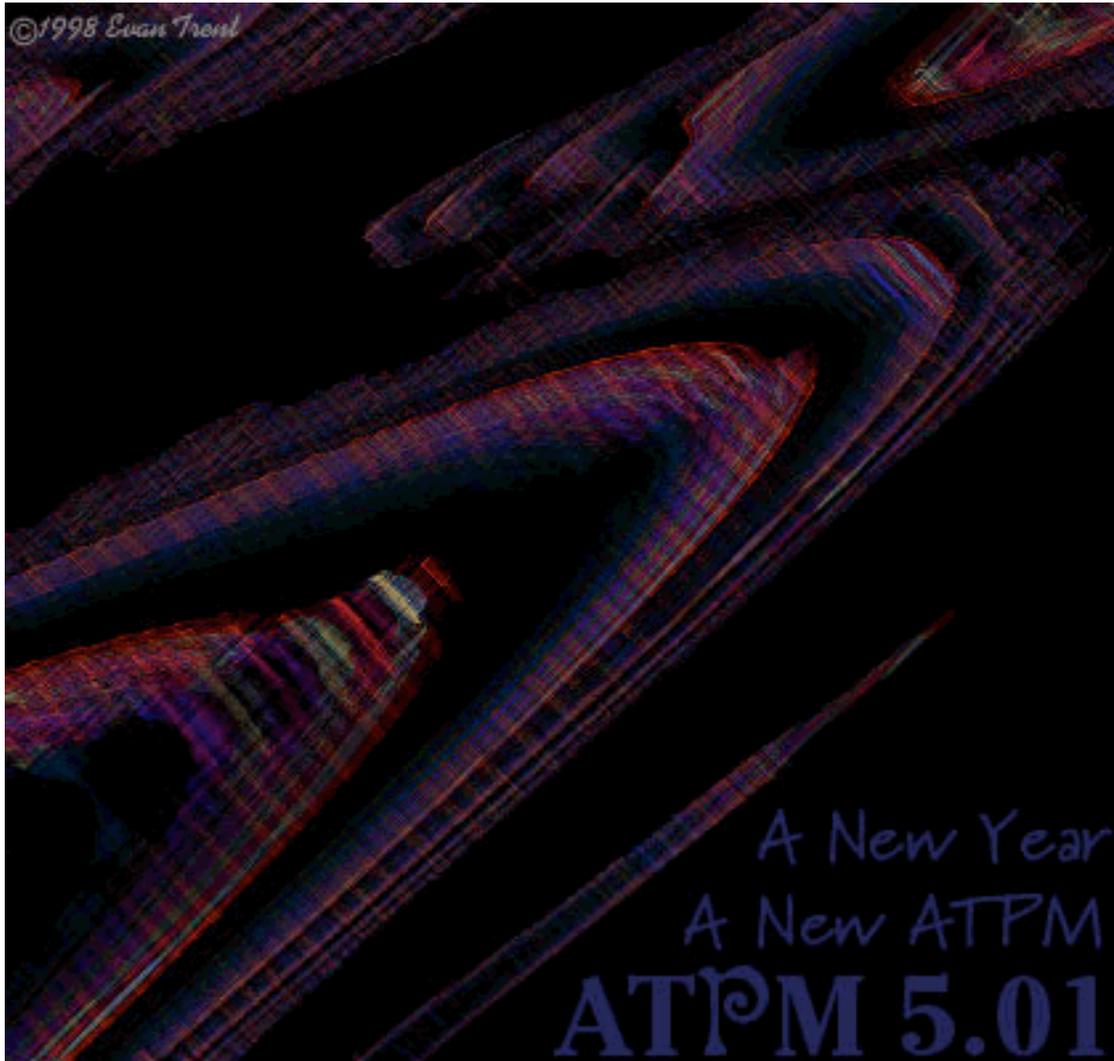


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Thanks for reading *ATPM*.

...



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Welcome

Welcome to the New Year's issue of *About This Particular Macintosh*. This is our premiere issue for 1999. When we say premiere, we mean it! This issue has all the nuts and bolts, meat and potatoes, and bells and whistles that Mac users demand! The only things missing from this issue are the high-tech, super-psychedelic, top-secret specifications for Apple's next generation of Macintosh hardware. For that information you'll need to read the reports from MacWorld Expo or...

Join The Team!

We've actually seen all the prototypes of the latest Macs. Unfortunately, we can't share the information until next month's issue. A person who claimed to be a representative of Mr. Jobs himself has sworn us to secrecy! Last month the staff of *ATPM* was invited to join Apple's exclusive **I**nternal **D**evelopment and **I**dea **O**versight **T**eam. This program is so secret they told us no acronym, corporate office, or e-mail address will be assigned to our activities. To avoid suspicion, Team meetings are held at a secret location in Modesto.

Although we can't divulge any information about what we saw, after a few hours of haggling we did get approval to invite one of our readers to the next Team meeting. No Monty Python-style silly walks, box tops, or long essays needed to enter our Team membership contest! To have your name placed in contention for this coveted Apple "look see" opportunity, we only ask that you prove your Mac loyalty by sending us a thirty second QuickTime movie in which you are wearing your favorite Apple T-shirt. While the digital camera is rolling all you need to do is flap your arms while shouting "cock-a-doodle-doo, my Mac is Y2K compliant too!"

Please e-mail your QuickTime clip along with your name, address and evening phone number to: [<editor@atpm.com>](mailto:editor@atpm.com). For entry verification purposes only, * please send the names and e-mail addresses of co-workers, in-laws, favorite members of clergy, and an old high school buddy. The winner will be notified by e-mail. Entries will not be made public or sent to co-workers, friends or family members. However, the clips but will be available for our sponsors* to review. Good luck!

*Please note: Participation in the contest grants *ATPM* the right to verify the identity of contestants. Persons contacted to verify the identity of contestants may be provided with information concerning *ATPM's* low-cost sponsorship packages.

We're #1!

Who'd a thunk it! Eighteen months ago Apple was written off on Wall Street and in the PC press. Today, the iMac reigns supreme as the #1 personal computer in the retail and mail order markets. As a matter of fact, Macintosh computers commanded 10% of retail and mail order sales during the month of November. This figure represents a doubling of Apple's market share from the prior year period. At this rate of growth, Macintosh computers will command 80% of retail and mail order sales in the year 2002!

We recommend that consumers buy a Macintosh now! With all this growth, they may be in short supply. To manage Apple's consumer-level success, perhaps the company needs a strong Chief Operating Officer from a food and beverage company (after all there are a lot of "liquid" assets to manage). Who would want a quirky visionary-type at the helm of the company? Brilliant design instincts and a flair for marketing can only take a company so far. Besides, this PC fad can't last forever. Maybe what the company needs is to divert its time and attention away from its award-winning products and focus its efforts on developing unrelated products. Maybe it should try and squeeze every buck out of Mac buyers' wallets by manufacturing ancillary hardware peripherals that compete with products offered by potential business partners.

Will history repeat itself? Let's pray not. We need to move beyond blind bias and look at the facts. Years of mediocre management at Apple stalled industry innovation and made Bill Gates and Michael Dell very wealthy. Their success has come at the expense of computer users everywhere. Apple will never be everything people would like it to be, but its absence from the mainstream PC market has resulted in an industry that offers bland products with old technology. Apple sat on its laurels in the mistaken belief that it had a franchise. Lacking technology innovation and reasonable product prices Apple Computer became a farce, not a force in its industry.

There's no logical reason that consumers should pay for floppy drives on today's PCs, and there's no excuse for the industry's slow adoption of USB (a non-Apple technology). Apple may never have an 80% (or even 25%) market share, but its presence in the marketplace can spur innovation and early adoption of new technologies. QuickTime 4.0, Mac OS X, and stellar hardware designs will benefit Apple. But its future success depends on its ability to integrate the best technologies developed by other companies while bringing to market quality products that meet the unique needs of professional users, students, and consumers.

Do everyone a favor. Show the world that Mac users are not zealots, but discriminating computer buyers who expect the best from themselves and the most from their equipment. Send in the warranty and registration cards enclosed with the hardware and software products that you buy. Let manufacturers of third-party products know that you use a Mac and let the fine folks in Cupertino know what features and technologies you'd like to see in Apple's products. The success of the iMac has opened a lot of eyes and ears. Please speak up while people are listening.

Now, back to our show!

Windows Y2K Conversion Kit

Unless our Team contestants go out in public to make their QuickTime clips, most people won't know that Mac users have the opportunity to calmly sit on the sidelines during the Y2K compliance game. No need to hire high-priced consultants or run expensive tests because virtually all software available for the Mac knows how to recognize the year 2000.

The editors of *ATPM* are an open-hearted bunch, and we share a deep concern for the well being of Windows users at this stressful time. The good news is that our talented staff has discovered an easy way for Windows users to have a home computer that's ready for the next millennium. No need to buy firearms, store bottled water and dehydrated foods, or empty bank accounts. All that's required are about ten minutes of time and the following household items: a pair of latex gloves, two twist-ties, a large cardboard box, a thin piece of plastic, and the latest CD-ROM compilation from the Info-Mac archives (the one that contains the most recent issue of *ATPM*). The ten easy steps are as follows:

1. Instruct your friend to carefully place the latex gloves on their hands.
2. Have them gently unplug all of the computer's electrical cables from the wall or floor sockets.
3. Advise them to gingerly coil the cables and secure them with the twist-ties.
4. Help your friend to slowly place the cables, monitor and CPU in the cardboard box.
5. Suggest that they locate their favorite credit card.
6. Instruct them to call 1-800-795-1000 and order a brand new G3 desktop direct from Apple.
7. Carry the box containing the old computer to the curb.
8. Help them remove the sticky gloves.
9. Await delivery of the new Mac.
10. The CD-ROM is optional, but it makes a great gift for a new Mac user!



I Can See Clearly Now The Pain is Gone!

In this month's *Apples, Kids & Attitude*, *ATPM's* colorful co-publisher gives readers his top ten Mac predictions for 1999. In his column "New Year, New Times," Robert Paul Leitao sees better days ahead for Apple Computer and its customers. His #1 prediction may surprise you! But no cheating; please read them from bottom to top!

Yuck...Does it Only Come In Beige?

Many of us have experienced it. We have high hopes for a new job and when we arrive at the office for our first day of work it's there... and it's not Bondi blue! How does an evangelist find happiness in a non-Mac office? In this month's *Apple Cider*, Tom Iovino talks about survival in a Mac-hostile corporate jungle. Undaunted by PC adversity, our brave explorer searches his company's labyrinth of corridors and cubicles for an elusive Mac. Read about Tom's perilous journey inside this month's issue.

Turning The Tables

Chris Turner, *ATPM's* esteemed copy editor, takes a turn behind the other side of the table to pen a review of Mariner Write 2.05. In a review that should be entitled "Water, Water Everywhere and a Few Nice Drops To Drink," Chris provides readers with a dry, sophisticated look at this rather slick application.

Chris has completed his e-zine initiation and will soon be able to remove his *ATPM* propeller beanie. To celebrate his graduation to full staff status, he's offered to provide readers with a regular column that compares the performance of Mac hardware to offerings from the Intel camp. We'd like your input on the matter. Is this the kind of column you'd like to see featured in *ATPM*? Please send your comments to: [<editor@atpm.com>](mailto:editor@atpm.com). No QuickTime clips required.

"X" Marks The Spot!

We've had concerns about Ed Goss, *ATPM's* trivia columnist and UFO specialist. No matter his frequent trips to Roswell, New Mexico, we find that Ed's viewpoints are usually down-to-earth. Ed's *ATPM* staff bio lists Milky Way bars as his favorite food and collecting Moon rocks as his favorite hobby. While he's never mentioned any intergalactic fishing trips, we do think you'll get "hooked" on his paranormal tributes to *The X-Files* inside this issue.

Don't Rock the Boat; Don't Tip The Boat Over!

As Mac evangelists it's tempting to give the benefit of the doubt to developers that produce Mac compatible applications. But our first responsibility is to you, our loyal readers. Thanks to Daniel Chvatik and his top-notch crew of volunteer reviewers, we're able to provide you with first-hand reviews of many hardware peripherals and commercial software applications.

Our rating system is easy to understand and has the needs of everyday users in mind. We're not afraid to "rock the boat" if we believe a product's performance doesn't live up to its billing or is too difficult to use or understand. Please take a look at the reviews inside this month's issue. You won't be disappointed.

But We Know The Truth

By the way, do not call anyone in Cupertino about the above-mentioned contest. They know nothing about the Team! It's a deep cover operation only known to Steve Jobs and a few of his confidants. It's so well planned, Steve Jobs has everyone at Apple Computer thinking that they work for a successful computer company. But we know the truth! Can you imagine engineering a profit, revamping the product line, squashing rumors, eliminating intrigue, and maximizing shareholder value only to keep people from getting suspicious? Gosh, he's brilliant!

What would you think if Apple's only real goal was to become a profitable, efficient and well-managed manufacturer of computer hardware and software products? What would we all do with our time? Join the Team and find out what's really going on. Send in your QuickTime clip today!

In the meantime, please enjoy our latest issue!

The ATPM Staff





Email

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

Review of Textures

In reference to your review of Blue Sky Research's Textures for Macintosh:

<<http://www.atpm.com/4.12/page12.shtml>>

As the person who prepares the LaTeX portion of the distribution kit for Textures, I was pleased to note that you found "the LaTeX support quite good". It was and remains a lot of work.

As a longtime Textures user and booster of Blue Sky, I was also very pleased to find your review of their fine product on your web site. It is a very well written and technically sound review.

Some comments on your review:

0. Despite its brevity, your description of TeX's edit-typeset-preview-print cycle is one of the most cogent and clear I have seen. Also your discussion of Textures implementation by contrast to UNIX TeX is very good.

1. I commend you on your idea of Textures supplying help in jumping from the error message in the log file to the source of the error. Now that Textures has synchronicity, the time is ripe for this feature.

2. You say that the reader "feels slow". To be sure, the code in Textures' previewer can be substantially speeded up, and Blue Sky should be encouraged to undertake this long-overdue development effort.

3. I was surprised to find "command-option click in the preview window" documented in your review. Before Textures 2.0, the hand was "command click"—and I wondered where it went. D'oh!

I would like to give you some information relating to a few points in your review:

1. We provide LaTeX source to allow the user to re \dump LaTeX, not “in case you want to edit them”—I do not recommend altering the LaTeX source. On the other hand it’s easy and effective to create variant definitions of LaTeX macros and to incorporate them into one’s job via a LaTeX \usepackage statement. Conveying this information in your short review might be problematic, though.
2. You say that if users “include files in Macintosh PICT format”, then “non-Macintosh users will be unable to typeset your files”. Not quite true. Typesetting will not be a problem, but when they go to preview or print the resulting DVI, no graphic will be visible.
3. You say that, in the editor “there is only one level of undo”. No longer true. I can’t tell you for sure how deep undo presently is, but I believe it is “very deep”, meaning that it is limited only by application heap size.
4. You mention Blue Sky’s technical support. Phone support is free to registered users, which is yet another justification for Textures’ “high” price.

Congratulations on and thanks for your excellent review.

Arthur Ogawa
ogawa@teleport.com

...

What You See Is What You Get

You state in your latest *ATPM* article that HTML was never intended to be WYSIWIG. However, there was a recent published interview with the author of the first HTML editor on NeXT systems and the author of the original HTML (he is also one of the principals heading the WC3, damn if I can remember his name). He stated publicly that he is frustrated that people write HTML code at all and that the first HTML editor was a WYSIWIG type editor with **no** access to the underlying code. His vision was for HTML to be a personal communication medium (envisioning more wide spread adoption of Unix like personal security as well). People would use HTML to publish information to family and friends, not the world. Therefore, it needed to be very easy to use.

John Christie
jc@or.psychology.dal.ca

...

We’d love to hear your thoughts about our publication. We always welcome your comments,

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





New Year, New Times

Dear Readers:

Please find below my predictions for 1999:

10. Apple Computer will announce its fifth consecutive profitable quarter for the calendar quarter ending December 31, 1998 (its first fiscal quarter of 1999). And, for the first time since 1995, Apple Computer will announce significant quarterly year-over-year revenue gains. Apple will also announce record shipments of Macs and a pronounced increase in the Mac's PC market share.

9. Apple's soon-to-be-released consumer portable will be positioned as an entry-level consumer machine. While attractive to students and others who would like the convenience of mobile computing, it will be absent many of the features desired by PowerBook users. However, it will compete very well with low-priced notebooks computers and contribute to Apple's renewed presence in the consumer marketplace.

8. Gaming will be an important part of Apple's focus on the consumer market. Apple's hardware will continue to receive game-friendly enhancements. High-end G3 chips and other hardware enhancements along with the forthcoming release of the G4 processor and Mac OS X will entice developers to write games specifically for the Mac platform. By the end of calendar year 1999, the Mac platform will have the best gaming machines available to the general consumer.

7. The Imatec suit will either be dismissed by the courts or settled out of court with little or no impact on Apple's financials. Imatec's PR machine is far more impressive than its legal claims.

6. No matter the formal outcome of the Justice Department's case against Microsoft, the trial will change the way that company does business. Its hold on the OS market will begin to loosen and PC manufacturers will be emboldened to negotiate better licensing terms and rates. Java, Linux, and Mac OS X (among other technologies) will begin to erode Microsoft's OS clout. Fears of a "Pandora's Box" being opened by the decline of Microsoft's influence on the OS market will prove to be unfounded. The fallout from the Justice Department's suit will force Microsoft to "play ball" with other software and technology companies

or run the risk of being “side-stepped” by the institutional customers that it covets. The days of Microsoft’s stranglehold on its customers will come to an unceremonious end.

5. QuickTime will become increasingly important to Apple’s future. It will eventually eclipse the Mac OS in terms of its importance to Apple’s bottom line and the company’s impact on the direction of personal computing.

4. Now that Apple has stabilized its revenue base and simplified its product line, the company will begin using its substantial cash resources to acquire needed technology. Apple’s R&D efforts will focus on Mac OS X, QuickTime, and revolutionary hardware designs. Other technologies needed to bring new products to market will either be licensed from other sources or gained through acquisition.

3. The first quarter of 1999 will see a significant slow down in consumer spending. By the end of calendar year 1999 U.S. economic growth will come to a halt. The change in economic times will precipitate a dramatic restructuring of the PC retail market. Manufacturers of brand name PC products will move aggressively to establish direct-to-consumer relationships. With the exception of its consumer line of products that will be available through a variety of retail chains, Apple will market most of its products through “value added” resellers and over the Internet. The Apple Web site and Apple Store will become a primary source for product sales and consumer information. The added margin from direct-to-consumer sales will be an important part of Apple’s future earning growth.

2. For the current fiscal year (period ending September, 1999), Apple will achieve gross sales of \$8 billion. Net profits for the fiscal year will meet or exceed \$600 million. The company will continue to increase its consumer PC market share and regain sales and sales momentum in the higher education market.

1. Based on my sales and earnings projections, I predict that Apple’s share price will end the fiscal year above \$70.00 per share.

I will discuss the basis for these predictions in forthcoming columns. Reader comments are welcome.

Happy New Year from my family to yours.

“Apples, Kids and Attitude™” is © 1999 Robert Paul Leitao, <rlleitao@atpm.com>.



ABOUT THIS PARTICULAR
OPINION

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



The Year Formerly Known As 1998

Sure, everyone knows that the traditional song for the new year is Auld Lang Syne. The song, written by famous Scottish Poet Robert Burns, is usually the tune that heralds the new year at parties where bleary-eyed revelers belt out the words as best they can remember them.

Of course, that is normally the case. This year is a little different. You see, way back in 1982, the Artist Formerly Known as Prince (who, surprisingly enough, was known just as plain old Prince back then), had the foresight to write a song titled 1999, guaranteeing a new lease on life 17 years later for the early 80's dance tune.

Much to my chagrin.

Enough of my rant. Once again, we find ourselves at the beginning of a new year. Another time to take stock of the past year, and look ahead to the promise the new year holds.

And, it would be difficult not to admit that 1998 was pretty impressive as far as Apple Computer is concerned.

Can you say, "Profit?" Awash in a sea of red ink no more, Apple with its still-interim CEO Steve Jobs at the helm has turned the corner and gotten its financial house in order. A little cost cutting here, a little new product introduction there, and BAM, the media no longer tags the word "Beleaguered" with Apple Computer.

The profitability springs from three major developments which pushed Apple above and beyond what formerly existed last year at this time.

First, the introduction of the iMac, the Bondi Blue Bombshell. Never has a computer design captured the imagination and attention of consumers like the iMac has. Even with some issues which marred the introduction and the elimination of a SCSI port and floppy drive, the iMac has continued to be a winner.

G3 PowerBooks have allowed people to bring blazingly fast Mac performance on the road. Not only that, but now, on an airplane, you can set up a mini theater on your DVD player if you don't like the offerings the airline has selected. The PowerBook does indeed eat Pentiums for lunch.

And, hey, for \$99, you can get a brand new Macintosh with the installation of OS 8.5. And you can search the Internet from the OS with the Sherlock search feature. Quite a nice

development.

These are all big doings. And the future for Apple looks brighter still. OS X seems to be on track, unlike the on-again-off-again Copland project. The rumor mill is abuzz with reports of the current iMac dropping in price, and a new second generation iMac being introduced early this year. Word of a new consumer level laptop in the near future and a return of Apple to the palmtop market helps buoy the spirits of all Mac enthusiasts. The G4 chip comes one step closer to reality every day.

I can tell I have been writing *Apple Cider* for too long. Lately, I tend to see how events in my life have been affected by the goings on of Apple Computer, and how my actions will affect my relationship with my favorite computing platform.

For instance, my wife and I had our first son, Dominic, this past April. He is truly a joy to be around, and has definitely made this a memorable year. He's always smiling. When I look at him, I see my eyes, my wife's mouth, and, of course, a nice big fat tax deduction. This deduction will help us buy a new computer with our tax return come February. Coincidentally, this is when Apple is rumored to drop the price of the iMac from its current \$1,299 to a sweet \$999. Aww, shucks, what a great February it's gonna be at our house!

The new year also brings a host of new beginnings with it. For instance, in December, I accepted an offer to work for a new department in the county government where I have been for the past five years. This new position will be with the Public Relations department. I'm going to be writing video scripts, press releases, and copy for brochures promoting the work of various county agencies. Heck, I'm even scheduled to host a weekly update show to be aired on county access TV. Look out Tom Brokaw, here comes the new star!

The only thing about this new job that has me feeling a little hesitant is that I will now have to work on a PC. After five years of banging out my work on at first a IIcx and later a Performa 6116, which only recently was accelerated with a G3 card, now I will have to switch gears and learn Windows 98.

You know, now more than ever, I'm really going to have to both put my faith in and give my thanks to Apple and the Macintosh environment. Think about it. If it weren't for Macintosh offering the alternative to DOS, would Microsoft have as energetically pursued the development of Windows? Would companies such as Adobe have worked as hard to port their products to the PC environment so they look similar to their Macintosh versions?

And, since every version of Windows that comes out is touted as "Almost Mac-like in its ease-of-use and simplicity," it is up to Apple to continue being the lead sled dog on this path of software development. Let's face it, all improvements that Apple makes in the Mac OS are either copied into the Windows environment (a common occurrence), or spur the Microsoft developers to develop new features which will later enhance the Mac OS (hey, sometimes it happens).

But, does this mean that I will lose all professional contact with the Macintosh? Hardly. After all, the graphics department in the office at my new job is 100% Mac. I was even surprised to see the new, empty G3 minitower box standing in the hallway outside of the graphics office. A quick peek around the corner at the sleek new machine on the lead

graphic artist's desk, and I knew that Apple was going to continue to be a major player in the creative content field. At least the boss trusts the important graphic work to the most capable creative computer around.

To paraphrase Prince, or the Artist formerly known as Prince—err, whatever—for Mac users, we should be partying like it's 1999. Things have never looked brighter for Apple, and I definitely want to be the one dancing with the lamp shade on my head at this bash. And, apologies to The Artist, I don't think things are going to be over for Mac users in 2000.

Now, what I'm really looking forward to is the theatrical re-release of Stanley Kubrick's *2001: A Space Odyssey*, in about two years...

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ABOUT THIS PARTICULAR
OPINION

THE PERSONAL COMPUTING PARADIGM, BY MICHAEL TSAI

Whither Competition?

Do you think there's a lot of software for the Mac? There is, but much of it is no longer for sale. For one reason or another—strong competition, poor management, mergers, etc.—some of the best Macintosh software ever written is only available to those who bought it when it was still being shipped or inherited a used Mac with a nice surprise on its hard drive (or floppy). Those who still use it remember. Others probably have no idea what they are missing. So, as 1998 winds to a close, I thought this would be as good a time as any to remember what different segments of the Mac software market used to be like—and why they are different now. This is by no means an exhaustive discussion, and I invite you to write me at [<mtsai@atpm.com>](mailto:mtsai@atpm.com) if I've overlooked one of your favorites.

Office Software

In the beginning there were only a few applications for the Macintosh. **MacWrite** and **MacPaint** come to mind. MacPaint was eclipsed long ago, though I am reminded of it every time I look at the format pop-up menu in the Save As...dialog of a graphics application. I doubt anyone misses it. MacWrite is a different story. I have very fond memories of the first What You See Is What You Get word processor I used. If you have an old Mac lying around (I don't think it will work with System 8.5.1, but I'd love to be proven wrong) take a look at the original MacWrite. It didn't have balloon help, tool tips, wizards, a tool bar, or an animated assistant. But it sure was easy to use, and it did everything most people needed. I think there is still a market for a small, easy-to-use word processor. With **AppleWorks** growing more complex, perhaps **Mariner Write** (see the review in this issue) is that word processor. I know I am reminded of MacWrite when I use it.

Still, I know of no word processor available today with the combination of power and ease-of-use of MacWrite's successor, **MacWrite Pro**. In fact, there just aren't very many high-end word processors available today. The once-popular **WriteNow** has not been heard from in some time, and the only real rival to **Word 98**, **Corel WordPerfect**, has not had a significant upgrade in years. On the plus side, **Nisus Writer** seems to be gaining market share now that version 4.x is available for free. Still, I really wish Word 98 had a serious competitors. I guess no one likes to go head-to-head with Microsoft on their turf. Can't say that I blame them.

What about spreadsheets? Today there is only one high-end Mac spreadsheet: **Microsoft Excel**. AppleWorks and **Spreadsheet 2000** are good products, but limited. Again, Apple had what could have grown into an Excel-competitor in **Resolve**, but let it fall by the way side.

Presentation programs? The venerable **Aldus/Adobe Persuasion** quietly disappeared, leaving (you guessed it) **Microsoft PowerPoint** at the high-end and AppleWorks at the low end. (I don't consider authoring environments like **Director** and **SuperCard** part of this product category.)

Disk Repair Utilities

The situation with disk repair utilities is discouraging. I and many other users have had bad experiences with **Norton Utilities 4.0**, whose new interface is a step backwards and which, by most accounts, was released months before it was ready. There is no disk repair package today that can compete feature-for-feature with Norton Utilities. Micromat's **TechTool Pro** is improving with each version, but it still cannot repair the range of problems that Norton can. Alsoft's new **DiskWarrior** shows great promise from my limited experience with it, but it will never be a replacement for Norton, since it only performs one kind of disk repair function. Several years ago, however, there were other options that rivaled Norton Utilities, each of which bested it in at least one area:

Fifth Generation's **Public Utilities** was the first to include an idle time scanner for disk damage. Then Symantec acquired Fifth Generation Systems. The updated FileSaver in Norton 3.0 included an idle time scanner similar to Public's. Public was never heard from again.

MacTools Pro from Central Point was the first to include an idle time scanner (AutoCheck) that could repair disks. It also included an innovative feature called RAMBoot that copied a minimal system folder to a RAM Disk, restarted using the RAM Disk, repaired the startup drive, and restarted using the hard disk. Sure beats using a bootable CD-ROM, in my opinion. MacTools also included the ability to save preferences sets (sort of like Retrospect run documents) for commonly used types of disk scans. Then Symantec acquired Central Point Software. To my knowledge, none of MacTools' innovations found their way into Norton Utilities.

First Aid HFS, from DataWatch Corporation, remains the best file recovery program (especially for floppies) that I have ever used. To my knowledge, the last version was released in 1992.

Gone But Not Forgotten

Yet another Symanteced (acquired and killed) product is **MORE**, the Mac's first outliner. Outlining software is somewhat out of fashion right now. Its proponents say that's because most people these days haven't used MORE. MORE has an incredibly loyal following; no outliner today has the power and elegance that MORE did in the mid-eighties. I don't know if they're right, because I don't have a copy of MORE, and can't buy one. No one can. (And the fact that MORE is no longer for sale doesn't make pirating it legal.)

Another cancelled Symantec product (this is the last I will discuss, honest!) is the **Symantec C++** development environment (formerly THINK C). In the early 90s, Symantec C++ had no competition. When Apple released the first Power Macs, Metrowerks stepped in with **CodeWarrior**, which, unlike Symantec C++, could create PowerPC native code. CodeWarrior quickly took over the market. Not long after, Symantec C++ was

cancelled as the company decided to focus its Mac efforts on Java tools. Metrowerks, now with the monopoly, has continued to improve CodeWarrior, but the product has become bloated.

Backup Software

Retrospect, from Dantz Development, is one of my all-time favorite pieces of software not only because it has gotten me out of many a jam, but also because I find it exceptionally well-designed. Still, I am a bit disturbed that its competition has disappeared. Retrospect still has no support for **differential backups**, which Fifth Generation Systems' **FastBack** did back in the days when programs were marketed as "System 7 Savvy."

Compression Software

Once there was a lot of competition in the Mac compression market. **StuffIt** was the most common. **DiskDoubler** had the best interface and was the most flexible. **Compact Pro** had a loyal following of shareware users. **Now Compress** compressed slowly, but tightly. **AutoDoubler** provided the best transparent idle-time compression. Today, StuffIt has a virtual monopoly, and Aladdin just released what I would term a disaster. StuffIt Deluxe 5.0 is a fine product, but its file format is incompatible with earlier versions of StuffIt, and it includes no way to save files using the old format. Even worse, many Macs can't meet the system requirements of StuffIt Expander 5.0, so they will never be able to read files compressed using the newer version. And since StuffIt's compression engine is an extension, there's no way for versions 4.x and 5.x to coexist. In short, this means that if your e-mail program uses the StuffIt engine to encode attachments, installing StuffIt Deluxe 5 means that your recipient had better have Expander 5.

Graphics Software

Adobe Photoshop has one of the strongest software monopolies ever. Photoshop 5.0 is better than ever, but when it was released there was a lot of talk about it not being a big enough step forward to warrant the version increase from 4.0 to 5.0. When I got my first Mac, Photoshop faced some serious competition in Letraset's **Color Studio**. Since Color Studio disappeared, other companies have tried to usurp the Photoshop monopoly. So far, none have succeeded. Lots of other graphics software that used to be published by small one-product companies now seems to be published by MetaCreations, and I haven't heard any news about great products like **Color It** and **SuperPaint** in years.

AppleWorks

AppleWorks is an odd piece of software because it is quite good despite the fact that it has not faced serious competition in years (remember **MS Works**, **BeagleWorks**, and **GreatWorks?**). AppleWorks was rarely, if ever, marketed. In fact, I get the impression that it was designed to be good software, not to sell. (I'll bet that most AppleWorks users have it because of a bundle.) In fact, I think this is the reason that (at least until version 5) it did not experience much feature bloat. It remains an example of what simple, elegant Mac software can be. I wonder what Mac software would be like today if Claris had

continued to make Pro and integrated versions of all its products (e.g. MacWrite Pro and ClarisWorks, Resolve and ClarisWorks, MacDraw Pro and ClarisWorks).

What is Happening

In my view, software quality is declining. There is still plenty of innovation. For the most part, you've probably already read about it online or in print, so there's no point in my reviewing that here. Overall products, however, are not as high-quality as they once were. Software is harder to use because it is more complicated, and also because (it seems) less thought is put into interface design and more into increasing feature counts.

Many people, even **computer professionals**, refuse to upgrade to the latest versions of Microsoft products because they don't want to relearn something that already works well for them. And while software is becoming more complex, documentation is becoming slimmer. Some companies no longer provide full manuals for products, instead including "quick start" or "getting results" guides. Others provide documentation, but only electronically. In my opinion, there's no substitute for a nice bound book.

Think about what some of your most-used programs were like several versions ago. Chances are they fit on floppy disks, were easier to use, and crashed less frequently. Mac OS 8.5.1 is being touted as the most stable system software release in recent memory. Stability is quite good, but my Mac was more stable with System 7.1 tuneup.

Software today is considerably more complex. The quickest way to write software is to use an object-oriented programming language like C++ so that you can easily reuse as much old code as possible. Without object-oriented programming and frameworks like Metrowerks' PowerPlant, development of today's complex software would not be possible in the time frames that customers expect. The price to be paid is that the more general a programming solution, the more suitable the code is for reuse, but the less tuned it is to solving a **specific** problem. The result is slower and larger than a less general solution. This is one reason why Microsoft Word seems to get no faster despite the fact that processor speeds continue to improve exponentially.

At the opposite end of the spectrum is **WriteNow**, a once-popular word processor that was written in 680x0 assembly language. Because it was so finely tuned to the 68K processor, WriteNow was the fastest word processor on the market. But when the PowerPC came along, its authors faced the insurmountable problem of rewriting it for the PowerPC. There lies the trade off between writing software quickly and writing software that runs quickly.

The increasing bugginess of software has two causes. First, with more Mac models and software than ever before, developers face the ever more daunting task of testing their software on as many configurations as possible. Secondly, I believe the current purchase/upgrade model of the software market encourages incomplete testing. There's an enormous temptation to ship software before it is ready, not only to beat competitors to market, but also because these days it is pretty much expected that there will be a bug-fix x.0.1 release shortly after the main release. Some customers refuse to buy x.0 products because they are known to be buggy. And this creates a vicious circle where developers have less and less incentive to make the x.0 release bug free. (Never mind that many

release public betas.)

With the current model of software upgrades and the lack of competition described above, there is less incentive for companies to create good products. They can make customers pay for bug fixes that should never have been required (Windows 98). And since the system software is constantly changing, customers may be forced to upgrade to a buggy version because it supports HFS+ or Mac OS 8.5—unless they choose to not use the software at all. Even if they don't want to upgrade, they may have no choice if they want to read files from their coworkers.

The result? Upgrades are not as substantial as they once were, yet they are becoming increasingly more expensive. I do not know of a solution. (But I am pretty sure that subscription plans are a step in the wrong direction.) Ideally, companies would make all bug fix releases free and charge only for feature-adding upgrades.

Software in 1999

All in all, most software upgrades are improvements, even if they don't meet our expectations. Still, I wonder how much better today's software would be if the product categories described above still had the competition they did in the Mac's early years.

In 1999, I look forward to more companies bringing back support for the Mac. We really do have less software to choose from than PC users, and in some areas, it shows. Especially, I hope that new developers will choose Mac OS X and its market-leading Yellow Box development environment for their new products. Most truly great software is created by new, unestablished developers who are more concerned with creating ground-breaking software than creating reasons for their customers to upgrade. Such developers were attracted to the Macintosh from the beginning. With Apple's renewed success, perhaps they will be again.

"The Personal Computing Paradigm" is copyright © 1999 by Michael Tsai, <mtsai@atpm.com>. Michael still bemoans the loss of OpenDoc, a software model that made so much sense for consumers that it made very little sense for established developers.



ABOUT THIS STUFF



REVIEWED BY MICHAEL TSAI, mtsai@atpm.com

Mailsmith 1.1.2

Product Information

Published by: Bare Bones Software, Inc.

Email: [<sales@barebones.com>](mailto:sales@barebones.com)

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

Demo: [<http://web.barebones.com/free/free.html>](http://web.barebones.com/free/free.html)

List Price: \$79

Cross-Upgrade: \$59

System Requirements

Mac OS 7.5 or later

Mac TCP 2.0.6 or Open Transport 1.1.2 or later

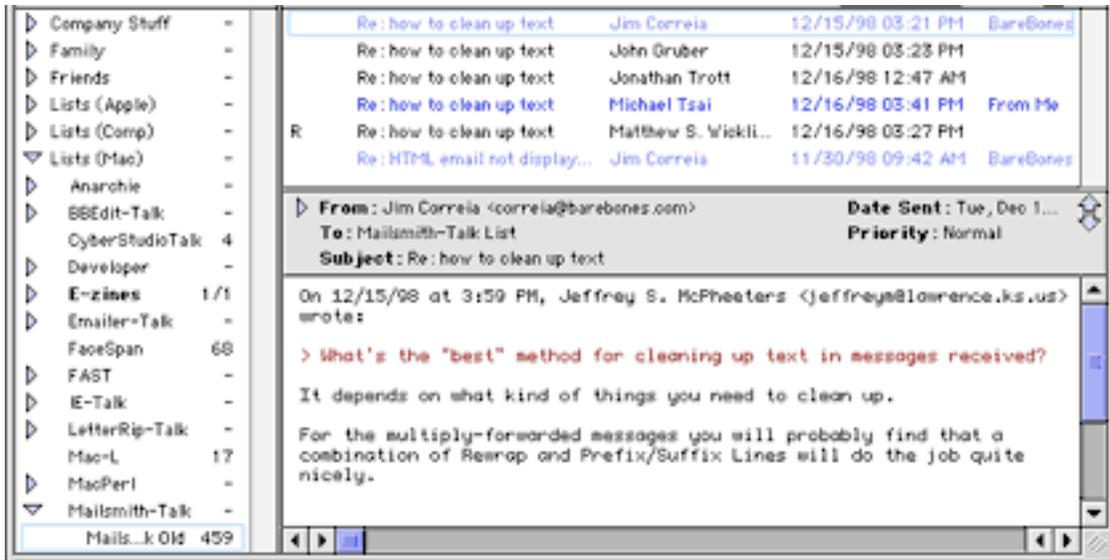
About 5 MB of application memory; I recommend 10 MB

With quality free e-mail clients like **Microsoft Outlook Express**, established standards like **Eudora**, and development suspended on perhaps the most popular e-mail client, it's hard to believe that anyone-let alone a small company like Bare Bones Software-would decide to enter such a saturated market. But I, for one, am glad they did. In a world of free and shareware e-mail clients, the \$79 **Mailsmith** is a bargain that brings innovation to a product category that seemed to be stagnating. Although the product still has performance problems and lacks a few key features, its innovations in the areas of text processing, filtering, and searching set new standards by which other e-mail software must be judged.

Interface

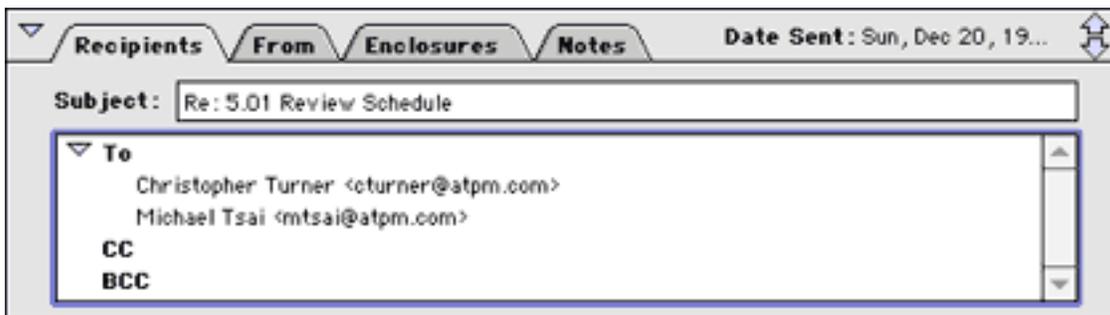
Mailsmith's interface will seem familiar but different to users of **Claris Emailer** and Outlook Express. The Mail Browser offers a three-paned view with a list of mailboxes along the left, a list of messages in the selected mailbox at the top, and the body of the selected message at the bottom right. You can arrange the dividers between the panes any way you want, and the message view can be completely hidden, leaving a two-pane browser similar to Emailer's. Additionally, you can read your mail using the more compact Mailbox List. Double-clicking a mailbox's name opens up a two-pane browser for it (with a list of messages and the body of the selected message). Double-clicking a message in a browser opens it in its own window.





The Three-Pane Mail Browser

One thing you'll immediately notice is that Mailsmith makes good use of screen space. It fits considerably more information into a browser or message window than most other e-mail programs. The Details pane, which appears in the mail browser and the top of each message window, can be displayed as a thin strip showing To, From, Subject, Date, and Priority; or as a four-tabbed panel that lets you access all the important information while reducing clutter. The rightmost tab lets you set the Notes for a message; nearly every object in Mailsmith has a Notes field which you (or AppleScripts you write) can use to store whatever information you want.



The Expanded Details Pane

Mailsmith's interface is by no means as cozy as EMailer's. You won't find many icons; the buttons are purely textual and can be hidden to save space. Whenever there is color, it serves a purpose (depending on your personal taste you will find this look unfriendly or uncluttered). Mailboxes containing unread Urgent messages are colored in red. Labeled messages can be colored in the browser. You can set names and colors for 24 custom labels, in addition to the seven Finder labels.

Mailsmith's interface feels very polished, especially for a 1.x product. Most of it is non-modal, so you can get your work done freely and easily. Drag and drop is pervasive: you can use it to rearrange messages, mailboxes, and filters, as well as text. You can even drag display text like the subject and date from a collapsed details pane into your message. The mailbox list behaves exactly the way you'd expect it to. If you drag a message onto a

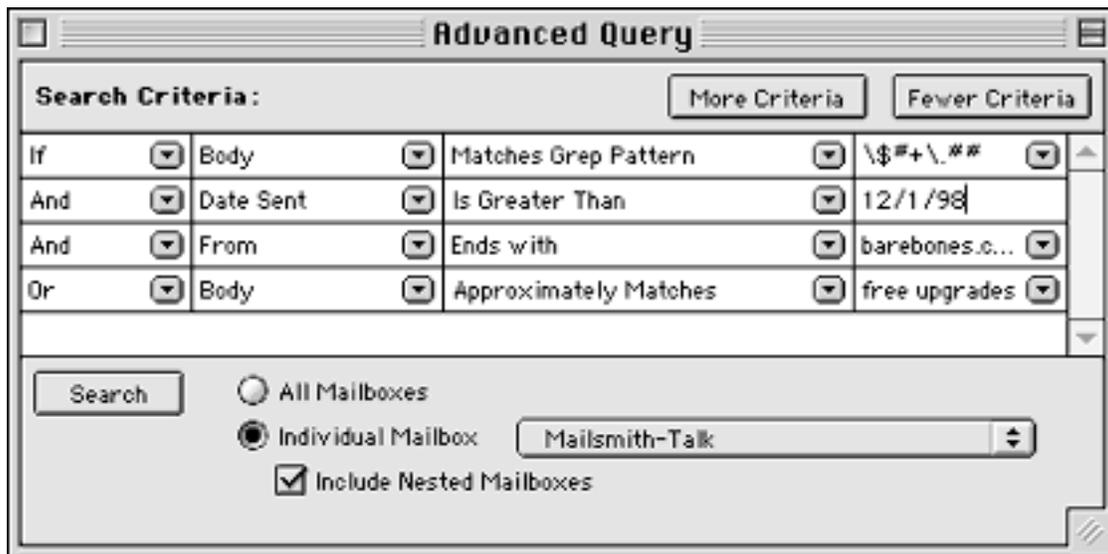
mailbox with collapsed sub mailboxes and linger on the disclosure triangle, it expands for you. I actually find this an improvement over Emailer's spring-loaded folders, which always seem to open when I don't want them to.

The message lists in Mailsmith's browser work very well. The only real problem I see with them is that the columns are not resizable or reorderable, although you can control whether the label and priority columns are present. Contextual menus are implemented nicely, and will help ease the pain of Emailer users who miss the button for filing an open message.

Finally, nearly all of Mailsmith can be controlled with the keyboard, from cycling tab panels, to selecting push buttons and radio buttons. The message lists and recipient pane especially have very intuitive keyboard controls. My one complaint is that it can be a little hard to tell which pane of the mail browser has the keyboard focus.

The Database

Each of Mailsmith's mailbox files is a powerful object database. Mailsmith indexes a message whenever it is stored in a mailbox file. Indexing is necessary for Mailsmith's powerful query functions, which are accessed through two types of queries. Simple Query lets you search all mailboxes or a specific mailbox for text contained in the Subject, Body, or From of a message.



Advanced Query offers more complex database functions. As before, you can search all mailboxes or a single mailbox; you can also search an individual mailbox and all its sub-mailboxes. I find this very useful. You can search specific parts of a message (Body, From, Subject, Notes, Date Sent, Label, Priority, etc.) as well as status bits (Sent, Read, Has Enclosures, Answered, etc.). In addition to searching based on "contains," you can use more complex criteria such as "starts with" and "does not end with." For numeric message fields (like dates) there are a full range of comparison criteria like "is less than" and "is greater than or equal to." Of course, all these criteria come with plenty of options like case sensitivity and full word matching.

Even better, you can construct criteria involving Grep patterns (regular expressions) and approximate matches (fuzzy searching). Grep lets you match patterns of text like dollar amounts, URLs, and IP addresses (really, this is just scratching the surface of what it can do, but it should give you some idea). Approximate searching (with an adjustable accuracy) is useful if you don't know exactly which words you're looking for. It can find words even if they are misspelled and find phrases even if the words are broken across lines.

Finally comes the crown jewel of Mailsmith's query functions: you can create any number of criteria and connect them with logical ANDs, ORs, and OR ELSEs (exclusive ORs).

The price to be paid for Mailsmith's fancy searching is that indexing incurs extra overhead that other e-mail clients do not have. As a result, tasks that involve storing messages in database files (i.e. downloading mail and moving messages between mailboxes) take several times longer than with other clients. There are workarounds that can help compensate for this loss in speed, such as closing the mail browser window and keeping individual mailbox files small. However, Mailsmith still crawls compared to the competition. I find it unusable on anything slower than a PowerPC 604-based Mac and personally wouldn't want to use it full-time on anything slower than an iMac (233 MHz PowerPC G3). Also, the program likes to have more than 5 MB of RAM for itself; it performs better with 10 MB.

In addition to the speed hit, indexing greatly increases storage requirements. A mailbox with 1000 messages took up 10 MB of disk space in Mailsmith. The same mailbox took only about 3 MB in Outlook Express. Although it would be nice if infrequently used mailboxes could be indexed on-demand (à la FileMaker Pro) to reduce storage requirements or on a schedule (à la Sherlock) to increase responsiveness, I cannot really fault Mailsmith for its storage needs. One thing that could be improved, however, is that Mailsmith updates the modification date of mailbox files, even if they have not been changed. This wreaks havoc with incremental backup software—each mailbox file is always backed up. (And the problem is exacerbated by the increased storage requirements described above.)

Further, as long as the Mail Browser or Mailbox List is open, Mailsmith keeps **all** your mailbox files "open." Mac OS's ancient File Manager imposes a limit on the number of files that may be open concurrently (about 350), so you may encounter problems if you have a lot of mailboxes, fonts, or drive partitions. Finally, and this may be related, Mailsmith mailboxes seem more prone to corruption after a system crash than other mail programs I have used. (Although, having separate mailbox files for each "folder" means that corruption is likely to be isolated to a single mailbox; Claris EMailer stores all its mail in a single database file, so corruption, when it does happen, is much more serious.) Fortunately, Bare Bones provides a Rebuild command for salvaging and repairing mailboxes.

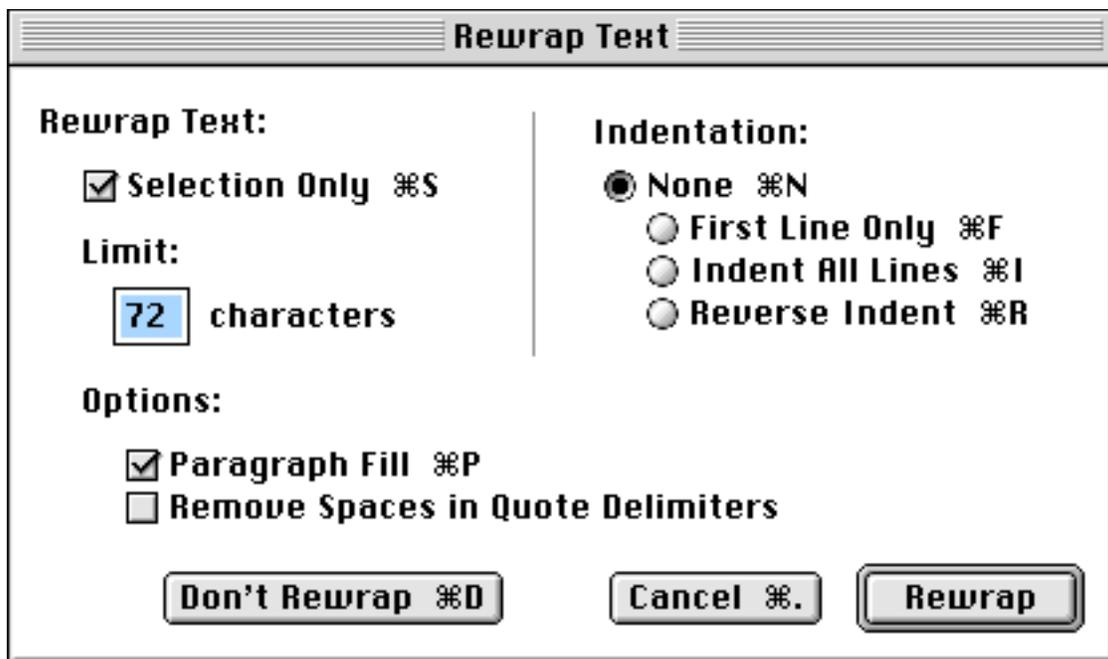
Overall, I find that the pluses to Mailsmith's database greatly outweigh the minuses. Most users of Claris EMailer or Microsoft Outlook Express who are used to archiving messages to a FileMaker database will find that with Mailsmith this is not necessary. In fact, Mailsmith's queries are vastly superior to FileMaker's. Of course, if you **do** want to archive to FileMaker, for instance to make a message archive available over the Web, an AppleScript to do so is available (but not included). Other than that, you would probably only want to move messages out of Mailsmith when the mailbox files grow large and slow

down the user interface. I keep two copies of Mailsmith: one with messages less than a month old (for speed) and one with all the rest of my mail (for searching).

Text Processing

Coming from Bare Bones Software, it is not at all surprising that Mailsmith includes many of BBEEdit's text processing functions (you can even use BBEEdit plug-ins). What you may find surprising after using Mailsmith is just how bad text processing is in other e-mail clients. Mailsmith makes composing e-mails a joy. It includes commands for left- and right-shifting text, exchanging characters and words, changing case, and entabbing and detabbing.

Perhaps Mailsmith's most useful text processing features are Wrap, Un Wrap, and Rewrap. Un Wrap strips carriage returns to reflow text. Wrap inserts carriage returns to wrap text to specific widths. Optionally, it can indent, first-line indent, or reverse indent the text (to make a bulleted list, for instance). Rewrap first unwraps, then it wraps according to your settings. The difference is that it understands different levels of quoting and rewraps accordingly.



Mailsmith also includes most of BBEEdit's text preferences. You can set separate widths for composing and reading messages, soft wrap text, control auto indenting, and show invisibles. Each level of quoted text can have its own color, and there is an option to use EMailer's quote colors (although I prefer Mailsmith's).

Messages can be saved outside the database, and stationary files are supported. Using stationary files you can set boiler plate text as well as combinations of sending account, priority, and signature preferences-then recall them on demand. Mailsmith also supports using stationary for replies, complete with "cookies" like %sender% that you can use like mail merge fields. These cookies are also available for creating custom attribution lines.

Mailsmith's Find dialog is similar to BBEdit's. It supports normal finds and Grep finds. Whereas BBEdit support multi-file finds, Mailsmith instead supports approximate (fuzzy) finds. There are commands for setting the find and replace strings without entering a dialog, and you can use Find Selection (or command-option-double-click on a word) to quickly jump from a digest table of contents to the actual message. Unfortunately, there is no incremental Quick Find-a feature I find very useful in BBEdit.

Distributed Filters

Probably Mailsmith's greatest innovation is its filtering. While most e-mail clients let you create a list of mail actions or rules that are applied to incoming messages, Mailsmith lets you create a distributed filter hierarchy. In Mailsmith, filters can be associated with mailboxes. (If a filter is not associated with any mailbox, it can still be applied manually.) This greatly simplifies filter management. Although there is a monolithic Filters List window, most of the time it's easier to Get Info on a mailbox to edit the filters attached to it. If you have a lot of filters, you'll immediately appreciate that you don't have to search through a long list to find the ones you want; you've already organized them according to the mailboxes they apply to. Further, the Mailsmith method eliminates the need to tell Mailsmith whether a filter should be applied to incoming mail, outgoing mail, or both. If you want a filter to apply to incoming mail, attach it to a normal mailbox; to make it apply to outgoing mail, attach it to an outgoing mailbox.

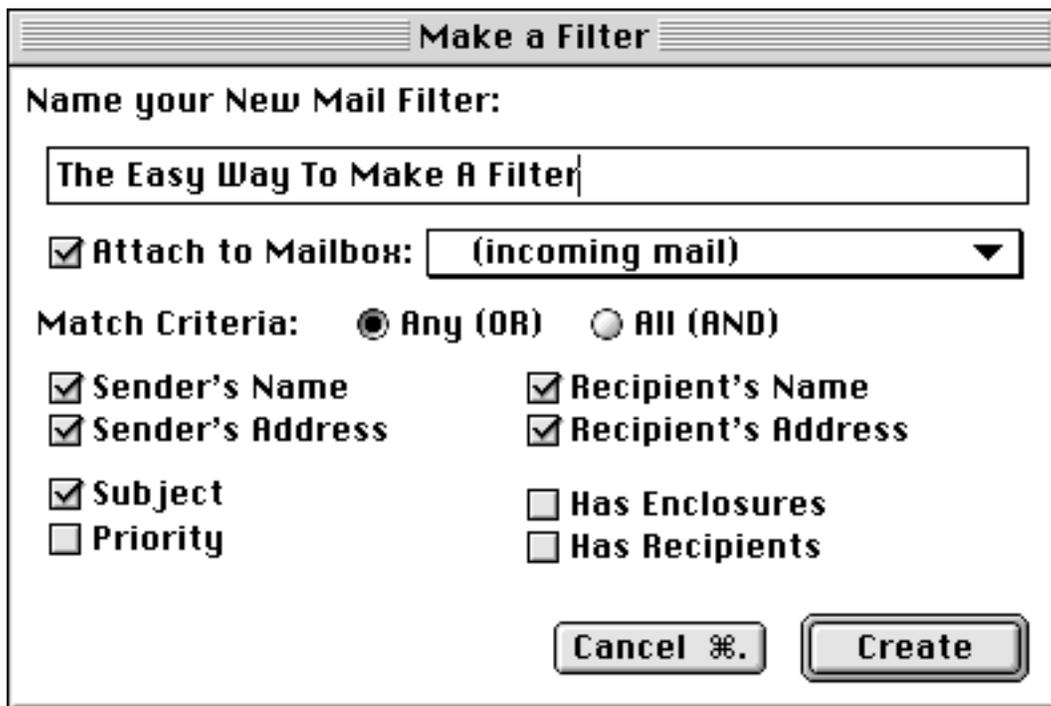


Incoming messages are run through Mailsmith's filter hierarchy. Whereas in other e-mail clients filters transfer messages to mailboxes, in Mailsmith filters can also attract messages. When a new message is received, the filters attached to the incoming mailbox are applied. The filters for each other top-level mailbox are applied in turn, until a filter deposits (attracts) the message to a mailbox or transfers it to another mailbox. Transferring a message stops other filters from applying to it. Depositing a message moves it down one level in the mailbox hierarchy; then the next level of mailboxes can apply their filters.

This all probably sounds confusing, but rest assured that it is in fact much more intuitive and powerful than filtering in other e-mail clients. Mailsmith users can reap maximum utility from a few specialized filters, reusing them often. The need for complex If/Then/Else criteria (although you can have as many of them as you want) is greatly reduced because of the filter hierarchy. For instance, when I used Claris EMailer I had a dozen or so filters for my *ATPM* mail. Each one began with a line saying to only apply the filter to mail originating from my *ATPM* mail account. Mailsmith handles this elegantly.

My *ATPM* mailbox attracts messages received from my *ATPM* account. The other *ATPM* filters are attached to sub mailboxes of the *ATPM* mailbox so they apply to **all messages** that are deposited in the *ATPM* mailbox-and to **those messages only**.

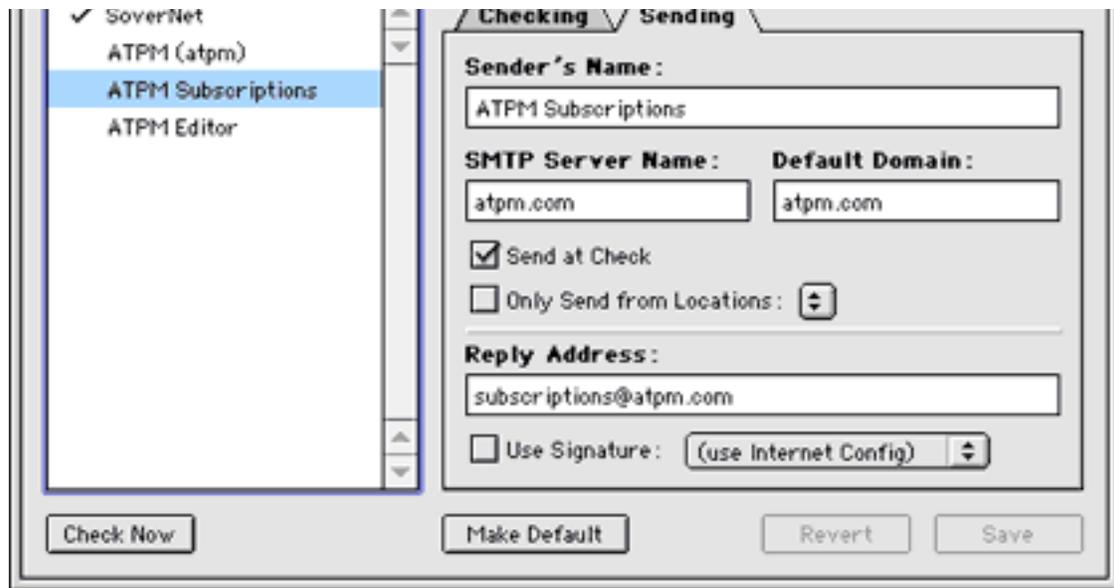
So what can a filter do? Well, to decide whether a filter applies, you set up the same sort of criteria list as with the Advanced Query. If a filter does apply, then its actions are executed. A filter can have an unlimited number of actions ranging from Transfer and Deposit to setting labels and priorities, replying, redirecting, extracting enclosures, and running an AppleScript. Alas, there are no built-in filter criteria or actions for checking to see whether the sender is in an address group or for adding the sender to a group. A great feature is the Make a Filter command, which lets you quickly create a filter whose criteria match a selected message.



Sending and Receiving Mail

You can use the Mail menu to check or send mail from all accounts. To check a specific account you must use the Email Accounts window, which doubles as a repository for mail server preferences. You also use this window for setting the schedule for each account. Alas, scheduling is limited (better than Outlook Express', much worse than E-mailer's). You can set a repeat connection interval for each account separately, and you can configure each account to only connect when certain Location Manager sets are active, but that's about it.





Mailsmith can send and receive mail simultaneously from all your accounts, and filter each message individually as it arrives. Thus you can actually read messages one-by-one as they are downloaded. After new messages arrive you can have Mailsmith play a sound (it comes with some excellent ones), run an AppleScript, or notify you in the menu bar or with a dialog. Further, you can do just about anything you want in Mailsmith while it is downloading messages.

Unfortunately, Mailsmith's multi-threading is such that downloading mail from two accounts simultaneously can really grind your system to a halt, especially if you have a fast Internet connection. New in Mailsmith 1.1.2 is the ability to disable automatic filtering, which helps, especially on slow connections. Disabling the automatic mail and filter logging also speeds things up.

You can send messages immediately after writing them, or queue them to be sent at the next connection. Unfortunately, unless you use an AppleScript, you cannot edit queued messages. You can save drafts of messages, but they must be stored as files in the Finder; there is no drafts folder in the mail browser, as with E-mailer and Outlook Express.

Mailsmith has good support for mail enclosures. You can encode enclosures in many different formats, including BinHex, Base64, UUEncode, AppleDouble, and AppleSingle. You can even select different encoding methods for different enclosures of the same message. If you have the Stuffit engine installed, Mailsmith can automatically compress enclosures before sending them. You can drag files onto the enclosures tab of a message to attach them, or use a multi-file select dialog to add enclosures to a running list. Alas, there is no way to attach an entire folder to a message unless you first compress it into a single file.

Enclosures for both sent and received messages are stored in Mailsmith mailbox files. I find this very useful for keeping an exact record of messages I've sent or received; it's so easy to lose enclosures if they are only saved in the Finder. Users who don't want their attachments taking up space in the database will have to delete them using an AppleScript. Enclosures can also be auto-extracted and expanded to the Internet Config downloads folder with a filter action. You cannot, however, double-click an attachment's icon in its message

window to open it with the appropriate application (as in EMailer).

Address Book

Mailsmith's address book is weak. You cannot associate more than one e-mail address with a contact (unless you create two address book entries or use the Notes field). The interface for dealing with groups is cumbersome; you cannot open a window for a group that lists its members. Instead, you must expand its disclosure triangle. This makes it very difficult to add contacts to a group, since you must select the contact and drag-scroll all the way up to drop it into the group. On the plus side, the auto-complete address lookup in message windows works great, as does the incremental address book search.

AppleScript

Mailsmith has excellent support for AppleScript. Most of the program's functions are available in its dictionary, and it even supports AppleScript recording. AppleScripts are an excellent way to customize your e-mail client, automate repetitive tasks, and "fix" features you wish were implemented differently. For instance, Mailsmith ordinarily quotes a message's body when you forward it. I prefer the EMailer-style behavior of wrapping the forwarded message with dashed lines and listing the original subject, sender, and date. In only a few minutes (and I am by no means an AppleScript expert) I was able to write a replacement forward command that one-upped EMailer by supporting multiple messages. Another good script example is one Christian Smith of Bare Bones wrote to auto-delete messages that had been in the trash for a specific number of days.

Documentation and Support

Mailsmith has some of the best documentation and support that I have seen. It comes with an excellent manual (printed and in PDF format) and balloon help. There have been four updates since version 1.0 shipped less than nine months ago, each one greatly improving Mailsmith, and each one free. The updates are even accompanied by a Delta Manual that thoroughly explains the changes and fixes since the previous version and documents the new features. Bare Bones Software provides excellent technical support via e-mail and phone. They also host the Mailsmith-Talk discussion list where Mailsmith users can discuss the product and share tips, tricks, and scripts.

Switching from Another E-mail Client

Mailsmith includes utilities that make it easy to switch from another e-mail client. It can import complete folder-message hierarchies from Eudora, EMailer, and Outlook Express. In addition, it can import from and export to Unix mbox format. There is also a demo of Mailsmith available at <http://web.barebones.com/free/free.html>.

I recommend trying any new e-mail client for at least two weeks so that you can fully adjust to the way it works, rather than see every deviation from what you're used to as a flaw. That said, there are a few things that you may not be able to adjust to when using Mailsmith:

- Mailsmith does not store the name of the account that received a message, as Emailer and Outlook Express do. There is a criterion for matching the name of the mail server that received the message (stored in the headers), which you can use to prioritize or label messages by account, however this is not very useful if you have more than one account with the same mail server. Also, if you receive a message with unlisted recipients, you may not be able to tell which account received it.
- IMAP and LDAP are not yet supported.
- There is no support for reading HTML mail.

Conclusion

Mailsmith offers a refreshing new perspective of what an e-mail client can (and should) be. In many ways, it seems as if the designers of Mailsmith have never used another e-mail client before: Mailsmith breaks out of the evolutionary rut that other e-mail clients confine themselves to, but it also lacks features that users have come to expect.

Mailsmith has an excellent interface for mail reading, and there is no better tool for locating messages you want to read than Mailsmith's Advanced Query. Mailsmith's distributed filtering is revolutionary and extremely elegant. Likewise, there is no better mail composition environment than Mailsmith (except perhaps BBEEdit).

With so much to like, then, I wish I could give Mailsmith more than a Good (three out of five). But the fact remains that the above-mentioned cons, particularly the performance problems, prevent it from being the top-notch e-mail client I know it has the potential to be. However, if the improvements since the first version are any indication, by this time next year Mailsmith just may be unbeatable. At present, though, you will have to decide whether Mailsmith's strengths are important enough to you to outweigh its weaknesses.

Copyright © 1999 Michael Tsai, <mtsai@atpm.com>. Michael is a veteran of AOL (3 years), BlitzMail (1 year), Emailer (2.5 years), and Outlook Express (a few months) who switched to Mailsmith in August 1998. Somewhere in that list are eWorld and Cyberdog, may they someday return.



ABOUT THIS
STUFF



REVIEWED BY CHRISTOPHER TURNER, cturner@atpm.com

Mariner Write 2.0.5

Product Information

Published by: Mariner Software

Phone: (800) 656-5443

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

List Price: \$69.95 (with box and documentation)

\$49.95 (download)

A long-standing argument against the Macintosh platform has always been that there is not enough software for it. And one of the long-standing answers for this argument has been another question, "How many word processors do you need?"

If you live in my world, the answer to that question is always, "You can never have too many." But for most users, one is enough. And here's your one.

Mariner Write, newly updated to version 2.05, is a lightweight, full-feature alternative to the bloatware mainstay of Macintosh word processing, **Microsoft Word**. There are millions of Mac users out there who either cannot afford Word 98's resource requirements, or would rather use something else, but cannot find a word processor that boasts the features Word has. MW is here to change all of that.

mariner write

VERSION 2.0.5

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mariner

Mariner Write 2 is simple enough for any beginning Mac user to utilize, yet has enough

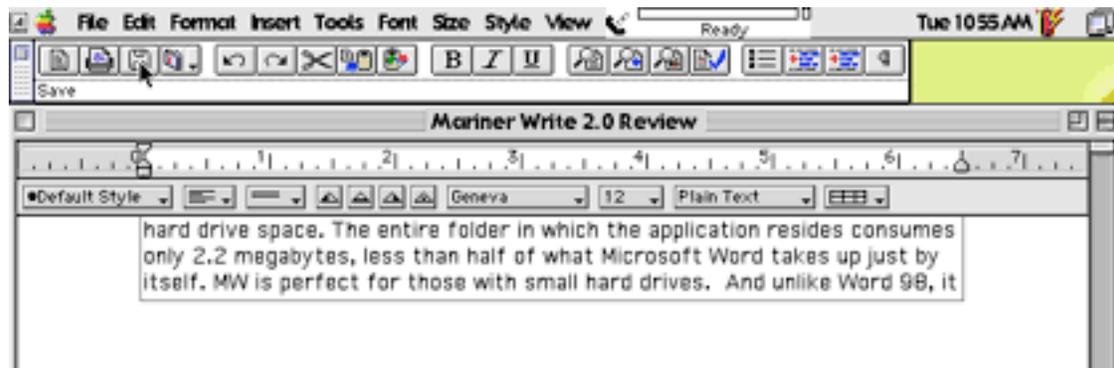
features to satisfy the power user on any but the most complex tasks, like a dissertation, doctoral thesis, or lengthy book.

Racing Schooner vs. the Titanic

One of the biggest complaints about Word is its tremendous size and drain on system resources. The Word 98 application itself takes up 5+ megabytes. This is not to mention the various other items in the Microsoft Word folder itself, which quickly runs the total to above 20 megabytes.

The sleek Mariner Write, on the other hand, takes up only 1.2 megabytes of hard drive space. The entire folder in which the application resides consumes only 2.2 megabytes, less than half of what Microsoft Word takes up just by itself. MW is perfect for those with small hard drives. And, unlike Word 98, it can be used on non-PowerPC Macs. As long as you have at least a 68020 processor, and System 7.0 or later, you can use Mariner Write. Best of all, MW runs native on PowerPC machines. It launches so fast on my G3/266, that the splash screen is a blur.

I chose this end of the above paragraph to try Mariner Write's Count command. There was absolutely no delay from the time I selected the Document button in the Count dialog box to the results display. This little baby is **fast**.



The interface is simple and uncluttered. As you can see in the above graphic, the main toolbar offers easy access to commonly used functions. As with any good Mac program, there are accompanying keyboard shortcuts. Should you desire, you can view fonts from either the Font menu in the main menu bar, or from the popup menu present just beneath the ruler in each document.

Showing what a classy operation it is, Mariner Software allows users the option of viewing fonts as they actually appear by merely making a selection in the Preferences dialog. This option is turned off by default.

While I didn't utilize this feature while typing my review, you can insert graphics as either inline images or floating objects with a text wrap. I have utilized this feature in other documents, however, and it works great. You can use either a PICT, EPS, GIF, or JPEG as your graphic.

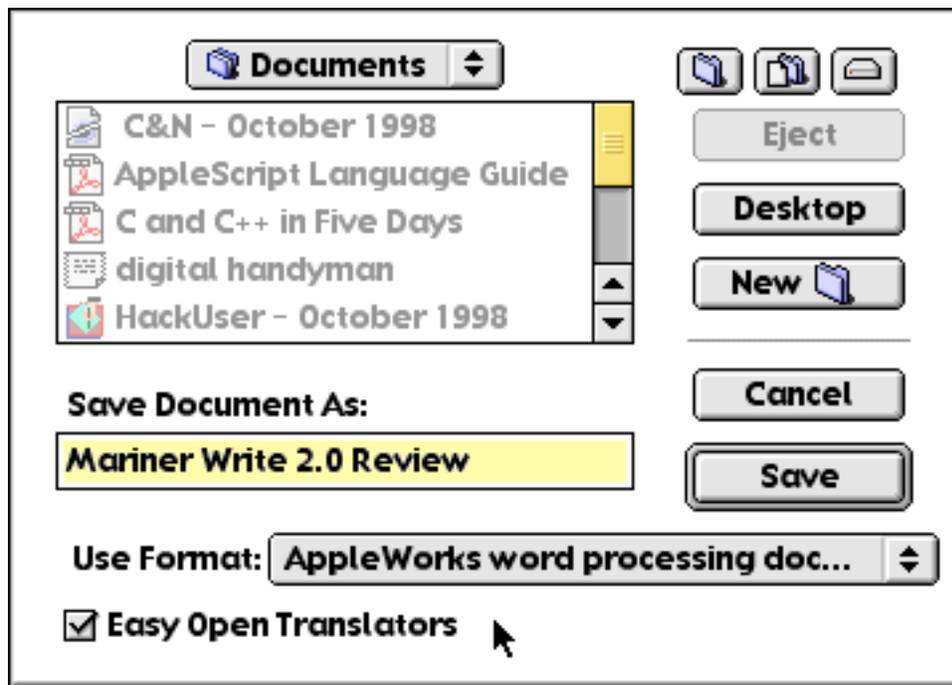
Like another favorite word processor of mine, **Scorpio**, you can change the color of both

the text and the background. And as long as your printer can handle color, that's exactly how your document will print out, as well.

No Word Processor Is An Island

While it does not have built-in translators of its own, Mariner Write makes extensive use of DataViz's **MacLink Plus** to open and save documents in virtually any format, from **Word 98** to **WordPerfect 3** to **ClarisWorks 4**. MacLink has come with most versions of your system software since 7.5. If you want the latest and greatest set of translators, however, you'll need to upgrade to version 10. Check out <http://www.dataviz.com> for more info.

I made use of this feature while preparing this review. Though I typed up in my review in Mariner Write, I needed to get it to our wonderful editors in **AppleWorks** (formerly ClarisWorks) format. A simple Save As brought up the dialog box which allowed me to choose the AppleWorks word processing document option. Opening the document in AppleWorks 5, I found that there were no changes whatsoever to my formatting and text color changes.



So what about more high-end features? Both footnotes and endnotes are easily implemented in MW. Headers and footers are supported as well. Mariner Write includes both a spell checker and thesaurus, though third-party universal checkers generally offer a greater vocabulary. I found Mariner Write's built-in checker to be very fast, though I still prefer SpellTools for all of my applications.

Mariner Write 2 is fully AppleScriptable, and includes six scripts right out of the box. A space on the Mariner Software Web site <http://www.marinersoft.com> promises more in the future. MW features a great Find/Replace tool that is, you guessed it, very fast. Anyone else see a pattern emerging here? Mariner Write, being the classy Mac app it

is, is drag-and-drop savvy, not only within itself, but across other applications as well.

Pulling Into Port

Mariner Write is a carefully crafted, sleek yet powerful workhorse. It has a developer that truly cares about its product and about its customers. I don't know what the current situation is, but I recall back when I was using version 1.4 of MW. I called the 800 number, inquiring about upgrades, and actually spoke to the guy who runs the company! Sometimes, being small pays off in dividends bigger than profit dollars.

If Apple weren't already including AppleWorks on every iMac, Mariner Write should be the word processor they ship. While you won't knock out your doctoral thesis on MW, those letters to Grandma and the next great book report couldn't find a better creation tool.

Free demos of both Mariner Write and its \$20 Mariner Write Lite sibling are available from the Mariner Software site. I encourage you to check out this great Mac-only word processor, and let the Word behemoth slide beneath the waves.

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Spell Tools

Product Information

Published by: Newer Technology

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

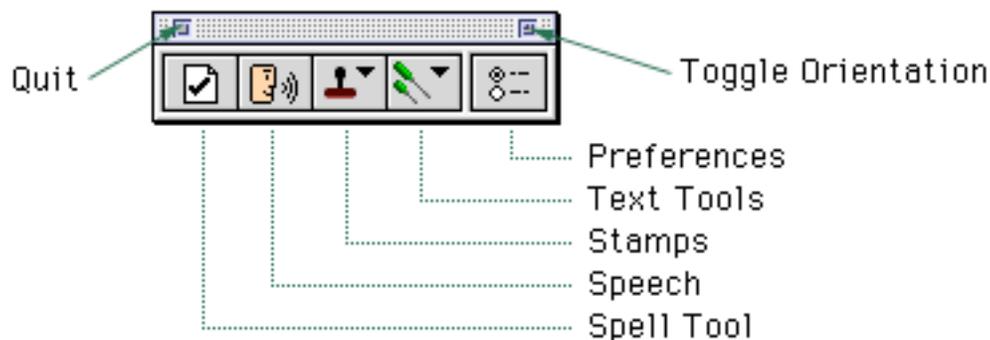
Freeware

Whatsa matter, Bunky? You say you've got a separate spell checker for each and every one of your applications? And you're constantly updating each and every dictionary separately? And wouldn't it be fantastic if you had one single spell checker that would work with all of your applications? Is that what's bothering you, Bunky?

Well, your worries are at an end. In the great computer-user tradition of demanding something for nothing, I give you **SpellTools**, freeware from Newer Technology (the people who bring you **GURU** and high-quality upgrade cards). SpellTools provides "seamless integration of spell checking and other text tools into existing Macintosh applications." And you get all of this for 256K of real estate.

Features

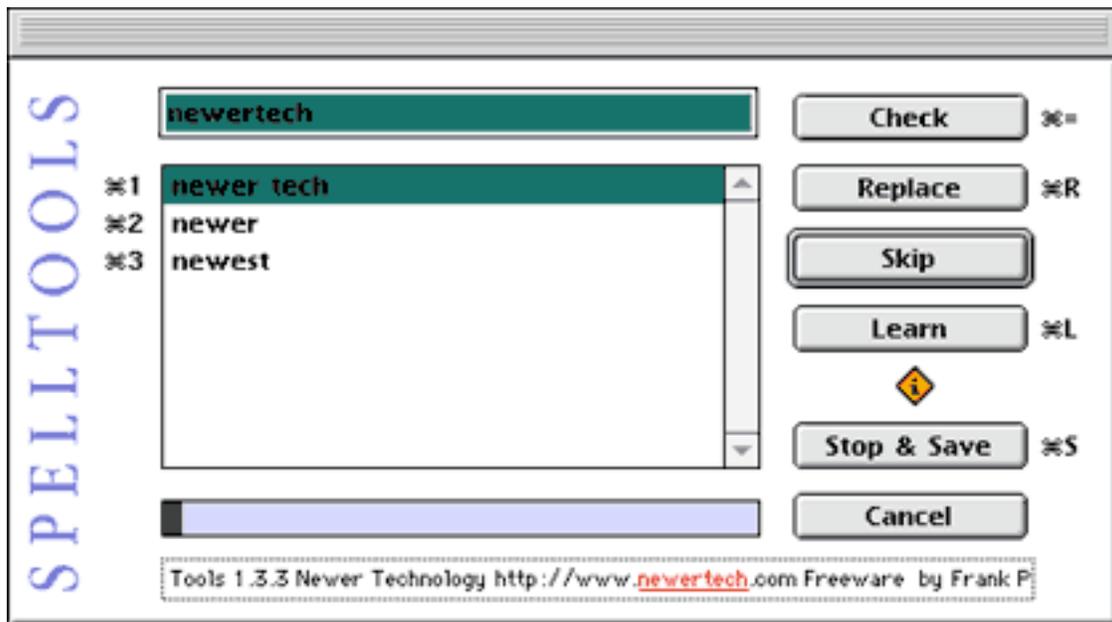
SpellTools is a universal spell checker whose functions are controlled from a floating palette, which can be oriented either vertically or horizontally. Another plus is that you can place your floating palette in a different location for each separate application you use it in. So, if one position is good for your e-mail program, but not so good for your browser, no problem. Place it where it best suits your work habits in each application and SpellTools will remember its location every time.



SpellTools comes packaged with a wide assortment of plug-ins for many existing

applications. But what if you have a program that isn't mainstream? Nothing to it. Simply drag the desired application icon on to the SpellTools icon and SpellTools automatically creates a plug-in for the desired application. That's it.

The Tools



Spell Tool; this is the main function of the program. Simply highlight the text that you wish to check and click on this button. It comes with a user-definable dictionary that can be manipulated through keyboard shortcuts. Also, there's a field in the SpellTools window that highlights the offending word in its context.

Speech; highlight the desired text and, as long as you have the Speech Manager extension installed, you can have your selected text read back to you.

Stamps; a very useful and customizable feature. Besides the usual date and time stamps, you can create custom stamps with ease, either from a text selection or from scratch. Very handy for salutations and closing lines that you use repeatedly in business correspondence (I use it with my e-mail client constantly).

Text Tools; an array of useful options; word counting; uppercasing, lowercasing, and capitalization of text; stripping or adding ">"s in e-mails; and stripping lead spaces (not as extensive as the shareware program textSOAP, but handy all the same, and Hey!...it's free!).

Preferences; shortcut to SpellTools prefs file. Allows you another avenue to edit your stamps, your plug-ins, and your user dictionary.

Despite its ease-of-use, SpellTools comes with a brilliantly simple hands-on tutorial that walks you through each function of the software. Within no more than three minutes any newbie will have mastered this program.

Comparison

How does SpellTools stack up to its commercial competitors? SpellTools is plain Vanilla to their French Vanilla. Both **Online Army Knife** <<http://www.atpm.com/4.08/page17.shtml>> and **Spell Catcher** <<http://www.atpm.com/2.09/page9.shtml>> offer far more bells and whistles, such as batch processing, grammar correction, and basic auto-correction. These applications are far more extensive than SpellTools. But some of their bells and whistles are “vanilla” themselves. For example, Online Army Knife has a limited sound conversion function. You can run rings around it with SoundApp, another indispensable piece of freeware.

Conclusion

If FinderPop is the greatest freeware utility of all time (and make no mistake about it, it is), then SpellTools is a very close second. No, it's not for power users. If you are working on a thesis or reams of text, then you want to look to the commercial applications. But if you're an average user doing basic word processing, e-mail, and such, then it will dutifully serve its purposes. I can think of no reason that SpellTools shouldn't have a permanent place in your bag of tricks.

Oh, and did I mention that it's free?

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ABOUT THIS
STUFF

REVIEWED BY ERIC BLAIR, eblair@students.miami.edu



Web Confidential

Product Information

Published by: Alco Blom

Email: [<support@web-confidential.com>](mailto:support@web-confidential.com)

Web: [<http://www.web-confidential.com>](http://www.web-confidential.com)

Shareware Fee: \$25

System Requirements

System 7 or higher (Shared Menus requires System 7.1)

1 MB RAM

The Internet has often been described as the thing that will bring people around the world closer together. While it has been somewhat successful on that account, it has been far more successful at getting me closer to my bottle of Aleve. I've learned one thing about beating my head against the wall trying to remember which password I use at Amazon.com: **it hurts!**

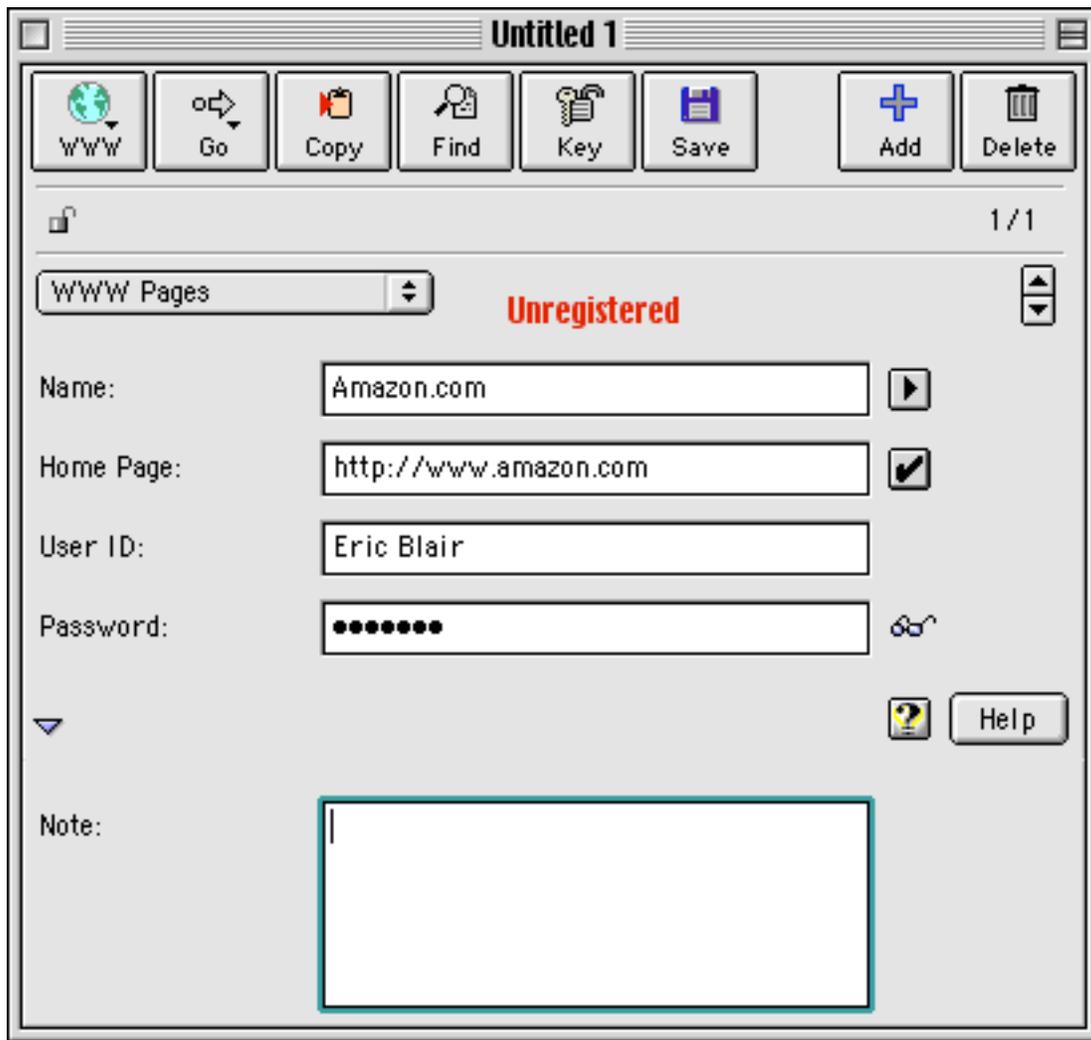
Out of necessity, I find myself relying more and more on cookie files to keep track of things. Looking at my cookie file, there were over 150 listing to various sites. The information in the cookie file ranged from last week's football picks to information for sites with my credit card number. The fact that this information is stored in a text file on my computer worries me a bit. And while I'm not concerned about what the people in my dorm will do if they find out I picked the Packers over the Vikings (twice), I am concerned what will happen if somebody figures out my CDNow password from the cookie file. It's bad enough to have my card maxed out, but to receive the bill for 50 Barry Manilow CDs—that's just adding insult to injury. You can only imagine my excitement when I found out about **Web Confidential**, a tool for storing password, Web addresses, and other information that allows you to chose between two types of encryption: Blowfish or MacPGP 2.6.

What is it?

Web Confidential is a program that handles names, addresses, passwords, and other bits of personal information. Contrary to the name, Web Confidential works with more than just the Web. It even works with more than just the Internet. There are actually 13 different categories of information handled by Web Confidential. These categories are WWW Pages, FTP Servers, Newsgroups, E-Mail Contacts, Login Accounts, POP Accounts, Bank Accounts,

Credit Cards, ATM/PIN Cards, Personal Data, Software Keys, Serial Numbers, and Membership Numbers. There is also a fourteenth category called Password Manager, which I will touch on later.

Launching Web Confidential for the first time opens an empty file. Since Web Confidential is essentially a database to store names and passwords, you shouldn't be surprised to see that it looks very much like a FileMaker database or an information card in a contact manager.



Every Web Confidential file is capable of holding all 14 type of data, so you don't need a file for Web sites and a file FTP servers. The interface is clean and simple. There are buttons that allow you to add a card, delete a card, launch Internet applications, go to Internet addresses stored in the given category, copy the current password, search for a card, and save the database. There are also four text fields. The first two are usually Name and Internet address. The second two vary depending on the current category. The bottom of the window contains a Note field that can be shown or hidden based on the user's preference.

Web Confidential can open password-protected FTP sites, newsgroups, and Telnet connections based on the information entered in the cards. The only issue with this is in

Web Confidential's handling of Telnet connections. First, it can only pass login information to **Better Telnet**. I have only experimented with Better Telnet a bit, but I do not find it much better than **NCSA Telnet**. Second, Web Confidential only works with a single type of login procedure, and that must be specified in the Helper Settings... dialog in the File menu. If you have multiple systems to log into, this may present a problem. Also, based on what it does, Helper Settings belongs in the Preferences—it took me a short while to track it down in the File menu.

The simplicity of Web Confidential's layout is also one of its problems. Since every card in every category has exactly the same layout, some problems arise. First, the Go button that sends you to the Internet address for a card is always active, even in categories that do not contain Internet addresses. I wish that this would dim when not necessary, like the delete key does when there are no cards in a category. The same can be said for Check Drop Down Menu. If it is clicked when the current category does not support Internet addresses, it says "Not Available." I would prefer if it were disabled. Another minor interface issue is the Email category. Although two fields are used, the two remaining fields are titled N/A and can still accept text. It would better if these fields were dimmed and/or non-selectable.

Another cool feature is the Quick Open item in the File Menu. Any file in either the Startup Items or Cabinet folder that Web Confidential creates will appear in this menu. Additionally, any item in the Startup Items folder will open, appropriately enough, when Web Confidential launches.

It's Everywhere!

One of Web Confidential's major features is that it uses Shared Menus, a feature of the Mac OS since System 7.1. Shared Menus allows Web Confidential to make it's own menus available to other programs. For Shared Menus to appear in a program, the author must include the code to make this possible. Fortunately, many Mac Internet programs include this functionality, including **Netscape Communicator**, **Internet Explorer**, **Emailer**, **Outlook Express**, and **Anarchie**. I have yet to find a Telnet program that supports Shared Menus; **MT-Newswatcher** doesn't, either. Since Shared Menus are available system-wide, Web Confidential's menus will also show up in some non-Internet programs. The only one I have found thus far is **BBEdit**, but it is possible that there are more out there.

Web Confidential places three menus in programs that support this feature. There is the diamond menu, which allows you to add the current Web page to Web Confidential, switch to Web Confidential, switch to **URL Manager Pro**, switch to another Internet application, or go the Web Confidential home page. The lock and key menu acts as a bookmark menu, allowing you to access Internet addresses for whatever program you are using. The final menu, the glasses menu, lets you access information cards for Web pages stored in the Password Manager category.



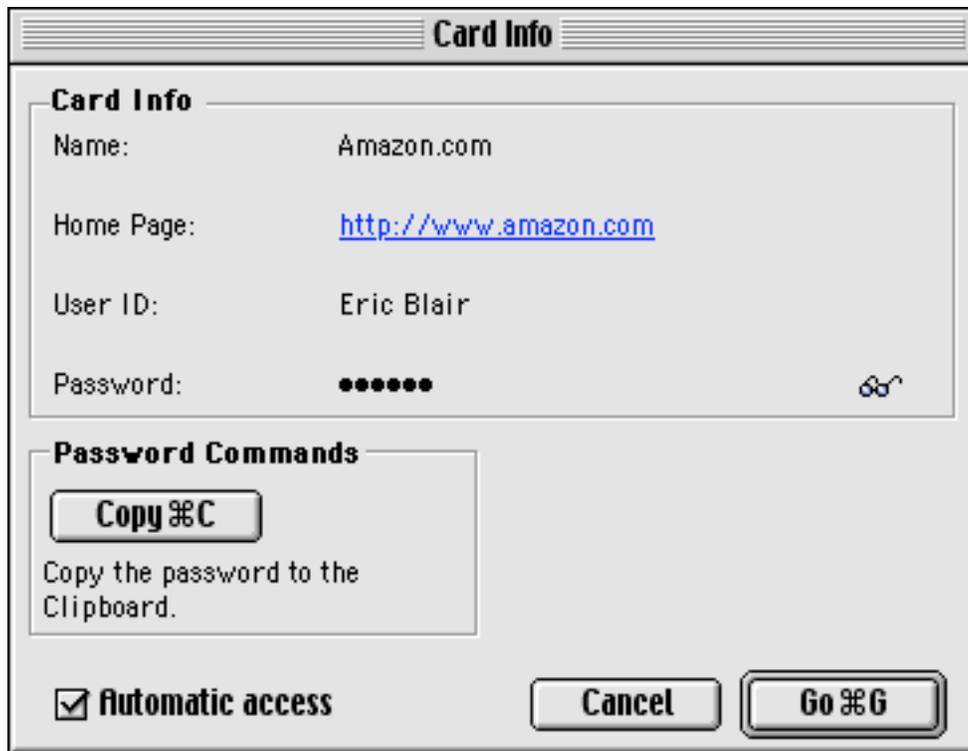
With programs like **Anarchie** and **Communicator**, Web Confidential falls a bit short with Shared Menus. Although programs like these can access multiple Internet protocols, only items from the main protocol appear in the lock and key menu. This means no grabbing

Web pages in Anarchie and no sending e-mail about that cool Web page from Communicator.

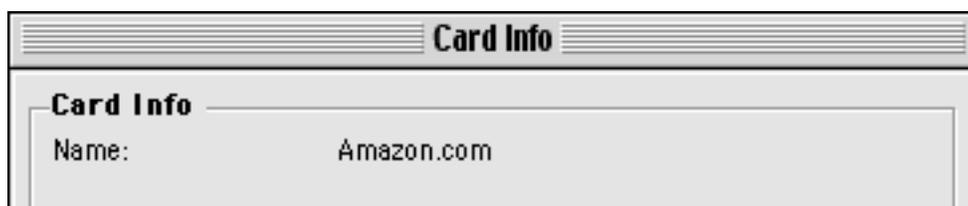
A downside to Shared Menu probably lies in Apple's implementation of Shared Menu rather than Web Confidential. Almost whenever Web Confidential crashes, it takes any program using Shared Menu with it. Not counting Web Confidential, I once lost six programs in one crash.

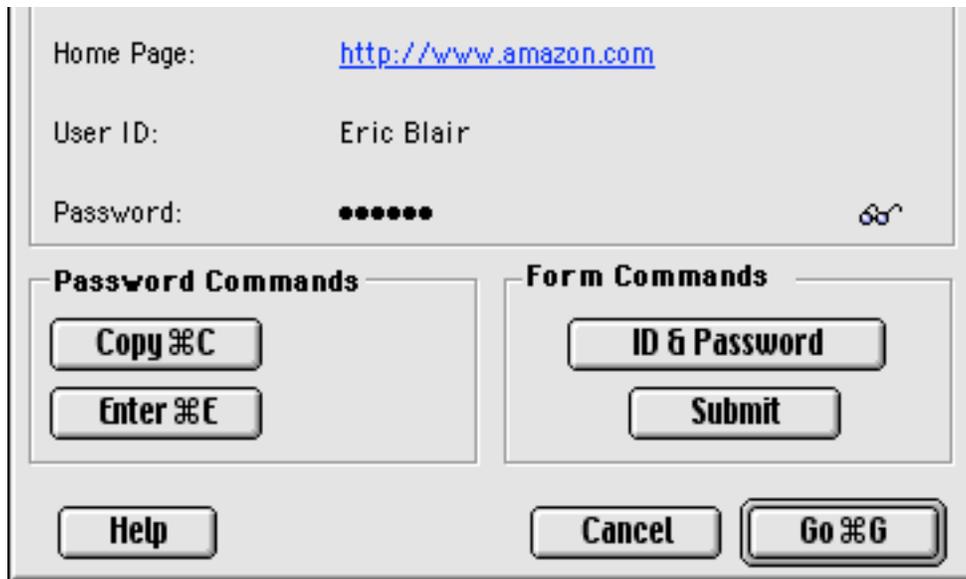
Information, Please

The Password Manager is one of Web Confidential's most impressive features. The Password Manager stores Web page and account information in information cards that can be accessed from the Web browser without switching out of the browser. Using any web browser that supports Shared Menu, the information cards can be used to access the Web page and copy the password to the clipboard.



With Internet Explorer, it does so much more. Under IE, the information card includes ID & Password and a submit buttons. The ID & Password button copies the User ID and the Password into the appropriate fields on the Web page. The Submit button goes one step further—it copies the User ID and Password, then submits the page for verification.





Unfortunately, along with only working under IE, these buttons only work for two-field forms. So, in a three-field form, like CDNow uses, you must enter the information by hand. It's not a perfect solution, but it does mean I can get my password info out of the cookie file and not have to worry about those Barry Manilow CDs.

We All Have Our Little Secrets

As I said before, keeping personal information in an insecure file like a cookie makes me a little nervous, especially in a dorm environment. That's why I was pleased by the encryption included in Web Confidential. Although you can choose to use MacPGP 2.6, the 448-bit encryption offered by the Blowfish encryption algorithm should be enough for most users. Encrypting the file locks it with a password so it cannot be viewed unless the password is known. Web Confidential can be set to automatically lock the file when it is closed and after a set amount of time. The latter method ensures that people will not be able to see your files if you leave your computer unattended for an extended period. The downside is that the file may be closed and encrypted during a browsing session. If you try to call up a file from the glasses menu, you will find it disturbingly empty.

Speaking of glasses, every hidden field in Web Confidential has a small pair of glasses next to it. Holding the mouse over the glasses displays the content of the hidden field. While this is a nice feature if you tend to forget things, it can be a bit dangerous if you tend to step away from your computer. I would prefer if the glasses could be turned on and off in the preferences.

Conclusion

Web Confidential is a strong product when it comes to keeping track of passwords, PIN numbers, and the like, but it's a bit of a mixed bag on security. The choice of MacPGP or Blowfish provides an extremely strong lock on the front door, but if you leave the door open, your data is free for the taking, thanks to the little glasses. MacPGP and Blowfish will keep just about anybody out of your data, but if you give them a glimpse of your file,

they can find out any information you have stored in there.

In a situation where many people share a computer, Web Confidential is an excellent tool for letting individuals securely keep track of their Internet information. It is also a great way for individuals to keep track of their information. Because of everything Web Confidential has to offer, I am giving it a Very Nice rating. If you don't use the programs Web Confidential requires to access its best features (IE and Better Telnet), however, its usefulness decreases.

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X-Files Trivia Challenge 1.5

Product Information

Published by: Brian Kelley

Email: [<bkkelley1@nycap.rr.com>](mailto:bkkelley1@nycap.rr.com)

Web: [<http://home.nycap.rr.com/compleatmac/xfilestrivia.html>](http://home.nycap.rr.com/compleatmac/xfilestrivia.html)

Shareware Fee: \$10

System Requirements

System 7 or later

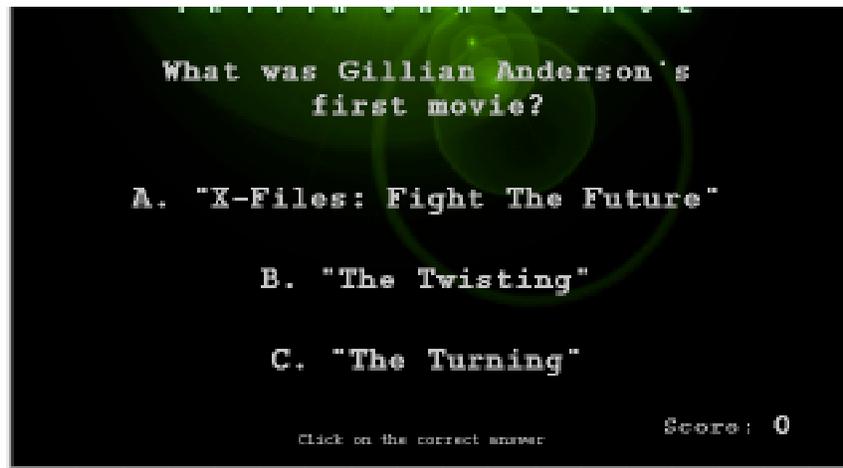
6 MB available RAM



From the moment the game begins, with the eerie *X-Files* theme playing in the background and visions of UFOs and mysterious hands appearing as if from nowhere, you will realize that someone has taken great care to make your **X-Files Trivia Challenge 1.5** game experience as true to the spirit of the *X-Files* as possible. That person is Brian Kelley, who, along with graphics and animation help from Joe Koomen, has created an interesting Trivia Challenge fit for any X-Phile. Brian Kelley is also the creator of the interesting MacCentral Trivia Challenge [<http://www.maccentral.com/news/9811/03.trivia.shtml>](http://www.maccentral.com/news/9811/03.trivia.shtml); and, as the resident "Trivia Guy" here at *ATPM*, gets high marks from me for his creation of an X-Files Trivia Challenge worthy of the most fanatic follower of one of television's shining moments (and there are few).

The game is created using the impressive **SuperCard Technology** (IncWell DMG [<http://www.incwell.com>](http://www.incwell.com)), an evolution of **HyperCard**. It is easy-to-play, with most of the over 200 questions being multiple-choice and a few true-or-false. After starting the game, the opening graphics and theme music are designed to get you into the mood. The gameplay is straightforward. When a new question appears, simply click on what you believe to be the correct answer. You will be informed whether your answer was right or wrong along with appropriate sound effects. Often the answers (right or wrong) will contain some snippet of information explaining or expanding upon the choice you made. Your score is kept on screen with one point given for each correct answer.





With the embedded theme music and wonderful graphics, The X-Files Trivia Challenge holds much promise for future versions. Unfortunately, Version 1.5 suffers from some problems that are not all the author's doing. The first, and most damaging, is the conscious decision of *X-Files* creator Chris Carter not to show the *X-Files* episode titles at any time during the TV show, presumably to increase the mystery surrounding the *X-Files*. They can only be found in The TV Guide or a fairly complete Sunday newspaper TV section. Since a large number of the questions in the X-Files Trivia Challenge are related to specific episodes, and it refers to them by name, they are too difficult for the casual viewer. This might discourage people from playing the game more than once and discarding it. Not a good idea if you want your shareware fees to be paid! But as this appears to be more likely a labor of love, I doubt that Brian intended to get rich from it.

There are three other problems that I have with the game:

1. The Read Me doesn't explain how many questions constitute a game (I think it's about thirty). At some point, and without warning, you are asked if you wish to play again.
2. The questions appear at random, but are often repeated within the same game. This can be annoying if you knew the answer the first time, but allows for guessing if you didn't.
3. There is no way to keep track of high scores. (The best I've done so far is 25 out of 30 correct.) It would be nice to have a "High Score Honor Roll" or some way to be able to challenge others and compare scores.

Brian has replied to my concerns and informs me that he will improve the Read Me, implement no-repeats, and work on a way to keep score. He says Version 2.0 will be available as soon as time permits him to work on the improvements.

With these future improvements in mind, I recommend any *X-File* fan check out The X-Files Trivia Challenge 1.5. It is **truly** a challenge, and lots of fun. To whet your appetite, I have provided a representative sample of questions as this month's *ATPM* "Trivia Challenge 5.01—Paranormal Puzzler."

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Guidelines

The Official ATPM Guidelines

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What is ATPM

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

We'd Like Our Readers To Be Involved

Here, at *ATPM* worldwide headquarters, we're interested in hearing from you, our loyal readers. We're especially interested in stories about you and Life With Your Particular Macintosh. We guess we could have called this publication LWYPM but it just didn't sound quite right. So we called it *ATPM* and decided to ask for your stories and anecdotes about our most personal of personal computers. *ATPM* is also looking for people interested in joining our editorial staff. We currently need an **Interviews Manager** and an **Publicity Manager**. Please contact us at [<editor@atpm.com>](mailto:editor@atpm.com) if you're interested.

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

Let Us Know That You Know What You Know

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

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

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

Wishful Thinking

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

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That’s It

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





This is the latest in *ATPM's* series of Trivia Challenges. Answers to this month's Trivia Challenge will be found in the next issue of *ATPM*. If you have any suggestions for future Trivia Challenges, or wish to comment about almost anything, please e-mail me at [<egoss@atpm.com>](mailto:egoss@atpm.com).

I'd like to congratulate last month's Trivia Challenge winners: First Place—**Brian Ehni**, from Tennessee; and Second Place—**Jason Chong**, from Singapore. Your prizes are on the way!

In conjunction with my review of "The X-Files Trivia Challenge 1.5," I thought I would give you a sample of some of the questions you might encounter. So slip into something mysterious, keep an eye to the sky for aliens, and take part in:

Trivia Challenge 5.0.1—Paranormal Puzzlers

1. For what agency of the federal government has Byers worked?
 - A. The FDA
 - B. The FCC
 - C. The NSC
2. Who was the "invisible" former Green Beret in the episode "Unrequited"?
 - A. Jacob Wharton
 - B. Leonard Trimble
 - C. Nathaniel Teager
3. What does the UFO poster in Mulder's office say?
 - A. Watch The Skies
 - B. I Want To Believe
 - C. We Are Not Alone
4. Before the X-Files, for what unit of the FBI did Mulder work?
 - A. Behavioral Sciences Unit
 - B. Computer Crime Task Force
 - C. Anti-Terrorism Unit
5. What brand of cellular phone does Mulder favor?
 - A. Motorola
 - B. StarTac
 - C. Nokia
6. What actor plays Alex Krycek, aka "Ratboy"?
 - A. Nicholas Lea
 - B. Nicholas Roeg
 - C. Nicholas Meyer

7. In the X-Files Pilot, where did Mulder and Scully go to investigate their first case together?
 - A. Roswell, New Mexico
 - B. Terma, North Dakota
 - C. Bellefleur, Oregon

8. A.D. Skinner served in Viet Nam in what branch of the service?
 - A. Army
 - B. Navy
 - C. Marines

9. Who was Mulder's informant from the U.N.?
 - A. Deep Throat
 - B. The Hispanic Man
 - C. Marita Covarrubias

10. Who killed Duane Barry?
 - A. Mulder
 - B. Alex Krycek
 - C. The Hispanic Man

11. In the episode "Piper Maru", what was the name of the WWII submarine?
 - A. Talapus
 - B. Zeus Faber
 - C. Appolo

12. Who brought Scully to Skyland Mountain?
 - A. Duane Barry
 - B. Frank Druce
 - C. Alex Krycek

13. Who originally owned the dog given to Scully by Clyde Bruckman?
 - A. The Stupendous Yappi
 - B. Madam Zelma
 - C. Mrs. Lowe

14. Where did Mulder and The Lone Gunman first meet?
 - A. Richmond
 - B. Baltimore
 - C. Washington, D.C.

15. What rock'n'roll star was Clyde Bruckman's favorite?
 - A. Richie Valens
 - B. Buddy Holly
 - C. The Big Bopper

The Rules

Each question has only **one** correct answer. The answers are stored in a hermetically sealed envelope guarded by a fierce Lhasa Apso named "Hammerli" who lives in our house.

Last Month's Answers-4.12—ID The Icons



E. Anarchie Pro



A. Z Term



I. PageMill



M. PhotoShop 4.0



K. Netscape Communicator



N. BBEEdit



C. Mailsmith



B. GraphicConveter



J. Illustrator 7



G. MacBinary



D. Fontographer



F. FileMaker Pro



L. Hard Disc ToolKit



H. Canvas 5



O. Toast

This Month's CD Recommendation

One of the best albums of all time that you've probably never heard—"Amused To Death" by Roger Waters (A must for Pink Floyd fans!)

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