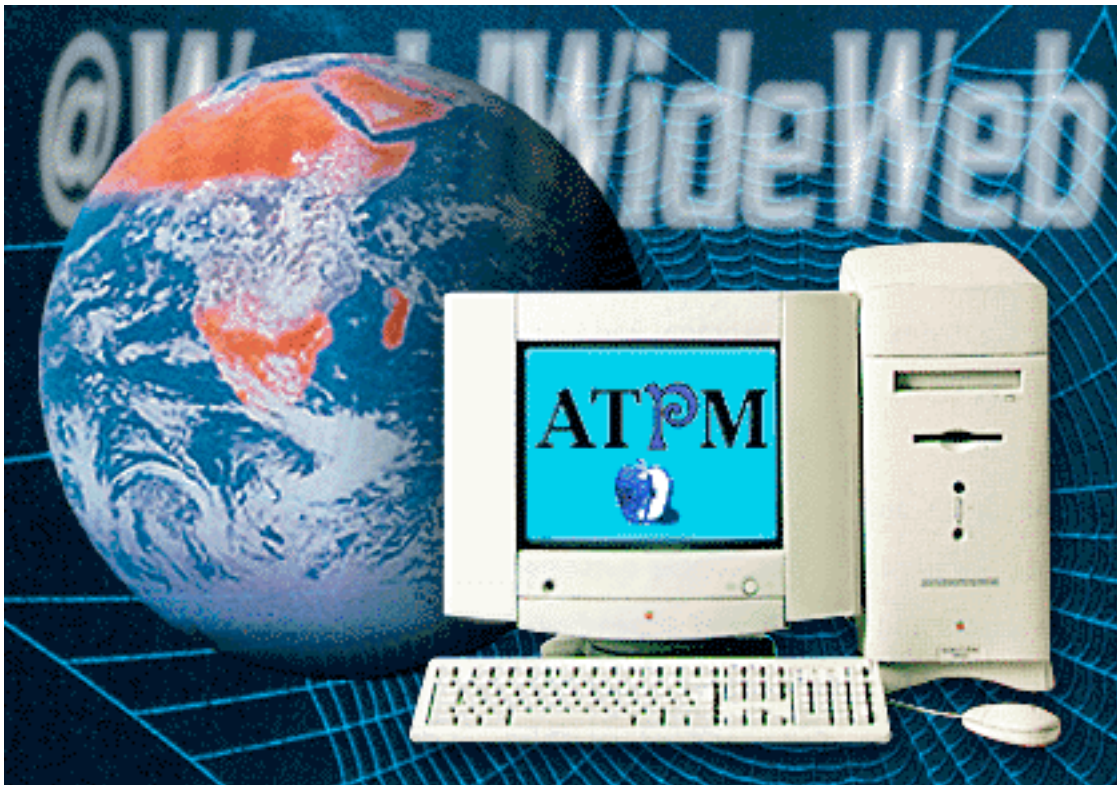


ATPM

- ▶ Contents
- ▶ Page o' Links
- ▶ Eudora Pro 3.0



*About This Particular Macintosh™ 3.02: About the **personal** computing experience™*

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“Caught in the Web!”

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

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The Tools

BEdit 4.0.2
ClarisWorks 4.0v5

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Emailer 1.1v3
Illustrator 6
Kai's PowerTools 3.1
Photoshop 4
SpellCatcher 1.5.7

The Fonts

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Info-Mac and all its Mirrors
Any others? Let us know!

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Macintosh is published with DOCMaker 4.7.2, 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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Contact editor@atpm.com for more information.



Welcome

Audacious Tidbits and Puckish Musings...

This is how one of our editors defined the acronym A-T-P-M. We liked it because it sounded somewhat “continental” (we’re not quite sure what that means, but some of us were having breakfast at the time). It did bring to mind that ATPM was created west of the Atlantic, south of the 45th-ish parallel and at least a wee bit north of “down under.” We know that ATPM is read in many different places around the world and posted on computer bulletin boards in many regions where English is a prominent language. We’re not quite sure what all that means either, so we’d like to hear from you, our loyal readers from wherever in the world you read this issue!

We’d like to know how you’d define A-T-P-M. The best responses will be published in our e-zine from time to time. We’re also looking for ways to acknowledge our growing international readership, especially in Canada, Great Britain and Australia. We’d very much love hear about life with Macintosh in other areas of the world. Please send your stories, anecdotes, comments and insights to <editor@atpm.com>.

Where on the Web is Armand’s Band “Viego”?

We don’t know. But it’s probably because they don’t use a Mac. If they did, their music would have more “Harmony.” They’d also be listed in our newest section “The ATPM Page O’ Links.” Go ahead, take a peek inside.

Several months ago we began the daunting task of creating what we hope to someday call “The Quintessential World Wide Web Site Reference Guide for the Mac.” We started this ambitious project by asking for your favorite Mac-related Web site recommendations. We were surprised (you might say flummoxed) by the number of responses we received! We did say that “shameless plugs” were OK, so in that great American tradition of blatant self-promotion, our e-mail box was filled with sites to visit. We were impressed with the quality of the Web work (after all, they were made with Macs, right?). We were also impressed with recommendations made by other readers who earnestly desired nothing more than to share a Mac-related Web site they found informative or fun. We are grateful


to all for their contributions.

We're just bundling the basics of the project, so you may not see the site you recommended. Please consider our first edition more as the ATPM Page O' Links "micro-kernel." Figuratively speaking (and to sound neuvo-Apple cool!), we'll just call it the "foundation" of future efforts. We'll avoid any yellow- or blue-colored box explanations and we'll ensure that no matter what, our work will be readable with any Mac (and understandable to every user). There should be no reason to "Mach" our efforts...(sorry, we guess that wasn't really funny).

Check back from time to time and see our progress! And, please keep the recommendations coming! An ever-changing, electronic grotto of Web links Mac, is our motto!

One If By Land, Two If By Site...

ATPM.com is coming. Actually, it's here! Our new Web site with all the electronic trimmings! It took a little while to get the new address up and going. InterNIC was a bit slow on the domain name registration. We can't imagine why. Who else has heard of the Internet other than our readers and the several million people who found one of those hard-to-come-by AOL disks?

From this moment on, you can find your favorite Internet e-zine at our new location <<http://www.atpm.com>>. For those of you who are slow to change bookmarks, our old Web site will have a forwarding link. Please stop by soon to see the enhanced home page and all the cool, new stuff! 

A new Web site means new e-mail boxes, too. It will be easier to contact your favorite (or sometimes less-than-favorite) ATPM author or editor with that special word of praise, personal comment, insight or observation.

For easy reference, the new e-mail addresses are listed below:

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Belinda Wagner — bwagner@atpm.com

For convenience, we will also maintain our current America Online e-mail address, EditorATPM@aol.com.

We could say a lot more about our new Web site, but we think it cyber-speaks well for itself. We're excited about the new review search section, among other enhancements, so please stop by soon <<http://www.atpm.com>>. We appreciate your continuing support. 

Graphically Speaking...

We plan to add a Graphics department to ATPM. It will include helpful hints, samples and step-by-step instructions using the latest in desktop software. (We'll have more information on this in a future issue.) We're excited about where things are moving. We have rather "graphic" designs for much, much more!

In the meantime, please enjoy!





Email

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

Thank You!

Oh my God, I just wanted to write you guys and tell you all that I really appreciate what you do. Every time I see a ATPM issue being downloaded by cyberdog it truly brings a tear to my eye. ;=) I have always been impressed by the beautiful production quality and content of ATPM. How I wish the world had one iota of the macgoodness found in the hearts of the ATPM team. I just had a truly touching experience, my roommate is buying his first Mac. He chose to buy a performa 6400 in part due to ATPM's excellent review. A lot of price chopping from Apple made his mouth water over the 6400. I can also say that I put my two cents in; however, the job of a macevangelist is made a lot easier by people like you all...

Daniel M. Ramos
vlad@flash.net

...

Tell Everyone How Great Macs Are

A few weeks ago I ran across a copy of ATMP 2.10. It was part of a CD I found on the cover of a Macintosh magazine - actually I can't even remember its name. I was in a blue mood because Apple again had shifted the Copland release date way back and the System 7.5.2 and 7.5.3 releases had brought more problems than solutions. But after reading the first few lines of ATPM I knew you would make my day. The stories in your — or should I say “our” — e-zine are written deep from the author's heart. For the first time in months, if not years, I knew I had a very special, personal computer. It felt just like the first time I saw Adobe's Illustrator 1.0 on a Mac Plus. By publishing ATPM you are sending out a better marketing tool than Apple ever could. Your advocacy for the best computer, OS and software ever make Mac-owners feel good about their machines and make them advocates for

Macintoshes who are better sales-people than Apple could ever have.

Cheers!

Karsten

100637.3435@compuserve.com

...

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





COLLECTED FROM ATPM READERS, ASSEMBLED BY MICHAEL TSAI

The ATPM Page o' Links is, by design, a perpetual work-in-progress. It is our stated goal to create the most fun, entertaining and useful Macintosh-related Web resource guide available to the general public. Please feel free to assist our efforts by passing along the URL of your favorite Mac-related Web site for possible inclusion on our list. Our email address is <editor@atpm.com>

Don't type these URLs directly into your web browser or use cut and paste; there's a much easier way. If you have InternetConfig installed, just command-click inside one of the listed URL's. Otherwise, make sure Netscape is open and click on the blue ball next to the URL.

Editors' Choice Sites

Adobe Software

The Adobe Web site is cool, crisp and easy to navigate. It's a wonderful Web resource for people who work with images and text. This site should be bookmarked by anyone who is serious about "the personal computing experience," especially people who use a Mac. <http://www.adobe.com>



HyperArchive Recent Summary

This page features an automatically updated list of the shareware and freeware files most recently added to the Info-Mac archives. It's very fast. File descriptions and downloads are accessed with a single mouse click.

<http://hyperarchive.lcs.mit.edu/HyperArchive/Abstracts/Recent-Summary.html>



MacInTouch

MacInTouch is an excellent source for Macintosh news, updater notices, bug reports, product announcements, and links to media articles about Apple and Macs. The site's simple, elegant design is easy to read and it load quickly. MacInTouch is my browser's homepage, so it's always the first site I visit.

<http://www.macintouch.com>



MetaTools

MetaTools is the very cool company that makes the Kai's PowerTools (KPT) Plugins, KPT Bryce, and KPT PowerGoo, just to name a few. This site is packed with tips & tricks for graphics and effects. Be sure to download the free demo plug-ins they offer!

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



Click on the Apple to got to the rest of the Page o' Links.





COLLECTED FROM ATPM READERS, ASSEMBLED BY MICHAEL TSAI

Daily News Sites

AppleSauce

<<http://www.AmbrosiaSW.com/AppleSauce/>>



Digital Apple

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



Extreme-Mac

<<http://www.extreme-mac.com/>>



Mac Central

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



MacInTouch

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



MacOS Rumors

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



The Macintosh Resource Page

<<http://www.macresource.pair.com>>



MacSurfer's Headline News

<<http://www.macsurfer.com/news/>>



O'Grady's PowerPage

PowerBook specific news

<<http://ogrady.com/>>



thessaSOURCE

<<http://www.geocities.com/SiliconValley/Heights/5405/index.html>>



Company Resources

AAPL on StockMaster

Get an up-to-date quote on Apple's stock price.
<<http://www.stockmaster.com/sm/g/A/AAPL.html>>

Adobe Software

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

Apple Computer

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

Apple Mailing Lists

<<http://www.solutions.apple.com/ListAdmin/>>

MetaTools

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

Macintosh Resources

Clock Chipping Home Page

<<http://violet.berkeley.edu/~schrier/mhz.html>>

The Cyberdog Pound

On the internet no one knows you're an OpenDoc part.
<<http://www.microserve.net/~dhughes/>>

Everything's Macintosh

<<http://www.cs.brandeis.edu/~xray/macalt.html>>

GameWire

<<http://www.gamepen.com/gamewire/>>

Logiciel Internet Macintosh en Francais

<<http://www.sri.ucl.ac.be/SRI/jpk/logIntMacFr.html>>

Mac Gamer's Ledge

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

MacintoshOS

<<http://www.macintoshos.com/index.shtml>>

The Mac Orchard

Internet Resources for Mac Users
<<http://www.netcom.com/~owenink/home.html>>

MacOS Interface Central

<<http://www.novaproj.org/~kobe/interface/>>

MacPruning Pages and InformantInit

<<http://www.AmbrosiaSW.com/DEF/>>



MacTwain Users Group

<<http://www.mlode.com/~mactwain>>



Web Banner Parody Sites

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



Mac Advocacy

EvangeList

<<http://www.evangelist.macaddict.com>>



Fairy Tales

“Facts” that PC users would love to believe about Macs but simply aren't true

<<http://www.madmansdream.com/FairyTales/newpcTales2.toc.html>>



Let's Start With The Facts

<<http://www2.apple.com/home/facts/>>



Mac Advantage Order Forms

<<http://azure.apple.com/whymac/order/default.html>>



Made With Macintosh

<<http://the-tech.mit.edu/Macmade>>



Mac Publications

About This Particular Macintosh

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



Inside Mac Games

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



MacAddict

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



MacUser

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



MacWeek

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

MacWorld

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

MacSense

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

My Mac

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

The Real MacOy

<<http://www.avara.com/macoy/>>

TidBITS

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

Link Pages

Michael's Mac Links

<<http://home.earthlink.net/~ronin47/MacLinks.html>>

Marcelo Pena's Home Page

<<http://www.geko.net.au/~studio/MPena.html>>

The ULTIMATE Macintosh

Collection of Links to MANY Mac sites

<<http://www.uq.edu.au/~bcggriff/umac.html>>

Cult Of Mac

Great collection of Mac Links

<http://www.usp.com.au:80/cult_of_mac/index.thml>

Shareware and Freeware

Ambrosia Software

Makers of some of the best Mac shareware games and utilities

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

Chez Mark Mac Picks

Current Shareware, searching

<<http://www.ualberta.ca/~mmalow/Picks.html>>

Download.com

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

HyperArchive Recent Summary

<<http://hyperarchive.lcs.mit.edu/HyperArchive/Abstracts/Recent-Summary.html>>

Shareware.Com

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

Stairways Software

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

TWIN Media Group

Freeware and shareware games such as Mysty

<<http://step.jbu.edu./twin/twin.html>>

Other Fun Pages

Backwards

Try any URL after "?url=" to see your favorite page sdrawkcab

<<http://smeg.com/backwards/b2.cgi?url=www.atpm.com>>

Barry Brown Graphics' Magnificent Downloads

<<http://www.cris.com/~blbrown/bbgmag17.shtml>>

D.T.P. by Lee

Internet resources for DTP, Graphic Design, Web Authoring, and more...

<<http://www.ao.net/~bennett/>>

The Priest And His PowerBook

Online Bible Information

<<http://www.mts.net/~tonyhj/Geek/PriestGeek.html>>

If you know of a great URL that's not listed here, please send it our way. The Page o' Links will be a permanent feature of the ATPM web site. We hope that it will serve as a jumping-off point for all your surfing endeavors.



ABOUT THIS PARTICULAR
OPINION

APPLES, KIDS AND ATTITUDE, BY ROBERT PAUL LEITAO



Faith, Hope & Love

In 1802, in the catacombs of St. Priscilla outside of Rome, the remains of a child-martyr were discovered. Her name, as written on the stone slabs which sealed her tomb, was Filumena, or “daughter of light.”

Philomena, as her name was later written, suffered a martyr’s death because she believed in something that the emperor Dioclesian didn’t want to hear. She believed in a love that transcends the known physical reality and she consecrated herself to a king who reigned not on earth, but in Heaven. The emperor was incensed that anyone would turn down the riches of Rome for the love of someone who, in his view, had been disgraced, mocked, tortured and put to a very painful death by the very people he was supposed to lead. Instead of listening to Philomena, the emperor had her put to death, too.

In 1805, a lowly clergyman asked to be given Philomena’s remains for his humble chapel. Like Dioclesian, he was captivated by Philomena. However, instead of ignoring what she had to say, he respected her belief. So many miracles happened at this chapel through her intercession that she was declared a Saint. It was a time when people believed

Belief is a funny thing. In 1984, Apple Computer introduced the Macintosh. The premise behind the computer was that the people who designed it believed more in the creative talents, skills and ideas of the people who would use it than in the computer itself. They created less of a monument to modern technology and more of an ever-changing computer platform that would help its users discover, develop, and enhance their inherent talents and skills. These people have seldom been disappointed. Those who choose not to use a Macintosh quite often mock, ridicule or simply ignore those of us who do.

When one chooses, for whatever reason or circumstance, to believe in or use something that many others do not, it can be a lonely and frustrating experience. You are perceived by others as “different.” Many times other people are uncomfortable because your belief in or use of something different challenges what is perceived to be a safe, comfortable, established norm. Without saying a word, your choice makes them reevaluate who they say they are, what they think they believe, and why they do what they do. Quite frequently, people who wouldn't normally buy a dog, a car or even a coffee maker because it's the one most people own use this silly explanation for choosing a computer operating system.

In early 1996, as we all know, Apple Computer began a very difficult transition. It seemed as if people who never liked the Macintosh became quite vocal in their criticism of what went wrong with the company, why it was never really going to work from the beginning, and why the company and the computer platform should simply be allowed to die.

What these naysayers have never understood is that the Macintosh experience is more than computer hardware, very nice graphics software, and other cool applications. It's about you, me, my children, your creative skills, our ideas and much, much more. In short, it's less about the computer and more about the user. That's why it's no surprise that the Macintosh did not die. In fact, as a group, Macintosh users have become even more resolute in their decision to believe in themselves and their choice of computer platform.

Over the past year Apple Computer has made many significant changes, not the least of which being the purchase of NeXT Software and the integration of NeXTstep with the Macintosh OS. In many ways, Apple Computer is not the same company it was a year ago. In just as many ways, it's now a better one. The acquisition of NeXT Software will allow Apple Computer to make greater inroads into the enterprise, or business, market. The decision to rewrite the Macintosh OS using the Mach kernel as a foundation is a major milestone in Apple Computer's history. Once again, the company has stood at a crossroads and chosen a more scenic, less traveled path.

Despite the company's recent problems, they've increased the gross profit margin on each hardware unit sold, which indicates that they are being more efficient in designing and manufacturing their products. This is by no means the only indicator of a company's financial and operational health, but it is a big step forward in Apple's efforts to return to a performance level that consistently yields a profit. One thing that amazes me about Apple Computer (apart from the really cool technology and how much fun I have with my Mac) is that over the years, it has been able to survive through periods of high profits, low profits, different economic cycles, product cycles and varying levels of competition.

In our world, there are many different scientific and physical “laws” which govern actions and behaviors. These laws are formal statements of facts either deduced from

practice or observed in natural phenomena. A pronounced and inexplicable deviation from these laws is called an anomaly. I believe anomalies occur. I also believe Apple Computer's success and its continued survival has come about through a series of anomalies.

I'm not saying that all things about Apple are anomalies. What I am saying is that the continued healthy development of the Mac OS and Apple's survival, despite intense pressure, heated competition and a genuine anti-Mac bias shared by the media and many of the millions of people who have never used the Mac OS, are anomalies. I believe there is a greater power at work — a power that created the world and governs all of creation, including the scientific and physical "laws." When these laws are set aside, or a series of seemingly random events that achieve a particular outcome is set in motion through the direct intervention of a greater power, it's called a miracle. Simply put, I believe that the history and survival of Apple Computer and many of the technological advancements it has made have had a miraculous component. I think these events happened because people who believe in the Macintosh simply asked. These requests were made in a variety of ways and forms.

I believe these many and varied voices were heard because much of what the Macintosh represents — ease-of-use and a better opportunity for creative expression — constitutes a greater respect for human dignity and an appreciation for the inherent strengths, weaknesses, talents and skills in each of us as unique individuals. This is one reason that Apple's success doesn't make sense to many people. Macintosh users don't limit their outlook, ideas and dreams to what the "laws" dictate or what society says should happen. That's OK. Problems start only when we stop believing.

As for St. Philomena, so many miracles were attributed to her intercession by the late 1830's that she was declared "The Thaumaturga" or "wonder worker" of the 19th Century. It was a time when people believed. During the 20th Century, we've had enormous advancements in technology and the world is changing much more rapidly. Our lives tend to be busier than they were a century ago. Our societies seem to have far less time to pause, reflect and believe in inexplicable things and the supernatural powers that can accomplish them.

In 1961, St. Philomena was removed from the calendar of saints despite the many documented miracles that were attributed to her intercession. It was a sad day for those who believe in the love to which St. Philomena's life and death was testimony — a love that transcends the known physical reality.

St. Philomena's formerly designated feast day (the special day each year when her life and testimony are commemorated) is August 11th. Last summer, on the eve of August 11th, I was in my son's room where I keep an image of St. Philomena along with a little statuette of this "dear little saint" (my kids think she's pretty cool, too!). To celebrate her special day I was planning to make cupcakes, put a candle on one of them and sing a special song. So I went to the store and bought cupcake mix.

I had been asking St. Philomena for help with a particular request. When I came home I felt moved to do something relative to that request (but more on this in a future column). I went to the kitchen and made the cupcakes. I put the remaining cupcakes in the refrigerator so that the kids and I could light candles and sing St. Philomena a special song again the following night when we were together. I call it interactive spirituality. They

call it fun. In my view, when you love someone you do things for them.

My former wife had at least two big concerns about me. She thought I drank far too much coffee and smoked too many cigarettes. Her concerns had merit, but it's very difficult to break addictions. About a week after August 11th I stopped drinking coffee. A week after that I stopped smoking cigarettes. I don't know what the "dear little saint" whispered in God's ear, but I haven't had a cigarette since. I keep myself busy by jogging everyday and using my home fitness equipment I recently purchased at Sears. Some people might call the sudden and inexplicable change in my behavior an anomaly. Other people might use a different term and are perhaps a little more aware.

When I look at the new Apple Computer, it's a much different company then what I imagined it would be when I purchased my Macintosh 7500 eighteen months ago. I like the company's new hardware offerings and I'm excited about the direction of the Mac OS.

Apple Computer will continue to innovate its products and develop the Mac OS at a seemingly amazing rate. It has to do that because there are many people who would like to buy a Mac, but who can't justify the purchase in a Windows-dominated world. It's not that people don't consider the Mac OS a better operating system, it's just that the advantages of the Mac OS are no longer as immediately obvious as they used to be. Soon, the difference between the Mac OS and its chief competitor will again be obvious to most computer users. Apple is now a smaller company and a bit more nimble. Changes will become easier as the company moves forward.

The development of a healthy Macintosh clone market is putting a lot of pressure on Apple Computer to expand the market for the Mac OS and Mac-compatible hardware. That's because unless the market grows, the clone makers will only be taking sales away from Apple. The company's more competitive approach to the market will help keep prices down, but we need to keep asking for what we want - on earth and from Heaven. Like I've said, problems start only when we stop believing. Don't take my word for it. Ask St. Philomena yourself. Like I've also said, when you love someone you do things for them.

"Apples, Kids and Attitude" is © 1997 by Robert Paul Leitao, rleitao@atpm.com.



ABOUT THIS PARTICULAR
OPINION

BY CHAD G. POLAND, proedge@mindspring.com

Jobs' Return

Although many people have been talking about the Apple/NeXT merger recently, it seems that an important subject is left out. That subject is quite possibly the most vital part of the merger — the return of Steve Jobs.

The mainstream media wrote headlines that exclaimed, “Apple customers happy to see Jobs back.” They predicted that his return could mark another comeback for Apple. Well, as one loyal Macintosh user, I’m a little more hesitant.

When Jobs left Apple, it wasn’t on good terms. He was forced out by then CEO John Sculley. If Jobs doesn’t hold grudges, that would be fine. Unfortunately, he has not displayed any of the traits you’d expect of a forgiving man. If memory serves me correctly, it was Jobs who told the press that he bought his daughter a ThinkPad because PowerBooks weren’t good enough.

If I recall correctly, at that time, we were happy to see Jobs go. He was a troublemaker that caused a multitude of problems in the Apple hierarchy. His unorthodox approach created a rift between the upper management and personnel. Published accounts of Apple history attest to the happiness that Apple employees felt upon his departure.

Steve Jobs is a genius. This I will not refute. His work changed the computing world, and commenced the era of “ease of use.” He was the one that originally went to the Palo Alto Research Center (PARC) and saw a machine running a graphical user interface (GUI). He may not have been right about a lot of things, but he was right about this operation system. He knew it was the future, and that eventually all computers would run according to the guidelines he created.

Many projects started with this GUI interface, but not all of them worked. Several attempts had limited success and Jobs noticed a small project that was being overshadowed by the Lisa. He walked into Macintosh headquarters and took over. To this day, Jef Raskin doesn’t even like being mentioned in the same sentence with Steve Jobs (whoops, sorry Jef!).

Jobs liked to pick a project, go in, take it over, and do it his way. If the team leader didn’t think it was a good idea, that was their tough luck. You did it Steve Jobs’ way, or you didn’t do it. This is the ethic of the “old Apple.” Things have changed significantly during Amelio’s term. Apple is not the free-wheeling, blue jeans-wearing, “have fun” type of company they once were. They needed to grow up, and they did. Amelio brought a maturity to Apple that no one had ever seen.

More recently, Jobs has returned to a full time position. His original 'consultant' position has fallen by the wayside. Ellen Hancock's and Marco Landi's duties were coincidentally "reassigned." They might be the first casualties of Jobs' power. I doubt these will be the only power shifts caused by Steve Jobs. His touch goes beyond what the average Macintosh fan realizes.

Amelio's position has been one of strength. His leadership is without question and he works hard to keep it that way. He has a reputation of being in total control. Steve Jobs on the other hand, has the exact opposite reputation. I guess the final question will be, "Can Amelio keep Jobs in line?" The answer will be decided in time.

*"Jobs' Return" is ©1997 Chad G. Poland.
<<http://www.mindspring.com/~proedge>>*



ABOUT THIS PARTICULAR
OPINION

THE PERSONAL COMPUTING PARADIGM, BY MICHAEL TSAI

Rhapsody In Blue & Yellow

The plan is on the table. Many of the important questions about Apple's new operating system, code-named "Rhapsody," have been answered. So now it's time to take a look at the plan, what it encompasses, and when it will be delivered. I think I can safely say that Rhapsody is even more important to Apple than the transitions to System 7 and to the PowerPC architecture were.

Several major national publications have stated that Apple is discontinuing the Mac OS in favor of NeXTstep and that Rhapsody will not preserve users' existing software investments. That said, I feel obligated to mention that Rhapsody will run most current Mac OS applications. It will even be compatible with most well-behaved extensions, drivers, and control panels — something not even planned for Copland, which was cancelled because its compatibility plans were too difficult to implement. What's more, it will retain the look and feel of the Mac OS we know and love.

A New Beginning

Rhapsody will run most existing Mac applications in a compatibility environment known as the "Blue Box." Contrary to what has been reported, the "Blue Box" is not a form of emulation. It will actually be a copy of Mac OS 7.x running inside of Rhapsody. Since there's no emulation involved, existing Mac applications should run as fast in the "Blue Box" as they do in their current System 7.x environment. The one question I have is how the "Blue Box" will affect RAM requirements, even though RAM shouldn't be as much of an issue in Rhapsody (which will employ a new virtual memory scheme that is supposed to be much faster than the one used by Mac OS 7.6).

Rhapsody will include a completely new Mac API, the programming interface used to "talk to" the operating system, based on NeXT's OpenStep which will replace the old Mac Toolbox. Applications written specifically for Rhapsody will run in the native "Yellow Box." The "Yellow Box" environment features enhanced memory protection, symmetric multi-processing and preemptive multi-tasking.

OpenStep is object-oriented and very "clean" compared to the current Mac Toolbox (which has begun to look more like a patchwork quilt after more than a decade of evolution). At January's MacWorld Expo in San Francisco, Steve Jobs gave a demonstration of how easy it is to program using OpenStep and claimed that, because of the large number of pre-built components (e.g., dialogs, sliders, and progress bars), development would be remarkable simple. He said that using OpenStep as a foundation to write a program is akin to building a skyscraper starting at the 20th floor instead of at ground level. Whether or not you believe

Jobs' figures about the relative efficiency of programming for NeXTstep, Windows or Mac, there's no question that programming for Rhapsody will be simpler than programming for Mac OS 7.x.

It's true that some companies might abandon the Mac because they don't want to learn to program for yet another operating system. The ones that stay, however, will be rewarded with a simplified programming model that makes them more efficient than before. Hopefully, these benefits will encourage small innovators who don't have enough resources to compete with the Microsofts and Adobes. Maybe they will be given the "leg-up" they need to bring their products to market. If OpenStep is as easy to program for as I've heard, it should encourage a great deal of innovation. Who knows? The next PageMaker might be written for Rhapsody.

Remember The PowerPC 615

Apple has a long history of attempting to incorporate cross-platform technology so customers can use both Windows and the Mac OS. It made expansion cards with Intel processors to allow Mac users to run Windows on their machines. It touted first the PowerPC Reference and Engineering Platform (PREP), then the Common Hardware Reference Platform (CHRP), and finally the PowerPC Platform (PPCP) as machines that would allow users to boot Mac OS, Windows NT and other popular operating systems on the same computer. Several years ago, around the time of the first PowerMacs, it was announced that the PowerPC 615 would be available "soon." This hybrid chip was supposed to run PowerPC and Mac software at speeds comparable to high-end PowerPC 601's, in addition to running Intel Pentium software at speeds comparable to the fastest (current) version of that chip. About a year ago, word got out that Apple was planning to make Windows applications run inside of Copland as double-clickable icons just like Mac applications.

All of these plans, it seems, fell through the roof. Windows NT for PPCP was recently canceled, Copland was canceled last year, and I haven't heard any word about the status of the PowerPC 615 in a long time. The good news is that Apple has a secret weapon for the Mac OS. Both the Mach kernel, which will form the basis for Rhapsody, and the OpenStep API can run on Intel based machines. So, Apple plans to make a version of Rhapsody that runs on Intel processors. This shouldn't involve too much additional work for Apple, and it will increase the number of Rhapsody-compatible machines by about 1000%.

Now's Your Chance, Apple

This may sound like an inopportune time to make *more* demands of Apple and its operating system engineers, but I think that, in this case, certain demands need to be made. Apple needs to go further than making OpenStep and Mach run on Apple (and clone) hardware and creating a "Blue Box" for the applications we know and love by next year. It also needs to make some important decisions about the future of Macintosh computing.

Given the reluctance (perceived or actual) of developers to rewrite their applications for the Mac, Apple needs to minimize the number of times they have to do it. If Apple wants to make any major changes how the Macintosh works (and I think this deserves serious

consideration), they will need to implement these changes with the first release of Rhapsody. Yes, this strategy represents an additional headache now, but adding new managers, or at least making the operating system more extensible for future releases, is ultimately necessary to maintain Mac's reputation for innovation. Exclusive features, especially those that make writing software easier, will pay off later in terms of developer support for Apple. Intelligent forecasting of what users will expect from their computers in the future will ensure that Rhapsody is competitive with other operating systems for years to come.

Two questions remain: what changes need to be made, and how will Apple mobilize enough engineers to make them happen? I'll tackle the first question in a future *Personal Computing Paradigm*. As for the second question, I think Apple should enlist the help of third-party developers to write portions of Rhapsody (as it did with System 7.5). They should also pull as many engineers as possible away from non-essential tasks and move them to the operating system team.

Will It Be A "Rhapsody In Blue"?

After careful examination of Apple's statements about what will be included in the multistage release of Rhapsody, I've reached a conclusion. Apple needs to get Rhapsody done on time. I do not believe the public will tolerate another missed shipping date. They will understand if Apple doesn't have time to port all the operating system services immediately. Compatibility with System 7.x applications doesn't need to be 100%, but Rhapsody's "Blue Box" must work reliably with Photoshop, PageMaker, XPress, Word, Excel, ClarisWorks, and other "staples."

If all goes as planned, Apple will have a developer release of Rhapsody out before the end of the year. When it finally ships to the public, there will be some "native" (for lack of a better term) applications available for use in its "Yellow Box." I don't think that even a perfectly delivered (on time, bug-free, exactly as promised) Rhapsody will make Windows users come knocking at our doors. If users always gravitated toward a superior product, Mac users would not be in the minority now. As far as I can see, there will be no be-all-end-all operating system from Apple or Microsoft in the foreseeable future. This is a good thing. Apple needs competition to encourage it to move faster than a snail. Microsoft needs competition to keep the Department of Justice off its back and to have a source of "new" ideas.

No, Rhapsody is not, at least initially, a plan to bring new users to the Mac. Instead, it will be a way of rewarding Mac users with something that no other company can match. An easy to use, fully-modern operating system that runs legacy applications on existing hardware.





An Adventure of Computer Woes

Dear ATPM readers,

I had quite a scare in the computer department in the last few days. I like sorting and filing things and keeping them quite perfect. My husband bought me a magazine for a treat, called "Mac Addict." It came with a CD-ROM and lots of wonderful stuff.

First, I wanted some games. I loaded several onto my hard drive (not knowing that I could play them right off of the CD).

Then, I tried out a little file-sorting feature called "Tidy It Up." It made a mess of my Hard drive. I had no room to run any programs. The screen became unstable. My Mac was bumping programs. I tried to cry but the shock was too much. So, I wrote a note to myself on Claris Works:

Dear myself,

I had some wonderful things working on this computer. I will now have to throw away many things to keep my computer from crashing. I love this computer and wouldn't know what to do without it. Netscape is unstable and I don't know why. I will continue this post later, because it is one thirty in the morning. I need to sleep on this mess and make a concrete plan.

The next day's woes:

The computer has a bright screen. I can hardly stand it. My Netscape has corrupted words in Adlib font, but not Geneva or Helvetica. It has taken hours to get rid of "Tidy It Up."

Some problems are solved, but I still can't get this Adlib font off Netscape and other programs.

My "Find File" is bumped out of the Apple menu.

I lost my Launcher button and have to open the hard drive manually.

My printer is unusable.

My fax/modem startup icon has a black circle around it with a line going through it. It won't show up on the menu in its place beside the Help.

I'm not crying yet, but

my nerves are popping and I can't sleep.

My nerves are popping and I'm stressed out.

Better call for help.

Apple Canada Help desk 1-800-263-3394

Wonderful kids.

The "Find File" is restored.

It was lost in the System folder.

I dragged it back to Apple Menu Items.

Got my Launcher back by going into the Control Panels folder, making an Alias

and putting it back on the Desktop.

The font thing is still unsolved and so is the fax thing.

I'm getting sick over this.

Third day of woes:

I'm waking up from nightmares about what could be wrong with my computer.

First thing in the morning I phoned

Apple Canada Help desk 1-800-263-3394.

Again.

Finally, some solutions.

I had duplicate fonts.

Two font folders were living in the System folder.

I was getting distortion on many of my programs, including my e-mail.

I sorted out the fonts and got rid of the duplicates.

Font problem solved.

Screen brightness solved by using a little button on the front of my Macintosh Performa 5200 CD.

I thought this was a sound button and kept turning it up.

I have a RAM upgrade to give my computer 24,576k total memory.

I figured it couldn't be the memory.

The kids at Apple Canada showed me that

the fax problem was in the Extensions Manager.
I went back to the set called communications and restarted.
Yeah! Solved.
Everything back to normal.
Or was it?

I wonder what is taking up all the memory?
I looked the hard drive to see how many "k" each program had.
I found a Simpletext document called "Read me."
It said there is no need to put these on your hard drive.
They take a lot of "k" to play.
You can play them right off of the CD....

I restored 11Mb by putting one game in the trash.
I trashed 5 games.
I played them from the CD and they worked.
Yeah!

Now, I have room on my hard drive to do what I want.
Using the program called "Tidy it Up"
and loading games which stole my memory
caused three days of computer headache.

Three days of hardly any sleep, worrying about my MAC crashing.
I don't recommend "Tidy It Up."
It is supposed to organize files,
but I like the organization I made myself
using the Launcher and Find File.

I've been trying out various programs lately.
Through this experience, I've learned about how my MAC interacts
with itself and other programs.
I don't recommend putting games on a hard drive
that can be played off the CD.
I'm proud of my MAC, he's revived.
I didn't have to do any drastic things to fix it.
I'm tired, and now I can sleep in peace,
knowing that MAC is OK.

Heather Isaacson is an aspiring writer, photographer and artist who lives in the backwoods of Southern Alberta, Canada. She sometimes "snow shoes" to her "day job" but enjoys coming home to her Mac. ©1997 Heather Isaacson.



ABOUT THIS PARTICULAR
OPINION

MACMAN TO THE RESCUE! BY MIKE SHIELDS



Anniversaries

Well, this issue marks my one year anniversary column for ATPM and my third wedding anniversary with my lovely wife, Lori. You've seen some of her cover art here, and I hope I can convince her to contribute again.

As a result, this column is "gonna be kinda short," as plans for our anniversary trip have been changing by the hour. "We're goin' to Vegas!" " We're goin' to Santa Barbara!" "We're goin' to Disneyland!" I think we finally settled on Knott's Berry Farm. But that too, is subject to change.

Huge Aircrash, A Subsidiary of Raytheon, Inc.

For those few ATPM readers who haven't heard the news by now, Huge was bought by Raytheon.

The company line is: "As the aerospace industry becomes more competitive, consolidation must take place."

Read: "As a result of shrinking defense industry budgets, the only way to survive, is to merge."

What it means is that GM, the former parent company of Huge, sold out. So now, instead of working for a company that works for another company, I now work for a company that works for a company that has been bought by another company who doesn't know what they have.

Why?

Back when CSC came into the picture, not only did Huge employees become CSC employees, equipment was transferred to CSC ownership. Overnight, the computer on your desktop became property of CSC, Inc. Now, if Raytheon wants to dump the CSC contract, they have that right. However, when the buyout becomes complete (around the turn of next year), CSC can simply say, "No problem. We'll pick up our equipment in the morning." This will leave Raytheon needing roughly a 70 million dollar purchase order for new desktop computers.

So, my job is safe. At least for now. Anyone out there hiring?

...

MacMan to the Rescue!!

I love this part of my job. I get all sorts of interesting e-mail from all over the world, with problems ranging from how to plug in the keyboard to TV tuners (I'll share that one with you in a moment). That's right, actual questions, from actual Mac users, such as yourself. Keep those questions rolling in and I'll do another "all Q&A" column real soon. After all, what can happen here at Huge/Raytheon?

TV Tuner

I have a Performa 5200 with a UK TV tuner in it. I actually am now in Australia where the TV tuner doesn't quite work. As I understand it, the TV tuner is quite programmable in the frequencies it tunes into. I once had a copy of a shareware program 'TV helper.' This was a control strip module that kind of (but not very well) allowed you to tune into FM radio stations, highlighting the programmability of the tuner card. What I would like to know is there any other programs that work with the TV tuner, ideally with access to all its features in a user programmable manner i.e. I can choose all options. You see I have a problem in that UK channels (PAL) have the sound carrier about 4-5MHz above the video carrier. Whereas Australian channels (PAL B) have the primary audio carrier 5.5Mhz above the video carrier for a given channel. This means I can get the video perfectly and the sound so-so. Or with fine tuning I can get the sound clearer but the video so-so. Is there a way to alter the standard spacing of the carriers in the receiver. I fiddled around in ResEdit with the <Freq> Also and Mtv2 resources with limited success. Australian channels use the FM stereo method of stereo transmission. UK channels use Nicam digital stereo. I can force Apple's video player to tune into FM stereo reception (mode shown on the screen) with the sound coming on momentarily but the sound then doesn't play. Is there a way to stop the auto- mute feature (I think this kicks in when the tuner thinks there is no signal).

I understand there is a FM radio/TV tuner in the USA with applications to suite. Do you know if the applications work with older tuner cards. I can't see why not if the 'TV helper' shareware module can tune FM stations on my card. I just need something better than this particular program.

Basically are there other programs around that allow me to 'fiddle under the bonnet' with all the options of the 5200 video input board and TV tuner.

Thanks so much (in anticipation), for any help or assistance or references you can provide.

Charles
nancarrow@usa.net

P.S. Will you send a reply to me or do you just answer the questions via About This

Particular Mac.

Ok, two things here, first, although I only write my column once a month, I do try to answer any and all questions in the order received, as soon as I receive them. Because after all, isn't e-mail instantaneous?

Second, I wanna open this up to our loyal readers, as scanning my vast resources only turned up the TV Helper app mentioned above. So, readers? What do you think? You may either e-mail me at the usual suspects, or e-mail Charles directly.

...

Installing RAM

Hey there,

I have a Performa 6116 and I've just ordered 16MB of RAM (a pair of eights). Am I gonna be able to put these things in myself? Any Apple warranty I have is expired anyway, so I thought I'd give it a try. Can you tell me how to do the installation, or point me to someone who can?

Appreciatively yours,

Kristina Price

pfam@genesisnetwork.net

Ok, Kristina, take out your Winky-Dink crayon...oops, wait, wrong show. Here's what you do: Fire up your copy of GURU (guide to RAM upgrades, available from the Newer Technology website) for the definitive info. The MacMan compressed version, is as follows: You have two 72-pin SIMM slots on the motherboard, put one chip in each. They should go in only one direction. If there's old memory there, it's a simple matter to take it out. By the way, make sure you turn your Mac off first. Also, a grounding strap is a handy thing to have. Hopefully, the fine folks that sold you the memory will provide you with one.

...

Spam, Spam, Bacon, & Spam.

Last month, I chatted briefly about what you can do with unsolicited or unwanted e-mail. To recap: If you've ever posted to a newsgroup, someone, somewhere, has your e-Address. This can result in all sorts of offers from people that have nothing better to do with their time than waste bandwidth. My suggestion resulted in the following question:

Hello... in the most recent issue of ATPM you mentioned that it's possible to access real header info from spam e-mails with a command character. However, you

didn't mention what the command character is...? Would you mind enlightening me? *smile*

Thanks and keep up the good work!

Regards,
A Loyal Reader

Actually, as it turns out, in Eudora you have to set a preference, and then reopen the message from which you want the header info. What you do in your friendly, neighborhood Eudora program is go to the Special menu, and choose "Settings"... I believe a dialogue box opens and one of the settings is, "Show all Headers." This will reveal to you all the stuff you normally never wanna see, Loyal Reader. Good Luck.

...

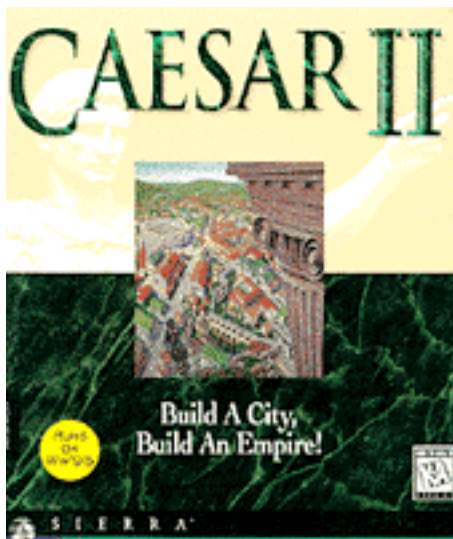
Next month, I'm hoping for a lot of questions from you guys and gals so I can do the aforementioned all Q&A column. If not... Well, I'm sure I'll be able to enlighten you with something stupid that will surely happen here at Huge. Unless I get hired by Disney.

Mike Shields is a perspiring Screen Writer who needs \$600,000 to produce his recently finished screenplay. He can be reached at mshields@atpm.com. Or, if you just have a Mac question, that's ok, too.



ABOUT THIS
STUFF

REVIEWED BY SIMON TOUT, s.tout@unsw.edu.au



Product Information:

Published by: Sierra On-Line
Phone: 1-800-757-7707
Fax: 402-393-3224 (USA & Canada only)
Web: <<http://sierra.com/>>
List Price: \$49.95 US

Requirements:

Apple Macintosh© LCIII or above
System 7.1 or higher
6 MB of RAM (8MB recommended)
Double speed CD-ROM drive
14MB Hard Drive space recommended

In their “sim” game **Caesar II**, **Sierra** promises you the opportunity to “Build a City...” Start with a province in the early Roman Empire and build a capital city with exquisite, detailed structures. Then, master your unruly province by exploiting its resources, opening trade routes, and raising armies. The fun doesn’t stop there as you are encouraged to “Build an Empire! Develop other provinces...” Your job is to keep the barbarians out, your cities thriving, and your citizens cheering. For a future Emperor, it’s all in a day’s work!”

The game is set at the rise of ancient Rome (starting ~300 B.C.).





There are two nicely integrated elements to Caesar II. The main section is something like an ancient Rome version of **Sim City™ (Maxis)**. You husband your tax resources while encouraging villagers to settle and produce by providing them with markets, temples, forums, theaters, running water, roads, factories, plazas and other goods. At the same time, you have to employ “plebs” to keep the city environment maintained and pay for men to train in your military Cohort. If that weren’t enough, there is the usual political “payola:” an annual donation to the Senate in Rome.

While this game scenario doesn't sound breathtakingly original, it really is nicely conceived. Graphics are beautifully detailed and the interface is better than average. Sounds and music are atmospheric and the game play, while difficult, is not impossible for anyone within the recommended age range. The game even gives you access to snippets of historical information, as well as references to more detailed studies for those with an educational inclination.



In part two, game play extends from individual city development into controlling the full province. At this stage, you're concerned with procuring raw materials and resources needed to maintain your city. Now you send out your Cohorts to pacify barbarian towns and protect your city, ports, farms, mines and villages from marauding Barbarians, invading Greeks, and Carthaginians (with a major chip on their shoulders!) Your expectations are not disappointed as you encounter their Elephants! This is an experience not to be missed!

When battle is joined, the play becomes rather like a table top game with miniatures. You have control of individual "Centuries" (about sixty men) of your military Cohort and any light infantry, slingers and Auxiliaries you can muster.



The battle animation is unexpectedly good, which is surprising given the number of figures that have to be drawn (especially on an elderly LC III). Controls for battle orders are a little vague here, but you can pause the game at any time, issue orders, and then restart when things get hairy. You can direct troops to change their formation (but woe betide you if you do this too close to the enemy!), move, fire, retreat or surrender. Troop numbers, morale, and class (a little abstracted) are all taken into account in battles. Battle development and procedure are a little simplified. However, visually, it's a treat to watch and quite nerve racking. If it all gets too much for you, you can leave it to the computer to calculate the outcome in a couple of seconds.

I've played Caesar II very happily on a Macintosh LC III, where the only thing that slows the play are the "cut scenes" which merely add "ambiance" to the game. Fortunately, these visuals can be turned off. I had only one computer freeze in about twenty hours of play. This annoyance did not recur once I allocated a couple more Megs of RAM. Thus far, I've had twenty hours of absorbing play, and the happy prospect of many hours more. Even

the manual is fine. This has been one of my best buys in a long time.

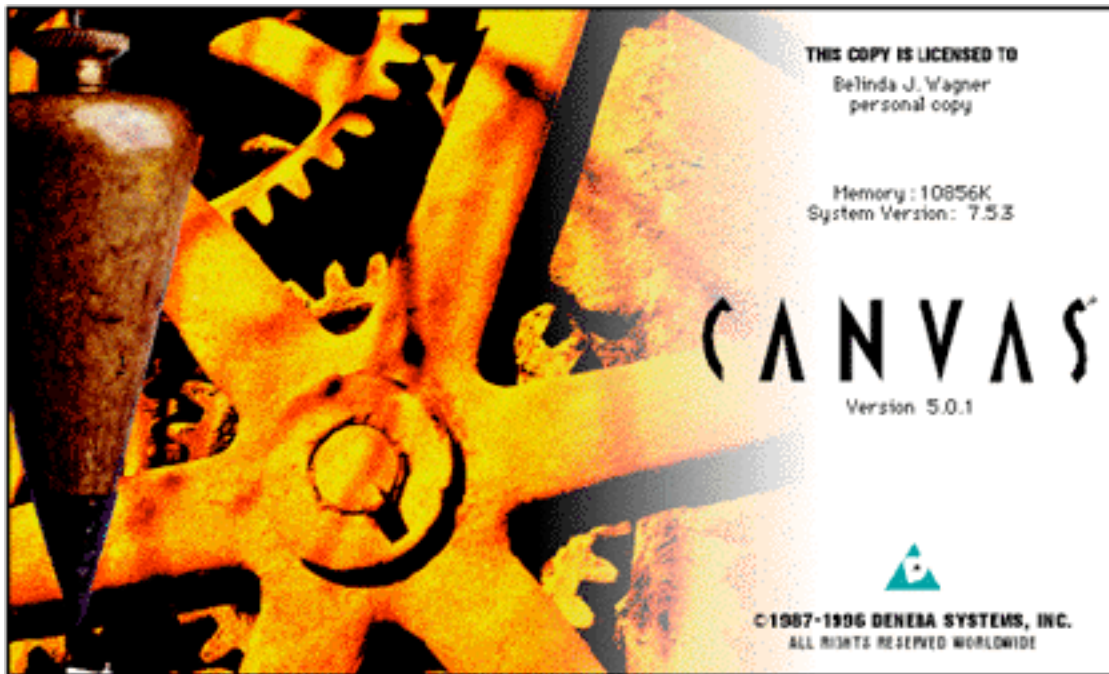
I'm a happy customer. Your chariot mileage may vary!

This review is © 1997 Simon Tout, s.tout@unsw.edu.au. Simon Tout, Ph.D.,
is a project scientist at the University of NSW in Sydney, Australia.



ABOUT THIS
STUFF

REVIEWED BY BELINDA WAGNER, bwagner@atpm.com



Canvas 5.0.1

Product Information:

Published by: Deneba Software
Phone: 305-596-5644
Fax: 304-273-9069
Email: support@deneba.com
Web: <http://www.deneba.com>
Competitive upgrade: \$149
Regular street price of full version: \$400

Requirements:

68020 or later, or PowerPC processor (PowerPC recommended)
System 7.0 or later
8MB available to Canvas (12MB or more recommended)
25MB free hard disk space for installation
256-color video display
High-Density disk drive (CD-ROM recommended)
Supports all Adobe Photoshop-compatible plug-in modules

First, I have a confession to make. I've been a **Canvas** user since version 1.0. I've traditionally used this gem from **Deneba Software** to assist in producing slides and figures for scientific presentations and manuscripts. Using versions 1.0 through 3.5.3, I would draw a box corresponding to the portion of X-ray or Polaroid film of data I wanted to include in the figure, then I would begin labeling across the top of the box. My colleagues and I enjoyed Canvas' ability to angle text, since our data was typically arrayed as a series of columns. Above each column, conditions which were varied in the experiment were graphically summarized (usually as "+" or "-") either at the top or bottom of the figure. Frequently, there were also names associated with one or a group of columns. This is where the ability to angle text was such an advantage.

In those days, Canvas was only available for Macintosh. Scientists are naturally competitive people and we are proud of our work. We like to make it look good for others. Those of us working on popular projects are often scheduled near other presenters displaying similar data from similar experiments. To stand out from the crowd, one needed to have the most dramatic slides and the most innovative, yet clear format for summarizing the experiments presented. DOS and, subsequently, Windows users' illustrations often looked quite pitiful juxtaposed in a journal or at a conference with those of a Mac-loving scientist using Canvas (unless they forked over "big bucks" to a graphic artist).

For years, I have happily constructed my "masks," consisting of a box with text and object labels (arrows are a particular favorite) around the perimeter. To make the slide or figure, I would print my Canvas document with a laser printer, carefully remove the interior of the box with an exacto knife, then layer the mask on top of the original film to frame the desired region. A Polaroid camera did the rest.

I could perform an experiment the night before a conference and have a slide made before I left for the airport. Quick turnaround, ease of use, and awesome results is what Canvas has traditionally meant to me.

Version 3.5.4 brought the ability to import TIFF files from scanned images processed with Adobe Photoshop. That eliminated the need for making "masks" and shooting Polaroids of the composite. However, as I began dealing with outside graphics shops to print out color files, I discovered weaknesses in Canvas' prowess. First, not many shops have Canvas installed, so file conversion was necessary. Converted files incorporating scanned images swelled to mythic proportions, so I learned how to upload files onto servers via ftp or attach them to e-mail (and pray) before I got my Zip drive!

Throughout its history, Canvas was a "hands-down winner" at vector graphics and stunning manipulations of small bits of text. However, when it came to text blocks that were larger than a single line, it was dismal. Even placing a paragraph in a Canvas document could be a nightmare.

Then came Canvas 5!!!

It was a shock when I installed the software and peeked at the accompanying tutorial. Normally, I avoid tutorials like the plague. However, there is a small "Getting Started" pamphlet that comes separate from the User's Guide. This itself was not surprising. Macintosh users have come to expect some sort of "quickstart" document and admittedly, the installation instructions for Windows occupy 2 full pages whereas those for MacOS are a mere half page.

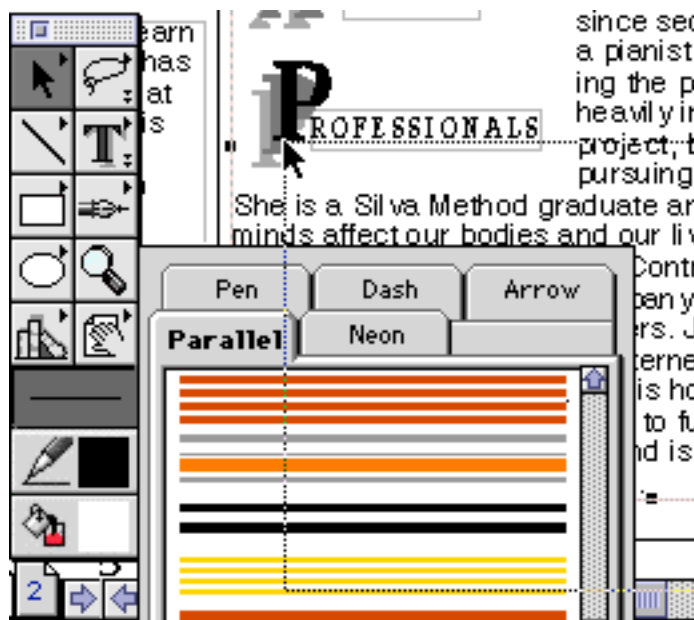
As I turned to the Table of Contents, I noticed the very prominently bolded phrase, "Creating a newsletter." My curiosity was piqued. Coincidentally, I was beginning my second year as editor of a newsletter for a Professional Women's organization. The January issue needed to go out and I was feeling frustrated. I had milked ClarisWorks for everything it could provide in terms of design. I used Canvas 3.5.4 to design graphics for the masthead and some custom clip art, but because of the bulky conversion process, file sizes were huge and it took forever to print. If the graphics needed small modifications, it was a pain because I had to jump back and forth between two applications.

Eight hours after installing Canvas 5, the newsletter was completely redesigned. I used many advanced features and ventured far beyond the boundaries of the tutorial. I admit, I employed the User's Guide. Another pleasant surprise! The Guide is a truly excellent, well-written, well-organized resource! Another major improvement from previous releases.

The full range of features in Canvas is mindboggling. I consider myself an advanced user, and there's still a lot that I haven't tapped yet. So, I'll concentrate on a few highlights.

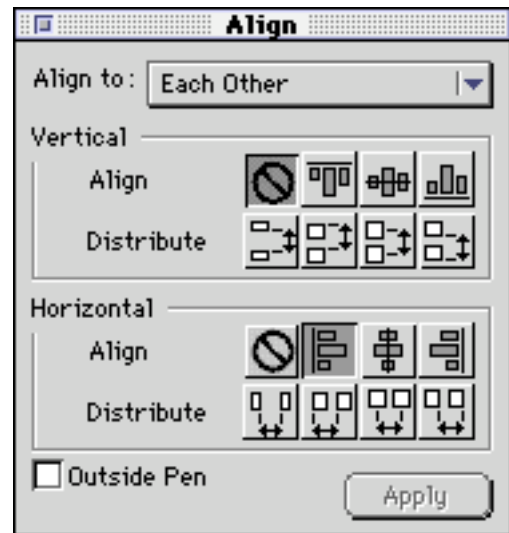
Canvas 5 retains Deneba's historical prominence in vector graphics yet extends its range to encompass the features of powerful word processing, desktop publishing, presentation, and image manipulation software in a single program. The only downside to all this power is speed. On my 68040 Performa running 7.5.3 with 20MB of RAM, it's slow. If you aren't familiar with previous versions of Canvas, learning this program from scratch may be agonizingly tedious on anything less than a PowerPC. But, if you'd rather skip the expense of buying three smaller programs and the hassle of trading bits and pieces of files among three open applications, it's worth the investment.

A feature that debuted in version 5.0 is the ability to activate floating palettes for a variety of functions: align objects, color and textures, text attributes, etc. These stay on the desktop and eliminate menu pulldowns when you are repeating similar operations on multiple groups of objects and/or text. To activate a floating palette from the toolbox, you need only "drag" it away from the toolbox window.

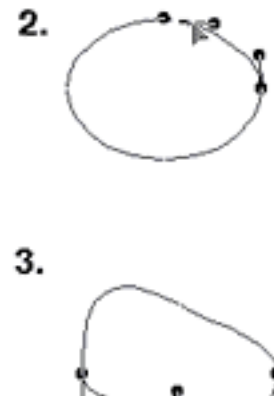
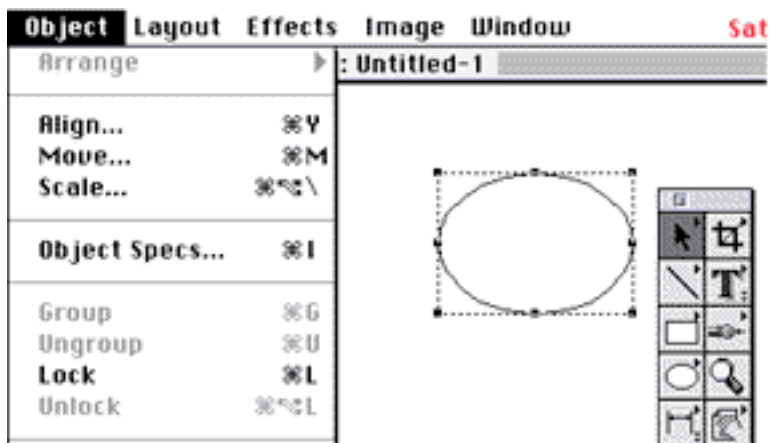




Once palettes are freed from the toolbox, they can be positioned anywhere on the desktop and moved at any time. You can have as many floating palettes open as you wish. For my current projects, I typically have the typespecs and align palettes open to perform multiple operations easily from each group of functions.



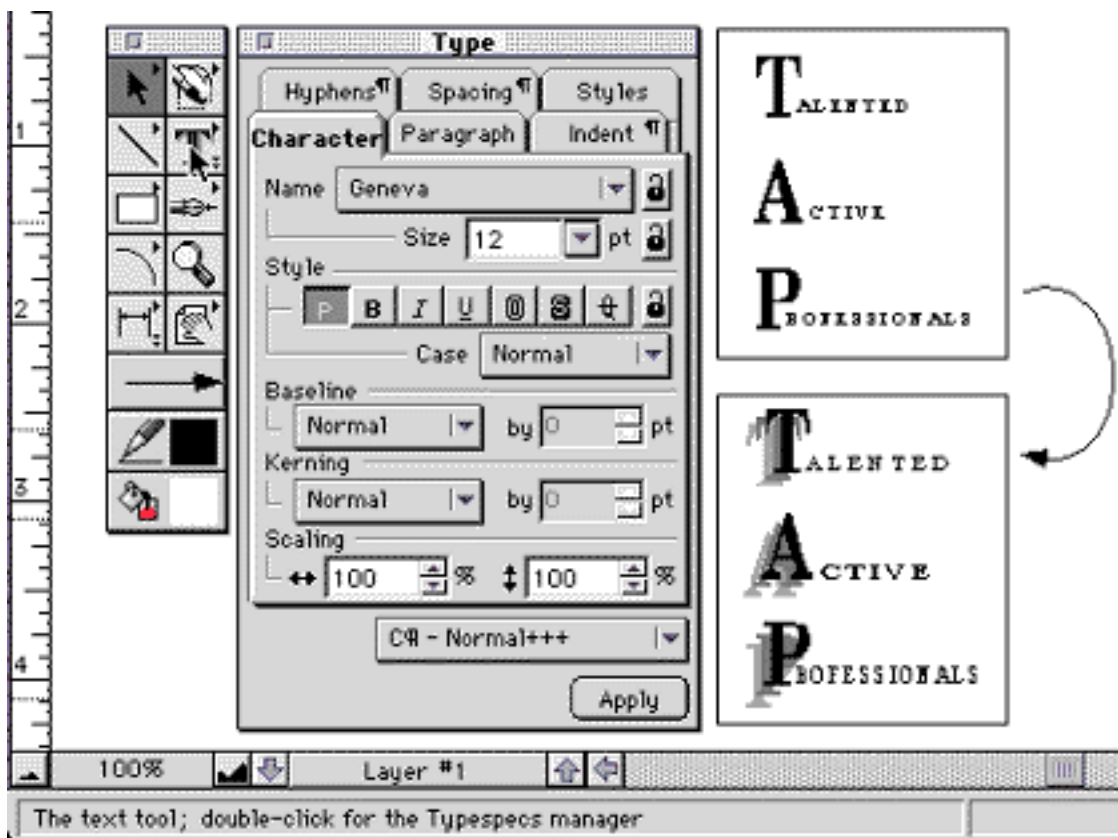
Another graphics feature that was greatly enhanced between Canvas versions 3.5.4 and 5 is the ability to deform standard shapes. For those of us without a graphics pad or precise tracking device for freeform input, this feature is a real plus. The way this is accomplished in Canvas 5 is by clicking on an object you want to edit using the pointer tool, then choosing "edit path" from the "Object" menu and "Paths" submenu as shown below.





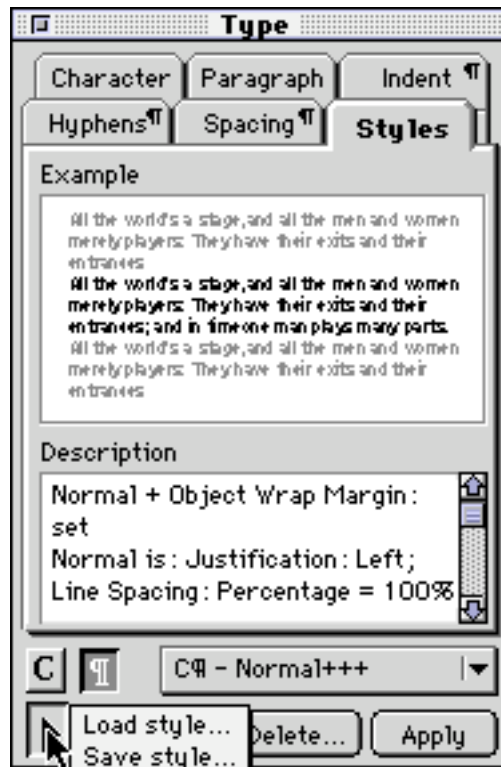
Steps 2 and 3 above demonstrate how editing “handles” are added to the shape and the effect of “pulling” on the handles, respectively.

What really comes in handy for anyone who wants to produce dramatic text documents is Canvas’ ability to manipulate text:



Text styles are created and saved in the “TextSpecs palette” which is activated by double-clicking on the text tool in the toolbar. This floating palette contains several submenus which control character attributes (my favorite is the ability to independently scale text horizontally and vertically), indents (including drop caps), paragraph attributes, etc.

Once you’ve created a paragraph, character, or a combination character/paragraph style, it can be saved via the TextSpecs palette in the “Styles” submenu. You can create document-specific styles or you can load from a stored library of styles for use among multiple documents by clicking on the arrow in the bottom left of the palette (shown below). Styles created in the current document can be saved to a library by the same procedure.



I still don't know if version 5 has improved its file conversion capabilities to make dealing with commercial production easier, since a collaborator of mine purchased a Color Laserwriter and a Canvas 5 copy of his own. I suspect it has however, since it was a fairly well-known weakness and the "Save As" options are far more numerous in Canvas 5.

The figures included in this review were created with Snapz Pro 1.0.1 to capture the screen shot images, Canvas 5 to edit and combine multiple images, and finally, a Snapz Pro capture to save the final product as a single object to conserve file size.

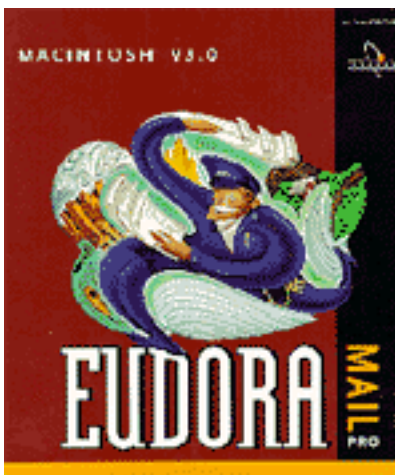
Hope I "made ya look!" at Canvas 5!

© 1997 Belinda Wagner, bwagner@atpm.com. Belinda J. Wagner, Ph.D. is a molecular biologist and a faculty member of Bowman Gray School of Medicine in North Carolina. She studies how cells respond to their environment during wound healing.



ABOUT THIS
STUFF

REVIEWED BY ROBERT MADILL, rmadill@atpm.com



Eudora Pro™ 3.0

Product Information:

Published by: QUALCOMM© Incorporated

Phone: 619-587-1121

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

List price: \$89 US

Requirements:

Apple Macintosh® Plus or above, System 7 or higher.

Approximately 6.5 MB Disk Space

Mail account with an Internet Server Provider or Internet-style network account.

Access to your mail account via a modem (9600 bps or higher recommended) or Internet-style network account.

In these days of computers, modems and Internet connections, the aphorism “Waiting for the mail” is about the most archaic concept you can find in the field human communications. Knowledgeable observers of computers and related technologies dub electronic mail correspondence as today’s most popular application, having pushed aside word processing, spreadsheets, games and the like. Usually, once we are “up and running” with our Internet connection, we adopt whatever application came packaged with our Macintosh® for our e-mail correspondence. Rarely do we reflect on how the software should, or could make our e-mail tasks easier, quicker, more efficient, or even more fun.

After many years of happily sending and receiving my e-mail using the freeware application **Eudora Light™**, I became aware of **Eudora Pro™ 3.0** by **QUALCOMM®**

Incorporated. The contrast between the two e-mail applications could be likened to the difference between driving my Geo Metro vs. my BMW Z3 Roadster. Both do the same **job** (getting me, or my mail, to a destination), but the features and options in Eudora Pro™ 3.0 and the Roadster make the **mechanics** of getting there more efficient and pleasurable.

ATPM					
		Who	Date	K	Subject
S	📧	bwagner@bgsu.edu	5:30 PM 1/25/97	1	Attachments
S	📧	Robert Paul Leitao	5:30 PM 1/25/97	1	Schedules
S	📧	Michael Tsai	5:31 PM 1/25/97	1	Schedules
S	📧	mshields@CCGATE.NAC.L	5:31 PM 1/25/97	1	Attachments
S		Michael Tsai	5:45 PM 1/25/97	1	Beta of 3.01
		Michael Tsai	5:55 PM 1/25/97	1	ATPM
R		Michael Tsai	6:08 PM 1/25/97	2	ATPM
	📧	Michael Tsai	6:59 PM 1/25/97	2	ATPM
S		Michael Tsai	11:43 AM 1/26/97	1	Re: Schedules
R		Michael Tsai	4:18 PM 1/26/97	1	ATPM
		Michael Tsai	4:23 PM 1/26/97	2	ATPM
		Belinda J. Wagner	4:28 PM 1/26/97	2	Re: Bolding Company Names
S		support@agustone.com	10:36 AM 1/27/97	2	Re: Agustone
S		Michael Tsai	5:09 PM 1/28/97	1	Re: Schedules
		Michael Tsai	7:57 PM 1/29/97	1	ATPM
		Michael Tsai	7:59 PM 1/29/97	1	ATPM
R		Robert Paul Leitao	7:54 PM 1/31/97	2	Quick Mail Pro
S		Robert Paul Leitao	8:33 AM 2/1/97	2	Re: Quick Mail Pro
R		Michael Tsai	2:53 AM 2/2/97	1	ATPM Correspondence
R		Michael Tsai	2:55 AM 2/2/97	2	ATPM Correspondence
		Michael Tsai	4:37 PM 2/2/97	2	ATPM Correspondence

145/308K/9K

Installation is easy, with 68K, PowerPC or a Universal (Fat) versions of fered. If you already have an Internet connection, Eudora will automatically enter your present POP/SMTP settings in the appropriate locations. Further "Settings" such as Server Instructions, Mail Checking Intervals, Fonts and Displays and numerous other aspects of the application are easily fine-tuned from within the "Special" Menu bar selection. If you need assistance with Eudora Pro™ 3.0, it can be found in the comprehensive and very readable manual packaged with the three diskettes. Additionally, a thorough on-line "Help" manual is accessible from the "Balloon" icon in the Menu bar.



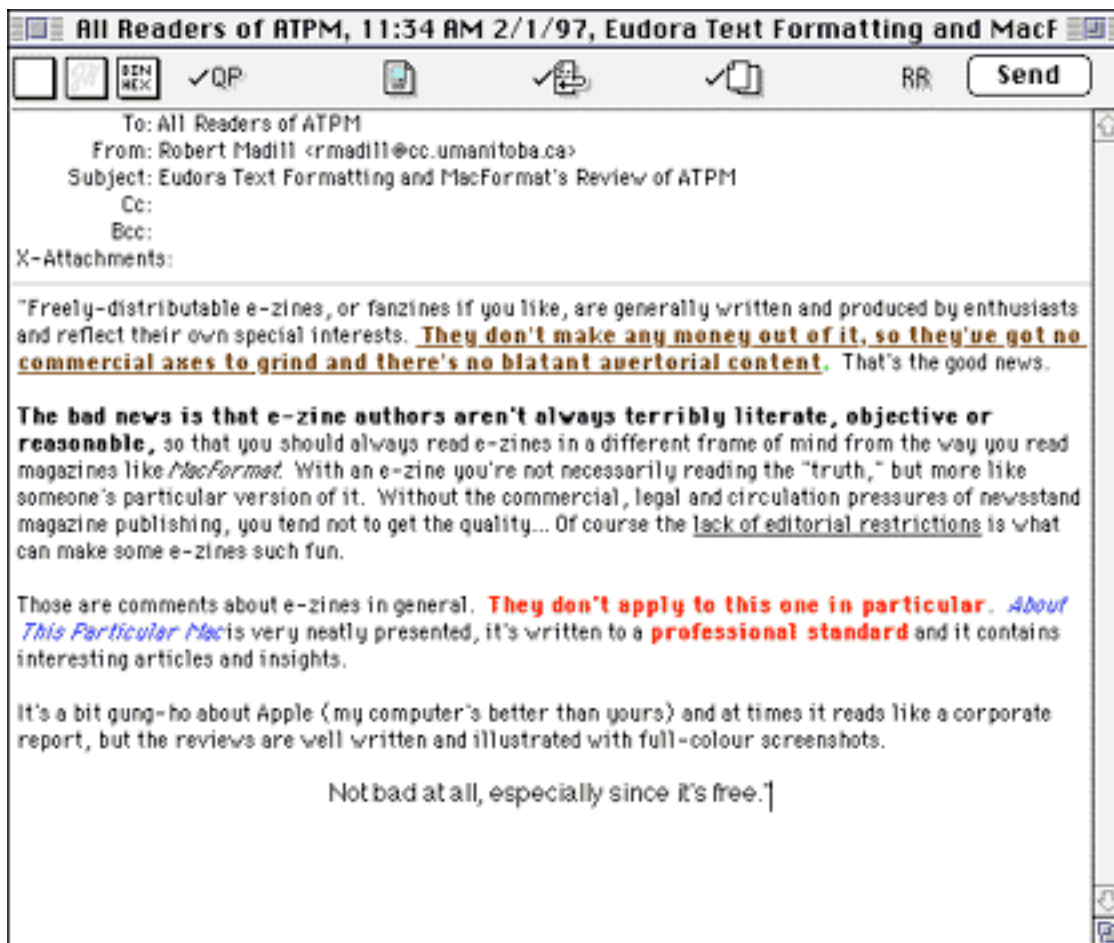
One feature that immediately captures attention is the user-configurable "Toolbar." Visually, this option places a series of "buttons" on the screen giving you links to commonly used Eudora commands. "Buttons" can be icon- or name-driven, appear in small or large icon format, be placed vertically or horizontally on the screen, or assigned to one of the function keys on an extended keyboard. Common tasks such as checking mail, creating new mail, replying to incoming mail, checking mailboxes and so forth are only a mouse click or function key-



press away. At first, I was skeptical about this feature, fearing the amount of desktop “real-estate” the “Toolbar” might command. After I fine-tuned my “Toolbar” to a vertical configuration with small names only, I realized that the time-saving advantages far outweighed my concerns. Not only were Menu bar “pull-downs” minimized, I was able to create and include my own mailboxes in the “Toolbar.”



The bland “black and white” world of electronic messages is changed with Eudora Pro 3.0. It has a majority of features associated with a true word processor. You have access to all installed fonts and all of the typical stylizing options such as: bold, italics, underline, size, justification, and even color text. Speaking of color, a real bonus of Eudora Pro 3.0 is its ability to accept “Embedded URLs” in the body of a message. Any URL you enter into the body of your mail text (designated by <> brackets) is automatically colored blue and underlined. When the recipient of your message ‘command-clicks’ this URL, their preferred Web browser is launched and automatically pointed to that Web site. [Editor’s note: these features are also available on the freeware version, Eudora Light 3.0.1]



This leads me to mention two critical observations concerning Eudora Pro 3.0. Currently, neither stylized message text nor embedded URLs are recognized by recipients who are not

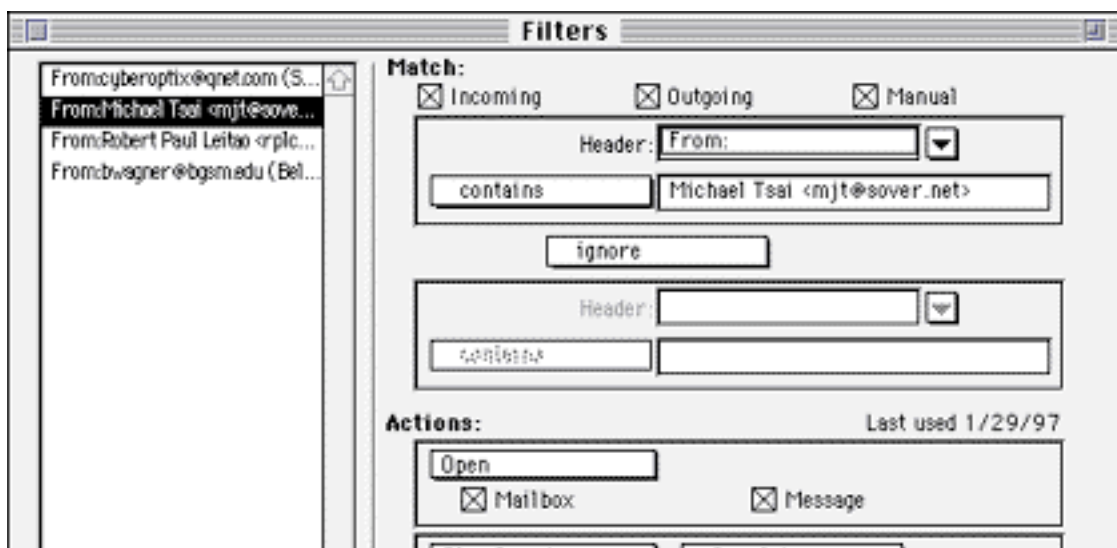
using Eudora Pro 3.0. Perhaps friendly cooperation between competing developers in the field of e-mail applications will resolve this annoying barrier. However, incoming e-mail correspondence containing URLs written in the standard "<http://...>" format are highlighted for your use, no matter what application the sender uses to generate the message.

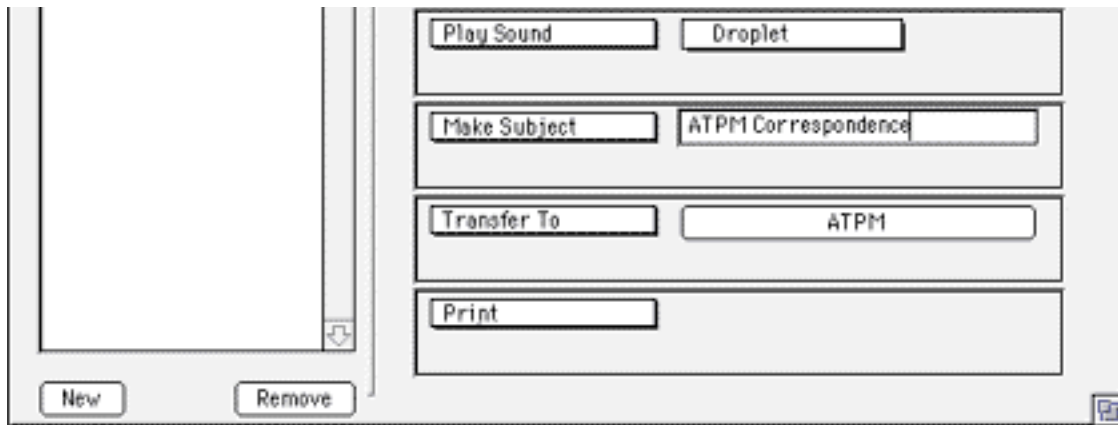
Included with Eudora Pro™ 3.0 is the spell check application, **Spellswell** from **Working Software**, which performs simple checks for grammar and spelling errors. The 93,000+ word dictionary is considerably robust for its size, has an intuitive interface, and is user-expandable. In a world where spelling errors are an embarrassment, this feature is a welcome addition. It's really quite awkward to check mail after it's been sent only to discover a drastic mistake or two!

Most e-mail users are concerned with the 'nuts and bolts' of "Message Management," so readers will be pleased to know that QUALCOMM Incorporated has wisely included the full capabilities of features like "Drag and Drop" in their application. Not only can messages be dragged from mailbox to mailbox, but all the usual "cut and paste" features of word processing work with this application. External text and its formatting can be imported without change from any other document into a Eudora e-mail message.

Other enhancements such as "Multiple File Attachments" and "Stationary Files" make this one of the most flexible mail programs I have used. The latter option allows you to automatically generate oft-repeated messages, or to automatically reply to incoming correspondence that you are on a well-deserved holiday and won't be returning for a week or two! Eudora Pro™ 3.0 has a powerful "Quick Search Engine" which allows you to use a VCR-like interface to find any particular text string in any message or mailbox.

One of Eudora Pro's most powerful features, however, lies buried in the section called "Filters." This interface may initially look slightly overpowering, but a quick read of the manual or an intuitive experiment or two will prove that this option is user-friendly and an invaluable asset. Five "Action Boxes" allow for the automatic management of e-mail through numerous actions and reactions to incoming and outgoing mail. Commands such as "Forward," "File in Mailbox...," "Sound Alert," "Auto Reply," "Notify Sender," "Open," and "Print" are only a few of the possible "filter journeys" you can assign to mail moving in either direction.





An adjunct to the “Filter” system is a more powerful “Address Book,” which stores addressee information. E-mail addresses, street address, phone numbers and incidental notations concerning your correspondents are easily stored and accessed. You may also initiate e-mail messages directly from the Address Book, either to individuals or groups.

After years of tolerating messages larger than 32K being split into multiple messages, it is a pleasure to see that Eudora Pro 3.0 accepts messages of any size as complete documents. For those who might wish to begin to further customize this program, you should access <http://hyperarchive.lcs.mit.edu/HyperArchive.html> and do a “Eudora” search. Various sound alerts and scripts are available.

In the final analysis, I find this application to be excellent, flexible and robust. As an aside, when I caught sight of the name John Norstad as one of the people responsible for the initial development of Eudora, my faith in this application was confirmed. The name of John Norstad should reassure any Mac user. In case the name is not ringing any bells, Mr. Norstad was responsible for the best anti-virus freeware available for Macintosh computers, “Disinfectant.” Thanks to him for that gem and for his contribution to an excellent mail program which was developed further by the people at QUALCOMM Incorporated.

For those who might be interested, I drive the Metro, not the BMW (but I can dream!).

This review is ©1997 Robert Madill, rmadill@atpm.com. Mr. Madill is a Professor of Art and Architectural History on the faculty of Architecture at the University of Manitoba in Winnipeg, Manitoba.



Guidelines

The Official ATPM Guidelines!

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

What is ATPM?

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

We'd like our readers to be involved!

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

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

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

We Want To hear from you!

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

MacMan: Got a technical question? Mike Shields offers technical help in his column. While the opinions expressed in his column are his own, and the advice he gives is also his own (not to be confused with any 'official' or 'semi-official' or 'not official at all but might seem official' advice or comments from ATPM), he does think that he provides quality answers to your e-mail questions. Check it out for yourself! Send your inquiries to: <macman@atpm.com>.

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. Send your stuff to <editor@atpm.com>.

Let us know that you know what you know!

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

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

Wishful Thinking!

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

<editor@atpm.com>.

Our Subscription Information!

Subscription Information: The ATPM subscription list now comes in two flavors! We have our deluxe list which includes all notices and advisories and an e-mail copy of ATPM as soon as it's released. Our second option is our notification list which includes all notices and advisories but instead of automatically and conveniently receiving ATPM when it's released, we will notify you when each issue is uploaded to our web site.

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That's It!

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



Wishful Thinking

BY DOMENICO BETTINELLI, JR., dombett@tiac.net

Here's an idea for an ad campaign, but it's not necessarily for Apple. In fact it's a reply to those "Intel Inside" ads. You know, the ones that claim its the Intel chip that allows your computer to have an "Internet link." (As if they invented the Net). Well I was thinking Motorola and IBM need a new PowerPC promotion, so how about:

"PowerPC. It's the Power to Be..."

That line could stand alone or could be added to with one or some of the following in different ads:

"It's the Power to Be Connected." (Ad shows some Internet connectivity... We can play that game too, Intel).

"It's the Power to Be Creative." (Ad agency, graphic design, etc.)

"It's the Power to Be Productive." (Business applications)

"It's the Power to Be Inquiring." (Science, Engineering)

"It's the Power to Be Faster." (Comparisons to Pentiums, etc.)

...and so on.

Then Apple and the clone makers and anyone else who begins using PowerPC chips for their computers (AKA the PowerPC Reference Platform) could add the logo to their computers and the advertisements.

I'm no advertising genius and I'm no graphic artist, but I'm sure it wouldn't be too hard to take this idea and expand on it. Are you listening Apple/Motorola/IBM?

...

Perhaps Apple has been reading our Wishful Thinking section. They recently announced a contest where Mac users can suggest ideas for advertisements. Check out Apple's Dreams Contest page at <http://www.dreamscontest.com>

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



Next Time

Next month, we'll bring you our March Forward issue.

You'll get to read the next installments of Apples, Kids & Attitude, The Personal Computing Paradigm, and Macman to the Rescue. You'll also find the in-depth, personal reviews that you've come to expect.

While you're waiting for the next issue of ATPM, instead of reading what the newspapers have to say about Apple, why not read the facts? There are quite a few that tell about Mac user's product satisfaction, the battle of the PowerPC vs. the Pentium, and the lightning-fast, 533MHz PowerPC chip from Exponential.

Check out:

<<http://www2.apple.com/home/facts/>>



Until then, enjoy the **personal** computing experience.

