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one year online
issue 12

April 1999

1984 electrify your mac
www.1984-online.com

Looking to the future, remembering the past

This is issue 12 of 1984 Online which makes it our first anniversary. Since our first issue we have grown well beyond our expectations, sometimes we are even amazed that we are still going at all. The whole thing is a labour of love. We receive no payments for our work and we ask nothing from our readers, except maybe a little feedback. We are motivated by our enthusiasm for the coolest computer platform around and we hope it shows in what we publish. We can remain independent because we are not under any sort of corporate pressure. We are now starting to look to our next year's issues, maybe even plan out things a little so that it is not 'cobbled' together at the last moment. We are looking to update our website, so there is more information available online. We are also looking to put more emphasis on the PDF version of 1984 Online. Since Issue 9 the PDF version has been produced independently of the usual DocMaker version. We have tried to make the most of Adobe Acrobat's PDF technology to give something that is graphically more interesting, with hotlinks to the web sites mentioned in the articles. We have had some feedback from readers saying that they are finding bits missing. We have hopefully resolved that problem with this issue. Please let us know if you are still experiencing problems, and don't abandon the PDF format as we hope to make it even more interesting.

So what is to come in the following year? Who knows? If we had that sort of foresight we would be spending all our time at the bookies. We can be sure of more exciting developments from Apple, whatever they are, and also from their developers.

We, at 1984, will bring you news from the trenches. All our writers are dedicated Mac users who have a wealth of knowledge and experience in all areas of hardware and software and whose livelihoods depend on their machines functioning without fail. We want to bring you positive articles, trying to avoid the mundane dissing of Bill Gates and Microsoft. (To their credit they are supporting NSPCC and other charitable work for children, which is highly commendable, but they still make lousy software and too much money.) Of course if there is something bad out there, that is to be avoided, we will let you know. We also have some ideas for some different articles that are not strictly Mac but we hope you will find interesting anyway. All our writers welcome feedback and suggestions, which is why we put their e-mail address with their articles, so please feel free to correspond with them. 1984 Online is for your benefit, not ours.

The last twelve months has also seen Apple going from strength to strength since Steve Jobs finally regained control of his vision. And software developers are renewing their enthusiasm for the platform. I would just like to make this comment to both Apple and its major developers, Quark, Macromedia and Adobe in particular, and also the small ones as well. Macintosh may be the best hardware and operating system on the market but it is nothing without the great software that makes it the choice of creative professionals around the world. And you, now very rich, software guys - remember that you wouldn't even exist today if it wasn't for Apple. So next time you think about jumping ship for the Microsoft millpond, when the going gets a little rough, remember how and why you are there. Just work together, there are a lot of people out there who rely on you for their livelihood and they don't want to work for Big Brother.

Chris Patmore, Assistant Editor chrispatmore@innocent.com

editorial

1984 is one year old

Lee Foster

It's our first birthday. A year ago we launched the first issue of the then called 1984 Apple OnLine Magazine until Apple Computer, Inc., forced us to drop the 'Apple'. But it didn't sway us. So dedicated are we Mac users that we continued to put together our monthly e-zine without spite.

Also a year ago, Apple was supposed to be doomed. Everyone predicted Apple's demise. Some already thought Apple had gone. Apple did indeed bring out some dull hardware, just speed bumped old hardware with no technical innovation at all. Mac OS's with hyped components missing or technologies dropped. Then suddenly in a flurry of dollars, Apple began to draw the attention of the computer world. A NeXT or BE OS buy-out was the first of the big rumours when it became public knowledge that Apple was looking to embrace non-Apple technologies for its flagging OS. NeXT won and with it came Steve Jobs.

The next twelve months have been one long blur. So much has happened. All the cloners now banished. Newton ditched. Most Apple peripherals scrapped in favour of third party alternatives. Claris split. FileMaker and Homepage to FileMaker, Inc and ClarisWorks, Emailer etc., to Apple. ClarisWorks being the only survivor and now called AppleWorks the rest scrapped regardless of their various fan bases.

The G3 arrived and stole the show. Everyone (including me)wanted a G3. They sold by the bucket load. We had speed and quality and most of all, real value for money. Rumours spread about an all new consumer Mac. Eventually, out came the iMac, which has been hailed as Apple's secret weapon against the final curtain. Three revisions later, the iMac is still selling well and has introduced the world to a colourful alternative to beige and black computers. Not only has Apple survived, they're doing it with the Apple philosophy; "Think Different".

Innovation has come back. Not only did we get colour and now a choice of colours, Apple was bold enough to scrap the floppy drive, introduce USB and convince hundreds of peripheral manufacturers to build and support add-ons for the Mac. And they too did it with the "Think Different" approach.

If that was not enough, Apple made another make or break decision to completely abandon beige plastic and even more astonishing, abandon SCSI, Serial ports and floppy drives and introduce USB and FireWire to the new G3's with a completely different blue and white case design.

For many, Apple has never been away. They stuck by Apple, bought only Apple and lived and breathed Apple. The cloners did make an impact, but mostly on those who wanted a good Mac but cheaper alternative to Apple's higher priced models. We can thank the cloners for getting Apple to wake up to competition once more. But looking back over the year of 1984's e-zine history, it was one hell of a good year to be around in. And, as with Apple, 1984 has grown in size and strength. It has a huge reader base and is on many magazine cover CDs as well as on the WWW. Design and content improves every issue and our website is about to have a major overhaul.

So, happy birthday to us and thank you readers for keeping us going for another exciting year of everything Mac.

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I THINK diFFerentLy

Blueberry, grape, strawberry, orange or lime – which one do you prefer?

Thomas Ash [thomasash@hotmail.com]

A few weeks ago, an Apple employee was sacked. Not that big a deal, you might say. One of the good things about Steve Jobs' Apple is that it has been a tightly run ship. But this employee was not fired because his job was found to be redundant (pardon the pun) after one of Steve's famous elevator interviews. He wasn't fired because he wasn't getting his job (as a software engineer, by the way) done properly. He was fired for thinking different.

To be specific, he walked around barefoot to be more in touch with his surroundings, he put up posters of Gandhi and the like to inspire him while he walked, and when faced with a tough challenge, he would stand on his head to help him concentrate. OK, this may not be the way everyone goes about their work, but it certainly doesn't do any harm. If it helps someone concentrate, then so much the better.

Of course you'd expect StandardHugeCorp, Inc. to look down on this behaviour – but not Apple, the company which tells us to think different. And the decision to fire this employee was not made by some same thinking (or for Apple, different thinking – well, you get the idea) middle management drone. Avie Tevanian himself justified it, saying that employees are only permitted to take off their shoes within a four metre radius of their work area.

Personally, I find that unbelievable. You might think that this is a stupid thing to spend 440 words complaining about, but I'm writing this column, and I couldn't care less.* This seems such a stupid thing to regulate, and it makes me worry that Apple doesn't live up to the image of itself it promotes,

like every other company under the sun. Call me naive, but I've always thought that Apple has had a really different take on things, especially under Steve Jobs.

Which brings me onto my next point – that Apple had pretty different thinking employees under the relatively conservative leadership of Gil Amelio. Ruth Hennigar was the engineering manager of Raptor, the project to develop a kernel for the Mac OS. She rode a Harley-Davidson, wore black tights and black leather boots. One side of her head was shaved, and the other was died in the six rainbow colours of the Apple logo. Compared to this, working while standing on your head seems pretty normal – but no one fired Hennigar.

Getting angry with Apple? Ready to fire off an irate e-mail? Don't bother. This story was, in fact, a satire by The Onion www.theonion.com Apple's thinking different for now, at least – but we should make sure it always does.

* Hmmm... getting a bit arrogant there. My humble apologies.

this is my opinion?

iDixons

Christopher Bunney

Around September 1998, in MacUser or Macworld (I think), I remember reading an article about the Dixons Group i.e. PC World, Currys and of course Dixons itself, and it said something along the lines of how the Dixons Group were committed to the Mac and that it was planning on putting the iMac in their PC World stores and larger stores of Dixons.

If anyone read my last article on coloured iMacs they would know that I am looking to upgrade my Mac to a new iMac. Anyway in our search "because, as it happens the grape iMac is hard to get hold of and out of the ten mail order companies we phoned there were only 16 iMacs in total available."

However we went into our local PC World and enquired if they had any in stock. They phoned all their branches and most only had the display model left so on the off chance "remembering the article in MacUser" we went into Dixons and asked if they had any Grape iMacs in stock.

"iMACS?" she said. "I don't know. You'll have to talk to our computer sales assistant." She pointed to a short, stout, dark haired man at the other end of the shop. So we went and asked the sales assistant, to which the reply was, "Just out of interest can I ask who told you that we sell iMacs?" We explained about the article that we had read, and that we thought it wouldn't hurt to ask. Anyway with that he turned to his computer, waited a bit, then said, "Well, we have 64 iMacs in stock down at the warehouse." We asked how come they had so many in stock as everywhere else it seemed that

you'd be lucky to find one. "Well," he said, "the iMac's are not that good really as Apple decided to leave out the 3D Graphics Card at the last minute." But he could still get us one at 4:00 pm the following day at the nice rounded price of £999, excluding delivery. I'm not sure whether that price was with or without VAT. Nevertheless it's still an incredibly high price, even PC World was cheaper at £915 including VAT.

Needless to say we will be getting our iMac through one of the Mail order companies which has one in stock on the day we are ready to purchase. Unfortunately PC World do not think they will be getting any in stock for the foreseeable future.

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One for the X-philes

By Graham Aldrid

You remember the episode where a new life form was generated in a load of toxic waste from Russia? For the record, and those who missed a good episode, here follows a brief rundown:

Strange things happen. Man gets attacked in the sewer but gets off OK apart from big scar on back. In shower man gets ill, throws up some red paint, bits of offal, other nasty stuff, dies. More strange stuff. Finally Mulder & Scully capture life form which is a sickly translucent grey colour with red eyes, strange shaped mouth but with intelligence.

Turns out to have part human DNA, part reptile part other strange stuff. Thing escapes. Chase. In sewer, whence it came Mulder manages among the S**t to get thing chopped in half. Hero wins, everybody happy. Final scene: floating corpse of thing in sewer, minus bottom half. Close up on face. Eyes open. Mein Gott in Himmel! Mon Dieu! (whatever the Italians would say, but as I don't speak Italian, you can fit in an expletive), I say that's going to be a bit of a problem, chaps. It's still alive, can probably still breath and threaten humanity.

(In 10 years time it's brought up a family, lives in a semi detached little house in the suburbs. With it's ability to prey on humankind has got a senior job at one of the big banks. Sorry – I shouldn't reprint extracts from How to Build a Career in Banking, by Alucard Lestat...)

So for 2 million years Homo Sapiens and their ancestors have grown to rule the earth, only to be threatened by a monster from a toxic Russian lavatory, literally in all senses directly as a result of their own activities.

Will humanity survive?

Will the monster breed?

Will it mutate further?

Will Humanity fight back and win?

Turning this idea on it's head, if the grey translucent beings, were attacked by a multi-coloured predator, which seems to have evolved directly from them, what would they do?

Are you following this line of argument?

Maybe this is why, the Stock price of Apple is being discounted, despite profitable results. With a good single product, it won't be long before the greys mutate into other colours. Or worse all the IT mandarins, who are keeping their little empires intact by sticking with DOS/Windows/IBM and making it too complicated to change, will just dismiss good products because they're only pretty colours and don't address the real issues of computing.

For don't address the real issues of computing. Read – I can keep my job as long as no-one knows enough about it for me to get caught out and so that I'm the only one who can fix the problems that I blame on users but is caused by the crappo system I'm foisting on everyone because:

I'm not capable of/
don't want to/
can't be bothered to/
don't want to have to give up my jollies because everybody will understand by/

don't want to have to give up my Industry status and invitations to lecture/

don't want to have to give up my Invitations to corporate hospitality at Wimbledon, US Open, Superbowl, Monaco Grand Prix because of learning anything other than I started to learn 25 years ago.

Or is that just cynical old me again?

I went to a Compaq Roadshow a while ago. It was a reasonable, semi-professional bun fight. I got a CD of War of the Worlds for my pains. Fell asleep during one presentation, hope I didn't snore. Decided to stick with Mac. It was only a short distance away from home or work, in a nice venue and the vegetable Samosas were good.

At this point our friends elsewhere in the World can substitute their own beefs along similar lines but I can only speak from my experience.

Let me address my final question to my friends in the United Kingdom and Yorkshire:

Can you remember the last time you were invited to anything by Apple, which didn't involve you travelling to somewhere in the South East of England?

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What do you buy??

Adam Shutes

I've got a friend in the lab next door to mine, and since way before Christmas he has been looking to buy a computer. It's March now, and still no joy.

We generally talk about all sorts of things – as friends do – but when he asked me about what computer I'd recommend, you can guess I said 'iMac'. He's got a wife and a kid of about four – neither of them gifted technologists, so there was and still is no less a perfect machine.

Price? About £999 including VAT (this was December remember). How about Speed? It'll whip a Pentium's bum. Software? The usual games and all that you'll ever need.

Then, to get a balanced view he asked a few PC bozos around the department for their ideas. He came back with some more figures and more confused. All more expensive than the iMac and all a box-shifters paradise.

Now the Pentium III has come out, he started asking me again. What do you think of this machine? Or this one?

Basically, he seems to have settled for a Gateway 2000 machine, but is left with 3 options. The Professional beige box, which has a Penitum III chip in it (you know the one that removes the need for gas central heating, and tracks your every move), the Multimedia beige box with a Pentium II in it, and the Family beige box which has a Celeron chip in it (nice to see the word family is being equated with 'rip-off').

'What's the difference between all of these?' he asked. After having a quick look through the bundles' specs, all it seemed to boil down to was the presence of a printer or modem or some odd educational software title. All the processor speeds varied from the 300 PII to 400 Celeron to 400 PIII, and this really caused him problems.

How can a 400 Celeron be cheaper than the 300 PII when it's 100 MHz faster?

It's getting tiresome the amounts of times I have to explain what the difference between MHz and speed of your processor is – it's bad enough explaining the difference between two Pentiums, try throwing a G3 in there as well.

This weekend, he promises me, the anguish will end, and he'll be the proud owner of a Pentium II beige box. Ready, pumped and primed to break down 1 day after the warranty has run out.

My friend's case, I would bet, isn't the worst scenario of buying a computer. Can you imagine going into Dixons as a first time computer buyer (as my friend is) being confronted by a whole host of beige boxes and then mollested by a PC weenie salesman. I've done it before to get kicks out of embarrassing the salesman (try it, it's fun) but for every comment of his, I had the revealing question or put down. Poor Mr. Jo Average doesn't have this ammunition.

This is where Steve Jobs, Apple and the iMac have shown the way forward. If the average home buyer wants a computer he has a couple of questions to answer:

1) Portable or Desktop?
2) Colour.

Done.

No futzing around with different chip speeds, different dongles, or different dingles. You're buying a computer, you would hope to be able to trust the company you are buying it from to give you the best deal around. (This trust between consumer and company has been eroded by Microsoft and their cronies – you can't trust many in the computer market nowadays).

It's such an obvious strategy that I'm surprised that no other company has thought of this before, but such as the computer industry is, every company (Apple has been guilty of this) was so busy putting bigger figures on the box, MHz, dpi, 17 inch, 6ppm, that they all forgot the big picture. They forgot who computers are aimed for. It was Jobs' Apple who had the vision to Think Different, to step back, and figure it out. They really have given the computer back to The Rest of Us.

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Whine in B flat

Mark Tennent

It is about the size of a small refrigerator or a built-in oven. At 27.5 kilos it weighs so much the courier needed help to deliver it. It has features that may be able to change your life.What is it? Only the best bargain in laser printers that you'll see this side of the millennium - Apple's LaserWriter 8500.

For a lot less than a thousand pounds you get a 20 pages per minute printer, capable of churning out 50,000 prints per month on huge pieces of paper. Inside the 8500 is a fast AMD RISC chip that rips even the most complicated files in almost real time. Coupled with true Adobe PostScript Level 3 and you have pretty much the state of the art in laser printer technology.

The LaserWriter 8500's resolution is so outstanding that photographs look like the real thing rather than dotty photocopies. It is capable of printing up to 150 lines per inch which is the same standard as a magazine page. At this level, photographs get a little too dark but line art and text are crisp and can be used as artwork for high quality printing. With enough RAM the LaserWriter 8500 can use both Photograde and Fineprint, Apple's proprietary resolution enhancing options.

Apple's inclusion of a real PostScript interpreter is not to be taken lightly. After all, it was Apple's first laser printer, with PostScript, that spurred the rise of the desktop publishing that changed the face of the publishing industry in ways not seen since Caxton was messing around with potato prints. Some printer manufacturers keep costs down by emulating PostScript output. This is because Adobe, the inventors of the PostScript language, charge a high price for the inclusion of the fruits of their ingenuity. PostScript emulators try to achieve the same result and can be excellent at it but they can also be the source of frustration caused by weird output problems and unexplained glitches.

Living with the LaserWriter 8500 can be difficult. For a start, with a second paper tray underneath it the LaserWriter 8500 is half a metre tall and wider still. It needs dedication to accept such a lump of plastic in the corner of your living room. It is styled in Apple's new curvy design, with iMac-like translucent covers and sliders for the paper trays and output hopper. It is possible to stack further paper trays under the printer, building a desk-high tower.

Through its multi-purpose tray the basic printer has the capability of taking up to 150 sheets of a second paper stock, envelopes, transparencies or postcards. This will take the maximum sized paper 330 x 500mm if the door is left open, A4 paper sits neatly inside and the door can be flapped closed because it handles smaller pages in landscape format. Paper up to 120gsm passes easily through the printer including Mellotex and coated stock which give superb print output.

When it is running the LaserWriter 8500 is relatively quiet and it has user-definable energy saving features that put it to sleep after 15 minutes of inactivity. Printing commences with a whine in B flat, followed by a plastic against plastic whir before settling into a quiet "whir-click, whir-click" as the pages pass through and collect neatly in the output hopper. This compares well against other laser printers, the LaserWriter 630 Pro the 8500 replaces had an annoying "squeek-shush-clunk" printing action as it proceeded to churn pages all over the floor. That is, if the pages fed through properly. The LaserWriter 8500 returns its pages in a neat pile though a jogger is fitted to the duplex option (£250 approx.).

It is the duplex, the ability to print on both sides of the paper, that makes the LaserWriter 8500 so special. With its high speed, wonderful quality and large paper handling, the LaserWriter 8500 can become a miniature printing press capable of churning out newsletters, reports and books in short print runs, complete with halftone images. It is also ideal as a networked printer for large work groups and has just about every cabling port you can think of including AppleTalk, serial, parallel, ethernet, Novell IPX and TCP/IP, plus software to run on MacOS, Windows and Unix systems.

The cost of the toner cartridges is an off-putting £160 but they last for 14,000 copies – just over a penny a page. If you include paper prices and electricity, double-sided output on large pages is roughly a quarter the price of commercial photocopying and far better quality because photographs can be used, so prices should really be

compared with off-set litho printing.

There are two minor niggles with the LaserWriter 8500. First, if the printer is capable of printing on larger than A4 or A3 paper, why doesn't it do edge to edge printing? The non-printed borders are only 5mm all-round but that is just big enough to miss pagination or headers and footers. A call to Apple's support line showed that they too had assumed it was an edge to edge printer. Instead it is a "full bleed" printer. This means you must put in larger paper than the size you want to print onto if you need to print closer than 5mm from the edge, then guillotine the paper to size.

The second niggle is the quality of two tiny plastic paper sensors that are essential to the operation of the printer but look very flimsy. Our local guru and computer dealer, Mick the Mac (aka Business Computer Resources, Brighton), told us that pulling jammed paper out the wrong way can break the sensors and the only way he can repair them is with Superglue. We have been warned!

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Which MIDI software do you rate?

David Knopfler

Dear Diary,

It's getting to that time to send my copy in to 1984 Online – erk. What to do…?

This space was to be a review of Steinberg Cubase VST 24 version 4.0 – which "integrates audio and MIDI for a complete recording studio solution" they say. Regretfully Steinberg failed to keep their promise and have not, at time of writing (12.3.'99.), delivered their review bumph. Nor indeed did they respond at all to the reminder. Additionally their technical department failed to reply to the query laboriously completed by yours truly on their support form, for that matter, about a problem I was having with version 2.0 which as a mere 68K user for my studio set up is all my poor old CPU can cope with. Is this, however, the kind of company you want as a partner when you are recording albums? Seems a legitimate question to ask doesn't it?

So, while I wait for that information to arrive, hopefully in time for the next edition, I suggest you visit MacHome Interactive and take a look at their glowing review of Cakewalk [http://www.machome.com/default.html] which for $200 is certainly a deal cheaper.

Subject: Re: Cubase

Date: Fri, 19 Feb 1999 05:43:21 EST

From: ICtomwendt@aol.com

To: david@knopfler.com

Hi,
thanks for your interest in Cubase. I'll send a promo a.s.a.p
Best regards
Thomas Wendt

Then you can go pick the bones out of some of the following sites which offer MIDI related software for the Mac and iMac. The following listing by the way was condensed and compiled from recent update entries found at the completely outstanding VersionTracker website (www.versiontracker.com) which delivered all these links in seconds c/o it's excellent search and database. If you've never visited VersionTracker you're missing possibly the most essential Mac site on the web – period and certainly for tracking updates and other goodies.

Opcode Studio Vision Pro – MIDI & digital audio recording, sequencing (4.2.1) http://www.opcode.com/dl/svpro/svp_mac.html

Opcode Vision DSP – MIDI and audio recording and sequencing for music and media (4.2.1) http://www.opcode.com/dl/vision/vis_mac.html

Emagic Logic Audio – integrated MIDI & digital audio sequencer, for Platinum & Gold vers. (3.7.2) http://www2.emagic.de/english/support/download/logicmac.html

MIDIGraphy – MIDI sequencer to edit, play back and record standard MIDI files – 960k (1.4.2) http://ux01.so-net.or.jp/~mmaeda/indexe.html

Club MID – plays standard MIDI files, play list offers sequential or random orders – 204k (1.1) http://www.tcp-ip.or.jp/~setsu/clubMid.html

Midimizer – assemble & playback a list of QuickTime MIDI files with shuffle & repeat – 363k (1.0) http://www.moonbeam-online.com/products/midimizer.html

MOTU FreeMIDI – complete MIDI operating system with an optional OMS emulator extension – 1.7M (1.38) http://www.m0tu.com/english/software/freemidi/fmdist.html

Emagic Unitor8 – driver & firmware v1.2.9 for the MIDI interface and synchronizer – 603k (1.0.6) http://www2.emagic.de/english/support/download/toolsmac.html

MIDWorld – FutureBasic II programmer's tool for playing MIDI music in your programs – 383k (4.0.5a) http://www2.hawaii.edu./~dereksmi/midworld/midworld.html

Coda Finale – MIDI & notation tools to print music scores (98d) http://www.codamusic.com/downloads.htm#macintosh

VSamp - oms, freemidi, sound manager compatible multitimbral sample playback module – 401k (2.4.4) http://www.kagi.com/smaug/vsamp/

Res Rocket – allows you to play with other musicians on the net via MIDI – 1.5M (1.2.1) http://www.resrocket.com/software/release.html

Opcode OMS – manages the flow of MIDI info between apps &MIDI hardware – 3.5M (2.3.6/lite) http://www.opcode.com/dl/oms/oms_mac.html

Coda Finale Allegro – music notation software, MIDI & notation tools to print scores (98) http://www.codamusic.com/finall98.htm

Midi Delay – realtime midi effects application works like a hardware digital delay (3.0.1) http://www2.cybernex.net/~jonwitte/ReadMididelay.html

Motu Unisyn profiles – updated profiles for the MIDI device editor / librarian – 3.3M (update) http://www.motu.com/english/download/

MMMMM – Midi Plug-in for the Palace (online chat environments) – 292k (2.0) http://insnet.com/~wadaputz/macmidi.html

D-SoundPRO - "audio sound editor, synthesizer, wave generator, samplers MIDI/SCSI manager" (3.5.1) http://www.harmony-central.com/Software/Mac/d-soundpro.html

Midi Thru – use with OMS or Midi Manager to connect a controller synth to a slave synth (2.1) http://www2.cybernex.net/~jonwitte/MidiThru.html

Yamaha MIDPLUG for XG – MIDI plug-in for Netscape Navigator or Internet Explorer (1.0) http://www.cyber-bp.or.jp/yamaha/midplug/index_e.html

VocalWriter – "MIDI file editor, player and synthesizer that also sings lyrics" – (Wow!?) (1.0) http://kaelabs.com

Arnolds MIDI Player –– MIDI and Karaoke file player (2.9.b9) http://www.planete.net/~amasson/amp.html

Midi JukeBox – plays standard MIDI files (2.9) http://synapse.cs.byu.edu/~randy/jukebox.html

Image Utilities CMM – "manipulates QuickTime, picture, sound & MIDI files & more" (1.1) http://www.riccisoft.com/cmm/

MOTU Performer – MIDI sequencer with integrated digital audio recording (6.0) http://www.motu.com/

Crescendo – real-time MIDI player for Netscape and Microsoft browsers – 92k (2.0) http://www.liveupdate.com/dl2.html

Opcode MusicShop – MIDI Sequencer – 975k (2.0.2) http://www.opcode.com/dl/musicshop/mus_2.0.2_mac.html

See better days www.knopfler.com/maclinks ...do better things

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If you own midi software you really rate, I'd be delighted to hear from you and pass on your comments to our readers.Then again you might, like me, have been on a very long sabbatical from MIDI period and ideally prefer instead the twangs and clumps of real hands-on instruments as they compress and gently hiss through an old fashioned 2 inch block at 15ips ;-) with just a dab of Dolby SR to keep things from getting too silly.

Well Diary I could send the above but it seems, well a tad inflamatory... oh ***k it...

What's next – oh yeah – I gotta send that letter to The Observer newspaper. I expect they'll bottle publishing it as usual... think this about hits the spot though:

Dire Traits

Dear Editor,

I'm sure I'm not the only musician who recognises the authenticity of Drummer Tony McCarroll's account of being cuckooed, trashed and ripped off by his former band buddy Noel what's-his-name from Oasis and his representatives. Tony McCarroll can however be eternally grateful that the what's-his-name in question wasn't his brother.

David Knopfler
Founder member of Dire Straits
Author of 'The Bluffers Guide to Rock'

david@knopfler.com

Stop the Spam

Q: A reader writes, "Like everyone else who uses the Internet, I'm utterly sick of getting spam mail – and now I'm mad enough to do something about it. Got any pointers?"

A: And we reply, "You bet we do: Stop by The Anti-Spam Home Page (http://www.arachnoid.com/lutusp/antispam.html). It's chock-full of great advice for dealing with junk mail, from alerting sites that they're hosting spammers to learning how to filter e-mail messages and addresses. It's great for clearing that stuff out of your in-box."

Trash It (Freeware)

Skidperfect Software, Inc.
<skidperfect@kagi.com>
www.pair.com/ammon/skidperfect/

Description: Trash It! is a control strip module that lets you to delete files quickly. Its custom deletion routines can delete locked and busy files without any effort on your part. Because of this, you should use Trash It! with caution. This module is not meant for novices. I use it to quickly delete things I know I don't want. Everything else belongs in the Finder's trash can.

Trash It! works with Apple's Control Strip and is Extensions Strip savvy.

Process Manager 1.4.1 (Freeware)

Skidperfect Software, Inc.
<skidperfect@kagi.com>
www.pair.com/ammon/skidperfect/

Description: Process Manager is a control strip module that allows you to view and switch with ease between your Mac's processes (running programs). It works with Control Strip and is Extensions Strip Savvy. Process Manager is FAT binary, so PowerPC native code will

load if you are using at least Extensions Strip 1.8 or Control Strip 2.0.

Finder Friend

FinderFriend™@praestare.com
http://www.praestare.com/FinderFriend™/ff.html

Description: FinderFriend™ remembers how each user likes to use a Mac. When a user returns to that Mac, FinderFriend™ puts everything back the way that user had the computer. FinderFriend™ makes your Macintosh better. Personalize the Mac for each user. It remembers how you like stuff. Like those luxury cars that put the mirrors and seats back after someone else drives your car. FinderFriend™ puts the game controls, preferences, tool bars and just about everything else right back the way you had it.

So go ahead, let your brother play games, his crazy keyboard configuration will not mess up your game. Let your significant other use your word processor, you won't have to figure out their toolbars. Let your lab partner touch the keyboard. Don't worry it all goes back just the way you had it.

It's a Bug's Life

Richard Sarson

If you ask one of the Mac magazines what you should do to avoid the Millennium bug, they will write back in a lordly way to say that you have no need to worry because the Mac has had a four-digit year since 1984. They will probably add that the people really at risk are the Mainframers with legacy systems, or the electricity power-stations.

If you ask a Y2K consultancy specialising in large-company networks, they will say that they have tested all the legacy systems to destruction as part of their contracts with the IT departments. But the people who are really at risk are the Departmental PC people who decided not to spend money on a Y2K audit.

When I ask if these consultants have ever found that Macs are safer than PCs, Y2K-wise, they do not know what I am talking about. Nobody, least of all Apple, have ever told them that Macs and PCs are different from each other in this rather important matter of the year-length. Ask the same question of a Bug Buster, who has spent the last year sorting out the Y2K problems of SMEs, and you will get the same blank look. I am left dumbfounded at the blinkered ignorance of the people who earn a lot of money being "experts" on Y2K.

I once ventured the view to Robin Guenier, head of Taskforce 2000, which is the outfit that for three years has has been crying Woe, the sky will fall on your head on January 1st, that everybody should buy a Mac, to avoid the Bug. He replied that this would not be so brilliant an idea, because "the BIOS may be OK, but that doesn't fix the operating system, the application software and all that stuff – spreadsheets databases and so on – you developed yourself using good ol' two digit years." My first reaction to this was that Robin was just another old mainframe man, who doesn't understand anything about the Mac market, which has one operating system tightly meshed into the hardware, and some perfectly adequate spreadsheet and database packages. All this makes it quite unnecessary to do anything so daft as write your own programs and date routines. Another false prophet.

But then I thought for a minute about other Mac users I know, and realised that they are the most opinionated, arrogant, obsessive and perfectionist people in the world. They are quite capable of rejecting contemptuously anything served up to them, and doing their own thing, with one-digit year codes, if they felt so inclined. So, if you have people like that using your Mac, you are in as much manure as the most benighted PC user.

On top of that, you might have the problem of using packages which were originally developed for the PC or Unix, and the two-digit years have infected the Mac version.

So, I thought I would see what Apple itself says about the Millennium bug. This is it:

"A Year 2000 Compliant product from Apple will not produce errors processing date data in connection with the year change from December 31, 1999, to January 1, 2000, when used with accurate date data in accordance with its documentation, provided all other products (e.g., other software, firmware and hardware) used with it properly exchange date data with the Apple product. A Year 2000 Compliant product from Apple will recognize the Year 2000 as a leap year.

The Apple Year 2000 Compliance Statement refers to all Apple-branded hardware and software products as originally delivered by Apple indicated as compliant on this website. The Compliance Statement does not apply to product features that have been customized or altered, or third party add-on features or products, including items such as macros and custom programming and formatting features. Apple's Year 2000 Compliance Statement does not extend to third party software applications, whether shipped pre-installed on an Apple computer or installed using a program supplied by Apple. Apple does not test third party applications for Year 2000 compliance and encourages customers to consult third party publishers directly for information concerning Year 2000 compliance. Only currently-supported Apple products have been tested for compliance."

So, there you have it. Mac users are NOT immune from the Millennium Bug. They have to check their application software suppliers, before they can be sure. So, stop being smug, and get checking. Cupertino says so, and Cupertino is always right. And don't forget to check the work of the maverick programmers in-house.

rsarson@cix.co.uk

disk aid

Ready!

Dave Slipp

When you get right down to it, a computer is an idiot that counts on its fingers (but it's got a LOT of fingers and it can count REALLY fast). Your Mac is no different. On its own, the hardware is remarkably dumb. The thing that makes a computer seem clever is the software that's running on it.

That software consists of the operating system and the applications. In general, the operating system on a computer includes the fundamental things like file access, networking, input, output and the other basic functions. Applications are the bits of software that actually do things. They use the resources and functions that the system provides to do useful things for you (or to create really cool games.)

On a Mac, the operating system lives in a couple of places. The majority of it is found, logically enough, in the System Folder. A small portion of it lives in a couple of Read Only Memory (ROM) chips on the motherboard. (The iMac and G3 Blue Tower keep all of this information in the ROM file in the System folder.)

Inside the System folder, you find all of the bits and pieces that make a Mac a Mac. The System file itself is really the star in here, holding most of the system code. The Finder is another important item in the System folder. The Finder is the program that most people consider "the system". What you see when you are moving files, opening windows and generally putzing about is the Finder.

Along with the System file and the Finder, your System folder also contains a bunch of other folders, each of which holds stuff that contributes to what the system can do. The Control Panels and Extensions folders each can hold things that are loaded when your Mac starts up (causing that march of icons across the bottom of the screen that we all love so much.) Each one of them adds something to the basic functions that the System and Finder can perform. The Fonts folder within the System folder is home to all of your fonts (unless you have loaded an extension that lets you put your fonts somewhere else.)

Even though it looks like a confusing mess, there are some pretty good reasons why the System Folder is set up the way it is. This arrangement lets Apple update bits and pieces of the System as they need to change, without having to update everything. It also lets other programmers extend upon Apple's work, adding features that Apple engineers didn't think of.

People have thought of a LOT of things to add to the system. Connectix figured out a way to fool a Mac into thinking it had twice as much RAM as it really has. That idea became RAM Doubler. Adobe looked at the way the Mac OS managed fonts and figured they could improve upon it. That idea became Adobe Type Manager (ATM). A thousand shareware programmers have thought of neat and nifty ways to modify the menus, dialog boxes and just about everything else about the Mac. Those ideas have become the thousands of shareware extensions that you can find on the net. The extension mechanism has become pretty well known and is very well documented by Apple.

conflicts

This strength, letting people add functions to the system, also leads to an essential weakness – by leaving a way open for programmers to extend the system, they've also left the way open to mess the system up. Any change that a programmer makes to the way your system works can lead to things going awry.

Imagine a clever programmer who thinks of something really cool to change the way the menus work. She writes a neat little extension that you drop into your System Folder. At start up, it loads in, and replaces a bit of Apple's menu code with its own. A program launches, expecting to find the menu code where Apple put it, with all of the functions that Apple wrote in. Instead, it finds some new stuff, most of which it doesn't understand. What do you think the program is going to do? If you think it'll be unpleasant, you are probably right.

This is what is known as an "extension conflict". Although most programmers have learned to be very careful and to leave things where they belong, software conflicts are still the cause of most crashes.

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http://www.mac-conflicts.com

Veronica

Jonathan Swartz

Yes, she is one of the many beautiful girls after Archie but she's also the next build of the Mac OS… and boy is she BUILT. Currently in beta testing, Mac OS 8.6 (codenamed "Veronica") is due to be released in early April, or sometime in the next 35 days. The next release is going to be a free update to all owners of 8.5, like the 8.5.1 update. Unlike the 8.5.1 update, which was mainly a bug fix, Veronica is going to include many more additions to the Mac OS arsenal of features. The focus of the features in the next two releases of OS 8, Veronica and Sonata (8.7), are going to be the migration towards OS X (Ten). As 8.5 did, Veronica will only run on PowerPC machines and will be optimized for the G3 architecture, including iMacs and Powerbooks. So, now onto what's happening inside Veronica.

The biggest feature in Veronica is the new "nanokernel". A kernel is the essential part of the operating system responsible for resource allocation, low-level hardware interfaces, security, and other low-level tasks. This feature is designed to smooth the transition to X by supporting such Blue Box features like "rootless" (partially transparent) operation. For those who don't know, the Blue Box is what will allow systems designed around the Yellow Box (Rhapsody/OS X) to run native Mac OS applications. Currently, when companies report that they have developed some application for OS X Server, that development is done in the Yellow Box. Along with this Blue Box feature, Veronica's nanokernel boasts improved multitasking efficiency and multiprocessor support. The new nanokernel allows Virtual Memory to be on while the Multiprocessor library is in use. The friendly engineers at

NetSprocketLib   SoundSprocketLib   DrawSprocketLib

Apple have reduced the new nanokernel's RAM footprint from 2 MB+ to a meager 60KB. There are many other technical features such as a new, high performance memory allocator, processor errata fixes, a suspend-on-exception task model, and integrated debugger support.

Veronica will include several other upgrades to some of its individual software pieces. This will be the first OS release to include Game Sprockets as part of the default install. This looks like one more step to turn the Mac OS into a gaming platform.

Sherlock is sure to be updated to version 1.2, allowing the user to resize the "Search Internet" portion of the application and add an "Uncheck All" button.

The new version of Sherlock will be accompanied with an extension called "URL Access" which will give proxy support to Sherlock. The help engine will get a revision along with including an SDK, allowing developers to utilize the Apple "Help" facilities. The content provided in the Help Viewer will be revised and get additions that discuss the new features in 8.6.

The Macintosh Runtime for Java, now version 2.1, when combined with Veronica will offer performance that is competitive, if not better, than Windows. The Chooser will continue to be repressed, possibly replaced

in Sonata with another printer choosing application. The Network Browser will continue to be the AppleShare browser of choice. Themes will continue to be built into the Finder experience, however, they will be unsupported by Apple. Hardware support will also be spread further. There will be updates for Revision C iMacs, "Blue" G3s, USB, Firewire, and DVD support. The ground will also be laid for support of Apple's next generation laptops and desktops. And the list goes on: PlainTalk update for iMac microphones, Apple System Profiler 2.2, support for read/write DVD, minor adjustments and bug fixes to AppleScript, LaserWriter software updates for secure printing as well as USB support for Postscript printers, updates for Apple's Multi-Language Text Editor allowing for more than 32K of text and Unicode, updates for AppleShare, updates for Veronica's Installer application, support for Unicode imaging and layout, and an update for DiskCopy.

Veronica has been developed alongside the next release of another important Apple technology, QuickTime. QuickTime 4.0 is expected to be released at the same time as

Veronica BUT not bundled with 8.6. The next version of QuickTime will turn streaming multimedia into child's play. In QuickTime format, movies can be set to stream to one client or any number of clients. This technology was shown in that famous demonstration by Mr. Jobs of fifty iMacs receiving some streaming Bare Naked Ladies music videos from one G3 Server. It seems that both of these project's timetables have been pushed back into early April, but hopefully we shall see them published in tandem.

As you can see, this is no small update to our favorite Operating System, and Veronica's previous version number, 8.5.2, does not do her justice. I am awaiting with high hopes this next version of the OS but with even more anticipation for OS X and that essential element in Macintosh life, Carbon.

jsam@theoffice.net

...and remember you can email our tech team @:
helpdesk@1984-online.com
keeping you on the right Tracks

Printing in StyleScript

Michael Kitchen

As ink-jet printers keep on producing even clearer images without the need for special paper and the cost is kept within most people's reach, it is little wonder that they are becoming the first choice for both beginner and professional computer users.

However, they do have one drawback over the Laser printer. The Mac uses a graphical language called QuickDraw to display images on screen and manipulate both bitmap and vector images internally. Printers don't understand Quickdraw so your Mac has to "rasterise" documents (convert them to bitmap information) before sending them to your printer.

Some desktop publishing and illustration programs such as QuarkXpress or Adobe Illustrator use PostScript which is similar to Quickdraw but much more sophisticated. An ordinary Mac printer can't cope with PostScript without extra help. This means buying a PostScript printer or using a software "interpreter" such as StyleScript.

Meeting printer requirements

The current version of StyleScript is 3.8 and has an increase of supported printers. Make sure your printer is one of the following which are supported by StyleScript:

Apple StyleWriter II,	Epson Color Stylus 500
Apple SryleWriter 1200,	Epson Color Stylus 600
Apple Color StyleWriter Pro,	Epson Color Stylus 800
Apple Color SryleWrirer 1500,	Epson Color Stylus 1520
Apple Color StyleWriter 2200,	Hewlett-Packard DeskWriter 550C
Apple Color StyleWriter 2400,	Hewlett-Packard DeskWriter 600C
Apple Color StyleWriter 2500,	Hewlett-Packard DeskWriter 660C
Apple Color StyleWriter 4100,	Hewlett-Packard DeskWriter 680C
Apple StyleWriter 4500,	Hewlett-Packard DeskJet 850C
Apple StyleWriter 6500,	Hewlett-Packard DeskJet 855C
Canon BJC 4550,	Hewlett-Packard DeskJet 870
	HewlettPackard DeskJet 1120C0

Meeting system requirements

To use StyleScript, your computer must meet these requirements:

Processor: A 68020, '030, '040 or PowerPC based Macintosh (the Epson 600/800/1520 and HP DeskJet 1 120C require a PowerPC processor)

System Software: Mac OS 7.1 or higher

RAM: 16 Mb RAM

Storage: a CD-ROM drive

Please note that if your Macintosh has a 68K processor, you cannot install StyleScript for the Epson Stylus 600/800/1520 or the HP Deskjet 1120C.

Installation follows the usual Macintosh format using the Install StyleScript icon. The end result is an additional choice in the chooser. Once selected for the first time, the Postscript driver setup needs to be installed. This can be done automatically by choosing Setup, then Auto Setup.

Here is an example of printing a clip art alphabet from the Art Explosion selection using the Apple Color StyleWriter 2500 with Photo Enhance.

Top: Apple ColorStyleWriter on its own
Bottom: StyleScript 2500 chosen

Not only are the jagged edges gone, but also the colour is deeper.

There is help in the manual when using other specific applications and it also does not seem to like ColorSync, especially with photo images. On balance, I would say it is a must have for anyone with a suitable ink-jet printer.

You can find out more about the software at http://www.infowave.net/

michael.kitchen@dial.pipex.com

The Month That Was

News and info kindly donated by the:-
Northern Ireland Macintosh User Group: http://welcome.to/nimug/

Up, up and away!
Apple posted the largest sales increase on a year-over-year basis in January with a 176 percent increase, making it the sixth-largest computer vendor in ASW's "retail and computer superstore" channel in January.

http://www.techweb.com/wire/story/TWB19990308S0020

More choice
AppleInsider.com has some very interesting screen-shots of Mac OS X Server. for those of you who like UNIX or Linux it seems that this OS will be something to get, if it weren't for the very hefty price tag.

http://www.appleinsider.com/articles/9903/osxserver/index.shtml

Anyone for a Spritza
David McGavran's Spritz beta 6 is a freeware tool that allows you to create QuickTime movies with interactive content--button bars, slide shows, simple animations and other sprites that hide/show, rotate/scale, move, and send the user to URLs.

http://home.earthlink.net/~dmcgavran/spritz/

Pathetic 3..oops sorry Pentium III
In its Pentium III examination this week, PCWeek Labs notes, "During testing, we discovered that, unlike previous processors from Intel, the Pentium III cannot be clocked up or down."

Insignia updates for its SoftWindows and RealPC emulators.
ftp://ftp.insignia.com/mac/

Modem for USB
USB modems are shipping from Best Data.

http://www.bestdata.com/modem.html
This means that G3 Pro machines have the choice of Best Data's USB modem and Apple's internal modem for blue G3 Power Macs as well as Boca's TelePort Internal for blue G3 models. Boca's USB model is not due until next month.
The new G3s do not come with the Apple Phone software and indeed this software is not supported under Mac OS 8.5.
Alen Shapiro found a neat trick for handling voice mail with Apple's blue G3 internal modem: "After a frustrating few hours trying to get the FaxSTF software that came with my friend's B&W G3 to be stable (even with the upgrade, which helped a bit) we finally gave up and installed MacComCenter and guess what...? MacComCenter identified the new internal B&W G3 modem as "voice capable" so we tried it out and it worked, it actually records phone messages through the modem. We had no idea that this was not just another 56k data/fax modem. So, at least some new G3 modem owners have voice answerphones in their computers and don't know it. $100 for an internal, voice/fax-capable 56k v.90 modem...cool!"

First fruits
Netscape Communicator 4.51 with AOL Instant Messenger 2.0, security enhancements and a variety of bug fixes.

ftp://ftp.netscape.com/pub/communicator/4.51/english/mac/

Game on
The long awaited iMac Game Wizard, a Voodoo 2 based acceleator card for original bondi-blue iMacs, has finally shipped and IMG's Chris McVeigh reviews this hot little board from Micro Conversions. In the review Chris finds that while the installation is not trivial, the iMac Game Wizard turns the iMac into a true gaming machine. For more on Chris's findings, head over to the IMG web site and check out our review!

http://www.imgmagazine.com/reviews/03_99/imac_gamewizard.html

The force is with us
Apple and LucasFilms have teamed up to preview the latest Star Wars trailer, availableonly in QuickTime 3 format. QuickTime is available from
http://www.apple.com/quicktime/
The trailer (in 11Mb, 13MB and 25MB versions) is available from
http://www.apple.com/quicktime/trailers/fox/episode-i/
On a normal modem, that would take a long time to download.

Jargon-Buster
Symmetric MultiProcessing – a buzzword for a system actually using the extra processors you put into it. For some people this means Windows NT but for people with any sense this means UNIX.
Golden Master – when a software application is completed the guys burn it onto a CD-ROM which has a golden appearance. They then hastily scribble MASTER on the side to distinguish it from BUILD copies (unfinished varieties) and send it off for duplication.

RUMOURS
... a new iMac is close to release, (code name "Eight Ball"?).
It will have DVD on board, 300 MHz so forth. The other cool thing was the color; all black with a luminescent blue power switch. $1499.00

BUT
Talk of the "Black iMac" may be very premature. Shortages of the multicoloured iMacs have been put down to the recent moving of production centres. It does seem true that these centres will only be making purple and blue iMacs – apparently the inventory of the rest is more than enough.

Myth 2: Soulblighter

Jackson Knopfler

Myth 2: Soulblighter is a fantasy game packed full of action. The Myth 2 single player missions follow an epic story of conflict between the Light, basically humankind (the good guys) and the Dark (mainly undead zombies and other evil things) who are attempting to destroy each other. You play as the Light, progressing through about 25 detailed missions, along with a few special extra levels, completing objectives, picking up new allies and trying to fend off the dark, whilst simultaneously trying to save the world from the diabolical Soulblighter.

The storyline in Myth 2 follows on from the previous release Myth: The Fallen Lords, only it is now set 60 years later. The plot is both entertaining and interesting, if a little hard to follow and the levels play extremely well, although several of the missions are probably too easy if already an accomplished Myth player. There are however a few that are very hard, where you will have to devise the perfect strategy to beat it and progress to the next one on.

There are some strong characters that you meet during the one player scenario, each different one has his own unique power and special ability. All the standard units in the game have their strengths and weaknesses forcing you to develop better strategies. Overall the single player scenario is really quite brilliant! This is nowhere near the end of the games coolness, however once you start to play it in multiplayer mode!

In mutiplayer mode you can play over an existing AppleTalk or Ethernet network with your friends, or you can compete on the Internet taking out players from all over the world. There is a free internet server provided by Bungie, who originated Myth 2 and in my opinion the best place to play this game network is on Bungie.net. The first few times you try be prepared

First encounter with the Soulblighter

for a beating. My advice is to not play ranked games until you have got a grip on how to play. There are loads of multiplayer maps and game types and a whole load of people to play (and hopefully beat) as well as about ten chat rooms so you can find other games and other players that you have made friends with. There is a thing called the buddy system which allows you to find players that have been selected as your buddies. Similarly with the Order system you can find existing players in your Myth 2 Order. Making Buddies is always a good idea, especially if they are good at the game. They can help you get started and teach you how to improve your technique.

A word of warning: The online ranking system, which can advance you all the way from a lowly foot soldier with only one dagger to the rank of Emperor, doesn't always work quite as expected. Several of the games I won didn't show up on my score. But don't let that discourage you. Bungie.net is great fun and I use it every weekend because it is just so cool. If you decide to buy this

Some of the Net game action

game (which I strongly recommend), you may well find me there. Everyone that plays on Bungie.net has their own nickname. Most people have thought of their own individual names. Mine happens to be Enigman. It's both fun and functional to pick a nickname and colour and to stick with them.

Myth 2 is available for purchase either direct from Bungie.net or at your local PC store. The CD is cross platform. It works on both the Mac or Windows platform – so if you're lucky enough to have a choice of hardware, pick the computer with the best 3DFX card as the CD works equally well on both.

Until next time …

Modifying Ambrosia Games – Part One

Thomas Ash

Ambrosia Software (www.AmbrosiaSW.com) has to be one of the best makers of shareware games ever, right up there with id, which nowadays relies on conventional retail for most of its sales. Ambrosia, on the other hand, remains completely shareware based, despite offers of comercial publication. It charges very reasonable prices for its games ($15, that's £10, on average), but they are always excellent.

One of the nicest things about them is that they are completely modifiable, using external resource files for everything from pictures to sounds, levels (in some) to sprites. Over the next two months I'll take a look at how to create new levels and graphics (with nothing more than ResEdit – available to download for free from www.apple.com and on all good magazine Cover CDs) for many of Ambrosia's games.

Aperion

Apeiron is an intensely playable modern reworking of that old classic Centipede. Levels aren't modifiable, but sounds, music and graphics are ' just open Apeiron Music, Apeiron Sounds, Apeiron Sprites, or Apeiron Titles and find the relevant resource.

Avara

Avara was released well before it's time, but is popular nowadays. It is a network game intended to be played over the internet. Most graphics are 3D DXF files, and thus hard to create, but levels are fairly easy to make. Bizarrely enough, they are stored in PICT resources There is a good guide to level creation in Extras: Mission Editing/Creating so a guide is not needed in this series. Plug ins are fully supported.

Barrack

Barrack is the reworking of another old classic, and what its name means is the subject of a bizarre amount of debate. Levels aren't modifiable, but sounds, music and graphics are – just open Barrack Music, Barrack Sounds, Barrack Sprites, or Barrack Titles and find the relevant resource.

Bubble Trouble

Bubble Trouble is a bit like that game where you played a penguin (I can't quite remeber the name), only you now control Blinky the fish as he

squashes sharks, eels and the like with bubbles. Not only are sounds and graphics modifiable – follow the usual procedure, except that music is modified by replacing MOD files in BT music - but levels are too.

Unfortunately, no templates for MAZE and LEVL resources are included, so it is well nigh on impossible to edit them with just ResEdit. All is not lost however – a nifty little utility called BT Edit is available from www.AmbrosiaSW.com and will let you easily edit the existing levels or make your own.

Chiral

In Chiral you try and create complete molecules from various atoms – it may not sound much fun, but it is. Levels aren't modifiable, but sounds, music and graphics are – just open Chiral Music, Chiral Sounds, Chiral Sprites, or Chiral Titles and find the relevant resource.

Escape Velocity

Aha, now we're getting somewhere. Escape Velocity is a stunning game – one of the best of all time. It is completely modifiable, and it is surprisingly easy to modify such a complex game. The EV Resource Bible available from www.escape-velocity.com will let you create missions, and give you instructions on how to. Plug-ins are fully supported and widely available. It is worth noting that due to resource conflicts, a lot of plug-ins are not compatible with each other.

Escape Velocity: Override

Escape Velocity: Override is the brilliant sequel to Escape Velocity, featuring a huge new universe. Override's resource files use slightly different templates, which are given with and described in the EVO Resource Bible available from www.escape-velocity.com/override

Next month I'll take a look at 5 more great games: Harry the Handsome Executive, Maelstrom (one of Ambrosia's first games), the great vertical scroller Mars Rising, the addictive Swoop and Ambosia's latest title Slithereens. If you can't wait then point your browser at thomasash.hypermart.net/bnet/items/00044.html for the complete version of this guide.

1984 wishes to add that while you can enjoy editing your own copy of Ambrosia software YOU MUST NOT edit Shareware you have not purchased. Nor can you make money from editing Ambrosia software without their permission and copyrights – remember for your fun only.

Comments?:

thomasash@hotmail.com

Knoll Lens Flare Pro

Karl-Peter Gottschalk

3D continues to encroach onto the once strictly 2D world of Photoshop, as indicated by the ever-increasing number of plug-ins being released for it and other Adobe applications with a similar plug-ins structure such as Premiere and After Effects. The payoff is that it is becoming ever less necessary for computer graphics artists to touch a dedicated 3D program, a blessing given the steep learning curve too many of them still impose before you get a decent result.

Illustration made in Photoshop 5.02 using the Rayflect 4 Seasons, Vertigo HotText 1.5 and Knoll Lens Flare Pro plug-ins.

Photoshop already has its own built-in lens flare filter, useful for simple effects reminiscent of the old Nikon 50-300mm zooms, 35mm and 105mm prime lenses that I used to use in my youth before trading them in for the excellence of the Leica rangefinder camera and its superb optics. The quality of lenses, even the moulded plastic ones in low-end cameras, has become so good now that the old ploy of dropping a quick'n'dirty Photoshop lens flare onto a faked up computer graphic no longer has any point. Doing so makes the image less photorealistic if anything.

So you must be more judicious in how you use such effects, reserving them for when they will have real emotional and visual impact rather than gimmick charm. Apply subtlety, and do it with a tool that allows you fine control over the lens effects. That is where Knoll Lens Flare Pro comes in, a lens flare generator plug-in that is light years beyond Photoshop's own.

Unsurprisingly, this plug-in is made by the very same people who created Photoshop in the first place, the Knoll brothers, and it possesses the same innovative thinking, and excellence. Knoll Lens Flare Pro comes with 39 presets, and you can sculpt your own unique effects to suit. I applied the plug-in to my header illustration by selecting a sunset flare preset and then applied a number of distortions upon it, ending up with a completely synthetic image that, had I taken the time to add a reflection behind the type, would have uncannily resembled the setting sun reflected off a mirror glass window decorated with 3D plastic lettering.

As it is, the image is close to being true to life, and Knoll Lens Flare Pro added just the right touch of reality. If photorealism is your goal, or you are manipulating photographically generated originals, then Knoll Lens Flare Pro is a worthy addition to your image editing toolbox. I have no complaints about its features, other than that it could do with a bigger preview window and faster redraw performance. Other than that, it is terrific!

karlpeter@ozemail.com.au

Pros: Truly realistic lens flares, suns, explosions.

Cons: Slow preview window updating, effects sometimes too perfect.

Developer: Puffin Designs
www.puffindesigns.com
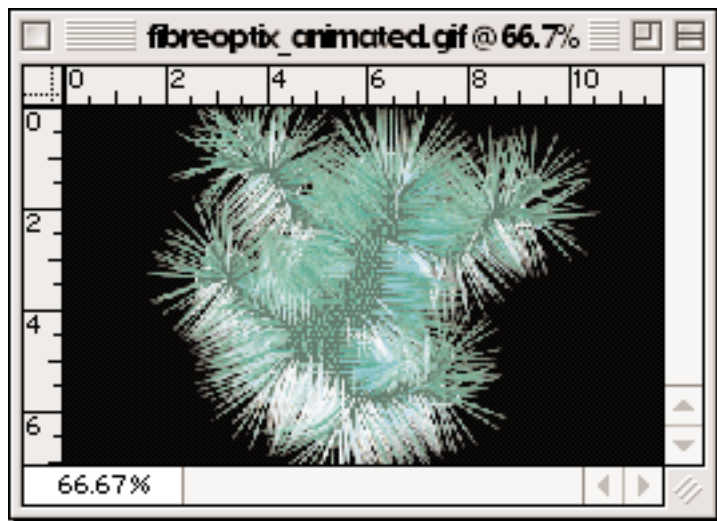
KPT 5

Karl-Peter Gottschalk

There are Photoshop creative plug-ins and there are Photoshop creative plug-ins, and those brought to us from the minds of Kai Krause and Co. have always trod on the wilder shores of human imaginings.

REVELATION

My first exposure to any Photoshop plug-in was Kai's Power Tools 2.1 at the Sydney Morning Herald, and that early effort from MetaCreation's predecessor HSC Software was jaw dropping enough. KPT 3 soon followed with further improvements and innovations, and it and components of its parent's toolset still have active places in my plug-ins menu, alongside KPT Convolver. KPT 5 (there was no version 4) is just as stunning and useful in its own way. And it beats the pants off all the other creative plug-ins from anybody else out there.

fibreoptix_animated.gif @ 66.7%

66.67%

Another for your Collection

KPT 5 does not supersede KPT 3 however. They are quite different filter sets to the extent that MetaCreations have included a free copy of 3 on the CD-ROM along with your copy of 5. That is nice of them, as I still get good use out of a KPT 2.1 module that came free on the KPT 3 CD-ROM, although that is absent on this disc.

There is a decided family resemblance in all the KPT plug-ins, whether version 2.1, 3 or 5, and none of them should be considered the rival or replacement for any of the others. Some components have similarities, particularly the various Fractal explorers, and KPT5's FraxPlorer is an evolution of the Fractal

Explorers of previous KPTs. Other components represent completely new developments.

The GUI, or is that Gooey?

Another evolution that version 5 has undergone is within its interface. Kai Krause's interfaces are notorious for the fact that users either love or loathe them and Kai himself is comfortable with that, as his intent was to shake the complacency not to say complexity that dogs far too much software even now. He was quite the radical in his day but very much a leader of the pack in GUIs (Graphical User Interfaces) now. Many other developers have tried to imitate his look, such as the forthcoming Amorphium from Play, Inc. (www.play.com),

and I for one am grateful for an alternative that is pointing the way out of the now staid, mortally tired even, WIMP (Windows, Icons, Mouse, Pointer) computer metaphor.

Krause has, on the evidence, renounced the many hidden features that plagued early GUIs, such as Convolver with its invisble stars that unlocked necessary production functions, and everything is now plain to see. In fact you can even control just how the windows for each filter behave. Accurate numeric input is dead easy, just double click on a default value and type in your own. And I do love the playfulness of the 3D effects in KPT5. Inspiring to the creative process, as Krause's GUIs were intended to be in the first place.

The Features, Bud

This being a first look review, and KPT5 being such a deep product in its possibilities, I am simply going to list its components. Come back later for more in-depth articles on what you do with it. I have no doubt however that KPT5's effects will rapidly find their way into countless online and print publications, exactly as its predeccessors did.

Blurrrr – blurring the Kai way.

FiberOptix – grow realistic or completely fake hair and fur on damned near anything.

Frax4D – remarkable evolution of fractal mathematics into the 4th dimension; the most abstract of all the effects.

FraxFlame – dancing flames and gaseous substances that

touch on the fourth state of matter, plasma.

FraxPlorer – fractal generator on (yes, it is an appalling cliché) steroids.

Noize – Karuse's answer to regular Photoshop noise.

Orb-It – an evolution of sorts of aspects of KPT3's Spheroid Designer, but wilder.

RadWarp – warping for pixels, slightly reminiscent of Vector Effects' warping for vectors but spherical in nature.

ShapeShifter – amazing new way of creating uncannily real 3D looking buttons and forms; will get the most use of all of these plug-ins.

Smoothie – various new ways of smoothing.

A brilliant set of plug-ins and one that you will want to set daily time aside to explore. It is a classic already, so get it and go for it!
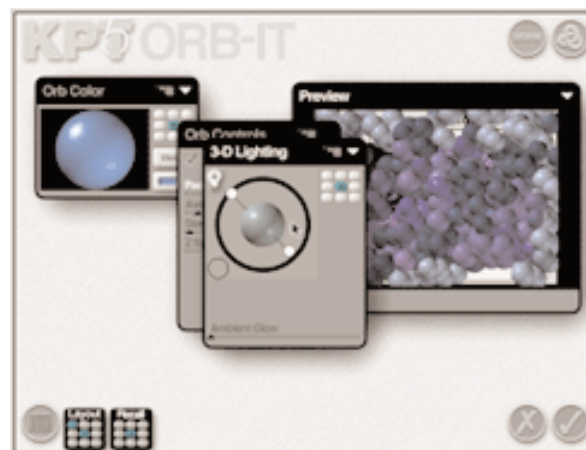
karlpeter@bigpond.com

Rating: Excellent

Pros: Some truly wild and crazy effects as well as some extremely useful ones.

Cons: Learning curve is steeper than for KPT 3. No printed manual - PDF format only.

Developer: MetaCreations, Inc.
http://www.metacreations.com

Adobe GoLive 4.0

Karl-Peter Gottschalk

GoLive version 4.0, the successor to GoLive CyberStudio 3.1.1, has finally been released this week and thousands of Web developers can breathe a sigh of relief because their prayers have been answered and they have a bug-free (relatively, as no software is completely bugless), non-crashing and new feature-loaded version to use each day now. You can stop tearing out your hair people, let it grow again.

Even though the former GoLive CyberStudio 3.1.1 (henceforth to be known as GLCS) was the very best of its class, leaps and bounds ahead of DreamWeavers 1.2 and 2, it suffered badly from independent-developeritis, and failed to penetrate many of its potential markets. Until I started showing it off in my local area, the Web design community here seemed to consist only of FrontPage jockeys who reckoned little Billy Gates the next best thing to God. Ignorance is bliss, I guess, and you cannot underestimate Windows victims too much, self-haters all.

Part of the reason for this surprising lack of market share was that GLCS was a Mac-only product, made by a motley crew of dedicated Mac fanatics from the print publishing business in Germany and America, and that is death to a product no matter how superlative, when it tries to enter a marketplace dominated by pro-Windows PC bigots like this one here. That excuse will no longer be valid come 2nd quarter of this year, when the Windows version ships.

The absolutely must have upgrade

No question, it is a gotta-get. It should really have been named version 3.5, as GoLive themselves planned to do during the long months of the last year when they were revising it, and users were despairing of the constant crashes of a normal working day. It made me feel like I was using a Windows computer again, dreading each day in front of the computer, were it not for the fact

that the sheer quality (otherwise) of GLCS 3.1.1 made creating ambitious DHTML, or even plain vanilla HTML 3.2, Web pages such a breeze.

Once you get over the learning curve that is. But any deep program that does as much has an equally steep curve, and with GoLive 4.0 (GL4) being ported to Windows then we can expect more in the way of how-to books and tutorials. And DreamWeaver, the only close competition so far, has a learning curve of a different type. It demands far more knowledge of hard core HTML, DHTML and JavaScript coding than GL4 or GLCS 3.1.1 ever did. Which of course is what you would expect of software in its 4th generation as opposed to its 2nd.

The new stuff

This is a first look review rather than an in-depth analysis so I will simply list the new version's most outstanding features. Bear in mind that I have not yet had the time to dig deep into the product yet. And being a fanatic for decent printed manuals, especially for a program as vast as this one, I have not delved into the PDF manual as it is poorly formatted for onscreen reading, I do not have a second computer just to read it on, and I do not much like on screen manuals anyway, despite my fondness for trees.

Here are some of the most outstanding improvements:

• Stability.

• A components function that actually works now.

• A built-in FTP up and download function that really works.

• QuickTime movie editor.

• Support for XML.

• Actions Plus 1.0: twelve of the most common customer requested JavaScript actions.

• JavaScript library that lets you save button images and other scripted actions as Dynamic Components.

• New JavaScript triggers and variable actions that let you make user-customisable pages.

• Support for custom code and Active Server Pages.

• Other editors, apparently. As I do not seem to have the full package I cannot comment on these and other additions that are on the CD-ROM. More on these when the boxed version appears. Cross my fingers on that happening fast however.

• Keyboard shortcuts, thank God! For instance, Cmd-L will turn selected text into a link, Cmd -, will select the URL field in the Inspector, and Cmd-; will again select the 'selected' text in the document.

• The ability to edit URLs in Flash files within GoLive itself.

The bad news, sorta

With the corporate acquisition of a product, indeed of a whole company, their customers get the good with the bad. The good is that the arrival

of GoLive at Adobe lends the product all the weight and credibility and resources of a major industry player.

As does its porting over to the dark side in computing, evil, nasty, third-rate old Windows. Those fallen souls in the business world whom we work for now will be able to own their own copies of GoLive and screw up the carefully crafted code you create for them. They will be able to make their own content additions without messing up too badly, in the woeful way of that current standard mediocrity in HTML editors from Microsoft, FrontPage 98. You won't be called in quite so often to sort it all out and rebuild it for them, which should do wonders for your stress levels. It may cut your income down a bit though.

On another front, there will be more reference books on GoLive to add to the only one in existence right now from PeachPit Press's Visual QuickStart Guide on version 3.1.1. Training will become available to combat the steep learning curve.

Web authors working in a mixed platform will have less hassles when they are cooperating on a project with programmers who may work on the Windows platform. They can have their own copy of GoLive and wreak whatever changes to a file they need to in that, then send it back to you for revision in your Mac version.

Another benefit is that Adobe is currently revising its whole design

and publishing product strategy, fusing most of its products together in a collection of synergistic programs sharing many common interface elements, with program bundle purchase price discounting and savings in learning time to match. GoLive, InDesign (Adobe's reputed Quark-killer), Photoshop, Illustrator, ImageReady, ImageStyler, Acrobat: they will co-exist better than ever before in a manner that reflects real world work flow conditions and demands on you from clients.

Selling out to the man

However, the big downside right now is Adobe's failure to come to terms with the realities of the Internet on a corporate planning and policy level, as subscribers to the GoLive mailing list (email <GoLiveTalk-on@col.acc-inc.com> to subscribe) are learning to their collective dismay.

Adobe does not have a mechanism in place that allows users everywhere to pay their money and download the latest version over the Web, as GoLive did so well when they were an independent developer. Adobe themselves state that it is a question of geographical market demarcations that disallows this. Macromedia on the other hand do direct ESD (Electronic Software Distribution) sales over the 'net quite successfully.

Will we be forgotten?

Global internal corporate communications has long been an Adobe weak point, such that while the Web product division staff at Adobe US know of the existence of GoLive, the majority of Adobe staff elsewhere haven't a clue that it exists at all, what it is actually, or most importantly to us when it is going to appear in their particular domains. It might be months away for the majority of us.

US and Canada residents on the other hand get the best of all worlds (as always), with a slew of upgrade and purchase options from this week onwards. They can download the product over the Web after making a quick-ish credit card transaction, or order various boxed bundles and competitive upgrades for paltry sums.

Will we be so lucky? I doubt it, given past performance and current excuses. There is no doubt that Adobe now has some very strong products and a terrific strategy for the future. But they must pay attention to their customers in a way they have never done before, they must learn something from GoLive Systems themselves in that regard as their customer support was more than outstanding, and Adobe must most of all come to grips with the realities of a world where instant demand and instant gratification are daily bywords. In fact, dire necessities of survival.

New to version 4.0 is the Actions plus 1.0 pack, and what a boon its contents are to the thousands of Web developers who are not inclined to hand-coding JavaScript.

If the acquisition of GoLive by Adobe and the coming birth of a Windows version is, as Adobe staff claim, about to bring the added benefits of more extras, more plug-ins, more books and more training and the Actions Pack is a small sample of these benefits, then roll on Adobe.

Adobe's product release notes state that Actions Plus 1.0 comprises "twelve of the most commonly requested JavaScript Actions [that] have been created by developers from around the world". Close to the mark. Actions Plus adds a set of extremely useful prewritten JavaScripts to an already expanded set of native JavaScript actions. True, one could have simply cut-and-pasted similar scripts from one of the many excellent Web site collections, but GoLive's Actions palette interface makes the application of these new scripts a virtual no-brainer.

They include:

1. Confirm Link — confirms via a confirm window whether the viewer wishes to go to a specific link.

2. Daily Image URL - swaps base image for selected image for each day of the week, e.g. autoselect an image, background tile or text GIF based on the day of the week a visitor arrives at your site.

3. Daily Redirect — send a visitor to a specific page based on the day of the week.

4. Delete Cookie — deletes an existing cookie.

5. Force Frame — forces a page to always load in a frameset, great if visitors come direct to a page that should be part of a frameset via a search engine.

6. Kill Frame — great insurance against another Web site framing your page within one of theirs.

7. Password — security for a page or section within your site.

8. Slide Show — generates a slide show controllable by the viewer from a folder full of images.

9. Slide Show Auto — automatic version of the above, such that you set the timings and whether it loops or not.

10. Slide Show Auto Stop — used in conjunction with Slide Show Auto, allows you to stop the show with a click.

11. Target 2 Frames — click on a link in one frame and the contents of two other change at the same time.

12. Target Remote — use when you make a remote window to control the contents of the main window.

13. Time Redirect — depending on whether the time is before or after your nominated hour, this takes your visitor to a specific page based on the time at their location.

14. Visitor Cookie — sets a cookie on first visit, then redirects on subsequent visits.

In all a very useful set of JavaScripts and one that will be much appreciated by many harried Web developers the world over. Perhaps we should all get out our pen and paper and our own wish lists of JavaScripts we would like to see in GoLive version 4.5.

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Adobe® GoLive™ 4.0

Pros: None of the crashes of version 3.1.1

Cons: Some users are nervous of Adobe's intentions

Developer: Adobe Systems, Inc. (by acquisition of GoLive Systems, Inc.)

http://www.adobe.com

1984
serving the Mac community

WebPainter 3.1

Karl-Peter Gottschalk

There is quite a bit of competition between animation tools aimed at the burgeoning Web design market, and the good news is this enables software developers large and small to produce applications that tackle seemingly limited requirements in a range of ways.

Some do it by adding animation modules to otherwise non-moving graphics tools like ImageReady and FireWorks, others by developing stand-alone programs such as GifMation (http://www.boxtopsoft.com) or PhotoAnimator (http://www.extensis.com). Web Painter by the aptly named Totally Hip people is a stand-alone animator that follows the traditional cell animation role model.

Trad or fad?

Cell animation is how animation was made before the era of Toy Story and A Bug's Life, drawing and painting on stacked-up layers of transparent plastic film, 25 of them per second of film. It is how Disney, Warner Brothers and Hanna-Barbera brought to us the joys of Bugs Bunny and Mickey Mouse. Cell animation is probably the best way of learning how to animate, even though 2D animators are turning to the computer as well now. As Web designers we seem to be lumped with learning new skills all the time, given how the Web is becoming another form of multimedia, but we simply do not get the time to acquire those skills in the traditional ways. A software package as intuitive to use as Web Painter is a major asset therefore.

Web Painter maintains its cell animation analogy in its Layer window where each frame of your finished animated GIF or QuickTime movie is equivalent to each cell, and every cell can have up to 32 layers. That is more than enough for any animation, even the most complex. You choose your frame rate when

creating a new document (the default is 10 frames per second) and that determines the final length and size of the animation.

This is a little different to the way more usual Web animation software does it, as they require you to choose a delay for each frame or for all of them, but it is the way traditional cell animation is done. One cell, or set of layered cells, is equivalent to one-twentyfifth of a second. So if you want a fast-moving animation, you set the frame rate higher, and vice versa for a slow-moving one. Simple!

The hip way

Web Painter is an excellent way of skipping the lengthy trad learning process and jumping straight into whipping up a quick animation or several in under half an hour. You can do it all within Web Painter in a way you cannot in say Photoshop or Illustrator, due to its combination of vector drawing and bitmap painting modes. You can even use your favourite Photoshop filters by
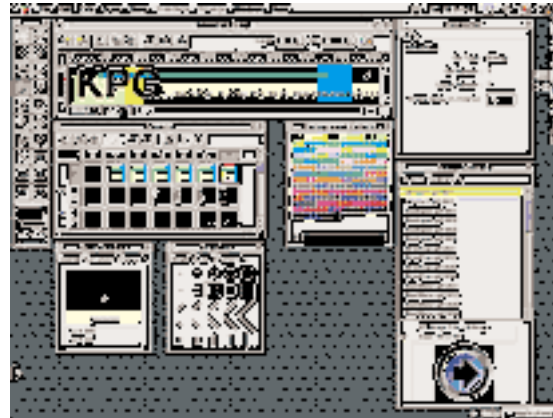
dropping them into its Plug-ins folder.

There are some oddities about Web Painter version 3, but Totally Hip are committed to improving the program on-goingly, especially seeing as how it is bundled free with their intriguing LiveStage QuickTime multimedia authoring software. There must be some great things in Totally Hip's future, as rumour has it they were approached in a friendly buy-out bid recently by Macromedia, themselves no slouches in developing excellent Web design software.

Foremost is that text set as bitmap does not come out anti-aliased but instead hard-edged and that means you get the jaggies. Choose your fonts well. There is an oddity also in the way it allows you to set type. When in vector mode you can only use TrueType fonts whereas using the bitmap type tool lets you choose either TrueType or PostScript typefaces. I would prefer to set my type in vector mode using anti-aliased PostScript fonts, thank you.

However, by not anti-aliasing text and objects created in vector mode, your animations will be kept smaller in size. That is important especially for banner ads where many host Web sites set out very tight standards in

ad dimensions and download time. For instance, InfoSeek specifies 468 x 60 pixels and up to 15K, whereas CNN/FN Online sets its spec as 468 x 60 pixels and up to 8K.

More transitions than you can shake a stick at

Transitions are a real Web Painter forté and it comes with a considerable set of them, more than any other product in its class. Explode through Iris all the way to Matrix Wipe. There are also thousands of royalty-free GIF animations on the CD-ROM, that you can learn from and use in your Web pages.

Web Painter is a great way to get a handle on animation for the Web, especially banner ads, for those who do not already own programs like ImageReady or FireWorks, or more high end software like After Effects. It has some oddities but these are minor compared to what you get for the price, and they will no doubt be ironed out soon as Totally Hip keep improving WebPainter and its sister product LiveStage in tandem.

karlpeter@bigpond.com

Pros: Great for less ambitious cell animation style Web banner ads and other animation uses in QuickTime or GIF formats.

Cons: Not the tool for high end work, although it does sync nicely with Totally Hip's LiveStage QuickTime toolset.

Developer: Totally Hip Software, Inc.
http://www.totallyhip.com

iCab

Darren Edwards

The main choices for browsing the internet are Microsoft Internet Explorer and AOL's newly acquired Netscape. So there you go, end of story right?

Wrong!

This is where iCab comes in to the arena. Just when everyone was closing down the options, WHAM, a new browser! This news has made shockwaves since iCab's first release. I went in search of a little chat with iCab's designers to find out why, and here is what Oliver Joppich of the iCab Company had to say.

Why the name iCab?

It's small, nice and should allow comfortable internet visiting. The initial name was CAB and on the Mac we made an internet Cab, so therefore iCab was born.

What was the main reason for releasing a browser when you are on an uphill run against Microsoft and AOL's Netscape?

Microsoft and AOL are not important for us. We just want to make a small, fast and good browser. Communicator and Internet Explorer are no competition at this point. They are made from big teams and based on old HTML concepts. The interface of Internet Explorer on the Mac is good (much better than the Windows version) and we try to make iCab to be a good program. We see see the internet as an important content provider in the future and will support the content as well as possible. Compare it with a good book. The many extras of the big browser didn't improve the content. The words are the important things. Everything else is just for fun or supporting ads...
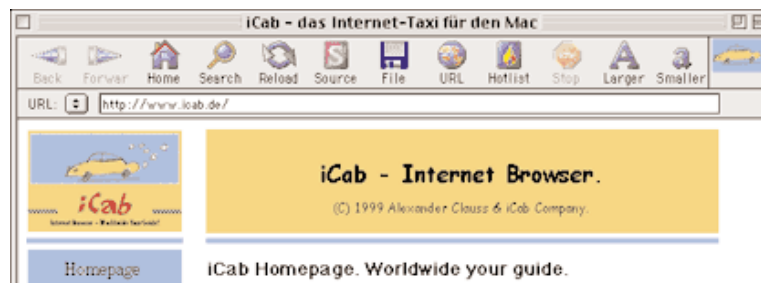
What do plan to add to the next release of iCab?

Javascript, ssl and multi languages are top of our to-do-list. And many smaller things. We would like to improve iCab on a monthly basis, free on the internet.

Do you think Netscape releasing its code was a good idea and would you ever consider doing the same?

It was a try from Netscape to get a better code from the people on the internet. It is possible that it will work. There are many good individuals out there. But at the moment AOL has other interests in the internet and I am not sure if this will work.

We are receiving lots of good ideas from the internet and try to improve iCab with the ideas. We will focus on a small browser. To make it really small it is important that one will coordinate all the stuff. And this will be Alexander. But we are working with other good programmers to make the best program possible. We have additional specialsts for graphics and another one for Javascript support.

If people were to think you are just copying other browsers what would you tell them?

Everybody should use the browser he/she wants to use. In iCab there aren't many things copied. The HTML machine is very good and based on our own new concept from 1998. Just look at the other html-machines and compare. And if there are good concepts in the user-interface, it wouldn't make sense to develop a new way, if the old is good.

Would you like to see a Mac operating system more integrated with the internet and browsers?

It is important that Mac OS delivers a good and easy implementation of internet access. OS 8.5 offers a good start with the Internet Control Panel. Apple should support that everyone can use the emailer, web-browser and other internet tools of their choice. The way of Windows with integrating an ugly version of Internet Explorer is not a good solution. It just shows Gates' way in trying to dominate others. But these times have past.

We don't like Linux very much (it's just Unix), but the free concept behind it, is great. The internet will bring up many one-man concepts.

You just need a good idea, a good program and a good provider. And everyone in the world can have access to this.

System requirements:

Minimum 4MB free RAM
System 7.5 or better
MacTCP or OpenTransport
ThreadManager (not needed in OS 8)
InternetConfig 1.2 (or Mac OS 8.5)
Apples MRJ 2.0 or better for Java support in iCab (2.1 recommended)
QuickTime (3.0 recommended) for media playback on the internet

Some of the many features in iCab:

HTML 4.0 support

Tag recognition for specific Netscape and Microsoft HTML enhancements (i.e <BLINK>, <MARQUEE>, <MULTICOL> and more).

Flexible image filtering (e.g. banners) and Flexible cookie filtering

iCab can "bookmark" individual frames outside of their parent window

iCab can generate an error report indicating syntax mistakes in the HTML source. This feature is especially interesting for those individuals who design their own web pages.

Display Java-Applets with the help of Apples MRJ 2.0 or better.

iCab can search through HTML files on your local hard drive or cache

A special search mode can display the c't rom CDs by Heise-Verlag

Multiple search engines are available directly from the internet search option

Import web archives (and cache) from Internet Explorers 4.X

MacOS 8.5 Appearance savvy

Support for Navigation-Services, Contextual menus and proportional scrolling (MacOS 8.5)

and much, much... download it for yourself

I don't want to rant but give it a go and if you don't like it tell them and you never know they might listen. Oliver and his team really do want to make a difference so your views count!

http://www.icab.de

(Look at iCab Preview 1.25. For PPC and 68k)

Next month...

I corner the the excellent Thorsten Lemke the designer of the 'must have utility' Graphic Converter AND Green Mountain the makers of DocMaker the programme you can view this ezine in.

Space and Beyond

Darren Edwards

This month I've gone forth and searched you down an astrological & space type thing.

Hubble hubba

http://pds.jpl.nasa.gov/planets/welcome/hubble.htm

Ok, so the Hubble telescope might not be your idea of boldly going with our X-files and Star Trek's have been.

But hey, this is reality and this is about as good as it gets. Very simple site but full of...er the Hubble telescope. Some great photos though.

Earth from space

http://zebu.uoregon.edu/earth.html

Fancy some strange and inspiring desktop pictures, well look no further. Admittedly the site is under development BUT the following space shots are available: Sinai Peninsula, Bangkok Thailand, Mount St. Helen's, Powder River Wyoming, Cape Cod Mass, North West Alaska, Finger Lakes, Upstate NY, Radar Map of American South West, Grand Canyon (JPEG), Oahu, San Francisco Bay, Malaspina Glacier, St. Elias Range, Portland Oregon.

Not a great selection and none of the UK but you'll have to take that up with NASA.

Space flight

http://www.physics.brown.edu/people/gotz/space.html

VERY basic site but full of information, good links to NASA, MIR and other spacey relevant topics. Does get a little deep at times, but physics was never my forte.

Hubble's greatest hits?

http://opposite.stsci.edu/pubinfo/BestOfHST95.html

I kid you not Hubble's greatest hits, all the songs, I can hear them now. 'My space suit is big enough for two', 'I drive a 500 tonne space cruiser, get the hell out the way I've no brakes babe' and that unforgettable 'Stand by your alien'. OK so it's not like that.

Fantastic photos of all that's out there. Good site for student and course work plus the curious minded. Again you can get some great desktop photos and add extra life to Photoshop and 3D art backgrounds.

Russian Space Shuttle that was

http://liftoff.msfc.nasa.gov/rsa/buran.html

The Russian Shuttle Buran ('Snowstorm' in Russian), was authorised in 1976 in response to the United States' Space Shuttle program. Building of the shuttles began in 1980, with the first full-scale Aero-Buran rolling out in 1984.

Interestingly enough this site intermixes well with a whole host of other Russian memorabilia and future plans for space are hosted here. You'll find links to the MIR space station and Russian space rockets.

Funny though how I had to find the information on Russian space flight from a USA government site, but I expect the US government knew more about what the Russians were doing than the Russians, they should do they had enough spy satellites watching them throughout the 60's, 70's, 80's and 90's... oh allegedly of course.

NASA the next generation of space flight, tickets please!

http://shuttle.nasa.gov./index-m.html

I liked this site with its packed content. Explore Mars, what's the next space shuttle launch and much more. Definitely the best of the sites I visited at 5am and running low on coffee.

Talking of which 'this is your captain speaking, thank you for flying cheap bucket space lines, put your rubbish in the bags... where's that coffee?

Until next month, my warped mouse will be loose again.
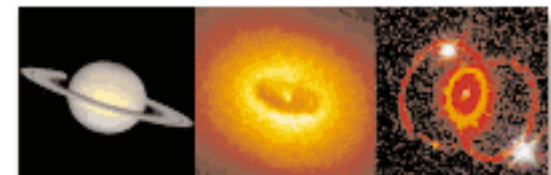
XPhiles

XPress tips and XTension news and reviews by Chris Patmore

Working, with style

One of the fundamental functions incorporated into XPress, and many other graphics and text editing applications, is style sheets. These allow you to set character and paragraph parameters for speed and consistency in text formatting. Yet it is amazing, to me, how little they are used or are used incorrectly.
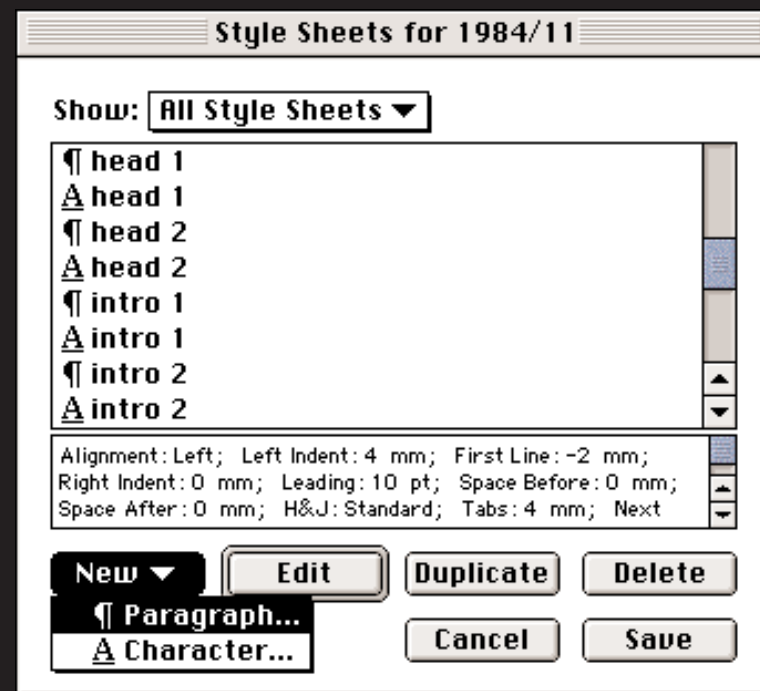
In XPress 3 there were only paragraph style sheets. This meant that when a style was applied it affected the whole paragraph. If you wanted, for example, to make the first word in every paragraph in bold caps you would have had to have done each one individually. Of course there were XTensions (ALAP XPert Tools and Extensis QX-Tools) that offered character style sheets but it was not until the release of XPress 4 that they were incorporated into the program. Unfortunately even character style sheets don't alleviate all the work as you still have to select the text you want to format. If it is a consistently repetitive style, like the one mentioned, it may be better to also incorporate the use of XPress Tags or AppleScript. (These will be covered in future articles.)
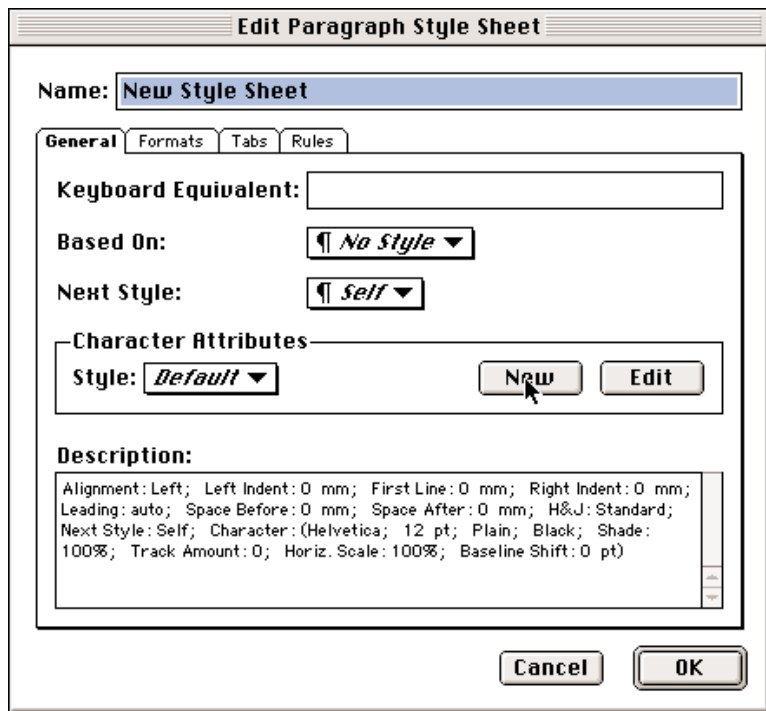
The use of style sheets comes into its own in editorial and brochure work, where there are mixed and repeated styles like body copy, heads, sub heads etc. When starting a new page design from scratch, it is the ideal moment to spend a little extra time creating the style sheets to save working time later. There is one of those Chinese sayings about when you have to spend the day chopping wood spend the first seven hours sharpening the axe. And it couldn't be truer in this case. You've spent days, or even weeks, choosing the right typefaces for the body copy, headlines etc. You've got the leading looking just how you want and the tracking on the headlines is really there. So now all you need to do is create the style sheets. The easiest way is to highlight a word then select Edit -> Style Sheets or use Shift-F11 and click New Paragraph. This will automatically put all the specs into the new style sheet. All you have to do is give it a name. One important step that many people overlook is creating a Character Style Sheet for the new Paragraph Style. All you need to do is click on Character Attributes -> New and the specs will be there already, all you need to do is give it a name, which should be the same as the paragraph style, just to keep things simple. By doing this it makes it a lot easier to edit your Style Sheets at a later stage, if need be. To create the next Style sheet in the same manner you need to save your new styles then close the Edit Style Sheets window and select the next piece of text you want to add. Character Style Sheets are just that. They allow you to

The first step to creating a new Style Sheet

Edit Paragraph Style Sheet

Name: New Style Sheet

General | Formats | Tabs | Rules

Keyboard Equivalent: [   ]

Based On: ¶ No Style ▼

Next Style: ¶ Self ▼

Character Attributes
Style: Default ▼   [New]   [Edit]

Description:
Alignment: Left; Left Indent: 0 mm; First Line: 0 mm; Right Indent: 0 mm;
Leading: auto; Space Before: 0 mm; Space After: 0 mm; H&J: Standard;
Next Style: Self; Character: (Helvetica; 12 pt; Plain; Black; Shade:
100%; Track Amount: 0; Horiz. Scale: 100%; Baseline Shift: 0 pt)

[Cancel] [OK]

apply a Style to a single character (like a drop cap), a whole word or even a whole sentence, within a Paragraph Style. And you can use Based On when creating a new style, so you can have a bold or italic version of you body copy Style.

There are some other features that should be looked at to make your use of Style Sheets a little easier. First, Keyboard Equivalents. This allows you to assign a combination of keys as short cuts (see Issue 11 for more on this). Most of the F keys are already assigned, although they can be augmented with modifiers, which in this case is by using the Control key in combination with others. Most people tend to use the Numeric Keypad for Style Sheet short-cuts. I recommend that modifier keys (⌘, alt, shift, control or a combination of any of these) are always used. There is nothing more frustrating than entering some numbers from the keypad and finding your layout has completely changed and you've gone too far for Undo to work.

'Based On' is a way of creating a sub set of Style Sheets. If you need to have, for example, bullet points with hanging indents within your 'body copy' then you create a new Style Sheet called, say, Bullets, click the Based On and select "body copy". This creates a Style Sheet with identical specs. You then edit the relevant parameter, which in this case would be Left Indent and First Line (to create the hanging indent). The advantage of this over just

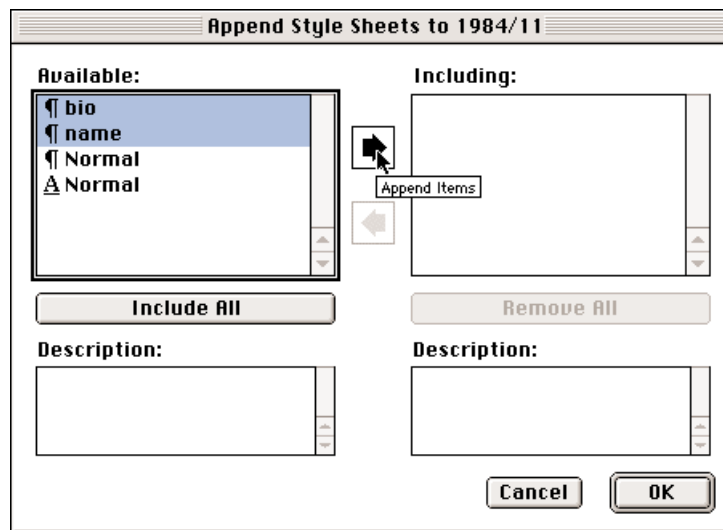**The next step is to name your new Style(s) and check all the specs are right**
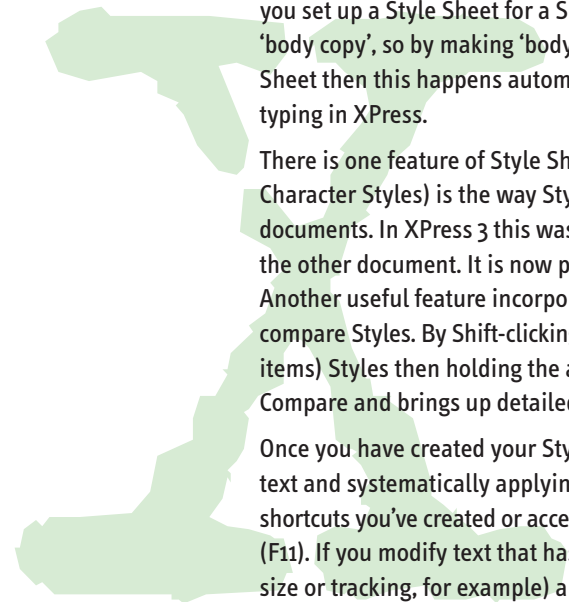
duplicating the Style is if you change any part of the body copy specs they are automatically carried through to any other Style upon which it is based.

The other function that is a bit of a mystery to most people is the Next Style option. This only works if you are entering text directly in XPress. Basically it activates the selected Style after a 'carriage' return (new paragraph). If you set up a Style Sheet for a Sub-head normally you would then go on to 'body copy', so by making 'body copy' your Next Style in the Sub-head Style Sheet then this happens automatically, but as I said, only when you are typing in XPress.

There is one feature of Style Sheets that is new to XPress 4 (apart from Character Styles) is the way Style Sheets can be appended from other documents. In XPress 3 this was possible but it brought in all the Styles from the other document. It is now possible to select just the Styles you need. Another useful feature incorporated in the same function is the ability to compare Styles. By Shift-clicking or ⌘-clicking (if they are non consecutive items) Styles then holding the alt/option key the Append button becomes Compare and brings up detailed specifications of both Styles.

Once you have created your Style Sheets it is just a matter of importing the text and systematically applying the styles using either the Keyboard shortcuts you've created or accessing them from the Style Sheets palette (F11). If you modify text that has a Style Sheet applied to it (by changing the size or tracking, for example) a small + appears next to the Style in the palette. If you want to restore the text back to the unmodified Style you need to hold the option key when you click n the style in the Styles list. If you don't do this it won't override the modifications you made.

Append Style Sheets to 1984/11

Available:
¶ bio
¶ name
¶ Normal
A Normal

[→] Append Items
[←]

[Include All]

Description:
[   ]

Including:
[   ]

[Remove All]

Description:
[   ]

[Cancel] [OK]

By using properly formatted Style Sheets together with well designed Master Pages you will be able to easily produce consistent layouts easily and productively. I'll run through setting up Master Pages in the next issue.

Appending Style Sheets from other documents is greatly improved in XPress 4

Badia FullMeasure 2

Badia Full Measure 1 was, and still is, a free XTension that extends XPress's measurements palette (literally) to supply additional (editable) information about type and paragraph specs. Version 2 is a commercial release that adds a wealth of information about all aspects of your document. So much, in fact, that it eliminates the need for many of the palettes and dialogue boxes that clutter the screen.

When working in a text box you get editable info on horizontal scale, baseline shift, colour and tint, indents (left, right and first line), space before and space after, Text inset and Vertical alignment.

With picture boxes you get a similar array of functionality and detail. It will tell you the name of the file with a pop-up menu to show its directory path. It will tell you file type and size, colour depth and resolution (for Bitmaps), you can also adjust the position within the box or even fit the box to the picture. It shows the program that created the image and allows you to open that program or choose another in which to edit the image. This is a far better solution than XPress's 'Open Publisher', and it works! And another neat trick – it can 'greek' individual pictures. Now if you have a huge image that slows down screen redraw you can now 'turn it off' and leave the smaller ones visible. This was something on my wish list for Quark to incorporate into the next release.

By holding down the control key you get access to information about the box/object including; skew angle, corner radius, background colour and percentage, box shape, border rule size and colour plus you can specify the type of runaround. The clever thing is it doesn't override the ability to use the magnifying tool shortcut.

Holding down the control and option keys together gives more general document/application info. Here you can specify your measurements (ie mm, inches, points etc), greek pictures, hide guides, adjust magnification from a pop-up menu, specify magnification increments and a unique ability to specify the positions of guides. As it is almost impossible to accurately position guidelines in anything less than 200% view, this is a real boon.

This is another top quality, well designed XTension from BadiaSoftware (see review of Duplica in issue 10). They literally extend the existing functions of XPress, which is pretty much what XTensions should do, without cluttering up the interface. It incorporates functions that are found in several of the XTensions in both alap's XPert Tools and Extensis QX-Tools, and not an extra palette in sight. And it weighs in at a tiny 104k.
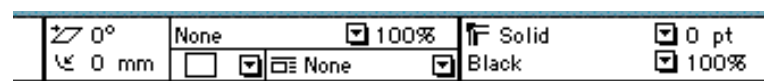
For anybody who uses XPress on a daily basis this is an indispensible XTension. It takes a little getting used to using it, especially if you are in the habit of using keyboard shortcuts, but this is really a lot faster. The only down side is that it requires a minimum of a 17" monitor (832x624 resolution) and XPress 4.03, but anyone that would benefit from this XTension probably isn't using anything less anyway. I really can't recommend it enough and eagerly look forward to their next offering.

Item specs including box shape and runaround

Type specs including colour and shade, indents, paragraph spacing and insets

Greeking   File name   File path   Creating program   Open program

File size   File type   Colour depth   Resolution   Special fonts and colours used in EPS
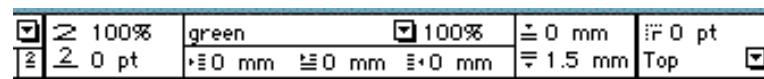
X rating: XXXXX

Pros: All the information you need about a document in one place. Individual picture greeking. Definable guides. Well conceived and designed

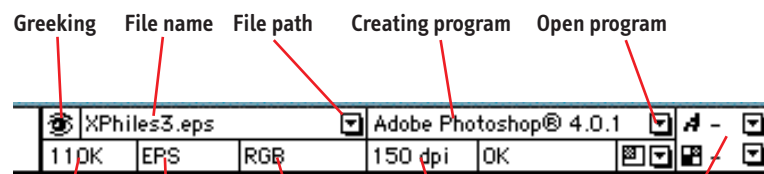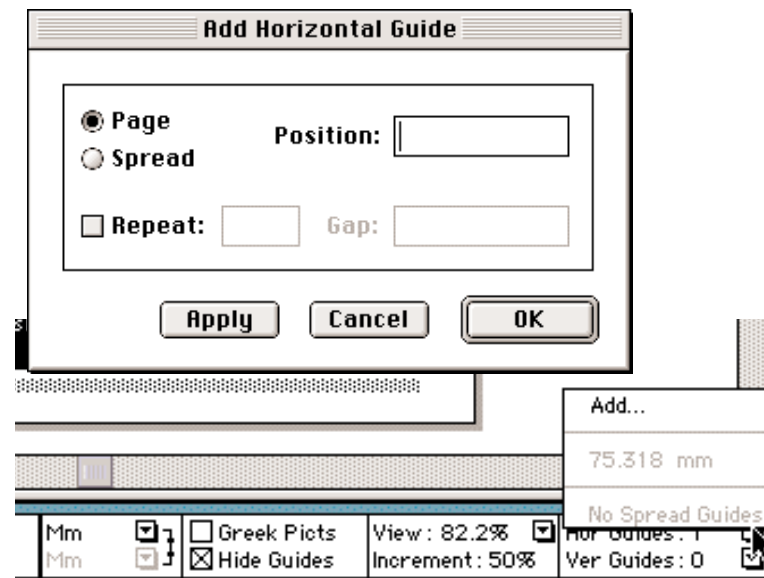**Cons:** None (apart from minimum requirements)

Available from: http://www.badiasoftware.com for $34.99. Demo version available. Version 1.0 is a free download from this site.

General document information the ability to specify new guides

Updater

ALAP has released two of its most useful (and popular) components of XPert Tools as individual XTensions. XPert Layers (see Freebies) and XPert Scale address two of the weaker areas of XPress 4 without the need to purchase the whole XPert Tools suite. Although the individual prices seem a little high compared to the whole of XPert Tools 1, at least you are not paying for a lot of redundant software. (See review in XPhiles Issue 9)

Quark has announced that a CD only installer version of XPress 4.04 is available for owners of the new G3s and iMacs. At present it is only available in the US English version but other versions are in the pipeline. This is a start, at least. But what of the other things I mentioned in Updater in Issue 10? It appears that Adobe has designed its 'Quark killer' InDesign to be modular, as I suggested XPress should be, with third party developers providing the specialist tools as plug-ins. And it will come at half the price of XPress. Adobe are being quite realistic in their projections for InDesign's success, expecting around 2 years before they take the lead. But as we all know that's a hell of a long time in the digital world. The next few months will be very interesting, seeing what Quark will offer in retaliation to maintain its user base. There are already rumours of layers, greater HTML capabilities and PDF support, but will it be enough?

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More Freebies

In a previous issue I mentioned an XTension called Font Collector which, at the time, only worked with XPress 3.3. Now it has been upgraded to work with version 4. So if you don't want to fork out for pre-flight software, either because you can't afford it or you just know that you have done everything right, this will collect all the fonts used in the document, including those in EPS files, when you do your Collect for Output. It is, unfortunately, a separate action, accessed from the Utilities menu. This slight inconvenience is outweighed by its function and price. Remember to check your font licence, and ensure your bureau/repro house also has a proper licence as well, before downloading fonts. Available from

http://www.meadowsinfo.com

A Lowly Apprentice Production (ALAP) has introduced a free XTension that will convert layers created by other developers' XTensions, such as Scitex Layers, Layer It! and QX-Layers to the XPert Layers format. The ConvertLayers XTension is ideally suited for use in studios and service bureaux where files arrive with all different sorts of layers, as it allows users to easily convert these files to be usable with XPert Layers. Available from http://www.alap.com

A New Monthly Column Looking at 3D Art

Some time ago whilst browsing through the cluttered archives of info Mac I came across a program called Mechanisto. The info text described it as a shareware 3D animation program. Having nothing better to do I downloaded the 1MB file. I spent the next two days trying to understand the difference between the extrude tool and the 'sweep' tool.

Since then 3D software has moved on a long way. Over the last few years, there has been an explosion in the amount of 3D software avaliable for the Mac. The potential of even the most basic 3D software is amazing. With a little bit of imagination, and a lot of patience the result can be mind-stunning.

3D software can be used in a number of ways, at the moment it is heavily in conjunction with 2D programs to produce mainly composite work. This technique is used widely throughout broadcasting and illustration. The results of this technique can be very effective, but more often than not do not give a realistic blend between the computer-generated model and the 2D background. This is the technique I use heavily since it doesn't require "serious" hardware to achieve an acceptable result.

The other technique which I'm starting to use is to produce every element of the image in 3D. This technique produces very realistic worlds, however the demand on hardware is quite substantial. The main software I use is Infini-D 4.0. Infini-D has been around for a long time, originally published

A program like Extreme 3D is very old and was given away on a magazine cover CD. But it can still create good results

by Specular it is now owned by MetaCreations. The basic interface is similar to that found in many other applications. The work area is divided into 4 windows, giving you the side view, top view, front view, and a 3D view of your model. I find this interface the easiest to use since it allows me to interact with all aspects of my model at the same time. Some people however prefer the environment provided to them by programs such as Poser 3D, or Bryce.

The work I produce at the moment is very heavily based around man-made

objects. This is probably due to the fact that I grew up building Airfix models. As a result, I prefer to 'build' up my models bit by bit. This process takes time but I find it an easy way to build up a 3D model.

Most of my models are built up this way, it allows me to name and change all components easily. Naming individual objects that make up the finished piece allows me to keep track of all the objects that make up the model, this is especially necessary when I have to animate a complicated model.

Having the ability to add that extra dimension to your art can often give your work a new lease of life. There are many courses you can go on to learn how do to use 3D programs. A few years ago that might have been the only way to learn 3D modelling. However, my recommendation is with so much cheap software around the best way to get into 3D is to get yourself some and start experimenting, it's the best way to learn!!!.

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Dr Seuss's ABC

Chris Patmore chrispatmore@innocent.com

As a small child, learning to read and write, my most memorable books were those of Dr Seuss. The weird, colourful drawings, the catchy rhymes and all the strange characters (and I don't mean the letters I couldn't understand). So fond are my memories that as soon as I had children of my own I went and bought Cat in the Hat, Dr Seuss's Sleep Book and others. Then I saw Dr Seuss's ABC was available on CD. Do you think I could resist buying it?
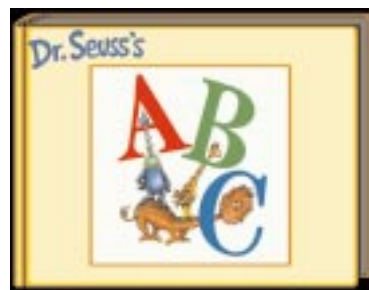
It is a real winner. Not only is there everthing you'd expect from Dr Seuss but it is produced by Brøderbund in its Living Books series. These are another top quality production house, not on the scale of Disney, but with their own charm and simple, yet sophisticated, presentation. I first came across Living Books years ago with 'Just Grandma and Me', which came bundled with an early Apple CD player, and that is still as fresh today as it was then.

Dr Seuss's ABC is real 'edutainment'. All the wackiness of Dr Seuss, brought to life with animation, lots of hidden surprises and those great verses recited for children to learn and repeat. And they get to learn their letters into the bargain. It also comes with the original book so children don't get completely alienated from printed matter. If you enjoyed Dr Seuss as a child,
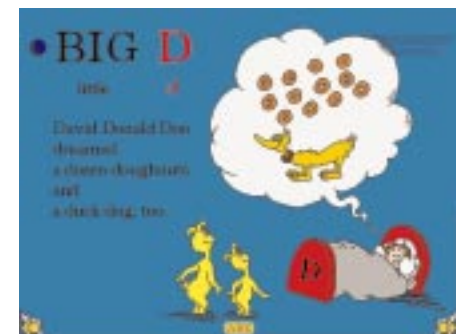
or even as an adult, you will love this as much as the children do and you can share in their enjoyment of discovering all the things those crazy creatures do.

Title: Dr Seuss's ABC
Publisher: Living Books – Brøderbund/Random House
http://www.broderbund.com
Price: under £20
Availability: Mail order in UK from MacGold Direct www.macgold.com or from Brøderbund web site
Overall rating: 🖐🖐🖐🖐🖐
Entertainment value: 🖐🖐🖐🖐
Educational value: 🖐🖐🖐

Mac Museum Profile

The 128k Mac – the original Mac

Joey Cooper

In this first installment of our new series profiling old Macs, we are going to tell you everything you want to know about the original 128k Mac. A lot of the information covered here also applies to the 512k Mac and the Mac Plus. While you can't use an original Mac for graphic design or high-end games, it really is still a useful machine for word processing and some other stuff.

First of all, let's take some time and look through the 128k's specs. If you didn't already know, the 128k in its name means that it has that much RAM, which by today's standards isn't much. The 9" screen has 512x342 pixels. Built-in is a 400k 3.5" floppy drive.

The original Mac also has a cute all-in-one design that leaves your desk much less cluttered than most computers. All you have is the computer, a keyboard and the mouse. You can also hook up a LaserWriter, a simple and durable printer that is good for printing out letters and drafts.

What About Software?

So what software can you run on an original Mac? Frankly, not much. Every 128k came with both MacWrite and MacPaint bundled, and old versions of both of these titles run fine. There are probably dozens of other programs that will run on an original Mac, but they are really hard to find. Basically, the software that you have for the 128k right now is about all you will be working with.

As for system software, everything before system 4.0 works. Of course, without any hard drive, you can't just run one system, every disk you use will have a different one on it. We have a MacWrite diskette that has system 1.1, which doesn't even have the Shut Down feature in the special menu. Pretty much the same like regular software, you don't have much choice as to what system you use.

Putting it all Together

So now that we know what we have to work with, let's look to see what you can do with a 128k. Take out the computer and put it on a desk. Then a good thing to do next is clean the little machine. It's amazing what a little scrubbing on the case will do. Now hook up the keyboard and mouse. This is fairly easy, as there is a clearly marked place to hook the mouse in the back, and the keyboard simply plugs in the front. Now plug in the power cord into both the wall and the Mac and you are ready to go! Turn on the machine, and you should see a flashing disk on the screen. If the screen never seems to turn on, there is a short somewhere leading to the power of the monitor.

The solution? Put your right hand on one side of the Mac, and then hit the other side with your left hand. Hopefully your screen will wake up. If it doesn't, though, you'll need someone who knows computers to fix it (or you might just be out of luck, and you can't use your original Mac).

Assuming everything works, you can now insert a floppy. Make sure the floppy has a system installed, and that it is a 400k diskette, not a 800k or 1.4 MB disk. If all this is true, your 128k should boot up with a smiley face and say "Welcome to Macintosh". Waahoo! From here you can experiment around with the computer, seeing what software works and stuff. You can also try hooking up a LaserWriter II, if you have one. To hook to the original Mac, you'll need a special connector, which I'll have to check on.

Technically, you can't do much with a 128k Mac. But it really is fun to have one to play with, just to get on and use every once in a while. You can even do some work on them from time to time! And older Macs make great gifts! So whatever you decide to do with your 128k Mac, just remember, have fun!

Vendors

So what if you don't have an original Mac in the closet to play with? You can always buy a used one. There are several used computer places that sell 128k Macs. Just look through the back of a magazine such as MacAddict and keep your eyes peeled for used Mac vendors. They probably won't advertise that they have an original Mac, so you'll just have to call and ask them.

Joey Cooper wrote this article on a Mac Plus with System 1.1. He is the editor in chief of a small Mac publication called the Mac Users Militia Journal. This article was previously published in the Mac Users Militia Journal, somewhere, and reprinted with his kind permission.
http://www.netusa1.net/~dnorton/mum/

making life that little bit easier

Glossary of Some Common Mac Terms

Short and sharp this month, a basic dash of terms for you, more next month.

Apple Desktop Bus (ADB)

Take a look at the back of your Mac and you'll see this is a round socket for connecting your mouse, keyboard and other third party input devices. Although still available on the new G3s it will eventually be replaced by USB (Universal Serial Bus).

Bad Sectors

Parts of your internal/external hard drive that are corrupt and can't hold data reliably. You get a message similar to 'bad sectors were found on this disk' from most disk repair applications. Regular scanning and good hard drive house-keeping will help reduce the amount of bad sectors developing.

Bomb

When an application or system routine has stopped or frozen resulting in a crash. You'll get a warning in an alert box with a bomb icon on the left telling you

what's happened. If this happens restart the Mac and run disk first aid. Check out our healthy Mac's section and Mac basics for more help on these matters.

Boot-up

This is the starting-up of your Mac. Bootable disk is another term for a disk that has a system folder that will 'boot' your Mac up. Bootable disks, be they CD, Zip/Jazz or floppy, are great for repairing your hard drive as you can start up your Mac from another disk rather than your internal.

Burn software

Term given to cutting, writing or saving your work/applications to a CD ROM disk from a CD writer drive.

Chooser

Normally stored in your Apple menu. With this you can switch AppleTalk on, select printers and networked or shared computers.

Clipboard

Can be found in your System Folder. When you copy a picture or text piece (-C) it will be stored in your Mac's RAM and you can paste the pic/text (-V) into the scrapbook or another application.

Drag 'n' Drop

Opening a file/document by 'dropping' it on an application's icon. A great time saving feature available from System 7 upward.

Find File

Now Sherlock in OS 8.x is an excellent feature that not only can search your hard drive but the internet. By pressing Command F you'll be able to access Sherlock.

Kilobyte (K)

1,024 single bytes of data. An example of this would be a ClarisWorks file saved to disk might be about 28k.

Megabyte (MB)

1,024 Kilobytes or one million single bytes of data. An example of this would be – 'my computer has 104MB of RAM'. Gigabyte is 1,024 megabytes of data. Hard drives in all modern computers are now being measured in Gigabytes. An example would be a 4Gig (GB) hard drive.

Optical Disk

High capacity non magnetic storage devices. Normally external removable media disks.

help•for the rest of us

Apple Web Help Text and Downloads

If you have any questions about Apple Software Updates including all of the latest updates of Apple software, including most printer drivers, System Enablers, updates to utilities and networking and communication software. Currently, Apple Assistance posts Apple Software Updates to the following online services:

1) Internet: Apple World Wide Web and ftp sites: http://www.info.apple.com
2) ftp URL: ftp://ftp.info.apple.com
3) America Online (keyword: applecomputer)

Internet: Apple Web Sites

All Apple software updates are posted to ftp servers, but you can also get to the software updates collections from one of Apple's web sites:

http://www.apple.com/support – Apple Support Information – Apple's USA based web site. Choose Apple SW Updates from the pull-down menu to go to the Apple software updates collection, where you can browse for, search for, and download all US and Worldwide Apple SW Updates. Here are a few handy URLs:

http://www.info.apple.com/ftp.newfiles.html – list of newly posted Apple software updates.

http://swupdates.info.apple.com/Architext/AT-SWupdates_USquery.html – Search page for US Apple software updates.

http://swupdates.info.apple.com/Architext/AT-SWupdates_Worldquery.html – Search page for Worldwide (localized) Apple software updates.

http://swupdates.info.apple.com/cgi-bin/lister.pl?Apple.Support.Area/Apple.Software.Updates – Browsing page for all Apple software updates.

Internet: Apple ftp sites

You can use either an ftp client (such as Fetch or Anarchie) or a web browser to go our ftp sites directly:

ftp.info.apple.com (multiple servers, handles 15,000 concurrent users – located in Austin, TX USA) When using a web browser, use the following URL:
ftp://ftp.info.apple.com.

ftp.apple.com (multiple servers, handles 1000 concurrent users – located in Cupertino, CA USA) When using a web browser, use the following URL: ftp://ftp.apple.com.

ftp.info.euro.apple.com (one server, handles 250 concurrent users – located in Zeist, The Netherlands) When using a web browser, use the following URL:
ftp://ftp.info.euro.apple.com. – recommended for the UK

Amnesty International Online

Darren Edwards

In this month's Buzzing Around I thought I'd digress into the more serious side of the Internet, as a tool for communication, education and ramming home a few home truths.

Right, half of the people who have just read the above have clicked to the next page, they want games and reviews, well that's fine, you can't turn away forever.

After all this is an ezine dedicated to the Macintosh and with relations to the computer and technology that surround us on a daily basis.

Amongst the millions of game sites, corporate 'we'll sell you anything you don't want, but give us your credit card number first' sites, sites you only look at when your wife/girlfriend is on vacation and million upon millions of personal home pages I found something a little more important than the latest update to my printer driver (which I still haven't found).

I'll not use my ezine as a public platform, I don't have the right. We live in a democracy so if you don't like what I'm saying you just click away. BUT what if that choice was taken away from you, what would you do then? What if you went to tell me to my face and I kicked you in the chest, tied you up breathless, dragged you screaming into a dark room, locked the door, not to return for a day or two. No water, no food and no light. Not a nice thought, but people in less fortunate circumstances in countries without free speech or democracy are having the same and much worse done to them everyday – feel like clicking away again?

This leads me neatly to a site I stumbled across this month. Amnesty International is a worldwide campaigning movement that works to promote all the human rights enshrined in the Universal Declaration of Human Rights and other international standards.

While there are some points you like I might not agree eye to eye with Amnesty, the main message is the same.

I'm not a member of Amnesty International nor before paid them much attention from my nice cosy world in a little town in the UK. But take a look at…

http://www.amnesty.org/campaign/index.html

…and you start to think of what others have to put up with on a daily basis.

I'll not press on at you to do anything else than look at what others have to live with day in day out, the power of the Internet lets you see the other side of life. Amnesty's site is a simple enough affair letting the content speak for itself.

So remember, before you throw that floppy disk at the Wintel user sitting opposite you on the train, think someone, somewhere might be having far worse done to them than just being inflicted as a Windows user.

There you go.

Next month I'll find the lighter side of life for you.

darren@1984-online.com

Backing up with AppleScript

Extra large blockbuster feature for all you script lovers

Steve Harris

This article is one of many published in 1984-Online over the last year on the subject of AppleScript. I am not going to go over the basics of AppleScript, as this was done in issues 2 to 6 of 1984-Online, which are readily downloadable from 1984-Online's web site. Don't be put off, though, I always make the assumption that nobody bothers reading them anyway and write like you're all Class A novices. And rightly so.

Many articles about backing up your data begin with some patronising lecture about how you must be several brain cells short of a glass of water if you don't back up your data at least twenty times a day, perhaps accompanied by a predictable tale about some poor bloke who lost all his data and went bankrupt, then his wife left him, his children disowned him and his dog moved in with his mistress and so on, ad noisome.

Fortunately, we at 1984-Online Magazine are not here to patronise you or tell you stories, we're just here to help your Mac using life be as pleasurable jargon-free and acronym-free as is humanly possible. As a Mac user, you are spared endless hours tinkering with the anarchic and obscure bits of computers some so-called modern operating systems call 'power features'. The Mac OS and AppleScript prove that power and ease-of-use needn't be mutually incompatible. However, whether your computer is geek or chic backing up is a very good idea.

I know, I know, I know, it's so dull remembering to copy files around every so often, rooting around in the depths of your Mac's filing system trying to get it all together, but AppleScript is here to help. All you need is some form of removable storage – a Zip drive would be ideal and a real bargain at under £100 – and any version of the Mac OS / System with AppleScript installed.

So without wanting to sound patronising backing up your data, in English, means making a copy of it for safe keeping. Before I begin, though, I have a small tale to tell of some poor bloke who didn't make backups, lost all his data and went bankrupt. Then his wife... (CUT!)

Laziness for an Enlightened Generation

We are going to create an AppleScript script which backs up your data, and we're going to do it in several stages. The first stage will be to create a usable backup script, and the rest of the stages will look at polishing the script to make your life even easier. At every stage your script should be usable (if only just) so it's up to you how much polishing you do.

If this all sounds a bit daunting then don't worry, it won't be, I promise. Provided you know how to copy files and type a few words, it's a cinch.

Getting Started

First work out what files/folders you want to back up. This is up to you. For my own purposes I'm going to back up my Documents folder (53MB) and my email folders (about 8MB). As this script is simple, you'll need to find out how much you're backing up and ensure that the space they'll occupy will not exceed the maximum space available on your backup disk. In my case I'll be backing-up about 61MB of data, which will fit nicely onto a 100MB Zip disk.

A few tips: if you're thinking of backing up your email files and space is tight, remember to use the compacting features included in both Netscape Communicator and Outlook Express before you backup as this can often (especially in Netscape's case) save megabytes of wasted rubbish. I can't speak for other 'proper' email programs as I never use them.

Netscape's Mail (and indeed all your Netscape settings) are stored within a folder with your user name in the Netscape Users folder in your Preferences folder in your System Folder (deep breath), whereas Outlook Express's mail is stored within a folder (probably called "Main User") within a folder called OE User(s) in your Outlook Express folder.

Once you've established what you want to backup and whether you've got enough space to do it in one script, we're ready to go.

Pop your disk in (I'm using a Zip) and give it an appropriate name. I've called mine "Backup Disk".

Record Breaker

To create the main bulk of the script we're going to record the manual process of backing up. To do this:

![Script Editor window titled "untitled" showing the record, stop and run buttons, with an arrow pointing to the record button labelled "The record button"]

Open the Script Editor (you should find it in the AppleScript folder of your Apple Extras folder), and click Record.

Now drag the relevant folders from your hard disk to your backup disk, if you've got Mac OS 8.5 or above, you don't have to wait until one set of files has copied before copying the rest.

Go back to the Script Editor and click Stop (you don't have to wait until the copying has finished). Et voila! You have a usable backup script!

Well, sort of. The script makes a few assumptions. Firstly, it assumes that the backup disk is empty, as an AppleScript, recorded as ours was, won't replace files which already exist. Secondly, it assumes you want to see all the windows you opened and closed as you recorded the script opening and closing while you backup. It might look pretty, but it could become annoying. Thirdly, it assumes the files will copy before AppleScript times-out the operation and sulks. This last assumption needs some explanation.

The way AppleScript works is to give instructions to programs and then wait until they've done it. Unfortunately, AppleScript is impatient and wants everything done now, and will wait no longer than one minute before barking some curt remark and giving you the cold shoulder treatment. Sounds like someone I know rather too well, but whose name I daren't mention for fear of... OUCH! What was that for?

However, unlike 'she who must be obeyed', you can override this behaviour in AppleScript. Ah, but if only real life were so simple.

So what we need to do is cut down the script, whilst keeping its functionality intact and add a small command to stop it being impatient along with a minor tweak to replace existing files whilst copying.

Take the rubbish out, Dear

If you value the script you recorded, it would be sensible to save your script now, and make a copy of it to work on the next bit.

Amongst all the opening and closing of windows are the few important commands you really need to perform your backup. Let's cut out all the rubbish and see what we're left with.

```
tell application "Finder"
    activate

    select folder "Documents" o f startup disk
    copy selection t o disk "Backup Disk"

    select folder "Steve Harris" o f folder "Netscape Users" o f folder "Preferences"
    o f folder "System Folder" o f startup disk
    copy selection t o disk "Backup Disk"

    select folder "OE User(s)" o f folder "Outlook Express 4.5 Folder" o f folder
    "Microsoft Internet 4.5" o f folder "Internet Applications" o f folder "Internet" o f
    startup disk
    copy selection t o disk "Backup Disk"

end tell
```

All I've done is taken out all the lines apart from the 'select' line before the 'copy' lines, and the 'copy' lines themselves. The lines I've removed are highlighted in red, below:

```
tell application "Finder"
    activate
    select startup disk
    open selection
    select folder "Documents" o f startup disk
    copy selection t o disk "Backup Disk"
    select folder "System Folder" o f startup disk
    open selection
    close container window o f startup disk
    select folder "Preferences" o f folder "System Folder" o f startup disk
    open selection
    close container window o f folder "System Folder" o f startup disk
    select folder "Netscape Users" o f folder "Preferences" o f folder "System Folder"
    o f  startup disk
    open selection
    close container window o f folder "Preferences" o f folder "System Folder" o f
    startup disk
```

```
    select folder "Steve Harris" o f folder "Netscape Users" o f folder "Preferences"
    o f folder "System Folder" o f startup disk
    copy selection t o disk "Backup Disk"
    close container window o f disk "Backup Disk"
    close container window o f folder "Netscape Users" o f folder "Preferences" o f
    folder "System Folder" o f startup disk
    select startup disk
    open selection
    select folder "Internet" o f startup disk
    open selection
    close container window o f startup disk
    select folder "Internet Applications" o f folder "Internet" o f startup disk
    open selection
    close container window o f folder "Internet" o f startup disk
    select folder "Microsoft Internet 4.5" o f folder "Internet Applications" o f folder
    "Internet" o f startup disk
    open selection
    close container window o f folder "Internet Applications" o f folder "Internet" o f
    startup disk
    select folder "Outlook Express 4.5 Folder" o f folder "Microsoft Internet 4.5" o f
    folder "Internet Applications" o f folder "Internet" o f startup disk
    open selection
    close container window o f folder "Microsoft Internet 4.5" o f folder "Internet
    Applications" o f folder "Internet" o f startup disk
    select folder "OE User(s)" o f folder "Outlook Express 4.5 Folder" o f folder
    "Microsoft Internet 4.5" o f folder "Internet Applications" o f folder "Internet" o f
    startup disk
    copy selection t o disk "Backup Disk"
    close container window o f folder "Outlook Express 4.5 Folder" o f folder
    "Microsoft Internet 4.5" o f folder "Internet Applications" o f folder "Internet" o f
    startup disk
end tell
```

We can go even further and replace the word 'selection' on the 'copy' lines with all the words on the 'select' lines apart from the word 'select' itself. Does that make any sense? Maybe seeing the script after that's been done will clarify it:

```
tell application "Finder"
    activate

    copy folder "Documents" o f startup disk t o disk "Backup Disk"

    copy folder "Steve Harris" o f folder "Netscape Users" o f ¬
        folder "Preferences" o f folder "System Folder" o f ¬
        startup disk t o disk "Backup Disk"

    copy folder "OE User(s)" o f folder ¬
        "Outlook Express 4.5 Folder" o f folder "Microsoft Internet 4.5" o f folder ¬
        "Internet Applications" o f folder "Internet" o f startup disk ¬
        t o disk "Backup Disk"

end tell
```

Note: You can split long lines to make the easier to read by pressing Command-Return. This inserts a ¬ character to show the line's been split.

Adding patience

Next let's add the two lines which will stop AppleScript being such an impatient old nag. By default AppleScript times-out after 60 seconds. Let's set the timeout time to ten minutes (if you still have time-out problems, you can up the timeout period as appropriate):

After the line which reads 'activate' add this:

```
with timeout of 600 seconds
```

And before the line which reads 'end tell', add this:

```
end timeout
```

Now click the 'Check Syntax' button to make it look all pretty again.

Replacing the files as we copy

In order to replace the files that are there, we need to fiddle with the copy lines in the script:

Firstly change 'copy' to 'duplicate'.

Now add 'with replacing' onto the end of the 'duplicate' lines, so they look something like this:

```
duplicate folder "Steve Harris" of folder "Netscape Users" of ¬
    folder "Preferences" of folder "System Folder" of ¬
    startup disk to disk "Backup Disk" with replacing
```

The Final Draft

We've made a lot of changes, here is my script in its entirety:

```
tell application "Finder"
   activate

   with timeout of 600 seconds
      duplicate folder "Documents" of startup disk to disk "Backup Disk" with
replacing

      duplicate folder "Steve Harris" of folder "Netscape Users" of ¬
         folder "Preferences" of folder "System Folder" of ¬
         startup disk to disk "Backup Disk" with replacing

      duplicate folder "OE User(s)" of folder ¬
         "Outlook Express 4.5 Folder" of folder "Microsoft Internet 4.5" of folder ¬
         "Internet Applications" of folder "Internet" of startup disk ¬
         to disk "Backup Disk" with replacing
   end timeout

end tell
```
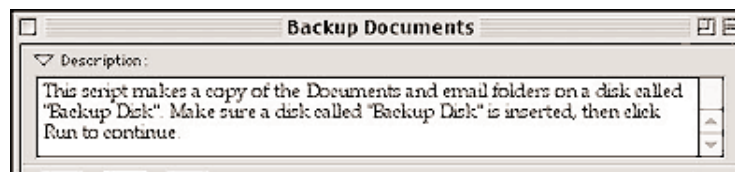
Saving the Script

Before you save your script, it would be nice to put a description in the description box at the top of the script window as this can appear in a box when you run the script. Here's my description:
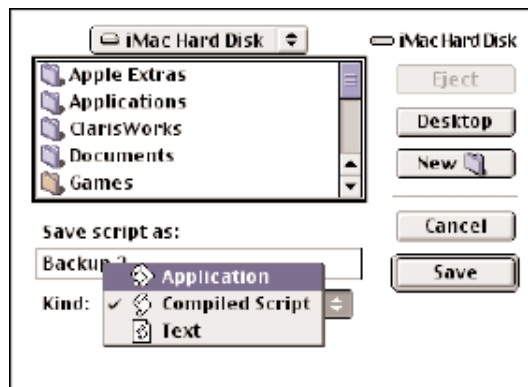

In order that your script can be run like any other program, you'll need to save it as an application. To do this:
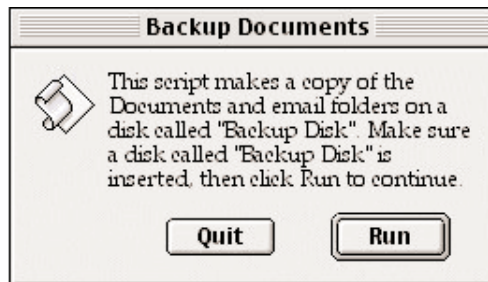
Choose Save As... from the File menu.

Choose where you want to save your script in the usual way.

Choose Application from the Kind pop-up menu.

Click Save.

When you run the script, you should see a message looking something like this:

Gluttons for Punishment

Next month, for the brave and/or foolish amongst you, we'll look at further polishing of the script, which will include how to handle things when something goes wrong, which, in programming terms can be as important as backing up. Remember the sad tale of that poor bloke who didn't handle his programming errors properly, lost all his data, and went bankrupt. Then his wife... (CUT!)

steve_harris@1984-online.com

You Can Save Money!

Paul Hughes

As web administrator of 1984 OnLine, I have heard a lot of thoughts about 1984 and a host of other Macintosh ezines. The response I have had from cover CD users is that when trying to read specific issues or articles, they have to search through many different CDs to find what they want – wasting time and energy. From the internet side of things, comments go along the lines of "Downloads are too big", "This download is very slow", "I can't afford to download this", which makes me worry. Is 1984 losing readers or are the 1984 readers not getting what they need as easily as possible?

1984 back – PDF   1984 back – DocMaker

We listen to our readers and I have decided to solve this problem by publishing the 1984 CD. This CD is available to all 1984 readers, world wide for a small fee.

Note: 1984 is a NON-profit ezine and all the proceeds of this CD will go towards the maintenance fees involved with our site and improvements to our services.

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Writer's kit

A new challenge

Right, for those of you out there who just can't hold it in any more, here's how you can let it all hang out and write for 1984 Online.

1984, if you have not already noticed, is a mixed bag of Mac dedicated folk who come from a variety of careers, related interests and hobbies, but all participate in the life of the Mac community to the fullest.

Anyone who enjoys this productive and mind enhancing platform can be a part of 1984's international line up.

Doing it with style

Writing for us is easy. All you have to do is tell us about your Mac orientated experiences. Although we have our regular in-house columnists we'll always have room for more (but space is limited). Our site expansion is on going throughout 1999.

Guest writers are always most welcome to ensure our variety remains alive and kicking.

Your work can cover any subject you wish so long as it is related to the Apple Macintosh and its competitors. Reviews on software, hardware and books are most welcome. Each article has its own merits, so from reading this month's issue you'll get a feel for the different subject matter we cover.

A good comparison would be the equivalent of about 1200 words or around 1 side of an A4 page of text maximum (although longer at a push).

Our readership

1984 readers are as varied as our writers. From the first time user to experienced Mac folk, they will all browse our work from time to time.

We are on the cover CDs of both Macworld UK and MacFormat magazines plus many internet postings announce our ezine release date each month.

Always keep in mind that not everyone will understand certain terminology, so try to explain a complicated topic wherever possible.

So there you go. Simple guidelines.

If you wish to contact me further then please do. I look forward to welcoming you on board.

Darren Edwards, Editor 1984 online

new-writers@1984-online.com

meet the team

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Lee Foster • Adam Shutes • Chris Patmore • Graham Aldrid • Thomas Ash
Mark Tennant • Gang Xu • Darren Edwards • Steve Harris • Mark Simmons
Paul Hughes • Dave Slipp • David Knopfler • Jackson Knopfler • Chris Bunney

And more...
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Budding Writers and Reviewers:

If you have a favourite programme or something has got you all fired up, just start typing and email to us what's on your mind. We welcome the contributions from guest writers, and anyone with real commitment to joining our growing editorial staff and regular writers. Anyone interested with corporate and business issues would be welcomed.

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If you are interested in art please send us a short email outlining what you would like to do. We are always looking to improve our ezine and site art, so if you have any graphical ideas please feel free to put them forward to us. Let that art pad run wild!

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Or if you have abilities in html, scripting, web graphics or online marketing send a message to:
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....and remember you can email our tech team @:
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keeping you on the right Tracks

'Feedback is the key to success', if you feel you have any comments on what you have just read, send them to the above address or to the Editors personally and we'll get right back to you. 1984 OnLine is a non-profit making ezine.

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