

Compiled by Rafi Guroian

Apple to Replace ADB and Serial Ports with new USB

Mac model
World Wide

well as serial
that has
controllers
always had a
developers: ADB
Port or PS/2-

it's expected to
Microsoft's Windows
USB's plug-
controller maker
future Macs.

Apple Computer, Inc. stunned many Mac stalwarts when the new G3 consumer model, the iMac, was unveiled: the iMac features two USB, or Universal Serial Bus, expansion ports. The iMac is the first to feature USB interfaces, and from what was discussed at the Developers' Conference, it won't be the last.

USB will replace Apple's aging ADB, or Apple Desktop Bus, as ports, on all new Macs. The ADB is a proprietary Apple interface that has been the mainstay interface for Mac keyboards, mice and game controllers since the days of the SE. As a proprietary interface, ADB has always had a tough adoption by mainstream third-party peripheral developers: ADB devices typically cost significantly more than their PC Game Port or PS/2-compatible counterparts.

Although there is a dearth of USB devices on the market today, it's expected to grow dramatically by year's end thanks to the release of Microsoft's Windows 98 operating system, which incorporates native support for USB's plug-and-play hot-swappable architecture. Already, Mac game controller maker CH Products has committed to support the USB interface on future Macs.

Macintosh.
appears that
Macintosh, is
MacWeek indicates
ports,
Macintoshes to make

interface that
oriented
its product
virtually all of
support USB (in
bandwidth and
a wide
scanners, printers,

confirmed that their
percent during
1997.

growth
consumer
profitability is
introducing its first

KeySpan to Introduce PCI/USB Card

The other shoe seems to have dropped for USB adoption on the
Answering a need that many of our readers have voiced, it
KeySpan, best known for their multiport serial cards for
working on a new PCI card to be announced next week.
this new PCI card will incorporate two USB (Universal Serial Bus)
enabling users of current and second-generation Power
use of new peripherals based on USB.

USB is the new industry-standard plug and play peripheral
Apple will introduce with this August's release of the consumer-
iMac. Apple unveiled plans to incorporate USB into the rest of
line at this year's World Wide Developers Conference, and
the peripheral vendors we spoke to at E3 indicated plans to
some cases, exclusively) in the coming year. USB's high
extreme versatility makes it an "all-in-one" interface suitable for
variety of applications: game controllers and keyboards,
networking.

MacSoft Sales Up 151 Percent

To no one's surprise and everyone's glee, MacSoft has
sales have been outstanding. Revenues have increased 151
the first quarter of 1998 as compared to the first quarter of

Says MacSoft Executive Director Peter Tamte, "our continuing
proves there are substantial opportunities in the Macintosh
software market. The confidence gained from Apple's recent
getting customers back into the stores. Now, with Apple
new consumer Macintosh in over two years - the iMac - we have

yet another
years and shows
Total
the Mac in
scoop on all

reason to be excited about Apple's future."

MacSoft has been a leading force in Mac ports these past two no sign of slowing down. The company will be bringing Unreal, Annihilation, Civilization II Gold, Real Pool, and Deer Hunter to the near future. Visit our E3 Wrap-Up section for the complete MacSoft news.

[Terminal Reality Inc. on Fly! and Other Games](#)

Terminal
simulator for
a flight
as suitable
touch with
product planned
know when we
however:
MacSoft

We recently brought you the news that a new game developer- Reality Inc. (TRI)- is developing a brand-new civilian flight the Macintosh called Fly! Fly!'s published screen shots suggest simulator with photorealistic texture mapping, and TRI bills Fly! for novice and expert flight simulator fans alike. We've been in sources at TRI, and it appears that Fly! is not the only Mac from this group. No details are available yet, but we'll let you have more news. Fly! is not their first Macintosh-published title, TRI also developed Terminal Velocity, which is published by

minimum system
determined yet.
accelerator cards
GoD, or

Readers have written expressing interest in the game's requirements. TRI doesn't have final system requirements TRI has confirmed that Voodoo and Voodoo-2 based graphic will be supported, however. The title will be published through Gathering of Developers, of which TRI is a charter member.

[Micro Conversions Does Voodoo 2 at Macworld](#)

appointed the
means that each

We have received word from Micro Conversions that Apple has company as the official Voodoo 2 sponsor of Macworld. This of the 24 PowerMac G3's set up in the Gaming Pavilion will be

equipped with

The Game

the

and 2.2

delivers over 50

delivers an

textured,

buffered

cards!"

summer.

Macintosh.

cable and

work on the PC to

board drivers

More information

that we have

some complaints

strange

you to support

Developers'

company. The

Micro Conversion's upcoming Voodoo 2 card, the Game Wizard.

Wizard picks up where Techworks' Power3D left off, providing

Macintosh community with Voodoo 2 graphics.

"With a base configuration of a 192-bit memory architecture

Gigabyte per second of memory bandwidth, the Game Wizard

BOPS (Billions of Operations per Second). This configuration

incredible 3 million triangles per second and 90 million dual-

bilinear-filtered, per-pixel MIP-mapped, alpha-blended, Z-

pixels per second, over three times the performance of Voodoo

The Game Wizard is set to hit store shelves by the end of this

[NE 3D Enables Mac Gamers to Use PC 3Dfx Cards](#)

Griffin Technology makes a variety of video accessories for the

Recently, Griffin introduced the NE 3D, a custom pass-through

video adapter that enables users of Voodoo cards designed to

use them on a Macintosh. The NE 3D also includes a CD with

and demos of Voodoo-enhanced products for the Macintosh.

is available from Griffin Technology's Web site. We should note

heard that while this technique does work, there have been

of interference with your Mac's 2D video board which results in

pixelization of colors in some applications. IMG encourages

the Mac 3D market in any instance.

[WWDC Keynote Recap](#)

We watched the satellite simulcast of Apple's World Wide

Conference keynote speech, delivered by Steve Jobs and

operating system
looking for:
pre-emptive
10 also gives
conversion (1 to
guaranteed base of
it

been
replacing your
that, there wasn't
future of
Steve Jobs to his
when it ships later

Vice
future Macs
performance
direct to the
developed
oriented to the
processing with
technology.
that AltiVec

highlight of the keynote was the articulation of Apple's strategy. MacOS 10 will give Mac users what they've been protected memory (read: no rebooting on application crashes), multitasking and better virtual memory management; MacOS Mac developers what they've been looking for- easy code 2 weeks to prototype and 1 to 2 months to ship) and a compatibility (6000 of 8000 existing API's will still be used) - so appears to be a winner all the way around.

MacOS 10 will be fully optimized for G3 processors, so if you've thinking about upgrading your processor daughtercard or aging system, now's the time to start saving money. Beyond a lot of substantial news to add about gaming on the Mac or the gaming technology on the Mac, outside of a reference from desire to see a bunch of good games bundled with the iMac this summer.

[Notes from WWDC: AGP for Mac, AltiVec info, Game Sprockets](#)

At a session at the World Wide Developers' Conference, Apple's President of Desktop Engineering, Glen Miranker, indicated that will support Intel's AGP, or Advanced Graphics Port. AGP offers advantages for video by bypassing a bus like PCI and going processor. Many PC graphics accelerator makers have already high-performance video boards for AGP, some of which are hardcore gamer.

There was also some talk about the future of PowerPC AltiVec, Motorola's recently announced parallel processing Apple's VP of Powerbook engineering, Mark Foster, indicated will create a 30-fold

playback and 3D

AltiVec

the software

plug-and-play

survive into

explanation:

great news for

increase in processing media-rich data content like MPEG image manipulation. It's still unclear at this point as to when technology will begin to appear on the Macintosh because of engineering issues involved, but AltiVec is designed to be a compatible technology for the 750 chipset.

Apple has also published the specifications for what API's will MacOS 10. This set of API's has been nicknamed "Carbon" (the carbon is the basic element which all life is composed of). The gamers is that Game Sprockets made the list.