are growing at twice the rate of the overall PC industry. Stop by **<http://www.dunncomm.com/mw3/petition.html>** and e-sign a grass roots petition that asks Hasbro interactive to "Think different" and port MechWarrior 3 to the Mac.

The editors of *ATPM* also urge you to send in your software registration cards. Many software products are sold on hybrid CDs and are counted as Windows sales by retailers. By sending in your registration cards software companies will know that Mac buyers equal sales dollars.

Filling the Gap

At press time it was announced that Millard "Mickey" Drexler, president and chief executive officer of Gap Inc., has become the newest member of Apple's board of directors. In appointing Mr. Drexler to the board, Apple increased the number of directors from six to seven. It's an odd number of directors but they are expected to bring about unusual results! Mr. Drexler's expertise in retailing will help Apple better position its products in the retail market.

This Month's News, Views and Reviews
A Trivial Pursuit?

Ed Goss, *ATPM*'s trivia columnist, has a rambunctious "need for speed." He's always looking for ways to increase his Mac's performance. In this month's issue Ed looks at the Newer MaxPower G3 400/200 upgrade card. He lets you know if chasing faster processor speeds is a worthwhile investment or a costly and trivial pursuit.

And for our readers who may have gotten interested in purchasing a Sonnet G3 upgrade from our review in last month's issue (5.05), we're pleased to announce that Sonnet has recently dropped prices on these upgrades across the board. Please check out their Website, **<http://www.sonnet.com>**, for pricing and ordering information.

The Fax is Dead, Long Live the Fax

Remember those unsightly thermal paper fax pages that were almost impossible to read or copy? How about the day you opened the phone bill and saw the charges for the forty seven page fax to Paris that had to be resent three times? Business people have been heralding the end of the fax era ever since the dawning of the Internet age. In this issue of *ATPM*, Eric Blair reviews eFax, a product that purportedly melds the ancient fax technology with the power of the personal computer.

DIMMs, SIMMs and Screwdrivers

Have you ever been with a group of Mac users who seem to know everything? Did you ever

wonder where they get their information? You, too, can be a walking, talking Mac authority in a matter of minutes! Do you need to know what kind of memory is needed for Aunt June's Centris 650? No problem! How about the tools needed to perform a hardware upgrade? Check out Chris Turner's review of the Mac Upgrade & Repair Bible. You don't need to quote it chapter and verse, but it's a handy resource for people seeking greater Mac knowledge.

Substance Over Style

Michael Tsai, *ATPM*'s editor and monthly columnist, continues his mission of explaining the not-too-easily explainable. In this month's *Personal Computing Paradigm* (a column initially intended to focus on style sheets), Michael takes a substantive look at another sometimes-confusing part of the personal computing experience. Don't miss Michael's column inside this month's issue.

We hope you enjoyed the Memorial Day weekend and we'll be back in time for the Fourth of July. In the meantime, please enjoy our latest issue!

The ATPM Staff

Email

Sonnet G3 Card Correction

In the review of Sonnet's G3 card for "non-upgradeable" Macs in issue 5.05 there is a mistake regarding Vimage's card for the same models. The Vimage card comes with a heat sink (no fan) installed. It in no way interferes with the memory slot on a Mac. We have the card in our 6360 and it works just fine sans fan. It does have a cooling fan/heat sink which is to be installed instead of the stock sink if the card is to be installed in a **clone** with no pre-installed fan .

James Mills
raviduck@mindspring.com

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iCab: A Browser You Can Like

Just read your column about iCab, an alternate browser.
<http://www.atpm.com/5.04/paradigm.shtml> I too am much encouraged.

"[…] I see it as a way I can vote for a standards-based Macintosh product, in the face of less-inspired loss leaders from the corporate giants.

"[…] Perhaps it is still possible for two guys in a garage to overthrow entrenched standards. At the very least, we now have evidence that speed and stability are not the only areas where Netscape and IE can improve."

Yes it is possible (and it is not even in America <g>). If you have not yet come across it, and sadly there is not yet a version for the Mac, I draw your attention to **<http://www.operasoft.com>** whose browser Opera runs double lickety split on a

Windows PC, downloads onto a mere 1.44 MB floppy, and they report it is now the standard browser in Norwegian school classrooms.

From the Opera Web pages:

> Currently Opera is for Windows, but more operating systems are on the way. We are working on Linux/Solaris/Unix/X11, MacOS, Epoch32/Psion, BeOS, OS/2 and Amiga. For more information about the progress on your operating system please see our Project Magic
>
> . . .
>
> Many have questioned the Mac project in the light of iCab, and the progress this browser is making. We are aware of the fact that our Mac project is very late compared to other PM projects, but as you can see, since we switched to the current team, considerable progress has been made, and more modules will be finalized shortly. All in all, we still have to be patient, but the current status is very encouraging nevertheless.

So all is not lost, even against the "lost leaders" :-) who, for example with MS-DOS and Win9X, are good at defining a standard, but not at setting one.

David Hills
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Mac Speech Recognition

I am having great difficulty getting information about speech recognition/dictation software for use on the iMac. A product being developed by Voice Power Pro has been identified but there appears to be some confusion as to whether it has finally been perfected for use on the iMac. One Stop Shop has told me that it is readily available in the UK, but trips to the sites that I was referred to have come up empty for one reason or another (e-mail sent back, etc).

A perusal of the Voice Power Pro site provides two conflicting messages: on the one hand, ready for release at the beginning of April, and on the other, not yet released. What I would appreciate is some idea of the current status of the software and ongoing updates. I write many clinical reports and would be greatly benefited by such a dictation software. I am impressed with what I have seen of Dragon's Naturally Speaking software but I understand that it is only compatible with a PC (especially with Dell), and have been told that Dragon is not developing anything for use on the Mac.

Salvatore Guido
salvatoreguido@earthlink.net

Dragon Systems has just announced that development for the Macintosh version of Naturally Speaking is underway, for completion by the end of the year.

Apple offers a very limited speech recognition solution:

<http://www.apple.com/macos/speech/>.

However it is only aimed at limited voice control of your computer, not dictation.

VoicePower Pro is being developed for the iMac, but it will need a little more time (although their Website incorrectly states that the new version will be ready in March):

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

MacSpeech is currently developing a speech recognition system for the Macintosh and they should be done in the near future:

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

Furthermore there are rumors that IBM is porting its solution to the Macintosh OS.

<http://www.software.ibm.com/speech/>

However right now these are just unconfirmed rumors. Hope that helps.

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

Use the Force, Tom

Oh, yeah, May was a monumental month for Tom Iovino.

First, my wife and I held our son's belated first birthday party. We had to postpone it from his real birthday weekend because he caught the chicken pox back in early April. There's nothing quite like watching a one year old scratch incessantly for about a week.

Second, and more important for the average reader of *About This Particular Macintosh*, *Star Wars*, Episode I, the *Phantom Menace* opened. Yeah, it's not like we've been waiting since 1983 to see another Star Wars movie. Sheesh, Mr. Lucas, I hope you don't wait as long to put out the next installment.

And, finally, the biggest one, I went out and bought a brand new Blueberry iMac.

I know, welcome to the wonderful world of G3, Tom. And, while you are at it, could someone please hand me another heaping helping of crow?

After all, it was nary a year ago that I published my diatribe railing against the whole idea of the iMac. And, I even swore to myself when I published that rant that I would avoid the iMac like the plague.

But, then, things changed…

First, you get a lot more bang for your buck these days. I got one of them brand spankin' new 333 MHz iMacs with the 6 MB of VRAM. When I unpacked the sucker, I cranked up Nanosaur, the game Apple includes with the system software, and just gawked. The mist effects were stunning, and the speed at which the game played was very satisfying.

Of course, coming from a 33 MHz LC 580, just about anything would have been a huge speed improvement.

Second, I liked being able to buy this faster computer for less than the original iMac cost. Even though it was only $100 less, still, that's $100 in my pocket, which I could use to buy other things…like flowers for my wife, who had to put up with me sitting in front of the new iMac for many hours while the housework piled up and my son needed to be picked up and held.

Finally, yeah, I have to break down and admit it, the bad boy looks cool.

So, in a feeble effort to entertain you, and to tie my purchase into the merchandising blitz the new movie has started, I have prepared the following:

• • •

A long time ago, in a metropolitan area somewhere in the southeast…

[Cue the dramatic score.]

G3 Wars

Episode I: Tom Finally discovers the power of the PPC.

While the rest of the Macintosh Community has plowed forward, reaping the benefits of R & D at Apple Computer through the 601, 603, 604 and G3 chips, Tom has languished in the backwaters of the land of the pre-PowerPC chips. His LC 580, struggling to keep pace with the new and improved programs requiring beefed up processing power, is showing its age.

All the while, the Dark Side, through the efforts of friends and family, has been enticing our young-but-starting-to-bald hero to switch platforms and pay homage to the Dark Lord of Redmond, Washington.

Scene I

The hot, barren, weed-choked wasteland of Tom's front yard. He is doing yard work while his lovely bride, Rhonda, and their one-year-old son, Dominic, recline in the shade.

Tom: Rhonda, it sure is hot here. And I wish it would rain. Oh, and I'm not looking forward to sitting in front of the old Mac any more watching the silly watch spin waiting for our ISP to serve up our e-mail.

Rhonda: Stop being such a wuss and keep pulling those weeds.

Dominic: Goo.

Scene II

Later that night, Tom is sitting in front of the aging LC 580, struggling with the mass of twisted wires running to peripherals and watching the watch hands spin as the aging '040 processor merrily chugs through instructions.

Tom: This sucks. I wish we could get a new computer.

Disembodied Voice: Tom, use the Force.

Tom: What? Who was that?

D.V.: Tom, this is Steve Jobs. I am contacting you via mind waves to let you know that you can get a kick-butt brand-new Blueberry 333 MHz iMac at the local computer superstore for $1198 with 6 months same as cash financing.

Tom: I have got to lay off the pepperoni pizza just before bed.

Scene III

At Tom's Brother-In-Law's house. Tom and his Brother-In-Law are drinking beer and watching some random sporting event.

Tom: I dunno. It was like some strange disembodied voice was telling me to go get a new iMac. I even think it told me to get the blueberry one.

B-I-L: Ha! Don't you know that Apple is going to go under any day now? Only stooges would buy an Apple product.

Tom: Yeah, I know. You've been telling me this every day for the past 5 years. It still hasn't happened.

B-I-L: Yeah, but this time I really, really, really mean it!

Tom: Sure you do. What about this new iMac thing? They've been selling really well.

B-I-L: I don't care if the company's stock has more than doubled, and iMacs are selling like hotcakes. The company is doomed, I tell you! Doomed! Get a PC!

Tom: (Standing up abruptly) Ha! You must be an agent for the dark side! I knew you had to be!

[Begin exciting escape sequence where Tom attempts to leave Brother-In-Law's house while managing to smuggle out several beers.]

Scene IV

Tom driving home from work one night.

D.V.: Tom, this is Steve Jobs again.

Tom: Oh, hi Steve. Ya know, people are going to start thinking I'm crazy for hearing your voice in my head.

D.V.: Ahh, don't worry about it. You know, there is a computer superstore less than 3 miles from where you are. Why don't you trust your instincts and go and pick up and iMac?

Tom: Uhhh, sure!

[Tom, driven by some unseen force, changes direction and heads to the computer the

superstore.]

Scene V

At the computer superstore.

Tom: Excuse me, sir? Can you tell me where I can get a Blueberry iMac?

Sales Guy: Why don't you try one of the new fancy-schmancy PC's we sell? I hear they are just about as easy to set up as an iMac. And, don't you know, you just can't buy any software for the Mac platform?

Tom: Uhhh, can you tell me where I can get a Blueberry iMac?

Sales Guy: Didn't I just answer that question?

Tom: OK, can you tell me where you guys put overflow PC products when they don't go to your back storage room?

Sales Guy: (pointing) Back in the corner over there.

Tom: Thanks.

[Tom follows the sales guy's directions and comes across a huge stack of iMacs. He hoists one into his cart and proceeds to pay for it. Comical scene of Tom trying to stuff large iMac box into small sports car in parking lot.]

Scene VI

At computer desk in house. Tom's lovely wife and charming son looking over his shoulder as he drools watching the iMac strut its stuff.

Tom: Wow, this is the greatest thing ever. I'm glad I listened to the Disembodied Voice of Steve Jobs in my head and took his advice. Things just seem to fly on this new computer, plus, all we have going to the wall is a power cord and a modem cable. I feel like a Jedi Knight with a brand new light saber that actually works.

Dominic: Goo.

Rhonda: Well, look here, Apple Jedi, your son has a smelly diaper, and it's my turn to use the new iMac. So, I suggest you use the Force and get a new diaper on this child, while I monkey around on the new computer.

The End

Who says this scripting thing is hard? Now, I can do it in less than half the time on our new iMac!

Making Your Word Processor Work

Computers are supposed to let us do more in less time—and do it better. Certainly word processors allow people to produce higher quality documents more easily than they could using typewriters. However, word processors have not magically turned everyone with a keyboard and mouse into a typographic expert, just as the emergence of handheld calculators did little, if anything, to sharpen the world's arithmetic skills. Creating professionally designed documents takes, well, a professional designer. Most of us have no formal training in design, but it is not difficult to create documents that **look** professional simply because they look much better than the average. Most of your coworkers have not attended design school either.

The key to creating professional looking documents is clear and consistent formatting. Chances are good that your word processor already has facilities to help you with this. But in order to take advantage of them, you must feel like the word processor is working for you, not the other way around. If you spend the majority of your time fighting the word processor to get it to do what you want, there are two possible explanations:

• Your word processor is difficult to use.

Some word processors just don't seem like they were designed for people to use. If yours fits into this category, take heart that there are a variety of good choices available for the Macintosh platform. (Unfortunately, there are few choices for those who work with long and complex documents.) In my opinion, AppleWorks and Nisus Writer are the easiest to use relative to the features they provide. (Can it be a coincidence that these are the two we use to prepare *ATPM*?)

• You aren't taking full advantage of your word processor.

Although five years ago feature sets were the most important way to choose a word processor, today the majority of the offerings has more than enough power for most tasks. Nearly every word processor is capable of saving you time and stress if you learn to use it to your advantage. The remainder of this article will focus on helping you do that.

The Ruler

These days it looks like most people have discovered the alignment controls on their word processors' rulers. Very rarely do I encounter documents where text has been centered or right-aligned using spaces. This is progress. <g>

But the ruler has more to offer. Along the tick marks of the ruler there are generally three or four triangle-shaped controls, which you can slide horizontally. The top left one controls how far the first line of each paragraph is indented from the left margin. You should never need to use tabs to indent the start of a paragraph.

Below the first-line indent controller is the control for the left indent. This marks how far the second and subsequent lines of the paragraph are indented. In many word processors, dragging the left indent causes the first-line indent to move along with it. Thus, the first-line indent is said to be relative to the left indent.

Finally, the control on the right adjusts the space between the right margin and the right edge of the paragraph. Using these controls it's easy to give paragraphs consistent widths and indents. For block quotations you can create indents on each side. For bulleted or numbered lists, you can setup a hanging indent as shown below. In this case, the first-line indent is negative—it's to the left of the left indent—so the second and subsequent lines will be indented beneath the first line. To format a list item, you should type your list character (•, —, a number, etc.) on the first line. Then tab to the two-inch mark (more on that below). The result is that the bullets or numbers will "hang" half an inch outside of your flush-left list item text.
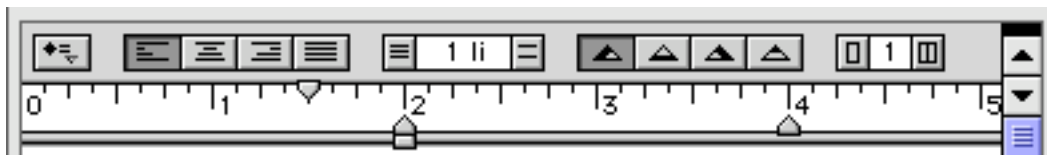
1. This is the "natural" way to create a list without indents.
2. It looks okay until the lines become long enough to wrap to the second line.
3. Then it becomes clear that your list is really a numbered paragraph in disguise.

1. This is a list created with hanging indents as shown above.
2. Now, if the lines wrap, all the text is aligned at the same point. The list looks cleaner and more professional.
3. There's no need to manually insert spaces and carriage returns to make everything line up!

Tabs

The other controls you'll always find on a ruler are for setting tabs. Unlike tabs on a typewriter, which are set at fixed intervals all the way across a page, tabs in a word processor are variable. Your word processor may come preconfigured with soft tabs every half inch, but it's usually best to set your own tabs stops so that there is only one tab between each set of characters.

To create a new tab stop, drag a tab from the tab well onto the ruler, or use the appropriate dialog box. Once you've created a tab stop on the ruler, you can use the Tab key on your

keyboard to insert a tab character. When you do this, the text that **follows** the tab character is aligned to the tab stop. There are usually four types of 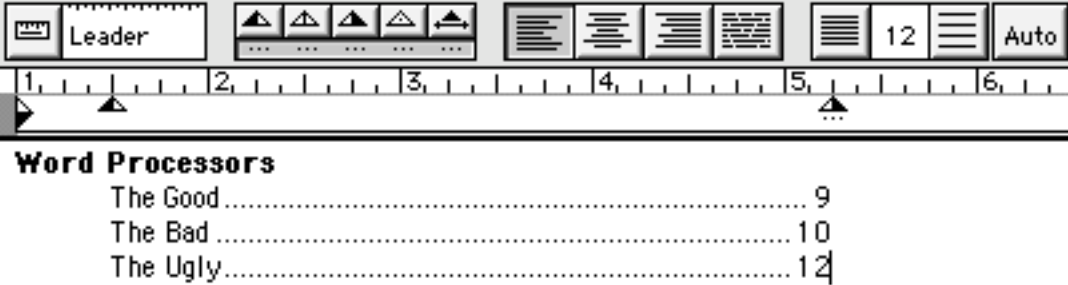tab stops, and hence four different alignments for the text following the tab character: left, center, right, and decimal. The first three are self-explanatory; they mirror the text justification controls on the ruler. Decimal tabs are for aligning the decimal points of numbers, instead of their edges. Thus, using a ruler such as this one, you can easily align numbers of different lengths and line them up like this:


```
$125.50    instead of    $125.50     or     $125.50
 $64.2                    $64.2                $64.2
decimal.align             left                 right
```
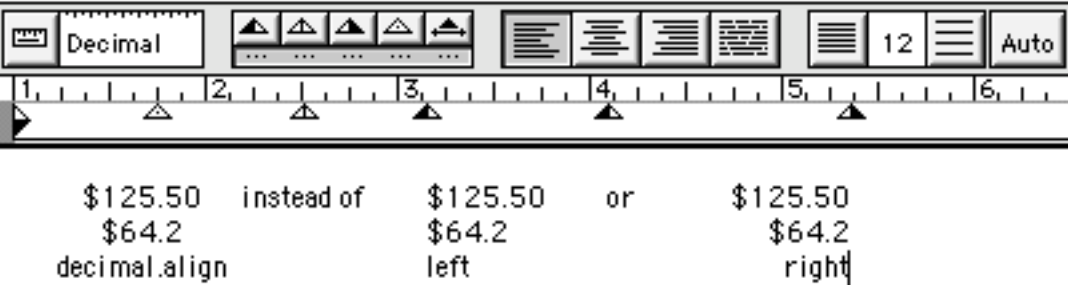
Once you've set the tab stops, you can move them around on the ruler to reposition the columns of text. In this way, tabs can take the place of simple tables in word processors with poor support for tables.

When making a table of contents, you can use tabs with **leaders** to automatically fill dots, dashes, or solid lines between the end of your table of contents entry and the beginning of the page number. This example shows a right-aligned tab at 5.25 inches with a leader (indicated in the ruler by the dots beneath the tab symbol).

Word Processors

```
The Good.................................................................... 9
The Bad ................................................................... 10
The Ugly................................................................... 12
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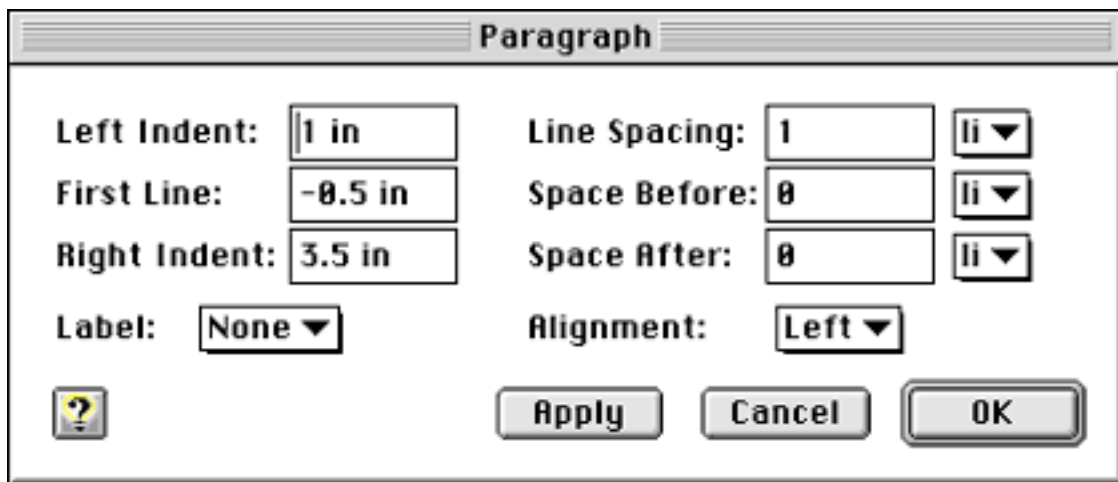
Paragraph Options

Another useful word processor feature is the ability to set the amount of space automatically placed before and after each paragraph. If your word processor has this feature, you should never need to insert blank lines between paragraphs to get the proper spacing. Setting this directly in the paragraph's properties saves keystrokes, makes the spacing consistent throughout the document, and makes it easy to globally adjust the interparagraph space if you need to squeeze your document onto a fixed number of pages, for instance.

Most word processors provide automatic widow and orphan control, but you must be sure to enable it (sometimes it is in the global preferences; other times it is in the paragraph options). Widows are paragraphs whose lines spill over a page break leaving only one or two lines at the bottom the preceding page. Orphans are paragraphs that are mostly on the

preceding page with only one or two lines pushed over to the next page. Neither looks good, but thankfully most word processors can take care of and maintain these details for you. Higher-end word processors don't stop there. Nisus Writer, for example, lets you group lines or paragraphs together so that they will not be separated by page breaks. For instance, you would not want a heading to be at the bottom of one page with its accompanying paragraph at the top of the next. Nor would you want the line that introduces a block quotation to be on a different page than the quotation itself. Having the word processor keep them together is far easier to maintain than manually inserting carriage returns or page breaks to get the desired look, and it produces better looking documents than simply letting the word processor choose where to break the pages.

In AppleWorks, paragraph option are found in the Paragraph dialog box, shown here with the indent settings that correspond to the ruler above:

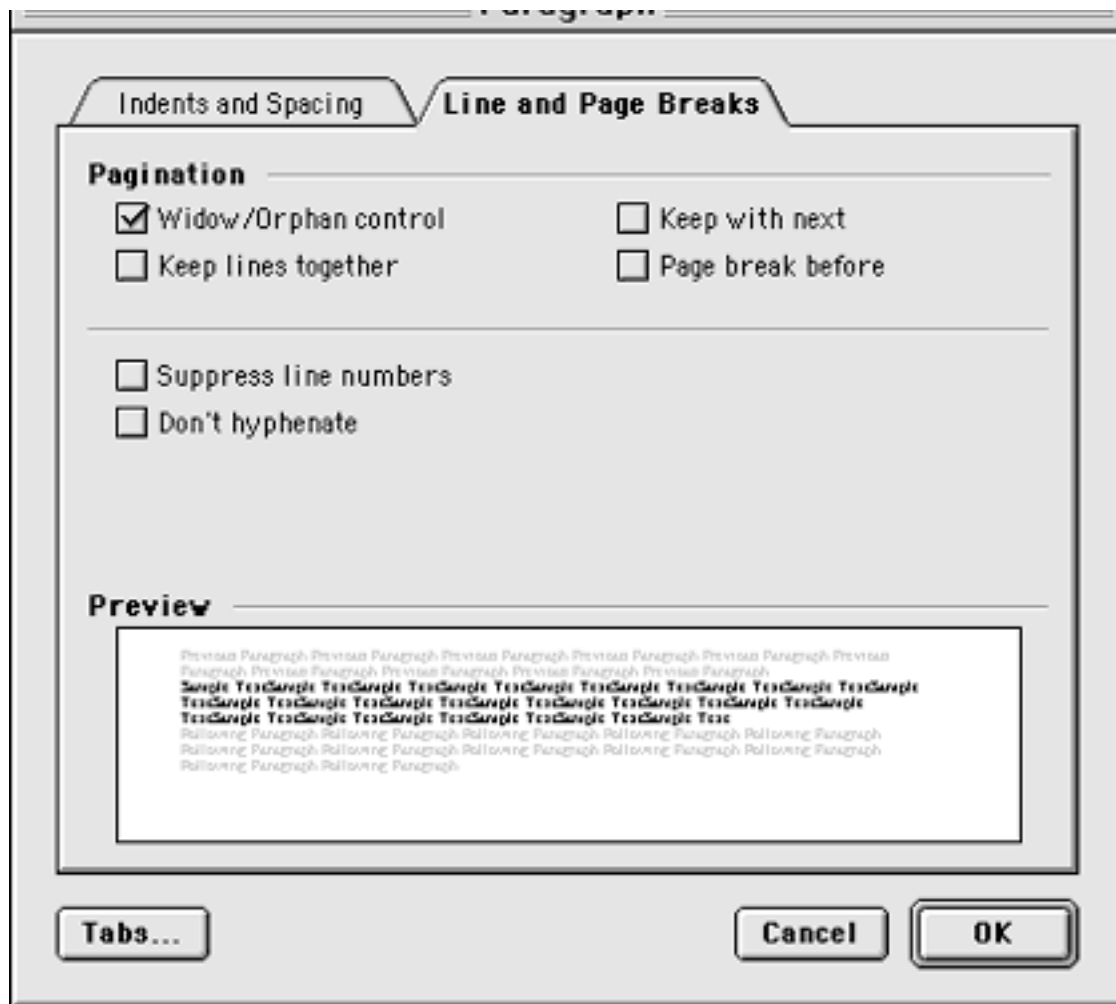In Nisus Writer, paragraph spacing is set on the ruler next to where you set the line spacing. The other paragraph options are available in the Format submenu of the Styles menu.
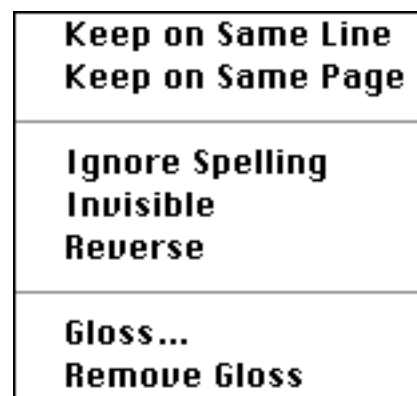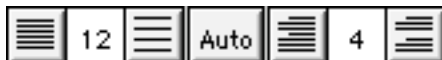
In Microsoft Word 98 the page break settings are found in the Paragraph dialog box. Word can automatically handle widows and orphans, and you can set all heading styles to "Keep with next" so that there is no page break after them.

Paragraph

Indents and Spacing | **Line and Page Breaks**

Pagination

☑ Widow/Orphan control   ☐ Keep with next
☐ Keep lines together   ☐ Page break before

☐ Suppress line numbers
☐ Don't hyphenate

Preview

Previous Paragraph Previous Paragraph Previous Paragraph Previous Paragraph Previous Paragraph Previous Paragraph Previous Paragraph Previous Paragraph Previous Paragraph Previous Paragraph
Sample Text Text
Following Paragraph Following Paragraph Following Paragraph Following Paragraph Following Paragraph Following Paragraph Following Paragraph Following Paragraph Following Paragraph Following Paragraph Following Paragraph Following Paragraph Following Paragraph Following Paragraph

Tabs...   Cancel   OK

Next Time

Well, those are the important word processor features that I find are often overlooked. I hope you found this article helpful. Next month we'll put everything together and discuss how you can take control of your documents using style sheets.

Hello. (Again.) (And again.) (And again.)…
Faith and the iMac

The journey that would test my faith in Apple and the iMac began one sweltering afternoon last August. I was working at home in my living room, my new "office" for the software company I had recently started, running HomePage and ClarisWorks on a reliable, but slow, PowerBook 165c. Even though I was stripped down to my underwear (who was going to know?), I was sweating like an old horse and had to stand up every five minutes to peel my butt off the chair. By noon it was like 99 °F with 99% humidity, and I couldn't tolerate waiting for the PowerBook anymore. I had to get out of the house.

I got dressed and drove to Borders. As a rule, bookstores are nice places to lounge on a hot day; they're air-conditioned, and no one hassles you if you don't buy anything. Usually I check out the new fiction first then browse the music section; however on this day

something pulled me to the   magazines. Five minutes later, I was flipping through a copy of *Time* when I saw the thing that would start me on my journey.

The iMac. Apple had taken out a five- or six-page ad in the middle of the magazine with foldouts and big, bold photos of the new machine. It was neat, clean, and blue. It promised to be fast and friendly and easy to set up. Plus, it was cheap, which would help if I wanted to convince my wife to let me get one.

To say I wanted one at that point would be an understatement. I craved an iMac with a longing I hadn't felt since my wife went away for two weeks before we got married. I was going to get one, and that was that. I ran a few traffic lights on the way home.

The house was still oppressively hot when I returned, but I didn't care. I got on the Internet and went to Apple's Website. There it was again, that little blue angel.

"Hello. (again)," the iMac screen read.
"Hello to you," I said. I waved at the picture and clicked on.

The Apple Store pr oved to be nothing but a malicious tease. I would gladly have typed in a credit card number—mine, anybody's—but they weren't taking orders for another month. After a half-hour of poking around, I stumbled onto a store locator and typed in my zip code.

The nearest Apple dealer was in Salem, New Hampshire—not the place where they burned the witches, but as I later found out, an armpit nonetheless. I ran to the other room, grabbed the atlas, and cracked it open on the coffee table. With a ruler I measured the distance from my house in Maine to this phantom Apple dealer—about 150 miles. That's nothing, I said to myself. In college, I had done more than my share of 10- and 12-hour road trips. A drive like this was like going to pick up some milk.

I dialed the store. After about nine rings a voice answered. The person on the other end was on a speakerphone, giving his voice a hollow and ominous quality, like the way God sounds when he talks to people in the movies.

"ComputerTown," the voice said.
"Hi," I said. "I'm calling about the iMac. Do you have any?"
"The blue things? Yeah, we got 'em."

Clearly I was dealing with a master salesman.

"I'd like to buy one," I said. "Can you put one aside for me?"
"Sorry, can't do it. Hot item, you know?"
"Well, do you think you'll have any left tomorrow if I drive down?"
"Where you coming from?" the voice asked.
"Maine."
"That far, huh? I can't say. Probably we will, but there's no guarantee."
"That's okay," I said, "I'll see you tomorrow."

Later that afternoon, when I picked up my wife from work, I drove her over to Borders to see the ad. She, too, was enamored with the machine.

"It's cute," she said.

"And fast," I said. "Much faster than the PowerBook."

"How much is it?"

Ah, the big question. Luckily, I was ready. I told her. She nodded.

"What about sales tax?" she asked.

"New Hampshire doesn't have any."

"So yo u really want one of these, huh?"

I bowed my head and looked up sheepishly at her.

"Yes, I do."

"Well let's go then," she said.

I didn't say anything. We bought the magazine.

Once in Salem, finding the Apple dealer wasn't very hard. A giant rainbow Apple sign—a remnant of the company's 80s heyday, no doubt—stood at the roadside with tall weeds sprouting up from its base and leaning into the road.

"This is it?" my wife said.

"We're not buying the building," I said.

"Good thing."

We parked and ran inside. Well, I ran and my wife strolled, but she was excited too.

I glanced around the store. The front desk was empty, covered with a mass of wires and circuit boards. Across the room, a salesman was demonstrating a PC to an older couple. Peering down a hallway to the left, I spied a room packed to the doorjambs with orange iMac boxes. Good thing we had rushed.

"There it is," my wife said. She pointed at an iMac display across the store.

It sat on a low, unassuming table in the shadow of two G3 towers, but glowed so blue and bright that the second I saw it, I felt myself being sucked in. We walked over.

"The mouse," my wife said, "it's so small."

"I like it," I said.

I moved the mouse around, launched a couple apps and browsed the Internet for a minute. This machine was fast, slick. Suddenly my 165c, which had served me so faithfully over the years with its 33 MHz processor and 28.8k modem, was about as appealing as a root canal. After three minutes of tooling around on the iMac, I was ready to buy. I stood up and looked for a salesman.

"Look, honey," my wife said, "it's see-through!"

It took the salesman another ten minutes to ring up the older couple's PC and get them out the door. Then it was my turn. He swaggered over to us.

"Help you?"

The guy looked like Joe Pesci's character in *Goodfellas*, with enough gel in his hair to deflect a bullet. I could see that my wife   had a bad feeling, but I ignored her.

"I'm ready to buy," I announced.
"What, one of these?"
"Yes."
"You got it," he said.

The salesman disappeared into the giant, Mac-filled room and returned a minute later with an iMac, the faces on the box smiling at me. My wife nudged me in the ribs.

"Are you sure about this?" she asked.
"I'm a man of faith, Alexas," I said. "You know that."

By the time we paid and stuffed the box into the back seat of our car, it was dark and we faced a 2 1/2-hour ride home. While Alexas slept, I drove, stealing glances of the friendly orange box in the headlights of passing cars and, once, reaching back and caressing the smooth cardboard.

Once home, I rousted Alexas out of the car and carried the iMac upstairs. A little less than a year before, I had carried my new bride up the stairs. Now a computer. Funny how things change.

Inside, I put the box down in the living r oom and slipped a soft jazz CD in the stereo. Alexas got ready for bed. Soon I had the iMac unpacked, plugged in, and ready to go.

A couple things bothered me though. First, there was no manual. None. This seemed so unlike Apple that before I started the computer, I called Apple just to make sure I hadn't been gypped. The customer service representative explained that there was a help file in Mac OS and that their Website had more than adequate support information. On that point, I was convinced. Still, something else troubled me: there was no floppy drive. I had noticed this shortcoming when perusing the ad in *Time*, but it hadn't registered until I got the iMac home and set it up on my own desk. Somehow, the idea of the computer not having a floppy drive seemed remote—like the idea of my own mortality—until it stared me in the face. How I would transfer all my work from the PowerBook ? A brief shiver ran down my spine. Maybe I had been too hasty. Maybe Alexas's intuition had been right.

No, I told myself. It was destiny that I have this machine. It was destiny that earlier that day I had wandered into Borders and seen the ad. A Higher Power would not have directed me to that ad if there weren't some way to transfer files to the iMac. It was settled. I pressed the On button.

My heart leapt when the computer chimed (more of a gong, really) and my iMac came to life. The Happy Mac appeared on the screen and in no time I was on my AOL account, surfing, checking e-mail, and, in general, loving life. The connection with the 56k modem might as well have been a T1; I felt like people must have felt when they rode in an automobile or flew in a plane for the first time. Just as they probably had a hard time going back to horse and carriage, I knew that I could never (happily) return to my dark days   with the PowerBook.

Late into the night I called computer pals and bragged about my new purchase. There was talk of visits. When could they see it, they asked. Soon, I said. One of my friends helped me locate an Ethernet to LocalTalk converter, but I didn't have any money left to pay for it, so he bought it for me, to be delivered the next day. Everyone wanted a piece of the iMac action, even if vicariously.

By midnight I was an obsessed zombie, clicking icons for applications just to see how fast they would load. I decided to sign on to AOL one last time before turning in. It was then that my fun ended.

The Finder froze. A tingling sensation crept down my legs. My face went flush. Don't panic, I told myself. It just crashed, that's all. I turned to the "Emergency Handbook" (not a very good sign) and found the directions for restarting. The normal method using the keyboard didn't work, so I opened the side hatch, dug out a paper clip, and did the nasty.

 Soon after rebooting, the Finder crapped out again. Not being one to give up, I restarted over and over, testing different applications each time, and each time, the finder froze. Finally, at three AM, I went to bed. Maybe it will be different in the morning, I said to myself. Falling asleep, I said a prayer. God, let my iMac be okay. Please, God. Amen.

I awoke at six to find that my new computer was still sick. Now, rather than saddened, I was angry—angry at this machine letting me down, angry with the hoodlum who sold it to me, and angry with the weeds around the Apple sign at the computer store. I packed the computer back into the car, stuffed the receipt in my pocket, and drove Alexas to work.

The sky was a deep, crisp blue that morning, as if chosen to taunt me. On the way down I worried. What if they wouldn't take it back? What if they were out of new ones? Had I made a mistake?

The night before, I had read the reviews of the iMac, most of them resoundingly positive. I loved mine too, but it was sick, and callous or not, I wanted a 100% healthy iMac, not something repaired or rebuilt. I decided that I would accept an exchange and nothing else. Have faith, I told myself. Apple wouldn't let this computer go to market if it had problems. Your problem is an anomaly. A new machine will fix things.

At the store, after a few brief questions about what was wrong, the manager exchanged my iMac for a new one. Despite the problems with the first one, I would now have the joy of opening the box to another brand new machine. I drove the 150 miles home in two hours, pleased with myself for my faith and perseverance, both of which I was sure would soon be rewarded.

Knowing how to set up the computer, it took me considerably less time to get my second iMac going. (In fact, if Apple gave me a chance, I bet I could beat the pants off that kid and his dog in the QuickTime movie.) I pressed the On button, leaned back in my swivel chair, and waited.

The iMac started up, but the screen looked odd, like someone had run it through a washing machine with bleach. Everything was gray—even the rainbow logo on the Happy Mac. It couldn't be. I restarted the machine. Gray as March in New England. I called Apple Technical Support.

It took some time to explain that I was working with my second brand-new iMac in less than 24 hours, but once we got through that the support specialist talked me through a color check and a restore of the original software. After the restore, the support person waited on the line as I restarted the computer.

"How's it look?" she asked.
"Still gray," I said.
"I'm sorry."
"So am I."

I returned the iMac that afternoon and entered a sullen period in my life for the next two months. Returning to the PowerBook after the iMac was sheer toil. Friends called, asking how the iMac was doing, still wanting to visit. I deleted their messages on the answering machine and ignored their e-mails. Jeff Goldblum's iMac commercials only added to my despair, and to top it all, while visiting a friend in Massachusetts, I passed an Apple dealer with a giant balloon shaped like an iMac out front. "Hello. (again)," the screen read. This time I flipped it the bird.

Time heals all wounds, the saying goes, and gradually my sadness subsided and my faith began to return. I read more articles about the iMac, several of which talked of problems with the Finder freezing. Apparently there was an easy fix for that. As for the CRT problem, it seemed like that was just a fluke.

Meanwhile, my work with the new software company was reaching critical mass. Soon I would need to test our program, write the documentation and marketing materials and update our Website. I knew there was no way I could continue with the PowerBook. Since starting the company in July, I had been running the computer 12–15 hours a day, seven days a week. Eventually, the bottom of it got so hot that I had to buy a mini-fan and direct it underneath the machine to keep it cool. Obviously it was time to buy another computer. The only question was, should I take a chance on another iMac?

By now I had told my closest friends and business partners of my saga with the first two machines. They reassured me that they had heard nothing but good things about the iMac. They suggested I give it another go. One of my partners gave me the number of a representative at MacZone, and the idea of buying yet another one began to take shape.

A week later I received a catalog from MacZone, something that ordinarily wouldn't be a major event in my life, but in this case was a mystery because I had never ordered anything from them before. Maybe it was like the ad in *Time*, I thought; a new sign pointing the way to a new iMac. I opened it and read. They were bundling an additional 64 MB of RAM into the machine. There were printers and other devices available now. Perhaps it was time to give Apple a third chance.

The only problem was, unlike the retailer I had purchased the first two machines from, MacZone didn't accept returns on the iMac. If I bought it and had a problem, I was stuck. But what were the odds of having problems with a third machine? The third one had to be a charm. No way would a Higher Power subject me to further torture and misery with this device. Still not entirely persuaded, I decided to wait.

On a clear, bright October morning I bought my third iMac. I sat on the back porch with the

cordless phone, my credit card, and a cup of coffee and dialed MacZone. While waiting for a sales rep, I breathed deeply of the cool, pungent air. Something in the coming fall lent promise to this endeavor, this new act of faith.

When the salesperson came on the line, I described my previous experiences and peppered him with questions about the iMacs they had sold. What kinds of problems had they encountered? What were the number of returns? Is Apple coming out with new models? Like a good priest, the salesman slowly allayed my fears and I was once again at the point of decision.

Although I have never been a religious man in the conventional sense, I did major in philosophy in college, and as a result, attach deep significance to certain life moments. This was one of them. Suddenly, phrases I had read somewhere about religious belief came back to me:

"In the moment you truly decide, then Providence moves with you."
"Faith is the substance of all things hoped for, the evidence for which is not seen."

I felt like Indiana Jones in The Last Crusade, when he was forced to make that leap from the Lion's Head. I decided to make a similar jump: I ordered the computer, along with a printer, a scanner, FrontPage, and a couple games. I hung up and finished my coffee.

During the next couple days, while I waited for the iMac to be delivered, I tried not to think about it. I tried not to think about Teamsters pitching my little iMac onto a truck; tried not to think about the 18-wheeler hauling the iMac pounding on every bump in the road; tried not to think about the plane carrying my iMac crashing; tried not to think about MacZone being an elaborate front for the mob and that there was no iMac coming to me, that it was just a scam. Like I said, I tried to forget about it.

Finally, I got the call from my wife. I had had MacZone deliver the computer to her work, where they had a loading dock and a dolly to transport it. When I showed up, her office was abuzz with excitement over my iMac. They didn't know it was my third one, and I wasn't about to tell the m.

"Such a pretty box," one of the women said.
"Yeah, whatever," I said and loaded the boxes into the car.

I got it home, unpacked it, and sat it on the new desk I had bought for it. After I plugged everything in, I stood there for a moment, hands on my hips, staring at it. The edges of the CD-ROM drive curved up in a slight smile.

"Hello," I said. "Again."

The iMac just sat there.

"You better work this time," I said.

Still nothing. I turned it on.

The computer seemed to take longer to start up than I remembered it, but when it finally got going, it worked. Programs ran, AOL loaded, the printer printed, everything. I started

it up and shut it down about 10 times. No problems. I was in heaven. I looked up to the ceiling.

"Thank you," I said.

The next two months were bliss with my new iMac. Quickly the computer began to supplant the old PowerBook as the reliable workhorse. It was clear that whatever problems I had had with those other two machines, this one was   of better stock. This one wasn't going to let me down.

In December, days before I was to leave for a trade show where our company was debuting its software, the iMac began to have problems shutting down and restarting. Intermittently, when I shut down or restarted the computer, the power light wouldn't go off, or the computer refused to reboot.

Needless to say, I was pissed, but I also by this time had adopted something of a fatalist view toward my plight. I thought of Job in the Bible, the guy who is made a pawn in a game between God and Satan, with Satan wanting the chance to test Job's faith and God okaying it because he knows that there's no way his man Job would renounce his faith in Him. No way.

I began to wonder if I was being played in a game between Steven Jobs (God) and Bill Gates (Satan), with Gates attempting to get me to renounce Apple altogether. I'd used Windoze machines before, but it would take a heck of a lot more than two   bad iMacs (and possibly a third) to make me use one of those again. For me, hell would be having to use a Windows machine for eternity.

The day before I left for the trade show, I took the iMac in for service. The lone Macintosh technician who would be working on Ernie (the name I had given the computer) was a slight, bespectacled man with an air of precision around him that reminded me of my childhood violin teacher. I imagined him listening intently to the whir of my iMac's hard drive, much like my violin teacher scrutinized the pitch of his instrument before practice. I gave the technician the long and sordid story of my two previous iMacs, and he assured me that he would get to the bottom of it.

I returned five days later and picked up the repaired iMac. The technician had replaced a bad analog board, only to discover that the one Apple sent him was also bad. Then, in the process of replacing the second analog board with another one, he discovered that the CRT had proble ms, so he had to replace that as well.

This last episode rattled my confidence, but somehow my faith in this little computer remained intact. A month later, I had to take the iMac in for yet another analog board. A month after that it was a keyboard, and the month after that, another keyboard. I've been on hold with Apple and endured their terrible muzak for countless hours, consulted with technicians and senior technicians and public relations personnel, and rebooted and reset the PRAM more times than God can count, but through it all my love for this machine has never faltered. If you can love a computer, I love my iMac.

your stories. Send your Segments submissions to <editor@atpm.com>.

Response to *Apple Cider* in ATPM 5.05

Thanks, Tom, for telling it like it is. Child Control, not Gun Control works for me. I am one of the older generation and a ray of hope was generated when I read your column and makes me believe that the younger ones of this world may be our saviours. Speaking out helps so much and makes people think. We need to learn to discriminate between the truth and lies. The media blitz we get every day tells us only what they think we want to hear, spun to their particular agenda. Using your column to rant is acceptable to me and I hope to all your readers.

Helen Rousseau
hrousseau@macconnect.com

• • •

I found it somewhat amazing that Mr. Iovino felt that those two wretched young men were "crying out for help" during the year they planned their massacre. I would say that such "messages" happened, at best, ten years ago, perhaps more. To think that the parents who had done such a poor job until that time would suddenly wise up and impose "discipline" on fully grown young men is an exercise in wishful dreaming. Indeed, I've seen countless times over the past 50 years where parents who did apparently wonderful work in raising their children stood bewildered as those same children did inextricably evil and/or stupid things.

The true "why" of this whole incident will never be known, just as the real "why" of virtually anyone's actions are never known. The life inputs which motivate one to doing this or that number in the billions. Trying to trace them back is an exercise in futility since most are long forgotten. Yet the pundits take up hours of air time and reams of trees giving us their "expert" advice and, in the end, change nothing.

Back in the '50s when I was a teen, there were zip guns and switchblades and plenty of gangs to go around. Friends killed friends. Kids did drugs. Teens rebelled against their parents' discipline or found ways to end their lives. And life went on. Nothing has changed now other than the speed of communication, the insatiable desire of the media for sensationalism—and the efficiency of weapons.

Columbine was a "tragedy" (God, I'm sick of hearing that word!) only in that it got enormous media coverage. It managed to extend the demand for still more soap opera drama in our lives. During that same day, **hundreds** of other people died in the US in accidents,

important?

And no, instituting more gun control laws will also not change anything. But the government, which eagerly craves a disarmed citizenry, will initiate them nevertheless, using this sad chapter as its "reason," hiding the real ones.

All anyone can do is live each day, each moment in the best manner possible, doing what s/he thinks best at the time. Wailing and moaning over Columbine is not going to change or improve anyone's life. Only living can do that.

End of rant.

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Segments is a special place in ATPM that's specifically designated for your stories. Send your Segments submissions to <editor@atpm.com>.

Music Tools

Built-in speakers have been a standard feature on Apple computers since the earliest desktop machines. When it comes to playing CDs, MP3s, or random alert sounds, the only obstacle between you and the music is finding the right software for the job. There are plenty of choices, and also plenty of overlap, but don't forget about Apple's new version of QuickTime. We didn't include it here because the current beta is prone to hiccup during playback. Once the bugs are squashed though, the QuickTime Player may satisfy most of your audio needs. Until then, there's plenty of other software to choose from. Here's a small selection.

Agent Audio 1.2

ATPM RATINGS

GOOD

Download Size: 1.5 MB
Requirements: 68k and PowerPC versions are available
Web: **<http://www.clixsounds.com>**
Shareware Fee: $12

An application that wants to make noise has two options: go to the system suitcase, home of the Wild Eep and all the rest of your Mac's alert sounds, or rely instead on built-in resources that were never really meant to be tampered with. With Agent Audio, you can replace these embedded files with whatever you want to hear. It's resource editing at its most painless.

Pick a program on your hard drive, any program. If it has any sound resources, Agent Audio will list them on the left side of its main window. Then load your replacements, which appear on the right. When everything is set up, just highlight a sound on each side and swap them with the click of a button.

If your changes don't work out, you can still go back to the originals. Agent Audio can save an application's sound resources as archived sets or individual files. These backups can also be reused inside other applications. ResEdit's hidden "HogSound," for example, can be a lovely way to find out that there's new e-mail waiting for you.

Agent Audio v1.2 (PPC)

Agent Audio

For the full Agent Audio experience, though, you'll need to invest in Agent Audio Pro. This robust commercial version can do plenty of things that the regular version can't, like delete sound resources, use .WAV and .AU files, and create "Replacer Agents" to quickly switch from one set of sounds to another. Both versions use the same interface, making it difficult to shake the feeling that the regular Agent Audio is a crippled product.

SoundApp 2.6.1

Download Size: 738K
Requirements: System 7.5 or later, Quicktime 2.5 or higher;
          PowerPC and 68k versions available
Web: <http://www-cs-students.stanford.edu/~franke/SoundApp/>
Shareware Fee: free

Back in February, *ATPM* reviewed an all-purpose can opener for image files called GraphicConverter. SoundApp does almost the same thing for sound files—no matter where it came from, there's a good chance that SoundApp can play it.

Like GraphicConverter, SoundApp's conversion abilities are invaluable. Considering the abundance of PC-born sound files on the Internet, Mac users need a program like this to restore equality and double-clickability to their computing world. Apple's QuickTime Player can't do it. It may be able to open PC files without trouble, but there's no option to save them in the Mac's native format. If your goal is to turn the file "D'oh.WAV" into an alert sound, it's SoundApp to the rescue.
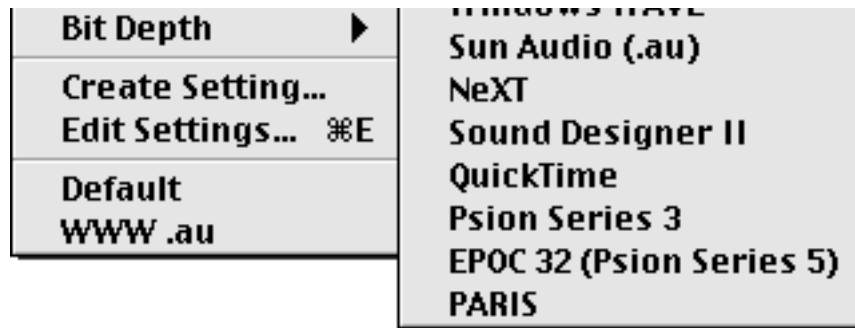
Picking a format is only the first step in the conversion process. Settings are also available for how you want the file to be encoded, how many channels it should have, the sampling rate, and the bit depth. These are often superfluous details, but they do let you perform basic editing operations. Power users can save several different conversion settings and easily switch from one to another using the Convert menu shown above.

The program's only interface is an eight-button console with volume controls. It's easy to miss the Playlist feature under the File menu, which lets you play several files in succession or batch convert them into another format. Even MP3's can be converted into something else, but not vice versa.

SoundApp could be a little easier to work with, but its learning curve is by no means steep. Considering the price, it's well worth the download. Four versions are available: English, Japanese, French, and Swedish.

MacAMP 1.0b7

Requirements: Power Macintosh, thousands of colors or more
File Size: 977K
Requirements: PowerPC only; System 7.5 or higher
Web: <http://www.macamp.com>
Shareware Fee: free

If MP3s are what you crave, play them with MacAMP or its controlstrip-like sibling, MacAMP Lite. Both have the ability to change their appearance using different "skins," so the interface is entirely in your hands.

Legal issues aside, the virtues of the MP3 format have already been hashed and rehashed by both online and offline media. The bottom line is that an MP3 file lets you listen to music without monopolizing your CD-ROM drive. They are also an inexpensive way to try out new music and exchange it with other people, but you didn't hear that from me.

SoundApp is a perfectly respectable MP3 player, but MacAMP is more fun. Aside from the

playlist feature, you can fiddle with nine equalizers for all those intricate adjustments between extra, double, super, mega, and earthquake bass. All the basic functions of a standard-issue CD player are here too, but the skins feature gives MacAMP the strongest edge over other MP3 players. With a hearty library of them available for download from the MacAMP Web site, it shouldn't be too hard to find something that suits your tastes. Just remember the old adage about beauty only being skin deep. If the MacAMP window doesn't instantly redraw itself after you move it around, switch to a less-demanding skin with fewer colors so your Mac doesn't get bogged down.

Inspirator's "Dragon Skin" is available from the MacAMP Website

Version 1.0b7 fixes a slew of bugs, including the ones that made previous releases crash at the end of a song. Meanwhile, MacAMP Lite holds steady at version 1.5, a 14-day demo that costs $10. If you'd like a true control strip module for MacAMP, try StripAMP from PK Industries. The trial period is still 14 days, but the cost is only $5.

TitleTrack CD Player 2.0

File Size: 1.2 MB
Requirements: System 7.1 or later, a CD-ROM drive,
                Internet access/ Open Transport,
                at least 3.4 MB RAM
Web: <http://www.titletrack.com>
Shareware Fee: $25

Sometimes it's easier to just stick with the music library you already have instead of searching for or making MP3s. TitleTrack is a good replacement for Apple's bare-bones CD Player, if only for its ability to download song names for almost any CD.

Playing a CD shouldn't be an exercise in remembering the track numbers of your favorite songs. Computers are, after all, supposed to make life easier. TitleTrack is both a CD console and a CDDB client. This huge Internet database has information on thousands of discs, freeing you from the drudgery of typing in the title, artist, and song names yourself. Using only your email address, TitleTrack will connect to one of several CDDB servers either automatically or on command and try to find a disc's information. The results are then stored for future use. For an extreme approach, try the batch lookup. TitleTrack will find a disc's information in the CDDB, then prompt your for another one so you can catalog your library with the utmost efficiency. You can also generate text-file reports of the data you collect, suitable for import into a database or spreadsheet. There's even room for you to store notes for each song.

TitleTracker has plenty of room for CD's liner notes.

Like the Apple CD Player, TitleTrack can shuffle tracks or play them all straight through. Like many MP3 players, it also lets you build customized playlists. About the only thing you can't do with this program is customize its interface. MacAMP is still the champion in that arena.

Although there are other ways to access the CDDB, including several Web-based services, TitleTrack's makes the most sense from a one-stop shopping perspective. Combined with the its record-keeping and customization abilities, this is something you don't want to miss. Note that until you register, you can only store information about 10 discs at a time.

ATPM's Shareware Reviews Editor. Reviewing in ATPM is open to anyone. Contact <reviews@atpm.com> for more information.

eFax

If you are reading this article, the odds are pretty good that you own a modem. And, unless you like growing facial hair while your Web pages download, your modem probably has built-in fax capabilities. Hence the name "fax modem." I am currently on my third such device and, as of a month ago, I could count the number of times I used the fax functionality provided by my modem on one hand.

Sending faxes wasn't the problem—receiving them was. Since I had only a single phone line, I would have to pick up the phone, dash to the computer whenever I heard the telltale fax tones, tell the fax modem to pick up, and pray that I had acted fast enough. The moral of the story: while a fax modem may be great for sending faxes, unless you have a dedicated line, they are a royal pain for receiving faxes. Besides, if you are going to shell out the cash for an extra line, you may as well spring for a full fledged fax machine so you can put your Mac to more productive use.

A solution to the single phone line/fax modem dilemma comes in the form of fax to e-mail services. With these services, your faxes are sent to some location where they are converted to images, attached to an e-mail message, and then rushed off to your inbox. One company providing such a service is eFax.com. On the surface, this seems like a great idea. For a grand total of $0.00, you get your own incoming fax number, unlimited faxes, and digital copies of all faxes which can be archived or thrown out, depending on importance. If you keep your hard drive properly backed up, you may never lose a fax again. This certainly seems more durable than a single hard copy that you would get from a fax machine. A coffee spill here or a misfile there and your important message is gone forever. With a digital copy, however, you can just call the file up on your monitor, and even print it out. One side note about that incoming fax number mentioned earlier: the chances are good that your fax number will not be in the same area code as you. This means that a friend down the street may be able to call you for free, but if that friend faxes you something, there will probably be long distance charges. If the people who fax you live in a different area, though, this is a moot point.

Signing up for the eFax service is a breeze. You fill out a short form on the eFax.com Web page and wait for your informational e-mail. This e-mail contains your personal fax

number, your PIN number for accessing your account information, and other information about the eFax service. At this point, you are all set.

Where eFax runs into trouble is its support (or lack thereof) of the Macintosh platform. For a service like eFax to truly be free, there should be a no-cost way to actually see what people send you. Fax files are stored as TIFF-F files. Unlike plain vanilla TIFF files, TIFF-F files are broken down into multiple pages. Under Windows, eFax users get the handy Microviewer application, which is designed to display TIFF-F files. Macintosh users are not so lucky. There is no version of Microviewer for the Mac. PictureViewer, included with QuickTime 3.0 and above, cannot display TIFF-F files. Neither can AppleWorks, included with the iMac. So much for free. I know of four currently shipping programs that will properly display TIFF-F files: OmniPage 8, WorkingPapers Pro and LE, and GraphicConverter (reviewed in *ATPM* 5.02). Of these three, GraphicConverter is the least expensive, at $35.00 in the United States. GraphicConverter has a wonderful reputation, which is well earned, but it is definitely overkill for somebody solely interested in viewing and printing faxes. Such users should take a look at Tiff-Sight (see below).

While not specifically a problem with eFax, privacy is an issue with fax to e-mail services. When you convert a fax to an e-mail attachment, it becomes vulnerable to the same issues as regular e-mail. At this very least, your ISP (or employer) could easily take a peek at your incoming faxes. Windows users can elect to have their faxes encrypted, then decrypt them with the Microviewer application. Mac users do not have that option.

Incoming!

One concern I had about the eFax service was the speed at which faxes could be received,

converted, and e-mailed. Some testing on my part proved that this concern was unfounded. I found the process to be exceptionally fast. As I write this, I am in Miami, Florida. My fax number is somewhere near Boston, Massachusetts, in the 508 area code. The *ATPM* mail server is…well, nobody really knows where the *ATPM* mail server is. It's one of life's great mysteries. [I am told it's somewhere in Maryland, but I'll believe it when I see it. —MT] As a test, I sent three faxes to myself: a 4-page text document, a 2.5" x 3.5" picture with cover page, and a 4-page text document with a full page picture on page 5. By the time the third fax was being sent, faxes one and two were sitting in my incoming message mailbox.

As for file sizes, the 4-page text document came in at 196K, the 2.5 inch by 3.5 inch picture with cover page came in at 108K, and the 5-page fax was 844K. None of these files are prohibitively large, so downloading them was not a major problem.

Thus far, I have only had one problem with a fax I received. I was sent a 5-page fax from a plain paper fax machine. Pages 1 and 2 came out fine, but pages 3 through 5 were crammed onto a single page. This page was unreadable. This issue did not appear with any of the three test faxes. The test faxes, however, were sent from a fax modem. I suspect that the fax software did a better job of clearly indicating page breaks than the plain paper fax did.

The quality of the incoming faxes was as good as could be expected from faxes. Viewing faxes in GraphicConverter is difficult, however, since GraphicConverter will only display the files in black and white. Viewing the files in grayscale significantly increases the readability of text files. Grayscale also makes pictures more recognizable.
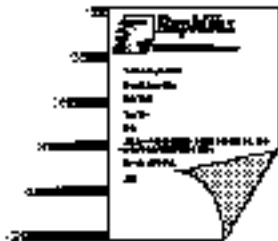
For viewing faxes in grayscale format, I used a program called Tiff-Sight. Currently in public beta testing, Tiff-Sight looks to be shaping up as an alternative to GraphicConverter if your needs are limited to viewing faxes. Designed specifically for viewing TIFF-F files (it can handle TIFF files as well), it takes steps like anti-aliasing text to make faxes easier on the eye. It is also smaller, both in terms of hard drive size and RAM footprint, than GraphicConverter. Tiff-Sight is available from **<http://www.blueglobe.com/~cliffmcc/tiffsight.html>** and carries a shareware fee of $10.

Conclusion

eFax is definitely a good idea. For Mac users, though, eFax falls into the category of "there must be a better way to do this." On the one hand, I must give eFax credit for pointing out that there are ways for Mac users to take advantage of their service. On the other hand. Mac users miss out on the best features of the service—namely the encryption and the free part. Until Macintosh users can access the same features as Windows users, it would be difficult to rate the eFax service as anything better than Good.

Mac Upgrade & Repair Bible

Product Information
Published by: IDG Books Worldwide
Web: **<http://www.mac-upgrade.com/bible>**
Price: $39.99 (MSRP)

System Requirements
Macintosh computer system (to use included utilities)
Human Brain, ability to read English
Recommended: ability to understand English

A lot of people think it's easy to be a reviewer. For software, that's generally so—it either works, or it doesn't. Anything beyond that is usually dependent on how the software compares to other packages in its class.

Reviewing a book can often be a bit harder. Especially when it's a book of such magnitude as the *Mac Upgrade & Repair Bible*, by Todd Stauffer. This isn't exactly the kind of book you plop down in your easy chair with on the weekend, and find yourself halfway finished with come Monday morning.

No, this tome weighs in at a whopping 900+ pages, and covers just about everything you've ever wanted to know about upgrading or repairing your Macintosh, but were afraid to ask.

So who is this book for? The Macintosh consultant or technician who makes his living working on Macs? Or the hobbyist who just enjoys tinkering around, fixing up an older Mac here and there? Or the creative user, such as a writer or graphic artist, who relies on his Mac being in tip-top shape to put food on the table? Actually, as Stauffer states in his preface, it's for all of these folks, and more.

Stauffer's writing style is such that any Mac user can pick up this book and read it, follow the instructions, and upgrade or troubleshoot their Macintosh. Todd Stauffer's done this before—he wrote the *Small Business Office 97 for Dummies* book, contributed to *The Mac Report*, *NetProfessional*, and *Inside Line*, and is the Mac columnist for *Peak Computing*. And this shows in the *Mac Upgrade & Repair Bible*. If you want to upgrade the RAM in your Power Mac 9500, undoubtedly one of the toughest Macs to do this in, this book will ease the pain of installation. If you want to learn about USB devices and how they work on your new iMac, this book will walk you through the techy stuff and help you figure out what will work best for you.

This isn't a book that should be read cover to cover. The 900+ pages notwithstanding, there is simply no reason one needs to read it all the way through, unless one were just inclined to do so. This is a book that is meant to answer your questions as they arise—when one needs to add that RAM to that Power Mac 9500, or upgrade your PowerBook 1400, or to get Ethernet into an SE/30.

Though a lot has changed in recent months since this edition's publication, the information is still up-to-date, as the author covers such topics as the G3 machines, DSL in its various flavors, FireWire (which is timely since the new blue-and-white G3s are shipping with FireWire onboard), and even cable modems.

The *Mac Upgrade & Repair Bible* is divided into four sections: Part 1—Getting Ready to Upgrade; Part 2—Performing the Upgrade; Part 3—Troubleshoot and Repair; and Part 4—Tweak and Recover the Mac OS.

So how to put ol' Todd Stauffer to the test? Well, the best way is to pretend we have a system we want to do *x* to, and see what the Bible has to say.

I want to max out the RAM in my PowerBook 1400c/117, in addition to installing a Newer Tech G3 upgrade. So the first thing I want to do is go to the PowerBook upgrade section of the Bible, and locate the 1400. A quick trip to the P section of the Index, and I'm off to page 522 upgrading the 1400. Step-by-step instructions on getting to the 1400's innards are easy to follow. Granted, the PowerBook 1400 is likely the easiest PowerBook Apple ever made to repair or upgrade, but it is covered in detail.

So let's try upgrading our iMac. Here is an area where the *Bible* falls short. The iMac only gets a few mentions, with no help whatsoever on upgrading RAM or adding peripherals beyond the mention that the iMac utilizes USB. I cannot fault the author on this point, as this is the downside of paper publishing: while I for one love a good book, one such as this becomes quickly outdated. You can be sure the iMac will be tour-de-force in the next edition.

So the *Mac Upgrade & Repair Bible* isn't perfect. But then again, no paper-based Macintosh resource is going to be, as this industry changes faster than books can come off the press. However, they often make excellent starter research materials. You can build a solid foundation of knowledge, and where the book leaves off, continue your search on the Web or elsewhere.

As someone who makes his living working on Macintosh systems of all kinds daily, the *Mac Upgrade & Repair Bible* has earned a permanent spot on my shelf. If you get your hands inside a Mac's guts, you need this book. Easy to read, easy to find what you need, and thorough in its amount of information, at least as much as paper publishing will allow, the *Mac Upgrade & Repair Bible* tops my list of Macintosh hardware books.

NewerTech MAXpowr G3 400/200 Upgrade Card
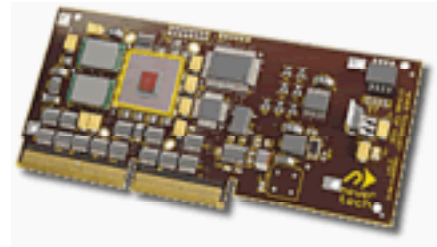
Product Information
Manufactured by: Newer Technology, Inc.
Mfr. part number: 7MXP+400/200
Street price: $739
Purchased from: Upgradestuff.com **<http://www.upgradestuff.com>**
Warranty: 2 Years, 30-day Money-back Guarantee
Free Technical Support Available

System Requirements
Fits Mac models: 7300,7500,7600,8500,8600,9500,9600
Fits UMax models: S900, J700 series
Fits Power Computing models: Power Tower/Pro, Power Center/Pro, Power Curve, Power Wave

System Tested
Power Computing Power Center Pro 210 Desktop with128 MB RAM, 4 GB IBM UltraStar UltraSCSI hard drive with Adaptec 2930 UltraSCSI PCI card, IXMicro Ultimate Rez 8 MB Video Card, System 8.5.1, Virtual Memory Off, Disc Cache 3072K

Speed. The need for speed. Fast cars, faster computers. Or something like that. We humans have always been interested in fast—pitches, race cars, food, computers, etc. The search for speed causes us to do some strange things, like not heed our own advice. I always advise my Mac friends that if their Macs are performing their daily tasks without any problems, they should leave them alone. Major changes invariably cause conflicts, and solving them often negates any time saved by installing the upgrade(s). So here I am with a perfectly functional, rock-solid Power Center Pro 210 about to install a G3 upgrade card. The lure is too powerful, and besides, I can't have the slowest computer in the house now, can I?
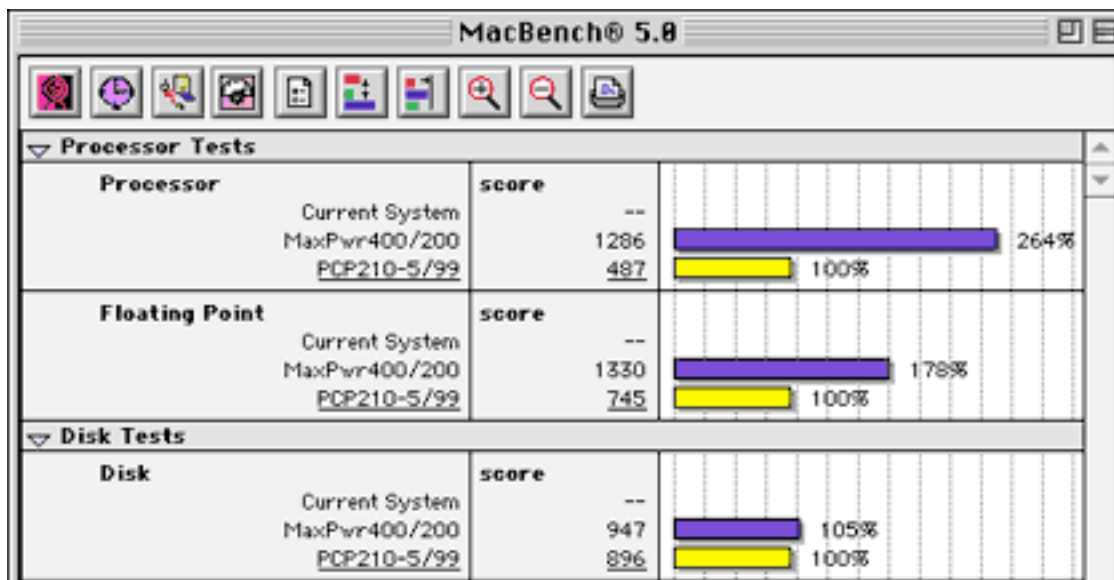
My wife's G3 266 Mac has impressed me ever since she got it, and I figured that I may as well enter the G3 Age. So, after shopping around and reading spec sheets until I couldn't keep my eyes open, I chose the Newer MAXpowr G3 400/200 Upgrade Card. Just a short rant on my Web shopping experience: since it is relatively new and hard to find, the Newer

400/200 was in short supply. Most places did not have it in stock, and yet they advertised very attractive prices for an item they could not provide. I wish this practice would stop. It is confusing and sometimes seems downright deceptive. Kudos to the guys at Upgradestuff.com for providing a place to shop where you know exactly what is available, how much it is, and when you might expect it if they are out of an item. As Arnold says: "I'll be back!" End of rant.
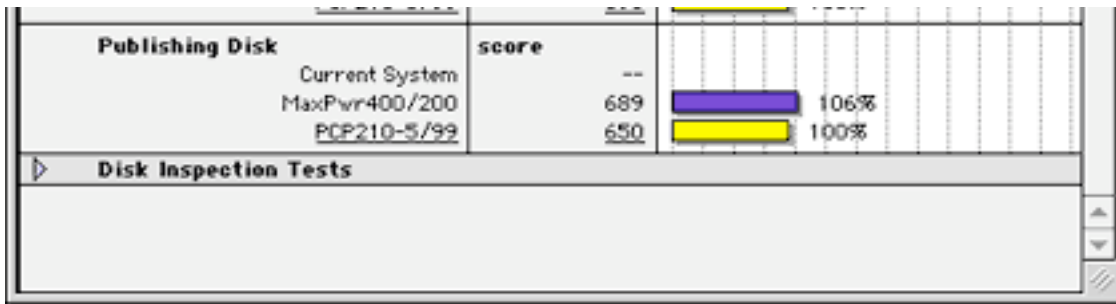
The Newer MAXpowr G3 400/200 is a daughtercard upgrade that fits the motherboards of most PCI-based PowerMacs and a number of clones (see models listed above). It provides a 400 MHz PPC 750/G3 chip with a backside cache of 1 MB running at a ratio of 2 to 1, thus providing a cache speed of 200 MHz. The package comes with the card, software, a well-written installation manual, and a static strap for a safe installation. The software on the provided floppy disc includes the MAXpowr G3 Control Panel installer, a copy of Newer's wonderful GURU (GUide to RAM Upgrades) program, and an installer for the LibMoto extension for users of pre-8.1 System Software. After reading the instruction manual, I installed the software and shut down my Mac to install the card.

The Power Center Pro 210 desktop that I use is easy to upgrade, but your experience may vary depending on the model you are upgrading. I simply removed the cover—being careful to observe proper grounding procedures—then carefully removed the old daughtercard from the motherboard. Since the desktop PCP 210 is a low-profile box, I had to remove the metal spacer on the Newer card that is used for full-sized cases. I removed the two small phillips screws that secure the spacer, and the Newer card was ready to carefully insert into the motherboard slot. The new card requires a bit of effort to insert into the slot, so you must be careful to apply force straight down, and not rock the card side-to-side. Once the card was fully seated, I reattached the cover and booted up my Mac.

As my Power Center Pro 210 booted up. I noticed that a small splash screen was added underneath the "Welcome to Mac OS " that said "MAXpowr G3 newertech" so that you know the card is loading. I did notice that, after the initial startup, the startup time seemed faster. Testing revealed a startup time of 105 seconds—from startup chime to functional desktop—compared to my previous average startup time of 125 seconds. It was obvious that the card was working. I ran MacBench 5.0 to compare previous results with the Newer card.

Publishing Disk	score		
Current System	--		
MaxPwr400/200	689		106%
PCP210-5/99	650		100%

▷ **Disk Inspection Tests**

As you can see, the processor score increased 164% and Floating Point result increased 78%. Now it was time to see how these results translated into real-life use. Opening and closing windows and basic Finder operations were definitely much faster, with windows opening and closing almost instantly. Applications launched faster than I remember, especially memory-hoggers like Photoshop and Word 98. Actual operations within each application did not seem any faster, probably because I can't type very fast anyway and I don't use some of the more intensive Photoshop filters and plug-ins. As the days went by I began to expect the new speed and once again became impatient with things totally out of my control, like Internet access and finicky ISP connections. Go figure.

Unfortunately, the greatest speed increase I noticed was in the operation of Virtual PC. It was now more than usable (Windows used to really plod along with my 604e processor), although I don't play any games on it to report how much faster they might be for you PC game fans. I say unfortunately because, although I am forced to use Windows 95 on occasion to check on Web site appearances with Windows access, I really don't like Windows. I'm not a zealot about it, but I just can't get the hang of not being able to control a lot of things that I take for granted on my Mac. The one thing I am certain about is that I would not be so active in the computer world if I had not been introduced to the Mac OS first. Maybe my lawn would get mowed more often, but I wouldn't have nearly as much fun!

Upgrading to the Newer MAXpowr (gosh, I wish they would spell power correctly!) G3 card was a double-edged sword for me. It is a well constructed, easy-to-install card that did make my computer faster. Was it worth the money? I'll have to answer with a cautious maybe for now. I'm not sure it has sped up my day to day computing. But for those of you who use a Windows software emulator, play lots of games, or maybe just want to crunch your SETI@home data packs **<http://setiathome.ssl.berkeley.edu/>** more rapidly, the Newer MAXpowr card may be just the ticket. If, as expected, the prices drop in the near future, I can recommend the Newer card highly. Someday I'll re-install my 604e card and probably wonder how I ever got any work done with it at all!

I give the Newer G3 card a "Very Nice" rating because of its design, construction and performance, all of which are absolutely top-notch. It avoided an "Excellent" rating only because the price/performance ratio is a little too high for me to consider it acceptable yet. If you are thinking about a G3 upgrade, wait for the price to come down a bit and grab one. I don't think you will be disappointed. I plan to upgrade my Twentieth Anniversary Macintosh to a G3 someday, and will consider a Newer card as my first choice based on my experiences with the MAXpowr G3 400/200.

PhotoGenetics 1.0.2

Product Information
Published by: Q-RESEARCH Inc.
Phone: (425) 888–6609
Email: **<hq@q-res.com>**
Web: **<http://www.q-res.com>**
Price: $29.95

System Requirements
PhotoGenetics requires a Power Macintosh

In a perfect world, photography would be as simple as pushing one button one time. The results would consistently have rich, vibrant color, and they'd miraculously turn out just right come rain or shine, in day or night.

Welcome back to reality, where camera eyes and human eyes often take maddening delight in seeing things differently. Getting professional results out of your photos usually involves expensive equipment and plenty of know-how—that, or access to Photoshop and enough savvy to perform elaborate image-optimizing magic. With PhotoGenetics, Q-Research has come up with a way to get some of the same results for a fraction of the cost and with barely any effort. Brace yourself, you're about to become a graphics whiz.

Think of how good evolution has been to humankind over the years. PhotoGenetics cleverly takes that idea of gradual development and applies it to pictures, turning the step-by-step optimization process into a progressive series of comparisons. Your ratings of what looks good and what doesn't path pave a path toward enhancement.

PhotoGenetics starts with a browser window that displays thumbnails of all the JPEGs, TIFFs, PICTs, or Photoshop files in a given folder. Other formats are ignored. To enhance a file, you can either apply one of the 15 preinstalled genotypes or develop one of your own from scratch. These filters keep track of how your image changes across successive iterations. When you finish, they can be saved for later use.

**The geneticized picture at right almost matches the original on the left.
Whoa Baby!**

To test PhotoGenetics' capabilities, we used Photoshop to deoptimize a head shot of a future *ATPM* reader. First, we added a layer of gray to the original image and reduced its opacity to produce the dull and bland center image shown above. PhotoGenetics had no trouble undoing the damage, eliminating the gray in less than a minute after only four mouse clicks. Getting there involved nothing more than rating the improvements across 4 versions of the file.

For our second test, we went back to the grayed-out file we started with and messed around with it even more. It took a little longer this time, but PhotoGenetics again came up with something better.
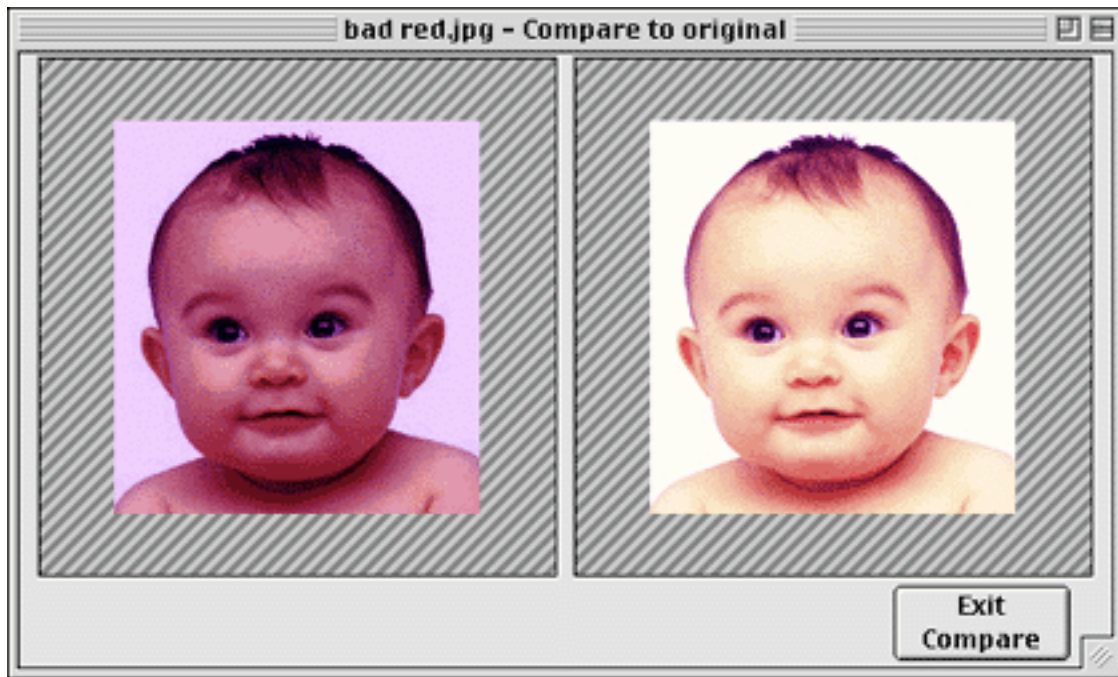
Notice the light purple in the white part of the eyes, and how red the shadow around the neck has become. We're not quite back to our original version, but this is still a huge improvement from the starting point.

Doing this kind of work in Photoshop may not be intuitive, but once you get past the steep learning curve, there's plenty of room for versatility. With individual settings for brightness, contrast, midtones, and gamma all merged under the PhotoGenetics evolution metaphor, the rating mechanism is your only way of controlling what happens to your file. Sometimes it isn't enough.

Better

To rate a file's improvement, you click on a confusing scale at the bottom of the window. Each of the blue bars represents a 5% improvement, but there's no way of telling PhotoGenetics that it has made the image worse. While evolving both head shots shown above, for example, yellow- and red-saturated images popped up several times along the way that deserved negative ratings. Yet the scale ends with a red box labeled "Not Better or Worse," which is strangely different than 0% improvement.

There are additional interface problems in the Navigator window, which allows you to zoom in and out and also displays the last four thumbnails of the current evolution. The zoom buttons don't always work when you compare your finished image to the one you started with—either the button gets stuck at 49.7%, or the images overlap their scroll bars at higher magnifications. The Windows version didn't have these problems. And while it is possible to step backwards through an evolution using command-Z, once you've gone back you can't go forward again. The thumbnails in the Navigator window aren't of any real use since they aren't clickable.

Beyond its slightly-buggy enhancement abilities, PhotoGenetics has several other worthwhile features like red-eye removal, cropping, color temperature adjustment, and even an option to dewarp an image. This comes in handy if your pictures get distorted by the unholy union of a digital camera and a wide angle lens (check with Q-Research for the right genotype for your camera to get the best results with this feature). PhotoGenetics even allows you to calibrate your printer using a genotype evolution across several printouts until you get one that's just right. "We don't claim this printer calibration to be something like a color management system as the name may suggest," Q-Research disclaims in the manual. "It's just a way of adapting your printouts to your personal taste, the same way you don't optimize images with the evolution to some predefined standard but to fit your personal taste."

PhotoGenetics is an easy and powerful way to make your pictures look better. Once the interface issues get ironed out and the version number starts growing, this may become an indispensable tool in your graphics-software arsenal. In the meantime, it remains a cool program with a few quirks and lot of potential. A 30-day demo is available for download, and certain features are disabled until you register.

ATPM RATINGS
VERY NICE

Slithereens

Product Information
Published by:Ambrosia Software, Inc.
Web: **<http://www.slithereens.com>**
Shareware Fee: $20

System Requirements
256 Color Screen, 10 MB RAM
68040 or PowerPC recommended

I'm sure all the shareware gamers out there can remember, at one time or another, playing a game involving one snake trying to eat another. Imagine an updated and improved version of that game. Imagine a game called Slithereens.

Slithereens is a part puzzle, part action game in which you try to eat the opposing snake, while avoiding being eaten yourself!

The first impression you get of Slithereens is not entirely favourable. You expect the game to be another second-rate shareware game, just because of its genre; however this is one downside that, quite simply, could not be avoided.

There is no doubt that this game genre's ratings must have shot up tenfold with the release of this game. Before, the graphics were very unprofessional, but that has all changed with Slithereens. Just look at the screen shots. The sound has also improved greatly over other similar games. The comments are hilarious at times. Another improvement over the other games is that you get scores for the games, as well as levels, as opposed to the old games in which you only got levels, and no scores. This feature has added an element of competition to the Tamburrini family! I can't wait to see the top scores on a Website.

Another plus point is the game play. It involves manic twisting and turning, chasing snakes, and being chased. The game is particularly exciting when you are trapped by two oncoming snakes, and the only way to avoid losing a life is to pull off a nifty maneuver. It gives you tremendous satisfaction when you pull off a maneuver like this (if you know what I mean!).

There is a vast number of levels (about 40), so this game isn't going to be the sort that you lose interest in after a while; you will be playing it for months to come!

One thing that is apparent when you are playing the game is the attention that the author has undoubtedly paid to detail. But the place where the game really comes into its own is its pure addictiveness; the only game that I have played that rivals its addictiveness, is Snood. This is definitely a game which you'll be up to the small hours of the morning playing.

Overall, Slithereens is a game that will be loved by the serious shareware puzzle gamer, and which will get a good reception from the rest of us. Slithereens is well worth its shareware fee.

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>.

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.

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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 contributers have gone on to become *ATPM* **columnists**. Send your stuff to
<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>** for more information.

Shareware Reviews: Most of us have been there; we find that special piece of shareware that significantly improves the quality our 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>.

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>.

Which Products Have You Reviewed?

Check our reviews index at **<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> 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>** 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>** and **<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>**. You can search all of our back issues from **<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>**.

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

I would like to congratulate the winners of last month's Trivia Challenge 5.05—Mac Mysteries: First Place, and winner of the Adobe GoLive 4.0 program is **Adriano V. Bacuita Jr**. Second Place goes to **David Zapasnik**, and the Third Place winner is **Victor Yanagida**. Thanks to all who participated.

This month's prize is a fabulous new *ATPM* t-shirt! The ultra-cool, 100% cotton t-shirt emblazoned with the *ATPM* logo on the front and our logo and motto on the back goes to the first two correct entries I receive. Send your answers to **<egoss@atpm.com>**.

It was the original *Star Trek* TV Series that started the whole *Star Trek* phenomenon. The show eventually succeeded because the members of the cast seemed to fit their roles perfectly. It's hard to imagine anyone doing a better job than they did in representing *Star Trek* creator Gene Roddenberry's dream of the future. See how you fare in identifying these TV pioneers as you take part in:

Trivia Challenge 5.06—Star Trek Stars

1. Who was Captain Kirk's Yeoman?	A. Christopher Pike
2. Who was the youngest Captain ever to command a Starship?	B. Uhura
3. Who was the Helmsman of The Enterprise, and later Captain of The Excelsior?	C. Khan Noonien Singh
4. Who is the Enterprise's Communications Officer?	D. Gary Seven
5. What Star Trek cast member directed the movie "Three Men and a Baby"?	E. Janice Rand
6. Kirstie Alley played this Vulcan in "The Wrath Of Khan."	F. Zephram Cochrane
7. Exposure to Delta-rays disfigured and crippled this former captain.	G. Lt. Saavik

8. Who supplies the voice for The Enterprise's computer?

H. James T. Kirk

9. Who was found in suspended animation on the S.S. Botany Bay?

I. David Gerrold

10. What TV star played social worker Edith Keeler?

J. Richard Daystrom

11. Who is Spock's father?

K. Majel Barrett

12. What doctor invented the M-5 multitronic computer?

L. Sarek

13. Who discovered warp drive?

M. Leonard Nimoy

14. Who wrote the famous episode "The Trouble With Tribbles"?

N. Joan Collins

15. What time-traveller is immune to the Vulcan Neck Pinch?

O. Hikaru Sulu

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 5.05—Mac Mysteries

1. What Mac friend wrote "The Hitch Hiker's Guide To The Galaxy"?

E. Douglas Adams

2. Who is the author of the ATPM column "Apple Cider"?

Q. Tom Iovino

3. Who is the creator of HyperCard?

I. William Atkinson

4. Who founded the company Connectix Corp.?

J. John Garber

5. What is the code name for the 20th Anniversary Mac?

U. Spartacus

6. Who became the President and CEO of Apple on April 8, 1983?

A. John Sculley

7. Who left Apple to found the company Be, Inc.?

T. Jean-Louis Gassée

8. What is the nickname for Netscape Navigator?

P. Mozilla

9. Who named a computer after his daughter, Lisa?

M. Steve Jobs

10. What was the code name for

R. Killer Rabbit

Appleshare 3.0?

11. Who directed Apple's famous 1984   **O**. Ridley Scott
    Super Bowl commercial?

12. Who created the popular Mercutio   **C**. Ramon M. Feliciano
    MDEF?

13. Who is the author of "The Mac   **K**. Owen Linzmayer
    Bathroom Reader"?

14. Who designed the "Blue Apple   **S**. Marc Robinson
    Icons" for ATPM?

15. What was the development name   D. Allegro
    for Mac OS 8.5?

16. Who was the first president   H. Mike Scott
    of Apple Computer, Inc.?

17. What is another name for the   V. Firewire
    IEEE 1394 technology?

18. In 1967, who wrote his thesis on   W. Jef Raskin
    the "Quick-Draw Graphics System"?

19. What is the code name for the   F. Veronica
    new Mac OS 8.6?

20. Who, with Arlo Rose, authored   B. Greg Landweber
    the fabulous "Kaleidoscope"?

And the Secret Message was, of course, "ATPM ROCKS." The most often missed question of those that got all the rest correct was #16. All of the wrong submissions thought incorrectly that Steve Wozniak was Apple's first president. Of course it was Mike Scott.

This Month's CD Recommendation

"Take Me To The Highway" by Pat Simmons—the former Doobie Brother creates an acoustic masterpiece! Mastered by Doug Sax, this is a true gem.

<http://www.amazon.com/exec/obidos/ASIN/B00000E1MS/aboutthisparticu>