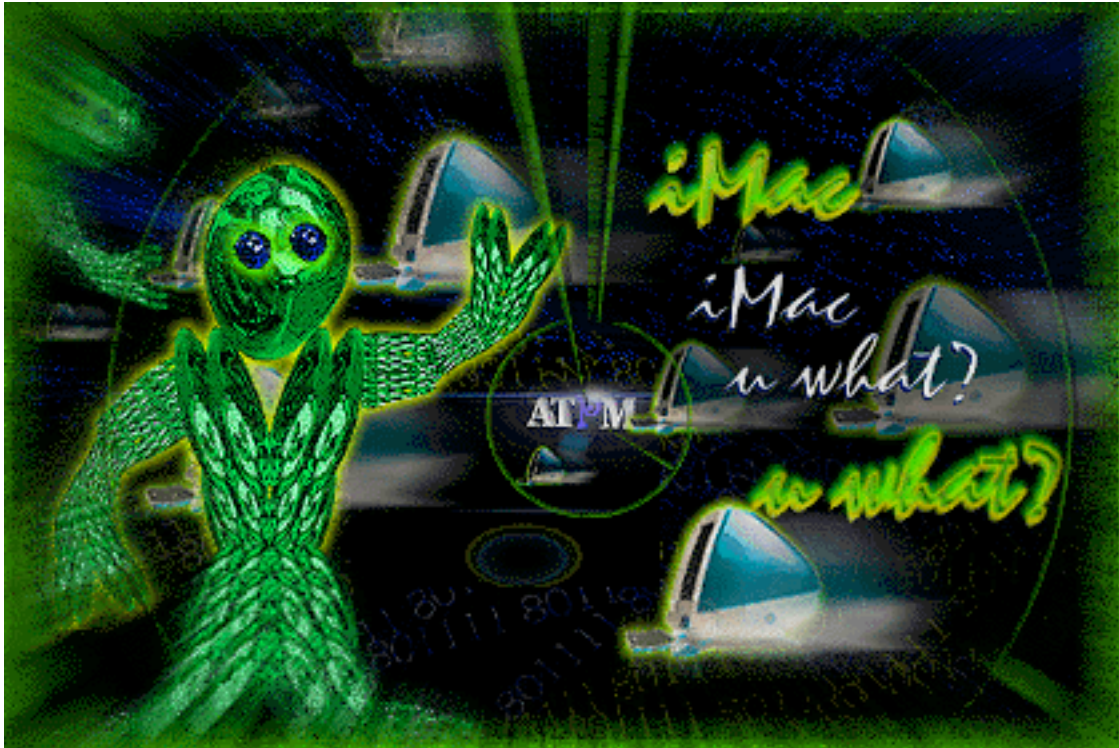


ATPM

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- ▶ G3 PowerBook Tales



*About This Particular Macintosh™ 4.07: About the **personal** computing experience™*

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Thanks for reading *ATPM*.

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Welcome

We're glad *ATPM* is a bipartisan publication. Honest, we're not running for office. But if we were, we'd be running on the OS X platform. It will definitely be the "ticket to ride" for superior OS performance. It's not too early to declare your preference. All G3 Macs have been endorsed by Apple for OS X compatibility. Stop by your local CompUSA and look at Apple's candidates for your home office. For Mac users, the G3's price-performance levels make looking at a Wintel box bad foreign policy (not to mention high treason should you buy one!).

We don't usually talk politics but this year's Macworld Expo is being held at New York's Jacob K. Javits Convention Center. The facility is named after a well-respected Republican known by many for his liberal views. Although we are usually conservative in our views, we liberally lavish praise on the new PowerBooks and the desktops and minitowers to be introduced in July. Our sources tell us the new Macs will be a runaway success (but we wouldn't mind a laboratory runoff with the competition). We'll see the election results soon. Watch the exit polls! The number of people buying Macs and leaving the Wintel world ought to make this contest a landslide!

A Tale of Two Stories

Two of last month's columns sparked a great deal of reader interest. Michael Tsai's critical look at the latest version of Microsoft Word <<http://www.atpm.com/4.06/page8.shtml>> prompted readers to respond with their own "tales of trouble" about software from the "Robbers of Redmond." Michael returns this month with a different look at the Justice Department's favorite monopoly. Please visit *ATPM's Personal Computing Paradigm* for more.

Tom Iovino's cautious look at the iMac <<http://www.atpm.com/4.06/page6.shtml>> resulted in some less-than-cautious e-mail responses. While his column began with a reference to walking along New Jersey's famed Boardwalk, several readers suggested he should talk a long walk down one of New York's infamously short piers (we always thought he was a little wet behind the keyboard). This month Tom "walks the plank" while talking about software pirates of a different variety. Stop by this issue's

Apple Cider and see if you uncover any precious gems. He says "OS X" marks the spot for Apple's soon-to-be discovered software treasure.

Charity Begins At Home...and Work (Part II)

Since our inception, very few of *ATPM* initiatives have brought us as much notoriety and support as our program to match donors of pre-owned Macs with schools and charities that need them <<http://www.atpm.com/4.05/page.shtml>>. Our e-mail box has been inundated with responses from worthwhile organizations trying to do a lot, often times with very little.

If you're planning to upgrade to G3 performance but are concerned about finding a good home for your current Mac, please e-mail us at <editor@atpm.com>. We know of many many groups who could make very good use of your generous gift. Please see this month's *Apples, Kids & Attitude* for more info.

Railroad Crossings

H.M. Fog, *ATPM* staff writer and author of our intermittent serial *Twilight Junction*, (*ATPM* 4.02) will be taking a sabbatical of sorts to pursue a new interest. It's a series of short stories entitled "The Journey Home." His travels by rail and road will take him all over Southern California as he explores some rather extraordinary subjects with a camera, some cool software, and his favorite Mac. His whereabouts and work will be reported from time to time as an addendum to *Apples, Kids & Attitude*. He's promised to keep Rob "on track" about his work.

Pulling into *ATPM's* electronic station is Chris Turner, our new copy editor. Chris is a convert of sorts to the Mac platform. Spending years on the "other side of the tracks" provides him with a unique outlook on all things Mac. We appreciate his hard work on this month's issue and we hope to have him "on board" for months to come.

Please enjoy this month's issue. We're glad you came along for the ride. Our articles and reviews will help you reach your Mac information destination. All aboard!

The *ATPM* Staff





Email

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

Tools of the Trade

Just wanted to say how much I enjoy reading your publication every month. Keep up the good work. The other great thing is that in your list of tools used to put it out there is not a single Microsoft product listed. Truly great things are created when truly great products are used! Thanks for doing your part to show that the computing world does not revolve around Bill's crap.

Dave Hartrum
dhartrum@erols.com

...

Whatever Works Best

Dear Michael:

Nice review the Word Whale. ["Microsoft Paragraph" in *ATPM* 4.06] When I have to use MS Word at all, I still work with 5.1a. On my 120 MHz machine, it's plenty fast enough. Other than that, I won't have MS on my machine. Far too buggy to fool with.

But I've fallen in love with ClarisWorks 5.0. Very nice product, accelerated for PPC and uses a little less than 4 MB.

Keep on punchin'.

Eric Barnes
pres@capitalfundsgroup.com

...

To Upgrade or Not to Upgrade

I've been scratching my head for the past few weeks about upgrading Microsoft Office in my company. We've been using Office version 4.2.1 for several years and we've all moaned repeatedly about the many flaws in Word as well as the whole nasty Windows port thing.

But we have to use Word 6.0.1 in order to remain compatible with the needs of our clientele and have also managed to stay up with the Windows cousins by frequently downloading Microsoft's converter (which does work, surprisingly).

I have instituted one installation regimen that does help me out in troubleshooting Microsoft's intensive System Folder bloat: After a clean System Software install, I use the Mac OS "Label" feature to "paint" all of the OS icons. My next installation is Microsoft Office. All new icons are immediately visible and I "paint" them with label colors that I have labeled "Office." That improves conflict resolution.

I'm still unsure why Microsoft has to examine and load every font in your system when Word, Excel or PowerPoint start up. Most Mac users I know have tons of fonts because Mac users tend to be more aware of how fonts make the document. Heck, I even use expert sets in standard letters!

Knowing that Mac users are total font collectors, the folks up in Redmond should prepare their program for that. But once again, the Windows paradigm rules: When you add fonts to a Windows PC, it slows down the load of the OS. The word processor starts up faster in Windows because of this. For some reason, Microsoft feels that just-in-time loading of font sets is inappropriate. So Mac users have to wait for Word to load.

I also note that the new Macintosh G3 PowerBooks (as reviewed by Ziff-Davis) "do well with graphics applications that are optimized for RISC architecture, but they lag far behind in business and other applications." PC Magazine: First Looks Online
<<http://www.zdnet.com/pcmag/firstlooks/9806/f980603a.htm>>

I'm not really sure what ZD is saying here, Office 98 won't run on a non PowerPC Mac, so presumably the applications are optimized for RISC architecture, unless ZD knows something about Office 98 that Microsoft would just as soon nobody else know. Or perhaps the authors thought it important to insert some banal technical phrase at that point to "prove" that they are hard-core technical types.

But perhaps the reason why productivity applications, as "tested" by ZD "labs" don't run as fast on the G3 PowerBook as they could relates to the font load issue. Since this is an OS issue for Windows and an application issue for Microsoft applications on the Mac, there is a very real reason for slower performance.

Many of the "look and feel" issues you brought up are easily answered by Microsoft. In the Office Suite, they have decided to define their own "look and feel" based on "real world issues" brought up in Microsoft's highly touted "Usability Labs." As an example, you state

that Apple's HIG requires the placement of the Preferences dialog to be in the Edit menu. Microsoft moved "Options" (their version of Preferences) under the Tools menu back in Office 4 (Word 6). This matched the Windows version exactly. What you'll probably find is that Office 98 and Word 98 carries the same user interface as Office 97 (or 99, I suppose) for Windows, allowing people who know the Windows version or the Macintosh version of the Microsoft Office Suite to transfer their knowledge easily between platforms.

I'd generally be in favor of that, were Microsoft to transfer more of the Macintosh HIG to Windows (but didn't we have a lawsuit a while back about just that?)

Your article allowed me to justify putting off an unneeded upgrade. We can still get temps who know Word 6 and Excel 5 and I have made macros in both that require a spell check before you can do a printout (something that is really important in this day when a secretary will "axe" you a question). Perhaps Microsoft will "slipstream" an upgrade that will work faster and better. We'll remain happy with what we have.

Thanks again!

Mark Hollis
mhollis@onepine.com

...

Macintosh—Comfortable Computing

Thanks for the usual great e-zine. (*ATPM* 4.06)

What is it about Macs that turn normal people into Mac lovers!! I loved reading about the new iMac and how its getting big pre-orders. Its a bit like barracking for a football team, and about as logical as well.

I use a Mac by choice and a DOS box by necessity. The PC is newer, quicker, and has a faster modem, yet it doesn't feel as good. My old Mac is like that pair of tennis shoes that you wear, a bit old and in need of an upgrade, and the new Nikes or whatever **must** be better, yet those oldies just seem comfortable.

Thanks again for a great read.

Charlie
Perth, Western Australia

...

Early Exposure

I am a 57 year old female who moved from a Chicago suburb to a small town in Tennessee with my husband who is newly retired (1 year). Last January, February, March, I was

allowed to sit in on some basic Mac classes offered to the teachers at a local high school. At the last class the teacher announced the school system decided to purchase new computers for the school, PC's. The teacher was very upset as she started in the school system as a typing teacher. When computers came to the school they were Apples, very easy to learn and very easy to teach. She will have to spend most of the summer learning Windows so she will be able to teach Windows the students in the fall.

My children are ages 36 and 38, when they were in high school computers were not in very many homes. Many of the parents who were in the market for a computer and who did not know very much about computers bought Macs because their children were using them in school. Times have changed, many of the parents are using PC's in the workplace, but the students still have some input into the purchase of the household computer. I have been told that the incentive program that Apple had with the schools is no longer in effect, I am very sorry to hear this.

I bought my first Mac in 1994 after falling in love with one that my friend had. I could only afford a used Mac IIcx and started learning all of the wonderful programs that were available for Macs. Last fall I bought a new computer, a Power Tower Pro 225 with 128 MB of RAM, I am learning Photoshop, Office 98, Director, and Premiere. I have a scanner and a great printer. I am having a really great time but I am selfishly worried about the future of the Mac and of the software companies that cater to Apple. Other than the Mac catalogs (those of us who receive them) and CompUSA, who has a small Apple section in the back of the store, I don't see Macs being advertised to the common people. If the students are not getting any exposure from Macs in the schools who is going to know about Macs? There are a some parents who work for companies who use Macs but if their children are using PC's the parents will be more likely to purchase a PC.

I'm worried, how about you?

Diana Rackley
Tennessee
rackleyd@usit.net

Dear Diane:

Thanks for your e-letter! We should compare notes after the Expo and the release of the iMac. The G3 product line has a very attractive price/performance ratio. The real cost of a Wintel box isn't just the purchase price. One must factor in the high cost of technical support and long-term maintenance.

Buying a Wintel box and expecting years of happy computing is analogous to the proverbial dog that's constantly chasing its tail. A Macintosh works for years without the need of costly add-on cards and upgrades. Wise computer buyers know the value of using Macs. We're glad you're among them!

The *ATPM* Staff

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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>](mailto:editor@atpm.com). Or, if you have an opinion or announcement about the Macintosh platform in general, that's ok too.





Charity Begins At Home...And Work (Part II)

Dear Readers:

The response to last month's column <<http://www.atpm.com/4.06/page5.shtml>> has been overwhelming! The *ATPM* staff has received e-mail messages from many, many organizations that are interested in receiving donations of pre-owned Macs and Mac-related equipment.

While the responses may not be an accurate or scientific representation of all schools and charities, I was surprised by what we found. I was surprised that many organizations continue to use 680x0 series (or pre-PowerPC) Macs. There is definitely a pent-up demand for Macintosh computers! More importantly, it also illustrates the fact that Macs have tended to stay in use long after their Wintel counterparts have been retired. The low prices on new, G3-based Macintosh computers is impacting the resale value of older Macs. Your older Macintosh may not have a high monetary value, but to a school or charity that's trying to do a lot with a little, it may be priceless!

When it's time to move up to the performance of a G3-based Mac, please consider making a donation of your older Macintosh to a school or charity in your area. For the name of a school or charity that gratefully accepts donations of Macintosh computers, please e-mail us at <editor@atpm.com> with the following information:

Name:

Phone number:

E-mail address:

Town or city:

Largest city within 100 miles:

Description of Mac equipment available:

The biggest demand is for PowerPC Macs and Macs with CD-ROM drives. All equipment needs to be in working order. Appropriate cables and/or mouse should be provided. We will do our best to help you find a new home for your older Mac.

Many schools and charities are under pressure from parents and benefactors to change platforms. Together, we can do a lot of good for others while helping schools and charities "stay with the platform."

Thanks for your help!

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





X Marks the Spot

Arrrr, me Buckoes! Pass me a bottle of rum and I'll share with ye the story of pirates and buried treasure!

OK, it's hokey, but living in the Tampa Bay area, I can't escape the fact that the place is awash in pirate legend and lore. You don't have to look too hard to see the evidence. The city's newly-rejuvenated football team, the Buccaneers, is the first example of this love for all things pirate. Every January, Tampa is invaded by a pirate ship during the Gasparilla Festival, named after Jose Gaspar, a pirate who prowled the local coastline. It's sort of Tampa's version of Mardi Gras, and the fierce pirates may just be local businessmen who have had just a little too much to drink, but the spirit is still there.

Besides drinking rum and raiding commerce ships, the activity most closely associated with pirates is burying treasure. In fact, one of the local beach communities is named Treasure Island, due to the once-rumored pirate treasure buried there.

I've always wondered why the pirates buried their treasure. Why not divvy it up among the crew (with the captain keeping the lion's share, for sure!) and go out for a night on the town? I guess they did that with some, if not most, of the booty they took. But burying the rest? Seems like a lot of work!

Pirate treasure is always rumored to be very valuable. There's gold and silver and gems of all types which have been snatched from the ships that have had the misfortune of falling under the pirate's attack. Now, this sort of activity always drew attention from the navies of the world, and pirates have been targeted for immediate capture—and execution. With the threat of dangling from a yardarm if they got caught, speed was probably one of the best friends the pirates had. Since heavy ships have never sailed faster than lighter ones, I guess burying the treasure was a good idea.

Of course, getting back to the treasure they buried presented a whole new set of problems. The pirate captains had to carefully mark where the treasure was buried, or all of the crew's hard work and risk was for nothing. So they drew up maps. And, popular fiction has us believe that each pirate captain marked the location of their treasure with an X.

Now, the dread pirate Cap'n Jobs comes to us Mac devotees with a new map for us to fancy. This treasure promises to be valuable beyond our wildest dreams. And, just think, Captain Jobs has marked the treasure with an X.

Operating System Ten, or OS X (the X being the Roman Numeral for 10) is the latest incarnation of the planned operating system of the future.

Why should this matter to us? Well, you have to understand a little about the Mac OS to know what all of the hubbub is about. The Macintosh Operating System has grown from its early days into the OS 8.1 of today. Through the years, the OS has become somewhat of a pack rat. If you were to sift through the OS's architecture, you would notice that some of the commands, or Application Program Interfaces (APIs), were necessary for some very ancient programs, or were developed before more modern and efficient commands were created.

In effect, the OS is like a closet stuffed with clothes that are out of style or no longer fit. Sure, the clothes that are worn regularly are kept to the front, but what is that leisure suit doing in there? Just taking up space.

The new, Modern Operating System of the Future is supposed to eliminate the clutter and offer features to take advantage of the newest, most modern hardware. Apple's OS engineers have approached this task in several ways, but the beauty of OS X is that it actually makes sense.

Oh, sure, Apple has teased us before. The first time this new, revolutionary OS was envisioned was Copland—the first OS 8. In this refit, Apple's engineers attempted to clean out the OS closet by just rebuilding it from scratch. A novel idea, but the execution was never going to work. Copland would have essentially made legacy programs ineffective and alienated those Mac users who had not upgraded to the PowerPC. Software developers were also wary when it came to reworking their tried and true programs for a non-existent operating system.

In early 1997—when Cap'n Jobs came on board, he saw to it that Copland would walk the plank. He introduced the new scheme, his NeXT-based Rhapsody. This rather complex plan, akin to building several closets to handle your clothes, made things about as clear as shovel full of chocolate pudding. In Rhapsody, there was going to be a yellow box. And a blue box. And I think even a shoe box. And, if you were running legacy Mac applications, the nifty features of the yellow box couldn't be accessed from the blue box. Or was that the other way around?

However, after this May's World Wide Developers Conference, it looks like Rhapsody is due for the pine box. Bits and pieces of this once-touted OS will be salvaged and incorporated into server software and worked into Apple's Java strategy, but the grand dream of a cross-platform Mac OS is now kaput.

OK, so where does Apple chart its course from here?

The newest vision of the Operating System of the Future was unveiled in late May. Named OS X, this new system strategy seems to make a lot of sense.

How so?, you ask. Welcome to the **Carbon** age.

What is Carbon? Just like a diamond (which happens to be pure carbon), this approach is truly a gem.

Well, remember those APIs I was talking about—you know, the ones that were like outdated and ill-fitting clothes crowding your closet? Well, Apple's OS gurus sat down and analyzed the roughly 8,200 APIs that comprised the current OS. They determined that about a quarter of them were too old or just didn't function right, so they were scrapped.

The remaining 6,000 or so—which are called upon most frequently by modern applications—were reviewed, slightly modified, and became the basis of Carbon. Carbon will become the “running gear” of the new OS X and OS 8.5.

Software developers can get their hands on a program called Carbon Dater, which will show them which APIs in their existing software are no longer going to be supported, and even suggest work-arounds for those soon-to-be-deleted APIs. This will speed software development dramatically over the prospect of rewriting software from scratch in the Rhapsody and Copland schemes.

And, of course, shorter development times for software producers means a better bottom line. And a better bottom line means happy developers who will continue to produce for the Macintosh.

OS X itself brings to the table all of the things which the modern OS needs as well—protected memory and preemptive multitasking, among others. OS X is really going to take advantage of the advances made in Mac hardware since the introduction of the PowerPC chip.

And, for those of us who don't have the G3 chips in our Macs, Carbon will still offer improvements. With fewer APIs to consider, the OS should be even more stable and run more quickly. That will be a real boon to everyone who upgrades their OS.

Of course, we still have to remember that this is Apple's vision of what they want to see their new OS look like. And, just as with Copland and Rhapsody, all of this is subject to radical changes. Who's to say from what direction the new winds of change may steer the ship? Should Cap'n Jobs decide to jump ship, maybe a new OS course will have to be charted. It wouldn't be the first time this crew of Mac enthusiasts has had to tack to a new course, anticipating the promise of another modern OS.

While the OS strategy now is just an X on our treasure map, it promises riches beyond our wildest dreams. I have a feeling that there just might be something there. I know for sure that this salty dog is going to grab his shovel and prepare to dig when the lookout cries, “Land Ho!”

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



ABOUT THIS PARTICULAR
OPINION



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

Mike couldn't see the Hollywood sign this month, so he was unable to write anything...

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



Microsoft Mumblings

Software companies are strange beasts, and Microsoft is no exception. In the dramatic and, at times, confusing world of Macintosh software developers, Microsoft is the one company that we love to hate, love and hate, or, as the case may be, need and hate. In the '80s, IBM gave credibility to personal computers. In the '90s, it brought credibility to the PowerPC and the idea of using RISC processors in personal computers. Today, like it or not, Microsoft brings credibility to using Macs in business.



Last month's column on Word 98 generated more mail than any other I have written. The letters made it clear that we rely far too much on Microsoft products. Several readers said they'd love to switch to another word-processor, but are required to use Word 98 (or even 6.0.1). Fortunately for those that have a choice, there are other options on the Mac side.



My new favorite is Nisus Writer—a friendly, fast, quirky, Mac-only (for now) product that excels at editing, formatting, and text processing. Reviewers are fond of pointing out that its feature list is about as long as Word's, but has very little in common. With a 60-day full-featured demo available at <http://www.nisus.com>, extensive use of Balloon Help and AppleGuide, a well-written 600+ page manual, and a CEO who participates on a fan mailing list, Nisus Software really seems to care about its customers.



Several readers mentioned an oft-forgotten product called Mariner Write. It's lean (1.6 MB of RAM and about that much on your hard disk), Mac savvy, and perfect for the writer who wants to get work done without distractions. It doesn't compromise on power, either, with full support for style sheets, tables, and page-layout, as well as niceties such as good style-based Find/Replace and rectangular and non-contiguous text selection. A demo is available at <http://www.marinersoft.com>. As this issue went to press, version 2.0, with updated and powerful new features, but still coming in small RAM- and hard drive-wise, was announced and in beta testing.



Another good choice is AppleWorks, which has a surprisingly powerful integrated word-processor that excels at basic page layout and easy of use. David K. Every over at the MacKiDo Temple, <http://www.mackido.com>, also wrote a piece on Word 98. He points out the most important rule of software—use the software that's best for the task:

Some say, "But I need the power of Word." Well, when I need more power than ClarisWorks (or any of the other basic word-processors), I often find I need more

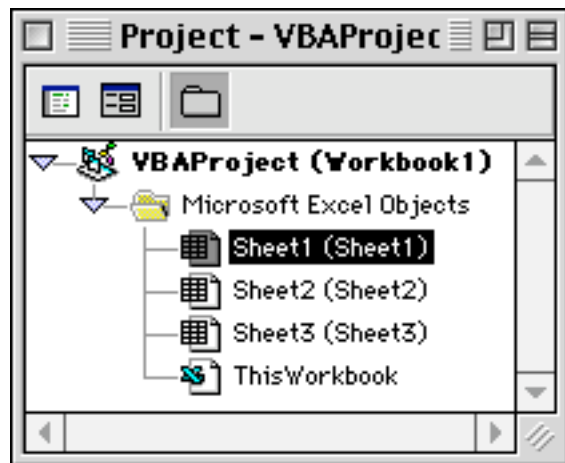
power than Word gives me as well. In the past I've bumped my head on Words limits ... That is why I had to turn to FrameMaker in the first place, because I kept going beyond what Word could give me. Then I found that FrameMaker is a far better (easier to use and more powerful) package for real document processing, because the tool is tailored for that task.

The point is that despite all its flashy features, many of which have questionable usefulness (auto summarize, anyone?), Word 98 is not the best tool for really high-end work. Combine that with the fact that most people would be happier using a basic word-processor like ClarisWorks, and the number of people for whom Word is the right tool drops significantly—except for the fact that it's the standard. As Mac users we know that the standard is not always the better product.

Other readers complained about the Windows-like color picker in Word 98 and the way Word's active assistance gets in their way. Many thought that the improvements were hollow, that they look good on a feature checklist but needlessly complicate the program without being useful. One reader, who's familiar with Office 97 for Windows, commented that the new look of Word 98 is not the least bit Mac-like—it looks just like Word 97 for Windows! The conclusion? When they can, readers choose anything but MS Word 98. Many still use Word 5.1. One reader, Victor, summed it up nicely, saying, "Your review got me thinking of how much quicker I'd jump through docs using MacWrite II."

At least many of us can still choose. On the Windows side, Word dominates even more than it does on Macintosh. And from what I've seen of its competition, it deserves to dominate. That's sad.

Then again, in Mac spreadsheet land we're stuck with Excel 98. Sure there are AppleWorks and Spreadsheet 2000, but neither offers anywhere near the functionality of Excel. Furthermore, Excel is even less Mac-like than Word. Isn't this a great window?



Speed Woes

The only part of my analysis that people disagreed with was my criticism of Word 98's speed. I admit to being a speed freak, however, it really does feel slower compared to other word-processors. One of the big problems is that, unlike other Mac applications, Word 98 scans all your installed fonts right when it starts up. If you have only the standard system fonts installed, Word launches in less than 5 seconds on a fast Mac. If you have more, as most Mac users—and especially Apple's core publishing market—do, it can take significantly longer. A couple readers wrote that they successfully used Office 98 on PowerPC 601-based Macs. If the performance is acceptable to **you**, by all means. Just don't get spoiled by the likes of AppleWorks, Mariner Write, or Nisus Writer.

Unfortunately, Word 98 not only is slow compared to other Mac applications, but it

performs horribly against Office 97 for Windows. As Ziff-Davis Lab tests show, <http://www.zdnet.com/pcmag/firstlooks/9806/f980603a.htm>, the new G3 PowerBooks beat a 333MHz Pentium II desktop machine in Photoshop tests. But the ZD article wrote:

As expected, the PC completely outperformed the G3 in all Excel and Word tests, at speeds ranging from 100 to 800 percent faster. So, while Apple still maintains superiority or parity in graphics, it lags far behind in running Word and Excel.

The difference is so dramatic that Office 97 for Windows occasionally performs better inside Virtual PC than Office 98 does running natively on my G3 Mac.

How can this be? How can the G3 processor that everyone acknowledges as superior do so well in some tests and so poorly in others? The old argument that PowerPCs are faster at floating-point math and Pentiums are better at integer math doesn't hold any water because the G3 is optimized for integer math; it should be **very** fast at running a word-processor.

The problem seems to stem from the facts that Word is one of the largest and most complicated Macintosh applications and that, unlike Photoshop, it uses many less-optimized (and often not-yet-PowerPC-native) portions of the Macintosh Toolbox. Hopefully, this will improve as Apple continues to tune the OS and Microsoft makes the move to the Carbon API.

Boycott Microsoft?

My point was not to bash Microsoft. Though I disapprove of many of Microsoft's actions, if they make good products, I will use them. And do.

I'm not a person who boycotts Microsoft products simply because they come from Microsoft. Third-rate though many of the company's products are, it is not, to my knowledge, the Evil Empire. What prompted my article on Word 98 was that Microsoft deceived us in its advertisement, and most of the world believed them—even the Mac press. How could it be that this Office 98 advertisement didn't draw any criticism?

We started from scratch. We threw away all the old stuff. ... One that looks and acts as you expect it to. ... In other words, you're working your Mac like a Mac. You work the way you want to work. And that makes all the difference.

Never mind that Microsoft didn't start from scratch. Office 98 shares lots of code with its Windows counterpart. Never mind that in many respects it works nothing like a Mac. (See "Microsoft Paragraph" in *ATPM* 4.06.) Furthermore, as a MacKiDo article shows, it isn't as different from Word 6 as we've been led to believe.

<http://www.mackido.com/Interface/WordCustomize.html>

Okay, enough of the negative; let's switch gears...

Internet Explorer 4.0.1

My first article for *ATPM* was a piece comparing Netscape Navigator and Microsoft Internet Explorer. At the time, each was in its second major version. Each did a few things better than the other. Overall, I preferred Navigator because it rendered HTML better and displayed small windows with progress bars while downloading files, rather than taking up a whole browser window, as in Explorer.

The times have changed. Version 2.0.x of Navigator was the last version that resembled a stable application on my Mac. It was also the last version that was decidedly behind Explorer in features. In classic Microsoft fashion, the company bought some browser code to get them started, shipped one or two barely usable releases, then let their famous iterative design strategy take over. With version 4.0.1 of Internet Explorer Microsoft has created a browser that bests the competition in seemingly every category.

IE is faster. It requires less memory. It now has an excellent download manager that can resume interrupted transfers. Aside from its Windows-style toolbar buttons, IE is more Mac-like than Navigator. In most respects, it's just **friendlier**.

I don't even consider using Navigator now, except to make sure that the *ATPM* Web page looks decent in it. This is partially because I prefer the Internet Explorer interface, but mostly because Navigator is so unstable on my particular Mac that it crashes at seemingly every browsing session.

Are all things rosy with Internet Explorer? No! Many users avoid IE simply because it crashes a lot on their Macs. I have yet to experience a crash in IE 4.0.1, so as you can see, browser stability is a very tricky issue. For a good article on browsers, check out TidBITS #431. <<http://www.tidbits.com/tb-issues/TidBITS-431.html#Ink5>>

A more serious problem is that with Microsoft's browser market share somewhere around 50% and increasing, they are now in a position to create Internet "standards" by brute force. Already planned for IE 5.0 are Microsoft-specific Dynamic HyperText Markup Language extensions that will not work in Netscape. I really hope Netscape or someone else (Opera or OmniWeb, perhaps?) can get their act together, because a world with a Microsoft monopoly (or anyone else's monopoly, for that matter) on operating systems and browsers is painful to imagine.

Outlook Express 4.0.1

It was tough for me to take Outlook Express seriously. A descendent of the laughably deficient Microsoft Internet Mail and News, I did not believe it could question my more-than-two-year loyalty to Claris EMailer. The first version of EMailer was the first e-mail client (on any platform) that I actually **liked**. By the last release, 2.0v3, it had matured into a fine, polished product. Its creators obviously understood e-mail. EMailer is full of tiny features, minuscule details, that make working with it pleasant. They are too numerous to mention here and don't sound impressive until you actually use them in real life, but take my word for it: EMailer is polished like no other e-mail client, on any platform.

Then Apple discontinued EMailer development. EMailer was still a perfectly good e-mail client; that hadn't changed. It will likely work for years to come, until some change in the

Mac OS renders it inoperative. What had changed was the momentum. EMailer was no longer a moving target for other mail clients to chase. It was dead in the water, still in the lead but no longer advancing. At least one lead EMailer developer had already moved to Microsoft. Several others followed. The people who groked e-mail were now developing Microsoft Outlook Express, which was finally becoming polished enough for me to consider using. OE wasn't yet the equal of EMailer, in many ways, but OE 4.0.1 offered enough advantages that I decided to make the switch.

Your e-mail client is probably the most personal piece of software on your Macintosh. To a great extent, it determines the way you work and think. Now that I use Outlook Express, I **feel** different. Initially, when I looked at OE, I saw all the ways it differed from EMailer as flaws. After using EMailer nearly every day for several years, I was far from objective. Now that I'm used to the "OE way" I see some of the differences as OE advantages and some as EMailer ones.

What got me shopping for a new mail client in the first place was that with EMailer, I'd lose mail every four months or so. This wasn't through a fault of EMailer's, but it happened nonetheless. Often if my machine crashed while EMailer was writing to the disk (in the background, perhaps) my mail database would become corrupted. Since EMailer stores all the mail from all the different folders in a single database, a corrupted database could mean losing all of my mail. Of course, I made regular backups, but the huge size of the database (approaching 200 MBs) was an incentive to backup less often.

For several months I tried another solution. Using an AppleScript by Dan Crevier and David Cortright, I transferred much of my mail to a FileMaker Pro database, keeping only the most recent mail in EMailer. This reduced EMailer's database to about 30 MB, which I had no qualms about backing up every day. Manually selecting messages to move to FileMaker, then waiting for the AppleScript to chug away at a rate of one message every two seconds, grew tiresome, as did reading e-mail through FileMaker's interface. OE solves this problem by storing a separate database file for each folder of mail, which eliminates the backup issues and allows all the mail to be accessible from within the mail client.

Other great OE features are the ability to read UseNet news through the normal mail interface, the ability to apply rules to outgoing messages, the three-pane mail browser, the storage of enclosures directly in the mail database, the robust address book, and the ability to check multiple mail accounts simultaneously. For those who like it, there is support for HTML messages.

OE is not without its rough edges. You cannot attach folders of attachments to a message or select attachment encoding methods on a per-message basis. Attachments are not automatically decompressed. Multiple signatures are not supported, and, in some ways, mail rules (a.k.a. mail actions) are not as powerful as EMailer's. Nevertheless, the most important parts of the program are very well-done and will only improve.

The Future

While on the surface it seems nice that Microsoft is giving away free Web browsers and e-mail clients of good quality, on another level, it is disturbing. By giving away free

clients, they make it difficult, if not impossible, for other companies to support development of competing products. Netscape has more or less admitted this by freeing the source code for Navigator.

One possible reason that Apple did not continue developing EMailer after resorbing Claris is the free Outlook Express. In fact, soon Outlook Express will be bundled with Mac OS, just as Internet Explorer already is. This also makes it very difficult for an innovator with a new product to even get a foothold in the market. Nevertheless, I refuse to use inferior software for philosophical reasons. I will continue to use the software that best suits my needs. Often, it doesn't come from Microsoft, but in the case of IE and OE, it does.

"The Personal Computing Paradigm" is © 1998 by Michael Tsai, <mtsai@atpm.com>. Being the best doesn't mean a product is great. Michael looks forward to the Mac OS version of Opera <<http://www.operasoftware.com/>> and the next release of Mailsmith <<http://web.barebones.com/>>.





Tales of a G3 Quest: Apple's PowerBook G3 Series

Inspiring Technolust

Several years ago I traded up my aging PowerBook 160 for a brand-new PowerBook 190cs. At the time, it seemed like a great machine: color screen, fast 68LC040 processor, huge 500 MB hard drive, innovative removable floppy drive, infrared port, dual PC Card slots, trackpad, and PowerPC upgradeability. All for a mere two grand.

The 190cs has served me well, but lately it's been showing its age. It's slow, the 640x480 screen is restrictive for anything but word processing, the 500 MB hard drive now seems tiny, and more and more software is PowerPC-only. I thought about Apple's recent PowerPC laptops: the 1400 series, the ultralight 2400, or the 3400, but all of them came up short. For their performance, they are expensive. Even the pricey 3400/240 is slower than my 200 MHz 604e 8500 desktop Mac.

Enter the G3

Last November Apple released the PowerBook G3 to rave reviews and covetous Mac fans. Sure, it was awesomely fast—but it was also awesomely expensive. We're talking the price of a good used car! And it still had the boxy, rather clunky 3400-style case, not to mention a slower bus, video, and other limitations. I looked fondly at my 190cs and decided I could

live with it a while longer—especially when I heard rumors about the upcoming Wall Street.

Wall Street was the code name for Apple's G3 PowerBooks, rumored to be an incredible value. After months of anticipation, Apple put the rumors to rest and on May 6, 1998, with great fanfare, revealed the incredible PowerBook G3 Series to the world. Within the first 12 hours of the announcement, Apple's website had taken nearly \$2 million in orders.



The PowerBook G3 Series—note that the “Series” part of the name distinguishes them from the short-lived PowerBook G3—are all based on the same sleek case and motherboard. Apple cleverly swaps components and screens to build several standard configurations, and via the Apple Store on the web, you can have yours custom-built with a dizzying array of choices. Getting yours built-to-order takes a little longer, and with demand so high for these machines, expect to wait. If you can live with one of the standard configurations, you might find stock at a local dealer or via mail-order.

I had been studying the pre-release specs of the G3 line for some time, and as soon as Apple officially announced features and pricing, I carefully made my decision. The low-end 233-MHz model was my initial direction, simply because of budget constraints. But regrets of my low-end 190cs purchase made me cautious, especially considering that that \$2200 computer was now worth \$600, just two years later! Would I really be happy with a basic G3 in a year or two? Unless I win the lottery (or sell my screenplay), this is going to be my last computer purchase for a long while. I decided to examine all the models carefully.

The new G3 PowerBooks have two main areas of distinction: CPU speed and LCD screen size. Apple offers three speeds: 233-, 250-, and 292-MHz. For screens it's a choice between 12", 13.3", and 14.1". The 12" screen is passive matrix (colors tend to look washed out and movement is blurry), while the larger ones are active matrix (brighter, more vivid colors). The 233-MHz CPU includes a slower 66-MHz system bus (the speed of the logic board, not the internal speed of the CPU chip) and no backside cache. The 250-MHz and 292-MHz machines both include 1MB backside caches and blazingly fast 85-MHz buses (faster than any desktop machine Apple makes). ZDNet's MacBench 4.0 puts the models at 445, 850, 1092 respectively. (A PowerMac 6100 rates a score of 100 in the test.)

With the Apple Store's build-to-order system, you can combine any of the above into your dream laptop. You can also specify a 2 GB, 4 GB, or 8 GB hard drive, the amount of RAM you'd like (standard is 32 MB with a maximum of 192MB), whether you want an internal 56K modem, etc. The array of choices, and prices, can be bewildering. Apple estimates there are over 20,000 configurations of their popular G3 desktop series!

How I Made My Choice

Speed, I decided, was not crucial for my needs. I use my laptop for writing, occasional design work, and of course, games. It makes a great adjunct to my digital camera, and it's handy when I meet with clients on location. In short, a laptop is not essential to what I do—it's just convenient.

The 233-MHz model tests out at 35% faster than my 8500 (whose performance I find exceptional, even for high-end Photoshop work), so I knew even the low-end model would be fine. The only question was the future. Apple has not stated that the PowerBook G3 Series are CPU-upgradeable, for legal reasons. Apple was stung by a lawsuit for Performa models it advertised as upgradeable, but never produced an upgrade for. Therefore, Apple is hesitant to "officially" certify the PowerBooks as upgradeable. But since the new PowerBooks are built around the same motherboard with only the CPU daughtercard the major difference, upgrades are certainly a possibility, **if** Apple will sell them. In addition, Apple has placed some critical PowerBook ROMs on the daughtercards—meaning that third-party upgrades are unlikely, as they'd have to obtain those proprietary ROMs from Apple. So don't count on Newer Technology or others to develop upgrades to the G3 series.

Looking at other factors, I quickly saw that the bigger screens offer a great deal more than the basic 12" model. For one, they ship with 4 MB of video RAM, versus 2 MB in the 12" model, allowing millions of colors on the screen. They also have more pixels: 1024x768 versus 800x600. Both the 13" and 14" models include an S-Video Out port, allowing you to use a television for display—ideal for presentations.

I don't travel that much so a modem wasn't essential, at least not in my initial order. I figure I can always add a cheap PC Card modem later.

I reflected that the standard 2 GB hard drive should be more than enough hard drive space. I have an external Zip drive I used to backup my 190cs with—that will still work fine for occasional file transfers to my desktop machine and backup. If I were considering a G3 Series as my main or only Mac, I'd definitely get a larger drive: at least 4 GB, preferably more.

Lots of RAM is important to me, but Apple's Web prices are high. I could save a lot of money buying third-party RAM and installing it myself. In fact, I wouldn't even have to do that immediately. I could probably live a few months with the standard 32 MB configuration and save up for a whopping 128 MB upgrade.

The main question was price. I had been planning on spending \$2,500. With the cheapest G3 selling for \$2,299—not including the optional \$80 floppy drive—that suddenly seemed like a minimal amount. If I really dug into my savings and didn't eat for a week, I figured I could come up with \$3,000. What could I get for that extra sacrifice?

Looking at Apple's standard configurations, I saw the cheapest 250-MHz model cost around \$3000 (with the 12" screen). But for the same money I could get the 233-MHz CPU with the massive 13.3" LCD.

I instantly made my decision, opting for the bigger screen. I figured there's a chance that I might be able to upgrade the processor someday, but upgrading the screen is probably never going to be an option. Since I had money for one or the other—going for both would

have cost an additional \$600—I chose the screen. Resale value on the bigger screen models would be much higher than the passive matrix, and besides, the bigger screens are one of the main features of the new 'Books.

Another advantage was that since I wanted a standard configuration I wouldn't need build-to-order—meaning I could buy it from any dealer or mail order company (saving me sales tax in addition to getting it faster).

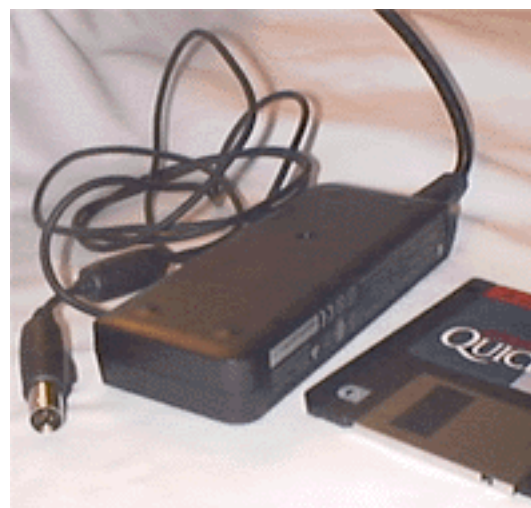
Checking the net, I discovered online vendor Cyberian Outpost had the 233/13.3 model for a mere \$2,797. On May 8th I placed my order and waited with bated breath. While I waited I advertised my 190cs on the Web and managed to sell it for a decent amount. Less than three weeks later, on May 27th, I had my new PowerBook.

First Impressions

Just seeing the box got me smiling. Printed with large solid areas of green metallic ink, it looked high-tech. I loved the integrated handle. I haven't seen that since my Epson RX-80 dot matrix printer back in the 80s, a box I kept long after the printer was gone.

Opening the box I discovered the ingenious engineers used an air-filled plastic cushion to wrap around and protect the laptop during transit. Light, secure, and inexpensive. A great sign.

Opening the supply box, I discovered two beautiful manuals printed in metallic ink covers: an "Owner's Manual" and an "Emergency Troubleshooting Guide." Inside the manuals were elegantly crafted illustrations and clear explanations of all the hardware.



Looking further, I found the Lithium Ion battery and the AC adapter. The adapter “brick” drew my eye because it was much smaller than the petite box I had with my 190cs. Even the power cable itself was thinner. I noticed one drawback, however: the power cable that connects to the brick uses a compact plug, most likely non-standard. One of the things I liked about my 190cs brick was that any standard power cord worked with it. I bought a couple extra and left them at work and various other places where I travel, saving me lugging an extra cord. Still, that was a minor gripe.

I was delightfully surprised to find an S-Video-to-Composite adapter included. I don’t have S-Video equipment, so the adapter meant I could easily use my S-Video out port with my standard VCR. There was also a VGA-to-Mac adapter for connecting standard Mac monitors to the PowerBook’s VGA video out port. Nice touch. Apple has a history of charging extra for niggling items—let’s hope this is a change in attitude.

Next, I browsed through the included CD-ROM disks. The Mac OS 8 CD was expected, but not the Now Up-to-Date and STF Fax software.

But that’s enough exploring the pieces. Let’s get the ’Book up and running!

I undo the plastic airwrap and my jaw drops open. This thing is huge! It’s heavy, but not awkward. The weight seems well-balanced. It doesn’t seem too thick, but the overall size appears to be much larger than my 190cs. I start to wonder if this thing’s a laptop. Perhaps it doubles as a coffee table?

Once I flip it open, however, all is forgiven. The screen is **monstrous!** We’re talking acres of space. I can’t believe it. A creepy feeling goes down my spine. The screen just seems too big—almost indecent. I begin to wonder if I splurged a bit too much. Perhaps the 12" model would have been fine. After all, the 190cs I was used to was a mere 10.5".

I studied the keyboard. Gorgeous layout. Large backspace key. Lovely inverted T arrow keys... finally! Integrated light on the Caps Lock key. I’m a bit disappointed that there’s only one Command key (on the left side of the space bar), but that’s minor. Speaking of the space bar, it’s remarkably short: about the size of three return keys put together.





The integrated numeric keypad is interesting. It is activated by holding down a new “FN” key to the left of the Control key. Pressing FN-F5 (FN key plus function key 5) enters Num Lock mode. There’s a little light between the F4 and F5 function keys that glows when Num Lock is active. I used this in a game that required the numeric number keys for movement and it worked great until I went to press a command key combination and discovered that the command key was disabled. Further research revealed that **all** non-keypad keys, such as letters, are disabled—but holding down the FN modifier lets you type any of them, including command key combinations. Apple thought of everything.

I’m especially impressed that when you hold down FN the up and down arrows become Page Up and Page Down—keys I use all the time on desktop keyboards.

The keyboard proves to be one of the best I’ve ever used. It’s light but has a solid feel. The keys feel spring-loaded, popping back up nicely after you press them down. I don’t know how they’ll hold up to intense gaming, but my initial reaction is extremely positive. I’m not a touch typist by any means, but I write a great deal, and a good keyboard is important. In fact, this entire article was written and edited on my new PowerBook. I edited all the photographs on it as well.

The positioning of a few of the keys had me worried that I’d require a long adjustment period, but it took me just a few minutes to get used to typing on it. The only time I notice anything different is when I immediately go from my desktop keyboard to the laptop, or vice versa.

The texture and styling of the case is nice. It’s not quite as dramatic in real life as it is in the photographs you might have seen. In fact, in some ways I like it better—it’s subtle and more functional. For all the talk of this being an “alien,” “X-Files,” or “space-age” PowerBook, the fact is that it is simply sleek and well-designed. There’s nothing here that would frighten Grandma.

...

Tune in next issue when Marc actually **turns on** his new PowerBook, and we find out what he discovers!



retouched on a PowerBook G3 Series 233/13.3" laptop.





Readers Respond to Apple Cider



BY ATPM READERS AND TOM IOVINO

The Good

Just read your opinion piece in *About This Particular Mac*, and I couldn't agree more. All my Mac friends are championing the iMac as Apple's saving grace. However, when I first saw the thing, I groaned, audibly. You're right—it does look like a toy. Therein lies the Mac's biggest shortcoming. The Wintel crowd doesn't take the Mac seriously; they think it's just a souped up Nintendo or something—not a “real computer.” I work in a very PC environment, and the jabs I've had to suffer for being Mac guy at all have been tripled since the release of this thing. Anyway, sorry to ramble on. But thanks for your part in keeping the faith.

Scott Byers

...

Thanks for hitting the nail right on the head.

I took a hard look at the specifications for the iMac and found them wanting. I have yet to see a USB hard drive, printer, or other peripheral. Additionally, since it has no floppy disk drive (and no SCSI chain) as far as I can tell, the user cannot even back up the hard disk on the iMac!

I suppose if backups are a “network manager” thing to do, Mom's going to have to learn network management.

This is also aimed at schools, too, specifically K-12 schools. And they aren't network managers, either. Teachers who are teaching 32 kids in a class that should have 22 don't have time to “fix the computer.”

The iMac looks suspiciously like a Larry Ellison idea. Larry, who is CEO of Oracle and who also sits on the Board over at Apple, is nuts about the concept of the NC, or Network Computer. This is a theoretical hunk of silicon that will run Java applets downloaded from huge Oracle Servers. Now that Apple has killed the Newton and the e-Mate, Larry needs another idea from Steve.

I remember the retro phase a few years ago, back when Novell LANs became the rage in the PC world. The “diskless workstation” became the big hype. It booted DOS off a ROM chip and loaded network software and attached itself to the network. It had enough memory to run DOS applications sent it over the network cable. And it failed. Despite the desire Fortune 500 companies have to control everything on corporate PCs, users want the

ability to put their resume on a diskette and take it home with them. Users also want a fully-functional workstation.

Here's a few ideas for the iMac:

- A built-in DVD-ROM with all the bells and whistles. DVD-ROM technology is cutting edge and Apple seems to be trailing in that arena. Also you can use a DVD-ROM player to play back CD-ROMs and audio CDs.
- A printer port to hook up to existing printers, or a USB connector that will do the same thing. Better still, an AppleTalk connection to USB.
- A USB-to-SCSI adapter so that you can back up your hard disk to a Zip or Jaz drive. Better still, a built-in Zip drive (I know, not enough room).
- An upgradable processor.
- A lower price. If Apple tossed in an ink-jet printer with the iMac for \$1200.00, the price would be just about right.

Great article!

mhollis@onepine.com

...

The Bad

I just read your article in *ATPM* and feel you're missing the point. The iMac is an introductory product. It's for people who've never bought a computer before. These people don't know from StyleWriter or larger monitors or funky modems. They're where you and I were when we began our computer-using experiences. They just want something that will allow them to send e-mail and access this thing called the Internet. They want something that will allow them to type a letter to Aunt Jane or possibly maintain their checking accounts.

As they grow into computer usage, they might one day want some of the things you and I would find desirable, such as the things you mentioned. I submit that by the time these new computer users are to that point, it most likely would be time to buy a new box anyway and they have become enamoured with the Macintosh. They will then be ready to buy the "Performa" style machine or even a traditional box. Granted, certain things about the iMac (mouse that lights up?) may be unnecessary, but its a draw. Its something to attract home buyers to a machine that has seen sorry sales for a long time now. If people take the hook now with this machine its been shown that they, more than any other computer buyer, will return to buy another.

Thanks for your time and thank you for providing a counter opinion. We need to know that not everybody is sold on the concept of the iMac. I'm sure there are issues you have brought up that need to be addressed. I know that I will enjoy seeing your next offering in

ATPM.

Scott R. Boveia

...

I'm writing in response to Tom Iovino's *Apple Cider* article in your June 1 issue, which called for some redesign of the iMac. While his points were well taken, I just can't agree. I felt I had to speak out on the iMac's behalf. The iMac doesn't look like a toy at all—and neither, for that matter, did the original all-in-one Mac. The Mac was never meant to be a toy. Yes, it was cute, but what was special about it was that it was different. You know, like the slogan. Who really wants to sit in front of a boring, unattractive, unimaginative computer day in and day out?

The Mac is different because it's original, appealing, and fun to use. Most people don't like to be mindless drones, so when we're trapped in our office cubicles all day, we want something that'll bring us some kind of pleasure, something that reminds us that we're still human. What Apple is doing with the iMac is bringing back that rebellious, fun-loving, free-spiritedness that got us all hooked on Macintosh in the first place.

The iMac is colorful and curvy—just what I would expect a revamp of the classic Mac to look like. And as for all the fuss over no floppy drive and USB ports and that nonsense, just remember that the iMac isn't really aimed at the Macintosh faithful. Apple wants to draw in new customers; namely, the folks who missed the Mac boat the first time around. It's a machine for the first-time computer user, the converted PC user, and that college kid who would really love a cool, fast computer for his/her dorm.

As for us, the Macintosh "elite," some of us, maybe even a lot of us, will buy or think about buying the iMac. I know I'd like one. But Apple has other treats for us, like the PowerBook G3, and other higher-end systems. Apple knows what it's doing, and I think they're doing a great job of it. So what if some people make jokes about "toy" Macs? Intelligent, informed folks (PC and Mac users alike) will take notice of the iMac, and of Apple as well, in the months to come.

Staci Trekles

andella@mauimail.com

...

The Head-To-Head

Tom Iovino responds to a letter from Simon Edison, <eddison@fast.net.au>.

Dear Simon—

I must take issue with you over the recent opinion published in *ATPM* recently.

Ahhh! I have succeeded! My goal in taking the 'Devil's Advocate' position was to start a critical discussion of the merits and disadvantages of the iMac. Until my article, I had read **nothing** even remotely disparaging about the iMac. It was as if Steve Jobs suddenly hit on the 'perfect' computer design and no further development needed to occur. Being as well-educated as you are, you understand that within six months, the iMac is going to look slow and restrictive. That's the march of technology.

Am I alone here or has everyone missed the perfectly bleeding obvious? Apple's fortunes took the biggest dip in financial year 95/96—September to August respectively (Apple's financial year). I believe a certain Windows 95 came out in August (in Australia at least) and let's face it to the uninitiated there was not a great deal of difference between Win 95 and the Mac OS. Of course we know that isn't true but you have to want to find the best and not accept poor imitations, the majority of people do not do that.

I agree with your last statement, but I think a few of last year's (1997) quarters looked very bleak—and they had nothing to do with the release of Windows 95...

At the same time Apple was faced with switching processors just as MS caught up. Users facing a buying decision see no performance gain with a PowerMac and no perceived gain in useability. What do they do? They buy a windoze machine (and save money in the process).

And this desire to save money is what drives many home computer purchasers today. Most look at the bottom line—how much will the box cost? Now, here comes the iMac, touted as the entry level Mac for the masses—and how much does it cost? Almost \$1,300 dollars. It doesn't compare favorably with the \$999 Windoze computers I can buy at the local discount megastore—which come with a printer, no less. If Apple truly wants the iMac to be the entry level solution, they either have to a) throw in more with the computer (a printer, DVD drive, etc.) or b) lower the price.

That is why Apple faced the problems it did - its competitive advantage was eroded.

Well, Mac never really lost its competitive edge as far a performance goes, but it surely did suffer from mismanagement, indecision, lack of an effective advertising and public relations campaign, lack of regular, meaningful OS upgrades, and unfulfilled hardware promises. How legendary are the stories of promised hardware that never materialized in sufficient quantity?

Now we have Intel facing the same problems, not only that it has put those problems off until 2000. The opinion says Apple did not make the "bold moves to maintain its market share"; it made them 3 years ago. They will pay dividends soon.

I'm not sure where you are getting your information, but Apple's market share has dwindled significantly over the past three years (how many times did the media point this out to we, the Mac faithful?) and has only recently seen an upturn with the G3 machines and some very effective advertising.

As for the iMac, I think it is a great concept and will sell in bucketloads.

No doubt it will—at first. However, once the novelty wears off, people realize that it's not the solution to every computing problem that they have ever had, Apple sells computers with faster chips, etc., watch the sales plummet—just as with every other computer

Apple—and every computer manufacturer for that matter—has put into a box and shipped.

In my opinion Apple has to position itself as the platform of choice for speed and efficiency; the G3 together with OS X will do that.

Oh, yeah! I can't wait for OS X to come along! That is a very bright spot in the future, if Apple doesn't change it's OS strategy yet again...

My only complaint is that as part of the strategy Softwindows or Virtual PC should be bundled. Two machines for \$1299 now that's a bargain.

Agreed 100%—Apple has lots of nerve selling this for more than a grand without a few more perks for the customer.

Apple is pursuing a good strategy right now: reducing the premium for Mac OS solutions over Wintel by use of more PC parts, pushing the performance envelope.

Standardization is great. Lower cost peripherals are a real boon to computer manufacturers and consumers. Of course, we now have to do a complete about face after 14 years of hearing the 'ADB is awesome' mantra from Cupertino.

You complain that the iMac does not allow flexibility—I disagree. You may want nice options that allow you to upgrade your monitor, maybe if you feel like it but you won't even if you could...

I would desperately love to upgrade my monitor. Most Web pages are designed on 17" or greater monitors [Not *ATPM's* :-) —MT], and I have to do lots of side-to-side scrolling to see the entire page. But, with the LC 580's built-in monitor and lack of a video out plug (just like the iMac), well, my options are limited—and expensive.

Apple is echoing actual experiences in the mass Wintel market. People generally don't actually upgrade even though they can. The most common upgrades are a sound card and a graphics card both of which are already in the iMac (functionally at least). The personal computer is becoming a throwaway item—get used to it and get your credit card ready for iMac 2000.

Ouch! There goes another reason that I chose for buying a Mac—longevity of the box at my house. I don't even want to hazard a guess at your household finances, but with a new house, a very young child, and a wife who likes to get into new clothes every so often, a 'throwaway' item that costs me \$1,300 isn't in my budget. I and many of my friends who I have spoken with who have purchased Macs appreciate the fact that they don't have to replace every year or two as our friends who have chosen the Windows platform.

I believe SJ has done his homework and done it bloody well. After all, 80% of the 28.6 million Mac users are out there still working now (Apple's estimates of the number of Macs still working) and their networkable Macs have a floppy drive on board and access to a hard drive for back up. If you don't have an old Mac then you buy one of the new USB superfloppy drives.

Now this \$1,300 Disposable Computer is becoming even more expensive.

I bought my computer before CD ROM drives were de rigueur and didn't enjoy having to shell out extra money to purchase an external CD-ROM drive. Now, Apple has slid back to the past. Apple should have at least included an internal Zip drive for me to copy some files and take them with me to Aunt Mabel in Sheboygen who isn't so Internet savvy.

Works for me !!!!

I'm glad to see that you are happy with Apple's decision. And, don't get me wrong, I think the iMac looks neat. It will probably sell very well. As I had stated above, my purpose for writing the article the way I did was to begin a truly honest dialogue about the product. If I have done so, I can say that my work here is done.

Take care, and keep on clickin!

Tom Iovino, <tiovino@atpm.com>, writes the regular Apple Cider column for ATPM.





BY JAMAL GHANDOUR, jghandour@atpm.com

In a way, I did not see the reason behind Michael's anger at Microsoft for releasing inferior Mac software (*ATPM* 4.06, "Microsoft Paragraph"). After all, Microsoft is a company known not to stop at anything for the sake of money. However, what I really don't understand is why Adobe, one of the companies that owes much of its fame to the Mac design industry, suddenly decides that the Mac market isn't as "profitable" anymore. Adobe simply declares "...Mac users haven't deserted the Mac platform, but we are not seeing any new ones either..." So how does this affect every-day Mac users like ourselves?

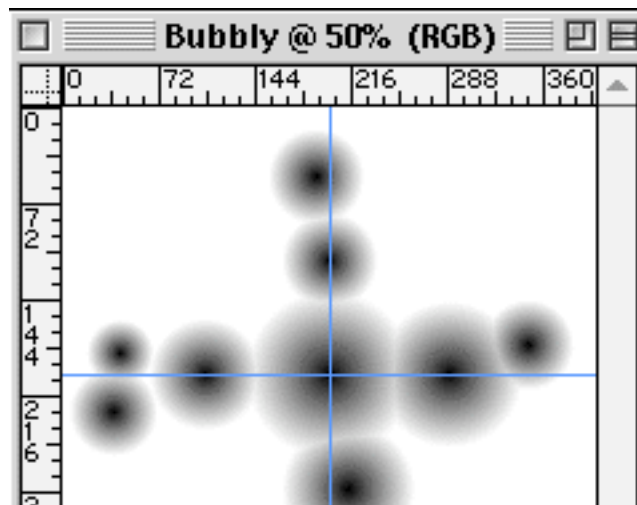
Personally, it leaves me with a brand new Power Macintosh G3: 256MB of RAM; 266 MHz processor; two 5 GB internal hard drives; an external 10 GB hard drive array; Zip; Jaz; etc.; and a not-so-new Pentium II MMX: 64 MB of RAM; 300 MHz processor; 6 GB internal hard drive; 3D monster card; etc. With Adobe Photoshop 5.0 residing in my Pentium hard drive for a month now, while it's Mac counterpart is in its 3 week of backlog delivery. It is really annoying how much third parties can affect the fate of companies such as Apple. Anyway, enough complaining and let's discuss our topic of the month.

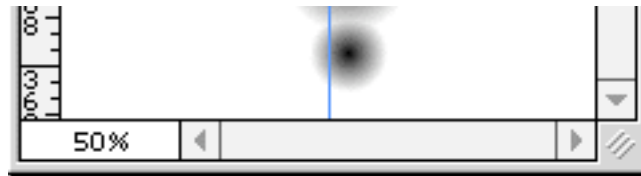
Web Textures—Bubbles

Step 1: In Adobe Photoshop create a new document with a white background (400 x 400 pixels).

Step 2: Divide the page into 4x (200 x 200) parts using the rule markers.

Step 3: Then using the gradient tool (darken mode) draw circles as shown, making sure that the circles' center points are all aligned on the rule markers.

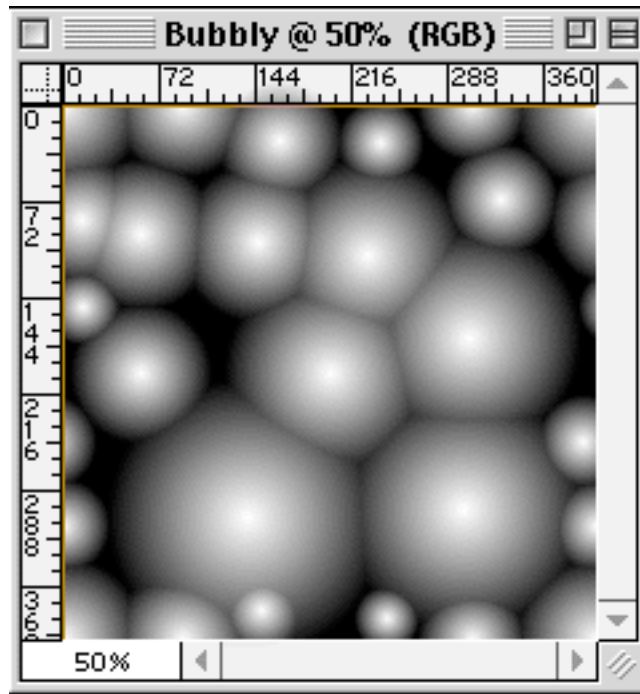




Step 4: Run the offset filter using an offset of 200 pixels, making sure the “wrap around” check box is checked. (Filter:Other:Offset...).

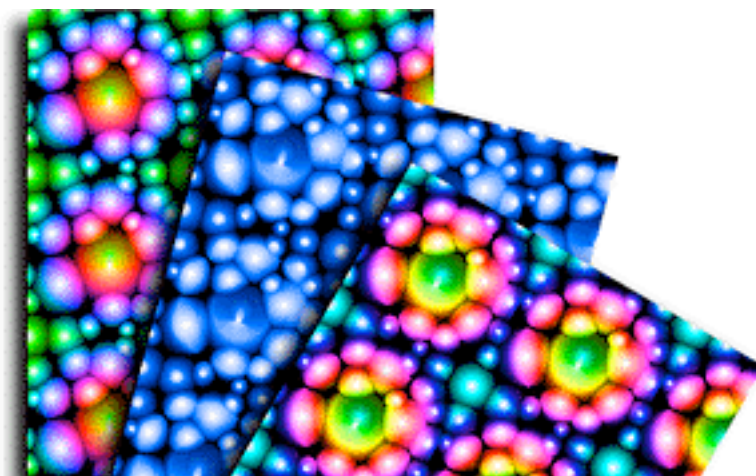
Step 5: Now just fill the gaps with more circles (Gradient tool, darken mode).

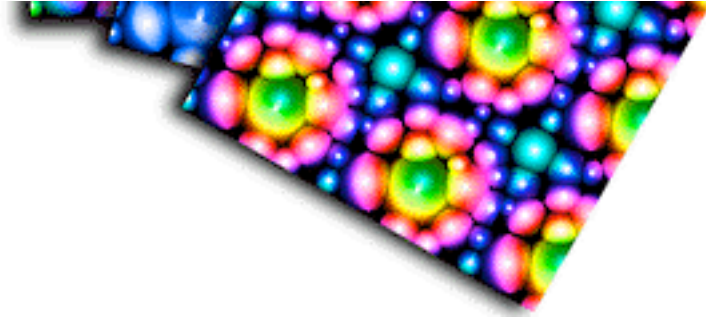
Step 6: Now Invert the image to be left with something that looks like this.



Step 7: Make a new layer and fill it with color. Then apply the color mode to the layer.

Step 8: Export it as a GIF image and use it as a background for a most bubbly experience.





Next month, I will discuss how to make more fun patterns. You can drop me an email at [<jghandour@atpm.com>](mailto:jghandour@atpm.com) with any ideas you might have or want discussed in this section.

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



ABOUT THIS STUFF STUFF

REVIEWED BY MARTIN COX, mcox@ihug.co.nz



Dark Colony

Product Information

Published by : SSI

Web : <<http://ssionline.com/>>

Street Price : \$20

System Requirements

Any PowerPC Mac

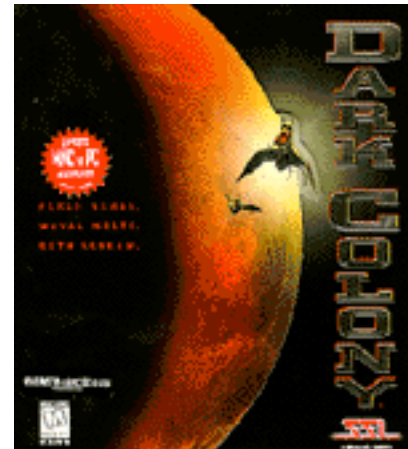
24 MB RAM (including VM)

10 MB hard disk space (66 MB recommended)

4 x CD-ROM

TCP/IP for network play (no IPX, Modem-Modem, Serial, or AppleTalk support)

Supports PC vs Mac multi-player, up to 4 players. CD not required in drive for net play.



(Note : Dark Colony is rated Mature 17+ for bloody images in the cut scenes)

The aliens have landed! And they're set to plunder and exploit the newly terraformed planet Mars just as they did with their home planet of Earth.

That's right, this time *you're* the invader. Strictly speaking, both sides in Dark Colony are the invaders—both the humans and the conventionally alien Taar. The humans are there to exploit the natural resources, particularly one called Petra-7, which is a very powerful, but less-than-reliable, energy source. The Taar—who look like the ubiquitous “Greys”—are there because their home planet was hit by a plague that nearly wiped them out.

Both sides are eager to wipe out the other—and, as is the usual case, you can choose who you want to kill.

Dark Colony was released a little while back on the PC side and was swamped by the masses of other real-time strategy games that were released around the same time. As such, perhaps unfairly, it sold poorly and was lost in the pile. SSI released the Mac version at a much lower price to try to boost sales and included the Win '95 CD in the same box so that you can kill and maim your PC-owning friends. And who doesn't want to do that once in a while?

The game runs along the same lines as most RTSes. You start a level with a given mission, which is usually to kill all the aliens (or humans) and destroy any and all of their bases.

Occasionally, you'll be given a different mission that will involve finding artifacts left behind by another race many millennia ago. These artifacts, once found, become more commonplace in the other missions and can be dug up for some serious firepower.

Each side is equipped with a collection of potential troops, though in true Warcraft style you don't get immediate access to them all. Instead, you're introduced to them gradually, and only in the last 5 or so levels for each race do you get to play with the whole gamut of killing methods available. They range from the simple trooper, through flying scout craft, heavy artillery, buried mines, and genetically engineered troops that can drop napalm. The humans are very technologically-minded, with great hulking machines and MechWarrior™-like walkers, while the Taar are biological experts creating and using a collection of vile and fearsome creatures instead.



However, each and every unit has its identical counterpart in the other race. For example, the humans have their Barrager artillery that fire explosive shells, and the Taar have their Atril creatures that throw “explosive mucous sacs” through the air to the same effect. While each side looks very different, they function identically.

Of course, you don't just build troops and send them off without a care, there is the problem of *money*. Or, in Dark Colony, Petra-7, which is collected from erupting vents in the planet surface by your Exploiters. These trundle over to a vent spewing Petra-7 and set up shop extracting it and beaming it back to your base.

Dark Colony does not allow free-form creation of your base, and you will be stuck with a standard concrete platform of fixed size for every level. Research and factory facilities are

dropped onto the platform in fixed places, and cannot be moved. As such, some of the places you start from are a tactical nightmare, while some make the level a complete doddle. To counter this, somewhat, you can build Firestorm (or Xeno-Wort) units that are essentially mobile gun emplacements. Once you've dug them in, however, they are immovable for the rest of the level.

Most other units have an extremely limited attack range—the Osprey/Ortu flying craft are restricted to vertical bombs, and the Reaper walkers must be standing directly against their target. While this makes sense for the Taar equivalent Sy Demons—big ugly things with claws larger than a man, and teeth to match—it seems artificial and unnecessary for the Reapers who are equipped with front-mounted cannons. Generally this results in a hand-to-hand mob. The exceptions to the range problem are, of course, the artillery, and the SARGE/Gorrem units who can kill from quite a distance.



The game sounds, and plays, very much like “Warcraft”—compared to the later StarCraft which has a very different feel for each race. But comparing it to the newer, and more expensive, StarCraft is neither fair nor accurate. Dark Colony is a consolidation, not an evolution. Besides, Dark Colony does have a few novel points in its favour.

Firstly, there is a day/night cycle of about 10 minutes each, and each race fights better in one of the cycles than the other. Taar, apparently, have eyes like cats and get battle bonuses in the night cycle, while humans left their night vision goggles at home and fight much better in the day. The screen dims to a nice twilight effect during the night, and you can be sure a Taar attack is on its way.

Secondly, the nature of Petra-7 makes the game often a mobile one. Vents erupt, are exploited, and then cease more often than you would have run out of wood and gold in Warcraft. They are also fought over more often because of their distance from a base—Exploiters can transmit Petra-7 across any distance. SARGE/Gorrem units can even intercept and steal Petra-7 transmissions.

Then there's your commander, a unique unit who can inspire the troops to greater efficiency ("Make 'em bleed!"), and call in reinforcements from orbital drop ships. The commander gains power and skill with the more kills he makes, or the troops around him make, so he is always in the thickest of the fighting. In the case of the Taar, rather than call in reinforcements, the commander can call in a saucer to abduct human troops right off the planet. Now you know what *really* happened to Samantha...



And finally, there is the terrain. Dark Colony offers four different terrain types—plains, jungle, desert, and underground. Underground missions mean no Petra-7 and a limited number of troops to use, and as such, can often be the most challenging. It also offers a kind of 3D to its terrain, in that you get ledges and outcrops on the desert scenarios, and troops walking through the jungles can vanish under the green canopy. While there is limited tactical advantage to either situation, it makes a nice change from the pancake flat Warcraft landscape.

Overall, though, Dark Colony comes across as just more of the same. The few new points are overwhelmed by the simple strategy and "Warcraft" feel to it. The lack of difference between the races gives little or no incentive to try the other once you've completed the game under one. The cut scenes, while bloody and violent—there is one with the camera

panning up a trail of blood to the maggot-ridden corpse of your commander after a failure—are somewhat blurry and can be very blocky in places.

In game, the graphics are better, clear and effective, though carrying a cartoony feel to them. The explosions are bright, and you can easily follow the trajectory of enemy artillery back to its unseen source. Soundwise, despite the packaging's claim "flesh burns, metal melts, both scream" the game is full of less-than-impressive thuds and gunfire. Trooper screams, when they happen, are thin. The good side is that the units are distinctive in their sounds, so you'll know who's killing you.

There is also the obvious PC-port nature to it. Mac niceties in the way of open/save dialogs are unknown, and the pointer can lag visibly behind where the mouse really is. Lacking a right mouse button, SSI assigned all right mouse functions to the enter key on the keypad, and it cannot be changed. Unless you're left handed this can be a very uncomfortable way to play.

While there are options to select all of a certain troop type on-screen, there is no facility to assign your own groups to quick-keys. This can mean your troops end up in one mob with artillery and foot-troopers all mixed in uselessly together.

But Dark Colony is not a bad game. It is not a great game. What it is, is "Warcraft in Space", and an OK game.

With the paucity of Real-Time Strategy options on the Mac and the low price, it is worth shelling out for if you're a real RTS fan. It'll keep you busy until Starcraft at least. But for those in the take-it-or-leave-it RTS frame of mind, Dark Colony just doesn't make enough hits to make up for the misses.

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ABOUT THIS STUFF

REVIEWED BY MICHAEL TSAI, mtsai@atpm.com



DirectCD 1.0.2

Product Information

Published by: Adaptec

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

Street Price: \$70



System Requirements

Check <http://www.adaptec.com/tools/compatibility/dcdmac.html> to make sure your CD-R or CD-RW drive is supported.

With prices now less than \$400, CD-Recordable (CD-R) and CD-ReWritable (CD-RW) drives are increasingly affordable—and popular. Dantz's Retrospect is great for backing up to CDs, and Adaptec's Toast is excellent for audio CDs and CD mastering. However, neither makes using recordable CDs as simple as working with other removable media, such as floppies and Zip cartridges.

With Adaptec's DirectCD, all this changes. DirectCD lets you work with CD-R/RW disks right from the Mac desktop. When you insert a blank CD-R/RW into your drive, DirectCD brings up the standard Macintosh dialog asking if you want to initialize the disk. After initializing it in DirectCD format, you can copy files or folders to the CD, just as with any other Macintosh disk. When Toast writes to a CD, it takes over your machine, and when you're through, the added files show up as a separate volume on the desktop. This is because Toast writes in sessions. DirectCD, in contrast, can write in packets. Because DirectCD uses packet writing, it lets you add, move, and modify files on a single logical volume. If you're using Mac OS 8 or Connectix SpeedDoubler, you can copy files to the CD **in the background**.

DirectCD even lets you delete files from CD-R/RWs. The catch is that since the media is write-once, the file isn't actually deleted, it just becomes unavailable to Mac OS. This also means that deleting a file does not free up disk space, as with normal Mac disks—even if you have a CD-RW. You can, however, completely erase a CD-RW disk to reclaim all the space, but not from within DirectCD.

Any Macintosh or Windows machine with DirectCD and a supported CD-R/RW drive can read and write to DirectCD-formatted disks. To make a disk readable on machines without DirectCD, you use the DirectCD control panel to "close" the disk. Once closed, a disk can no longer be modified, but it can be read by any Mac or PC that can read UDF 1.5 disks. At present, no Macs support this format, but Adaptec has a free UDF 1.5 Volume Access

extension on its Web site. Apple will probably include UDF 1.5 support directly in Mac OS 8.5 (be released this fall).

DirectCD is a stable and elegant piece of software that will be useful for anyone with a recordable or rewritable CD drive. I highly recommend it.

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Extension Overload 2.7

Product Information

Written by: Teng Chou Ming

Web: <http://www.mir.com.my/~cmteng/>

Shareware Fee: \$10

How many times have you found yourself staring in utter frustration as your Mac restarts? You know what I'm talking about—that slow march of icons across the bottom of your screen as your system loads extension after extension. Then, just when you thought you were done, your Mac begins loading control panels, too. Wouldn't you just love to find out which of those aren't necessary and trash them?

Before you start flinging your extensions and control panels blindly into the Trash, you had better get your hands on Teng Chou Ming's Extension Overload v 2.7.

According to the author, Extension Overload features information about extensions and control panels which you may find lurking in your system folder. Extension Overload, a DOCMaker stand-alone document, lists them by name, explains their function, and provides the most current version number for each. Armed with this information, you can decide whether to keep or pitch a certain control panel or extension. Version 2.7 of Extension Overload reviews 666 extensions and 245 control panels.

The Extended Story

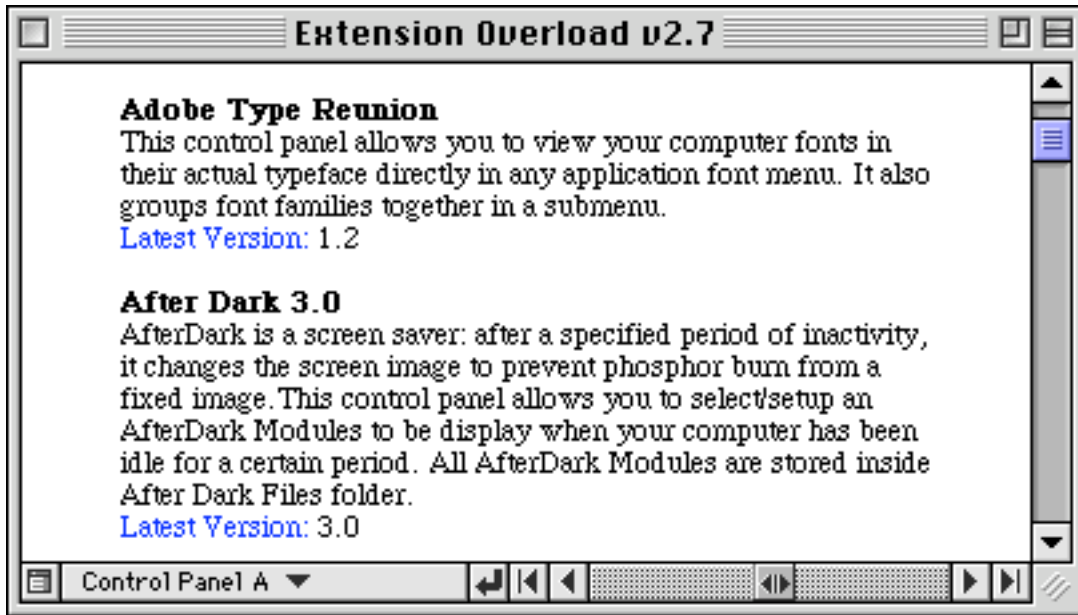
Control panels and extensions extend the operating system of the Macintosh by providing additional functions.

While they do add valuable features to your Mac, they also cause more than a few headaches. Control panels and extensions take space on your hard drive and increase the amount of RAM your system software requires. Check the memory size of your system software, then restart your Mac with extensions off. You'll be surprised how much smaller the system software RAM allocation is.

And, if I only had a nickel for every time this happened to my Mac, extensions have a nasty habit of conflicting with each other. This can easily cause your Mac to crash or freeze, leaving you with the task of trying to figure where the conflict lies.

Armed with Extension Overload, the average Mac user should be able to determine which

extensions and control panels are essential and which are not. A word of caution, however: don't just pitch extensions willy-nilly. I place my rejects into a folder called Disabled Extensions, just in case I need them later. Of course, you could also create a floppy collection or Zip disk full of catalogued extensions, too.



While Extension Overload's list of extensions is impressive, it is in no way complete. In a search of my extension folder, I located five extensions I wanted information on (Microsoft OLE Extension, High Sierra File Access, Text Encoding Converter, XTND Power Enabler, and Desktop Printer Spooler) and got information on three of them. However, as future upgrades of Extension Overload are released, the author has committed to adding new definitions.

As if the listing of extensions and control panels weren't enough, Extension Overload contains information about Mac error codes, Easter Eggs (little gimmicks hidden somewhere in the software), some great tips on how to accelerate your Mac, and Mac key combinations to accomplish various tasks. The demo version only offers about 70% of the tips. Upon registration, you gain access to the others.

Of course, I would like to see the icons for each of the extensions and control panels. Unless you have a utility such as Conflict Catcher running on your system, you will just get the extension icon at the bottom of your screen without its name. While this would definitely boost the size of Extension Overload, it would be a welcome addition.

All in all, Extension Overload is a cheap, informative tool for any Mac user. If you do not require the power of, or cannot afford, Conflict Catcher, then Extension Overload is one utility you must check out.



Musashi 2.2.2

Product Information

Published by: Sono Software

Web: <<http://www.sonosoft.com/musashi>>

Shareware Fee: \$30

With the impending demise of Claris EMailer, I have found myself in the market for a new e-mail client. I tried Eudora, but quite honestly, I don't like the look of it. As pragmatic as I am, a program's look is a very important component to me. And as powerful as Eudora is, my needs aren't that elaborate; I receive maybe 8–10 messages per day. And I don't want to get Netscape Communicator because I don't want to fire up my browser every time I want to check my mail.

No, what I want is a piece of software that has a small footprint, uses very little RAM, and is as elegant looking as it is easy to use (and I must confess that helping out emerging software companies is always a consideration). Fortunately, I came across a link for a new e-mail client, Musashi from Sono Software.

Ease of Use

You will immediately realize that this program is extremely intuitive. This is fortunate, as the manual is all of two pages and poorly translated. The buttons and icons are self-explanatory, and just by clicking and exploring you should be able to get up and running in no time. It took me all of five minutes and that was without consulting the manual once. (And I ain't no genius.)

Features

Musashi comes with the usual compliment of preference settings, mail filters, editing functions for signature files and your address book, and so on. It has multi-user capabilities that allow for other users to have protected mailboxes within the same copy of Musashi. You can compress any or all of your mailboxes (if you're just that popular!). Musashi is capable of background sending and receiving, and has five types of encoding for your attachments—BinHex, three flavors of MIME, and UUencode. Musashi also uses drag-and-drop extensively. You can drag messages from mailbox to mailbox and reassign addresses within your address book by dragging them from group to group.

The Look

Personalizing your copy of Musashi is a snap. Every window can be completely customized: button size; foreground and background colors; fonts and their sizes; etc. You even get to choose from over a dozen icons for each of your mailboxes. I found all of this appealing as I like to customize what programs I can in order to give my desktop a more uniform appearance. And, as an added bonus, Musashi takes up very little real estate on your monitor.



Drawbacks

Thus far, I haven't been able to create new e-mail groups from existing addresses. I have to re-enter each of the addresses manually and use a different name for each repeated entry. A one-time pain, but a pain nonetheless. However, I was able to import my address book from Claris EMailer as a text file and, with a small amount of tidying-up, I was ready to go in no time. I also imported all of my saved messages; however, this took a bit longer as I could only import them one at a time. (Note: There are special functions within Musashi for importing addresses and messages from Eudora and Unix mailboxes.) And, finally, you can configure Musashi to automatically get your e-mail, but not to simultaneously send your e-mail. I expect that with the aid of user feedback, the future release of version 3 will address these shortcomings.

All-in-all, I'm quite pleased with Musashi. It's a lean little program that satisfies all of my requirements for an e-mail client. As I write this article, I have been using Musashi for over two weeks and not once have I had a need to go back to EMailer.

Musashi is available for a 30-day trial at their Web site and can be downloaded in either a 68K or PPC version (I found the PPC version to be quite fast). I strongly recommend that if you are in the market for an e-mail client, you give Musashi a test drive.



is open to anyone. If you're interested, write to us at <reviews@atpm.com>.



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 [Shareware Reviews Editor](#) and an [Interviews Manager](#). Please contact us at [<editor@atpm.com>](mailto:editor@atpm.com) if you're interested.

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

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

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

Let Us Know That You Know What You Know

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

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

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

Wishful Thinking

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

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That's It

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



ABOUT THIS PARTICULAR
TRIVIA



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

This is the latest in *ATPM's* series of Trivia Challenges. On the left are the names of some TV characters, and on the right are their TV bosses' names. Match them up! Answers to this month's Trivia Challenge will be found in the next issue of *ATPM*. In Last month's Trivia Challenge, I misspelled the name of the Cartwright's cook. His name was "Hop-Sing." My apologies. If you have any suggestions for future Trivia Challenges, or wish to comment about almost anything, please e-mail me at [<egoss@atpm.com>](mailto:egoss@atpm.com).

Trivia Challenge #9—Who's The Boss?

- | | |
|---------------------------|--------------------|
| 1. Rob Petrie | A. Hayden Fox |
| 2. Stephanie Vanderkellen | B. Matt Dillon |
| 3. Ted Baxter | C. Arthur Carlson |
| 4. Diane Chambers | D. Benjamin Sisco |
| 5. Deanna Troi | E. Jack Benny |
| 6. Bobby Wheeler | F. Lou Grant |
| 7. Rochester | G. Jean-Luc Picard |
| 8. Herb Tarlek | H. Joe Hackett |
| 9. Luther VanDamme | I. Alan Brady |
| 10. Lowell Mather | J. Louis DePalma |
| 11. Newly O'Brien | K. Dick Loudon |
| 12. Miles O'Brien | L. Sam Malone |

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 — #8 - TV Time

- | | |
|---------------------------|------------|
| 1. He was "Your Doorman." | J. Carlton |
|---------------------------|------------|

2. The Cartwright family cook.
 3. A Toledo Mud Hens fan.
 4. Lost as "Master of his own domain."
 5. Larry's other brother.
 6. Sam Malone's postal pal.
 7. "Booked 'em" for Steve McGarrett.
 8. The Tate family matriarch.
 9. Penny's uncle.
 10. Spock's father.
 11. Drove Felix Ungar crazy.
 12. Poodle Queequeg's owner.
 13. He "Saw nothing and heard nothing"
 14. Andrew Squigman's best buddy.
 15. Spenser's "Sweet Patootie"
- D. Hop-Sing
 - P. Maxwell Klingler
 - F. Cosmo Kramer
 - N. Darryl
 - B. Cliff Claven
 - L. Danny "Dano" Williams
 - M. Jessica
 - A. Sky King
 - Q. Sarek
 - E. Oscar Madison
 - K. Dana Scully
 - H. Sergeant Schultz
 - C. Leonard Kosnowski
 - G. Susan Silverman

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