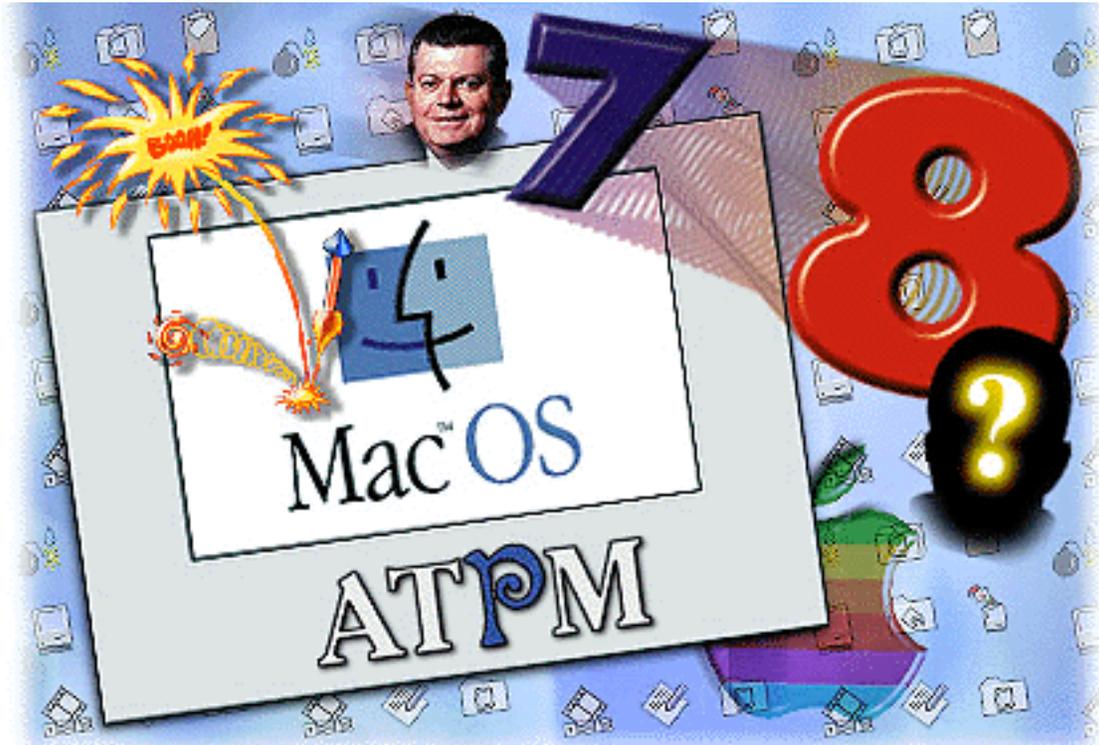


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Cover Art

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jghandour@atpm.com

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Contributors

Martin Curtis
Jamal Ghandour
Robert Paul Leitao
Tom Iovino
Robert Madill
Mike Shields
Evan Trent
Michael Tsai
Tygriffin@aol.com
Belinda Wagner
A. T. Wong
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Editorial Staff

Publishers - Michael Tsai & Robert Paul Leitao
Editor - Michael Tsai
Managing Editor - Robert Paul Leitao
Opinions Editor - Mike Shields
Reviews Editor - Robert Madill
Copy Editor - Belinda Wagner
Shareware Reviews Editor - **Vacant**
Staffwriter - H. M. Fog
Subscription Manager - Robert Paul Leitao
Webzingers - Evan Trent & Michael Tsai
Beta Testers - The Staff

Columnists

Tom Iovino
Robert Paul Leitao
Chad Poland
Mike Shields
Michael Tsai
Belinda Wagner

Artwork

In Charge of Design - Michael Tsai
Graphics Designer - Jamal Ghandour
Blue Apple Icon Designs - Marc Robinson
Typewriter Style Section Headers - RD Novo

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Thanks for reading *ATPM*.

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Welcome

It is the best of times...It is the worst of times...It is the Summer of 1997! We won't tell you the tale of two operating systems (that will be a future contemporary classic). We're more interested in the release of Mac OS 8 and the continuing story that the world's fastest personal computers now come with the Mac OS as standard equipment! And, despite the sensational press reports, more people are buying Mac OS based machines than they did a year ago. We'll talk about the worst of times in our new Wintel watching department (just kidding!).

We Interrupt Our Regularly Scheduled Welcome

The welcome section of ATPM is usually dedicated to a bunch of rather zany monthly messages. We like using the space for spoofing the world of personal computing and often poking fun at ourselves. However, this month there's something important we'd like to say.

In the wake of Dr. Amelio's departure, we'd like to speak with you about a very important matter—The Future of Apple and the Macintosh OS .

From its inception, About This Particular Macintosh (ATPM) was intended to be a fun monthly chronicle of the Macintosh experience, written by and for everyday users of the most personal of personal computers—the Apple Macintosh and Mac OS clones. Lately, however, the fun, lighthearted world of Mac OS computing has been overshadowed by the day-to-day travails of Apple Computer and the continuing speculation about its share of the personal computer industry. We have attempted to provide you, our loyal readers, with a light monthly “snapshot” of important happenings in the world of Mac computing along with informative columns, reviews and entertaining stories. We enjoy what we do and we appreciate your continued support.

There is an old adage that “It's always darkest just before dawn.” Today, we are taking this adage to heart. Why? Because we believe the incessant speculation, constant rumors and consistently poor media reports about Apple Computer have reached an all-time low. For example, we believe it makes no difference to the vast majority of Mac OS users how many shares of Apple Computer stock are owned or not owned by Steve Jobs. How he wishes to

pay his bills and invest his money is his business.

We believe Dr. Amelio did a lot to save Apple Computer. The company he left in July 1997 is vastly different than the company he joined in February, 1996. Because of his efforts, OS 8 is being delivered on time and Rhapsody is on schedule. Perhaps, it is because of the changes he made, that a new chief executive is needed. Apple faces new challenges today (increasing revenue is one). We don't know what went on "behind closed doors," nor do we wish to speculate. What we do know is that Apple Computer is here today, and thanks to Dr. Gil Amelio, it has a much, much better chance of thriving tomorrow. Thank you Gil Amelio. Thank you Ellen Hancock. We wish you well.

We believe it's smart business for Power Computing to manufacture a line NT servers and workstations. These products will better meet the needs of their current customers and help to recruit new ones. This strategy increases the potential market for Mac OS sales, too. We believe Power's decision is good news for the Macintosh platform, not a cataclysmic break in the relationship between Apple and its first clone maker. We would like to thank the executives of Power Computing for responding to the concerns of Mac OS users about this matter. If the press showed a similar respect for their readers, more truth about Apple, the Mac OS and Rhapsody might see the light of day.

The truth is that Apple will sell billions of dollars of hardware and software this year. Clone makers will only add to the sales of Mac OS-based machines and help increase demand for Mac OS software. We live in a multi-platform world. As much as we'd like to see it, The Mac OS and Rhapsody will not replace Windows 95 and Windows NT as the predominant computer operating systems (although we expect Rhapsody and its Yellow Box adaptations for Intel boxes and Windows to significantly increase Apple's OS market share). The market percentage Apple's operating systems command can be important. As a concern, it is secondary to the superior computing experience enjoyed by Mac users.

Despite Apple's problems (real and unreal), there will continue to be Macintosh computers, Mac clones and an excellent operating system for users. This is what matters most to us and to our readers. We're looking forward to what comes next from Apple and the clone makers. We'd appreciate your continued company along the way.

Now Back To Our Regularly Scheduled Welcome

OS 8, Ain't It Great? At press time, we're awaiting the official release of Mac OS 8. Many of us have read snippets, seen snapshots or worked with the various beta releases. We have our own opinions, but on this issue we'd like to hear from you, our loyal readers. In that great ATPM tradition, please send your unbiased, thought provoking comments about Mac OS 8 to <editor@atpm.com>.

Please enjoy this month's issue. We think it's hotter on the inside than it feels outside, wherever you live. The good news is our text has no humidity. Sometimes, though, our columns can be "drenched" with sentiment!

The ATPM Staff





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Virtual What?

Lately I've been seeing a tremendous amount of joy over such things as being able to run Windows applications on Macs via Virtual PC (and there's another emulator coming out soon, too) as well as SoftWindows (which never caught on due to slowness) and porting the Next Mac OS to Intel platforms.

Am I the only one who looks at this with trepidation?

Assume I'm a developer. I know that Mac users won't accept ugly and ill-designed, so I can either just get-it-out-the-door-and-let-Windows-users-love-it or work on it until it meets the desires of Mac users. Well, my goal as a developer is one thing: make money now. That means I put out second-rate products for Windows and maybe later put out something for the Mac.

But with products such as VPC, I no longer have to do that. "Just get VPC and run our Windows version." This will cut my development time and let me say that I am totally cross-platform.

The same is true for Java. If I can design one program which can run on any platform which can run Java, I'm still going to design it to appeal to the greatest number of users: the everybody-else-uses-it-so-I-should-too Windows crowd. Once again, instead of a clean, intuitive interface, Mac users will be stuck with the garish, ugly, "Windows standard."

Already, Adobe is doing exactly this. Adobe is currently the number one seller of software to the Mac market, having moved ahead of Microsoft. Their programs have the same, "Adobe" look, a look which is very similar to the Windows look. Most recently, Illustrator (which had been several years and versions ahead on the Mac over the Windows version) was redesigned and reconverted to the Adobe look for both platforms. The result: few

example, is now limited compared to the previous version) and a vast improvement for the Windows crowd.

It seems to me that the joy of more availability is hiding the sad fact that the result may also mean a loss of the unique quality of the intuitive and clean interface programs have used with the Mac and an impending “Windowsization” of applications in the future. To me, this means the death of the Mac. The Mac won’t die due to small market share, it will simply become assimilated into the Borg, er, Microsoft collective.

Or am I the only one who feels this way?

Don Kraig
DMKraig@lamg.com

...

Reliable Doesn’t Sell

One of the primary reasons that Macs have such a small market share is that they don’t break down. You don’t need to buy a new one every two years like the Wintel boat anchors.

An annoying by product of that is that when they **do** break down it’s hard to find someone to repair them. Quite a few of the people who used to fix them no longer do so because there’s no money in it. Usually you reinstall the system and all is well.

Comp USA, here in St. Louis, has a guy who comes in one afternoon a week to work on Mac’s. So if yours breaks down the day after his visit, you wait a week. Comp USA sales personnel always treat you like dirt if you are Mac oriented. I went to buy a Mac Color printer and they told me not to do so. “They don’t work.” Any request for help from them and you are treated with contempt for owning a Mac. Yet they are an Apple Authorized Dealer.

Mac should drop their quality to help support the repair people? I think not.

Dutch Schoultz
dr5x@primary.net

...

More Info = More Control

Hi, my name is Tony and I just read your article on Finder improvements in the most recent ATPM issue. I read that one thing that you felt could be improved was the type/creator system. I agree with you, but in a different way. There are ways to easily manipulate the file type and creator, using the extension “Get More Info” or the control panel “Snitch.” both of these let you open up a window (by pressing command-option-i or just command-i reseptively) and allow you to manually type in the type and creator or

choose from a list of common ones. The lists can be edited to include types and creators of programs used most by the user. You probably know about this, but I think it would be easier to have a get more info or some time of thing built into the finder. I personally find Mac Easy Open a pain cuz most of the time, it lists programs that I don't even want to open the file with, and the preferred stuff gets annoying like when you said you want to open a pict file with Photoshop instead of its original creator.

Tony Kim

morgoth@localnet.com

...

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



ABOUT THIS PARTICULAR
OPINION

APPLES, KIDS AND ATTITUDE™, BY ROBERT PAUL LEITAO



Change, Change & More Change

A few days before Dr. Amelio was relieved of his duties as Apple's Chairman and CEO, I was flipping through a magazine and stopped at a two-page Apple advertisement. The ad was sophisticated and said a lot of good things. But, it didn't "grab me" or get me excited about the company's latest hardware. It was too bad, I thought. The release of Mac OS 8 was only a few weeks away and the company had exciting hardware products to talk about. Ironic, I thought, that the company which helped launch the desktop publishing revolution was having trouble communicating its message in print.

Dr. Amelio, in my view, did many things that will contribute to Apple's survival. Gil Amelio, Ellen Hancock and the other recent members of Apple's executive team made a lot of important decisions and difficult choices relative to the development of Apple's operating systems, the size of the company's overhead and the direction of Apple Computer as an independent entity. Many of these decisions and choices will, in retrospect, be considered turning points in Apple's ultimate return to sustained profitability. It's a shame the new products and new direction that were developed while Dr. Amelio was at the helm, were not effectively communicated to the buying public. At least not sufficiently for Gil Amelio to remain at Apple for a little while longer.

The decision to replace Dr. Amelio sooner rather than later may have been an inevitable one. He did a lot to cut expenses and place the company on a track where reduced costs would ultimately meet the company's reduced revenues. But without revenue growth, the game is like constantly chasing one's proverbial tail. Some way, somehow, Apple has to increase revenue to return to long-term, sustainable profitability. Marketing and public relations are not Gil Amelio's strong points. He's the first to admit that. I wish him well. In some ways, I'm almost sure he's happy to be out from underneath a very heavy burden. Dr. Amelio assumed the positions of Chairman and CEO at a time of crisis. His departure, sooner than many expected, may save the company from another crisis. His resignation and the forthcoming choice of a new CEO are a natural progression of rapidly changing events.

What does this mean to you and me? To my children and yours? We will see. If there's one change I'd like to see at Apple, it's the separation of its hardware and software business into separate units. Dr. Amelio is correct: The Mac OS is one of Apple's most undervalued assets. I think people would pay a little more for the OS if it meant Apple was opening all its hardware markets to competition from the clone makers. This, in my view, would bring about more innovation and a continuing reduction in the relative cost of Mac OS hardware, not to mention a greater market share for Apple and the clone makers.

In my view, the education market is one key to Apple's success. It's important for Apple to

maintain leadership, not by locking clone makers out, but by emphasizing the value of the Mac OS and the soon-to-be-released Rhapsody operating system. I watch my kids on their computer. The more intuitive something is, the easier it is for them to explore, learn and play. On this score, Windows cannot reasonably compare. The Mac OS is the real value in the education market. There's room for Apple to share its markets with the clone makers. Power Computing and the other Mac OS clone makers can win back market share for the Mac OS and new market share for the forthcoming Rhapsody system. Apple, in my view, needs to focus its attention on the OS. The hardware sales will follow.

There have been several times during the last two years when I've been at a point where I honestly don't understand a lot of what Apple Computer is doing. That's OK. It's the same thing some people say about my life. Just recently I've placed my home up for sale. I've also decided to return to a 9-6 work world, and discontinue operating a small business.

I started my business when my kids were very small and I wanted to maximize the time I spent with them. Times are changing, and they are getting older. I'm looking forward to reestablishing a conventional career. I no longer need a large house. I use only a couple of rooms. I'll be happy to let go of maintenance responsibilities, especially since I'll no longer be working out of my home. My decisions seem counter to most trends. I no longer wish to be a homeowner and I no longer wish to be my own boss. I no longer want a "perfect" life, I simply want a life that's perfect for me.

With all these changes, I'm taking time on the eve of my birthday to write this column. I'm looking forward to a day full of fun, shared with my kids and a few friends that are as close to me as family. As an adult, people are less apt to ask me what I want on my birthday, however, I'll share my desires with our thousands of ATPM readers. First on my list is a quality digital camera. I want it to shoot quality images, have a built-in flash and zoom lens and easily transfer its data to my desktop Mac. Secondly, I'd like to trade my 4-door car for a mini-van, because it would fit better with my kids and my new lifestyle. Thirdly, I'd like a new tower-style Mac with a DVD drive and a G3 processor. It will be a computer I can grow with and develop greater skills with graphics-related software during the next few years. Fourth, I'd like a few more new friends to share my life experiences. The common thread between these wishes is better communication with more people, on screen or in person. The mini-van is just something that will help me move from place to place, a utilitarian necessity.

I realize now that my life may continue to bring changes and new opportunities. A few years ago I wouldn't have imagined the way my life is today, nor that my birthday desires would be for things to help me communicate more effectively with others. Two years ago I also didn't expect Apple Computer to be facing many of the changes and new opportunities that it has today. Like me, Apple is seeking better ways to communicate what it has to say.

Again, Dr. Amelio's strong points are not public relations and marketing. In order to grow revenues by increasing sales the company needs to change buyer's perceptions. Dr. Amelio brought a new discipline and some much needed direction to Apple's software development and hardware design. This new structure made it possible to change top-level management so easily. A workable structure is in place that will support Apple's continuing operations. Now the company needs to sell more products and revamp its moribund image.

The world awaits the official release of Mac OS 8. I've been systematically upgrading my software and performing general computer maintenance and software updates to prepare

for the receipt of my copy. Technologically speaking, times have never been better for Apple. Their hardware is among the best in the world and their operating systems (Mac OS 8 and Rhapsody) are poised to set new standards for ease-of-use and customer satisfaction. Strangely, at a time of great change and seeming uncertainty for Apple Computer, I'm more excited than ever about their products.

I do not wish to spend time speculating about who will be Apple's new Chief Executive Officer. That decision will be made by the Board of Directors. I wish them well. I just hope the new CEO will be successful at changing Apple's public image and excite both press and buying public about Apple products.

Properly managed, Apple Computer's domestic image should be that of an American icon. Its story should represent something bigger than itself. A company started in a garage and now makes hardware and software products that are the tools of choice for many of the world's most creative people. Millions of people want Apple Computer to succeed. I'm sure that Gil Amelio is among them. He may even have a chance to write about his important role in the turnaround at Apple. I hope so.

As for me, I simply wish to enjoy my birthday tomorrow, spending time with my kids and a few close friends. With all the changes in my life, it will be nice to pause, have some fun and a little cake, too. Now, it's simple things that matter. For Apple Computer, a simple story must be told. They make the world's best personal computer and OS. Never mind the financials or market share, it's the computer of choice for people who dream, people who create and people who make art out of the experience called Life.

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



ABOUT THIS PARTICULAR
OPINION

APPLE CIDER, BY TOM IOVINO
RANDOM SQUEEZINGS FROM A MAC USER



MacCoaster

Living in Florida has afforded me several advantages over my friends who have decided to live in states further North. (Before I go any further, I need to make an announcement that no, I was not born and raised here in Florida. In fact, I believe that before routes I-95, I-75 and I-10 were constructed, the state had a population approaching that of the audience of an Oprah show.) The most obvious advantage is that when October rolls around, my friends can be seen taking their heavy winter clothes out of storage and dreading the long, cold, gray months. I'm usually trying to decide upon which stretch of beach I'm going to catch a few rays. The changing seasons (i.e., shivering for months on end) holds no allure for me.

The best advantage, though, is that I live where people want to go on vacation. Accordingly, I get to do things year-round, while my friends get to them for about a week when they come to visit. They then return to the frigid North. Sure, talk to me about missing the changing of seasons!

Living in a vacationer's paradise has its ups and downs. Crowded restaurants and very large cars sporting out-of-state license plates driving very slowly in the passing lane qualify as downs. Easy access to the many nearby theme parks is a definite up, especially for me, a roller coaster addict.

My favorite theme park is Busch Gardens, The Dark Continent. It appeals to me because I get to sample several of the company's master brews for free. Most importantly, the owners are dedicated to building large, fast roller coasters. In fact, they want to build the largest and fastest roller coasters in the country.

A few years ago, Busch Gardens introduced Kumba, a gut-wrenching, head spinning 90 seconds of sheer terror. To get the full experience, one should first stand on the bridge leading to the area where Kumba resides. Its track wraps almost completely around this bridge, and you can hear the riders' terrified screams and the roar of the coaster as it speeds by at 70 miles per hour.

Riding Kumba, of course, is beyond description. In fact, it is almost a religious experience, since you find yourself pleading to a higher power for mercy just before the first steep drop. All was fine, and I had reached roller nirvana.

But then, it had to happen. Busch Gardens' management announced that they were going to build a "better" coaster. Bigger. Faster. More dramatic. How could this be? We already had the best coaster in the country as far as I was concerned. For them to say they could

improve on coaster perfection was absurd. Nothing could equal the experience of the mighty Kumba!

As a dedicated Macintosh user, I find myself feeling the same way now that Apple is preparing to roll out OS 8. For years, we in the Macintosh community have watched System 7 grow from the new kid on the block to something which works so well, we often forget it is there. Photoshop sails through scanned photos. PageMaker rolls through the largest documents. Others barely miss a step. The system is virtually transparent. The only time you ever notice your OS on a Mac is when something goes kerfluey and you need to restart. This certainly has not been a common occurrence, and when it does happen, relief is a quick keystroke away.

Once, I went to the park while the new coaster was under construction. Over the brightly painted plywood panels used to keep the crowds out of the construction area, I could see cranes hoisting large sections of track and support beams high into the bright blue Tampa sky. Workers scurried from girder to girder to guide these pieces into place. It looked impressive enough, but I was still skeptical. After a few moments, I was compelled to make a beeline for Kumba and have a go at it. I knew I was still going to get the ride of my life, and that's exactly what I was looking for—something to chase away the feeling that change was coming.

As we crested the top of the first rise, I could see the new as-yet-unnamed coaster off in the distance. It looked mighty high, and the turns looked mighty tight. It held definite promise. Within seconds, we were diving towards the first tall loop and I put the image out of my mind. After all, I was still on the most daunting coaster I have ever ridden. It felt solid.

As Apple's OS 8 release date approaches, I find myself similarly skeptical at times. Although we're getting snippets from Apple in the form of press releases and statements from the software developers, System 7 still feels tangible. The danger is that now I may become too attached to it. Even with all of its warts, System 7 still works like a champ. I am a believer. Besides, Apple has launched a few technological trial balloons in the past. Some technologies such as QuickTime have taken off like gangbusters. Others...well, let's let those sleeping dogs lie. Will Apple have the fortitude to keep the train on the track and see something as elemental as an operating system through?

On the other hand, while System 7 is still years ahead of the competition's best effort, it's starting to show its age. Something as simple as changing printers, a task done all too frequently among us Desktop Publishers, involves a trip to the chooser, a relic from System 6 and the days when DOS was king and Mac was just beginning to show its superiority. Need I mention the dreaded "Type 11" errors which seem to plague those of us who surf the 'net? Face it, System 7 was created when the Internet as we see it today was a dream. It really does need some improvements.

Finally, it had to happen. The new coaster opened. It was named Montu and been hyped as a "giant killer." I got to the park early. There was only one place to go—straight to the new steel behemoth. Judging from the length of the lines waiting to board the coaster, I was not alone in feeling that Montu had issued a challenge which must be accepted.

Fortunately, the park staff was sharp that day and had us moving quickly toward the metal beast. The first time I saw the coaster pull up to the platform, I had a feeling I hadn't felt

in a long time. Not since...my first ride on Kumba. I was scared! That sealed it for me. I waited patiently for the first available seat and climbed on board. Once I pulled the restraint down over my shoulders and snapped myself in, I knew there was no turning back. The experience was familiar. I knew the drill for securing myself in the seat firmly so I didn't become a projectile launched across Busch Boulevard. I knew the look of terror on my fellow riders' faces. The wobbly-legged, pale-faced stagger of the people getting off the coaster ahead of us was a familiar sight, but it was new at the same time. Montu is an inverted coaster, so your feet dangle in the open air below your seat while the cars ride on an overhead track. Very disconcerting. Very nice! It was a completely unexpected twist to the experience I had come to expect.

As we get ready to load the first release of OS 8, the former Copland, the new Tempo, onto our beloved Macs, I hope we'll notice how similar to System 7 it is in ease of use. I hope our favorite programs truck along just as nicely. Multithreading, an improved user interface, and other items designed to enhance the Macintosh experience are necessary if Apple is going to maintain its loyal customers and win over the skeptics. I hope we see improvements which will keep Macintosh rated as "the premier computing platform" well into the next millennium. Still, we need to remind Apple that the loyal customer base it's built over the years needs to be handled with kid gloves. Change is always traumatic.

Climbing to the top of the big hill on Montu for the first time, I shot a glance across the park at the sinuous curves of Kumba off in the distance. It stood out majestically in the bright Florida sun. One of the coasters was pulling to the top of the first big drop. Yeah, I've been there and done that a few times. You know, Kumba was very good.

I knew Montu was gonna be my favorite as we started the first big drop.

"Apple Cider" is © 1997 by Tom Iovino, tkiovino@aol.com.



ABOUT THIS PARTICULAR
OPINION

MACADEMIA NUTS & BOLTS, BY BELINDA WAGNER



Want A New Apple For Teacher?

Most of us who are no longer in school make resolutions only at the start of a New Year. Educators, students and parents of students have a second round of soul-searching and resolution-making: during the summer months. PTA Boards around the country are hashing out their 1997-98 budgets. By the time school begins, the ink will be dry. Teachers and parents may be less than ecstatic with the relative priorities of such educational tools as a new playground versus at least one computer per classroom.

I don't know how the school budgets of all our loyal ATPM readers are negotiated, but the process at my daughter's school is scary. Our PTA Board is zealously dedicated to raising over \$20,000 for a new, state of the art playground during 1997-98. This was a shocking revelation after listening to our Media Coordinator endure the Board's Inquisition about how the 1996-97 PTA monies (about 1/2 the amount planned for the playground) were utilized. My expectations for the 1997-98 expenditure discussions are fairly dismal at this moment.

I often feel like a "lone voice in the wilderness" when I attend the PTA Board meetings. Many of the other Board member parent are exasperated that the School district keeps buying Macs when their children have PCs and Windows 95 at home. Most use Wintel boxes at work and are entirely convinced that their children are learning an archaic and useless computer system at school. How can they help their children when the school's computers don't have the same operating system as their home computers? Aren't the members of the Media & Technology committee aware that companies like Dell and Compaq are **giving** computers away to schools that merely call and ask?

I have on at least three occasions explained patiently that any work a student does on a PC can be read into a Macintosh at school. If shuttling of files between school and home is necessary, the student can save their work on an IBM-formatted disk.... Well, you know the spiel. I certainly don't need to repeat it here and preach to the converted.

As for the computer giveaways, well **of course** they're giving them away. They want a piece of the education market that Apple dominates. These Wintel-loving parents are blissfully unaware of the immense sums of money their employers sock into technical support. I counter with the numbers (courtesy of Evangelista sources) and then hit them with this question, "Are you willing to vote for another property tax increase to pay for the upkeep of this wonderful Wintel network you'd like to enforce?" I'll leave it for your imagination to fill in the most common answer.

These parents conveniently forget just how many times they've reinstalled Win95, how many hours it took to copy Win95 to that huge pile of disks they had to purchase separately from that wonderful "bargain" machine that decorates some hardwood surface in their home, and other bouts with annoying glitches. After being forced to work with Windows NT over the last few months, I'm beginning to suspect that Mr. Gates has embedded subliminal hypnotic memory erasers in the light pulses that emanate from those monitors. After a lengthy NT session, it always takes an hour or so on my Mac to feel oriented again. And I don't even play that Windows Solitaire...

So, all fund-raising activities this year will be siphoned off towards playground equipment. We worked so hard last year to train all the teachers on the Internet. A few have gone the extra mile and are very excited about using HyperStudio, Claris Home Page and other multimedia applications to enhance their curriculums. How deflating it will be for some to hear the dreaded judgment, "Sorry, but we need to buy this \$4000 slide. Your idea will just have to wait until next year."

Gil Amelio's departure from Apple Computer was ill-timed for the education community. More negative speculation about the company's longevity is not going to provide credible back-up to those teachers and parents who are lobbying to purchase more Macs for classrooms and computer labs. All the more reason to read on....

Before the tone of this column gets too morose, let us remember that Macs are the most personal of computers! The Mac community is plucky, resilient, creative (because we get to actually accomplish things with our computers). That PTA Board made a grave error this year. I'm just a tad more than peeved with their overall condescending, short-sighted attitude.

What's the best revenge? My answer to that rhetorical question is, "Funding." OK, I'm a scientist. I live and die by grants and manuscripts. Consider for a moment, how many of you would choose to pay full college tuition for your children if someone were willing to foot all or part of the bill? Well, I'm here to tell you that there is money out there for educational projects. People are willing to give schools, teachers, parent groups the funds to make their dreams a reality. All you have to do is ask. Nicely.

"Asking nicely." Is that a more comfortable than "Grant application?" OK, from now on, that's what I'll call it.

The first steps are figuring out what questions you'd like to ask. Teachers, what are you thinking about for the fall? What ideas are you hatching to engage the imaginations and energies of your students? Parents, what aspects of technology excite your kids? What would they really love to do that would foster teamwork and shared learning?

Write down those thoughts. It doesn't matter at this point whether the ideas are fully developed. We're brainstorming at this point.

Now, what resources are at hand? Computers in the classroom? Lab? Is there an Internet connection needed? Does an adequate one exist? What software is the best for the project? Is it available? Is there one particular teacher with some knowledge or experience that is related to the project, or is there a team of teachers and/or parents? Let's not forget local businesses and other educational/cultural institutions, might they be interested in helping with expertise or donating time/equipment?

Again, the list doesn't have to be fully-formed or comprehensive. It's a toolbox.

Now, the next step is to get a list of potential money sources. This is where a lot of people go glassy-eyed. But, never fear! The Web is your ally here!

There are literally thousands of sites out there. Believe me, I've "hung ten" on this subject until my toes have become numb. To save you from "wipe out," I'll point you to just one Web site. Seriously, one.

Kathy Schrock is a librarian. One of our readers asked me not to forget librarians in this column, so here is one tribute. This woman has put together the most comprehensive, easy to navigate, informative site about this subject that I've ever seen. Her URLs all end in .htm, so I suspect she's a Windows user, but nonetheless, she's has provided a marvelous service to all you ATPM readers who are spurred into "asking nicely."

Kathy Schrock's Guide for Educators:

<<http://www.capecod.net/schrockguide/index.htm>>



The grants section is found on page:

<<http://www.capecod.net/schrockguide/business/grants.htm>>



So, you've got your ideas and your list of funding sources. Now what? Well, the best way to describe this part of the process is a "courtship." You may have to modify some of your ideas to "fit" the goals and objectives of the foundations and agencies who are doling out the dollars. Be sure to read the instructions carefully. If you can get a list of "nicely asked questions" that received money in the recent past, that's really helpful. The titles alone will yield lots of clues to what the group likes to fund.

Now comes the easy part - writing. Don't be intimidated. The people who make these decisions are just like you and I. They want to "spend" their money wisely. They want to accomplish some objectives. Most of them have kids (or nieces/nephews or grandkids) of various ages and can identify with your situations. Just write like you're having a conversation with them. Tell them what you want to do, why it's important, and how you'll "measure" your success to report back to them.

Hmmm...measure your success, report back...what does this mean? Well, think of it this way. Your kid, or a neighbor's proposes to take care of your yard during the summer for a price. What if you were out of town the entire summer? Would you want to give them money for a job if you couldn't find out if they were actually doing what they promised? What kind of reassurance would you need? Well, one way would be for an independent neighbor to take photos on predetermined dates and send them to you. The same information could be provided by phone, or fax. Maybe you'd want the opinions of two or three different neighbors.

It's the same thing with agencies that give you money to a question "nicely asked." They want to get some feedback about the success or failure of your idea. So, it's important to explain how you will evaluate your progress. The methods should be acceptable to most people and be suited for communicating over a distance. The best reporting methods are those which are accomplished right along with the meat of the project, a web page for example. Maybe you'll create a new course and package it for others to use. The

possibilities are endless.

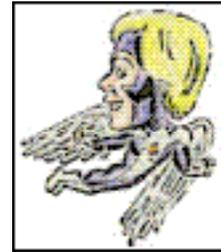
Go forth, ask nicely, and may you win freedom from the tyranny of PTA Boards and District Offices want to foist incompatible operating systems on hard-working educators and students. I'm behind you all the way.

Please email me with questions, etc. I'll be happy to help as much as I can. Maybe we can have a special ATPM Page O' Grants this year!

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ABOUT THIS PARTICULAR
OPINION



MACMAN TO THE RESCUE! BY MIKE SHIELDS

It always amazes me how every month, right before deadline, I'm handed a topic or two. There's not much actual Mac stuff this month, just stuff in general. For instance, I've discovered my own version of hell. I'm setting IP addresses for people half my age.

You Too, Can Be An Intern

Summer has rolled around, and with it, a new batch of graduates and near graduates arrive at Huge bent on impressing someone, so that down the line, they might get hired full time. Actually, I used this same strategy back in '83 and was able to fool them for almost three years. But that was my first column, and this is my 15th. Or 16th. I've lost count.

Anyway, I'm sitting in the Bullpen reading my eMail, and a call comes in. A Huser can't connect to Netscape. I know, you don't actually connect to Netscape, you connect to the Web, but that's how the trouble ticket read. I arrive. The first thing I check, after noticing that the customer isn't there, is the MacTCP control panel. This was a Quadra 610. Yes, Huge is still living in 1993. I'm waiting the requisite three minutes for the control panel to open and the customer has yet to appear.

When MacTCP finally opens, I notice 0.0.0.0 in the slot for the IP address. Ok, problem solved, right? Well, not quite. This cubicle didn't have its green card. After calling INS (Ok, Network Operations), I set the IP properly and restarted the machine. As all of you know, you must restart your Macintosh for changes to take effect. The machine tells you that when you close the panel. As the Quadra chimes, this fresh-faced kid walks in and introduces himself. Yes, Apple as a company is older than this guy. I'm probably gonna faint when I'm doin' this for someone that's younger than the Mac.

Fireworks

As this is the July column, the fireworks will be over by the time you read this. Or will they? I spent the 4th with my family. They're doin' great, thanks for askin'.

We watched fireworks at Wilson Park in Torrance. They ended at about 9:30pm. My almost-three-year-old daughter buried her head the entire time. Of course, if you ask her today, she liked them. I'm sure I'll have this kid thing worked out by the time Scott, my youngest, is 18. We packed up, went home and put the kids to bed. Next year, we'll repeat the process.

Or, you can look at what's happening to Apple. I was put on this special project, very hush-hush. Ok, I'll tell you, because you're ten thousand of my closest friends. I was

handed a list of names. Corporate bigwigs located in El Segundo South. My mission: go to each and every person's computer and download all their data files onto Zip Disks. I was even given a Zip drive to carry from place to place. I had to accept this one and no tape self-destructed in five seconds. I was finishing up with a VP that had four disks worth of data to download. The process was slowed because he felt that he was the only one that could touch his PowerBook 3400c. Of course, if I had one, I'd probably feel the same way. I was asked to hot mount the Zip drive. I don't recommend this because it can blow the SCSI circuits and it slows the machine down. Fortunately, the Huser was not your typical corporate type, so the time passed rather quickly. About halfway through, I received the newsfeed on my pager. Gil Amelio had resigned.

Other staff of this here issue of ATPM will have their own take on this, but here's mine, "Don't Panic!!!" To elaborate, Gil has ultimately done everything he set out to do. He's cut costs, streamlined the company, and gotten OS development back on track. When you do these things, you make a lot of enemies. For instance, how many of you out there were logged into eWorld at midnite, March 31st, PST? I turned the lights out, and I can let you know now, for the first time, that I was indeed the last one logged into eWorld. I was unhappy at the time, but I sucked it in. Amelio had to do it.

Online services are on their way out. Just ask Steve Case. It amazes me that AOHell hasn't collapsed under its own weight yet. I know we have some readers out there using this service, and I pray for you every night. This was the first of Gil's many decisions that weren't necessarily popular. Add this to the pressure of trying to put a the positive spin on Apple's financial reports.

Stockholders are a shortsighted bunch, by nature. Apple's Board of Directors' montra sounds like, "What have you done for me lately?" Next week, Apple might post another loss. I've heard different numbers, so I'm not going to make a prediction here and be proved wrong by the time you read this. However, I can tell you, it may not be pretty. Look for the Wall Street Journal to announce the death of Apple, yet again. How many times has Apple died, recently? By my count, it has lived more lives than a cat. But I digress. As a result, Gil believed he needed to resign, or was forced to. I don't have the full story on that one, either.

What I do know is, at this point, Apple's stock can only go up. The fireworks I mentioned earlier will occur as various people speculate who will be the next CEO. The name that came to most minds immediately was Steve Jobs. He's been put on the search committee, so I doubt he's in the running. Or he could turn around and say I've found myself. Most people have to go to sensitivity training for this.

My personal choice is the Evangelist himself, Guy Kawasaki. Don't bet too much money on this because almost everyone I've talked with doesn't think it will happen. What you can put money on is that Apple's got some screamers coming out this Summer. These will bring the company into profitability next quarter and every quarter thereafter. I'm not a stock analyst, so consider it just a gut feeling. Don't sink your life savings into Apple stock. However, if you choose to and make money from it, I'm still looking for \$600K to finance my film. As Wintel computers fall by the wayside and Our Good Buddy Bill tries to consolidate his six different OS'es, Apple will still be there. It's always amazes me how a company that ranks 22 places higher than MonopolySoft on the Fortune 500 can still be classified as "struggling."

So, either the fireworks are over, or they're still exploding. It all depends on how you look at it. Just make sure you don't hide your head like Amanda did.

MacMan to the Rescue!!!

No questions this month. Strange, usually I get at least one. Well, I did get one, but not through this column, so I'm hesitant to use it. I can only conclude that all your Macs are working as they should. Well, I'm gonna be away for a week, so if you read this before the 21st, I won't be able to answer your question(s) right away. Rest assured, I do answer all questions in the order received, as quickly as I can.

MacMan can be reached at: MShields@atpm.com. Thank you for your support.



The Wait For 8 Is Over

In fact, you might even be reading this from a copy of Mac OS 8. Who do we have to thank? The new Apple. That's right, Apple's a different company now. It seems that the old Apple died with the Copland project about a year ago. The new Apple is all about setting realistic goals and meeting them. If 95% of the feature set for a system software release can be done by the deadline, then ship the part that's done. (The Microsoft counterpart to this strategy is to simply rename the product. Windows 97 is late? Then let's ship it "on-time" as Windows 98.)

This strategy is far better than delaying the whole release for two months until everything planned for the original release is ready. Users get (most) of the features they want, and Apple gets to jump up and down for the press, joyful that it's shipped x consecutive software releases on time. Plus, Apple ships more releases per year, which brings in more money. When a company has lost money for as many consecutive quarters as Apple, every little bit helps. Finally, Apple receives more customer feedback on how it's doing. The company has become more responsive to user suggestions, probably because of the new distribution strategy.

Little Improvements That Add Up

The first thing you'll notice after installing Mac OS 8 is the new Finder. It has most of the features planned for Copland's Finder. List views have grey backgrounds indicating by which column the list is sorted. However, I find them distracting and wish they could be turned off. White guide lines make it easy to find information that goes with a file or folder. Relative dating uses "Today" and "Yesterday" in place of the day, month, and year for recently modified files. The new Finder is not perfect. You can't reorder or resize the columns in list view. There is no sorting by a hidden column, nor can you change whether sorting occurs A-Z or Z-A. But, most of the original Copland Finder is there, and that's what counts.

Probably the weirdest change is the relocation of the Help menu. The Balloon Help menu first appeared in System 7.0 and took its place next to the Application menu on the right side of the menu bar. When System 7.5 added AppleGuide support, the icon of the menu changed from the Balloon Help question mark to the AppleGuide question mark. Now, the icon is gone completely.

Apple's user testing showed that new Mac users (the ones most likely to need access to AppleGuide and Balloon Help), didn't realize that the question mark was a menu. The users I've talked to had the same reaction. Apple's solution was twofold. First, the Help menu icon

was replaced with the more sensible word, “Help.” Second, it was moved to the left side of the menu bar, where it’s grouped with other menus of the currently active application.

In general, I think this solution makes Mac OS easier to use. As a user, though, my preference is to return the Help menu to the right side of the menu bar. In Mac OS 8, the Help menu is shifted to the left or right depending on the width of the current application’s menus. It doesn’t make sense that menus common to every program change location. “File” and “Edit” don’t move around, so we always know where to find them. Remember, one advantage of Apple’s new distribution schedule is that it can be more responsive to user feedback. Tell them what you think.

Another change is important. Mac OS 8 has drop-down, Windows-style menus. When you click in the menu bar, the menu drops down and stays down even if you release the mouse button. Apparently this makes things easier for users with experience on other operating systems. The OS 8 team did an excellent job of adding this “feature.” Menus seem to be smart, in that they behave like System 7 menus if you pull them down and behave like Windows menus if you click and pause.

Contextual Menus

A bit late, I must admit, but contextual menus are finally here, and Apple has done an excellent job of implementation. When you control-click an icon in the Finder, or in any other program that supports contextual menus, a menu pops up under the pointer displaying a list of commands directly relevant to the selected object. This feature has been available on other operating systems for years, with one important difference: it required a two button mouse. The Mac’s single-button mouse has always been more accessible to new users, and it’s far more comfortable for advanced users. Plus, contextual menus are a nicety. You don’t need to use them; they just make life easier. So new Mac users won’t know about (or need to know about) contextual menus. This eases the learning process, and promotes the Macintosh way of gradually revealing new ways to accomplish tasks, letting the user decide which to use.

In addition, contextual menus are extensible, meaning that developers can write plug-ins to enhance the menus’ functionality. There are already a number of shareware plug-ins available, which do things like change the type and creator of the file, make it invisible, etc.

July 1997, Early AM

Probably the first thing you’ll notice with Mac OS 8 is the new look. The way the menus, popups, buttons, sliders, windows, and the rest of the user interface look in Mac OS 8 is part of the Apple Grayscale Appearance (also known as the Platinum Appearance). This is very similar to the interface make-over presented by shareware products such as Aaron and Kaleidoscope, only it’s slightly different and more complete. The Finder’s new look, for marketing purposes, appears quite modern, but it hides what it really represents. You see, Mac OS 8 is the first release to ship with Apple’s Appearance Manager. You might have heard about the Appearance Manager in the context of Copland’s theme switching. Unfortunately, theme switching is missing from Mac OS 8 (one of the casualties of

shipping on-time) but with the release of Appearance Manager 1.0, the groundwork for theme switching is in place.

The Theme Manager will ship with a later system software release, possibly Mac OS 8.2, but again, that's not the main issue. What is significant is that the Appearance Manager is probably the single most important feature in Mac OS 8.

To programmers, the Appearance Manager represents a library of common Mac OS interface elements. Rather than writing individualized code to implement these elements, programmers can use standardized tools provided by Apple engineers via the Appearance Manager.

The Appearance extension (which is, incidentally, required in Mac OS 8) represents a lot for users, too. Programmers won't waste time reinventing the popup menu or designing press-buttons, so they will have more time to work on the application software itself (adding features, bug-testing, shipping to the public sooner, etc.). Applications written using Appearance Manager controls will look like Mac applications. This is great because the "Mac look" is no longer as consistent as it once was, partially because developers each wrote their own interface elements in slightly different ways. The Appearance Manager gives developers a common set of tools to work with. This will should help revive a standard of quality in Mac interfaces. Finally, when the new Theme Manager ships, users will be able to switch themes as they've been told about since Copland was introduced.

Final Comments

Mac OS 8 represents a triumph for Apple, but not for the reasons you might expect. It is not "the ultimate Mac OS," nor is it a "killer product." Contextual menus and the Appearance Manager are the triumphs, along with spring-loaded folders and other Finder enhancements that I haven't discussed. They are useful today. More importantly, they lay a foundation for future enhancements, while improving the Macintosh user experience. They lay the groundwork for greater things in the coming months and years. The promises of Copland have taken a long time to come to fruition, but pieces of the project have started to trickle in.

My main gripe is you can no longer set global Finder view options. This complaint is shared by everyone I've talked to who has used OS 8. This will be a perfect test of Apple's iterative development approach—how well it responds to issues that users feel are important. I'm optimistic that something will be done, probably in Mac OS 8.01, schedule for September or October.

Not too far off in the future, Rhapsody promises to be a re-invention of the Copland-Gershwin plan, different yet equally worthy. Apple's first developer release for Rhapsody will be late next month. These are exciting times.

We Have A Winner!

CatInCalif@aol.com was the first person to correctly identify the type and creator codes in last month's Personal Computing Paradigm. Congratulations CatIncalif.

Here are the correct answers:

R*ch BBEedit creator

Dk@P DocMaker Stand Alone Document

ttro TeachText Read Only Document (also SimpleText)

CAR0 Acrobat Reader Creator

SIT! StuffIt Deluxe creator

8BIM Photoshop creator

"The Personal Computing Paradigm" is © 1997 by Michael Tsai, mtsai@atpm.com.





BY JAMAL GHANDOUR, jghandour@atpm.com

Graphics File Formats

The exciting news about Amelio's departure from Apple and the upcoming release of System 8 completely overshadowed important news in the graphics field. QuarkXPress 4.0, Painter 5.0 and MetaCreation's SOAP (the first product of the merger between Fractal Design and Metatools) are a few of the exciting products recently launched into the market. With such a huge suite of graphic programs, and with more being release almost daily, it is difficult to decide which program(s) to use for your graphics projects. One solution is to work on a single project with two or more applications, interchanging the file back and forth between applications until you reach your desired goal.

With this in mind, I decided to discuss file formats this month.

The terms "vector" and "bitmap" graphics are mentioned here, so for those of you who would like more information on these terms, please refer to the article describing them in ATPM 3.04.

The most common file formats are listed below and some of their properties are compared in the accompanying table:

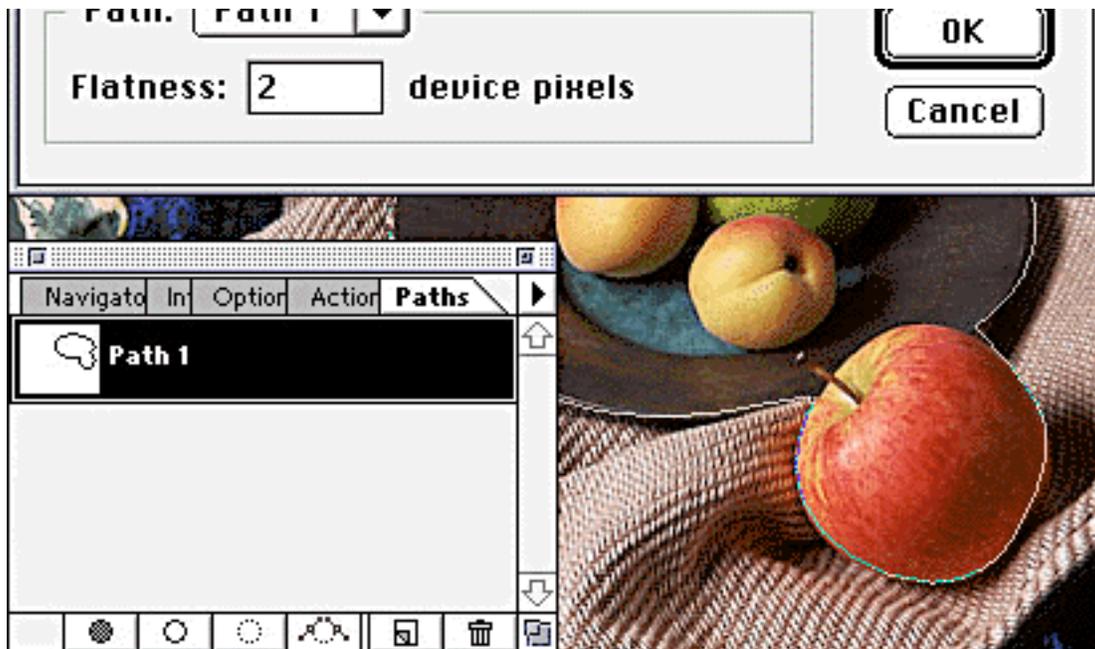
Macintosh PICT: Picture Files: This is the most common file format used on Macs for pixel images. Note that during JPEG compression, image quality will be lost, especially with higher compression settings. Also, the PICT format is not supported in non-Mac environments, but can be converted using specialized utility software.

Advantages: Widely supported on the Mac market, which means that files can be easily interchanged between most Macintosh programs. However, this format is not so good for high end jobs.

Macintosh EPS: Encapsulated PostScript: This is the most comprehensive file format used on Macs for most types of images (vector and pixel-based).

Advantages: The only way to go for Desktop Color Separation (film making) and clipping paths (dropping out of images).





Universal TIFF: Tagged Information File Format: This format was invented by Aldus (the company who wrote Freehand and was bought by Adobe). It is less common than PostScript but still has a big market for pixel images. Illustrator has recently added support for it. LZW compression uses a lossless quality compression scheme.

Advantages: It fares much better than PostScript for low-end printers that do not support PostScript, giving much clearer images on printouts.

Universal GIF: Graphic Interchange Format: The power of this format derives from its limitations. Images have reasonable file sizes and a crispness enjoyed by few other formats. Its built in (lossless) compression format is particularly suitable for blocks of solid color. It also supports progressive decompression (where the image is re drawn in phases), which is useful for web graphics.

Advantages: Very common for web purposes. Of particular note is the GIF format's ability to handle transparencies.

Universal JPEG: Joint Photographers Expert Group: This group identified elements that,

when removed, have the least effect on an image's quality. The result is smaller file size. JPEG format is now commonly used with many high end printers to reduce printing time.

Note: Be careful not to over-compress images. Lost detail cannot be regained and is particularly noticeable in images containing text.

Advantages: Smallest file size in most cases and support for progressive decompression (when the image is re drawn in phases on the web) make it the format of choice for web images.

A final consideration is what type of color formats are supported. RGB is what your monitor uses; CMYK is what printers use; and indexed color is used to keep file sizes small.



Since formats are updated every now and then, it is possible that newer versions will support features that are not supported as yet. Next month I can discuss how to exchange the formats between applications and platforms or go on to work on some 3D animation stuff, it all depends on the amount of email I get rolling!

	PICT	EPS	TIFF	GIF	JPEG
Supports DCS?	no	yes	no	no	no
Supports Clipping Paths?	no	yes	no	no	no
Supports alpha channels?	no	no	yes	yes/no*	yes/no*
Supports Compression?	yes	yes	yes	yes	yes
Compression type:	JPEG	JPEG	LZW	run-length	JPEG
Supported by non-Mac platforms?	no	yes	yes	yes	yes
Color formats:					
CMYK	no	yes	yes	no	yes
RGB	yes	yes	yes	no	yes
indexed	yes	yes	yes	yes	no

*depends on version



CSS & GREY(Kuwait). He also works as "Creative Art Director" at Swiftel international communications.



ABOUT THIS STUFF

REVIEWED BY EVAN TRENT, etrent@atpm.com



BBEdit 4.0.4

Product Information

Published by: Bare Bones Software

PO Box 1048

Bedford, MA 01730-1048

Phone: (617) 676-0650

Fax: (617) 676-0651

Email: sales@barebones.com

Web: [<http://www.barebones.com>](http://www.barebones.com)

As a programmer, a webmaster and an genuine power user, I can honestly say that I have encountered few programs as valuable as BBEdit. Beyond its speed and flexibility lies an extremely well designed user interface. For the modest user, BBEdit offers a host of features without a steep learning curve. For the power user, it enables complete customization and total control over every intricate feature. Simply stated, BBEdit is one of those rare programs that is hard to improve upon.

What Exactly Is It?

BBEdit is a text editor. It's not a word processor; keep that in mind. BBEdit was originally created for programmers who were dissatisfied with the editing capabilities of integrated programming environments such as Symantec's Think C. Yet BBEdit has grown from the modest programmer's tool it once was. Although many still use it as an alternative editor, webmasters all over have discovered its value as an HTML tool. Personally, I have found it useful for batch text processing as well. I've even used BBEdit to recover data from corrupted files. In short, BBEdit is enormously helpful for executing a variety of tasks.



```
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<HR>
<p>
<A HREF="#whatis">What Is BBEdition?</A> * <A HREF="#features">BBE
</p>
<p>
</p>
<p>
</p>
<TABLE CELLSPACING="2">
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<p>
Bare Bones Software released <B>BBEdition 4.0.4</B> on <B>March 25
<p>
Version 4.0.4 of BBEdition includes all of the capabilities and en
improvements. For a detailed list of the changes incorporated
</TD>

<TD>
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</TD>
```

Webmasters—You’ve Gotta Check This Out

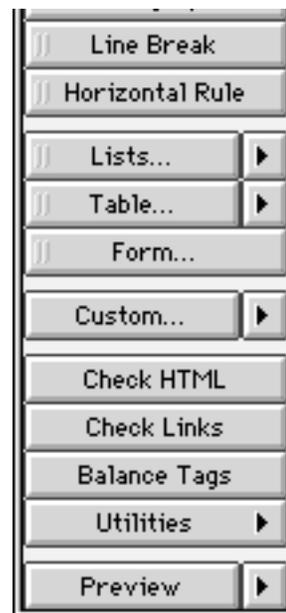
As the webmaster for a handful of sites, ATPM included, I have found BBEdition to be an indispensable tool. I generate, edit and manage sites using only BBEdition. Its powerful Extension facility, made available early in version 3.0, prompted people to write HTML markup extensions. Bare Bones realized their utility and incorporated them into version 4.0. Now, BBEdition is a full-fledged HTML editor. Its floating window provides a host of HTML features. Among these are: generation of HTML code for almost any situation; HTML syntax checking; and a text spelling checker that ignores HTML tags. These features are incredibly useful for managing online publications such as ATPM.

Furthermore, BBEdition has syntax coloring. The user defines words that will appear in different colors. Reading HTML tags that are highlighted by color is far less strenuous on the eyes. BBEdition’s preview facility is also excellent. It allows the user to choose a browser, such as Netscape or Internet Explorer, and preview HTML code with the chosen browser by pressing three keys on the keyboard (Command-Control-P). This feature significantly reduces HTML authoring time.

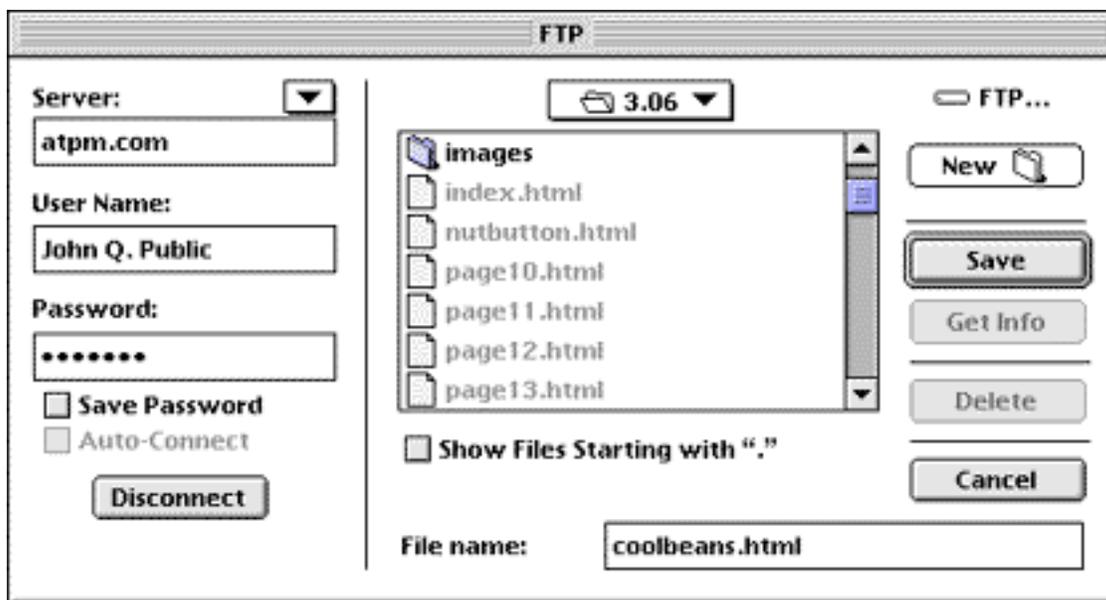
BBEdition provides an Internet menu, which allows the user to define and launch FTP client, mail client, web browser, NCSA client and other applications from within BBEdition by the clicking a button. Webmasters will appreciate BBEdition’s ability to create projects composed groups of files and directories. This architecture provides a pictorial view of a site’s hierarchy and easy access to any number of embedded files.



Although these features alone make BBEdit an attractive package for webmasters, its true strength is text manipulation. One example is BBEdit's ability to translate text into an HTML table. Additionally, BBEdit offers one of the best search and replace facilities I have encountered. Multiple files can be searched and replaced in one command, nested folders can be included in the search, searches can include control characters (such as \r for a carriage return or \t for a tab) as fast as snapping your fingers. Two files can even be compared and BBEdit will generate a list of differences. This feature is incredibly useful! In addition, macros can be setup in a user friendly, point and click manner. Macros can be assigned keystroke shortcuts and/or set to repeat a designated number of times. Best of all, BBEdit offers unlimited undos and redos. Are you getting the picture yet?



As if all of this wasn't enough, with BBEdit, a webmaster can work on a web site remotely. BBEdit has an integrated FTP facility that allows the user to FTP an HTML file directly to a remote location. Changes can be made, and upon saving, BBEdit will automatically upload the new file version via FTP. This prevents synchronization problems from occurring between local and remote copies of a site. Files can be opened off of an FTP site as well. While it's a little on the slow side when compared to Anarchie or Fetch, the overall time-efficiency of this feature balances the scales.



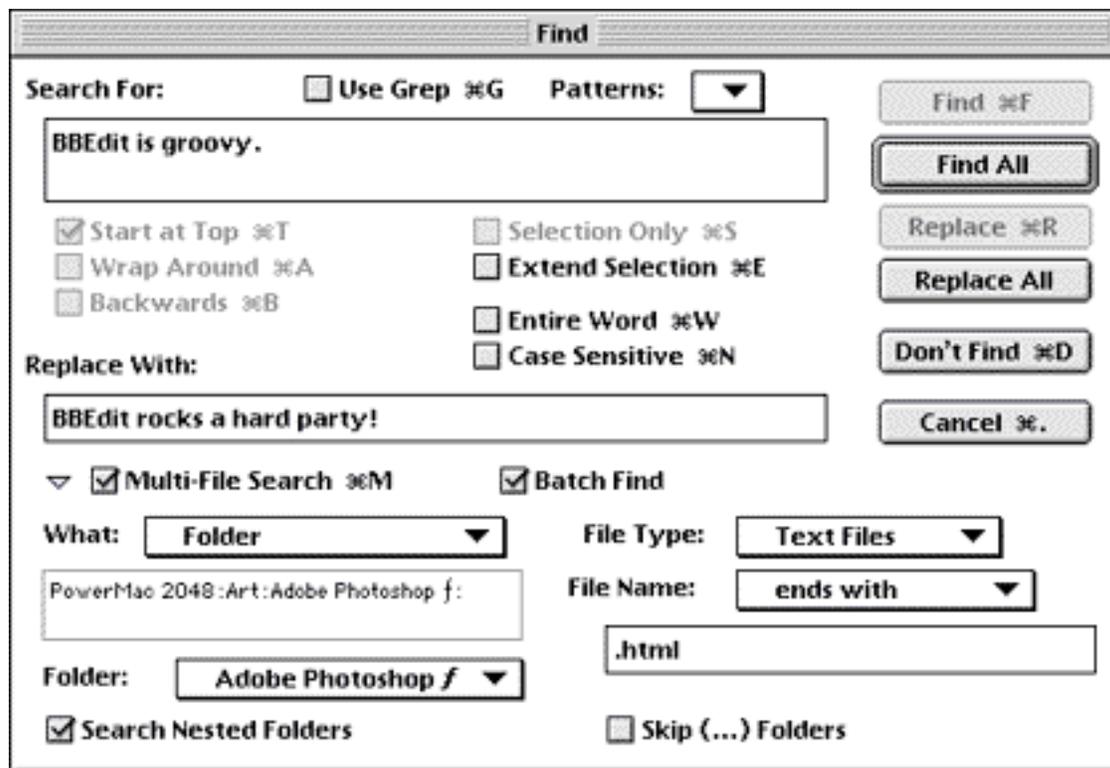
Other Features

It's impossible to discuss all of BBEdit's features. I've focused on the HTML suite because those are the features with which I am most familiar. There are a number of other extensions included with BBEdit that process text in other useful ways. For programmers, BBEdit provides an excellent alternative to integrated editors. It is fast, provides split

scroll, line numbering, a function popup menu and syntax coloring. BBEdit handles code formatting issues easily. It can indent or unindent, comment or uncomment large chunks of code, and it facilitates project management. BBEdit reads CodeWarrior and Symantec projects without a hitch.

Additionally, BBEdit is fully scriptable using AppleScript and/or Userland Frontier. There is a BBEdit Startup Items folder into which any file or application can be placed. Upon launching BBEdit, all files within the Startup Items folder will be processed in the appropriate manner. Possible uses for this feature might be to automatically launch a web browser previewing HTML or load Metrowerks CodeWarrior for working on C++ projects.

Yes, there's more. BBEdit uses the Claris XTND system and thus opens a wide array of file formats. However, should you need to "rip" the data fork out of a file for some reason, BBEdit will enable you to open any file and view the data fork as raw text. This is incredibly useful for recovering text from damaged files, or ripping text out of a file you can't otherwise read. Of course, BBEdit can deal with text originating from DOS, UNIX and Macintosh environments and can convert from one to another easily. As one might expect, BBEdit never complains about the size of a file, it simply speeds ahead regardless of how large a file it is processing.



Speed

This review really wouldn't be complete without mentioning BBEdit's incredible speed. While many of our readers might not consider speed to be a noteworthy trait for a text editor, I could easily find programs that deal with text in a drudgingly slow manner (Microsoft Word 6.0 comes to mind). BBEdit's speed is apparent in every task it achieves, from scrolling, to searching and replacing, to formatting HTML to executing macros, BBEdit is the fastest text editor on the face of the planet, and without question the fastest

HTML editor in the universe. While there may be flashier web authoring environments like PageMill or FrontPage, BBEdit runs circles around these packages and retains modesty in doing so. BBEdit doesn't have a lot of flare or fancy and useless features. It's a functional piece of software that performs every task it should, and it performs those tasks at the speed of light.

Nothing to Lose

BBEdit does an awful lot, and I've really only scratched the surface. If this review isn't enough to convince you to go out and buy BBEdit right now, it should be enough to convince you to download the free demo from the Bare Bones web site <<http://www.barebones.com>>. Try it for a few weeks. I'm sure you'll agree, BBEdit a fantastic piece of software.

Evan Trent, etrent@atpm.com is ATPM's webzinger. When not working on web sites, he enjoys C/C++ programming and desktop publishing. Every now and then he spends five minutes away from his computer.



ABOUT THIS
STUFF



REVIEWED BY ROBERT MADILL, rmadill@atpm.com

Canon Photography Workshop

Product Information

Published By: Multicom® Publishing

Phone: 800-850-7272

Fax: (206) 622-4380

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

Street Price: \$30 US

System Requirements

68030 processor or better

System 7.1 or later

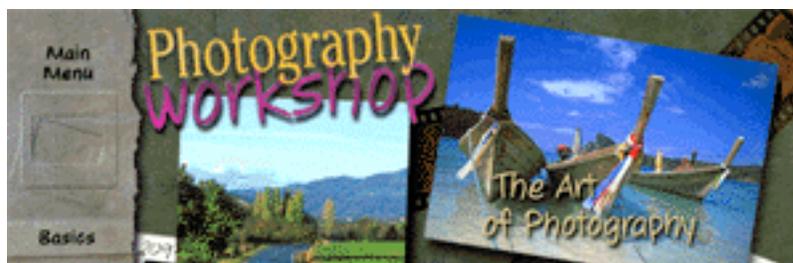
Minimum 4 MB free RAM

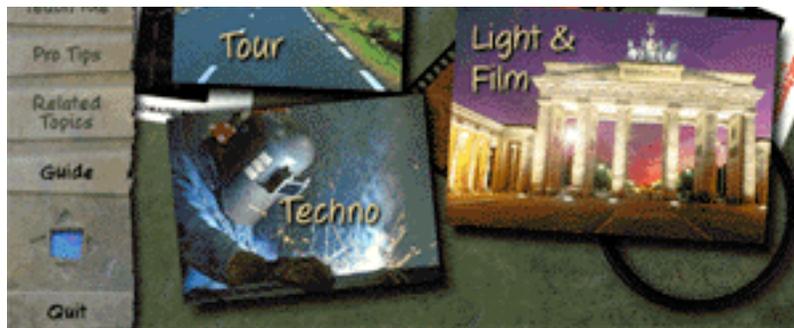
Minimum 12", 256 color monitor

QuickTime 2.0 or higher

Well, summer is half way through. You have probably taken holiday snapshots, developed them, paid premium dollar for the prints or slides, and wondered why the end result did not live up to your expectations. If you are serious about getting the most out of your 35 mm camera, the images you wish to capture, and reducing the associated cost, **Canon Photography Workshop™** issued by **MULTICOM® Publishing** in concert with **Big Wig Productions™** is an ideal CD-ROM to examine. As a matter of fact, this is the first time that I can say, without reservations, that a multimedia presentation surpasses any basic book on photography in content and effectiveness. Canon Photography Workshop's goal is to develop your skills in 35 mm photography so you don't need digital manipulation or special darkroom "magic." The emphasis is on interactive workshops within which individual creativity is encouraged and the concept of the single "correct" photograph is downplayed.

A hardrive installation demands just under 6 MB of space. The initial splash screen displays four major buttons leading to the topic areas of:





- **Techno** – discussions and demonstrations of shutter, exposure, aperture, lenses and focus concerns.
- **Light and Film** – insights into the interrelationships between lighting situations and photographic results.
- **Tour** – an excellent way to browse the depths of this complete package without feeling that you are studying for final exams!
- **Art of Photography** – suggestions as to how to improve your understanding of composition, perspective, story telling, using the ‘decisive moment’ and ‘thinking visually’.

Each one of these four themes will lead to “Workshops” which have their own individual introductions, an explanation of how to ‘work’ the “Workshop,” and a connection to the left side of the “splash screen.” The left side has a side bar of interrelated controls. The three most useful hot spot controls will be: “Basics,” “Teach Me,” and “Pro Tips.”

For convenience, I’ve decided to lead you through the “Techno” workshop. Here, you can see the effect of using different lenses (excellent fun for those of us who cannot afford many). You can choose from a close-up macro lens, an eye twisting wide-angle (fisheye), to an extreme telephoto lenses. The “Exposure Workshop,” demonstrates the relationship between aperture and shutter speed.

ATPM readers who have automatic 35 mm cameras (as opposed to a manual 35 mm camera) may rest assured that effective use of your automatic settings are more than adequately addressed in all workshops. I must admit that I am a diehard manual camera user, yet I still appreciated the tips and hints directed to the automatic camera user.

The critical concept of metering is well-covered in the “Techno” section and embedded “Workshop” links. If there is a photographic gremlin waiting to ruin your final shot, it is the ‘beastie’ who demands that you understand the connection between depth of field and focus. Master this, and you are well on your way to successful imaging.





Visual examples in the “Focus Mini-Workshop” (found within the “Techo Workshop”) let you “burn” film for the sake of experimentation (at absolutely no cost!). From the initial screen you can actively explore depth of field and pursue your own ideas of what makes an interesting photograph. Notice the thin, black outlined “framing device” within the photograph.



The “framing device” can be moved about to select the centre of attention and, with a mouse click, capture your visions. These are just two possibilities which allow for comparative analysis:

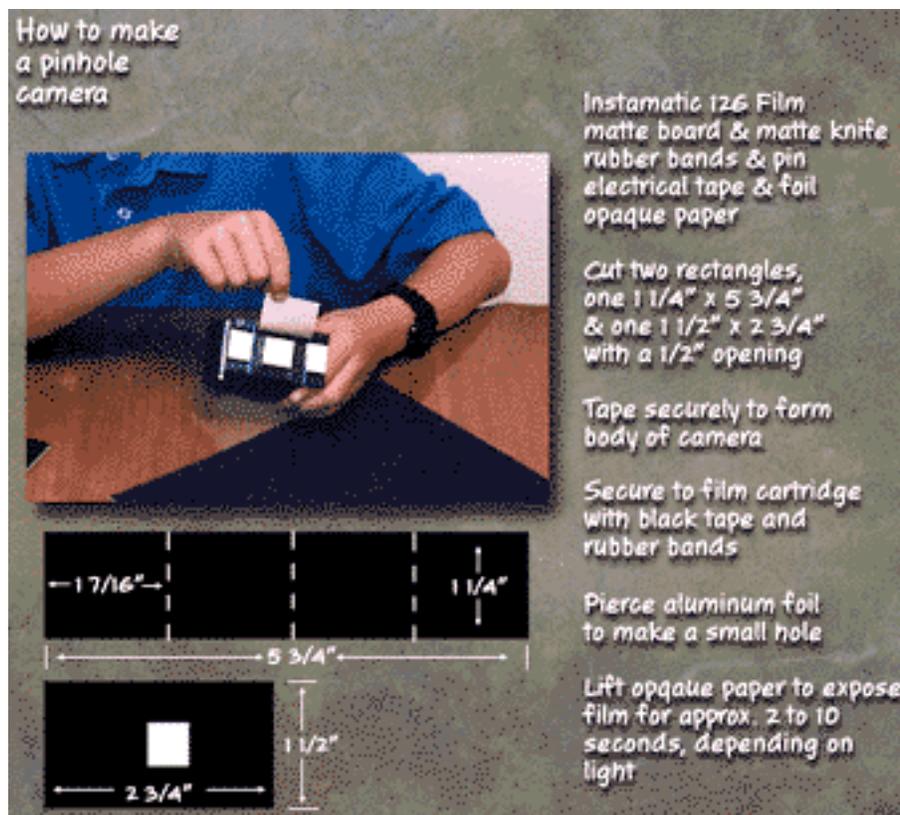


Each workshop leads the user through various levels of experimentation in a laudable

manner. For example, the "Light and Film" tour demonstrates which film to use under a variety of lighting conditions, how changes in lighting affect your results, how filters can change colors, and how best to shoot an image with the available light. Many photographs can be saved and improved if one merely learns to think twice before they "click." This is similar the carpenter's rule, "Measure twice, cut once!" If nothing else, it is educational to know why your photographs and slides don't conform to your expectation of "what you see is what you get," both in terms of composition and color.

One of the most intriguing workshops is buried within "The Art of Photography." Creativity cannot really be taught, but it can be encouraged and guided. This entire workshop is devoted to adding stability, drama, mystery and engagement to your work. Some people believe these subtleties can be taught. I am convinced, after years of instructing University students in photography, that, unless you are blessed with an intuitive feel for the medium, you will need to patiently practice and perfect your 'touch' to transform a satisfactory picture into a superlative photograph. There is a great difference between the two!

An added bonus is a step-by-step guide to building a "pinhole camera."



This can be a fun project for anyone, and for kids in particular. You will be amazed by the final results, which may include image distortions and various other surprises.

Macintosh users will be at ease with the intuitive, exploratory interface. Half the fun is stumbling accidentally upon an area of photography with which you are unfamiliar. A general menu screen holds a map of topic icons. Check marks indicate which areas of the CD you have explored. Unchecked themes, workshops and threads indicate areas which remain undiscovered.

Canon Photography Workshop is best suited to the novice or intermediate shutterbug. If you can tolerate the fact that the background muzak cannot be muted, this is a production well worth checking out. But wait, the benefits do not stop with the CD itself. Within the folder installed to your harddrive, there is an application called "Browser Launcher." Activating this feature connects you to a whole world of links to the topic of photography on the World Wide Web. Would you like to see the portfolio of the work of Ansel Adams? Read an interview with Annie Leibovitz? You can get there with a mouse click. The "Education and Reference" section will take you from **Apogee PhotoMag** to the **New York Institute of Photography**, where you can read instructions on how to photograph fireworks, auto races and flowers. You can jump to photography industry web sites, including Kodak's. This collection of links is the hidden gem of this CD. So...get busy, expand your hobby!

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



ABOUT THIS STUFF



REVIEWED BY A.T.Wong, atwong@xpressnet.com

FileGuard 3.0.5

Product Information

Published by: ASD Software, Inc.
4650 Arrow Highway, Suite E-6
Montclair, CA 91763
Phone: (909) 624-2594
Fax: (909) 624-9574
Email: info@asdsoft.com
Web: <<http://www.asdsoft.com>>

Requirements

Virtually any Mac
System 7.0 or higher

The Security Issue

A personal computer gives each person the same computing power as a mainframe computer from the late 1970's. What a personal computer doesn't give you is the same sense of security as a mainframe computer. The simplest solution is, of course, to work alone in an isolated room. Unless you're a hermit, you probably face daily security risks ranging from your children erasing that 20 page proposal you were just about to courier to your boss to the well-intentioned coworker installing version 0.8a of The-World's-Best-Internet-Browser. A security program can prevent unauthorized access or changes to your hard disk.

Desirable Security Feature

Individual security needs dictate the kind of security software you need. Purchasing a \$1000 security program may be overkill if all you need is a simple password to keep your 2 year old child out of your files. For those of you who desire more advanced security or those of you who need to share a Mac, keep reading.

Some desirable security features are:

- Time Restrictions. Access to a Mac is limited to specific days and times.
- Volume Security. Individual volumes such as hard drives, partitions, ZIP drives are

password protected. Once access to a volume is granted all files on that volume are accessible.

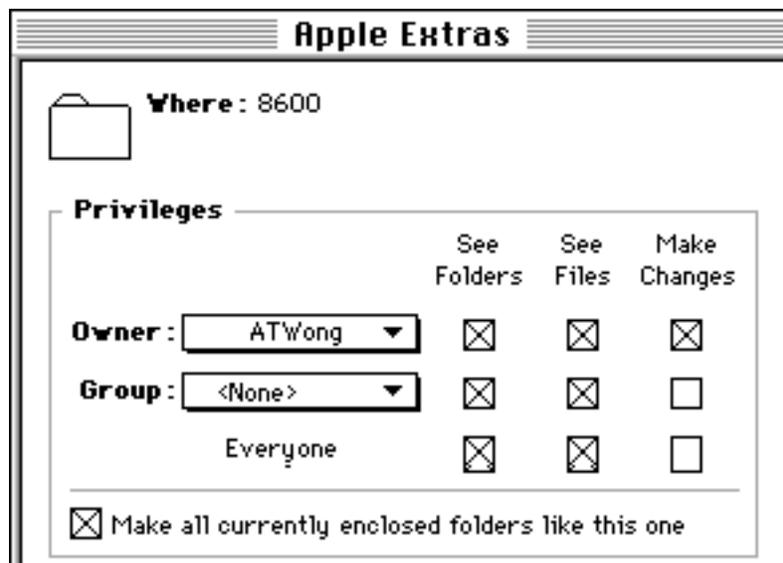
- Folder Security. Individual folders are protected. Different access privileges such as read, write, see files, and delete can be assigned to individual users.
- File Security. Access to individual files is protected with a password and/or encryption.
- Logging. A record is kept of who used the Mac, how long they used it, and which files were opened.
- Secure File Deletion. Normally, when a file is deleted by dragging its icon to the Trash, only its directory entry is removed. The file's content data remains on the disk and can be retrieved with Norton Utilities or MacTools. By contrast, a secure file delete will destroy the file's contents by overwriting the disk space occupied by the deleted file with random data.

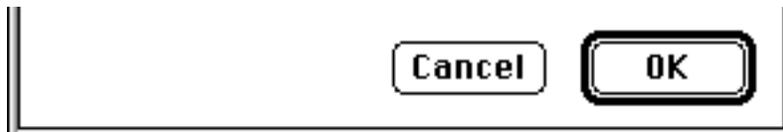
FileGuard 3.0.5

ASD Software's DiskGuard provides basic folder and file security and is well suited for protecting your personal Mac. FileGuard provides enhanced security features for the shared Macintosh and allows you to easily set up and define individual privileges for any number of users. When a FileGuard protected Mac is turned on, all users are prompted to enter a user name and password.

Configuring FileGuard involves a few straightforward steps: selecting or adding users and groups, assigning an administrator, and configuring users' access to resources such as files, folders, and applications.

FileGuard security uses the same model as the Mac's User & Groups feature. Individual users are defined as owners of files and folders. Users can be placed into Groups that share common security privileges. Users other than the Owner of file or folder, and users who are not members of a Group, are placed in a special group called "Everyone."





The Configuration window is the starting point for FileGuard operations and resembles the Finder. Drag & Drop is fully supported, so files and folders can be dropped onto the Configuration window from the Finder. Creating a new user & group is done using an interface similar to that of Mac's Users and Groups. The administrator is a user designated to maintain security on the Mac. The Administrator can define Super Users to assist in managing security on the Mac. Super Users can perform most of the same operations as the Administrator except they cannot create or delete other users.

The User Configuration screen, shown below, defines a user's privileges. The many security options, accessed through a simple configuration screen, merit brief explanations.

Login Days and Time. The days and times a user is allowed to use the Mac. Users are warned 3 times before the end of their allowable access time.

Documents. A user can be allowed to encrypt documents using one of 4 encryption algorithms. To maintain the current state of your hard drive, a user can be forced to save new documents only to a floppy disk. The Lock/Unlock option allows the user to change the Lock status in a file's Get Info window.

Folders. Access rights to folders can be defined by the user.

Password. A user can be allowed to change their password. Other options define the form the password must take and how often a password must be changed.

Volumes. If checked, the user can control access to volumes, erase volumes, and insert a floppy disk.

Software. A user's or group's configuration determines whether they: have access to certain applications, can copy applications, or have access to installed programs not listed in their Authorized Software list.

Log. Determines whether or not the user can view their log file or the log files of other users. A log file tracks files accessed and login/logout times.

Misc. Allow a user to access FileGuard's administrative functions when this box is checked.





In the configuration screen for Bina, she is allowed to use the Mac at any time Monday through Friday. She can control access rights to folders and applications as well as view her own log file. She can save new documents only to floppy disk.

Protecting volumes, folders, and files is also a straightforward process. Protecting a volume with a password ensures that even if the FileGuard extension is removed a password is still required before the volume can be mounted. Volume passwords are not normally required since the user will already have entered a password to log in. Volume protection can be applied to removable media such as floppies and Syquest drives to force the user to enter the correct password before the volume is mounted. If a protected volume is inserted into a Mac that is not running FileGuard, only a special "Open Me" will be visible. Double-clicking the Open Me application will inform the user about the steps required to mount the protected volume.

A folder is protected by setting access privileges for users and groups the same way as privileges are set using File Sharing. The screen shot below shows that the Apple Extras folder, its contents and all of its folders are protected from being changed by anyone except the Owner.

Applications can be password-protected. This means a password must be entered before the program can be launched. The manual states that PowerPC native applications cannot be password-protected. A work around is to protect the folder containing a PowerPC native application. There are two options for protecting applications. The Demo Application option will create a demo version of a program, which a user can launch a preset number of times or use for a preset amount of time. The Copy Protection option prevents unauthorized copying of software by preventing a user from launching the software on any Mac other than the machine used to protect the application.

Another way to protect applications is to “authorize” the software. Each user or group has their own list of applications that can be launched. Authorizing software reduces the risk of virus infection. New, potentially infected software, cannot appear in the Authorized Software List unless it is placed there by a Super User or Administrator.

Documents can be protected by encrypting, using one of four encryption algorithms. A document can be made self-decrypting to protect electronic transfers from being intercepted and read.

Real World Use

I have suffered extension conflicts, lost files, and in a few cases I have even lost entire hard drives with other security programs. In one case, I was able to use Apple File Exchange to read a “protected” volume. Initially, the thought of evaluating another security program filled me with dread. After I backed up my hard drive completely, I installed FileGuard from the single disk it came on by double-clicking the install application. Since I received version 3.0.2 I downloaded version 3.0.5 from ASD’s web site. Not only was their web site fast, the upgrade took less than 3 minutes to install.

I was pleasantly surprised by FileGuard’s ease of installation and configuration. After using FileGuard for several weeks I could not attribute any crashes to FileGuard. To test FileGuard’s robustness, I created several user accounts and allowed several people access to my Mac. FileGuard’s security features performed flawlessly despite all our attempts to bypass its security. Any limitations I detected were well-documented in the manual.

I did come across several minor anomalies that in no way affected the Mac’s security. The most serious of these occurred when FileGuard’s screen saver came on after a user worked past their allowed access time and kept insisting that the user only had 5 minutes left before his time limit expired.

Accessing the FileGuard-protected Mac over AppleShare worked as expected. An attempt by the “client Mac” to launch a protected application resulted in a request for the password. Software not included on the Authorized List could be launched remotely. This was expected since the Authorized List only prevents unauthorized applications from being launched locally on a Mac protected with FileGuard.

Conclusion

FileGuard is almost a complete security program for corporations, small businesses, or users who want more security than that offered by simple screen saver passwords. Aside from a few minor anomalies, I found FileGuard to be very good at what it does, simple to use, and reliable. It’s a program that I would recommend to my clients.

*Copyright © 1997 A. T. Wong, atwong@xpressnet.com.
I evaluated FileGuard 3.0.5 under System 7.5.5 on a PowerMac 8600 and a Quadra 800. Removable media devices tested included floppy disk, a Syquest 44MB drive, and a Zip drive.*



IView 2.6.1

Product Information

Julian Miller
Script Software International
Voice: (916) 546-9005
Email: julian@sierra.net
Web: <<http://www.scriptsoftware.com>>



Requirements

System 7.1
System 7.5 or higher and QuickTime 2.5 recommended
1 MB RAM min., 4 MB preferred
GIF, JPEG, PICT, Photoshop, Silicon Graphics, QuickTime Image and MacPaint images are supported through the native application. QuickTime offers additional support.
Uncompressed TIFF, Macintosh EPS, Movies, clippings, StartupScreens, and Windows BMP/DIBShortcuts are supported through the XTND System. XTND and its translators are included with the application.
Photoshop files with complex layer/channel arrangements are not supported.

Organize and retrieve your image files with IView!

“You know, it really pays to register your shareware!” That’s what I was thinking as I test “drove” Script Software’s new shareware utility, IView. Julian Miller, the person responsible for bringing me one of my favorite shareware tools, CopyPaste (see the review in ATPM 2.12), recently sent me an e-mail to which the inaugural version of IView was attached. He appreciated the review of CopyPaste and I appreciated the update about Script’s new shareware products (IView is one of several shareware applications that debuted the same week).

Anyone with floppies, Zip disks, hard drives or tapes containing image files will find IView an indispensable tool for cataloging and retrieving them. Me? Well, as a scientist, I generate data. As a molecular biologist, I generate visual data. Anyone watch the OJ Simpson trial while the DNA evidence was being presented? Well, I understood it. I even anticipated most of the arguments made by both defense and prosecution (anyone wishing to know my opinion about his guilt or innocence can e-mail me). Those images are similar to the data I deal with on an everyday basis.

Anyway, as experiments progress, the data evolve. Images are modified, but the previous versions need to be saved. Sometimes, it is very helpful to go back and review results from

a historical perspective. One of my challenges is that my office computer has a 250 MB hard drive (I'm hoping to be awarded grant funding to buy a new one, but so far, the money hasn't come through). This means that image files are archived on floppies, Zip disks, etc. and not always as well-organized as I'd like (those 2 x2" labels only hold so much room for descriptions).

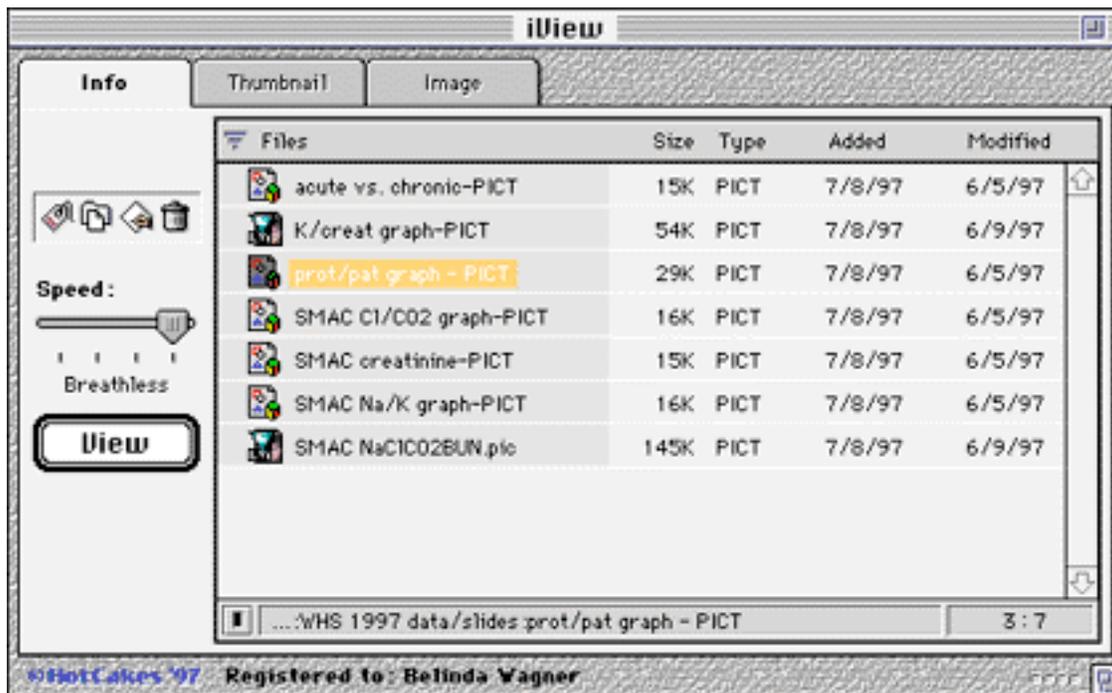
What inevitably happens is that when I sit down to write a manuscript, grant, or prepare a talk, I spend loads of time searching for images. Now, I use IView to create catalogs of image files that pertain to a single project. The catalogs contain far more information about the image files than disk labels and don't take up much hard drive space (the image file itself can reside on an unmounted volume). IView will tell you where the original file "lives."

OK, you've decided to catalog your images and you've installed IView, now what?

Simple, really. You just drag a disk's icon (even the hard drive's icon!) over the IView icon (or alias) and IView begins cataloging all the image files it finds on the disk. Admittedly, if you drag and drop the icon of a sizable hard drive, Zip disk, tape or CD-ROM, it'll take awhile for IView to find and catalog every image file. However, folder or file icons can be "D&D'd," too (Files? Why files? Because some files, like desktop publishing documents, contain multiple images that you might wish to catalog.)

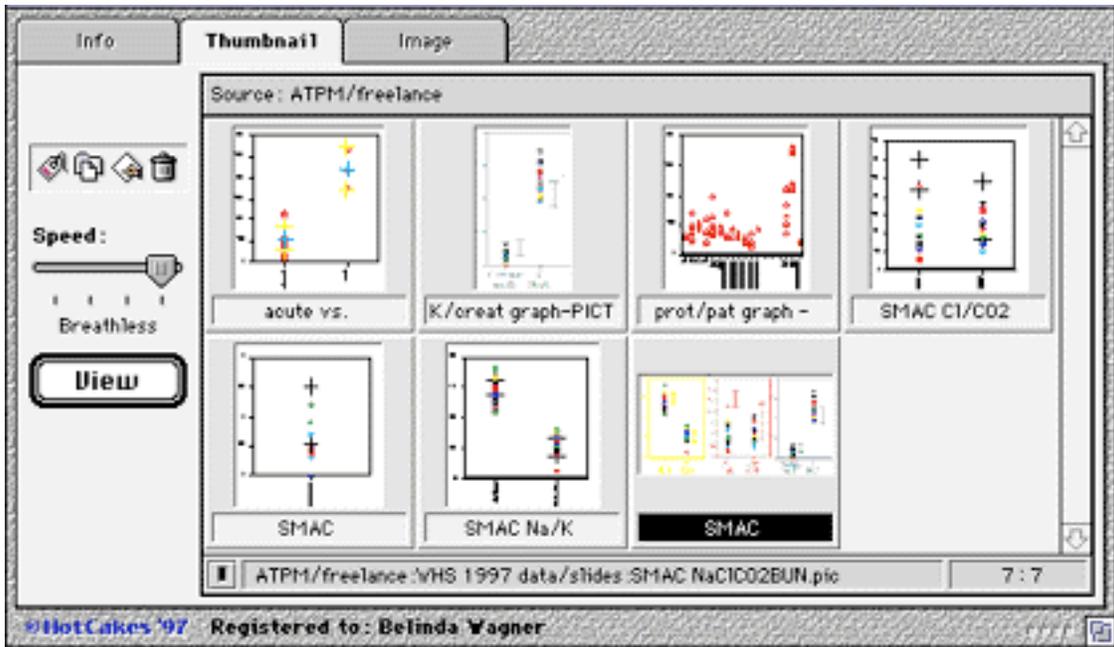
Here's how I created a catalog from a folder containing files I used to make slides for a recent presentation:

First, I dragged the folder over the IView icon. IView defaults to the "Info" window when it presents a catalog:

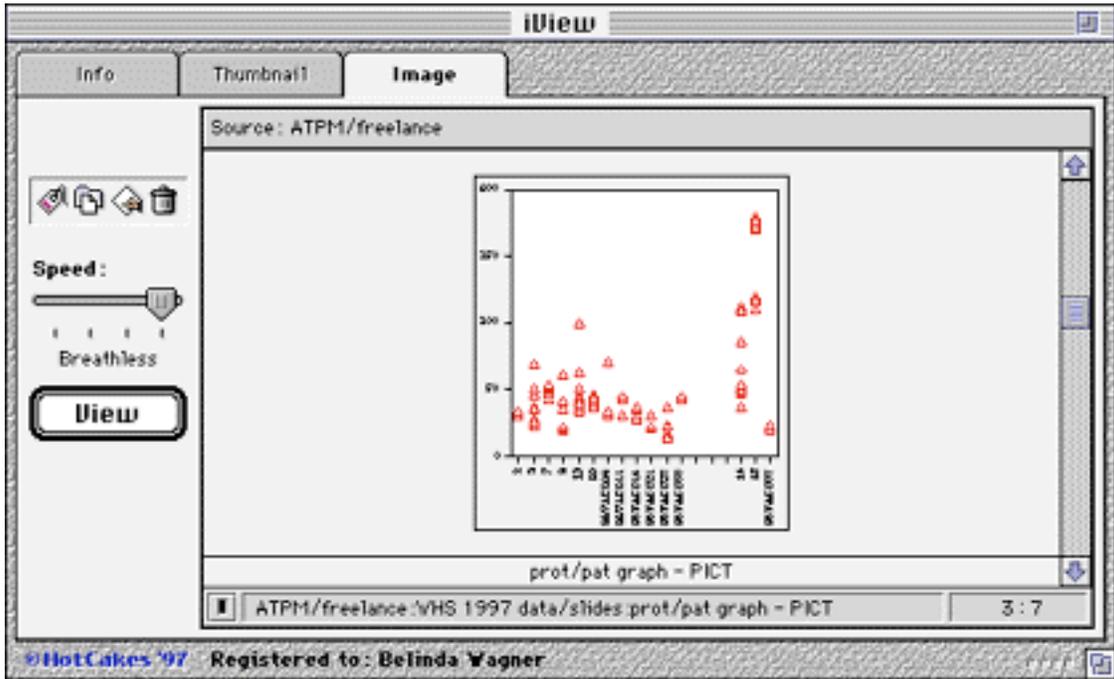


However, you can view catalog entries as thumbnail sketches:



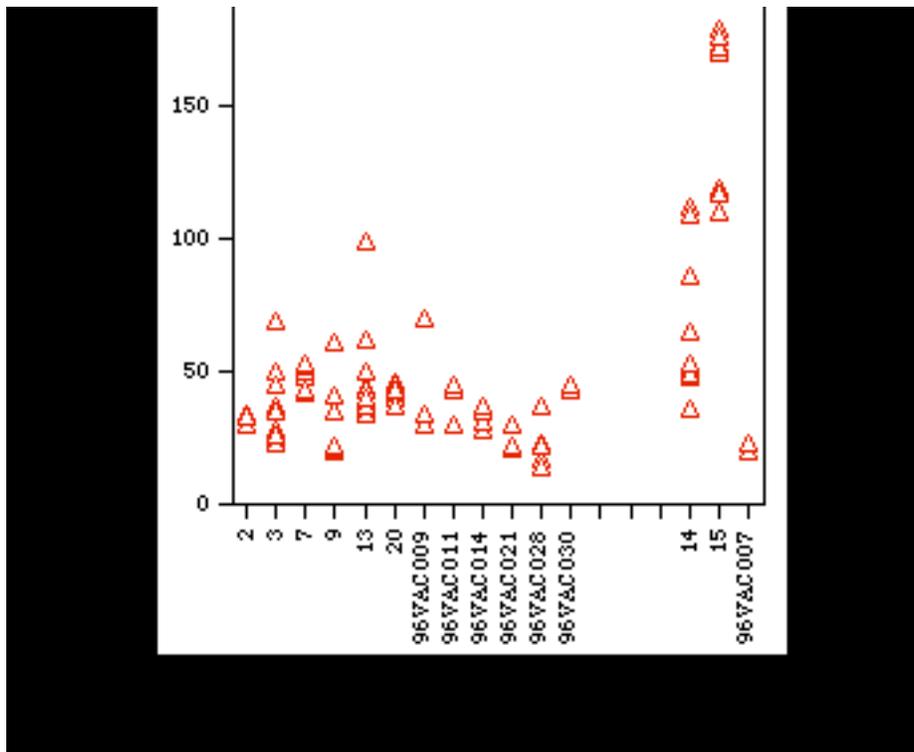


You can view individual images within the standard iView window:



Or, start a slide show which displays images against a black background one by one on your screen:





The best part is that the catalog file is a mere 34K, while the sum of the image files (stored on Zip disk) is >300K!

Image files can be appended to existing catalogs, which is very handy for storing variations on a theme or updates to older image files (even files that reside on different disks can be referenced in a single catalog). Catalog entries can be deleted without harming the original, because the catalog entry is just a reference to the file (you can delete the original file using "Option-Delete," but this feature is controlled via the Preferences). Catalog entries can also be exported or copied to other catalogs, so a single image file can be referenced in multiple catalogs for convenient cross-referencing.

IView will store keywords and comments in the entries, which are searchable via the filter window:

Filter Box...

<input type="checkbox"/> File name	contains	<input style="width: 95%;" type="text"/>
<input type="checkbox"/> Type	is	<input style="width: 60%;" type="text"/>
<input type="checkbox"/> File size	is	<input style="width: 40%;" type="text"/> 0 K

<input type="checkbox"/> Width	is	<input style="width: 40%;" type="text"/> 0 Pixels
<input type="checkbox"/> Height	is	<input style="width: 40%;" type="text"/> 0 Pixels
<input type="checkbox"/> Depth	is	<input style="width: 40%;" type="text"/> 0 Bits
<input type="checkbox"/> Resolution	is	<input style="width: 40%;" type="text"/> 0 DPI

<input type="checkbox"/> Resolution	15	0	DPI
<input type="checkbox"/> Created	on	07/07/97	
<input type="checkbox"/> Modified	on	07/07/97	
<input type="checkbox"/> Has keyword:			
<input type="checkbox"/> Described as:			
Cancel		OK	

In one of my catalogs, I keep all my files pertaining to another research project: the AUF1 gene. However, there are different categories of images. Some are maps of where restriction enzymes cut the genomic DNA. Some are comparisons with other related genes: human and cross-species. Still others highlight certain structural motifs. Keywords help me quickly locate only the type files I need at that moment. Comments contain dates (which may or may not correspond to the creation or modification dates of the file itself) or other notations, so I can find images made at different points in the project.

There are some improvements left to be made to IView. But, from first-hand experience, I know Script Software to be quick to implement users' suggestions. I honestly don't think a month had passed between my review of CopyPaste (in which I noted that the Floating Palette was difficult to close if it overlapped any open window) and the arrival, by e-mail, of a new version into which my suggestion had been incorporated. Of course, I may not have been the first to suggest that change, but nevertheless, I was duly impressed with the response.

So here's my wish list for IView. It would be nice if the "Shift-Click" option were implemented to select multiple files (for deleting, for writing a common keyword, etc.). Now, all you ATPM readers who register IView can see for yourselves the response time of the kind folks at Script Software. I'm willing to bet you won't be disappointed.

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



ABOUT THIS STUFF



REVIEWED BY MICHAEL TSAI, mtsai@atpm.com

KeyQuencer 2.1

Product Information

Published by: Binary Software
2118 Wilshire Blvd 900
Santa Monica, CA 90403
Phone: (310) 449-1481
Fax: (310) 449-1473
Email: keyquencer@binarysoft.com
Web: [<http://www.binarysoft.com>](http://www.binarysoft.com)
List price: \$39.95

KeyQuencer from Binary Software is a macro program, as is QuicKeys from CE Software. The similarities end there. The two programs were designed with vastly different philosophies. Nevertheless, they compete for many of the same users. In this review, I'll focus on KeyQuencer and, when appropriate, compare it to QuicKeys. Those wanting more information on QuicKeys should refer to its review in ATPM 3.06.

KeyQuencer is simple to install and requires little disk space. It uses only about 200K of RAM, about a third of what QuicKeys requires, and everything about the program's design feels smooth, efficient, and quick. It's also very stable. Since removing QuicKeys in favor of KeyQuencer, my Mac has felt more responsive, and it's crashed less often.

Some examples of what KeyQuencer macros will do are: open applications and documents with a single keystroke; synchronize clocks on networked Macs; control an audio CD; create Stuffit archives from within the Finder; automate backups of important files; type boilerplate text such as your postal address or email signature; and manage multiple clipboards. My favorite feature is the "Open With" command.

Open selected 'R*ch'

This simple macro opens a file selected in the Finder with the application whose creator code is 'R*ch'. In this case, it will open the file with BBEdit. Using multiple "Open With" macros, I can control which program opens a file selected in the Finder. This is much quicker than using Drag & Drop or opening files from within an application (especially considering that the latter method necessitates that the application be open already).

KeyQuencer lacks a recording feature. All macros are created with KeyQuencer's special macro language. Depending on what you're looking for, this can be good or bad. It will probably take a bit longer to write your first macro than in a recording macro program

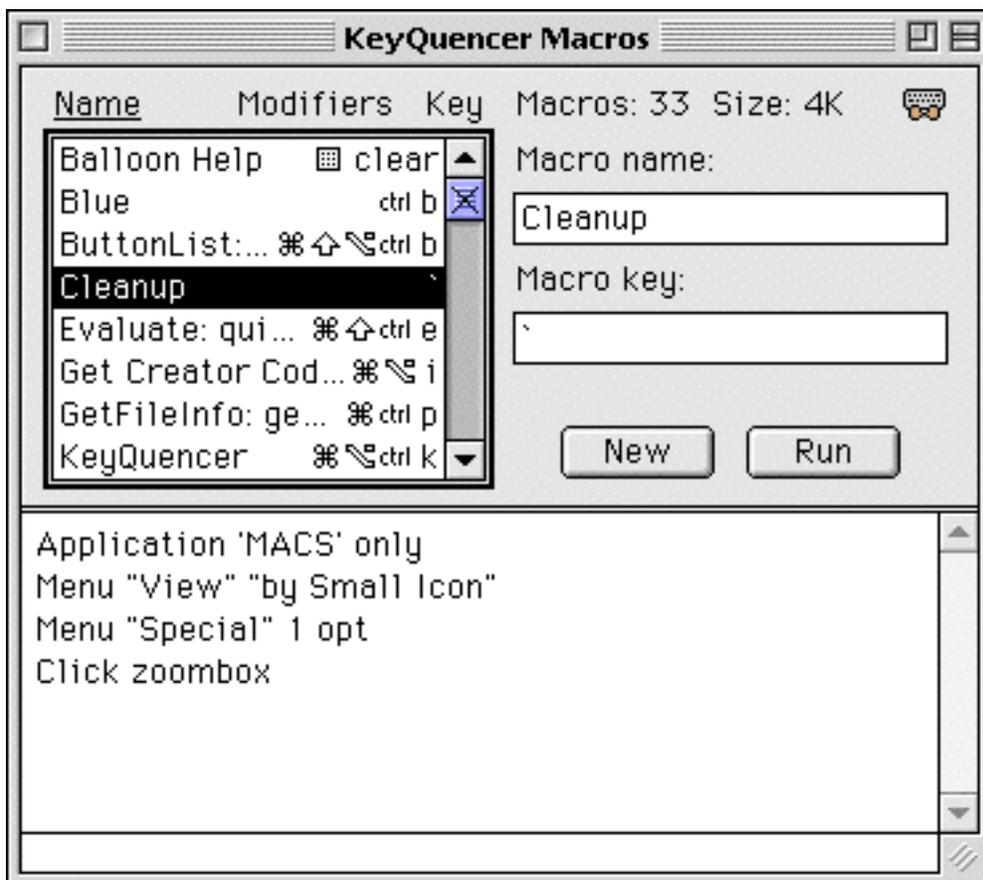
such as QuickKeys, but you have more control over exactly what your macro does. Furthermore, editing a language-based macro is quicker than editing a recorded one.

The idea of learning KeyQuencer's macro language sounds daunting at first. Prior experience with a programming language or Apple Script certainly helps, but is definitely not required. KeyQuencer comes with almost 300 pre-configured macros. Typically, they perform basic tasks such as: setting the speaker volume; playing an audio CD; and opening an Internet connection. It's a good idea to browse them because they are good examples of KeyQuencer's macro language in action. They're well annotated to help you understand how they work, and you can cut and paste code from the examples into your own macros.

KeyQuencer comes with a 250 page manual, most of which is devoted to explaining the program's macro language. The manual is well written and thorough. Rather than reading it cover to cover, you'll probably use it as a reference, to help accomplish specific macro-writing tasks.

Creating Macros

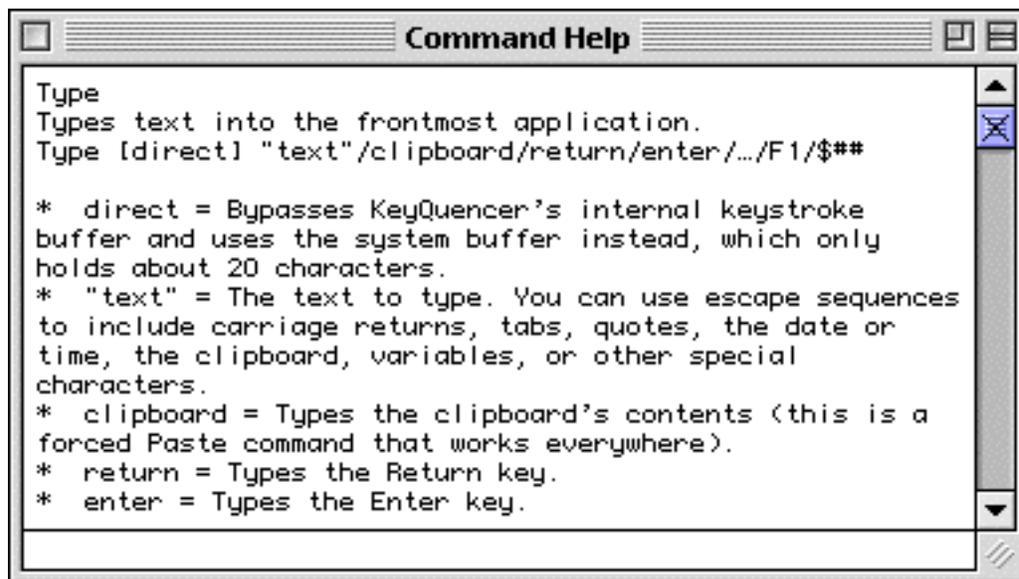
To create macros, you use the KeyQuencer Editor. The main window of the editor displays a list of existing macros and the text of the one being edited. The editing window can be as large as you want; I've scaled it down to fit below:



KeyQuencer's designers did just about everything possible to make sure you don't have to learn its macro language in order to use it. The Command Palette sits along the left side of the KeyQuencer Editor screen. The top section lists KeyQuencer Commands, which you can insert directly into a macro's text by double-clicking. When you single-click on a command in the top portion of the palette, a list of relevant arguments appears in the bottom half of the palette. You can include individual arguments in a macro command by double-clicking them. This approach saves a lot of typing, and reduces the possibility of typos.

The Command Help window displays information about the currently selected command. It shows the title of the command, what it does, the syntax for using it, and how each of its arguments work. By using the Command Help feature, you can create macros without ever having to look at the paper manual and you don't have to memorize commands or syntax.

Many of KeyQuencer's macros use application creator codes (also called application signatures) and file path names as arguments. The KeyQuencer Editor simplifies creator code and file path definition by including menu commands for finding and inserting these arguments into your macro.



Running Macros

Macros are typically invoked by pressing a key combination you've defined in the KeyQuencer Editor. However, you can also run macros using the KeyQuencer Launcher or the KeyQuencer Batcher. The latter lets you apply a macro to a large number of files. For instance, you could use it to convert a folder full of pictures from PICT to GIF format or to find and replace text in multiple files. KeyQuencer can also save macros as double-clickable applications, which you can store in the Apple menu, Startup Items folder, desktop, or any other folder.

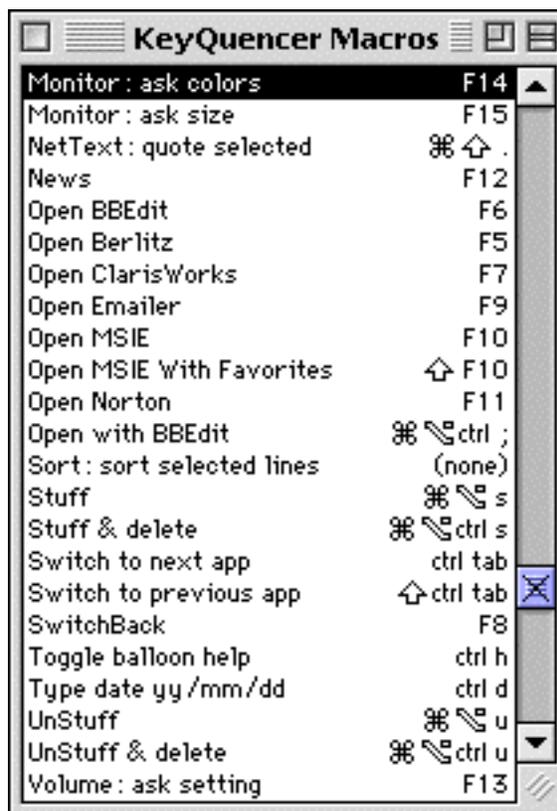
What's Missing?

Unlike other macro programs on the market, KeyQuencer does not create toolbars from which the user can execute macros. I don't see this as a terrible drawback because toolbars take up valuable screen space and are slower than using key combinations. However, you can achieve toolbar-like functionality by using the KeyQuencer Launcher, which displays a list of your macros. Double-clicking a macro runs it.

In addition, you can attach KeyQuencer macros to buttons in Binary Software's SquareOne launcher/palette utility.

Probably the most annoying KeyQuencer omission is support for application-specific sets of macros. You can add code to the top of a macro, specifying that it only run if a certain application is active, but your macros still end up in one long list, making it hard to find ones pertaining to a specific application.

Another partial solution is to use KeyQuencer's macro suitcases to manage sets of macros. Each suitcase contains a list of macros, and suitcases can be opened and closed to activate different sets. In practice, though, loading and unloading macro suitcases is a tiresome task which could be alleviated if KeyQuencer had built-in support for different macro sets.



KQ or QK?

It would be difficult to find a pair of programs more different than KeyQuencer and QuicKeys. KeyQuencer is quick, small, cheap (about half the price of QuicKeys), and stable; but it has a steeper learning curve than QuicKeys. KeyQuencer can perform a variety of tasks that completely baffle QuicKeys. Though creating macros is a less-involved process in QuicKeys than in KeyQuencer, once you know your way around KeyQuencer, it feels quicker than QuicKeys because of the latter's awkward interface. KeyQuencer's

interface is sleek and efficient, just like the program behind it and it is a joy to use.

There is a shareware version of KeyQuencer called KeyQuencer Lite available for free trial at <http://www.binarysoft.com>. It doesn't support all the features of the full version, but it can give you a flavor for how the program works. From there, you can decide which macro program is right for you.

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Snood



SnoodEdit

Snood 2.0

Product Information

Author: David M. Dobson

Email: dob@umich.edu

Web: [<http://www-personal.umich.edu/~dob/snood.html>](http://www-personal.umich.edu/~dob/snood.html)

High Score List: [<http://www-personal.umich.edu/~dob/scorebot.html>](http://www-personal.umich.edu/~dob/scorebot.html)

Shareware Fee: \$10 U.S



Requirements

System 7.0 or higher

4 MB of RAM

To quote from the user manual, "Snood is a puzzle game which emphasizes thought rather than reflexes." It is an amazingly simple, yet at times infuriatingly difficult game. You don't have to be a speed demon on the keyboard to play; speed is not what the game is about. Rather, Snood is a game that combines the eye-hand coordination of a shoot 'em up with the planning of, say, Draughts. It is not quite chess level; Snood is a more accessible game.

The characters are "Snoods." Please refer to the screenshot because a word description would not do them justice. You launch a randomly-selected Snood up to the playfield. If that Snood matches with two or more Snoods already on the playfield, they zap away. Snoods drop if the Snoods holding them get zapped away. Both these events earn you points. The more Snoods zapped or dropped the better.





Each time you launch a Snood, the “Danger Meter” moves up a bit. When it reaches the top, the playfield drops down one level. Should the playfield touch the bottom of the screen (where you are), it’s goodnight. Dropping Snoods reduces the “Danger Meter.” Couldn’t be simpler could it?

Since this game has no time limits, you are able to plan moves at your leisure, stop to have dinner, or even tolerate the cat walking across the keyboard. There is no shooting as such and no bloodshed so it’s suitable for kids. It is, however, highly addictive.

Graphics, sounds and stability are all excellent!

This is a top-notch game. If other games leave you wishing for a slower, gentler age, try Snood before you get out the Atari. Mind you, judging from the comments left on the Snood World High Score List [URL above], there’s no shortage of competitive instinct associated with this game.

Snood 2.0 review is copyright © 1997 Martin Curtis.



Guidelines

The Official ATPM Guidelines

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

What Is ATPM

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

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Wishful Thinking: Is the space for Mac enthusiasts who know *exactly* (if you do say so yourself) what Apple should do with its advertising campaigns and product introductions. Have you come up with a great advertising tag line? What about that Mac campaign that has

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That's It

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





BY Tygriffin@aol.com

Here's an ad for Apple:

A family is going down its checklist of items to get their kid about to go to college. computer - check stereo/CD - check TV - check artpad - check.

Between each "check" there's a clip of the student using his Mac to do his homework, play his CDs, draw, and watch TV. The last clip is him/her hosting a '70's party in his dorm room, playing a CD of the Ohio Players' "Flashlight" on his PowerMac, pumping the music through external speakers.

Trust me, "Flashlight" blows away Intel's "Play that funky music" 8 days out of 7.

Shameless plug: stop by my web site at <<http://www.theblackmarket.com>>.



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

