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t was with dismay that I read your article on the new motherboard upgrades offered by Apple. The pricing of these motherboard upgrades is no different than in the past. But it makes no sense to pay \$1799 to buy an 8500 motherboard upgrade for a Power Mac 8100 and then have to also buy the processor daughter card. Why is Apple charging so much for these boards (a board without a CPU cannot cost Apple more than \$300 to \$400 to manufacture)? Does it really expect people like myself, who just paid \$1900 for a Power Mac 7200/90 unit just five months ago, to pay \$1900 or more for a 7600 motherboard and a processor card?

Though Apple has a good product, it does not afford its loyal customers much respect. If it were not for my love of the system, I would buy an Intel-based unit to be compatible with the office.

Cedric Johnson, via the Internet

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ust wanted to pass on a note of kudos and congrats for an especially satisfying offering of "Brave New World" in June's issue of MacSense.

Personally, I still cringe at the price of commercial software. I am very quick to see Mr. Nemerovski's point that even a \$500 program such as Photoshop being well worth the price, but I still get sticker shock whenever I think about buying a piece of software in the triple digits, beyond the \$150 dollar range or so. Consequently, I don't. I do not have the need nor the

budget for such purchases.

Yet there are many programs which I also consider indispensable. ClarisWorks is the centerpiece of my computing life, despite the fact that I am still using version 3.0. I consider RAM Doubler to be one of the best investments I have ever made in commercial software. I dare say, though, that my short list of must-haves nearly stops there.

I am a strong advocate of shareware, and find many programs of that nature which do the job for me quite adequately. I won't go into detail, but suffice to say that I do not need the power that a Word, Excel or Photoshop provides, and I would much rather spend \$300 on a Zip drive and few cartridges, and even have some cash left over to register a shareware program or two.

Mike Wallinga, via the Internet

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nce again Greg Kramer has knocked me off my feet. "Virtuality" (Cerebreality, June 1996 freezine) offers a powerful analysis of the lure of virtual reality and how its realization is often cold and sterile. What are we to do with people who retreat into such worlds of their own creation, preferring artificial, non-committal interaction with the rest of the world? Is this a new form of addiction? A sickness? Or just a lifestyle choice? The questions are numerous and the answers still unfolding.

I work all day at a Mac. I love my Macintosh, as do most Mac owners. But when the evening rolls around and I finish up work for the day, the last thing I want to do is be locked up in a dark room, surfing the net looking for artificial interaction. Perhaps I've turned over a new leaf. Reality is both a new curiosity and a powerful tonic. Whether it is the chilling cold of a snowy day or the bustle of people in a busy market, it's real. And it's where I want to be.

David Parker, via the Internet.

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e'd like to hear from you. If you'd like to comment on anything you've read in MacSense, please send us email at [MacSenseED@aol.com](mailto:MacSenseED@aol.com). We reserve the right to edit letters for length and clarity.

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