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Click on the pictures for captions or links to other pages!

This month's focus: **Apple Seedlings.** Apple Seedlings is located at http://applewizards.net/seedlings/ and serves as **your** place to speak on anything you choose. Write an article and send it to seedlings@applewizards.net for thousands of people to read! More details are available at the website, but drop by today and send in a submission!

Also, you may want to check out a new "news" service at http://newsbriefs.net/ . We're sure it'll make a great coffee break. **:-)**

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AppleWizards

http://applewizards.net/

Note: This month's feature is the first of a two-parter discussing sound(s) on your Mac. If you've got an idea for a feature article, please contact the Editor in Chief at <ins>feature@applewizards.net</ins> . Thank you.
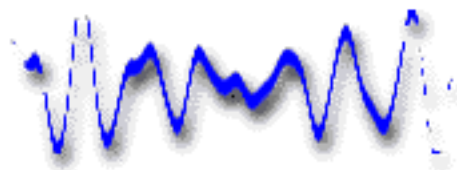

Fade In...

Consider for a moment how difficult it might be for the average person to communicate with another without the use of sound. True, it's possible. Many hearing-impaired individuals do it very effectively through sign language, but for the majority of us, to communicate, we must hear. What we hear plays a major role not only in our every day communication with others, but in our perceptions of our environment as well. For example, the sound of a siren at an intersection alerts us to an emergency vehicle approaching. The ring of a telephone notifies us of an incoming call. The beep of a car interior notifies the driver he has left the headlights on. Sound communicates.

The concept of personal computing relies on communication between the user and the computer. This communication is duplex, or two-way, meaning both the human and the machine communicate to one another. Terms like "human interface" and "user friendly" refer to the idea of making a computer more accommodating to the user's needs in communicating with the machine. Yet nearly all of this communication is visual; very little is aural, or hearing-related. It would seem, given the importance of sound in interpersonal communication, that sound would be a major part of the personal computer's human interface.

One of the many beauties of the Mac is its standard inclusion of a sound card. To hear that glorious "Wwwwaaaaaah!" or "Pungggg!" the instant you turn the machine on is a sign that the Mac means business in relating to human senses. You

should hear the sound of nearly one hundred Macs starting simultaneously, as a network-admin friend of mine so proudly shows off at his all-Mac newspaper when no one else is there! The point: the Mac has laid the foundation for the integration of an enhanced aural interface.

This month we'll discuss common ways to enhance your Mac's "aural interface" without any extra software — from what features use sounds, to how to install them. Next month, in part two of this feature, I will provide information on the technical aspects of sound for your Mac, including how to create your own sound files and selecting the proper resolutions and file types.
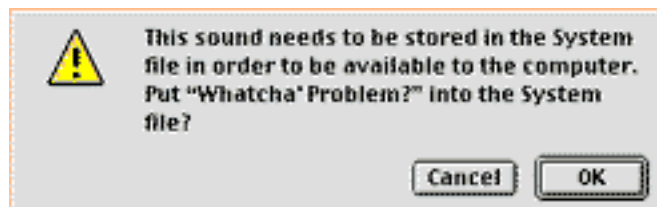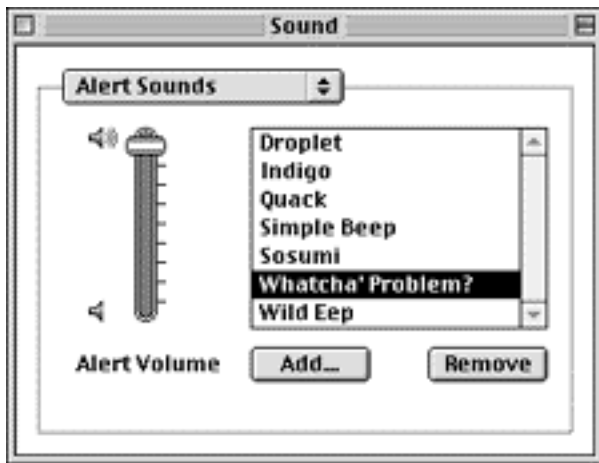
Alert Sounds

The Mac OS provides a few simple implementations of sounds, the main one being the alert sound, or "beep." This sound is commonly used to get your attention. While the Mac OS includes a few sample sound files for use as your beep, you can always add your own personal favorite sound to be used (drop by Clixsounds at http://www.clixsounds.com/ for a fairly large high-quality selection).

To install a sound as your alert sound, you must first make sure it is a "System 7" sound (in "SND" format). This is the native Mac OS format for use with the Sound Manager. The easiest way to tell if your sound is in this format is to simply double-click it. If it plays without launching any programs, it's the right format. These sounds typically have an icon with a light-blue speaker emitting sound waves, as shown above.

Next, make sure you don't have any applications running. Click the application menu in the upper right-hand corner of your desktop and make sure it shows "Finder" as the only program running. Then drag the sound file to your closed System Folder. (In other words, not the open window of the System Folder, just the folder icon itself.) Drop the sound on the System Folder and a dialog box will appear asking if you want the sound placed in your System. Click "OK."

Your sound has now been placed into the "System File," which is located in your System Folder and is now accessible through your "Sound" (or "Monitors & Sound") control panel. To select it as your beep, open this control panel and select "Alert Sounds" from the window. Finally, select the sound you just installed from the list and close the control panel. Your new alert sound is installed!
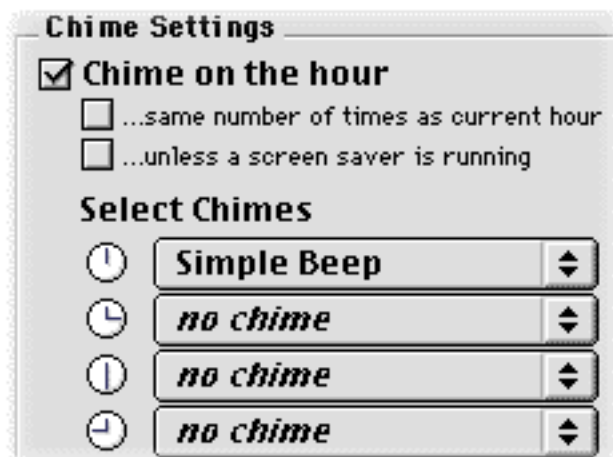
Clock Sounds

You can also make your Mac work like a grandfather clock by installing sounds to be played at :15, :30, :45, and :00 (i.e. 3:15, 3:30, etc.). Your Mac will even chime the hour count if you wish. The installation process for these sounds is similar to the installation of an alert sound, described above. Begin by choosing the sounds you would like to have play for each time. **Note:** you cannot have both ":00" and "Chime." The "Date & Time" control panel only allows one of the two.

When you have selected your sounds, install them into your System File as you did for the alert sound. After doing so, open your "Date & Time" control panel and click the "Clock Options..." button. Upon doing so, a settings window will appear. This is where you specify which sounds play at what time. To use the chimes, click the"Chime on the Hour" check box. Select the appropriate sounds for the respective time of the hour through the popup menus.

If you want your Mac to chime the hour count at the top of the hour, check "...same number of times as current hour" and select your chime sound through the popup menu below. After making these selections, simply close the settings window by clicking "OK" and your new clock sounds are set!

Startup & Shutdown Sounds

One of the most common questions Mac users ask is "How do I change the startup chime on my Mac?" The answer is: you can't. That sound is stored in your system's ROM (Read-Only Memory) chip, so it's embedded in the hardware. However, you can make a sound play when all of your extensions have loaded by simply placing a sound file into your "Startup Items" folder, located in your System Folder. Every time you boot your Mac, it looks for files in Startup Items folder, and if there are any, it launches them. In this case, it plays the sound. You can also make a sound play when your Mac shuts down by placing a sound in the "Shutdown Items" folder, also in your System Folder.

Email Sounds

Another use of sound on your Mac is the email notification sound. Many different email programs are available, from Claris Emailer to Netscape Communicator, and each have their own particular method of defining a mail notification sound. Some require installing the sound into the System File, like an alert or clock sound, while others allow you to select any sound on your hard drive. Consult your mail program's documentation for installation instructions. Mail sounds are another great way to add more to your Mac's aural interface and can be particularly useful in notifying you of the arrival of new mail, even when you aren't sitting in front of your Mac.

Fade Out...

These are just a few ways you can start using sound on your Mac right away. Progress is being made in the development of the aural interface, particularly on the Mac, with several products in development. As computing becomes more user-friendly, don't be surprised if sound becomes a more common feature in your everyday computing experience.

Next month, we'll explore creating your own sounds, the necessary tools, and what all the sound "tech-talk" translates to in simple Mac-speak.

Jeff Click...

... is president and chief sound designer for Clixsounds, a company which focuses on enhancing the aural interface of personal computers. With several products currently in production, Clixsounds already offers many sound-related 'wares, including their award-winning "Agent Audio" program. You can also download nearly one hundred freeware sounds at the company website at http://www.clixsounds.com/ .

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The Happy Mac
SOMETHING TO SMILE ABOUT

Daria Aikens   <daria@applewizards.net>

Summertime! 105 Degrees and My Baked Apple

The heat index here in Gainesville, Florida has topped 105° for the last couple of days. That basically means that if you leave your dog in your car with the windows rolled up, he or she will be a smoked sausage in 35 seconds. It means that my skin is peeling off because I have to drive around in an un-air-conditioned Inferno everyday. Worst of all, my Mac's CPU fan seems to have to chug more than ever to keep up with the heat! I fear that my 6400 will just burst into flames. If anyone knows of a Mac that did spontaneously combust send those stories along to me at daria@applewizards.net, so that I can prepare myself.

Summer is a fantastic season where the heat can make anything possible, and from what I can see it must be pretty hot over in Cupertino, CA, because the American public has never been so excited about Apple Computer!

I Was A Rep at Apple Demo Days! This is My Story

On Sunday, June 14th, I had the pleasure of acting as an Apple representative at the Tampa CompUSA Demo Days extravaganza! Apple gave me the sole responsibility of demonstrating all of Apple's new products and Macintosh software.

You will be pleased to hear that 98% of the people that walked through the Apple section were thrilled about Apple's new product line. Most of them were drooling and/or had permanent smiles on their faces.

The other 2% were laughable. For instance, at one point there was a small 6-year old boy going to town with one of the demo computers that I had set up. His father came by, bodily dragged him out of the Apple section, and angrily said, "Get out of there now. Those are Macintoshes! Get away!" Another father remarked fervently, "You don't want that. It's nothing but a glorified Nintendo." I figured that I don't even have to respond to stupidity like that. I thought to myself, "You win! We live in a world where we are beginning to be tethered permanently to our computers. If you want to be tethered to one of Mr. Bill's Ode to Mediocrity/Soul-Draining Windoze machines, then so be it! Leave all the fun and creativity to the Mac users. Go ahead!"

Anyway, the whole experience was incredibly positive and I actually sold a couple of systems. There were times when the Apple section was so packed that it was claustrophobic! I would have to say that the best part of the day was when I spoke to a few cool people who had heard of Apple Wizards. That means not **everybody** has heard of Apple Wizards, so spread the word!

What's an Email Message Without a Sig File?

I thought that this would be an appropriate signature for this month, since I have completed my first month as a member of the American work force (I cringe as I admit to this, since all I really wants to do is have a career in dance and Apple Wizards). Anyway, I have to use a PC at work, and it is extremely painful for me.

Windows: It's Just Work
Macintosh: It Just Works
    -Mark (anonymous Apple Wizards reader)

Mac OS Wins Award for "Best Manners in an Operating System"

Sorry, a run-time assertion failed in "shapes_macintosh.c" at line #510. PLEASE WRITE THIS DOWN AND MAKE A BUG REPORT!

ID: -1

OK

Those bungie programmers must really be keen on getting bug-reports. Why else they would have put the last line in CAPS? At least they know how to make "Mac-like" alerts! Have you ever seen a blue screen in Windows apologizing for a failed run-time assertion?

This error message and text comes to The Happy Mac courtesy of Robert Z., robzim@writeme.com .

Reader Mail
Why Does Everyone Keep Asking Me This?

O.K., so how do you properly pronounce your name? You can pronounce my name, Tzvi (ts've, like czar) Fabian (fã'be en). ;-)

Yes I'm one those weird people, who presses on almost every picture in each issue of Apple Wizards, and actually reads the comments that pop up.

— Tzvi Fabian

Tzvi, thanks for writing! First of all, you are not weird, but you are a model Apple Wizards reader. Our staff is tickled to hear that people actually pay attention! In my opinion, the pictures are an important part of Apple Wizards, because you never know what you will find lurking underneath all of those graphics! Keep clicking!

Secondly, I am going to clear up this whole "name pronunciation" thing for the whole world. This is the third reader who has asked this question! Since first grade I've suffered the pains of hearing my name butchered everywhere. Here goes:

Daria is pronounced like "Darry-uh," as in "marry a gentleman" or "DAIRY, a product from a cow." Get it? If you pronounce my name like the MTV cartoon, "Daria" (Daury-uh), I will hunt you down and have your Mac and your birthday taken away!

Everybody Loves . . . The Comic of the Month!

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http://www.macworks.com/stuffthis/stuffthis.html

Daria Aikens
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http://applewizards.net/

Watching Apple

Snippets from the World of Apple Computer, Inc.

http://www.maccentral.com

Analyst Sees Significant Growth for Apple this Year

Apple to Hire 400 to Help Build iMacs

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PowerPC Chips: 600 MHz, 1 GHz Versions Coming

Apple's Channel Focus is Advocacy

Apple Eases Ahead of IBM in April Revenues

Panorama Sues Motorola, Apple in Cloning Issue

Apple Picks OuterNet as Internet Hosting Service

Analyst Sees Significant Growth for Apple this Year

The tide is turning. Investors, developers, and corporations have realized that Apple is returning to steady growth after two consecutive quarters of profitability. Now, analysts are beginning to see the light and see significant growth for Apple in the remainder of 1998.

"Over the next three quarters, Apple is going to grow much faster than it has in the past two years," says Pieter Hartsook, an industry analyst with Hartsook Letter in a phone interview with MacCentral. "The reason for that is they're making the choices more simple and more compelling for their users and their resellers."

He adds "They're making it easy to choose which product you want to buy, and making it easier to buy it. That's a very good message for people who are inclined to buy Macs."

Apple's market share has grown steadily over the past few months, and most recently was estimated at 4% by IDC Research, up from just over 3%.

What's going to be driving Apple's growth in the upcoming quarters? Hartsook says "The portables, and later this summer, the iMac."

Apple to Hire 400 to Help Build iMacs

Apple is hiring 400 engineers and assembly-line workers at its Laguna West plant to gear up for the August launch of the iMac, according to a Sacramento Business Journal story.

The Laguna plant, also used to build the G3 line of computers, currently has 1,000 employees. According to the Sacramento Business Journal, no construction is expected at Laguna to accommodate the new employees.

The story says Roben Talia, Apple's local human-resources manager, wouldn't comment on how many of the new employees would be engineers, nor how many would be temporary seasonal workers.

"Last Saturday, Apple held an open-house job fair at its Laguna plant to recruit workers," says the Business Journal. "Talia dubbed the job fair 'highly successful' in a market where computer technology talent is in big demand but very limited supply."

Irish Government Negotiating with Apple Execs

The Irish government is trying to persuade Apple to keep its Cork circuit board factory in Ireland. The Cork plant is apparently where Apple's Power Book G3 series of portables was built, and may be where Apple is working on its upcoming consumer portable.

According to the Irish Times, it is believed Apple wants to relocate its Cork printed circuit board factory to the Far East. This move would cost at least 100 permanent and 500 temporary jobs for Ireland. In recent months Apple's workforce in Cork (the circuit board factory) has grown to almost 1,900, some 900 of which are temporary jobs.

Apple's eagerness to move the plant may be caused by the delay in shipping of high-end PowerBook G3s as of late.

S & P Changes Apple Outlook from Negative to Positive

In a major boon to Apple stock and the company in general, Standard & Poor's recently revised its outlook on Apple Computer Inc. from negative to positive. Standard & Poor's says the outlook revision reflects Apple's improved profitability and financial flexibility.

S & P adds "Cupertino, Calif.-based Apple's ratings reflect ongoing revenue declines and history of operating losses. Apple has been struggling with extremely competitive industry conditions and declining market share. Although Apple has a strong position in the education and desktop publishing markets, its market presence in the higher-growth corporate and consumer markets is weak and declining. Apple has made significant progress in reducing staff and operating costs, but revenue growth and longer term viability are dependent on the success of a limited range of new product offerings."

Apple's stock is currently around 29.

Wall Street Columnist Says the Mac is Back

According to MC magazine, Walt Mossberg of the Wall Street journal is the most influential computer journalist in the US. And in his column recently, he wrote that the Mac is back.

In praising the new PowerBook G3 line, Mossberg said, "After a couple of years of churning out mostly mediocre Macintosh designs, Apple has introduced an elegant new model that evokes the company's great past."

The story is found at
http://interactive.wsj.com/edition/current/articles/PersonalTechnology.htm .

However, since this story is in the interactive edition (as well as the paper), you'll have to obtain a user ID to access it.

Apple Pledges up to $1 Million to Los Angeles County Schools

Apple Computer has pledged up to $1 million (US) in network software and training to 2,200 Los Angeles County schools. Through the Los Angeles County Office of Education's Technology for Learning program, these schools are eligible to receive the Apple Network Administrator Toolkit, complete with specialized training, at no cost, by filing an application with the L.A. County Office of Education.

"Providing easy-to-use network tools for educators and students is essential for stimulating interactive learning and acquiring necessary real-world skills," Apple's Mike Lorion, vice president of Education Sales, says in a company press release. "The L.A. County Office of Education is a leader in incorporating technology and learning, and we believe this substantial contribution will help further push L.A. County school networks into the future."

The Apple Network Administrator Toolkit allows educators to control and manage Macintosh systems on a network from one central point or multiple points. It includes powerful software to easily manage user access privileges, control network resources and system assets, manage users and groups, and restore disk configurations. It also helps users with computer tasks by allowing them to share their Mac desktop or view other Mac desktops on the network.

"Through this donation, Apple Computer, Inc. has again demonstrated its commitment to education and understanding of our needs," says Donald W. Ingwerson, Superintendent, Los Angeles County Office of Education. "Our alliance will give thousands of teachers the tools to promote student achievement in today's networked learning environment."

The Los Angeles County Office of Education will make applications to obtain the Apple Network Administrator Toolkit and training available to all eligible schools by the time you read this.

Good News: Investors Service Upgrades Apple's Ratings

Moody's Investors Service has upgraded Apple's senior and subordinated debt ratings, according to a CNET news story. Apple's senior unsecured long-term debt rating was upped to B2 from B3, and its subordinated long-term debt was raised to Caa1 from Caa2.

Moody's said that the rating change is due to "improvements to Apple's liquidity and debt holder protection measurements in recent quarters, and reflects the company's improved operating results," says CNET. The story also quotes the investors service as saying "Apple's business and operating risk will 'remain high going forward' because of the market dominance of Intel and Microsoft."

Apple's debt holder protection measurements have "strengthened considerably during recent quarters as a result of the company's increased cash flows and debt reductions."

At the end of March 1998, Apple's cash and short-term investment balances grew to $1.8 billion, up from $1.5 billion a year earlier, and up from a low of $592 million at the end of the March 1996 quarter.

Say So Long to MAE

MAE (Macintosh Application Environment) has been discontinued. Apple says MAE has bitten the dust "as part of Apple's continuing efforts to focus all our software development resources on extending the Mac OS."

MAE 3.0.4 software provided a Mac OS 7.5.3 environment in an X Window, so off-the-shelf Mac applications could run on a Unix workstation. It supported a variety of releases of HP-UX and Solaris operating systems.

Apple says it's committed to working with its customers to ensure a smooth transition to Mac OS-based products. For a limited time, the company will continue to provide up-and-running support for the installed base of MAE users. Any current MAE customer that hasn't received a MAE key code or needs a replacement key code can call 1-800-SOS-APPL, extension 943. (Customers outside the U.S. should contact their local support centers to request the keys.)

For replacement solutions, Apple recommends former MAE users consider a third-party solution called the "G3 UNIX Workstation." This product uses the Mac G3 as the basis for running a full-service Unix environment including, X-Windows, NIS, NIS+, NFS and OpenGL support along with C, C++ and FORTRAN compilers. There's also a PowerBook version.

The G3 UNIX Workstation and PowerBook are also capable of running Windows 3.1, 95 or NT at high-end Pentium speeds simultaneously with UNIX and the Mac OS. For more information on these products see the Joint Solutions Web site at http://www.jointsolutions.com/g3/ .

Apple Touts iMac as Great Game Machine at E3

Any lingering doubt that Apple wants to be taken seriously as a maker of consumer and game machines was blown away in a special iMac session at the Electronic Entertainment Expo (E3) in Atlanta, GA.

In a special session co-hosted by Apple and MacHome Journal, Apple pitched the upcoming consumer system as an ideal game machine, and brought out executives from other companies who agreed wholeheartedly.

The iMac is, of course, Apple's upcoming computer targeted to the consumer and education markets. Billed as the "Internet-age computer for the rest of us," iMac features a colorful and stylish design, easy Internet access, and Pentium-toasting PowerPC G3 performance. Even with a 15-inch built-in monitor, the price will be held to $1,299 (US).

Tom Boger, Apple's iMac product line manager, said Apple intends to sell "millions and millions" of iMacs, He described the upcoming system as a fast, stylish, and simple consumer computer that overwhelms other "slow, ugly, and complicated" systems in the same price range.

"And it's got the world's coolest keyboard," Boger said. "It's got a USB hub in the keyboard so you can daisy chain USB peripherals."

With its features and low price tag, Apple officials at E3 promoted the iMac as an ideal system for which to develop games. And executives from MacSoft, PlayPak Systems, and GoLive Systems agreed.

Peter Tamte, executive director of MacSoft, asked, "Why would anyone want to be a Mac game developer these days?" It turned out to be a rhetorical question, as Tamte told of skyrocketing sales and profits from its Mac games division (see separate story). At E3, MacSoft showed off its upcoming Unreal and Real Pool games.

Tamte also announced for the first time that versions of Total Annihilation, Deer Hunter (an interactive hunting game), and Civilization II Gold Edition would be coming to the Mac this summer and fall.

Dan Stein, CEO of PlayPak Systems, was promoting a line of Mac-based coin arcade games. He said the Mac OS would be used to power the new games because it's reliable, coin-op friendly, and offers true plug-and-play.

Oren Ziv, executive president strategic marketing for GoLive Systems, announced a new product, GoLive CyberStudio Personal Edition. The application will have all the features of CyberStudio 2.0, the award-winning Web authoring tool, but will be geared toward the home user.

"We're entering the Mac consumer market because of the iMac," Ziv said. "We believe this market is alive and growing."

CyberStudio Personal Edition packs a full visual layout and design control, advanced site management, HTML source code, and more, all for $99 or less. It's now available. What's more, GoLive is offering a free upgrade to owners of any other Mac-based Web authoring program.

"We want to own the consumer side of the Mac home Web authoring market," Ziv said.

Several Apple execs were also on hand. Clent Richardson, senior director of Worldwide Developer Relations, spoke of Apple's improving finances and streamlined hardware and software strategies. Jim Mallekoote, eastern regional sales manager, said now was the time for developers to get in on the Mac consumer market.

"We've got the right product to match with the right channels," Mallekoote said. "The consumer market will represent the highest growth area for Apple over the next 12-24 months."

The opportunities for Mac developers would continue to improve with increased unit sales of Apple hardware and the chance to "capitalize on channel dynamics," he said. One of those "channel dynamics" was the chance to team up with Apple to stage "world premiere" events for new products, according to Mallekoote.

Apple Considers Asian Market Crucial, Debuts G3/300 Overseas

After debuting the 300 MHz G3 and showcasing the machine's speed in a video presentation, Samit Roy, managing director of Apple Computer South Asia Private Ltd. told Reuters that "Asia is very important for Apple."

Roy stresses that importance by going on to add that "If you take the five fastest growing PC markets in the world, four of them are in Asia." Those countries include China, India, the Philippines, and Thailand.

"We are coming back into the commercial market," said Roy. "Our new worldwide business model is going to address the corporate sector during 1998 and beyond. And we are going to come back into the education market, too. The volumes are going to come from the high-end publishing industry, which has a very huge demand."

For more information on Apple's Asia Pacific division, visit http://www.asia.apple.com/ .

PowerPC Chips: 600 MHz, 1 GHz Versions Coming

IBM will deliver a 64-bit, 600 MHz version of the PowerPC chip, even while hedging its bets with a version of AIX for Intel's in-the-works Merced chip, according to Information Week.

The 600 MHz PowerPC chip is due in the first quarter of next year. By 2000, the PowerPC will reach 1 GHz, followed by a copper-enhanced chip, says Information Week.

AIX is IBM's version of its Unix operating system. Information Week speculates that IBM is developing the Merced version in case Intel's 64-bit chip is a smash hit. But the company "has not gone so far as to retrofit the RS/6000 for Merced, or to devise a marketing strategy," according to the article.

Note: IBM recently announced that it would not continue its development of the PowerPC chip and Motorola was given complete control of a Texas research/manufacturing facility.

Apple's Channel Focus is Advocacy

Apple says it continues to improve its customer experience by focusing on resellers and service providers who advocate Apple products and solutions. With the company's focus on the design & publishing market, on education, and, now, with renewed emphasis on the consumer, the company says it's important to work with channel affiliates who are proficient in these areas.

Apple recently completed a detailed analysis of its U.S. reseller and VAR channels which assessed product and solutions knowledge, Apple advocacy, and service/support capability. Apple has decided to direct its efforts to those "channel affiliates who bring value to the customer experience in these areas."

Apple management says some reduction in the number of channel affiliates has occurred, but "we believe the resulting customer experience will result in a better overall customer satisfaction and increased sales."

Apple Eases Ahead of IBM in April Revenues

According to a Computer Retail Week story, Apple slipped past IBM in personal computer revenues for April.

Personal computer revenues fell 12.3% overall in April after a 6.2% increase in retail unit sales, according to the latest monthly sales data from PC Data. Unit sales fell 31.1% and revenue declined more than 30% compared to March 1998.

Computer Retail Weekly says the top six computer vendors last month were Compaq, Hewlett-Packard, Packard Bell, NEC, Apple, and IBM.

Panorama Sues Motorola, Apple in Cloning Issue

Panorama Designs Inc. is suing Motorola for breaking an agreement that would let the company build Mac clones, according to a report in the Business Journal of San Jose. Panorama is asking for $13.5 million, claiming that Motorola engaged in "breach of contract, deceit and breach of duties as joint venturer."

Panorama is also suing Apple because it "advised, persuaded, counseled and/or coerced Motorola to breach said contract with [Panorama]" in connection with its phase-out of cloning operations. The Business Journal reports that "according to the complaint filed in San Jose, representatives of Motorola met with representatives of Panorama in September 1996 to discuss a joint venture for developing laptop Macintosh clones ... When Panorama proceeded to design prototypes, it assumed it eventually would be paid in excess of $13 million for its work."

Panorama's lawsuit also alleges that Motorola could have gone ahead and produced new Macs, but chose not to because it's the key supplier of PowerPC chips to Apple.

Apple Picks OuterNet as Internet Hosting Service

Apple has chosen OuterNet to house and manage an array of Internet file servers that, primarily, deliver Apple's QuickTime 3.0 for Windows product to Internet users, but also include Apple's entire file archive. Apple made QuickTime 3.0 for Windows freely available over the Internet, so a large amount of bandwidth and a high degree of reliability is required to satisfy public demand.

"OuterNet provided us with a cost-effective, quality solution," says Preston Gregg, project lead of Apple's support Web site. "They had the bandwidth and the expertise to accomplish our goals. Their technical staff got our servers online quickly and efficiently."

OuterNet Connection Strategies is a full service out-source engineering firm that provides business customers a variety of Internet products and services. These include commerce services, network design and engineering, high-speed Internet connectivity, and co-location of Internet and network servers.

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Review by Phillip Grey

2 Stars — 1 Star Poor, 5 Stars Excellent

 Title: CyberStudio Professional Edition
Version: 3.0
Developer: GoLive
Price: $299.99, demo available
Contact Info: http://www.golive.com/
Genre: Advanced WYSIWYG website tool
Requirements: Mac OS 8 or later, 16 MB free RAM, 25 MB hard disk space

Introduction

This is not a highly favorable review. 2 stars on the Apple Wizards scale is a "check it out yourself if you've got nothing better to do" kind of rating. That having been said, GoLive offers a full-featured 30-day demo on their website. They offer free tech support to all customers, registered or otherwise. You'll lose nothing (other than the time it takes to download and learn the software) trying this product out, and I recommend that you do so if this product is of interest to you. Just make sure that you backup any files you plan to open in CyberStudio for reasons discussed later.

I've tried to review this product as accurately and fairly as possible, and I believe I've done so. However, your opinions may be different, and this is why I encourage testing of the demo on your own machine.

Background on myself: I teach school and I work at home on my Mac at night. I'm in charge of the school paper, printed weekly, and I know my way around Photoshop, PageMaker, XPress, and most other WYSIWYG web tools. I maintain the intranet for our school and know enough HTML to get by (I usually bug Erik if I have an HTML question).

Also, I can't begin to list or talk about all of the features in CyberStudio 3. There are too many. I hope to hit on most of the major ones, but again, download the demo or visit their website to check on all of the features.

Getting Started

You install, you launch. You reach for the 800-page manual. You push a button. You reach for the manual. You decide to try the tutorial and all goes well. You strike out on your own. You reach for the manual. Forever.

The learning curve is ridiculously high. After 10 hours, I still could not figure out exactly what everything did or meant. Sometimes there are upwards of eight ways to do the same thing. While some may view that as a "feature" — one that allows you to work as you please — I view it as a major annoyance. Eventually I waded into the "web database" — an editable file containing the definitions for almost every imaginable tag and their actions (line breaks, indenting, etc.). Somehow I screwed up my database 4 hours into "modifying" it, and I had to re-install. I finally left it alone and suffered the consequences of having an improperly tuned database. Furthermore, the database is complex to edit — the buttons and menus aren't very clear. Wouldn't a series of "setup" dialog boxes have been useful? Or a helper application? Yes, indeed they would; but none are to be found.

Also, the web database can't perform simple things like if... then. For example, if you don't specify a carriage return to be placed after `<BR>` tags, you'll get:

`Text``<BR><BR>``<IMG SRC="pic1.gif">`

even though you may desire:

`Text``

`

`<IMG SRC="pic1.gif">`

The web database is the heart and soul of this program, and the fact that you can edit it is a welcomed feature, but the implementation is rather half-hearted and disappointing (not to mention confusing and tedious).

Next, I figured, "hey, I know the software well, let's get started." I attempted to import the 500-item (graphics and pages) intranet site. Choke. I increased the RAM given to CyberStudio from 16 MB to 24 MB. Choke. Finally, at 32 MB, the site imported. I can only imagine how much RAM it might take to use the site management features in a 3,000-item website!

After that, I started designing. And troubleshooting. And then designing some more.
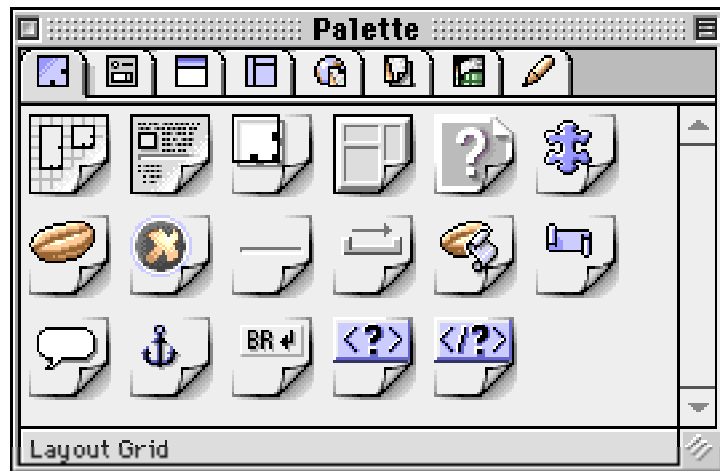
Grids and Tables and Palettes, oh My!

As a professional tool, CyberStudio has a plethora of palettes and context-sensitive button bars. The interface is daunting and, some would say, far from intuitive. If you carefully read the manual (a daunting task in itself), the interface will begin to make sense to you.

Graphic designers and page-layout people such as myself seem to love CS. It has a grid feature that allows for quasi-precise layout of graphics, text, and other items on a web page. This makes CS appear very XPress-like and is a welcomed feature. Some of the other WYSIWYGers that I've tried also have grids, but none compare to the grid tool in CS as far as precision of layout.

These grids can be converted to HTML tables. Doing so is quite simple, but sometimes CyberStudio shows you that it flunked math — a common problem on the CyberStudioTalk list (a mailing list of CS users) was tables that were one pixel too wide and therefore showed a thin 1-pixel white gap between one cell and another — that's a killer if you're doing a complex multi-graphic table. Also, the table that CS creates is generally bulky and, in my tests, an experienced HTML coder can create a table that functions the same in 35% less text, on average. If you use a full-page grid, as most layout people are likely to do, you'll see almost nothing but `<TD>` and `</TR>` tags in your code.

But don't get me wrong — the grid feature is wonderful for those designers out there that don't care a whole lot about file size, and care even less about clean HTML. Several of my students were able to work with the grid feature as easily as they work in XPress or PageMaker, and that is important if you don't have the time or knowledge to mess with coding your own complex tables.

CyberStudio's palettes are useful indeed. At right, you can see that the main palette is divided into several tabbed areas, each with drag-and-drop tags specific to that type of HTML. For example, tab two is the "Forms" tab and contains tags for radio buttons and the like.

CyberStudio's palettes may be collapsed, and you may need to do this. If your monitor doesn't support resolutions of 1024 x 768 or higher, you will quickly run out of room. I was constantly collapsing and resizing palettes and other windows on my 832 x 624 display. I would prefer an option to display palettes as BBEdit does — as text-only buttons that occupy little space — but sadly, this option is not available.

Other Features

CyberStudio offers more features than a grid layout tool and palettes, that's for sure. I'll list and discuss some below.

Site Management
CS offers to maintain your entire site. If you move a sub-folder to a different folder, CS can automatically correct every link in your site. If you modify a page and add a graphic, CS can upload only the changed files, including the graphic, to your FTP server. Aside from that, you can display a map of your site in a variety of formats, and this is useful when determining or checking up on your site's ease of navigation or overall scheme. Other site management features abound, and you won't be terribly disappointed, because CS did everything to and for my site that I asked it to.

However, CS 3's site features aren't flawless. Because it checks the modification date of every file on the FTP server (to determine which are "new" and should be uploaded), users with a modem and a 5,000-item site may find this super slooooow at best. To scan our 500-item intranet site, it took approximately 30 seconds, and oftentimes CS would only upload one or two files anyway. Also,

CS is Finder-integrated — i.e., you delete a file from your site, and CS deletes it in the Finder as well. However, doing the opposite is generally not wise — CS 3 does not enjoy it when you delete a file in the Finder, even if that file is not being used in your site. It's annoying to say the least. I simply refuse to launch a 32 MB application to delete a GIF I'm no longer using.

Browser-Specific Bug Checking and Previews/Layout
CyberStudio offers browser-specific bug checking and includes version 2.x through 4.x of both IE and Navigator. Furthermore, you can simulate your site's appearance in any of these browsers with a sometimes decent level of accuracy.

The below button bar shows a large part of CS's document button bar. Two layout tabs, at the left, allow you to design your pages or your frames respectively. The source mode displays code, both in plain text (left) and in an "outline" view (right). Lastly, you can preview your pages either individually or in their frameset. For those that are wondering, the bean, movie, and staircase icons at the far right are used for Java, DHTML, and Cascading Style Sheets, respectively.

The majority of your time will be spent in layout mode, but the "outline" source mode is interesting. it offers an outline-like mode that allows you to expand and contract sections of HTML as you wish. It's an interesting feature that may or may not hold any value for you. I used it out of curiosity, but I saw no practical uses for it on the somewhat small web pages I design. On a large web page, or a confusing one, this feature may come in handy.

CSS, DHTML, and JavaScript
The most interesting new feature in the WYSIWYG world is that of CSS (Cascading Style Sheets) and DHTML (Dynamic HTML). Simply put, CSS can be used to apply styles that can be used site- or page-wide. For example, you can define all `<H1>` tags to be orange 36-point Times. DHTML is an even newer creation that allows for absolute placement and movement of images and text.

Very few sites use DHTML, and only slightly more use CSS; and instances of CSS use are growing faster than DHTML. That having been said, the CSS features in CyberStudio 3 are passable — that is, they work. As always, you should know something about CSS before you delve into this CyberStudio feature, but the manual is actually a great help here. I created some style sheets quickly and easily and applied them to my site after I did a bit of CSS studying. Avid webmasters should still remember to create non-CSS versions of their site for people with version 3.x or lower browsers.

The DHTML features are a disappointment. CyberStudio lets you create animations on a timeline, much like Dreamweaver from Macromedia. The interface is simple and intuitive in appearance, but the results are nothing to be proud of. I tried to animate a simple image, and everything looked good in the Layout screen, but the results were quite different (I could say horrible) when viewed in Navigator 4.05.

JavaScript is the last feature that I, as a web person who knows only some HTML, was interested in. While I was able to create JavaScript animations like button image roll-overs and the like, the JavaScript itself was perhaps the most convoluted mess of code I've ever seen. I lifted some JavaScript off of another site that performed the same functions (and performed them better, in fact) and was only a fraction of the size of the CyberStudio-created mess.

For those that don't know JavaScript, and don't even want to mess with copying the JavaScript from a site with a feature similar to the one you desire, CyberStudio fits the bill. However, users intelligent enough to realize that JavaScripts on other pages can also be used in your pages with some simple modifications are best suited at doing just that — CyberStudio will only junk up your code.

The Not-So-Happy List

CyberStudio 3.0 has so many ill behaviors and bugs that I feel an entire section is necessary. I won't list every annoyance or every bug, but I will list some that I feel are incredibly important.

Sloooooow
As I've said, CS 3.0 is sloooow. Whereas I can launch Photoshop in 15 seconds, CyberStudio requires 18. Switching between Layout and Source mode requires another 10-second penalty. The testing was done on a 120 MHz 603e, with 32 MB given to CyberStudio. I'd hardly call this a "slow" machine, but CS made it feel as though it was a 6-year old machine. If you've got time to kill, or you've got a 200 MHz or faster machine, CS may run effectively enough for you to use without losing hair.

Quit Screwing with My Source!
As I've said, I know a little HTML. I sometimes like to dabble in the source mode to "peek" at the code or to fine tune the site. CyberStudio's source mode is absolutely terrible. The web database bugs adverseley affect its formatting of HTML. Furthermore, CyberStudio deals inappropriately with line breaks, an item I often use to separate areas of my page for quick recognition in BBEdit (or any other text editor).

A "Professional" Tool that Lacks Professional Must-Haves?

CS 3.0 can't recognize a link to "issues/" as a link to "issues/index.html" and it won't show that section of the website in the navigation map. Also, there's no way to tell CS to recognize SSIs (Server Side Includes), and that's a pain because a large majority of the web pages on our intranet contain numerous SSIs.

It Doesn't Know HTML?

I don't use `<P>` tags in my websites — I prefer the `<BR>` tags because I can space, double-space, or triple-space my paragraphs; in short, I have more control. CyberStudio, on the other hand, loves `<P>` tags. I created the following sample HTML in Layout mode (shift-return inserts `<BR>` tags instead of `<P>` tags):

```
<BR><BR>
Welcome...<BR><BR>
...to my little portion of the Internet!<BR><BR>
```

Still in Layout mode, I then selected the text "`Welcome...`" and chose to make it a Header, Level 2 `<H2>`. What did CyberStudio do? It made **ALL** of the text, including the "`...to my little...`" `<H2>`. Why? Because the pieces of text weren't separated by `<P>` tags. I'm sorry, but `<BR><H2>Header</H2><BR>Text<BR>` is perfectly good HTML that all browsers (and the W3C) recognize as being correct. Yet CyberStudio doesn't understand it, and so far as I can tell, no amount of web database hacking can solve this problem.

Other instances of HTML stupidity can be found, and the problem is that if you don't know HTML, you'll have no clue why CyberStudio isn't doing what you want it to do.

Other Problems

In addition to the above, numerous other problems can be found. Oftentimes the "check code" feature would report errors for something like the following:
```
<BODY BACKGROUND="blah.gif" TEXT="#FFFFFF" LINK="#FF0000" VLINK="#
0000FF">
```
What would CyberStudio report as an error? It'd tell me that "#" is not a color. CyberStudio is too stupid to realize that **it** line-wrapped the 0000FF to the next line. Resizing the source mode window so that the "#" and the "0000FF" were on the same line solved the problem. Quite simply, it's a ridiculous problem (on CS's part) that I shouldn't have to deal with.

Also, CyberStudio is as buggy as any software I've ever used. I was restarting my machine every hour. Type 1s, Type 2s. I don't have these problems with **any** other application — my machine regularly goes days without requiring a reboot. This is the third version of CyberStudio to be published in the last year — perhaps the developers are pushing ahead too fast with "new" features and letting THEIR code get sloppy. After all, if they don't care about the HTML, why should they care about their code?

Conclusion

Don't buy CyberStudio 3.0 if:
• You care about the HTML your WYSIWYGer creates
• You have a machine under 200 MHz
• You don't have a large monitor
• You hate rebooting every few hours
• You have less than 64 MB of RAM

Do buy CyberStudio if:
• You are an XPress fanatic with a 200 MHz/64 MB RAM (or more) Mac that needs to get on the web this very instant.

That's really about it. I can't recommend this product to anyone. It's a huge disappointment — and in my mind, a waste of $300. The WYSIWYG tools are lacking in precision and control, and the advanced features do not work terribly well at all. The bugs and slow speed inhibit creativity and encourage hair loss.

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Apple Wizards Monthly Interview

Welcome to Macintalk, my continuing quest to bring you an inside look at the lives and work of prominent Mac-related figures.

This month I have the pleasure of presenting to you the thoughts of a man who receives very little credit for the great things he does.

Ben Harper is the CEO/Founder of the Reprahduce web hosting and design firm. Reprahduce hosts web sites using **only** Macintosh hardware. Many of the premiere Mac-related websites (including Apple Wizards' own website) and hundreds of other popular websites our hosted on Reprahduce's blazing G3 servers.

Ben Harper provides his views on the potential of Macs as servers, the recent changes in Apple, and running a web hosting firm, all in this edition of **Macintalk**.

Interview Conducted: 8 June 1998

Alex Kushner: Why do you choose to use the Mac platform for serving? Isn't Unix more powerful and NT faster? You use G3s, which helps in the speed department, but the Mac OS's lack of preemptive multitasking hinders website hosting, doesn't it?

Ben Harper: Actually, the Mac OS is a great platform for hosting. The fact that preemptive multitasking is not supported does not have a big effect on our performance, since 99% of the server's use is going to a single application, WebSTAR, which manages its own threads. In some ways it's good to have a threaded OS, since WebSTAR doesn't generally have to compete with any other applications that are running.

AK: What are the advantages and disadvantages of hosting on Macs?

BH: The Macs are great as far as setup — we can add a new server within 2 hours whereas Unix machine would take several days to configure. The downside is the lack of multi-user support in the OS, which basically means that we can't support some of the mainstream CGI languages such as Perl and C++. When run under the Mac OS, the mainstream languages would all have full "root" access to the server, meaning that any user can upload a CGI to delete any file on the server, format drives, etc.

Our solution to the multi-user problem is WebSiphon — probably the WWW's most friendly scripting language. WebSiphon has many security enhancements that allow us to block users from being able to access/edit/delete files outside of their directory tree — providing us with a secure means of offering CGI capabilities. In our experience, 99% of what you could ever do with Perl or C++ can be done more efficiently in WebSiphon.

AK: With the success of web hosting on Macs, do you believe that it would be feasible to run an ISP using only Apple hardware?

BH: We're doing it! Basically the only service we don't offer is dial-up, and it's totally possible to run dial-up services using only Macintosh hardware as well.

Editor's Note: Check out MacConnect at http://www.macconnect.com/ for a Mac-only ISP.

AK: By hosting on Macs, are you able to provide your clients with any extra abilities that a Unix or NT host could not?

BH: The main advantages are ease of use and Mac-friendly support. While a Unix host will typically blame problems on the Mac client software, we fully support most Mac FTP clients and HTML editors. Our CGI support with WebSiphon, CometSite, and NetForms makes dynamic page development quite a bit easier than it would be under Unix or NT.

AK: Are you able to depend on Macintosh machines to be more self-sufficient than Unix or NT server computers? Or is the dependability the same?

BH: The dependability of Unix/NT is very similar to that of the Mac — it's not the OS, it's the application software. Unix itself rarely crashes with a decent setup, but an application running under Unix will crash itself just as it would under the MacOS — the whole machine doesn't crash, but you're still left not running the software you needed to. Unix, NT, and Macintosh servers all need to be similarly monitored to ensure uptime.

AK: Do you find server software to be completely up to par with that of the Unix and Windows NT platforms?

BH: The multi-user concept of Unix has some big advantages over the Mac, although NT is certainly no better than the Mac OS. In the case of severe hard drive crashes, the Mac OS is much more suited to a quick recovery; it's a lot easier to get a Macintosh back online if it crashes than it would be under Unix.

AK: To run a large scale hosting operation such as yours, have you found it necessary to modify the server software available for the Mac? Have you had to use any in-house software? Or is all the server software available "As Good As It Gets"?

BH: We're constantly reporting bugs in the software, and we're usually the first to receive fixes for the problems. Most Mac OS software hasn't been tested with the variety of uses that our users have, so we often find new bugs.

AK: Exactly what software are you using?

BH: We currently run WebSTAR 3.0 for all web serving, Lasso 2.5 and FileMaker 4.0 for database capabilities, WebSiphon/CometSite/NetForms for CGI's, Rumpus Pro for FTP, and a handfull of proprietary W* plug-ins and other tools.

AK: Many people complain that Apple computers are too expensive, that they are not cost effective. Have you found this to be a problem? In the hosting field how do they compare with Unix or NT machines in terms of overall cost?

> In general, it costs more to buy a machine of the same quality as a Mac.

BH: Anyone can buy a Unix or NT machine for under $1000 that will 'work' as a web server, but in general, it costs more to buy a machine of the same quality as a Mac. Most of the servers we buy cost between $2000-3000, which includes software licenses. Under Unix/NT, to offer the same level of service, you would easily spend $2000+ on OS and server software alone.

AK: What do you think of Apple's new strategies, such as the inception of the iMac or even the new logo? Are we looking at the beginning of a more focused, down to business, and productive Apple Computer?

BH: Apple's new strategies look very promising, Apple has taken steps that will definitely help its future as both a client and server vendor. And the new monochrome logo doesn't bother me `<grin>`.

AK: What did the inception of the G3 line of computers mean to the Mac-based hosting business?

BH: The G3s offer much higher performance when running complex CGIs and databases. Our FileMaker/Lasso and WebSiphon performance was improved substantially when we moved to G3 servers.

AK: How's your family life? Do you have one, or does running the business take all your time? What do you do in your free time?

BH: Running the business takes 90% of the day, although I expect this to be less so in the future as there are now sales phone lines, which will reduce the number of emails I have to personally answer. Tech support will eventually be handled by someone else, although I loathed doing this, as most people are happy with me. `:-)`

AK: Describe your typical day. What's the most fun part of your day? The least fun?

BH: Most days are fairly predictable: the mornings are generally spent answering email, the afternoons are usually spent testing and reconfiguring the servers as necessary. On average, we add about one server a month — even with the Mac OS, it still takes some time to manage 30-40 servers.

AK: Describe your background... how did you get into computers, and hosting specifically? Did you have experience hosting on Unix or NT before you chose to start a Mac-based hosting company? How did you make that decision?

BH: My first job was assisting with technical support at Zip Technologies, who made accelerator cards for the Apple II. When the Apple II died, Zip Tech. went with it, so I moved to Knowledge Adventure, Inc., the 2nd largest educational CD-ROM company today. I worked for Knowledge Adventure for 4 years, started out doing Macintosh ports of some of their PC products such as The Discoverers (based on the book and IMAX movie of the same name), then moved on to heading-up their QuickTime/Video department working on such titles as Steven Spielberg's Director's Chair (a CD-ROM featuring Quentin Tarantino, Jennifer Aniston, and others) and McGraw Hill's Pyramid (a CD-ROM created in collaboration with Dream Quest Imaging).

AK: What sites does Reprahduce host?

BH: We currently host over 900 sites, and a good number of them are Mac-related — we actually only have a couple of PC clients. The sites range from Mac news to music bands, book stores using FileMaker databases to airline companies. Some of our major accounts include MacInTouch at http://www.macintouch.com/ , a popular Mac news site, and Xstamper at http://www.xstamper.com/ , the largest rubber stamp products manufacturer in the US.

AK: What type of environment do you keep at the Reprahduce offices? Is it an all-work, all-the-time environment or is it a have-fun-while-working office?

Outside of that room is where all of the fun stuff happens.

BH: The server room is sealed-off; we just bought the offices next door, which has allowed us to dedicate a large room to only servers — no desks, no people. The room is AC'd and locked up. Outside of that room is where all the fun stuff happens — we're in a really great area with lots going on all around.

AK: Is it true that "Reprahduce" is simply "Harper" backwards with a "duce" on the end? If not, where did the odd name come from?

BH: Hmmm. :-)

AK: How do you put up with Erik, Editor in Chief of Apple Wizards?

BH: Apple Wizards is great — we rarely hear from Erik unless there is a problem, perhaps once a month on average. We are proud to have Apple Wizards hosted on our servers.

The End

My sincerest thanks to go out Ben Harper for taking time out of his email writing and server configuring to talk with me. Ben is a shining example of a Mac user helping to evangelize our favorite operating system without receiving his due credit. Thank you Ben and keep up the great work.

To learn more about **Reprahduce** and their hosting services, check out http://www.reprahduce.com .

Don't forget to visit the **Apple Wizards** homepage, which is hosted by Reprahduce, at http://applewizards.net/ .

If there is a well-known person in the Mac community that you are dying to learn more about, please let me know. I would love to hear your suggestions and your comments about my column. You can reach me at macintalk@applewizards.net . Thanks!

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Erik J. Barzeski   erik@applewizards.net
presents…

A Spider Speaks

Tips, Tricks, and Miscellaneous Mac Stuff

Hello, and welcome to this month's edition of **A Spider Speaks**. This column is dedicated to tips, tricks, and other information for use by every type of Mac user. Comments or questions can be sent to me at erik@applewizards.net . Specifically, send me ideas for future columns!

This month I'm going to dedicate an entire column to ResEdit. Why? Because I use it daily. I'll discuss some simple but out-of-the-way hacks you can pull off yourself. Necessary tools or websites for hackers are:
ResEdit 2.1.3 — find this thing everywhere
Snitch 2.5.2 — Snitch rules and is found at http://www.niftyneato.com/
ResExcellence — for a weekly hack, visit http://www.resexcellence.com/

Safety: I won't go into detail, but attempt these hacks at your own risk. Always use a copy of a file until you verify that the hack was safe and successful. When in doubt, throw your hack out and start again.
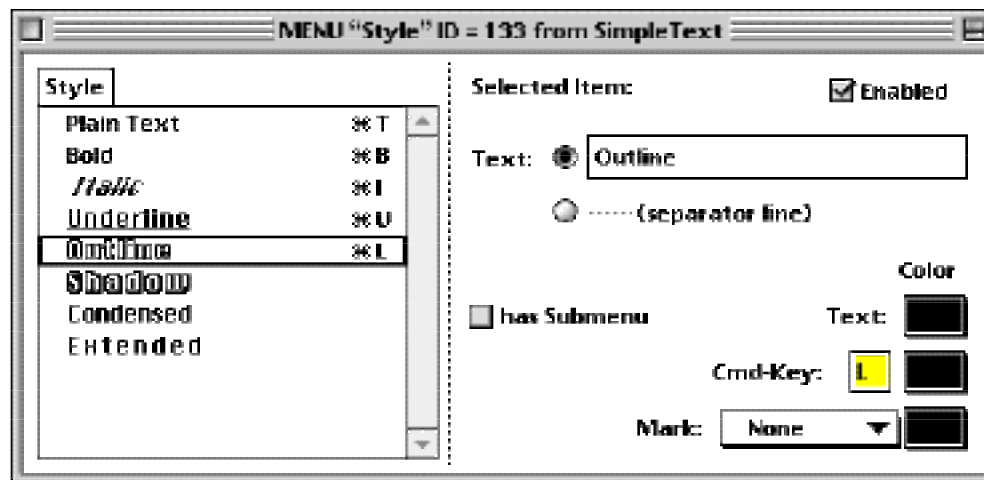
Spiderism #1 — Edit Menus, Save Time

One of my favorite hacks is to add a command-key equivalent to frequently-used menu commands. For example, command-* in my copy of DOCMaker makes fonts this color (Apple Wizards blue). You can add command-keys to do virtually anything a menu item can do (some sub-menu items don't always work, of course).

Let's take SimpleText. Everyone's got SimpleText. Let's suppose we want to add a command-key that outlines text. After looking at the other command-keys, we note that "command-L" is not in use and is therefore free for our new shortcut. It's important to make sure any command-keys you wish to add aren't used elsewhere in the application.

Open SimpleText in ResEdit. Find the "MENU" resource and double-click it. Next find the "Style" menu and double-click that. A window similar to the one below should appear.
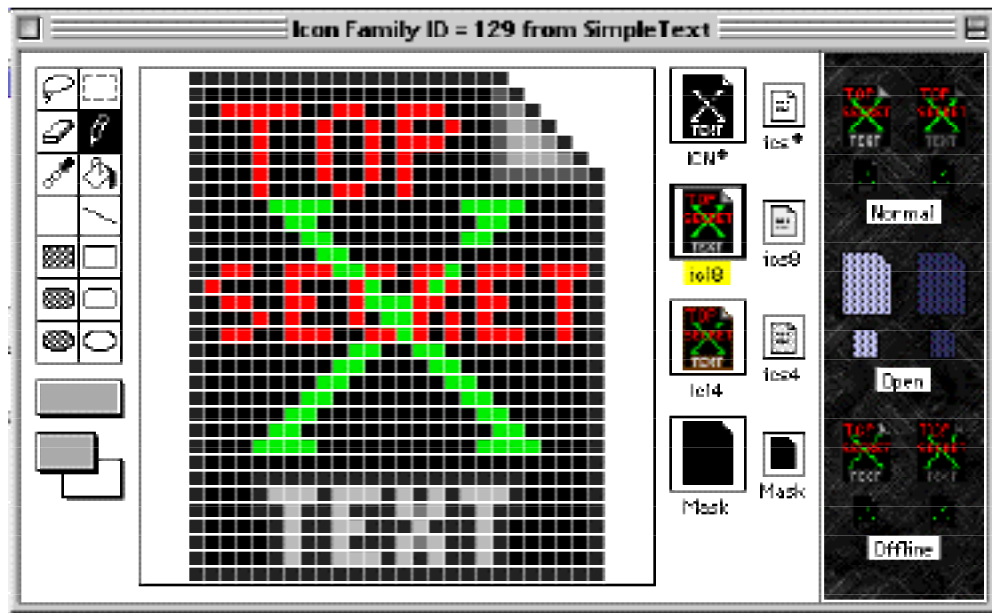

To finish the hack, simply select the "Outline" menu item at left and type an "L" into the "Cmd-Key:" box in the lower-right corner. Save your changes (command-S), quit (command-Q), and open SimpleText. Voilà! Command-L outlines text! It's simple. No, wait, it's SimpleText!

Spiderism #2 — I Think Icon

Some application icons are kind of ugly. For example, I dislike SimpleText's "TEXT" document icon. It's just a piece of paper with some lines on it. So I decided to change it. After saving this hack and rebuilding my desktop file, all SimpleText TEXT icons change to my new and stylin' version.

Open SimpleText in ResEdit. Pop open "icl8" (it stands for **ic**on, **l**arge, **8**-bit). Find the icon you'd like to edit (in this example, it's icon 129). You should see something similar to the below. Because the X-Files movie comes out this month, I chose an X-Files theme for this icon.

After you've created your icon in icl8 using the standard paint and draw tools at
left, notice the boxes to the right for both large and small icons as well as the
masks. The simplest way to manage these is to click and drag the icl8 onto each
of the other large boxes. Then edit the "ics8" icon and do the same for the small
icons. Save, rebuild your desktop, and you've got new icons.

Spiderism #3 — An Ego Booster?

Have a look at my Finder menu:

See anything odd yet? Yes, the "Help" has been replaced with "Erik Rules!!!" I
never use help anyway, so why not make a statement in every menu? In Mac
OS 8, open up a copy of your Appearance Extension. Look for "STR" and open
it. Find resource -20451 and double-click that as well. You should see something
similar to the below (with "Help" instead of "Erik Rules!!!"):

Simply type over "Help" with your own choice word(s) and save. Replace your
current Appearance Extension (keep the "good" copy in case something goes
wrong) and restart. Boom! Nifty ego-boosting menus.

You may also wish to make your Help menu say any of the following. Brainstorm and see what you can come up with.

Assistance — sometimes simple changes are the best.
UPenn — your college/place of employment.
Golf — why not?
Smile — it's a good reminder, no? Your Mac smiles and you should too.

The important thing is to keep it short — some menus get crowded (Photoshop 5, for example), so keeping the name short ensures that all items will continue to fit in your menu bar.

Spiderism #4 — Poke Around

Go ahead, look around! Use ResEdit. Open files, see what you get. I'll leave you with this little bit of humor, buried deep inside one of Photoshop 5.0's STR# resources...

The string | `$$$/private/Witticisms/020=Good day, and welcome to our show, eh?`

5) *****

The string | `$$$/private/Witticisms/030=On Strange Cargo: a lovely warm color suffused with mushrooms`

6) *****

The string | `$$$/private/Witticisms/035=A propos de Strange Cargo : une jolie couleur chaude pleine de champignons`

7) *****

The string | `$$$/private/Witticisms/040=Besides, I have freckles.`

8) *****

Fact of the Month:

The average Windows user uses only four (4) applications on a regular basis. Mac users, on the other hand, use seven (7) on average.

That kind of shoots the "Windows has more software" argument in the butt. Who needs **more** software when you only use four applications? And as the old saying goes, "how many word processors do you need?" Fact is, there are over 18,000 Mac applications. Sounds like more than enough to me.

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'Warehouse

Shareware, Freeware, Everyware

Brian Kelley   <brian@applewizards.net>

In Praise of the Control Strip

I have Editor in Chief Erik to thank for my discovery of the control strip. I had been laboring under the misapprehension that the control strip could only be used on PowerBooks; after all, the control strip was never installed when I installed system software on my desktop Mac. But Erik finally set me straight: he emailed me a copy of the control strip control panel and a folder full of his favorite control strip modules, and said "Your assignment is to try these out for one week." It wasn't long before I was scouring the Net for new modules, adding more functionality to this marvelous utility.

In case anyone else doesn't know, the control strip provides a floating palette of small modules accessible from within any application. Originally many of these modules were specific to PowerBooks (e.g., Sleep and Spin Down HD), but some are useful on any Mac (like switching monitor resolutions and depth and changing the sound volume). A whole host of third-party plug-ins have become available, adding a wide array of functions, from the incredibly useful to the sublimely silly.

For non-PowerBook users, the control strip control panel can be surprisingly hard to find. One URL that does have it is http://www.kissasylum.com/zone/ControlStuffv1.3.hqx . Also, the latest version of Proteron Software's GoMac (v.1.5) supports many control strip modules; go to http://www.proteron.com/ for more information. Substitutes for the control strip are available: both Extensions Strip from Skidperfect Software http://www5.pair.com/mch/skidperfect/Extensionsstrip.html and Desktop Strip from Men & Mice http://www.menandmice.com/products/desktopstrip/ replace the control strip and add enhanced functionality.

Two excellent sources for control strip modules (CSMs) are the Control Strip Haven at http://www2.gol.com/users/sytsma/csm/def/files/ and the PowerBook Army's CSM Collection at http://www.powerbook.org/army/CSM/csm.html .

"I'll Be Back"

Terminator Strip

This is an elegant and supremely useful little control strip module. Clicking and holding on it pops up a menu of functions. With Terminator Strip you can:
• Make the Finder active or inactive
• Restart your Mac (quitting all open applications in the process)
• Shut down your Mac (again quitting all open applications)
• Quit all applications except the current one and the Finder
• Quit all applications but the Finder
• Hide the control strip.

Terminator Strip (v.2.5. June '95, 46KB) by Ammon Skidmore is $5 shareware, available from Skidperfect Software http://www5.pair.com/mch/skidperfect/ .

Quitters Sometimes Win

MaBaSoft Quit

MaBaSoft Quit is an excellent adjunct to the Terminator Strip. As the name implies, it lets you quit any application from a list of all the applications running on your Mac — unlike the Terminator, you don't have to quit all of them at once. This CSM also lets manage your RAM by showing the largest unused block of memory, and by showing how much RAM each application is using.

MaBaSoft Quit (v.1.4, June '98, 171K) by Barbara Canino and Marco Damaschi can be found at http://www.k-inet.com/MaBaSoft/index.html . It's $5 shareware.

Take Out The Papers And The...

Trash It!

Also from Ammon Skidmore comes Trash It! (v.3.5.1, Dec '95, 16 KB), a freeware control strip module which, you guessed it, empties the Trash. You can empty the Trash from within any application without having to switch to the Finder. Dragging a file onto the Trash It! module's icon will instantly delete that file.

This very handy module is free from Skidperfect software http://www5.pair.com/mch/skidperfect/ .

Maybe, Maybe Not

Magic 8-Ball

While lacking some of the mystique of the Tarot and the I Ching, as oracles go, the Magic 8-Ball is without peer. I owned a Magic 8-Ball when I was a kid, and had the utmost respect for its fortune-telling abilities. One asked a Yes-or-No type question, then turned the ball upside down to read the answer. For the chronically indecisive (among whose number I might or might not be counted), the Magic 8-Ball is an indispensable aid to the decision-making process. This version of Magic 8-Ball (v.1.0, Nov '94. 11KB) resides on your control strip — just ask your question and click on it to receive its wisdom.

The Magic 8-Ball may not be suitable for those with youngsters in the house — a certain key command brings up highly unsuitable material from the module.

Magic 8-Ball by "Tristan A. Farnon" (presumably a pseudonym, as the veterinarian from "All Creatures Great And Small" probably didn't write this software) is freeware, and can be found at the Control Strip Haven http://www2.gol.com/users/sytsma/csm/def/files/ .

'Warehouse Trivia Contest

This month we'll be giving away one copy of EZNote, John Holder's superb control panel which gives fast note-taking abilities (see last month's 'Warehouse for the complete review). I can't recommend this one highly enough; it's become a daily part of my Mac-using life. You're stongly encouraged to go to http://www.northcoast.com/~jvholder/ .

For your chance to win a free registration for EZNote, email your answers to brian@applewizards.net with the word "Contest" in the subject line.

The 5 Apple Wizards Questions For July 1998

1. What company employed Steve Wozniak in 1976, when the Apple I was being developed? (Hint: check the February 1998 issue of Apple Wizards.)
2. What keyboard shortcut allows you to quit just about any application?
3. From what college did Steve Jobs "drop out"? (Hint: check the November 1997 issue of Apple Wizards.)
4. Why are older Motorola processors called "68K" processors?
5. Essay question: in 25 words or less, explain why a graphical user interface like the Mac OS is superior to a command-line interface like MS-DOS.

The winners for May's 'Warehouse Trivia Contest were Ryan C. Reinhart, Kerry Benton and Nate Bedortha, who all won a copy of Hi's Universal Saver.

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http://applewizards.net/

Consultant
Organizing Your World
Is this organizer up to the task?

Daria Aikens

Review by Daria Aikens

⭐ ⭐ ⭐ ⭐ ⭐

4.5 Stars — 1 Star Poor, 5 Stars Excellent

Title: Consultant
Version: 2.21
Developer: Chronos
Price: $39.95 by download, $49.95 including CD-ROM and printed manual
Contact Info: http://www.chronosnet.com/
Genre: Personal Information Manager (PIM)
Requirements: System 7.0 or higher, 640x480 or better monitor resolution
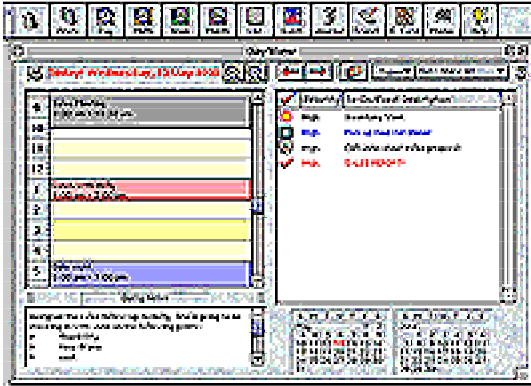
You Need to Read This Review!

Let's get straight to the point. Consultant is a great program, supported by an extremely responsive and supportive company. When I started my evaluation of this do-it-all personal organizer, I never would have believed that it could replace my beloved but defunct Claris Organizer. Consultant's array of useful features, such as activity scheduling, contact management, text processing, and multi-user support places it miles ahead of the competition.

Looking Under the Hood

The first thing that you notice about Consultant is the high degree of customization that is offered through the convenient toolbars and pop-up menus that are present throughout the program. Kudos to the Chronos engineering team who managed to maintain an intuitive and ideal interface despite the bevy of options available to the user. For example, you can see your schedule in at least six different views or you can allow Consultant to read your schedule out loud. If you can find a way to arrange your contacts, appointments, phone messages, events, to-dos, memos, and documents, then Consultant can do it.

As one would expect from a personal information manager, adding links between all of these items is a simple task and setting file privileges for different users can be easily accomplished. Perhaps the cutest of the multi-user features is the ability to deliver phone messages to other users by way of a traditional "while you were out" type notepad.
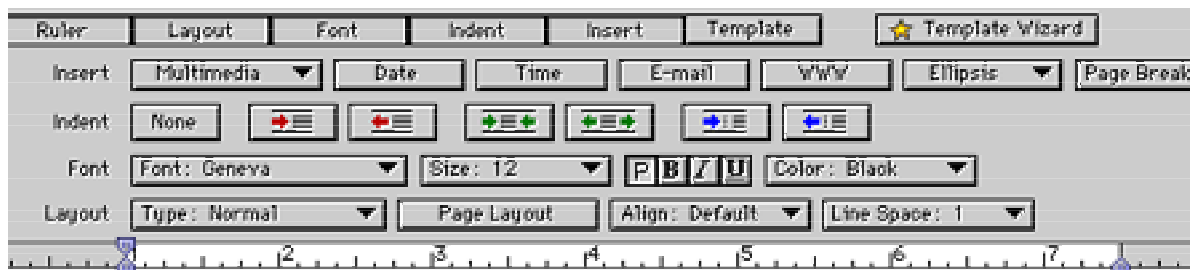
A feature that I find unique to this PIM is its journal feature that allows the user to keep a virtual diary. For those users who are involved in project scheduling, the Gantt view feature allows users to chart appointments and projects in a bar graph-like layout. It is obvious that Consultant is not only appropriate for the home user, but can also serve the needs of multiple users over a network. Last but not least, I must mention the English translation abilities of Consultant. Just call up the translate dialogue box (command-T does the trick), type in "Meet Gabe tomorrow at Pizza Hut from 6 to 7," and Consultant will add the meeting to your schedule with the correct time, date information, and a link to Gabe. Wow!

A Feature That Changes My World

As I mentioned before, Consultant has a brilliant text editor that will save you so much time and RAM that I can't believe that I've never seen this feature in any other personal organizer. You can use Consultant to view, edit, and create word processing documents. Text can be formatted and templates can easily be

made (for example, creating a "memo" template could save you hours). This eliminates the need to open up a new application just because you need to view a file or write a report. Consultant will even print documents, supports graphics and sound files, and is a thousand times more useful than SimpleText. Office users may find this feature particularly useful for storing memos and business-related form letters. Really, what more can you ask for?

MiniConsultant

Consultant comes with a helper application called MiniConsultant that accesses all of a user's contacts and appointments. It is a convenient way to manage information that has to be accessed at a moment's notice.

Included with the Consultant package are a few small and non-obtrusive extensions that list appointments and favorite contacts from the menubar. These are great time savers that quickly let you view your appointments, to-dos, and other scheduled items from within any application. On most days, MiniConsultant will be all you need to sanely make it through the day!

Why Didn't I Give Consultant Five Stars?

The high level of customization that Consultant provides to its users lends to a bit of confusion when it comes to importing a contact database from another source. This confusion is furthered when importing contacts is the first task that is attempted after installing the program. Consultant is able to understand databases that are stored in tab- or comma-delimited form. The import dialogue box has a simple interface that attempts to match Consultant's pre-set contact fields with those of the database being imported. Here is the problem.

Consultant isn't very clear about how to handle such things as field names, birthdays, URLs, and email addresses. Consultant's interface is vague about how these items fit in with the program's custom fields. The "perfect" import is possible, but it took me the better half of a Saturday afternoon to get it right! Luckily, working with Consultant is usually so pleasurable that it is easy to forgive this shortcoming.

There is one more item that I feel that Consultant should add to its next version — a field for telephone extensions. A business person needs somewhere to keep track of such things, and the auto-dialing features of Consultant don't work as well as they could with a phone extension feature.

Conclusion and Recommendation

Uh, why are you still reading this? I've given you many reasons why Consultant is perfect for you. Your browser should be headed for http://www.chronosnet.com/ so that you can download Consultant and try it out. I can't imagine a person that could not benefit from this program. Trust me on this one, okay! You won't be disappointed!

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Insanely Great **Apple History** A Monthly Retrospective

Owen Linzmayer <owen@applewizards.net>

While much of this article originally appeared in my book, <u>The Mac Bathroom Reader</u>, it has recently been updated and expanded exclusively for Apple Wizards. I retain all rights to this material and no part may be reproduced in any form without my written permission. I encourage you to visit my home page at http://www.netcom.com/~owenink/ .

From Xerox, With Love (Part 1 of 2)

Putting the Mac into proper historical perspective is impossible without considering its forerunner, Apple's ill-fated Lisa computer. The Lisa began life in the fall of 1978 when Steve Jobs and William "Trip" Hawkins III, manager of marketing planning, began brainstorming about a next-generation project that would break from the Apple II mold. But it wasn't until 30 July 1979, that the Lisa project really got under way when Ken Rothmuller was hired as project manager. As conceived, the Lisa was nothing like the Mac. For that matter, Lisa, the project, bore little resemblance to Lisa, the product.

In 1979, Lisa existed only as a set of specifications calling for a $2,000 business computer to ship in March 1981 with a built-in green phosphor display, keyboard, and rather traditional user interface. The basic idea of designing the computer around a bit-slice microprocessor was discarded when it became apparent that it would be far too expensive. As it turned out, hardly anything from the original plan made it into the shipping product beside the name. What caused Apple to radically change the Lisa? In a word: Xerox.

In 1970, anxious to be on the cutting edge of information technology, the Xerox Corporation at http://www.xerox.com/ gathered many of the best minds in the computer industry and ensconced them in the Palo Alto Research Center (PARC) at 3333 Coyote Hill Road in Palo Alto, California. Their mission was to create the future without worrying about the practicality of actually marketing their creations as commercial products.

By 1973, they had succeeded in giving birth to the Xerox Alto, the embodiment of many computing firsts. It was the first personal computer in the sense that it was designed to be used by a single person. Rather than putting fully-formed characters on screen one at a time, the Alto created both text and graphics out of individually-controlled pixels using a process called bit mapping. Using Ethernet, another PARC creation, the Alto could network with other Alto computers and laser printers, yet another PARC invention. It had an object-oriented programming language — Smalltalk — with reusable, self-contained modules of code. It also featured a funny pointing device, a three-button mouse, invented in the 1960s by Doug Engelbert, a researcher at the Stanford Research Institute think tank.

Even though the Alto was never sold to the public, it was well known in Silicon Valley. The PARC researchers were proud of their creations and willingly showed them off to many curious visitors who dropped by the campus during the early years. One person in particular who had been impressed with their work was Jef Raskin, an Apple employee who was heading up a small, obscure research project code-named Macintosh. As a visiting scholar at the Stanford Artificial Intelligence Laboratory in the early 1970s, Raskin spent a lot of time at PARC and thought what the researchers and engineers were doing there was wonderful.

Raskin says he tried convincing Jobs to go see the wonderful stuff at Xerox PARC, but in his binary way of viewing the world at the time, Jobs considered Raskin a "shit head who could do no good," so he ignored his recommendation. Raskin had an ally in software engineer Bill Atkinson, who had been his student at the University of California at San Diego and now worked on LisaGraf primitives, the basic graphics routines of the Lisa (ultimately these would be named QuickDraw, a term Raskin coined in his 1967 Penn State thesis). In Jobs' eyes, Atkinson was a hero who could do no wrong, so when Atkinson pushed Jobs to visit Xerox PARC, Jobs readily agreed. By then the Smalltalk group had tired of holding open houses and Xerox had tightened security at the facility. Fortunately, Jobs had just what it took to open the doors.

The Visit is Arranged

Jobs approached the Xerox Development Corporation, the venture capital branch of the copier giant, and boldly told them, "I will let you invest a million dollars in Apple if you will sort of open the kimono at Xerox PARC."
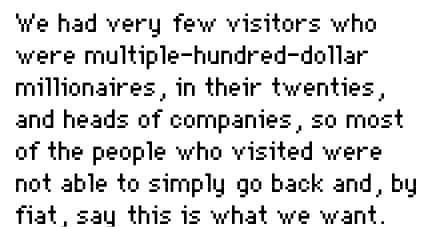
At the time, Apple was enjoying meteoric growth and was in the midst of its second private investment placement. Xerox was anxious to get a piece of the action and was more than willing to allow an Apple contingent to take a peek at PARC. After all, an investment in Apple was likely to turn a handsome profit when the company eventually went public, whereas the stuff in the PARC labs was an intangible asset that would probably never make it to market after already languishing for six years. Xerox signed an agreement never to purchase more than five percent of Apple's shares and invested $1 million by buying 100,000 shares at $10 each (within a year these split into 800,000 shares worth $17.6 million when Apple went public).

In return, Apple was allowed two visits to the PARC labs. When Jobs first visited with Atkinson in November 1979, he saw with his own eyes what all the fuss was about. He was so excited that he returned in December with Hawkins, Rothmuller, Richard Page (hardware engineer), John Dennis Couch (VP of software), Michael M. Scott (president), Dr. Thomas M. Whitney (executive VP of engineering), and Bruce Daniels (software engineer). Xerox researchers Adele Goldberg, Diana Merry, and Lawrence Tesler planned to give the same dog-and-pony Smalltalk show (running on a Dorado, a very fast "big brother" of the Alto) that Xerox had put on many times before, but it didn't take long to realize that the guys from Apple were different.

They "got it" immediately, in large part because they had been extensively briefed by Raskin. They understood the importance of what they were shown, recognizing the subtle details that made it better than everything else. They asked all the right questions. Jobs began jumping around, shouting, "Why aren't you doing anything with this? This is the greatest thing! This is revolutionary!"

If Xerox didn't recognize the value of its own employees' work, Jobs certainly did. When he saw Smalltalk running with its movable overlapping windows and pop-up menus, he knew that's what he wanted and he instructed the Lisa crew to begin working in that direction. It's often been reported that Apple stole the Alto from Xerox and marketed it as the Lisa, but that shortchanges the brilliance and hard work of the Lisa team. Apple didn't get blueprints from Xerox, but rather inspiration.
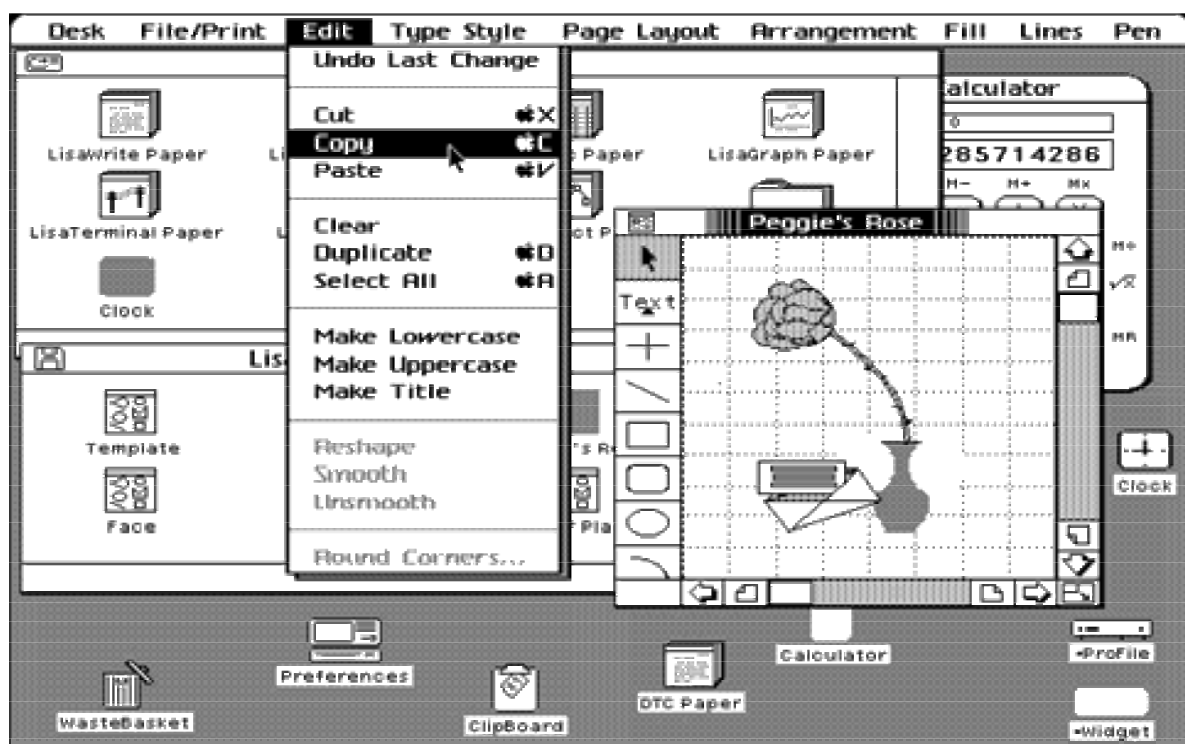
We had very few visitors who were multiple-hundred-dollar millionaires, in their twenties, and heads of companies, so most of the people who visited were not able to simply go back and, by fiat, say this is what we want.

Xerox researcher **Alan Kay**, explaining why Jobs' PARC visits were different from the many others

 "Just like the Russians and the A-bomb;" observed PARC's director, George Pake, "they developed it very quickly once they knew it was doable."

Actually, development of the Lisa didn't go so quickly or smoothly, even after the PARC visit. Jobs was trying to distance himself from the Apple III, which he

helped botch, so he began meddling with the Lisa project, arguing over almost every design decision. Nonetheless, by March 1980, Hawkins had completed a marketing requirements document that specified a graphical user interface, mouse, local area network, file servers, and innovative software applications. After complaining that there was no way they could incorporate all these features and stick to the original schedule and $2,000 target, Rothmuller was fired for being uncooperative (of course, he would be proven correct in due time). In July, Tesler left Xerox and joined Apple to work with Atkinson defining the ground rules of the Lisa's user interface. Eventually more than 15 Xerox employees would defect to Apple, including Bob Belleville, Steve Capps, Owen Densmore, Bruce Horn, Alan Kay, Barbara Koalkin, and Tom Malloy.

Just as the Lisa project was coming into focus, Scott reorganized Apple along product lines in the fall of 1980. Jobs desperately wanted control of the high-visibility Lisa project, which was now part of the Personal Office Systems (POS) division, but Scott was no fool. He knew first-hand that Jobs was an extremely combative manager who lacked technical expertise, a fact that was becoming painfully apparent as the Apple III floundered due to some of Jobs' design mandates. There was no way Scott was going to put Jobs in charge of a project as vitally important as Lisa. Instead, Scott named John Couch as VP and general manager of POS and tried to soften the blow to Jobs by asking him to act as the corporate spokesman as Apple prepared for its initial public offering which would take place that December. Jobs, the consummate showman and media darling, was born for the role, but he would never forgive Scott for denying him the opportunity to bring Lisa to market.

Even with Jobs out of the way, the Lisa was slow to market because the Lisa team refused to simply churn out an Apple-ized Alto. Sure, it borrowed pop-up menus, overlapping windows, and scroll bars from Smalltalk, but it improved them and also invented the concepts of the menu bar, pull-down menus, the one-button mouse, cutting and pasting with the Clipboard, and the Trash can.

After seeing the $16,595 Xerox Star (a variation on the Alto) at the June 1981 National Computer Conference in Houston, as well as the work Bruce Horn was doing on the Mac's Finder, a small band of Lisa software engineers led by Atkinson felt confident they were on the right track with some fundamental changes they had made to the operating system's user interface, resulting in icons that you could drag and double-click to open. Everything fell into place nicely after that. On 30 July 1982, the Lisa team managed to get its entire collection of applications to function together for the first time. By September 1, the Lisa was officially declared ready for market, so the following months were devoted to squashing the long list of known bugs.

For the conclusion to the Lisa story, read next month's column.

For More Info, Go to the Bathroom (Reader)

For further information on the history of Apple Computer, watch this space in the coming months, or pick up a copy of <u>The Mac Bathroom Reader</u>.

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Last month we discussed why and when graphics should be used in web pages. We also saw how our old friend, the HTML table, can be used to construct a fashionable toolbar which, at first glance, appears to be image-based. However, a table cannot always replace images in web pages. At the same time, you as an HTML coder must always be on the lookout for ways to optimize your pages. With that in mind, we'll start this month with a history lesson of sorts.

Bandwidth Blues, Baby

Each day more and more computers get online. The first thought in most people's heads is, "Excellent, more people who can visit my web site." The Internet is experiencing the same kind of accelerated growth as North America did hundreds of years ago. An exciting new frontier is something which humans feel compelled to explore.

North America easily handled the influx of "explorers" at first; there was plenty of land available once the initial transportation routes were in place. But as the number of people flocking to the New World increased, the land became crowded — Los Angeles or New York City are prime examples. The transportation routes had become so crowded that they became choked at times.

What does this have to do with HTML coding? Plenty. Just like the New World, as people continue migrating to the Internet, the lines of communication, like highways, become progressively choked. Bandwidth is a networking term which basically boils down to how many "lanes" the traffic can run through. Due to the increasingly high volume of traffic through these lanes, an HTML coder is forced to make his pages as cool as possible while making the files as small as possible. I know, the question on all of your minds right now is, "That's nice, Jeff, but how?"

Take Small Bytes

Imagine a nice slice of pizza (I'm partial to Pizza Hut, myself). It has mushrooms, sausage, and pepperoni on top, with tons of cheese oozing off of it, and parmesan sprinkled liberally over the top. Piping hot, tasty... um, hold that thought, I'll be right back...

Okay, forget the piping hot part, I think I just burned my mouth. Anyway, imagine that slice of succulent pizza. Here's the question: how are you going to eat that slice? You could stuff the whole slice in your mouth and swallow it. Or, you can take bites of the slice, eating the whole in discrete pieces. Unless you're a snake with one of those unhinged jaws, I think you'd have a hard time swallowing an entire slice. Am I right?

The same goes for HTML pages. Page layout can be a large problem, so why not use a graphics program like Photoshop to create one **really** large image for your page, laid out exactly as you want it? Now, as an experienced HTML coder, you know that this approach is not an option. So "swallowing" the page in one large piece is not something you want to do, just like with pizza! Rather, HTML coders logically break a page down into discrete pieces: text, images, movies, and applets, to name a few. The web browser can more easily digest the page when it is composed of smaller pieces. It is the HTML coder's task to decide how small to make his pieces; taking small enough bites can make that slice of pizza easy to eat for anyone.

Code Re-Use: Programmer's Heaven

All computer programmers can tell you about one of the most important goals of their coding tasks: code re-use. Being able to use a previously written piece of code within a later program dramatically cuts down the amount of time needed to write a program. And guess what? Even the HTML coder has code re-use in his palette of coding tricks. Have you ever created a set of web pages and wanted to give them a consistent look? Chances are, you simply copied portions of code for your navigation bar, your page header, the meta information between each file. You did? Then you know what I'm talking about when I say "code re-use."

Consider the graphic at right. Fairly straight-forward, it's just an image of a Mac OS 8 window, with some text in the window's content area. Very nice. Now consider the fact that you have ten other pages which use the same basic image: a Mac OS 8 window with text in the content area. As is usually the case in computer programming, a generalized approach to this situation is quicker, cleaner and more elegant. By breaking the image into smaller bites (not bytes), we not only decrease the download time, but we also allow some code reuse.
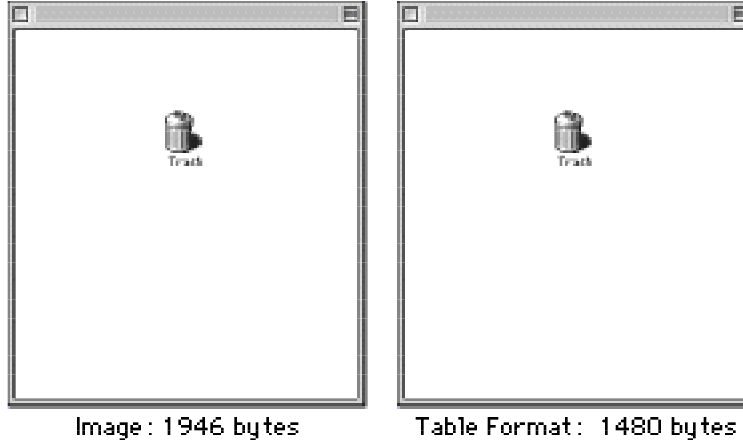
He Slices, He Dices

Each of the images which are (hypothetically) displayed on the pages have a similarity: the window which surrounds the text. If the window itself is a constant, then the benefits of re-use can be reaped. What the HTML coder must do is segment the window into those discrete bites we've been discussing (see right)

Each of the pieces shown in the picture above can later be reassembled on a web page using none other than...drum roll, please...an HTML table! Surprised? Once again, the HTML table saves the day.

The four pieces of the window — the title bar, the bottom border, and the left and right borders — are saved as images. The content area of the "window" basically becomes a tiny web page; the HTML coder can add whatever his heart desires to the content area, as long as it fits the width of the title bar. For example, look at the following figure. On the left is a straight image file, and on the right is the slice-n-dice table form:

Image: 1946 bytes   Table Format: 1480 bytes

Sizing the table accordingly becomes a large issue in this case. The title bar for our window is 269 pixels wide, so the table itself must absolutely conform to the width of the title bar. It takes much concentration and discipline on the part of the coder, but the final product is definitely worth the struggle. Remember, after the initial struggle to make the table, you can reuse the code again and again while only modifying the content of the "window."

A Byte Saved is a Byte Earned

As I mentioned already, by using the slice-n-dice approach to laying out the window graphic, the added bonus of being able to reuse the same code is realized. Remember our Mac OS 8-style file list we previously created ["HTML ToolBox" (April '98)]? Your coding exercise, should you choose to accept it, is to add a file list to the content area of the slice-n-dice window created in this issue. So examine the sample code and try your best!

GIF Images and Code can be found at:
http://indigo.lvc.edu/~frey/july/test.html

```html
<HTML>
  <HEAD>
    <TITLE>Testing</TITLE>
  </HEAD>

  <BODY BGCOLOR="#FFFFFF">

    <TABLE BORDER="0" CELLPADDING="0" CELLSPACING="0" WIDTH="269">
      <TR VALIGN="TOP" WIDTH="269">
        <TD COLSPAN="3"><IMG SRC="images/titlebar.gif"></TD>
      </TR>
      <TR VALIGN="TOP" WIDTH="269">
        <TD WIDTH="6"><IMG SRC="images/leftedge.gif"></TD>
        <TD WIDTH="257">
          <IMG SRC="images/spacer.gif">
          <BR><BR><BR><BR>
          <CENTER>
          <IMG SRC="images/trash.gif">
          </CENTER>
        </TD>
        <TD WIDTH="6"><IMG SRC="images/rightedge.gif"></TD>
      </TR>
      <TR VALIGN="TOP" WIDTH="269">
        <TD COLSPAN="3"><IMG SRC="images/basebar.gif"></TD>
      </TR>

    </TABLE>

  </BODY>
</HTML>
```

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Review by Brian Kelley

2 Stars — 1 Star Poor, 5 Stars Excellent

Title: Grammarian
Version: 1.0.1
Developer: Casady & Greene
Price: $49.95
Contact Info: http://www.casadyg.com/
Genre: Grammar checker
Mac Requirements: Mac OS 7 or later, 1.44 MB floppy drive

Overview

From Casady & Greene, makers of the highly regarded startup manager Conflict Catcher, Grammarian is a control panel which checks your writing for grammatical errors. It analyzes each sentence as you type it and alerts you to potential problems.

Grammarian works well. It also works good. The fact that it didn't object to that second sentence makes me wonder...

How It Works

A simple, straightforward installer puts Grammarian in your Control Panels folder and places its documentation on your hard drive. After restarting, Grammarian becomes available in any application you'd use for writing. It comes pre-configured to work with most word processing and email programs, and new applications can easily be added to the list. An application in which Grammarian is active has a checkmark menu added to its menubar, as seen here:

Grammarian works in two modes. In Interactive Checking mode, it checks each sentence after you type it (and requires that you type two spaces after a period or other end punctuation marks to alert it that you've finished the sentence). When Interactive Checking is on, the checkmark in the menubar is green. When the checkmark is red, Interactive Checking is off, though you can use batch checking to tell Grammarian to proofread your entire document when you're finished.

Additional Features

• Varying writing styles can be accommodated. Grammarian comes pre-configured with seven different styles (Academic, Business, Casual, Common, Formal, Legal, and Technical) which you can select from the Writing Styles submenu. Additionally, you can customize two "Personal" styles by turning on and off individual writing rules.

• Grammarian can automatically convert legal terms into everyday English. The value of this feature obviously depends on how often you utilize legal terminology.

• You can use Grammarian to expand contractions, or convert phrases to contractions. It can also expand abbreviations if you instruct it to do so.

• Grammarian does a fairly good job of catching misspelled compound words (e.g. every thing, can not).

• The architecture of Grammarian allows for customization by giving the user a Personal Phrases File, in which you store your own preferred corrections for any phrase you tend to habitually misuse.

• Grammarian will calculate the number of words per sentence, average sentence length, and average number of syllables per word.

• The built-in writing analysis purports to tell how readable and interesting your document is, and for what grade level it is written, using the Flesch, Flesch-Kincaid, or Gunning methods. Some people might find this information interesting or useful; I find that good writing is more difficult to quantify, so I resist standardized scales like these.

The Annoyance Factor

Grammarian's Interactive Checking mode can be extremely irritating. When it spots an error, a nasal voice interrupts to say "Grammar error!" or "Punctuation error!" or "Phrase error!" In addition, a dialog box appears with Grammarian's suggested correction, requiring you to either accept or reject it. These intrusions got on my nerves immediately, interrupting my flow of thought and breaking my concentration. By contrast, grammar checking is something that Microsoft got right in recent versions of Word: grammar and spelling suggestions are merely underlined — a far less intrusive system.

On the plus side, using Grammarian's batch checking mode on your completed document bypasses these annoyances.

But Does It Work?

The irritating intrusions might almost be worthwhile if Grammarian worked consistently. Unfortunately, it doesn't. Deliberate errors that it should catch go through unnoticed, while sentences that I'd consider correct are flagged.

In testing Grammarian, I referred to Strunk & White's The Elements of Style. Grammarian did not object to sentences like these, which are clearly incorrect:

```
· A preposition is a terrible thing to end a sentence with.
· I stayed home from school that day because I didn't feel good.
· Where is your luggage at?
· We haven't got no money.
· We traveled further up the road.
```

This is just a small sampling of the errors I deliberately created that Grammarian didn't catch. Other sentences are flagged for the wrong reasons or given incorrect suggestions. For example:

· `Walking slowly down the road, he saw a woman accompanied by two children.`

For this sentence, instead of addressing the need for the participle to refer to the subject, Grammarian suggested changing "accompanied" to "accompany."

Note: There is nothing grammatically wrong with the above sentence. It is only wrong if "Walking slowly down the road" is intended to refer to the woman instead of the subject of the sentence. This is bad style, not bad grammar. Changing the ownership of the participial phrase would change the meaning of the sentence, and no algorithm can decide for certain what the author meant when he wrote the sentence. Regardless, Grammarian's "suggested correction" is completely off-base.

Instability

Another problem that I had with Grammarian was its instability. In some applications (like ClarisWorks) it functioned perfectly, while in others (DOCMaker, for example) it caused a crash whenever it offered a suggestion. I finally had to disable Grammarian altogether, or else I might never have finished writing this review!

Documentation And Update

Grammarian comes with little in the way of documentation, although you get an electronic manual and sample documents when you run the installer. A $15 printed manual is available if you send away for it. I'm ambivalent about this practice; I applaud Casady & Greene for not wasting paper and for keeping the shipping costs down, but I don't think it's correct to charge an extra $15 for a printed manual.

A free update (from version 1.0 to version 1.0.1) is available from http://www.casadyg.com/downloads/updates/grammarianmacupdate.hqx .

Conclusion

I wish I could recommend Grammarian, but unfortunately it represents a flawed implementation of a worthwhile idea. I hope that a future version of Grammarian will address its current shortcomings and provide a more reliable (and less intrusive) grammar checker.
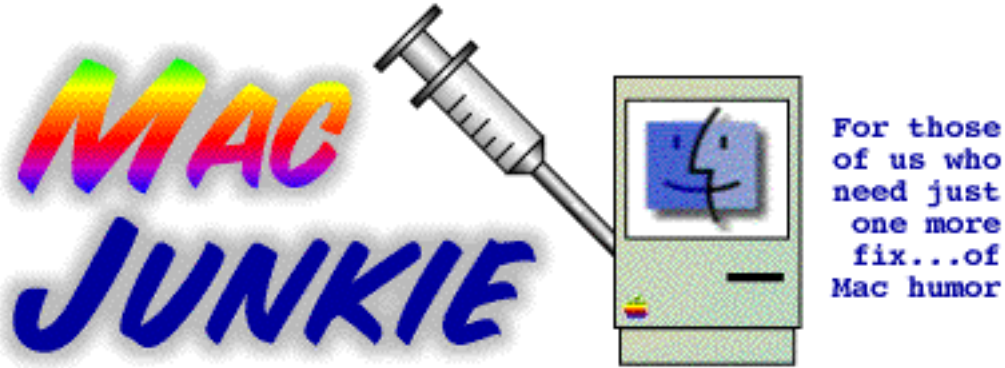
Brian Kelley
   brian@applewizards.net

An Homage

As a tribute to Seinfeld, I planned to write this month's Mac Junkie about nothing. Of course that plan was ruined when Erik, a.k.a. el editoro, reminded me that my column is always about nothing... but it was too late to turn back! My column fell further and further into nothingness, like a black hole swallowing my entire being... or something. Nevertheless, let's push forth with this column about schlock.

Survey Results

Well another month of surveys are complete! A majority of voters (63%) would not design a Mac with a transparent turquoise shell, and most people (a whopping 84%) feel that the world will end before the government ends its case with Microsoft. And lastly, a large minority of readers like Supreme Gorditas (47%) with steak (50%) compared to the other tasty offers from Taco Bell (see their site at http://www.tacobell.com/). However, a shocking percentage had no idea what a Gordita was. Good Lord, people. Get out of your caves and into a fast food Tex-Mex type restaurant immediately!

Why We Need Those Fancy Computers...

Since it's not necessary to have a 300 MHz computer to run a word processor (unless, of course, we're talking about any version of Microsoft Word after 4.0), most of us have more than enough power to get our work done (please, no complaints from desktop publishing or graphics professionals). But what fun is that? Most of us want to play games! But why would you spend $2000-$3000 to just play games when a few hundred will get you a PlayStation or a Nintendo 64? Well, I've discovered the true secret... emulation!

We've reached an age when we can buy a computer which can do just about everything that we want for only a few thousand dollars. As much as we try to come up with new ways of using up that power, only high-end graphics apps, kick-butt games, and Microsoft programs seem to be able to sap all of the resources of a new system and bring it to its knees. Imagine that you have the ability to emulate a Super Nintendo... that means using a $2000 Mac with a 32-bit processor and countless resources to achieve what a 16-bit console with nearly no resources can do. How lucky for us that this day has come! Despite the fact that only a few years ago, programmers were struggling with the difficulty of emulating an 8-bit NES and saying that a SNES emulator would take forever to create, we have reached that point in technology. All of this technology is accessible from Emulation.Net, which resides at, surprise, http://www.emulation.net/ . They have everything from TRS-80s to Commodore-64s and beyond. It's truly amazing how far we've come...

Uh... Official Mac Junkie Warnings About Emulators

1. Remember how cool those Atari and Colecovision games were back in the day? Well the graphics aren't as cool anymore. In fact I pulled out my old dusty NES and was amazed at just how bad the graphics were. What happened?

2. Just like software piracy, downloading ROMs of games for these emulators is illegal unless you own the original game cartridge itself. Of course, if your goal is to fill your hard drive with stolen software, you may set a new record, since all of those cartridge systems had small games — only one or two megs at most — yet cost $20-$70. One web site that features NES ROMs says something like, "I don't know what these ROM thingies are but I have a bunch of them for you to download at this link." How's that for a nearly shatterproof defense?

3. Not all emulators are created equal. Depending on how clean the code is, you may have no trouble emulating a 16-bit console, but get the crap beat out of your system as you try to emulate another.

The Emulator Paradoxes (is that Paradox in plural?)

There are certain aspects of emulation that appeal to me. First is the fact that you are using a very expensive computer to achieve what a (usually) inexpensive system did years ago. Don't you feel weird emulating a Commodore 64 when you could probably still pick one up at a garage sale for $5? Second is the fact that you are using a desktop computer to emulate a handheld device. Hmm... let's see, we get the functionality of a GameBoy with the portability of a minitower. Third, unless you are emulating a recent OS or console, the graphics suck.

So Why Emulate?

Because we can! We have nothing better to do, do we? What else are we going to do when we're supposed to be working? In fact, there was a contest at Be Dope (http://www.bedope.com/) trying to get someone to emulate in five layers, Russian doll style. The closest anyone got was running Dig Dug in an Apple II emulator within a Windows emulator, within Sheep Shaver, a Mac OS emulator, within the BeOS. Isn't wonderful to know that we have the technology to play Dig Dug in such an inefficient way?

Another good reason to emulate is that for portable units, like the GameBoy and the Lynx, you cut down on the glare that is so prevalent in LCD screens. That's worth an easy thousand, right there. Who wants to buy a transparent Pocket GameBoy when you can run games on a transparent iMac?

But the best reason of all is to impress your friends. Any old-schoolers will jump for joy when you pull out that Intellivision and start kicking serious buttocks. Also, where the hell are you going to find a Colecovision system unless you already have one, or a relative keels over and leaves one to you?

I Hear the Fat Lady Singing...

So what did we learn today, kids? We learned that it's okay to waste valuable computer resources if it's for a good cause, like playing Pac Man the way it was intended, on an Atari 2600. Remember, don't break the law downloading games off the web (there are many sites linked at several search engines and Hotline servers), don't resort to illegal substances in order to compensate for the lack of graphic quality, and don't destroy your keyboard trying to get past Scorpion in MK3. Oh yeah, what would a Mac Junkie column be without a related survey? You tell me... would the earth come to an end as the millions upon millions of Mac Junkie readers awoke to find no survey results in the next column... or... would a virtual utopia develop as the survey's wasted bandwidth was returned to the people of earth, generating a surplus in web entertainment... or... would no one care because this is the first Mac Junkie survey they've ever filled out anyway? Email me with your entries. See you next month with more mischief!

Mac Junkie
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Welcome to the second edition of **Medicine Man**. I am **your** virtual on-call Mac doctor.

To ask me a question (sorry, I don't make house calls), just pop by the Apple Wizards website at http://applewizards.net/ and click on any of the links for the "Special Area" — you should see "Medicine Man" as in that section. Drop me a line with your question. The website is open 24 hours a day, 8 days a week.

Now where did my stethoscope go...

Question 1

```
I have a G3/266 MHz desktop and used to have a control strip module to
turn PPP on. I recently cleaned off the HD and partitioned it, then
re-installed Mac OS 8.1. The control module for PPP is missing. How do I
get it back, or construct a new one?

— Al Purlmutter
```

The Prescription

Don't worry, Al, this kind of problem will happen to all of us one day or another. Anytime you partition your drive, try to back up as much information as possible to avoid problems such as this. That aside, let me answer your question.

Your first problem is that the PPP control strip module is not part of the Mac OS, or at least I do not know of Apple including one. The control strip module that you were using was most likely shareware. The best way to find lost shareware is to go to a shareware file library such as MacDownload at http://www.macdownload.com/ or Shareware.com at http://www.shareware.com/ . I used Mac Download's search engine with the query "PPP+control+strip" (without the quotes). By this method I found your control strip module. It is called OT/PPP Strip. You can download it for free at http://www6.zdnet.com/cgi-bin/texis/swlib/mac/infomac.html?fcode=MC15909 .

If you need to re-install parts of the Mac OS without needing to install the full system, explore the "Custom Install" features on the Mac OS Installer. When I did this, I discovered that you could in fact install a PPP control strip module as part of OT/PPP, though this version is not quite as fully-featured as the shareware listed above.

Question 2
The control strip modules are at the top of my screen. The strip started at the bottom, now it's at the top. Can you fix this?

— John Olson

The Antidote
What's this? Another control strip question? For more information on control strips and some cool modules, be sure to read Brian Kelley's **'Warehouse** column this month.

Your problem is also a very common one. Something happened, such as a software installation or a preference-file corruption, to make the control strip appear at the top of the screen. There is a simple fix. Just option-click (and hold) the "handle" of the control strip and drag it down to the bottom of the screen.

Using this method you can also position the control strip at any location along the border of your screen. Here's a quick sample on how to control your control strip.

Hide the control strip by clicking the "Close" box (seen above) or the tab on the end. Alternatively, you may also specify a command-key shortcut in the Control Strip control panel to hide/show the strip. Mine is control-command-Z.

To move the control strip to a different location on screen, just hold down the option key while dragging the tab to a new location. You can even put the control strip on the other side of your screen!

Question 3

I have a Power Macintosh 9500/132 with only 32 MB of RAM. Do you know how much more I can add to this machine? I would like to make it about 84 MB. Thanks.
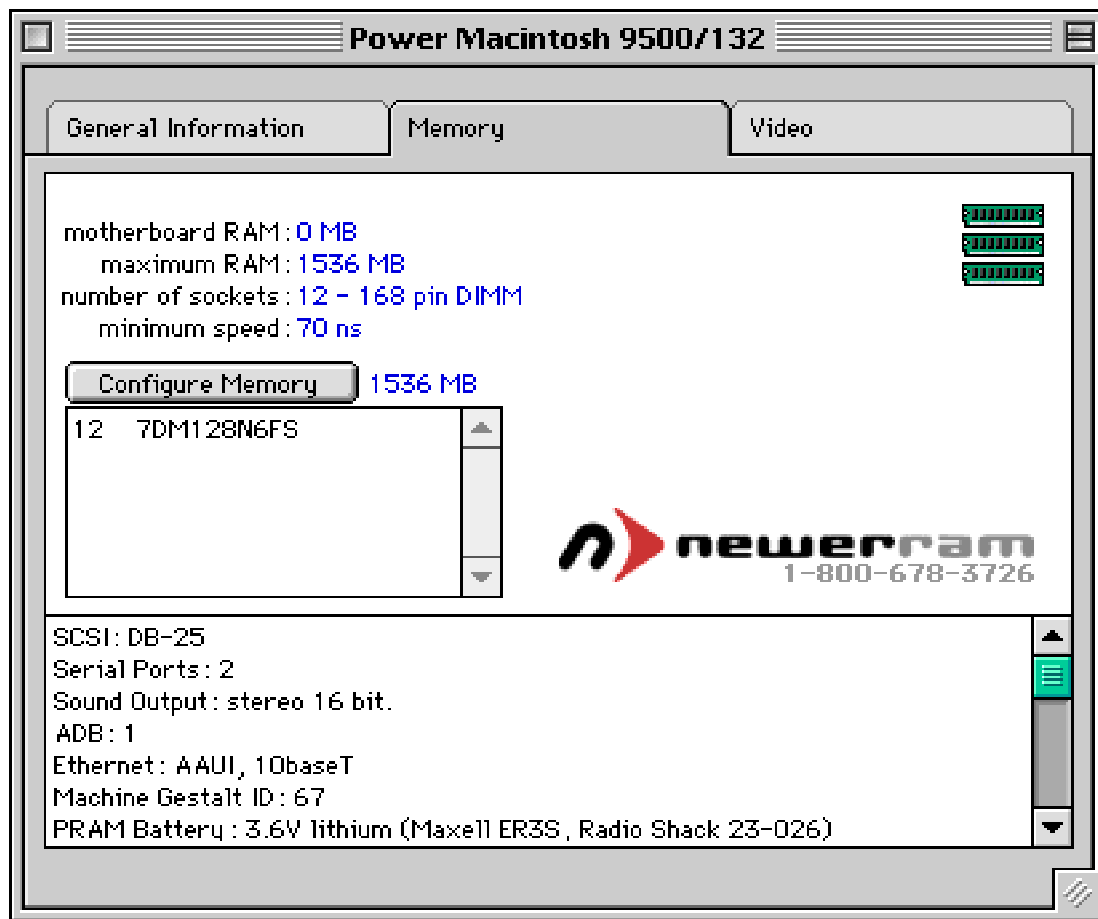
— Alyssa Henderson

The Cure

There is an extremely easy way to find out what kind of RAM you need, how much you can install, as well as information on VRAM and PRAM: use GURU (**GU**ide to **R**AM **U**pgrades) from Newer Technologies. It is available via the Newer Technologies FTP site at
ftp://ftp.newertech.com/users/ntech/software/download/ .

In your case Alyssa, your Power Mac can fit up to 1536 MB of RAM. Yes, almost 1.5 Gigabytes of RAM! So, 84 MB isn't a problem at all. Remember to specifically ask for "70ns 168 Pin DIMMs" (that means: 70 nanosecond, 168 pin, dual inline memory modules).

Power Macintosh 9500/132

General Information	Memory	Video

motherboard RAM: 0 MB
   maximum RAM: 1536 MB
number of sockets: 12 - 168 pin DIMM
   minimum speed: 70 ns

[Configure Memory]   1536 MB

12   7DM128N6FS

newer ram
1-800-678-3726

SCSI: DB-25
Serial Ports: 2
Sound Output: stereo 16 bit.
ADB: 1
Ethernet: AAUI, 10baseT
Machine Gestalt ID: 67
PRAM Battery: 3.6V lithium (Maxell ER3S, Radio Shack 23-026)

Note that your Mac can take advantage of interleaving — putting matched pairs of DIMMs in specific RAM slots will increase your computer's performance. This may be a large factor in your purchasing decision and again GURU can help you decide how to achieve the best configuration.

GURU hasn't been updated to include some of the recent G3s, so let's hope Newer puts in some time and does this soon.

If you're looking to buy RAM, try Newer Technologies at http://www.newertech.com/ or The Chip Merchant at http://www.thechipmerchant.com/ .

Brent Hecht
helpdesk@applewizards.net

APPLE WIZARDS

http://applewizards.net/

Shop Talk

Tech Vocab

Greetings

Hello! Your user-friendly Mac lexicon returns for the fourth installment after a brief hiatus. This month's **Shop Talk** is the special Q & A issue I promised, entirely composed of questions troubling the minds of inquiring readers.

Again, keep those burning vocabulary questions coming. Visit the Apple Wizards website at http://applewizards.net/ and check out the Special Area. You'll see that Shop Talk lives in there — send in your questions today!

Lots of Slots

"What does PCI mean? How does it differ from other standards for expansion cards?" — J. Henz

Oh dear J. Henz, here we find a perfect example of video hardware's jumbled jargon. Surprisingly, behind the tricky terms lies a technology that really is simple, yet both powerful and versatile. An abbreviation of **Peripheral Component Interconnect**, **PCI** designates a technical standard and the type of expansion **bus** found in Power Macs produced since late 1995. The expansion slots installed on this bus permit you to add to a Power Mac's built-in sound and graphics (and networking, etc.) capabilities via a card.

PCI card

The PCI bus is plug and play — as befits the overall simplicity of the Mac — so the installation of expansion cards is quick. You can choose from a wide array of expansion cards for video capture or graphics acceleration, for advanced SCSI or DVD controllers, or for PC compatibility, then you merely slide the card securely into one of the two to five PCI slots located on the logic board and reboot. Remember to install the drivers, too, or the card may not function.

As a standard, PCI means greater speed (33 MHz with 32- or 64-bit throughput) and is twice as fast as the **NuBus** found on older Macs such as the 6100 series. It is also cheaper principally because the standard is cross-platform and produced in high volume. In the near future, you can expect improved PCI technology, with up to 64-bit throughput and bus speeds of 66 MHz. An emerging standard for video expansion, **Accelerated Graphics Port (AGP),** promises to deliver a local bus with direct and very fast access to system memory. Apple has recently chosen to support AGP.

Printing P's and Q's

"What is printer RIP?" — Todd Cramer

A dead printer. Just kidding! **RIP** stands for **Raster Image Processor**. RIP is the sophisticated hardware and software that controls the high-end of digital publishing, that is, imagesetters used at service bureaus for the commercial phototypesetting of books and magazines. RIP is an advanced version of the PostScript interpreter. Basically, it converts vector graphics, which are mathematically based, into raster images, which are based on individual pixels. RIP does a great job of translation.

If you have something printed professionally, you should be very aware of varying font formats. The newer and simpler TrueType technology is not always supported by a RIP system, and you may have to alter your document to use only PostScript-compatible fonts. (See the May 1998 **Shop Talk** for more on PostScript.)

OS S.O.S.

"What is a system heap?" — Randal McCarthy

A memory **heap** is the space reserved in RAM for the system file or an application before either is actually loaded from a disk. There are two distinct types of memory heap: the system heap and the process manager heap. The latter loads from the "top" of memory, while the system loads from the "bottom." The creation of the system heap is one the first things a Mac does during startup, right after the RAM check and before it looks for a startup disk.

Although the system heap is a part of the Mac OS memory manager that mainly software developers deal with, users can have problems with "heap growth." For example, has it ever seemed as if, in the "About This Computer" window, your system is taking up more and more memory when you leave your Mac on without restarting? This is a problem regarding the allocation process. In the giving and taking of RAM as it is assigned dynamically, there is inevitably some waste in assigning temporary files. The space that can't be accounted for is chalked up as being taken by the system. Web browsers, which create scores of temporary files, are notorious for these problems.

"I would like to know what Mach Kernel means." — "Spooky" at Rutgers University

The **kernel** of an operating system (OS) is responsible for low-level operations, handling basic I/O with hardware and other system resources. The design of this basic element goes a long way in determining the speed and feel of an OS. The **Mach microkernel** was written by Avie Tevanian, formerly with NeXT but now with Apple Computer, and is the foundation for Apple's modern OS projects, Mac OS X (ten) and Rhapsody. While the kernel is central to the operation (and to some extent, the feel) of the OS, the user never directly sees it at work. All of the features recognizable by the user are built on top of it.

A Motorola Mouthful

"Can you tell me the difference between the 603e and the 603ev?"
— Bill "Riverat"

You are not the only one ever to be confused by the naming system for PowerPC chips. In the life of a chip design, modifications are not only made to permit higher clock speeds, but also to allow for new uses. (Remember that the PPC's co-founders Motorola and IBM also use versions of it for specialized embedded and server applications.)

The **603ev** is a lower voltage version of the **603e**. It is used in PowerBooks such as the 1400 and 3400 and in consumer/SOHO Power Mac models such as the 6500, which appeared in 1997. The **603e** is, itself, an improved modification of the second generation PPC, the **603**. 603e's usually run between 120MHz and 300MHz.

Alphabet Soup

'hat is AAUI?"   —Doug

It stands for **Apple Attachment Unit Interface** and is a standard for the ports and cables that connect some Macs with built-in Ethernet to a LAN. The AAUI cables attach to your Mac via a 14-pin jack that looks like a smaller version of the monitor connector. However, the Ethernet hub central to the LAN requires what looks like a fat telephone jack, the 10base-T jack (technically known as the RJ-45). A transceiver, modular or built-in, allows a signal to pass from the AAUI port to the 10base-T standard. For this reason AAUI cables are said to be transceiver cables.

The AAUI port is found on Quadras and first-generation Power Macs. Macs today (and the iMac of tomorrow) have 10base-T or even 100base-T jacks, which are simpler and cross-platform.

3Dfx \three-dee-ef-fex\: Lately, all you hear about in the gaming world is 3Dfx. That holds true for Mac and PC alike. So what's the big deal?

Technically speaking, 3Dfx is the name of a company, 3Dfx Interactive. This company develops and produces two important chipsets for 3D games, called **Voodoo** and **Voodoo2**. Third-party developers such as Quantum3D or TechWorks license 3Dfx's chipsets and build graphics accelerator cards around the megapixel-cranking, polygon-pushing power plants.

3Dfx RAVE   3DfxGlideLib2.x

What's hot about these chipsets is that no other chipset beats their 3D performance. In fact, no other 3D chipset can overtake Voodoo2's raw power. (You can find the benchmarks in any gaming magazine that covers 3D games.) Voodoo is hot also because it handles RAVE-enabled games. RAVE, an Apple standard, acts as the middle man between hardware acceleration and QuickDraw 3D's software rendering.

Of course, no hardware would work without the appropriate drivers. The drivers developed by 3Dfx Interactive or other developers are based on a proprietary code or library called **GLide**. Soon Mac gamers will enjoy the benefits of Voodoo2 as the release of a Voodoo2-based card is imminent.

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Apple Wizards

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I Gotta Go Where It's Warm!

Quality control often slips between the cracks during product design. For example, at this very instant I'm wrestling with the "sticky button" phenomenon. You might have suffered this one. You know, push on a small button or switch which refuses to activate whatever it's supposed to activate.

In my case, this is crucial. When I jab at the frappe button on this blender I expect things to happen, pronto. I don't know why the buttons are so reluctant to move that it takes two megatons of finger pressure to get any action.

It could be the constant exposure to high humidity and the salty air here at the beach. It could be the constant spill of margaritas down the sides of the blender and onto the switches. It could be all the above.

Ahhhh. There. Done now. I've got to run a big glass of this frozen concoction down to the beach for my wife. Bye now.

Oh, wait. I almost forgot. Before I run off, let me tell you what I'm doing here. We often come to the beach for R & R.

Changes in Latitudes, Changes in Attitudes

Nothing compares to the beach as a means to ease the tension induced by the day-to-day grind. The rhythmic song of the waves and the melody of the wind strumming the palm fronds is the greatest muscle relaxer on the market. Just hang around and do nothing. Watch the dolphins play and cleanse the mind. Ahhhhh!

The occasional margarita doesn't hurt either. In fact, waves and sun coupled with margaritas seem to induce a mystical state which, among other things, allows one to make splendid sense of Jimmy Buffet music. A potent combination indeed.

I Can't Help It Honey

I desperately need to unwind. My nerves are still on fire. That trip through CompUSA was simply sensory overload.

I'd visited this particular CompUSA a few months ago. It was a depressing sight indeed. Other than my friend Bob Aldridge and I, the Apple section was as deserted as the lunar landscape. And no wonder — a motley collection of last-generation equipment, and only a few functioning specimens at that, "showcased" Apple in its worst possible light.

Like the sadistic thugs stalking the Apple sections (mercifully deceased) at the Best Buy and Circuit City, the CompUSA goon squad had settled on the most hideous collection of backgrounds, fonts, and preferences of all sorts. A scheme designed, no doubt, to terrify any potential buyers. The scene echoed all too well the portrait of despair painted by so many of the "write-it-without-knowing-a-damned-thing-about-it" members of the press.

I revisited the same CompUSA in May.

The brand new store-within-a-store simply had every piece of consumer hardware Apple produces on display — as well as a few leftovers no longer in production — and often more than one of each. (The new PowerBook line had just been officially announced a day or two prior to my visit and had not yet hit the shelves.)

And they all looked damn good, too! No nausea-inducing backgrounds. No bizarre system preferences selected. Kick-butt demos ruled the screens.

In addition to Apple hardware, I saw a great amount of Mac-compatible peripherals of all species. Scanners, printers, you name 'em — they were there. Next time someone tells you there are no peripherals for a Mac, drag them to CompUSA and rub their nose in it.

Next time someone tells you there's no software for a Mac, drag them to CompUSA and rub their nose in it for minute after delightful minute. They had titles I've never even heard of!

In a totally new twist for an Apple shopper in a consumer electronics store, I saw that they offered real, honest to goodness, human help. That's right! A real person sportin' a black T-shirt with large white Apple adorning the back approached and asked if I needed help. I mumbled a "No thanks," but I doubt he heard me. The foam issuing from my mouth and deranged countenance probably drove him off before he heard the words. Or maybe not. Odds are he's seen that same psychopathic appearance lately.

I stumbled from the 6500/250 right on up the line to the so-damn-fast-it's-magic G3/300. I've played with a Dell PII 333 MHz, and let me tell you that it does not deserve to be under the same roof as the G3/300, which simply leaves me grasping for superlatives.

Apple has introduced a new, attractive and interesting QuickTime/QuickDraw 3D demo. You select a shape and then drag a texture onto it. You then may manipulate the object in any or all of the 3 axes. Progressing from 6500/250 to G3/300 and observing the increasing smoothness of the movements is instructional and inspiring. With the G3/300 you manipulate the objects so smoothly it's simply fantastic.

And it wasn't just me by myself, standing there slack-jawed. Every one of the many folks populating the CompUSA Apple store-within-a-store seemed as ecstatic as I.

The turbo-charged glee was infectious. Everyone that stopped by was grinning silly. And make no mistake about it, all the unwashed masses of PC users were taking note as they went by. The store-within-a-store was located so that many shoppers simply had to pass by.

The CompUSA store-within-a-store concept is yet another indication that Apple's back with a vengeance. Unbelievable, cost-competitive hardware, the world's best consumer operating system (better than ever), and in-your-face, adrenal-charged marketing that, compared to previous Apple stumblings, is simply other-worldly.

Oh yeah, I got so excited I almost forgot that I've got to get this margarita down to the beach. Sure don't want to get in trouble with the wife.

See you later.

Blew out my flip flop,
stepped on a pop-top...

Thanks to the great folks at Pirates' Cove, Alabama, the only place in the world that seduces folks to sail 5 days for a cheeseburger — the same cheeseburger that's the subject of Jimmy Buffet's "Cheeseburgers in Paradise." And a special thanks to Captain Rusty, skipper of the Cyrus E. King, for the most relaxing sail among the dolphins. Ten spokes to port, aye-aye sir.

Craig Cox
craig@applewizards.net

Review by Aaron Linville

2 Stars — 1 Star Poor, 5 Stars Excellent

Product: Mailsmith
Version: 1.01
Distributor: Bare Bones Software
List Price: $79
Contact Info: http://web.barebones.com/
Genre: Email client
Requirements: 8 MB hard disk space (more for mail database), Open Transport 1.1.2 or later, CD-ROM (diskettes are available), and Mac OS 7.5 or higher with 16 MB of available RAM (8 for 860X0 Macs).

Overview and Introduction

Apple Wizards has a policy to review software as it is, and not how it could be. Mailsmith could be a wonderful program, but I am going to be up front and frank about the speed — it is horribly slow. I am running a PowerPC 604 with 88 MB of RAM, which is plenty more than the requirements demanded by Mailsmith. Doing routine tasks, such as deleting a single message, can take up to 5 seconds. This is painfully slow, and gets worse as you try to delete more and more letters or perform other even more complex tasks. A batch delete of just over 400 letters took almost 20 minutes on my computer.

Multithreaded capabilities were included in the design of Mailsmith. If you have ever used MT-NewsWatcher then you will understand how much better it is to have the ability to do several things at once. If you have 3 mailboxes to check, Mailsmith downloads and filters all three at the same time. This feature, however, really taxes the processor, preventing you from doing anything productive at all in other applications. In fact, as I was taking a screen shot of yet another bug, and my system locked up. The bug was rather minor: when you first connect to check your mail, Mailsmith gets the total amount of mail you have downloaded wrong. As soon as the first letter is downloaded, Mailsmith fixes this and gets the messages downloaded/total messages correct.

Mailsmith does not take up too much RAM, and this is probably due to the fact that the interface is clean. If you are concerned about how Mailsmith is using its RAM you can check out the About... window, which gives information on Application Memory, Database Cache, and even Jim's Gas Tank (click the Database Cache to see this easter egg).

Version 1.0 was littered with bugs that beta-testers should have caught. The updated version 1.01 has fixed most of those problems, and it even improved the overall speed a little bit, but there are still some problems with database corruption — a definite no-no in the email client business.

The user interface fits all the requirements of Bare Bone's interface standard, which include dialogs that can be put in the background, and graphics that don't clutter the interface. The best part is that Mailsmith has balloon help for just about everything. One thing worth noting was the error dialog boxes — they were cryptic to say the least, and the lack of an "explanation" file left me wondering exactly what many of them meant.
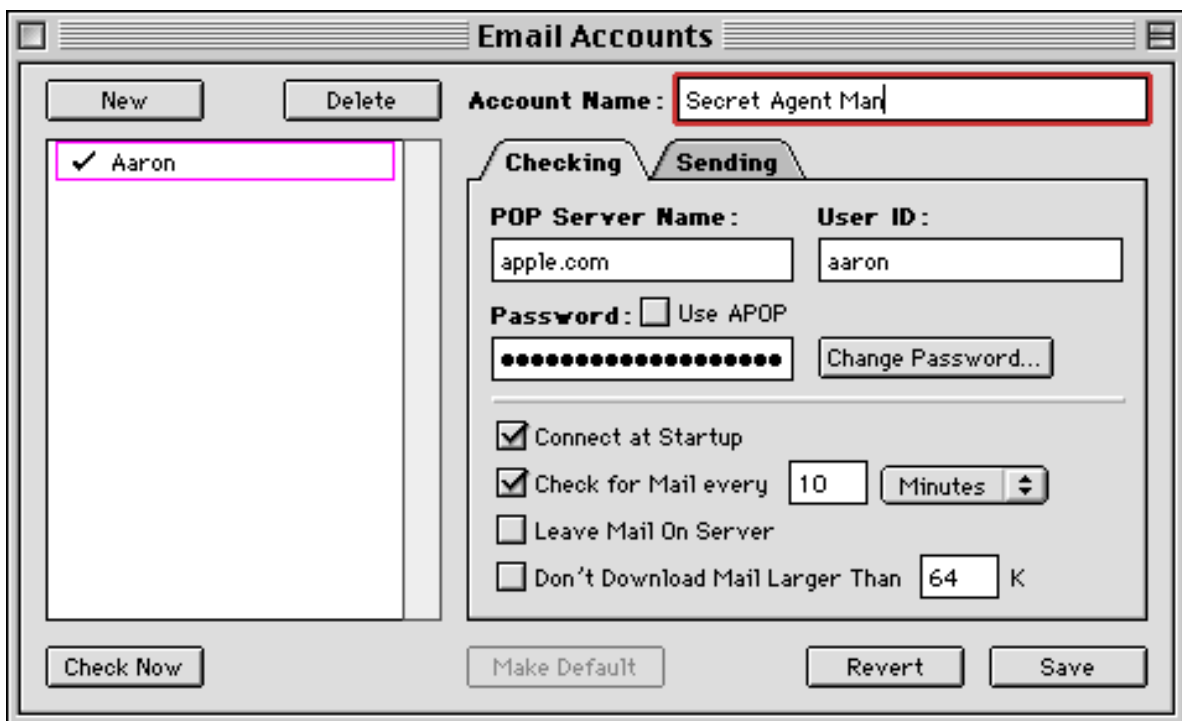
The layout of the mailboxes is not up to par. There is no "To Be Sent" folder or "Already Read" folder. After you read mail in your incoming mail folder, it just sits there. It's the same with the outgoing mail — once it's been sent, it continues to reside in the outgoing mail folder. The only thing that lets you know if the mail has been sent and/or read is a little checkmark next to the mail. I prefer Emailer's method — it gives you a preference as to what it will do with read mail (and move it to any folder for you), and it shifts email to the "Sent Mail" box from the "Out Box" automatically.

Bare Bones did not let the text composition slip, though. As the makers of BBEdit, I'd expect Mailsmith to have great text features. Mailsmith, in fact, has lots of features. Most are taken right out of BBEdit itself. These include important things like balance, zap gremlins, change case, check spelling, find and replace, etc. You can manually set your text wrapping or you can just let the computer soft-wrap the text. One of the neatest things, carried over from BBEdit's code composer, was the ability to shift text left or right a tab just by pressing command-[or -].

Setting Up or Converting To

Installation is very straightforward. If you have Internet Config already installed, then there is almost nothing you will need to fill in, except your personal preferences for the Mailsmith environment. For the security conscious, you can set up an optional master password to prevent people from accessing your stored email. This is very convenient for office situations or for those with snoopy parents or roommates.

If you are converting to Mailsmith from Claris Emailer or Eudora, the included AppleScripts will easily convert your mail archives, and even single addresses from your address book. However, there is no support for multiple email addresses for a single name, and the scripts are not advanced enough to transfer your groups. Even though the conversion is extremely slow, it saves you the headache of losing your email because of the new application. If you have a mailbox with over a couple hundred letters, your best bet is to put everything onto a RAM disk and then run the script.

Mailsmith is compatible with all the major mail connections: POP, APOP, and SMTP. You can BinHex, AppleSingle, AppleDouble, and UUcode attachments; all these types of compression/attaching are standard.
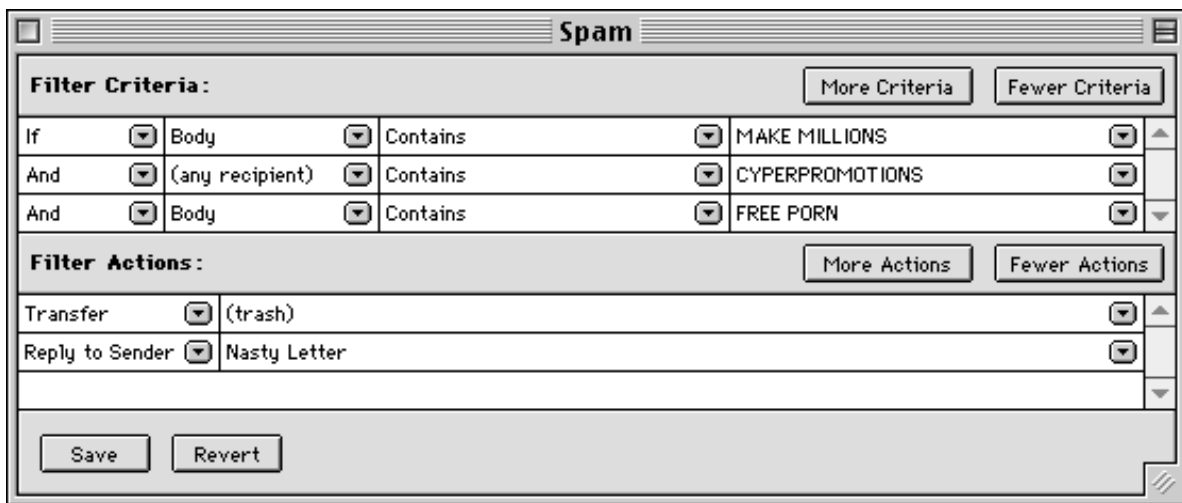
Filters and Fuzzy Stuff

For those of you who have taken the advanced mathematics and 101 courses on artificial intelligence, this is definitely the best part. I have subscribed to several email lists that generate lots of email (i.e. RealBasic). A neat Mailsmith feature allows you to set the accuracy of the search when searching inside of a single letter. This is useful if you are not quite sure of a person's name or will look for approximate matches of the string instead of exact matches.

A simply query consists of search in folder X, for messages whose body or subject contains Y. An advanced query is like running a filter, but instead of having an action, it simply gives you the results of which messages meet the criteria.

If you really don't need the approximation of a fuzzy search, you also could use a literal search. Literal search doesn't do anything fancy — it just looks for the string you entered. Finally, you can use a grep search, which allows you to enter special characters and patterns to find the things you need. Again, users of BBEdit may be familiar with that option.

There are copious options for filtering using the [CONDITIONAL] [PART] [METHOD] [TEXT ENTRY] [ASSOCIATED SETTING]. Filtering actions were not overly extravagant, but included all of the standard actions: forward, redirect, notify, run script etc.

Distributed Filters are wonderful. Instead of every filter residing on the incoming mail folder, you can attach filters to different folders. This way, if you have different mail accounts, you can have a filter to separate the different messages for the different addresses into their proper folders, and then in turn, use folder-level filters to move the mail around some more. One of the useful filter types is a global filter, which checks all messages against a filter. This is useful as a spam filter, chain letter killer, etc.

Conclusion

Despite the sloooow speed and the occasional bug, Mailsmith is a very feature-filled program and is definitely the right application if you are an email control freak. Out of all the applications I have ever used, Mailsmith definitely has the most advanced filter and search methods — they really give you better results than your average email client. If you have an extremely fast computer and the CPU ticks to spare, then this program will meet and exceed all your mail needs. If you are using an average machine or less, then you'd better have patience, because all the features come at a performance price. To change Bare Bone's slogan around just a tad: "This software kinda sucks."

Aaron Linville
seedlings@applewizards.net

Ron's Recommended Sites
This month's theme: The man keeps stickin' it to us

"After all the lawyers have eaten our remains!" — Adrian Belew

Faithful readers will know that I often fill my monthly space in Apple Wizards with music-related websites. I try to mix it up a bit more, but 80% of what I use the Internet for is music-related, so this interest creeps into my columns. What's got me riled up this month is that the Online Guitar Archives have closed, due to legal pressure from the Harry Fox Agency. I'm really bothered that songs are no longer owned by people, but instead are now owned by corporations. Music publishing groups are essentially putting a kibosh on guys like me who are too tone deaf to figure stuff out on their own. That's crap, man! Songwriters are shooting their own legacy in the foot — in 50 years we won't be using cd's, and most current work will be lost. The songs of our generation that are salvaged are the ones that people learn how to play themselves. Argh, it irritates me!

Due to issue file sizes, Apple Wizards is considering closing this column. If you'd like to see this column continued, please email the Editor in Chief (Erik) at editor@applewizards.net . Your support is appreciated.

On-line Guitar Archive
http://www.olga.net/index3.html#sites

I've given this address before, but go here again and sign the petition to keep OLGA around. Support free speech on the Internet. Let the public have something of their own.

Tim's Online Guitar Archive (toga, heh, heh)
http://www.interlog.com/~toliwiak/

Tim has his own online guitar archive, and it's a lot like the big, honkin', legally persecuted site mentioned above. Tim's is just smaller, but with the attention and support of Apple Wizards readers it can beef up quite a bit. Support people like this, their web pages are truly a service to others.

Dave Matthew's Band Guitar Tab Archive
http://www.duke.edu/~cjo1/davetabs/

The Dave Matthews Band is pretty popular, from what I gather, and they have struck a chord (a dominant seventh) among amateur guitarists. This is a pretty complete website, and I'm sure it will be appreciated by Dave's fans.

Harve's Music Archive
http://khanda.unl.edu/~harve/

Yep, it's good ol' Harve and his music archive. This doesn't have a wide variety of tablature, but it has an extensive amount for popular alternative bands like Nirvana and the Smashing Pumpkins. Another small tab page to support.

What we've learned today:
We can raise trouble for lawyers!

If Internet-savvy musicians support these sites, it will make the people at the Harry Fox Agency work harder. The Internet is hard to police, and that's the way I like it. There is no way every page out there can be shut down, especially if new ones keep popping up and the old ones grow. Even if you're not a musician, there are a heckuva lot of people who read Apple Wizards, and if we all support free speech in our Internet adventures, we can make a difference.

Ron Freeman
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http://applewizards.net/

FROM THE DESKTOP

Letter from the Editor
and other Miscellaneous Stuff

Probably Not Much

Apple Seedlings News and Notes

Probably Not Much

Normally I have some canned editorial reserved for this space, but this month, with about 8 reviews due (for Mac and Nintendo 64 stuff), various other things to write (A Spider Speaks, previews, etc.), Macworld New York fast approaching, etc. etc., I decided to forego the more formal approach and use this "what's on my mind" approach. So here it is: what's on my mind? (By the way, the "Probably Not Much" makes sense to you now, doesn't it?).

• **News Briefs** — Yeah yeah, it's a shameless plug, but I wouldn't mention it if I didn't think you'd like it. I'll shut up and say "see it for yourself" at http://newsbriefs.net/ .

• **Reviews** — It was amazing to me the pressure I came under when I announced to the CyberStudioTalk mailing list that I didn't like CyberStudio 3 (see Phillip Grey's review of CS 3 elsewhere in this issue). Phillip reviewed the software from his point of view: that of a page-layout fan. My review would have been completely different — I like to code HTML by hand (example: the entire Apple Wizards website).

What I want to say is this: reviews are individualized. If I were to review CS 3 right now I'd give it 1 star. Why? It doesn't work well with source code at all. Would I be justified in giving it that one star? Yes, provided I clarified my point of view. The point is this: read reviews, but take none of them too seriously. Do not base a purchase on one review. Instead, trust the reviews from people that share your point of view — my review would have been greatly useful for hand coders such as myself. It would've saved them $300. But for a designer, my review would mean nothing. That's what Phillip's review is for.

If you've got questions, ask the person that reviewed the software to determine whether you share the same point of view. After all, it's your money, productivity, and sanity on the line.

• **This Magazine** — Did you know that this magazine is read by more "you"s than MacAddict? Yes, it's true. And it's **your** magazine. We do it for you, and you only. We're volunteers, remember? What's my point? Tell us what you think. What do you want? We got some feedback indicating that you wanted a "computer terminology" column and voilà, **Shop Talk** appears. Same thing with a technical help column: now **Medicine Man** appears each month. Similar things can happen if you only take a few minutes to let us know what they may be. I invite all feedback and ideas at erik@applewizards.net .

• **The Online Press** — It doesn't happen often, but it happens. Companies put off Apple Wizards or other online sources of information because they're not "traditional" magazines or news sources. Does this make sense? No. In this age of "Internetization," some people are still afraid of new forms of media. Need some stats and information to quelch those fears? http://applewizards.net/press/ is the place to start. With over a year's worth of issues and more than 1/2 million readers, we feel justified in believing that we'll be around for awhile...

• **Macworld New York** — I'm excited. Apple has provided me with a PowerBook G3 (watch for the review in the August issue), and I'm ready to take on the Javits Center. If you see someone bouncing off of the walls and walking around with eyes the size of half-dollars, that's me. Stop me and say hi — I'll have my cute little yellow press pass hanging around my neck (as will about a trillion other people). I'll also be walking around with a 6'3" model known as Daria Aikens on Thursday, so I should be easy to spot that day (or should I say **she'll** be easy to spot).

• **My 20" monitor** — It's HUGE! It was expensive, sure, but it's HUGE. Man, games never looked so good — I'm playing them on a small television (with a better resolution, of course)! But I digress... Let's just say that my increased gaming fervor may be another reason I didn't have time to fully develop a thoughtful column this month. Morgan wants me to mention Myth, because he loves it, but I say "phoeey! It's Virtual Valerie any day for me!" (yes, I'm kidding).

• **The Staff** — You know, we're all volunteers. I wouldn't be doing this without them and you wouldn't be reading this without them. I'd like to take a moment here to thank them. Might I suggest that you take some time out of your day to thank them as well (email works, but chocolate is better).

Daria Aikens — She's been with Apple Wizards almost as long as I have. Daria is the PR Director and she gets us the cool stuff to review. She also writes The Happy Mac and fetches my lunch (not really). I'd also like to thank her for saying "you were a jerk" when I acted like a jerk. It's greatly appreciated from one of my best friends.

John Brochu — He doesn't currently write anything for Apple Wizards, but he's the "father figure" of the group. I hope that's okay by him... **:-)**

Pete Burkindine — I bugged Pete because we needed an extra "reviewer." He's done a knock-up job so far and I'm glad he decided to join us.

Craig Cox — Father figure part 2, albeit a slightly weirder father. I am certainly glad that I chose Craig among the hundreds of (okay, three) applicants to take over the Evangelism column. He's one of only three people I've never met that I'd consider a true friend.

Ron Freeman — Unfortunately, I've met Ron. He lives in my hometown. And each month he convinces me to publish his crap, uhhhh, column. Yeah, that's it. I'm lucky he knows I'm kidding!

Jeff Frey — A fellow medicinal chemist! Woohoo! And a talented writer/web author as well.

Alex Kushner — Macintalk is a unique concept in the Mac magazine arena, and Alex is responsible for a large part of its creation.

Aaron Linville — He's another Hotline buddy I coerced, uh, convinced into becoming an Apple Wizards staffer. Now he runs Apple Seedlings, the most popular reader-submission opinion site in the Mac-using world.

Owen Linzmayer — We've run out of father figure positions, so Owen can be an uncle. Yeah, the weird uncle that picks his nose at dinner (joking!). Owen's an accomplished guy, and the fact that his name appears in Apple Wizards each month helps us out tremendously.

Erica Marceau — Most likely, Apple Wizards wouldn't have reached Volume 1, Issue 1 without Erica. She's gone now for various reasons, but that won't stop me from thanking her for the time and energy she put in while she was here.

Marc Messer — Marc writes Mac Junkie because he's on drugs. I think. Daria thinks so too. Marc, put down the Flintstones Vitamins and step away from the cabinet! Yeah, I'm kidding here too, but he knows that.

Brian Kelley — Brian reminds me of my high school pal. Yeah, singular. Anyway, he's there when I need him and he writes good (ha ha). He's the equivalent of a utility infielder except that he bats well above .150.

Jennifer Ho — A fairly new staffer that's got a great future ahead of her. I have to suck up to her for reasons I can't divulge until next month, but if you're smart, you can figure them out. Just think about it... **:–)**

Brent Hecht — Another new staffer with a great future ahead of him. He's getting involved all over, and that's a good sign. I'm an energetic guy myself, so I like to see that in others.

Morgan Williams — He's the copy editor from Haaaarvaaaard. Beantown. The place where Cheers was (is). Apple Wizards wouldn't be as pristine in grammer and speling iff it wern't fur himm. **:–)**

Others — Without turning this into an Academy Awards acceptance speech, I'd like to thank David Every of MacKiDo, Steve at MacGeeks and the other Steve at MacMadness, Ted at MacFixIt, all of the PR types from various companies we've had the pleasure of dealing with, and everybody else we've had good relations with. Thanks — Apple Wizards wouldn't be where we are today without you, and odds are we won't get where we want to go without you either.

Erik J. Barzeski
   erik@applewizards.net

Apple Seedlings News and Notes

As many of you may know, Apple Seedlings is a portion of Apple Wizards that publishes articles written by **you**, the Mac-using public. In the month of March we posted several great articles. We've listed them below with URLs and author credit as well as quotes from the article. Be sure to drop by Apple Seedlings at http://applewizards.net/seedlings/ or by the individual articles listed below. Also, be sure to send submissions to seedlings@applewizards.net .

Late Night TV
http://applewizards.net/seedlings/archive/late-night-tv.shtml
Scott Rose

As my schedule continues to get busier, my mindless television viewing schedule keeps getting pushed later and later into the night. At first, it was Dharma and Greg at 8:30pm. Then it was Ally McBeal at 9:00pm. But now that I often don't get to relax until 10:30pm these days, I must admit that I have fallen prey to the 11:00pm Jerry Springer Show.

The Dangerous Sports Article
http://applewizards.net/seedlings/archive/dangerous-sports.shtml
Scott Rose

You know what amazes me most about boxing? Those moments where these two gigantic, bloody, and sweaty men, in the midst of beating the living crap out of one another, suddenly lean into each other, rest their heads on one another, and catch their breaths for just a moment. If you were to freeze-frame the shot on your VCR at that one moment, it would look like two long-lost friends embracing each other.

An OOMECS Follow-Up
http://applewizards.net/seedlings/archive/oomecs-follow-up.shtml
Lee Allen

In my first reading of Eric Brown's proposed OOMECS computer, I was struck by the obvious denial of Market Forces that his ideals contain.

iMac In a New Light!

http://applewizards.net/seedlings/archive/imac-light.shtml

Mark Sutherland

Since my original article on the iMac was posted here on Apple Seedlings, a lot of new things have come to light that make the iMac the perfect successor to the Consumer Macintosh. It seems more and more that the iMac is really going to fill all the little market areas that Apple needs to fill. And I say this because it's going to be able to use all the hand-me-down accessories like a good little brother. I speak, of course, of USB.

Let's Build a Trojan Horse

http://applewizards.net/seedlings/archive/trojan-horse.shtml

David Holdgate

I live in Edinburgh, capital of Scotland. In this city there are a handful of places where I can buy Macintosh software on visiting a store. The range of titles available is poor, largely outdated and getting worse when compared to the range of PC titles available in many stores nearby. Reading news stories and articles from around the world, this seems to be common almost everywhere. Rather than just complaining, what can we - the Macintosh user - do to help improve Macintosh title visibility?

Whatfor Art Thou, iMac?

http://applewizards.net/seedlings/archive/imac-dialogue.shtml

Erik Brown & Aaron Linville

"O iMac, iMac! Whatfor art thou, iMac?
Deny thy father and refuse thy architecture;
Or, if thou wilt not, be forsaken my love,
And I'll no longer be a Customer."

The Secret Directions Of An Aspiring World Conqueror

http://applewizards.net/seedlings/archive/secret-directions.shtml

Kelsey Brookes

Rhapsody isn't dead. The free press has leaped on Apple's announcement of Mac OS X with all the grace and dignity of a school-yard bully beating up kindergarten kids, trumpeting from the highest peaks that Apple has "reversed" it's product strategy and is leaving Rhapsody developers dead in the water. Now I ask you, did the Mac OS stop at Version 1? Now that we've reached the 300Mhz G3 processor are we going to say "Right that's it! We don't need to do any better!"?

The Brave Little Mac

Rob Morel

I work in a hospital about twenty miles west of Boston, as a Radiology
Information Services Manager. When I first began working here in the late
eighties, there were no PCs to speak of in our department, but as the
eighties flowed into the nineties, Macs began to appear. We loved our
Macs, and they served us well. They always worked, and we found that
people would drop by our department when they needed something done on a
computer. People had unreadable files, files that wouldn't print
correctly, problems trying to figure out database, image transfer or
spreadsheet issues, they always seemed to end up down with us. I was just
beginning to understand computers then, and had the good fortune to work
for a physician who was a Mac guru. Of course, the day he came to take
over our department, I had lugged my SE into work, and as he stuck his
head in the room, his eyes lit up as he uttered a knowing "Ahhhhhh...!"

Aaron Linville

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Behind the Magic

General Information

Thank you for taking the time to read **Volume 2, Issue 02** of Apple Wizards. We sincerely hope that you enjoyed it. This issue of Apple Wizards was created in **DOCMaker v4.8.2** and **Adobe Acrobat Distiller 3.0.2** using the fonts `Monaco` and **Palatino** (graphics use `Courier` also). Please visit our website at http://applewizards.net/ or the DOCMaker website at http://www.hsv.tis.net/~greenmtn/ for more information.

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Additionally, companies interested in learning about Apple Wizards, our readers, and other information should consult our Press/Information Pages at
http://applewizards.net/press/ .

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Staff

Editor in Chief / Webmaster

Erik J. Barzeski
erik@applewizards.net

I am, among other things, the owner of my own business (Barzeski Enterprises, Inc.) and an avid Cherry Coke drinker. When I'm not burning CDs, working on Apple Wizards, or otherwise using my G3, I'm usually playing some sport or another or designing a website for someone. I've been a Apple fan since I first played Oregon Trail on my family's Apple IIe. Too bad little Billy Gates always died by the time we got to Blue Ridge Run...

I enjoy working on Apple Wizards because I have a serious distaste for free time.

PR/Business Director

Daria Aikens
daria@applewizards.net

I am a 20 year old senior in Business Administration at the University of Florida. When I'm not glued in front of my souped up Performa 6400, I can be found rehearsing and choreographing for the University dance troupe, Floridance. Apple: If you are looking for anyone to choreograph a dance piece for next year's "Apple Road Show," I'm available!

My work at Apple Wizards is dedicated to the memory of my Apple IIe and beloved Macintosh Classic.

Apple Seedlings Curator

Aaron Linville
seedlings@applewizards.net

I am a 17 year-old high school student and plan to major in Computer Science in college. Currently, I work as a computer consultant with a CNA/CNE and, due to the rather unfortunate expanding market of Microsoft, I will be getting MCSE soon. I have used almost every operating System ever made, and I always keep coming back to the Mac OS.

The mind is the most imaginative, creative, and powerful thing in the universe. Why waste your energy using any other tool besides the Mac OS, the best tool to harness that energy?

🍎 Columnists

John Brochu — Web Site Watch

jbrochu@mediaone.net

A successful shareware author on various platforms for over 10 years, John continues to support his popular MacOS-only shareware products, CalcWorks and PopUpCD, and maintains his popular website, SiteLink. He also produces an expanding line of CD-ROMs available exclusively on SiteLink.

I'm proud to be a contributor to such a quality publication as Apple Wizards.

Pete Burkindine — Reviews

pete@applewizards.net

An Apple/Mac lover since 1986 (remember Lemonade Stand?), Pete is a web designer, Mac consultant, and freelance humorist about to pack his rear off to college to study computer engineering. He is an ardent supporter of Hotline Software at http://www.hotlinesw.com/ , and you should be too. He is also an accomplished French hornist, and loves to ski. He is very much in love with his girlfriend, who is wonderful.

I write for Apple Wizards because I just can't say no to Erik (he's so cute!). I hope you all enjoy my columns, otherwise I will be deeply emotionally wounded and go sulk.

Craig Cox — Apple Wizards Evangelism

craig@applewizards.net

I am a logistics information systems manager for the US Government. When I'm not battling the takeover of the government by Bill Gates, I'm playing with my daughters, swimming, reading, or trying to keep the "money pit" from collapsing in around us.

Apple Wizards looked like a cool bunch of folks with the same general philosophy of combating banality and enjoying the finer things in life — like Macs.

Ron W. Freeman — Web Site Watch

ron@applewizards.net

Born in the greatest decade known to man (the 1980's - what else!), Ron has progressed through various levels of schooling to become a high school junior (almost to the top). R.E.M. is the band he grew up with, though other favorites include U2 and 10,000 Maniacs. Ron enjoys spending time learning to play the guitar and working in ice cream parlors.

Apple Wizards to me has a very special place. You know, that place on your back that you can't quite reach no matter how hard you try...

Jeff Frey — HTML ToolBox

jeff@applewizards.net

The one thing every "well-rounded" college student needs is a foreign language. Well, I can answer with the standard "Uh, yeah, I took German for two years," or, I can answer by saying "I'm proficient in C, C++, Pascal, PowerPlant, Java, HTML, and AppleScript." Usually that gives me the same affect as saying "Ich habe Deutsch studiert." And of course, I'm devoted to the Macintosh...the computing choice of the NeXT (oops, did I hit the shift key too many times?) generation.

My columns for Apple Wizards are meant to encourage experimentation and dabbling in HTML, since everyone knows that only the MacOS encourages those same qualities in every user.

Brent Hecht — Medicine Man

helpdesk@applewizards.net

Brent Hecht is rather new at this writing stuff. He currently authors articles for MacOS Daily and 32 Bits Online when not hard at work for Apple Wizards. Contact him at medicineman@applewizards.com to ask him a question, comment or just to talk to someone!

"If someone gives you lined paper, write the other way." - Fahrenheit 451

Jennifer Ho — Shop Talk

jennifer@applewizards.net

I am a graduate student working on a Ph.D. at the University of California, Berkeley. Berkeley is not only a bastion of alternative living, it is a Mac-friendly environment and home to BMUG, the largest Macintosh User Group. When I'm not teaching at Cal or writing literary criticism, I am on my 6500, playing Myth, reading the press, and evangelizing the Mac, which I have been using since 1987.

Vive le Mac! Vive Apple! Audentes fortuna juvat. Der Mac ist der Computer über alles. Sei bravissimo e carissimo, il mio Mac.

Brian T. Kelley — 'Warehouse

brian@applewizards.net

Brian is the Apple Wizards shareware guy. In addition to his AW work, he writes technocentric fiction and non-fiction. He lives and works in upstate NY with his wife, Gini, and their Performa 6205.

Writing the Apple Wizards shareware column is a great way to justify all the downloading I'd be doing anyway!

Alex Kushner —Macintalk

macintalk@applewizards.net

I have been a Mac enthusiast since my first contact with computers. Currently I am attending High School in Los Angeles and I am a SOCCER FANATIC!!! When I am not at school, working, or playing soccer I can be found at my cozy desk with my Performa 6400 and LC conducting interviews, surfing the web or playing games!

Long live the Mac and all who support it! =)

Owen W. Linzmayer — Apple History

owen@applewizards.net

I've been writing about computers since 1980 and have had hundreds of articles published in major national magazines. At various points in my career, I have held editorial positions at Creative Computing, Atari Explorer, A+, MacUser, and MacComputing. Since 1990, I've been freelancing, writing exclusively about the Macintosh. A native of New Jersey, I'm currently living in San Francisco with my wife and two cats.

I'm writing for Apple Wizards because I desperately need to spend more time on the computer aggravating my repetitive stress injuries for absolutely no pay.

Marc Messer — Mac Junkie

macjunkie@applewizards.net

I'm a 20 year old junior at the University of Florida studying Computer Science through the college of business. When I'm not on my 6500, Gustav, I'm doing such useless time consuming things like sleeping, eating, and occasionally going to class. I'm forever struggling with java and nothing ever compiles. Other than that, I like to watch UF sports and listen to hardcore, ska, and hardcore ska music.

I love to play with PCs! I especially love to play with the autoexec.bat. But for some reason, no one will let a Mac user play with their PC.

Morgan Williams — Copy Editor

mpwill@fas.harvard.edu

A philosophy major at Southern "Harvard" University, I strongly believe that the counter-intuitive behavior of Windows is a direct affront to our very rational nature — and thus, at a very primitive level, we naturally find it insulting. I am new to Apple Wizards, which is quite cool, and hope either to do tech writing or design levels for Bungie Software. Also, if I don't kick your butt at Myth, it'll be darn close ;)

These days, money talks, and information is subject to change.

Many Thanks

Our gratitude goes out to Other World Computing. Other World Computing has sponsored us for an entire year, thus enabling us to bring you Apple Wizards each month. Please support Apple Wizards by visiting our sponsor at http://www.macsales.com/ . Thank you.

Volume 2, Issue 03 is scheduled to be released 01 August 1998.

http://applewizards.net/