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Volume 3
Issue 04

Remember to click on the pictures for captions and other goodies!

This month's note: Next month, Apple Wizards will be available in an online format only. Why? Read the **From the Desktop** column to find our reasoning.

Due to a bug in Apple's Font Smoothing system (we really hope they fix it soon), please set your font smoothing to 13-point text or higher, then open our magazine again. This should fix any "pictures overlapping text" problems.

Feature Article

X-it to Eden: Mac OS 9

What new features are coming your way? Find out here.

Morgan Williams

Columns

Connect

Reader email - send your own to connect@applewizards.net

Staff, Brian Kelley

The Happy Mac

Daria gives away her prizes (no, not those prizes!)

Daria Aikens

Macintalk

Cabel Sasser of Panic Software stops by for a chat

Robert Zimmerman

A Spider Speaks

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Extras

From the Desktop
Many, many things have happened. Read about them here.

Erik J. Barzeski

Behind the Magic
Staff Bios, Distribution Information, and much more.

APPLE WIZARDS

http://applewizards.net/

Connecting…

Welcome to Connect, our new forum for reader email! We want to hear your thoughts and opinions about this e-zine, and about Apple and the Macintosh. So let us have it, people! Send email to connect@applewizards.net .

Click the email icons to send your own email to Connect!

The Real Boutros Wouldn't Fit

My iMac desktop has never looked so good! "Lollipop" be gone! I really appreciate your article detailing how to change the desktop. I downloaded the Boutros-Boutros-Ghali-1 JPG from the Propaganda site. It's beautiful.

This is my first issue of Apple Wizards and to be quite honest, I love it! Thanks for doing a great job. I look forward to the next "A Spider Speaks".

- Harvey Partica

We tried to fit the real Boutros Boutros Ghali in with the issue, but he wouldn't fit. We like to keep file sizes under 300 MB if we can. But then again, everyone has a T3 to themselves, right?

- Staff

Cooler than the Color GameBoys

I just acquired an old Mac Color Classic. I need software, especially games, that will run on this machine. Can I get a catalogue of titles available or websites that can direct me to suppliers who may still have software that I can use for the Color Classic?

- Andy

You might want to check out the "Antique Software" thread at MacInTouch. It's at http://www.macintouch.com/earlymac.html . Also, Daria is the Apple Wizards staffer who most recently owned a Mac SE (or Classic, or something), so pester her. She's an amiable gal.

If you have any other suggestions for Andy, write to us at connect@applewizards.net and we'll pass them along.

- Staff

Because We are All Mac Gods, That's Why

One of the many things I like about Wizards is the fact that I can use the Up-Down arrows to scroll thru pages, and in fact thru the entire mag. Why is that so seldom possible with other apps or other newspages? I get really PO'd at having to use the mouse to go thru a page. Is there some reason that others do not, or maybe cannot, do this?

- wring

It's just functionality built into DOCMaker. We took out the big red arrows at the bottom of the articles recently (in the August issue) because you can use the arrow keys, and the ones at the footer were a pain in the butt to do each month. So… to answer your question, it's just DOCMaker. PDFs have such features too, if they're done right.

- Erik

You Must Have Spilled Coffee In Your Keyboard

I have enjoyed reading your site for some time now, but with this issue
for August you have made changes in your system so that now I cannot read
your magazine at all! Something to do with too little memory or software
that wasn't previously needed or some such item…

- Robert Cowan

The August issue of Apple Wizards requires only 1 MB of free memory to
launch (minimum setting) but prefers 2 MB. If you had other applications open,
then perhaps you didn't have enough free RAM. Try it just after you restart
your computer, or Get Info (command-I) on the issue and reduce the required
memory. A friend of mine read Apple Wizards on an SE yesterday, so I know it
can work :-)

- Erik

We Only Discriminate Against PC Users

I got the impression that I could create a new email to one of you, or
jump to a web page simply by clicking on the corresponding email address
or URL in your latest version of Apple Wizards. But it didn't work!
Perhaps it's because I live in Belgium…

- David Neale

Fear not, David, your country of origin is not to blame. It's true that clicking on
the text of the URLs themselves doesn't work. But clicking on the green "Go!"
arrow graphics, as well as on program icons, should launch the URLs in your
web browser or email application. Try it, you'll like it!

- Brian

Make Sure You Save Copies for your Grandchildren

Keep up the good work. Your e-zine is the only one I archive, so my Mac
has something really, really interesting to store in its innards. I also
re-read Apple Wizards myself, for pleasure, and info.

- Laurent Detillieux

This brings up a very important point: your Mac needs something good to read, just as you do. Scientific studies have shown that Macs lacking quality reading material perform sluggishly, while Macs containing back issues of Apple Wizards show increases in their clock and bus speeds, as well as emitting an audible hum of contentment. It's true!

- Some Nut who we **swear** doesn't work for us

Send All Monetary Contributions To…

Well, my take is that you are deserving of some visibility = financial
viability = financial success with Apple Wizards because of its unique
character and the quality of the material which you publish.

That's just my opinion, which, unfortunately, does not ring the
cash-register. But, I still wish you well and will bring Apple Wizards to
the attention of a small circle of readers.

- Sheafe Ewing

Thank you for those kind words, Sheafe! If you'd like to help make that cash register jingle, try to make the circumference of that circle as large as possible. ;-)

- Money-Grubbing Staff Members

Keep those emails coming, people, and remember to apply for this position if you feel it suits you. Send your rants and raves, questions and comments, compliments and criticisms to connect@applewizards.net .

URLs From this Article:

Go! ➡ http://www.macintouch.com/earlymac.html

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Compiled by Brian Kelley
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APPLE WIZARDS
http://applewizards.net/

X-it to Eden: Mac OS 9

are you ready?

What's In a Version Number? For Mac Users, Plenty

As fiscal years roll by and trade shows come and go, we must at times reflect upon that age-old question, "What's in a version number?" Originally devised to differentiate software programs and packages which were constantly being revised, these days the version number has become something of a marketing tool. Whereas in days of yore every single .01 meant something (as it does today, back in the code workshop), nowadays certain commercial software publishers use inflated, artificial version numbers to give the impression of significant new functionality and performance, when in fact none exists.

Luckily for Mac users, Apple Computer is not one of those companies. For years, Mac users have been treated to steady incremental updates, honest bug fixes (not marketed as "Upgrades" or "Service Packs"), and regular major overhauls of our beloved System, each time making the Mac OS the most advanced and easy-to-use operating system available for consumer use.

As I write this, the Mac world steams towards OS X — the technologically advanced, highly versatile and customizable, powerfully usable and stable operating system of the future. Incorporating the iron guts of a best-of-breed version of the powerful and time-honored UNIX operating system, system abstraction technology from NeXT, and the legendary Macintosh user interface, OS X will put Win9x to bed with DOS, and should even give Windows NT/"2000" a run for its money in terms of features, performance, reliability, and usability.

It's a Long Way to Eden...

However, accomplishing this is no easy task. Though Mac users can look forward to a familiar look and feel to the new hot-rod engine, under their hood, the new OS works with a substantially re-engineered core. Whereas a simple incremental System update typically requires only minor modifications in software written for it, the new OS X environment requires that developers change the basic ways in which they write software to work on the Macintosh platform. So far this has been a reportedly smooth transition — perhaps even smoother than the difficult but well-handled migration of 680x0-native software to PowerPC — but nevertheless, it is a significant change in the Mac's functional landscape, and cannot be accomplished overnight.

Fortunately, Apple is making the transition as easy as possible for both users and developers. Apple is skillfully modifying the user environment and programming interfaces in ways which progress steadily towards OS X, while maintaining the backwards-compatibility and familiar usability which provide a consistent and continuously viable platform. As I write this article, Apple engineers are hard at work preparing the first round in this step-by-step migration towards the future of the Mac OS. Code named Sonata, this forthcoming release is currently referred to as Mac OS 9.0, although according to Mac OS Rumors, at http://www.macosrumors.com/ , Apple executives are fearful of lawsuits from a little-known company that owns the trademark name "OS9." Nevertheless, we shall not trifle over these sorts of petty details; instead, we will stampede directly towards — yep, you guessed it, the Features! Why? Because they're in there, and because we can. When I'm done, Windows users can fill me in on what they were going to say after, "Win 98 is three whole years more advanced than Win 95..."

64-Bit Date/Time Support: Fixes the Year 2039 Bug!

Wow, features. Where to begin? There are certainly more new features than I could talk about in this short article, and many will interest some Mac users more than others. With that in mind, I'll stick to the stuff I think is the coolest and, more importantly, and I'll try to make it clear how the new functionality will affect users and developers. First, I'll focus on changes in the user environment and in the basic capabilities of the operating system. Then, I'll talk briefly about what's new for software developers, including how Sonata converges technically with OS X and Carbon.

Users

Among the most prominent of the new features will be an improved version of Apple's multi-purpose search utility, Sherlock. The new Sherlock 3.0 will sport a new interface design, giving users a single window in which to manipulate search criteria and view the prioritized results. Additionally, users may now perform a keyboard shortcut to launch an Internet search directly from the Finder without first launching Sherlock and clicking on the "Search Internet" tab. Plug-ins will be categorized by topic into sets, making for easier search-engine management. Support for LDAP directory services will allow users to search for people over the Internet. Finally, Sherlock 3.0 will feature fast, intelligent searching of many e-commerce sites, displaying organized product and pricing information. All told, this is not your father's "Find File" utility — soon, Jobs willing, Sherlock will be the single best way to search for anything on the Internet!
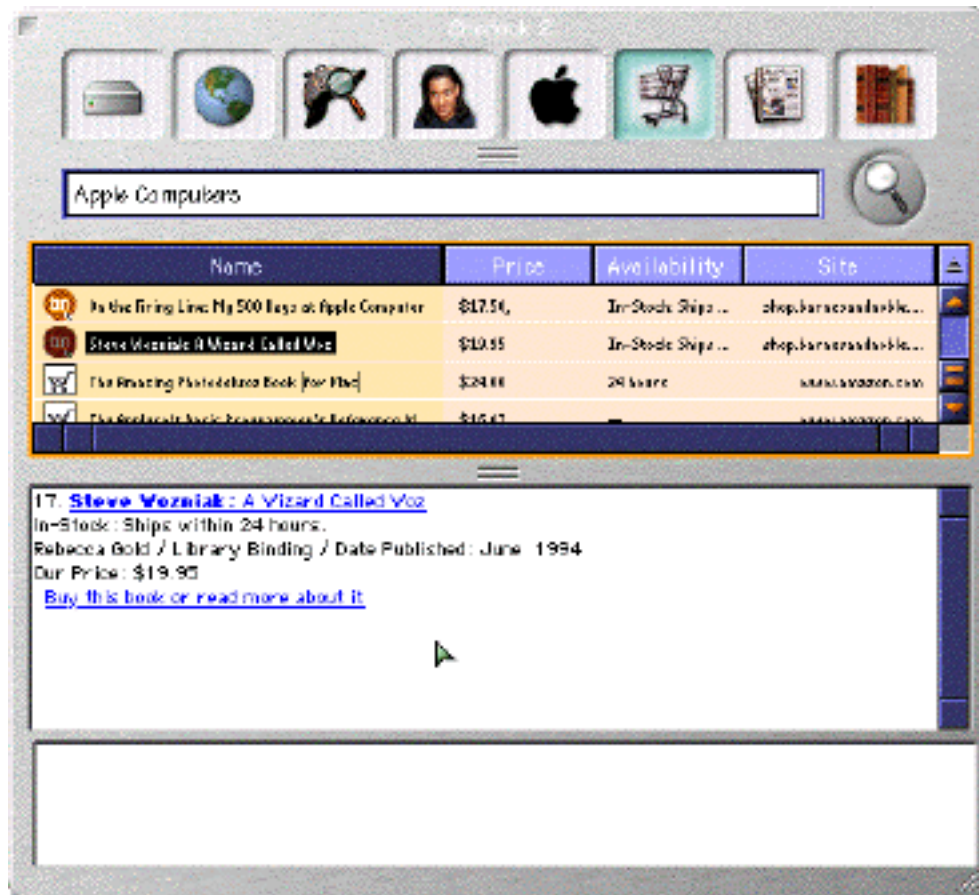
Another tasty treat making its debut in Sonata's commercial release will be a new tool for the automatic updating of system software. Apple Software Update 1.0 will, with permission, scan users' hard disks for Apple software (thankfully keeping its nose out of everything else), check it against the packages available on Apple's servers, download needed software updates, and automatically install them for the user. This utility will be customizable according to user preferences, with optional warning dialogs for approval of downloads and installations, and can be set to automatically run and check for updates according to a user-defined schedule — just like that.

In addition to these handy utilities, Sonata will also ship with updated troubleshooting and technical support capabilities. A new and improved version of the AppleGuide will be included, and an updated Help Viewer will allow users to quickly and easily search for and download HTML-based help files — such as FAQs, ReadMe files, and troubleshooting information — from Apple and third-party software publishers and hardware manufacturers.

And That's Not All, Jim!

Graphics and print professionals have treats in store for them as well. Software tools packaged with Sonata will enable them to manage their files more easily and efficiently. A major update to Apple's ColorSync color calibration technology — already preeminent in digital publishing, and moving into Windows territory — will allow everyone from prepress production specialists to printers and web publishers to ensure no-hassle, consistent color reproduction. ColorSync 3.0 will feature improved automation via command scripting, and will be equipped to manage color profiles for documents, displays, and printing hardware throughout all stages of production. Additionally, a new technology called FontSync will allow publishers to manage, identify, and match the sets of fonts they work with, ensuring accurate reproduction of type in documents which must change hands frequently. Sounds like those inroads Windows NT has been making in the graphics and desktop publishing industries just collapsed…

Sonata will also sport a couple of new features which should eliminate System bottlenecks and improve performance. My personal favorite are the new Alert dialog boxes. In the past, dialog boxes would demand immediate attention from the user, halting all other processes and refusing to release control of the System until the user answered them. Starting with Sonata, dialog boxes and other alerts will appear in those little "floating windows," allowing the user to continue working until darn tootin' ready to answer them, and allowing other applications to continue getting their share of system resources without waiting for the dialog to go away. Another of my favorite features will allow resource-intensive applications, such as 3D modeling programs and games, to minimize the Finder's activity when they are active, allowing maximum resources to be devoted to the task at hand.

It's easy to see that the next version of the Mac OS will offer several helpful improvements to the basic user experience — but if that were all there is in store for us, this would be a concluding paragraph — and there's a whole 'nother section below! What gives!? Well, it turns out that Sonata will boast some fantastic new networking features, including some that will be of interest to — gasp — system administrators! This next section will examine some of these new goodies.

The Hard Stuff

This section isn't called "The Hard Stuff" just because I like to have a heading with that name in all my articles. Rather, I chose the name because the features I'll talk about here are a bit more advanced than the ones I've already discussed. Also, I like to have a heading with that name in all my articles. Ha, ha — fooled you!

But seriously, folks, my jokes suck, so I'll be forced to stay on topic, even though I'm sure Mr. Editor-in-Chief Barzeski and all our readers secretly love these jaunty little departures. In pursuit of our original aim, let's take a look at Sonata's forthcoming networking features.

One of the most powerful new features coming our way is the new file-sharing system. In addition to various bug fixes and stability improvements, the File Sharing control panel has been expanded to deal with user profiles, which were previously handled by a separate module known as Users & Groups. As if that weren't enough, Mac users are no longer chained to the AppleTalk protocol for their file-sharing needs: network users may now exchange files with other Macs and use program linking over the Internet — as well as over any local network — via standard TCP/IP communications protocols! Imagine mounting an AppleShare server in China and downloading files, or even running programs on your home computer remotely via another Mac! And while you're at it, tell your PC friends where they can stuff their Network Neighborhood…

Safety First!

Another jaw-dropping feature of the forthcoming Sonata is a brand-new security technology based on a system known as Fast Elliptic Encryption (FEE). FEE scrambles data through the application of complex mathematical functions for which decades of research has failed to find efficient solutions. The sheer difficulty of solving these problems makes it impossible to decipher without massive hardware and software — a white paper put out by a security corporation named Certicom, found at `http://www.certicom.com/`, talks of government efforts to break elliptic encryption codes using a machine containing 325,000 processors and costing over $10 million! The particular difficulty of solving the elliptic curve equations used in FEE allows extremely high levels of security with relatively low key sizes, resulting in easier, faster operation and lower memory requirements.

Taking full advantage of this advanced security technology, Sonata will feature a powerful drag-and-drop application called Apple Secure Compression, which will simultaneously encrypt and compress files with a flick of the mouse, all at blazing speeds. According to Apple Insider, located at `http://www.appleinsider.com/`, "Encryption and decryption of reasonably sized files is instantaneous." Additionally, Sonata's new encryption technology will allow users to safely store records of passwords. The Keychain, as it is called, includes support for technology which allows for secure transactions over the Internet. Other built-in functions will allow for file authentication, digitally signed messages and files, and automated logins to various services.

Were that the end of Sonata's new networking features, we'd already have plenty to be impressed with — but it's not! Take a walk with me over to the wild side, so to speak, and let's see what happens when it comes time to set up a whole network based on the latest Mac OS.

The Mac OS Heads the Multi-User Way

Back in the olden days of computing, hardware resources such as processing power, memory, and storage were limited and expensive. What few computers existed were large, unwieldy mainframes available only to wealthy corporations and government-funded research products. Scientists and analysts hoping to use them had to share, scheduling "computing time" whenever it was available, which was typically not very often. In an effort to solve this frustrating problem, a concept called "timesharing" was invented, under which a computer's resources were divided equitably among multiple users working simultaneously. Needless to say, a fundamentally different approach to building computer operating systems was required to make this concept a reality. Today, the world's oldest and most powerful operating system, UNIX, is the preeminent example of timeshared computing.

I've included this little bit of technological history in order to make an important distinction between true multi-user operating systems, such as UNIX and Mac OS X Server, and operating systems which allow multiple users but do not support timesharing, such as the forthcoming Sonata and its ugly cousin, Windows NT. Sonata will allow multiple users to have login access to shared network machines, but like NT, will only allow a single user to work on the computer at a given time. With this functionality, machines running Sonata will not be as capable as full-featured UNIX or OS X servers, but they will make ideal workstations and lab computers for networked environments.

What Do You Mean, Ideal?

I mean ideal. Looking beyond the tired old login/password challenge which has traditionally locked out unauthorized access to shared machines, Sonata will boast an impressive and incredibly cool new function: **voice authentication**. Users will be able to simply speak a passphrase instead of going through the usual clunky login process (though the old standby will always be available in case of flu or inexplicable post-concert voice loss). Users will surely have the standard skeptical feelings about speaking their password out loud, but they can rest assured that it's incredibly difficult to reproduce the voiceprint with a recorded playback. It's virtually impossible to mimic anyone's voiceprint closely enough to fool the computer because the computer can hear things your ears can't, and compare sound samples with mathematical precision your brain never bothers with. Aside from circumstantial changes like sickness, your normal speaking voice **always** sounds essentially the same.
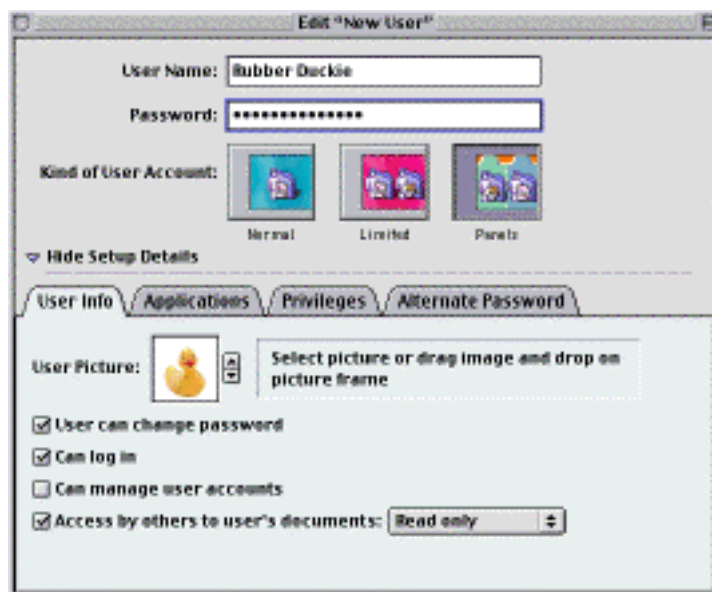
Network administrators will have detailed control over usage privileges over a Sonata network. Administrators regulate access to shared volumes, printers, and other Chooser items, CD-ROMs, Zip disks, and other storage media, as well as the System folder, shared documents, and other sensitive stuff. Additionally, Sonata will keep track of user preferences for System behavior, Internet use, and application settings, in addition to preserving each user's individual desktop. Furthermore, administrators will have various tools for monitoring system usage, allow guest access safely with customized access, and password-lock logged-in machines while users are temporarily away. Finally, the new Network Assistant 4.0 will provide customizable automation of maintenance tasks such as scanning, repairing, and rebuilding hard disks, producing reports on hardware and software resources, and even rebuilding the desktop(s). All told, the new Mac OS will make it easier than ever to set up and operate small or large networks — as well as use them effectively!

What More Could There Be? Look Under the Hood!

Simply put, this forthcoming version of the Mac OS will bridge the gap between the current Mac OS 8.x legacy and OS X. Though the fundamental operating system underlying all the outward appearance is based on the current legacy, the basic elements of the user interface, functionality, and programming interface approach what will be available with OS X.

The biggest obstacle is almost cleared: the software migration to OS X is coming along smoothly. New extensions to the legacy system architecture provide full Carbon compatibility, allowing updated and Carbon-native apps to run as-is under Sonata, though without the advanced functionality of OS X. Meanwhile, the APIs — the interfaces which allow software developers to write software which works with the operating system and work like the operating system — are settling into the roles they'll soon be playing when running under OS X.

Of course, if you're a Mac developer, you probably know all of this already — in fact, you probably even have the beta version! For the rest of our readers, I'll try to provide a user's-eye view of what's going on down in the trenches.

In keeping with its trend towards the adoption of industry standards wherever practical, Apple will update the industry-standard OpenGL graphics platform, providing stronger support for this technology which allows game developers to build Mac games with the same graphics implementations they're used to working with, instead of re-engineering code written for one environment to work in another. Additionally, a number of new Sprockets libraries provide developers with better network interfaces, high-quality 3D sound imaging, and universal USB support, including — get ready — system-level support for multiple-button mice and even scroll wheels!

Give Me More!

 The latest Mac OS will sport expansion of some basic system features, including support for longer file names, larger file sizes, and a higher limit on the maximum number of open files. Sonata's built-in text-editing capabilities allow for larger file sizes, finally dispensing with SimpleText's 32K limit. Sonata also includes support for Unicode, a standardized typeset which handles different alphabets and special characters better than the current ASCII standard (which was primarily designed for the Latin alphabet used with English and other Indo-European languages). And, in a move which will no doubt please international users, the Mac's multiple-language capabilities, formerly packaged in separate software products, will now be built into the basic System.

Furthermore, proceeding along with Apple's efforts to standardize the appearance and functionality of the Mac OS, Sonata includes new libraries which will enable developers to take advantage of the Finder's data display conventions, allowing them to build standard functionality, such as list views and sortable displays, directly into their applications without having to write them from scratch. Additionally, Sonata's APIs will allow developers to build their applications using customizable implementations of the Finder's basic capabilities for file navigation and filtering, network browsing, and the creation and display of file previews.

On top of all the cool stuff I've mentioned here, Sonata will sport a number of other minor improvements. Among these updates will be a new and improved Open Transport, revamped PlainTalk and Speech capabilities, more stable AppleScript behavior, and the consolidation of many extension-based functions into the System. All told, the latest Mac OS sports a polished shine on every corner!

Whew!

Have you had enough? I have — it already looks like I'll still be figuring out all of OS 9.0's features when OS X rolls around! But come to think of it, I'm sure all you readers out there have no use for a supercharged, feature-packed update to their already-stellar Mac… or do you? Decide as you will, but in any case, you'll have until Sonata's anticipated late-October shipping date to mull it over in your head — and also to save up $99, just in case you succumb to an impulsive moment once that magic day arrives. But bear this in mind: if you don't snap up this excellent upgrade, you'll just be bitter until OS X rolls around…

Until next time… well, let's be honest, I'll probably be futzing around on the 'Net... ;-)

URLs From this Article:

Go! → http://www.macosrumors.com/

Go! → http://www.certicom.com/

Go! → http://www.appleinsider.com/

Morgan Williams
morgan@applewizards.net

APPLE WIZARDS
http://applewizards.net/

Review by Erik J. Barzeski

3.0 stars - 1 Star Poor, 5 Stars Excellent

Title: Electrifier Pro
Version: 1.0.2
Publisher: Electrifier, Inc.
Price: $395
Contact Info: http://www.electrifier.com/
Genre: QuickTime/Multimedia authoring
System Requirements: PowerPC, Mac OS 7.5 or later, QuickTime 3 or later, 4 MB of hard disk space, CD-ROM drive

Electrify The Web…

With QuickTime 3.0, Apple introduced some great new features, but it wasn't until the release of Electrifier Pro, from Electrifier, and LiveStage, from Totally Hip Software, that people had an easy way to create QuickTime media.

Why deal with QuickTime media? Why not just use Flash or Shockwave? Because QT has an installed base greater than any other Web technology — upwards of 70% of home computers have QuickTime installed (both Macs and PCs). QuickTime's wired sprites mean that file size is often minuscule. And, like those other interactive formats, QuickTime lets users navigate nonlinearly, which makes even simple point-and-click games possible. Those are the kinds of reasons webmasters can take to the bank — and their boss.

… But at What Price?

Electrifier Pro presents a somewhat interesting paradox: how heavily does one rate an application's feature set and interface? In the Windows world, where people seem to put up with terrible interfaces if software at least does what they want, Electrifier Pro might rank very highly. However, the typical Macintosh user is a bit pickier…

This product does everything it says it does. In some cases, it does it very well. However, this product suffers horrendously in the interface and "usability" arena. Throughout the many hours (and days) I spent working with this product, I scratched my head countless times, gave up several other times, and actually finished projects only occasionally. Bummer.

A demo is available at the Electrifier Pro website, so I encourage you to get it. After all, you may not mind some of the interface flaws I so vehemently despise.

Great, So What Can I Do With It?

Electrifier Pro isn't right for everyone — rather, it's aimed towards people that create Web content (or otherwise work with digital movies). With Electrifier Pro, you could:
• Add a splash menu screen to music videos
• Create an effect-filled family photo album slide show
• Create navigation buttons, hot spots, rollovers, and more, all with a variety of QuickTime formats (yes, even audio)
• Create multinode VR scenes

In short, you're limited by your imagination. Like the PNG format, however, all browsers don't necessarily support QuickTime, so don't use it to replace all of the GIFs and JPEGs on your website just yet. Right now, these cool features are best suited for a more "standalone" approach.

Crank It Up!

Before using any software, it's a good idea to read the documentation. You know, "RTFM" and all that jazz. Well, in this case, it's no different. Though the documentation isn't of much help after you've used Electrifier for a few hours, the initial information boost will help you to become productive fast. It's HTML, which is hardly my favorite form of documentation, but it works.

The first thing you'll notice when you launch Electrifier (other than the startup screen!) are the toolbars and palettes. The toolbar, seen at left, allows you to perform standard image operations, like skew, resize, rotate, as well as create the built-in QuickTime effects: Fire, Clouds, and Ripple (more on these later). The palettes, like those seen below, allow you to perform the more advanced actions.

Importing images into Electrifier Pro is fairly straightforward — drag and drop is my preferred method. Electrifier Pro accepts all QuickTime-compatible media. Unfortunately, it won't accept things like picture clippings (grrr!!!), Illustrator (EPS) files, and some other fairly common file formats. I was also unable to paste any graphics into Electrifier Pro, though it seems as though I should be able to. Image-editing features inside Electrifier are best described as "weak," so users are well-advised to make sure that all imported images are exactly as they'd like them to be in the final movie — transparency, color, and so on.

Electrifier's main window is divided into three sections: Layout, Preview, and Structure. This tabbed interface works quite well: place elements and edit their settings in the Layout window, watch your movie in the Preview area, and edit some of the elements and settings in the Structure window. The Preview tab is especially handy — you can instantly check to see how any changes you made will affect the final movie without actually creating the movie or relying on an external player.
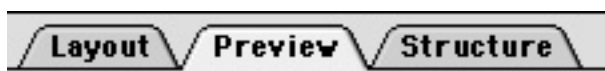
In addition to exporting your masterpiece of digital media as a QuickTime 4 movie file, Electrifier supports exporting graphics as animated GIFs and audio as either WAV or AIFF files. Those users interested in working with virtual reality (VR) scenes must stitch VR scenes together in another application, but can then use Electrifier Pro to easily create multinode movies. It's a snap — in less than a few minutes, I created a "virtual tour" of my house.

It's All About the Effects (Oh, and File Size)

The image at right was hacked together from the Effects and Actions palettes. Electrifier Pro offers 21 effects and 18 actions, which can be used to control just about every-thing you could think of: spinning, zooming, opening URLs, playing, pausing, slanting, transitioning, sweeping, setting viewing angles, and more.
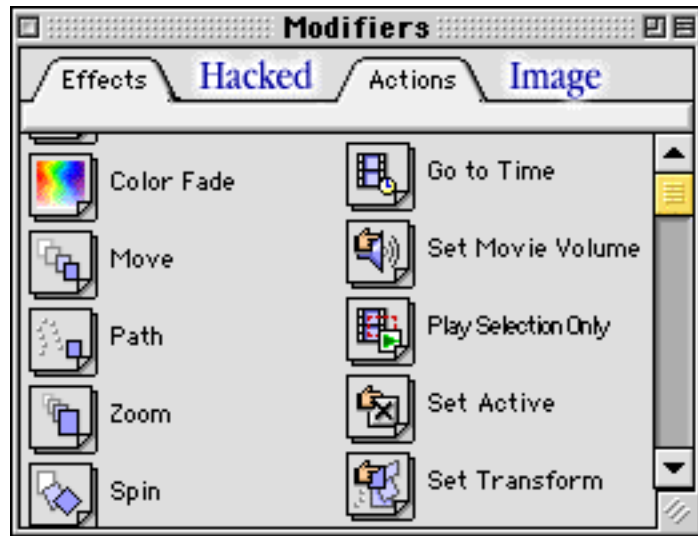
To add effects to an element in your movie, you simply drag one of the palette items (seen above) onto the element. An icon representing that effect (the same icons as the corresponding palette item) then "sits" on top of your element. Select it by clicking on it and use the Inspector window to make any adjustments. Here you see the Inspector window for the "Zoom" effect.

As you can surmise, the Inspector window displays and prompts for different information depending on which effect or element is selected. In this window, Inspector asks for the starting time (0.0), duration (10.0), and zoom parameters (zoom from 25% to 100%, horizontally and vertically). Like almost all effects, you can choose to loop the Zoom effect, which can create some interesting effects of its own. Trippy!
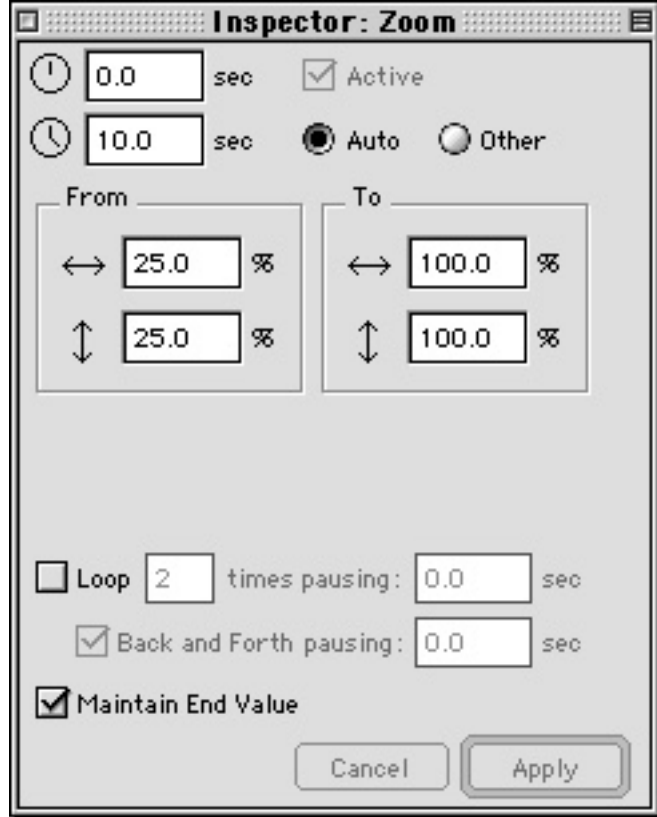
The full list of effects is as follows: Ink, Fade, Color Fade, Jump, Move, Circle, Path, Scale, Zoom, Rotate, Spin, Slant, Anim Slant, Perspective, Anim Perspective, Volume, Fade (audio), Balance (audio), Sweep (audio), Special Effect, and Transition. Special Effect contains all QuickTime effects, including Lens Flare, Emboss, Sharpen, and others.

In the small image seen here, I've applied the Move and Rotate effects to this element as well as a third: Open URL. Open URL is an action, and the other actions include: Play/Stop Movie, Go to Time, Set Loop, Set Movie Volume, Set Location, Play Selection Only, Set Active, Set Ink, Set Transform, Set Layer, Set Volume, Set Balance, Set Pan Angle, Set Tilt Angle, Set Field of View, Show Default View, Go to Node. The last few are for use with VR movies, of course. Using these tools, it's very simple to create a movie with embedded Play, Pause, Stop, and Go to URL functions. Just imagine: now you can compile all of your Shania Twain videos into a single file, complete with hot-links to good websites and a menu system to navigate to the correct movie! Now that's the ticket!

But wait, we're not done yet! Electrifier Pro enables you to "draw in" QuickTime effects Fire, Clouds, and Ripple, which, quite simply, do just what they say. Fire creates a field of fire — find a picture of a motorcycle and you can relive the stunts of Evel Knievel. Then slap some clouds in the scene to make it more realistic. Ripples? Well, use your imagination for how that might be used! Ripples even allow use of a mask to mark "non-ripply" areas — great if there's a boat in the middle of your lake.

File Size Matters
What good would a great movie be if it were 3 MB? Included with the DOCMaker version of this issue, I've included two movies: Example 1 and Example 2. Open them and watch what they do. Click on the BMW. Guess how large the file size is, then check. I dare you. An interesting note: the image you see sliding, rotating, fading, and doing other things in the second movie is larger (24k) than the movie (10k).

These movies are also available on our website:
Example 1 - http://applewizards.net/xyz/ex1.mov
Example 2 - http://applewizards.net/xyz/ex2.mov

It's Time to Complain

Simply put, this product should still be in development — it lacks a few features and the interface seems far from being final or even usable. I won't list all of my complaints — we have to keep this review a reasonable length — but I will list enough to give users the general idea.

Simple Stuff that Matters
I can't press D or command-D in the "File Not Saved" dialog box for "Don't Save." This keyboard shortcut exists in almost every other Mac application. Luckily, at least the escape key works for "Cancel."

The Text Tool
Don't even bother to use it. You can't set text color, font, size. Nothing. It's utterly and completely useless.

Resizing, Moving Not Standard
Mac applications typically offer "handles" to resize objects. Grab a corner handle to resize in two directions, or a side handle to resize in one direction. Electrifier Pro doesn't do this, and it irks the bejeezus out of me. Furthermore, you can **not** hold down shift to resize proportionately or retain a horizontal or vertical measurement. Oh, and arrow keys mean nothing — you can't use them to position or resize elements.

Send to Back. No, Not Back There!
Electrifier Pro uses an AppleWorks-like "Send to Back," "Bring Forward" etc. scheme to position elements in virtual layers. Why? A layers palette, similar to the one in Adobe's venerable Photoshop, would **greatly** ease the pain users will encounter with the current method. Add more than 3 elements and you'll have trouble keeping track of which "layer" they're on.

Layering lends itself to other problems. As you can see in this screenshot, an effect is hidden behind an element. The only way I can select, delete, or otherwise work with this effect is to move its element in front of whatever element is hiding it, then put it back in the proper "layer" when finished. I can hide elements in the Layout view, but there's no way to get them back (unless you immediately undo). A Layers palette could solve this by at least letting me hide certain layers.

I Hope You Like Numbers
If you don't like numbers, you won't like Electrifier Pro. Just about everything is controlled by the Inspector, which only takes in numbers. To align 46 x 23 pixel image in the top-right corner of a 100 x 100 window, you'll have to set the horizontal and vertical values to 77 and 11.5 — 77 pixels left to the middle of the image, 11.5 pixels from the top. It's even more fun if you want to zoom that image while keeping it aligned in the top-right corner…

Just Go to the Dang End
Electrifier Pro needs an "End" and "Start" option in its Inspector. As it currently stands, you need to tell your Fire to start at 4.82 seconds and last for a duration of 123.65 seconds. Set it to 123.55 seconds accidentally, and the fire won't remain at the end of the movie. Don't even bother using the Structure tab to set all of the elements to end or start at the same time. It won't work.

Palettes Don't Drag or Save
The Effects and Actions tabs are forever stuck together in the one palette, and don't bother moving or resizing your palette windows — their positions and sizes are reset to the default when you launch Electrifier Pro the next time.

Grid, Where For Art Thou?
Electrifier Pro allows you to snap objects to a grid, the size of which you can set yourself, but you can't actually **see** the grid, nor can you create your own guidelines as in Photoshop.
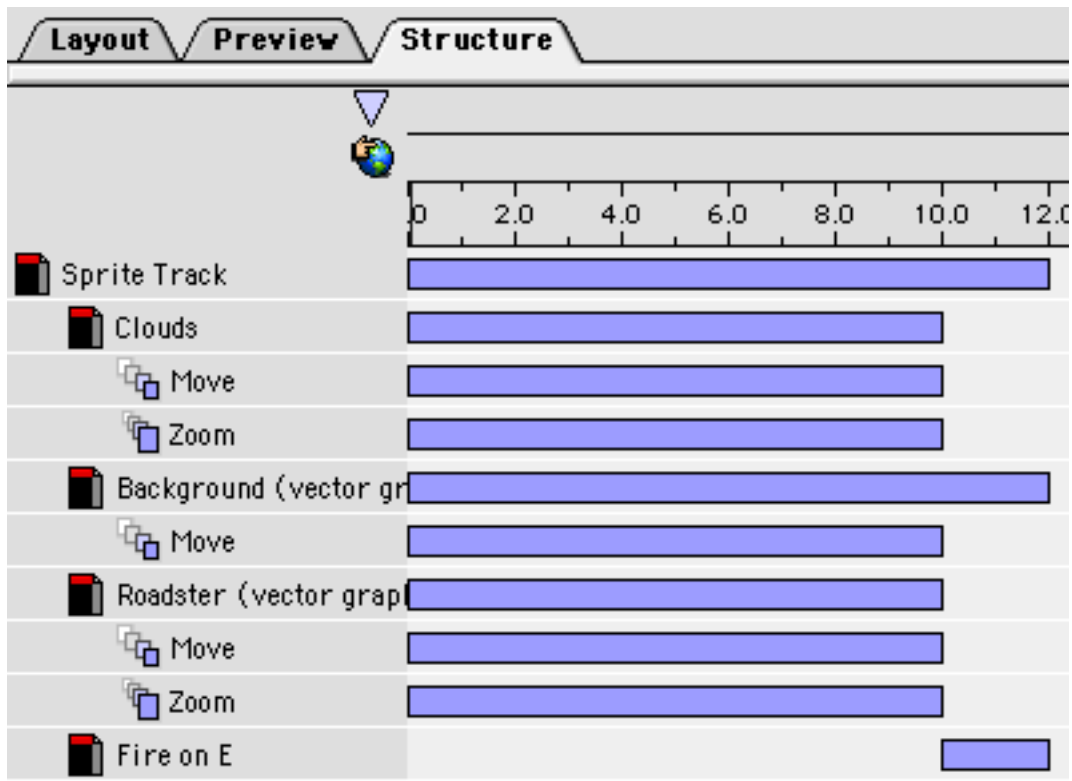
General Flaws
If someone can tell me what I'm supposed to do with this double-pop-up menu, please let me know, okay? Thanks.
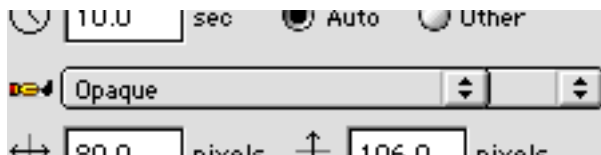
What's the Web?

Electrifier Pro is geared towards professionals who wish to create content which will be placed on websites, yet it can't even create the HTML necessary to embed the resulting movie. A single programmer could add this feature in a day, yet it's not to be found in Electrifier Pro.

Layout	Preview	Structure

	0	2.0	4.0	6.0	8.0	10.0	12.0
Sprite Track							
Clouds							
Move							
Zoom							
Background (vector gr							
Move							
Roadster (vector grap							
Move							
Zoom							
Fire on E							

The Jury Has Reached Its Verdict

If you need to create QuickTime 4 content, Electrifier will fit the bill. If you need to lose more hair in the process, I strongly recommend this product. However, if you're hesitant to get into creating QuickTime media, stick with the tools you've got now and wait for version 2.0, which I **sincerely** hope will fix the flaws found in 1.02. Hey, at $395, I want a product that works, and works correctly. Don't you?
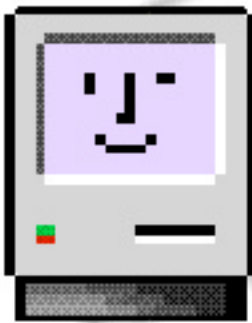
URLs From this Article:

Go! ➡   http://www.electrifier.com/

Erik J. Barzeski
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APPLE WIZARDS
http://applewizards.net/

Daria's Fall Clearance Report (aka August's Contest Winners)

In our August issue, I announced a contest so that I could give away some of the neat stuff that I scored at Macworld New York in July. I received many more entries than I expected. Thank You! Here are the results.

Grand Prize: iVase

It's a cool-as-heck little flower vase that attaches to the side of your iMac or Macintosh monitor.
Winner: Ian Milne
Winning Entry (Best URL): http://www.cat-scan.com/

Among all of the funny stuff I received, none made me shriek for joy as this website did. I then decided to enter my own felines in this Cat-Scan contest, where live cats are stuffed into flatbed scanners and forced to suffer the scanner rays, all in the name of harmless fun. Before you all send me hate mail and report me to the ASPCA, I swear to you that my cats were not hurt in any way during the scanning process. The lights from the scanner are not all that strong (I've scanned in my own head **without** closing my eyes) and the cats are completely content to sit on top of the scanner for a few seconds.

First Prize: iPocket

Ergonomic snap-on cover for the new iMac and G3 hockey puck mice. Comes with a free Macally CD holder!
Winner: Barbara Bardenhagen
Winning Entry (Best Sob Story):

I bought my parents an iMac for their 40th anniversary last year, and they truly love the big, wide, wonderful world of computing that I've opened up for them. There is alas, only one thing that prevents their total enjoyment of Mac-dom. Yes, you've guessed it: that awful round mouse! My poor mother is getting **progressively crippled** from gripping that mouse after prolonged games of Nanosaur. Need I my mention my dear ol' Dad? He truly loves playing Burning Monkey Solitaire, but double-clicking on all those cards with that round mouse is giving him such **bad cramps in his fingers** that he's becoming increasingly unable to help his darling granddaughters do things like tie their shoelaces, brush their hair... well, you get the idea. It's the little things in life that mean so much to them now, and these will perhaps be taken away from them. And all because of the round iMac mouse. So I beg you, please let me win the iPocket. Not for me, but for my dear parents. Our whole family will be eternally grateful to you.
Bless you, Daria.

Second Prize: Macworld Grab Bag

ixMicro wooden toy glider plane, Casady & Greene kazoo, Global Village keychain.
Winner: Ben Anonymous
Winning Entry (Name one of my Mini-Reviews):

You have done several, but the one that really turned me on was the one on **Washington Apple Pi "Pi Fillings"**. Pleeze give me the goody bag. I turn 16 in a few weeks and I need a good key chain for my car keys!!!!

Daria's Disclaimer: If I catch you cutting me off on the highway or doing 35 MPH in a 55 MPH zone, I hereby declare the right to retract your prize!

Can I See God's Rate Card?

Those of you who think that the recent solar eclipse was a mere case of natural phenomena are sorely mistaken, and ͻus to the really meaning behind the ͻ, The Register, an information technology news site located at http://www.theregister.co.uk/, was there to get the real excerpt from the special report:

```
The IT industry was left reeling today as Apple mounted its most
audacious promotional campaign yet -- one that literally cast its famous
1984 Superbowl ad into the shade.

At 11am British Summer Time, the UK was overcast by the largest Apple
logo ever seen. In central London, traffic halted as millions of Brits
paused to watch what Apple spokesmen called the Message of the
Millennium...
```

Click on the Apple eclipse of the sun to read the rest of the fascinating story or head your browser to http://www.theregister.co.uk/990811-000009.html .

Lay Off The Hookah!

Is Microsoft ever going to make it more difficult for me to pick on them? Thank Erik for submitting my favorite error message ever!

Signature File of the Month

You may think that this signature file is only a joke, but you haven't had to beat your head against a keyboard because you can't believe that you need to restart the computer just to change from 256 colors to millions of colors. What's even less funny is when the computer engineers at work are floored when they see that the Mac changes resolution and screen color depth on the fly. Well actually, that is funny!

```
Your mouse has moved.
Windows NT must be restarted for the change to take effect.
Reboot now? [ OK ]
```
- **Martin Stephens**

Best Feedback Ever!

```
I love you, Daria
```
Rupert

What can I say, this letter is perfect! … Almost! Send presents next time, too! That way I know I can believe your heart is true!
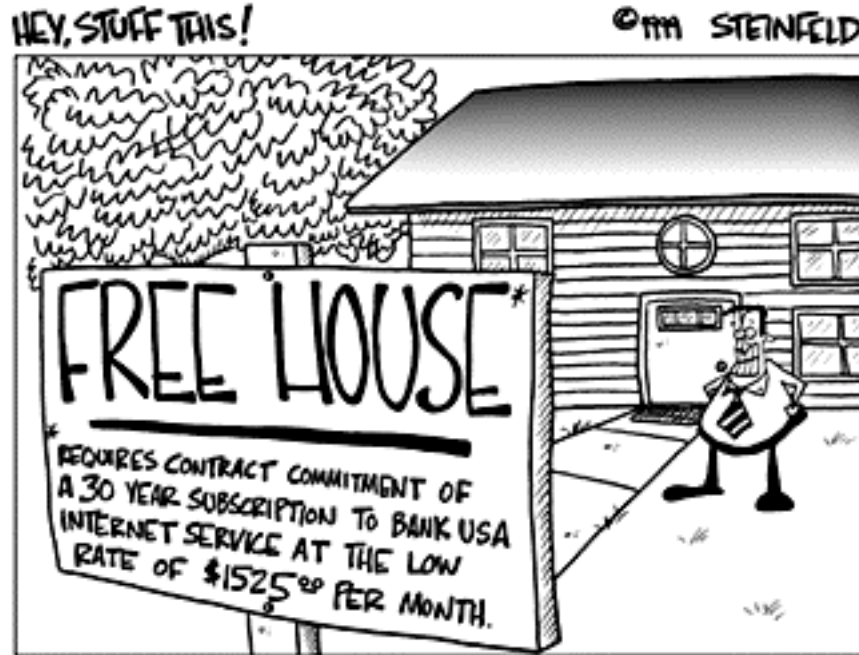
September Comic: Free iMacs, Free PCs and Now This????

While scouting the enemy lines at Circuit City the other day, I came across an astounding number of way-cheap "high-performance" Wintel machines with similar terms to the comic below. Doesn't anyone want to buy things the old fashioned way anymore? You know, that stuff called "cash" that we used to use in the 1980s? Or do we prefer to have our lives tied up in contracts and debt?

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URLs From this Article:

Go! ➡ http://www.cat-scan.com/

Go! ➡ http://www.theregister.co.uk/

Go! ➡ http://www.theregister.co.uk/990811-000009.html

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Welcome to Macintalk, my series of monthly interviews with people who make a difference in the Mac world and beyond.

This month I sat down with Cabel Sasser co-founder of Panic Software. He revealed to us, among other things, a totally new MP3 player called Audion.

Please mail me your ideas, comments, critiques, and suggestions for future interviews. I can always be reached at robert@applewizards.net .

Interview conducted: 13 August 1999

Robert Zimmermann: How did you first become involved with computing and Macs?

Cabel Sasser: I've been involved with computers longer than I can remember. In fact, growing up, it's a classic family tale that when asked what my interests were as a child, I would invariably answer "buttons and switches." Things haven't changed much. My first computer was a TI 99/4A, and I wrote a lot of games in BASIC and saved them to tape. Then I got a Commodore 64, which got me interested in computer music. Then an Amiga. Finally, a stubborn Amiga.

The Mac was a super breath of fresh air. It was very easy to transfer my love and fanaticism for the Amiga to the Mac — they were both the "underdogs", and they both did things "right". Now I'm about as die-hard of a Mac user as you can find.

> The Mac was
> a super breath of fresh air.

RZ: I read on your site that you have a Mac and a PC. Which computer do you use more often and why?

CS: I have to admit… I use a PC for two things: doing QA on our website with PC browsers, and for playing games. I'm sure as the Macintosh gaming market improves (and it sure seems to be! All hail Halo!) that need will reduce greatly! But my PC only seems to fire up when it's really early in the morning, and the siren song of Half Life starts to fill my mind. (I'm not sure what Half Life's siren song sounds like, but I think it'd be a lot of explosions.)

RZ: What would you wish to improve on the Mac considering games?

CS: The challenge in my eyes with Mac gaming is the incredible lag before a Mac version hits the shelves. There's a huge contingent of gamers who salivate over screenshots a year before the release, put down their pre-order money and get an embarrassing t-shirt, and line up the morning of the release to snag the game. For these people, the Mac isn't a good solution: it's hard to have your friends talking about a game for over a year before you can play.

Quake II! By the time the Mac version comes out, the game is so very 1998. So, as developers catch on, and Mac titles are developed simultaneously with PC titles, it'll really energize the market. Look at Quake III! What a great tormenting surprise for PC owners, eh?

RZ: Bungie sure improves things for Macs and PCs with cross platform development a lot.

CS: Agreed. Bungie is high on my "cool people" list. =)

RZ: We are completely off topic. I wanted to ask you about Panic. Can you describe the company? Why is it "Panic?"

CS: Panic was co-founded by myself and my long-time friend and collaborator, Steven Frank. I come from a creative background — web design, art direction, interface design. Steve comes from a strong engineering background, he wrote some of the first Internet tools for the Amiga.

One day, I was living in LA, and while visiting up in Portland, we both realized that the two of us could accomplish a whole lot by combining our talents. And it would get us out of our day jobs, which were starting to induce Panic (a ha!) in our lives. I moved back up there, and put simply, we got to work.

RZ: Can you give me a brief summary of your products?

CS: Right now our flagship product is Transmit. As a web designer, I was very frustrated by the lack of FTP options on the Mac — all of them seemed very archaic, and none of them really made my job easier. So we built Transmit, which really shook up the FTP client market and become a bit of a trend-setter! Mac OS look and feel, drag and drop, a really simple but powerful interface. It turned out to be a huge seller, and has allowed us to really grow.

I still see little bits and pieces of Transmit start showing up in the other programs, which really makes me smile. It's nice to inspire!

RZ: What about LinkPad?

CS: LinkPad was a really quick product that Steve came up with to solve the hassle of forgetting good links during the "morning news run." It's a handy drag and drop "storage area" for links you intend to check out soon. It's not a full-featured bookmarker. For people who are always telling themselves "I have to remember to check that out," it's a godsend!

And LinkPad is going to get quite an overhaul sometime soon…

RZ: Our top secret sources tell you have a totally new product on the way. What can you say about it?

CS: Your top secret sources are correct. The grander plan is a product called the PanicPack, a collection of four really great Macintosh tools. But I have to keep tight-lipped about that. One part of the Pack, though, is going to be unleashed next week… and it's called Audion…

It plays CDs. It plays MP3s. It plays Network Streams (Shoutcast, Icecast). And it does it all with grace, style, and that good ol' intangible Mac-ness that we always try to capture! We're very excited, and we think people are going to love it. It's got some surprise features that no-one else has. And some incredible interfaces by the very talented Jeremy Bailey. Like Transmit, it's truly the next evolutionary step that'll set the trends!

> Like Transmit, it's truly
> the next evolutionary step
> that'll set the trends!

Would you like to see a screenshot?

RZ: Will there be customization like in MacAMP with skins and plugins?

CS: Yes indeed. We call them "faces" instead of "skins," because they don't take over the entire interface, just the control window, like a car faceplate. Plus, "skins" sounds barbaric. They're very easy to make: a copy of Photoshop and a copy of ResEdit, and it's all spelled out in plain English. Plus, you can do all sorts of incredible things, which will all be revealed shortly.

Our interfaces are the first on the Mac — or any platform, we think — that support alpha channels in a real working window. What does this mean? Gorgeous interfaces that can cast shadows over any color background, or be slightly transparent... it's pretty wonderful, and is just one more thing to taunt your WinAMP-using PC friends about.

There's a slight flicker when you move a window that uses Alpha Channels, but it's hardly noticeable on faster machines, and is well worth it!

I can also reveal something about the network (Shoutcast, Icecast) streams: we're the first (and currently only) player that has a **built-in** list of the top servers. You don't need to touch a browser — just open the Stream Guide window and double click on a server that you want to listen to. The list is updated every five minutes, and you can reload it at any time as long as you're connected to the Internet.

RZ: Nice feature. How did you do that? Do you have support from the servers, whenever there is a new channel and such?

CS: Yes. We've partnered with a big stream provider to gather the data necessary to build the list. There is a combined list of all Shoutcast and Icecast streams. You can choose to view the Top 15, Top 30, etc.

RZ: How do you want to compete with MacAMP or SoundJam? Will it be shareware and how much will it cost?

CS: We're really committed to being quite affordable. We haven't fleshed out the details yet, however. We have about three days to figure it out. I can guarantee you we'll be leagues cheaper than SoundJam (and much prettier!).

And of course, when the PanicPack is released, you can get Audion (and three other cool applications!) for a really impressive price. It'll be a great bundle.

RZ: And will there be plugins? Let's say as a kind of screensaver?

CS: That is the one thing we decided to leave out. We focused more on the music: a quality, Mac-only, hyper-smooth playback engine that's very processor friendly. Spectrum graphs, scrolling starfields, melting faces, and all: they're nice once but not very useful, and they really bog down the system. Maybe if people demand it, we'll add them, but we'd rather be smooth!

RZ: Why did you choose to develop this project together with Proteron, the original makers of GoMac?

CS: Our relationship with Proteron works well — we're making a player, and they're making an encoder. I can't spill their beans quite yet, but the two products are designed to work very tightly together, and we plan on working with each other to market and promote both products. Their encoder is amazing. We're the underdogs, really — we hope to be the hipper guys who can move a lot faster than the bigger folks and can truly (I know it's a cliché, but bear with me) think different.

Our two products were just bundled together in Japan, actually. The demand is absolutely stunning. At the press show, even the president of Rio Japan gave an opening speech committing support and praise for our products! They will hit the stores in September over there.

RZ: Shifting gears a little, tell us… what is your family life like? Do you have one? Oh, and by the way happy birthday. (Cabel's birthday was a few days before this interview.)

CS: Thanks for the belated happy birthday!

I work so much that I often forget to eat, let alone remember to start a family. Seriously, I'm currently single, and striking the balance of work and fun time is probably the hardest part of my job right now. The thrill of running Panic — which might seem strange to some — is very addictive, and I certainly have to remember to breathe every now and then. I've got a lot I want to do and see, and I will. Eventually.

RZ: One last question: Will there be Transmit 2.0? (Erik wanted to know that.)

CS: Indeed, Transmit 2.0 is under development! We've got a lot of great ideas, and right now it's an engineering crunch, but we fully intend to keep Transmit the king of the FTP hill for as long as we can. Surprisingly, a lot of people are very content with Transmit 1.5, but we're not!

I would like to thank Cabel Sasser very much for spending his free time with me, rather than testing Audion. It's appreciated!

If there is someone in the Mac community that you are dying to learn more about, please let me know. I would love to hear your suggestions and your comments about my column.

URLs From this Article:

Go! ➡   http://www.panic.com/
Go! ➡   http://www.proteron.com/
Go! ➡   http://www.shoutcast.com/

Robert Zimmermann
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Erik J. Barzeski   <erik@applewizards.net>

Howdy. Welcome to the September edition of **A Spider Speaks**. Each month, as the title graphic says, I try to provide you with useful tips, tricks, and tidbits. I'm always looking for some good ideas and constructive criticism, so send some my way at erik@applewizards.net .

This month we'll be talking about memory management, "Get Info" memory settings, and announcing the release of a shareware tool that Aaron (of Shop Talk) and I have developed.

Do Things Backwards

How much RAM do you waste? I'm not asking how many control panels and extensions you have (I'm hardly one to criticize anyone there). I'm asking how much RAM you waste by opening and closing applications in the wrong order. "What's this?" you ask. "What does that matter?" Well, it matters greatly.

For the purpose of this article, think of your RAM as a big stack, MB on top of MB. The System Heap itself takes up the bottom of the stack, and grows upwards as you use various system libraries (like QuickTime, networking features, etc.). This is part of the reason why the Mac OS can consume more RAM as you use your computer.

Applications, conversely, load into RAM from the top — this allows the System Heap to grow as needed. First, extensions (like Folder Actions, Time Synchronizer, and other background applications) grab RAM at startup. Next, the Finder grabs some RAM, and finally, any applications you launch take their RAM. For example, suppose you launch your email application, a graphics program, QuickTime Player, and then BBEdit. They'd occupy RAM in that order, from the top on down (using our relative concept).

However, this can lead to problems. Let's imagine that you quit QuickTime Player and now want to launch Internet Explorer the RAM Hog (that is its official name) to check the website you've been working on in BBEdit. Uh oh, you don't have enough RAM! You check your About this Macintosh window, and it reports only 9.6 MB free, but by your calculations, you should have over 15 MB free! That's plenty to launch your "browser of choice," which asks for 12 MB (let's suppose).

The problem lies in the fact that you quit QuickTime Player — an application that sat in the middle of the RAM stack. Have a look at the graphic at right. Look to the space marked "Free*." This is the RAM previously occupied by QuickTime Player. See the faint blue area which covers the Free* and BBEdit regions? This represents the amount of RAM needed to launch Internet Explorer. About this Macintosh reports the largest amount of contiguous free space — 9.6 MB (the Free space between BBEdit and the System heap, in this example).

The problem? Applications, at least in the Mac OS as we now know it, need **contiguous** blocks of RAM. Though you **do** have 15.1 MB free, BBEdit is cutting it into two pieces — 5.5 MB and 9.6 MB — so you don't have enough RAM to launch Internet Explorer. Unless…

There are two solutions:
1. Quit BBEdit, which will release the RAM and create one big block of contiguous free RAM, then launch your browser (and BBEdit again, if you still need it).
2. Plan ahead! Launch applications in the opposite order in which you intend to quit them. In this case, you should have launched QuickTime Player last, because you quit it first. This would have saved you the trouble of resorting to the first solution. :-)

In this case, I do practice what I preach. When I start up my Mac, I launch my email, messaging clients (ICQ and AIM), and browser first, because they're always open. Only after they're open do I launch applications I plan to quit soon after launching them.

Some RAM Happy Tools

These tools will greatly aid your quest for clean, contiguous RAM and a happier computing experience.

About This Computer/Macintosh (ATM)
It's right there in your Apple menu, and though rudimentary, it does offer a basic look at how much RAM your applications are sucking up and how much you've got left.

Memory Mapper
The graphic used in the section above is a hacked-up screenshot from Memory Mapper. This tool will show you where your applications are (including background applications) in RAM, and how much space they're taking up. Get it at http://macfixit.com/library/tul/MemMapper.sit.hqx .

More About This Macintosh (MATM)
If the standard ATM is not enough for you, try MATM. It can, at a glance, tell you how well you're using your system: look at the **Free Memory** and **Largest Unused Block** in the image below? If they're the same, great! As you can see, information on Volumes and System Info is also available. Find MATM at http://home.earthlink.net/~albtrssp/Matm.html .
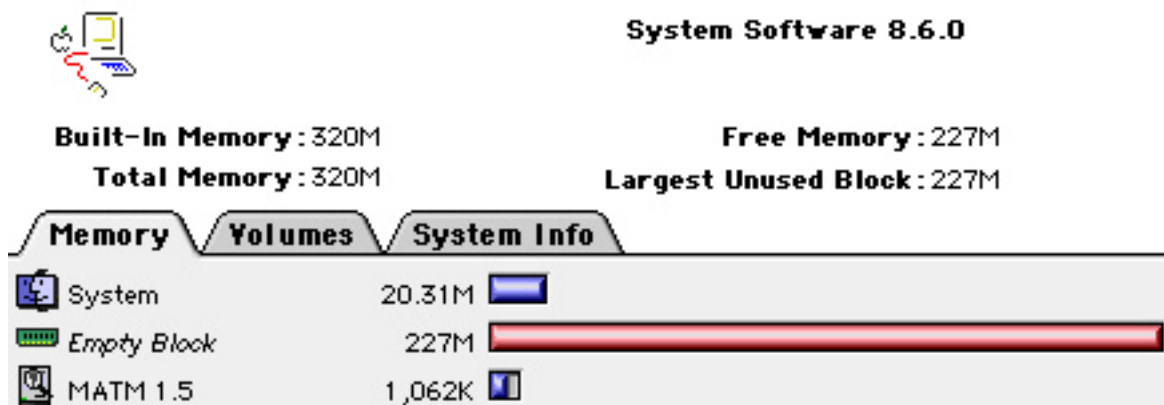
**Peek-a-Boo**
Peek-a-Boo does a lot of things, one of which is display a memory graph (though its is horizontal and not nearly as informative as Memory Mapper's). Additionally, you can monitor CPU usage, prioritize your tasks (with the help of an extension), monitor the misbehavings of Internet Explorer, and more. Find Peek-a-Boo, by Clarkwood Software, at http://www.clarkwoodsoftware.com/peekaboo/ .

Gimme More, Gimme More!

How much RAM does an application decide to take anyway? That depends. If you select an application and "Get Info" on it (through the File menu, or with the keyboard shortcut "command-I"), you can choose to look at the memory settings. Below is a shot of Photoshop's memory settings.
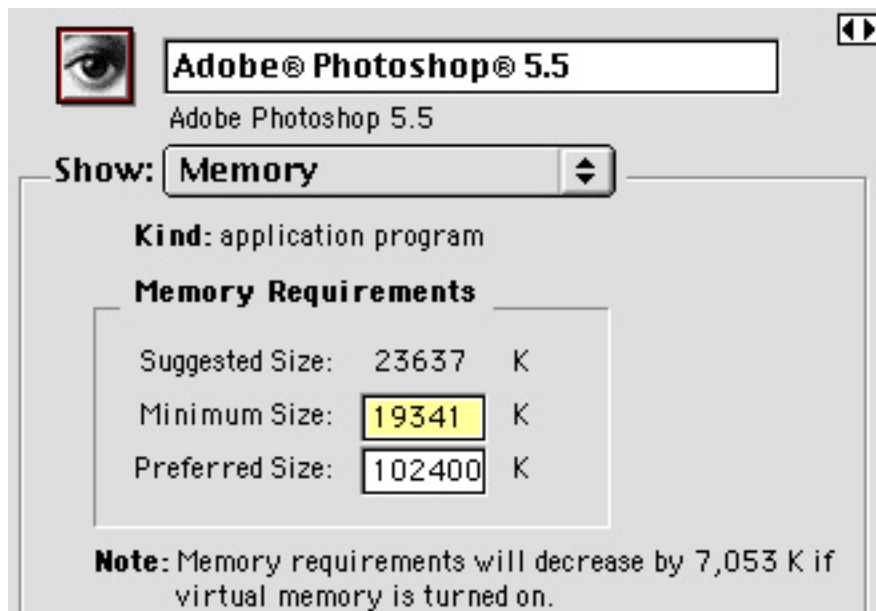
There are three main areas, two of which you can modify. First, the **Suggested Size**, is hard-coded into the application. This is the minimum amount of RAM that the programmer suggests you use. Oftentimes, as in this case, the number is a bit too low, so use it as a guideline only, not as a hard-and-fast rule.

The **Minimum Size** is the smallest (contiguous) portion of RAM in which this application will launch. If I had only 19340 k free, in this example, Photoshop would refuse to launch.

If possible, the application will take up the **Preferred Size** when it's launched. In this case, that's 100 MB. If I have 100 MB free, Photoshop will take it. If I have 35 MB free, Photoshop will still launch, because 35 MB is larger than the **Minimum Size**.

You can change both the Minimum and Preferred Sizes, but keep three things in mind:
1. You can't change an application's memory requirements while it is running. You must first quit the application, then change them.
2. The Minimum Size must be smaller than or equal to the Preferred Size.
3. Don't set RAM requirements too high or too low. Both can cause problems.

Pretty simple, right? Well then, get to it! But wait, there might be a better way for you power users, and it's called RAMp…

RAMp It Up!

Time for a bit of a self-plug here, I imagine. Aaron Linville and I have been developing a utility to eliminate the burden of manually changing an application's RAM requirements. We realize that sometimes you may want to give Photoshop 20 MB for "Lite" work, and other times you may want to give it 200, for "Beast"ly work. We also realize it's a major pain in the butt to "Get Info" each time.

With that in mind, we've developed RAMp, which lets you choose between a "Lite" and a "Beast" configuration at launch time. Set the "Lite" and "Beast" RAM settings once, and switch on the fly — RAMp prompts you with "Lite" and "Beast" buttons at application launch, so you never have to Get Info again. Changing your Lite and Beast settings is as easy as opening a text file. And best yet? RAMp is not a control panel or extension, so it won't cause conflicts or suck up RAM itself.

RAMp will be available as shareware ($10 — less than the price of a night on the town), and we'll maintain a home page for it at the Apple Wizards Warehouse, http://warehouse.applewizards.net/ .We plan to release RAMp 1.0 at the same time we release this issue, so be sure to check the Warehouse today!

A Special Bonus!

One day I realized I had nine hard drive partitions even though I only needed seven. So I reformatted a hard drive and fixed the problem. But then, alas, my icons were gone! Instead of replacing them with cartoony ones like I normally use, I made my own.

Here you can see the fruits of my labor. "Yeah that's great Erik, way to rub it in my face" you're saying. But no! I'm not. I've put these icons on the Apple Wizards site for **you** to download. That's right, for the lowly fee of $0.00 you too can own Sandra and Shania icons! Grab these hotties at http://applewizards.net/xyz/hotties.sit while supplies last! The file's only 9k and the icons work with Mac OS 8.x and earlier.

If I get enough feedback, and if someone finds a way to make the days 28 hours long, I'll create an entire icon set (of about 50 icons) featuring Julia Roberts, Jennifer Lopez, and other gorgeous women. Sorry ladies — I really don't want to make Brad Pitt icons… So email me! :-)

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APPLE WIZARDS

http://applewizards.net/

Review by Pete Burkindine

4.0 Stars - 1 Star Poor, 5 Stars Excellent

Title: SimCity 3000
Version: 1.0.0
Developer: Maxis
Price: $49.95 (includes Strategy Guide)
Contact Info: http://www.simcity.com/
Genre: Simulation Game
Requirements: 200 MHz PowerPC or G3, Mac OS 7.5.5 or later (8.1 or later for G3s), 32 MB RAM (64 MB recommended), 4x CD-ROM, 260 MB free hard disk space

New Version Every 1,000 Years

Sim aficionados, rejoice! It's here, it's here! Hurrah! I quote:

Lo, and the Sims did dance and partake of the sweetmeats, and they were pleased, for their world was somewhat more realistic.
-Book of Sim

Yes, your Sims can finally enjoy the foretold metaphysical awakening , or something, if you plunk them into SimCity 3000, the next convolution of the game that made "sim" a nerdly household word.

Frankly, I'm the most biased person in the world when it comes to reviewing this game. I love simulations, I love Maxis, and I've got a thing for llamas like you wouldn't believe. But, look, I only gave it four stars! I must be objective, right? Well, unfortunately, it's because of some serious shortcomings and flaws that hurt this game. Although it's a great game overall, I'm obligated by my Reviewer's Oath to mention the things with which I was not happy.

What's New?

SimCity 3000 has tons of new features. Gameplay will be familiar to any fan of the series, but there are many new tools and problems to be aware of. Let's start with…

The Map
Well, first off, it's **huge**. You can make maps in SimCity 3000 (SC3K) that are four times larger than the largest maps in SimCity 2000 (SC2K). You can build tiny islands, huge cities, hamlets, or suburbs — it's entirely up to you. No two cities will grow up the same way.

You set up the basics of your new city just as you did in SC2K, but with a few improvements. You select a map size, a difficulty, mayor and city names, and drop yourself into the map editor. The map editor has a cool new feature, seen hyeah:

It lets you pick the features you want — each side of the map can be water or land, and the center can have a river, lake, or mountain on it. You still have the familiar sliders at your disposal to control the quantities of greenery, water, and hills. You can make a volcano island with corresponding huts, or a nearly-pristine flatland upon which you'll build your megalopolis.

The map editor **lost** a vital feature, too — you can't zoom in or out! No explanation is offered in the manual or on the website. This is what I consider a stunning and annoying omission.

SC3K includes a collection of files to show you how things are done and get you on the right track:
• Complete cities, including a tutorial and a huge, complete megalopolis.
• "Starter Towns," small city fragments based on real city planning principles that you can use to make a city that works from scratch.
• Terrains from real cities around the world, like Sydney, Australia and St. Louis, MO. Can you match the accomplishments of the real mayors?

SC3K can also import SC2K cities, so you can give those Sims a breath of fresh technology and see if there's more growth in your old map.

Landscaping
The landscaping tools are about the same as they were in SC2K — you can raise, lower, or level terrain and add water or trees. A nice new feature prevents you from levelling terrain that would destroy buildings. Otherwise, nothing's new here.

Zoning
Although the basic process is about the same as it always was, you have a few new zoning options. Medium has been added to light and heavy densities when zoning for residential, commercial, and industrial areas. You can still zone for an airport or seaport, with the same polluting, ugly results as in SC2K.

The buildings that develop are different based on land values and population. You will only see small buildings, even in high density zoning , until there are enough people to justify larger ones. You can **finally** build your industry farther away from your residential zones, boosting land values and decreasing sim-whining. You can even declare buildings historical in SC3K, so Ma's Pie Shop and Flea Market will still be standing in 2075.

New in SC3K is the Landfill zoning option. Sims in SC3K produce trash, and if you don't do something about it, they'll throw it on the ground behind their homes and businesses. This is possible because many SC3K buildings include "spacer tiles" — small areas behind their homes where they can grow a garden, build a swingset for the kids, or make a huge, disgusting trash pile. Landfill zoning shunts the problem — it saves land values in your city by letting your Sims make a **bigger**, more disgusting trash pile off to the side. Landfills are hard on your city. They take a long time to decompose, and they're ugly — no one will live anywhere near one. There are better, albeit more expensive, ways to get rid of trash, discussed in the Utilities section right down there under the word "Utilities." See it? Right there? Go, grasshopper, go!

Utilities

Yeah, here! Good job! You're so smart, you're bound to appreciate the new utilities capabilities of SC3K. First, power lines are all but a thing of the past. You can still build high-tension lines to give power to distant Sims and buildings, but you don't have to worry about getting power to every square. The power lines radiate power to buildings up to two squares away, and any powered building can power buildings up to five squares away. You have no reason to lay lines, unless you decide to plunk your smelly, polluting oil power plants on the other side of the map from your Sims. There are, as always, an assortment of power plants at your disposal (once they've been invented, of course).

The water utility in SC3K is almost identical to SC2K. The only important difference is that the subway and water pipes are now displayed in different views, so it's easier to keep track of what's been set up and what hasn't.

The garbage utilities are structures you can build to deal with your trash instead of dumping it in a landfill. You can build recycling centers to decrease the amount of trash in the first place, and incinerators to convert your garbage directly into air pollution. Hey, at least it doesn't take up tiles!

The "Man" and the Public Good

Police and fire stations are pretty much the same as they ever were, but now you can also build jails to keep the criminals off the streets and crime in the gutter. If you fund your police stations well enough, the cops will even become oppressive overlords and beat your city's children!

Schools, colleges and hospitals are also about the same. Build a lot and watch your Sims get smarter, healthier and more expensive — nearly everything has a maintenance cost in SC3K. You can also add a massive university, turning your city into a college town and raising education levels a lots.

Rewards and Landmarks

Ever since the original SimCity, the Sims have honored the mayor with goodies. First it was just the Mayor's House, then SC2K featured six rewards, including a statue and City Hall. SC3K has **seventeen** — I'll tell you there's a courthouse. The rest, you'll have to find on your own.

Beyond the rewards are the opportunities — buildings you can put up to make some cash for the city. Usually, that cash comes at a cost, as in the toxic waste recycling center. Who would want to be anywhere near it? Not me, and not your Sims — but cash is tight in this game, and the sleazeball who wants to build it will pay a pretty penny each month to keep the building in your city.

Another new feature is the landmark. Landmarks are real-world buildings you can add to your city for visual spice. The only effect a landmark will have on your Sims is mild initial shock at seeing the Parthenon appear in their town overnight. The Space Needle, the Arch, the Empire State Building and a whole lot more are there to pick through, and you can have up to ten in every city.

Petitioners, Neighbors and Dealing
The life of a mayor is much more harried in SC3K — constant haranguing from your cartoony citizens alerts you to every misdeed. They'll petition at the drop of a hat to get lower taxes, shuttle service for the elderly, or even absurdities, like eliminating parking tickets. It's your call to listen or not, but the Sims will notice. This is also the medium by which the opportunistic businessmen will hit you up for a site for their toxic waste plants, megamalls, etc.

Your neighbors are much more interesting in SC3K than they were in SC2K. You can connect your roads, highways, rails and subways to them to boost tourism, and you can connect your water pipes and power lines to them to arrange deals. If you produce too much water, electricity or trash, you can sell it to your neighbors (and vice versa). It's a great source of income, but the deals are expensive to get out of.

Advising and Budgeting
SC3K has a set of cartoony advisors who instruct you in the mayoral arts and tell you what you need to change to get back on track. They have their own personalities, and some will selfishly give you advice that benefits their department at the expense of the treasury. It's your call to listen, but they're usually right.

Budgeting in SC3K is a little smarter than SC2K, but it's roughly the same. The currency in SC3K is the Simolean, a clever way of explaining why it only costs 130 "Simoleans" to run a police station for a year. Your deals with your neighbors and the businessmen change your income and expenses, and city ordinances can bring in money or waste it for the public good. You can set separate tax levels for residential, commercial and industrial residents, and use tax incentives to encourage high-tech industry or farm development.

Disasters
SC3K actually has **less** disasters than SC2K. Trashing a city is still fun, but I miss the variety. Flood and Air Crash have disappeared entirely, and the Monster has been replaced by an Alien attack. You can still turn disasters on and off in the preferences. There is an interesting new feature, the Warning Siren, that you can use to warn your Sims to get off the streets when you know a disaster is coming. If you hit it enough times, they'll stop paying attention — then, you can **really** nuke 'em!

Months to Days
Months are now days. Maxis moved from measuring Sim time in months to measuring in days, and this makes the years pass slowly — torture when you're short on dough. Typically, three or four days pass each second at full speed, whereas SC2K can get through an entire year in a few seconds. It's more realistic, but it can wear you down when you just want time to pass quickly.

Interface/Gameplay

Now that we're through with the "What's the big deal?" section, we need to talk about some of the dirty details of SC3K. The most important (and problematic) is the all-new interface. I'll include one sample screenshot of it — don't say I never did you any favors.
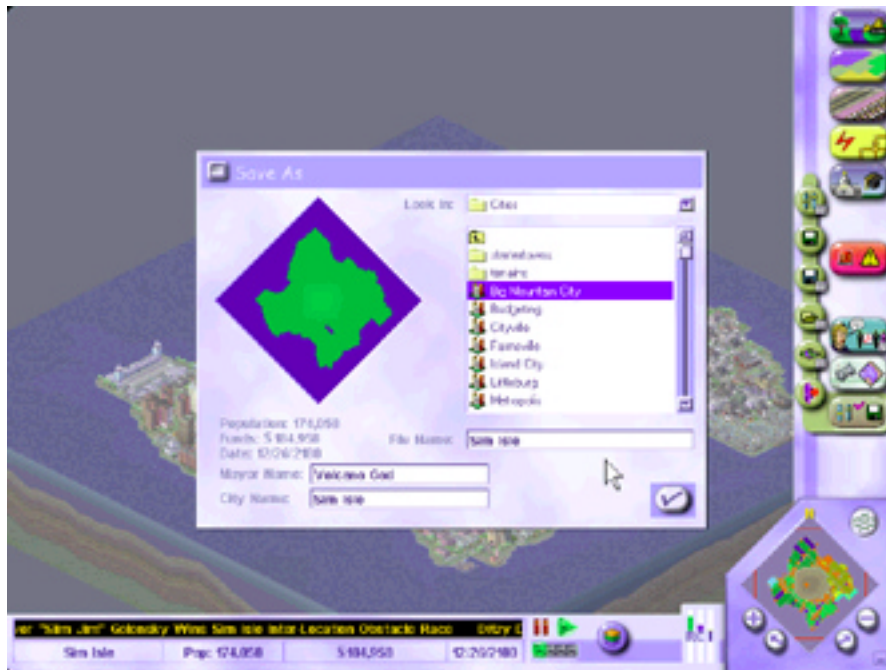
Don't worry, the game looks a lot better than that. We had to compress the image. Next month when we move to an online format, I'll have space to let you see full-screen, full-color pictures. But this month, you still had to download the issue…

The interface? Well, it's a Windows port, and it really shows. From the white cursor to the file dialogue you see above, it's obvious there was no effort to make this a Mac game. Every filename even has an extension (e.g. mycity.sc3).

I like to think of it as the SimOS, though, because, for the most part, it's very attractive and usable (unlike Windows). I'll talk you around it real quick, starting in the bottom left corner of this picture.

• **The News Ticker** — The News Ticker replaces the newspaper in SC3K. You get constant updates about your Sims' desires, quick reports on problems in the city and bad jokes from the guy who had to write the ticker.

• **Stats** — Just below the ticker is a selection of information you can use. The city name, population, treasury and date are always visible and convenient.

• **Speed Controls** — You can pause or start the simulator and set it to four different speeds with this doohickey.

• **Layers Views** — You can use the Layers View button to bring up a dialogue that lets you quickly remove trees, transportation, buildings and more from your view of the city. You can also switch to the underground views of the subway or water pipes, and various views showing crime, pollution and the like on the main map (instead of the smaller map available elsewhere).

• **RCI Indicator** — It's exactly the same as it used to be. The RCI indicator tells you what kind of zoning to do (residential, commercial or industrial) to satisfy demand.

• **Views Controls** — You can zoom in or out, rotate the map, and turn gridlines off and on here. You can also get rid of the entire interface temporarily, to give you an unobstructed view of your city, with the button in the lower right.

• **The Building Commands** — This isn't a manual, so I won't go into detail. The buttons along the right bring up submenus of buttons that build various structures, zones, etc. It's an attractive and common-sense way to organize the vast number of different things you have to build to make a working city.

The mouse pointer in SC3K is usually a cartoony representation of whatever you're trying to build. When nothing's selected, it's a small target that you can use to re-center the view. You have to hold control and click the mouse button to scroll around the view — there are no scroll arrows (though arrow keys work). Since I have a Kensington Orbit (the Quasi-Official Mouse Substitute of the Apple Wizards Staff™), it's no problem for me — I just right-click and drag to scroll around. It's kind of annoying, but not unbearable, to have to hold Control every time you want to move the view around. Or do what Erik does — use the arrow keys.

The overall interface is a peculiar mix of bubbly, cute functionality and frightening Windows artifacts. I like using it pretty well, until I see an open/save dialog.

Graphics

The graphics are beautiful. Every element of the game has been pre-rendered in 3D, with enormous attention to detail. There are different trees for different terrains. Cars, construction vehicles, and cop cars roam the streets, merge into highway traffic and stop for pedestrians. Zoom all the way out to see clouds floating over your city. Zoom in to see Sims walk to work or use the subway, where trains whiz through the tunnels in full view. The interface is well-designed and blends in beautifully with the atmosphere Maxis is trying to create — industrious and silly at the same time. Landmarks are great replicas of the real buildings they're supposed to represent, and they really spruce up a city. Visually, this game is a knockout.

The only problem is, with everything rendered (from trees to water pipes), it can take a while to draw a city. If you scroll quickly around your map, most of your screen will fill with hundreds of light blue cubes that slowly redraw into the correct structures. It allows you to scroll quickly, and that's why it's there, but it can detract from the realism somewhat. Unless you live in Boise — that place is weird.

Sound

The music in SC3K is great. You have a choice of one of a dozen CD-quality audio tracks to listen to, or you can let SC3K play them randomly. Each track is very different from the others, but most are a sort of fast-paced city jazz that mixes perfectly with the interface and gameplay to suck you into the game — SC3K rates high on the "Oh my gosh, it's dawn" meter. The sound effects are great, if a little annoying — I can't listen to the sounds of traffic for more than a minute without getting a serious headache. Incidentally, Maxis is selling a soundtrack CD. If you like the music as much as I do, it's a good buy.

Performance

This game sucks cycles. It requires a pretty new computer to run at all, and even then it works best with minimal extensions. I'm using a beige G3/300, and I find gameplay very snappy when running with minimal extensions and really quite playable with everything on. As far as multitasking goes, you might as well quit everything — there's no way to get back to the Finder without quitting (another example of this game's Windows heritage).

The only thing that's **really slow** in SC3K is laying long lengths of road (or pipe, high-tension wires, etc). If you run two full-map tracts of pipe right next to each other on the largest map, you can expect to go microwave a TV dinner and make it back in time to see the mouse come back to life.

Cheating

Let's face it: it's fun to cheat at SimCity. I'm not condoning it, of course — you'll only be proud of the city you make honestly. Still, it's fun to see what you **might** make with unlimited funds or access to every building. The folks at Maxis have a page set up with most of the cheat codes, and I stumbled over a few more at Happy Puppy Games. You can make everything free, get a $100,000 one time "donation" from Cousin Vinnie or force a swarm of aliens to trash your city (if you're into that sort of thing). If there **is** a code that gives you money every time, Maxis isn't telling — most of the old codes just send you insults via the News Ticker.

BAT?

BAT is the Building Architect Tool, the new generation of the SimCity Urban Renewal Kit, which let you create your own buildings in SC2K. And guess what? They aren't going to make a Mac version! Does that push your buttons? Do you believe, as I do, that Mac users ought to be able to express their (much greater) creativity in building form? Tell Maxis! If they hear from enough loyal Mac users (who buy the game, of course), they might change their minds! It certainly affected my view of this game.

Click the hand to the right to e-mail maxis and tell them you want BAT!

SimCity Online

SimCity's website has a host of features to make the game more interesting and fun. If we can convince Maxis to develop BAT for Mac, we'll have access to thousands of user-designed buildings. There are also thousands of user cities and terrains, and an assortment of extra landmarks you can add to your game. There's also a BBS and chat section where you can trade ideas for cities with other users and gripe about features you want in SC4K. The site also features an online version of SimCity Classic, but it only runs under Windows. What's the deal, Maxis? Mac users, it's our responsibility to remind Maxis that they have a following among Mac gamers. Buy SC3K, then e-mail Maxis to remind them where their roots are!

What I'd Like to See

Well, it's not the next big thing in sim, but SC3K is a huge leap from SC2K. I think the new interface (with some pro-Mac tweaking) is worth the price of the game, and the host of new buildings and fun things should delight any fan of the series. Still, there are things I'd like to see added.

First, I'd like to see a way to get feedback from individual Sims — a talk tool, kind of like the one in Afterlife, that would let you get a peek at the problems and personalities of your residents.

Second, I have fantasized for a long time about a combination of all the games in the sim genre. I'd like to see SC4K featuring the ability to zoom in until you're controlling individual Sims (a la The Sims) or building individual office buildings in 3D (the next logical step in the SimTower/YootTower progression). More ambitious than that, I'd like to see zooming **out** until you're looking at the whole SimEarth. You could control hundreds of cities at the same time, and manage the ecosystem of the planet as well. Whatever you're not working on could be managed by your advisors, who could come to you with their questions. Sure, it would take a supercomputer to run, but wouldn't that be cool? Okay, fine, it's a pipe dream, but you already read it, suckah!

Editor's Note: I've always wanted SimCopter and SimGolf to be integrated. When the pressures of Simming get too demanding, wouldn't it be great to fly around your city or play a relaxing 18 holes?

Third, how about more disasters? A terrorist goes after City Hall, a ten-car pileup on the interstate, poison in the water supply — the possibilities are endless. You'd think programmers strange enough to include hundreds of llama references in every game would be coming up with hundreds of great ways to whack Sims.

This Best of All Possible Worlds

What a great time to be alive! Computing is fast and cheap, and simulation games are plentiful and well-made. Sure, I guess the economy's good, too… and crime's down… but I'm a **nerd**! What do I care for your "real world?" I can now create a fake city realistic enough to be built in the real world! Every man, woman, and child in the world can be a city planner, an architect, a composer and so much more if they'll just learn to eschew "social contact" and huddle in front of their monitor fidgeting their mousing hand nervously. Who's with me? Good! Seek out your HMO's favorite shrink, and then get out of the house for once!

Should you buy SC3K? Heck yes! It's one of the best (and most reusable) games you'll ever buy (maybe not the most original, but the evolution of a great idea is usually an even better buy). It's not expensive, and you get a strategy guide to help you build better cities for free. Most importantly, you're sending the message to Maxis that Mac gaming is a valid and successful area to develop their software for — valid enough to get them to make their next interface Mac-inspired, instead of an unfortunate Windows derivative. And BAT, I want BAT!

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Useful

One definition of the word "utility" is the quality or property of being useful. In fact, the archaic word "utile" was synonymous with "useful." This edition of 'Warehouse features four utilities that I've found truly useful.

But hey, that's just my opinion, and opinions are like noses: everybody's got one. If you'd like to share your nose, I mean, opinion with the rest of us, why not write a Mini-Review of one of these products? Surf to http://mini-reviews.applewizards.net/ and download the Mini-Review kit, then contact our editor about doing the review (use the form on the website). It's that simple!

Zen In Its Simplicity

 JustaCalendar

It's not a Personal Information Manager. It's not an addressbook. It's not a storehouse for memoranda. It's JustaCalendar by Apple Wizard Jeff Frey. JustaCalendar (v.1.0.1, July '99, 572 K) is just a calendar. Here's what Jeff says about the program: "One day as I was sitting at my computer, I needed to look up what day the 20th of March fell on this year. That's when I noticed I didn't have a program that simply showed me a calendar. No fancy date book features or to-do lists attached, just a plain calendar. So, to fill that need I wrote JustaCalendar."

JustaCalendar is guiltware/freeware (if you wish, you can send Jeff a buck or two). A click on the above icon will take you to http://warehouse.applewizards.net/justacalendar.shtml .

Pot O' Gold

Rainbow Painter

Rainbow Painter by Addiction Interactive is a new (and very reasonably priced) painting and photo retouching program for PowerPC Macs. Among its many features, this image editing software supports up to 8 image layers with alpha channels and a mask layer. It utilizes a non-standard (and very colorful) interface with a "studio" metaphor.

Although I found the interface unwieldy at first, Rainbow Painter (v.1.2.0, July '99, 254 K) is nice and small compared to other graphics applications, and the shareware fee is just $12. Click that rainbow icon to be taken to http://www.addiction.se/Rainbow.html .

Where Was I?

URLstory

I'm sure we've all experienced the frustration of trying to return to some obscure web page days or weeks or months after the original visit. You didn't bookmark it, you didn't write down the address, and the major search engines have no listing for the site. Even Sherlock can't help you now.

URLstory by Mothrasoft, (v.1.5, July '99, 412 K) is an application which adds a history feature to Netscape Navigator and Communicator. A similar feature is already built into Internet Explorer, but you can use this without the taint of Microsoftian evil. Launching URLstory when you launch your browser guarantees you a searchable record of every site you visit, and it can be configured to exclude sites you visit frequently. This non-nagging $5 shareware is a boon to absent-minded surfers like me. To go to http://www.mothra.net/mothrasoft/ , just click the icon. Make history!

…At Least I'll Get My Washing Done

Substitute

Lastly, we come to an app I think of as "The Mother of All Utilities." Substitute by Rocco Moliterno performs a whole host of useful functions, including:

- Remove extra code from FAT applications, and scan disks for FAT binaries
- Rebuild the desktop
- Change the depth of the monitor
- Adjust the sound volume
- Convert files via QuickTime™
- Gather detailed information about files, folders, and disks
- Compact the System Heap as well as the free System memory
- Show all installed fonts
- Shutdown or restart your Mac

Substitute (v.1.7.8, July '99, 371 K) enhances and extends many functions of the Finder (hence the name). This is a lot of utility for a mere $10 shareware. Just click on the icon to go to
http://www.geocities.com/SiliconValley/Network/7162/substitute.html .
Accept no substitutes!

As an antidote to this month's utilitarian bent, next month will feature four programs with no practical application whatsoever. Join us then for "Useless!"

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Officer, I've Been Framed!

I used to hate sites that used frames. They made a page look bulky, amateurish, and in most cases ugly. Whenever I came across a page that used frames, those huge thick gray dividers across my browser's face and the multitude of scroll bars pointing every which way would make me quit my browser immediately in a fit of disgust.

But then web designers smartened up. The pages with the ugly navigational sidebar frames, that had horizontal scroll bars and took up half of your screen, started getting replaced by pages with small, seamless sidebar frames. Pages that once made you cringe in horror at the number of panes that got shoved in your face started to ease up on their use of frames. Frames actually started making pages look better.

Now the sixty-four thousand dollar question is: how do you use frames to enhance your visitor's experience?

Technical Jibber-Jabber

You should already have the ability to create frames (HTML Toolbox, Feb/99). Now we will learn how to manipulate pages in frames using links.

Let's say you've developed a beautiful sidebar for your website. You then build a finely crafted index file that defines the frameset for your page, and load it up. You eagerly click a link on your sidebar, just teeming with anticipation of how cool it will look when the link loads in the main frame. Oh no! The page didn't load in the main frame, it loaded in the sidebar frame, replacing the sidebar you so delicately developed.

To solve this problem, you need to specify a TARGET in your links on your sidebar page. Your TARGET attribute's value should be the name of the frame you want the link to load in. For example, if this were your index page:

```
<HTML>
<HEAD>
    <TITLE>My Webpage</TITLE>
</HEAD>
<FRAMESET COLS="150,*" FRAMEBORDER="0">
<NOFRAMES>
    <BODY>
        This page requires a frames-enabled browser!
    </BODY>
</NOFRAMES>
    <FRAME SRC="sidebar.html" NAME="menu" NORESIZE SCROLLING="no">
    <FRAME SRC="main.html" NAME="mainframe">
</FRAMESET>
</HTML>
```

And if this were your (very simple) menu sidebar (sidebar.html):

```
<HTML>
<HEAD>
    <TITLE>Sidebar</TITLE>
</HEAD>
<BODY>
    <A HREF="cars.html">My Cars Page</A><BR>
    <A HREF="dogs.html">My Dogs Page</A>
</BODY>
</HTML>
```

When you click the link to either your cars page or your dogs page, it will load in the sidebar's frame (thus replacing the sidebar itself). With one simple addition to the code's anchor tags, this problem may be overcome:

```
<A HREF="cars.html" TARGET="mainframe">My Cars Page</A>
<A HREF="dogs.html" TARGET="mainframe">My Dogs Page</A>
```

Using these links on your sidebar will make the new pages load in the frame called "mainframe" (defined in the FRAMESET). You can assign any name you want to frames, and have links from any frame on your page to any other frame on the same page. Note that you can't, however, load links from frames defined in one HTML document, into frames defined in a different HTML document.

A Magical Land of Fairies, Gnomes, and Special Target Names

Being able to target specific frames, which you've defined, is all fine and dandy, but what if you want to load a link over top of all your frames instead of in one specific frame? Or what if you want to load a page in an entirely new window? Or what if you want to fly away to a land of eternal youth where the people are nice, the music is good, and the water tastes like Cherry Coke?

Well, all but one of these tasks can be accomplished by using one of several special TARGETs in your links:

_blank	Loads your link in a new blank window.
_self	Loads in the same window that the anchor was clicked in. (This may sound useless to you now, but I'll get back to it).
_parent	This will load the link in the same frame or window that it's immediate FRAMESET parent is in.
_top	This will make the link load in the full body of the window. You can use this to break out of all parent FRAMESETs.

To illustrate, if we were to change the cars link in my example sidebar above to this:

```
<A HREF="cars.html" TARGET="_top">My Cars Page</A>
```

When you click that link, the cars page will load in the entire window, replacing both the sidebar frame and the main frame that I had created in my example index file.

Keep Your Bases Covered

In the example of a sidebar, chances are that every link you make will need to be targeted to your main content area. Adding the TARGET tag to every one of your anchors will get tedious when dealing with sidebars with lots of links. Who wants to be adding TARGET tags when you could be spending that time eating pizza or drinking chocolate milk?

Fortunately, there is a better way. With one single tag you can create a page on which every link will have a specific target, without needing their own individual TARGET tags. To do this you use the BASE tag and it's TARGET attribute.

The BASE tag must be defined within the HEAD section of your HTML document. It should look like this:

```
<HTML>
<HEAD>
   <TITLE>Sidebar</TITLE>
   <BASE TARGET="mainframe">
</HEAD>
<BODY>
:
```

Using the BASE tag and TARGET attribute in the above manner will cause all of the links on that page to target the frame "mainframe" by default. If you do include a TARGET attribute in an anchor, that TARGET attribute will override the BASE TARGET attribute. That is where the _self value comes in handy — it can be used to override the BASE tag and make the link act like a normal one.

The other attribute that can be used with the BASE tag is HREF. Making an HREF attribute will allow you to change the URL used when resolving relative path names on your page. Let's say, for instance, your page is located at http://www.mysite.com/ . If you were to use this link:

```
<A HREF="cars.html">My Cars Page</A>
```

You would be taken to http://www.mysite.com/cars.html. However, if you were to include this in your page's head section:

```
<BASE HREF="http://www.yoursite.com/">
```

Then the link I mentioned above would take you to http://www.yoursite.com/cars.html. This works the same for referencing image locations in IMG tags.

Stay Calm, Be Cool

It's very easy to get carried away with frames. Adding frames to each edge of the browser, then adding frames within frames within frames — it's quite easy to end up with a page that is about as easy and fun to navigate as it is to sit through 24 straight hours of the shopping channel (when it should be as fun as watching people win $1 million with Regis Philbin).

The best advice I can give is use frames with discretion. Your ultimate goal should be to make a page that you can't tell uses frames just by looking at it.

Rudi Muiznieks
 rudi@applewizards.net

The Cox Files
The truth is out there
(the trouble is finding it)

Craig Cox
craig@applewizards.net

Niche This!

The other day, while ripping around the digital autobahn, I stumbled across an article which jerked me to an abrupt halt. It was a most curious article. Unfortunately I wasn't on my own computer at the time. When I tried to locate the article from home, I had no luck. I wish I could have so you could see this jewel for yourself. The bottom line was that some "journalist" alleging to cover the computer industry claimed that Apple's comeback "is overestimated" because when all things were considered "they only have a niche market." Hmmm…

I tried my hardest to understand his logic, but failed - miserably. Shortly thereafter, a cattle-ranching friend gave me a clue as to what might be going on here - "straight-line" breeding. Yes, straight-line breeding. My friend informed me that straight-line breeding is sometimes desirable in cattle ranching. I was surprised to find that straight-line breeding involves the mating of family members to emphasize certain characteristics. Straight-line as in "there are no branches in the family tree." Holy <u>Deliverance</u>, Batman!

Historians point to straight-line breeding as manifesting itself in a number of negative fashions. The British royal family leaps to mind. I'm reminded of Prince Charles and those high coefficient of lift appendages on the sides of his head which would make a TR-1 envious. Something about the fact that he cheated on a babe like Diana with some android named Ludmilla or Cadaver is most certainly a manifestation of genetic deficiency. Straight-line breeding would certainly explain this.

New Wave Journalism?

Since the product of porking your relatives is desirable in the beef and Windsor industries, I thought that the journalism industry might be experimenting with it themselves. This would explain the "niche market" comment, right? I posed the following question to a number of authorities in the field: "Hey, do you dolts sleep with your sisters?" They wouldn't give a direct answer, but the panicked looks swiftly told me that I was on to something here.

At the same time this modern-day Nostradumbass (shamelessly purloined from Dave Every's excellent MacKiDo site `http://www.mackido.com/`) was demonstrating his mental prowess, the following information was being published: The iMac was the number-one selling computer in the second quarter of 1999.

That little statistic alone doesn't begin to capture the essence of the phenomenal numbers that Apple's racked up lately. One can find various figures for Apple's market share, sliced or diced one way or the other. The bottom line is that they're now scoring around 12% of new computer sales. Or in other words, roughly 1 out of every 8 computers sold are have "Apple" written on them. Nice niche, eh? In fact, this is so good that I keep pinching myself.

Aside from these raw numbers, it's important to recognize that Apple is a special case when comparing sales against the Wintel crowd. Microsoft may have 80% of the OS market (or whatever it is today), but they have exactly 0% of the hardware platform market. Brand X may have 1.3% of the hardware market, but exactly 0% of the software market. It's dangerous, if not out-and-out moronic, to compare Apple's market share without keeping this in mind.

Double Your Pleasure, Double Your Fun...

Apple's making money in two different places - hardware and software. When you buy that new Compaq PC (which fewer and fewer people seem to be doing, since Compaq is losing money hand over fist), you're pretty much done with Compaq until you decide to buy another computer from them - if they're still there, that is. But with Apple, they make money from you when you buy a new monitor. Then they come back for more every time you buy a new version of the Mac OS. They make money off you when you buy Final Cut Pro. At the same time Apple's getting better at reducing their costs, so they keep more of every dollar they get from you. You get the picture - one heck of a niche. Throw me in that briar patch!

While it hardly seems possible, the picture just gets rosier from here. Consider this - Apple posted unit growth of over 40 percent. To review: Apple's got the number-one selling computer and is growing at over 40 percent which, by the way, is roughly double IDC's worldwide industry growth rate forecast of 21 percent. I want this niche!

"MacZone," publishers of catalog Multiple Zones, announced that second-quarter 1999 Mac unit sales have increased more than 70 percent over second quarter 1998. This is simply phenomenal, unless you are the result of straight-line breeding. Apple could have sold more had they been able to push products out the door to satisfy demand.

It's a freakin' steamroller, baby!

Hi Ho, Hi Ho, It's Off to Sears We Go

I recently accompanied my friend Bob Aldridge to the local Sears store he's supporting as an Apple rep. That store reports good sales of iMacs, the only Apple product they carry. The iMac specialist I talked to told me that he believed sales would be even better if Sears carried software for the Macintosh, or, heck, any software for that matter. They've been burned before by having to write off software that wouldn't move. The young gent told me they only wish Sears would stock the iBook when it's shipped.

Speaking of iBooks, rumors are rampant that pre-sales are simply out of this world. I believe it. The iBook will rewrite portable computing the same way that the iMac changed the desktop paradigm. If anyone doubts that the iMac totally changed the way we approach computers, witness the number of cheap Wintel knock-offs. After much wailing and gnashing of teeth, the same companies will rush to copy the iBook - and every bit as clumsily too. Apple's just hitting their stride and they'll stay two or three steps ahead of the Wintel crowd.

Make That a Double

From the best I can make of it, this is the first time in Apple's history that they have an actual marketing strategy that doesn't involve hallucinogens. The results will be a huge harvest. Apple CFO Fred Anderson projects that unit numbers will increase in "strong double digits."

"Niche market," eh? I'm dying to see a picture of the "journalist" who came up with that. I bet he's got ears like Prince Charles.

URLs From this Article:

Go! ➡   http://www.mackido.com/

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Review

Review by Marc Messer

3.0 stars - 1 Star Poor, 5 Stars Excellent

Title: Age of Empires
Version: 1.2
Developer: MacSoft
Price: $49.95
Contact Info: http://www.wizworks.com/macsoft/
Genre: Civilization Simulation
ESRB Rating: Teen (13+) - Animated Blood, Animated Violence
System Requirements: 120 MHz 604 processor, 150 MHz 603 processor, or any G3, 32 MB RAM, 70 MB HD space, CD-ROM drive; For network play: 28.8 Kbps modem, open transport, 150 MHz 604 processor highly recommended.

Build an Empire and Rule the Ancient World

About 12,000 years ago, the frozen earth from the last ice age thawed, allowing for the first great human civilizations to be born. In Age of Empires, you begin with the ancestors of the great empires of the ancient world and lead them from stone-age tribes to their destiny as a great society… in theory anyway. There are plenty of other fledgling civilizations who would just love to take your place in history.

Age of Empires, at http://www.wizworks.com/macsoft/aoe/aoe.html , a game originally created by Microsoft and Ensemble Studios and brought to the Macintosh by MacSoft, at http://www.wizworks.com/macsoft/ , is a highly detailed simulation featuring 12 of the important cultures of the past. Your job is to help the tribe survive and thrive as you develop technology, culture, and military prowess to protect your allies and obliterate your foes.

Gameplay

The game screen in Age of Empires consists of a main window with menu bar and bottom tasks window. The main window is where all of the action takes place and uses up about 80% of the screen. The bottom window shows information and all of the possible actions and tasks that can be taken with or by the selected object. The top menu shows what technological age you are in and gives options to pull up a diplomatic screen (used to determine your feelings toward the other civilizations in the game) and a settings screen.

You begin the game with a certain amount of resources, including food, wood, stone, gold, villagers, soldiers, and buildings. Every advancement uses resources. For example, creating another villager costs you 50 units of food. Unlike other games, resources are only used when creating, building, healing, or repairing, so that villager you've just created will never eat again. The initial investment was all you need to make. Don't you wish raising children were like that?

A villager may chop down trees, hunt and gather food, mine, or harvest a field. You make villagers do this merely by selecting the villager and selecting the object on or in which he is to work, such as a forest or a deer. In order to build, you select a villager and choose the building type from the tasks menu, then click on the location you wish the building to be constructed. Other people can be manipulated in the same way, and even grouped so that you may change their tasks without having to select each villager individually.

Overall, the game concept is simple and you pick up on what you can and cannot do fairly quickly. The only frustrating part of learning the game is the artificial intelligence which controls your villagers once you've set a task for them. I'll go into more detail on the artificial intelligence later.

The game can be won in several ways. In scenarios, you're given specific goals, such as "destroy the Hittite guard towers or advance to the bronze age." You can also play games with a goal of achieving a certain number of points, determined by technology, military might, economy, and your effect on other tribes. The object of each game can vary quite a bit, and that keeps the game from being too repetitive.

Controls

For the most part, Age of Empires is a mouse-controlled game, but players are offered two options: keyboard and mouse or mouse only. With the keyboard option, you select people and buildings, choose tasks, then command-click on the destination and everything goes. A mouse-only method involves the same clicking for selection but also involves a second click at the destination. The second method confused me at first, and I was constantly trying to click away to deselect a builder, but instead ended up telling him to go there.

Graphics and Sound

Audio and visual effects are rather hit and miss in Age of Empires. Overall, the graphics are excellent. There are obvious distinctions between different technologies and cultures from around the world. You'll never confuse different buildings for the wrong thing and the different characters within the game are all unique. Different grades of archers stand apart so you know who you're clicking and what he can accomplish. Even the trees stand out as different species.

Video effects were very inconsistent. The beginning of each scenario has a 30-second video to detail the civilization. Some of them looked great and well-planned while others were vague, confusing, and utterly useless. The main problem was that the videos were too dark. The entire Age of Empires CD only contains 35 MB of video… and 15 is devoted to the intro movie. I can't figure out why they went through all of the trouble of making the videos without using a bright, full-screen mode to show them off. If you've got an entire CD, fill it!

Unlike the videos, the sound effects were well-done. They aren't in-your-face or annoying. They sort of hide in the background, adding to the effect without drowning it out… and isn't that what sound effects are supposed to do?

I don't know what to say about the music. The creators of this game opted to go for standard CD tracks featuring about 30 minutes of music, played and looped during the game. All of the tracks seemed to feature a generic tribal-style beat which fits with all of the scenarios, no matter the culture. While the music was varied enough to fit and not get on my nerves after a few hours of gameplay, I was sort of bummed that the music has such an electronic feel to it. None of the sounds feel authentic, and a more organic sound would have worked well in this game.

Manual/Tutorial

The manual for Age of Empires is both concise and detailed. By that, I mean that they seem to touch on all possible topics without dragging on for several pages. While it is about 100 pages long — quit hefty — it includes information on all 12 civilizations so that you can learn the strengths and weaknesses of each. This helps you develop a strategy without as much trial and error as other games require.

Age of Empires also has one of the best tutorials I've ever seen. It's not so much a tutorial as a scenario specifically designed to introduce you to how the game is played. Ascent of Egypt is both a tutorial on how the game is played and a tutorial on how all scenarios will be drawn out.

A Few Loose Ends

Age of Empires has a few things worth noting but not necessarily worthy of their own section:

A multiplayer option is available so that you can play your friends or enemies in several campaigns. Unfortunately, this only works with other Mac users. For some reason, they couldn't make it work cross-platform.

There is also an editor so that you can create your own landscape and civilizations with goals and limits that you set. I found the editor a little hard to get used to, and in some cases, couldn't find a way to undo a mistake in my landscape design.
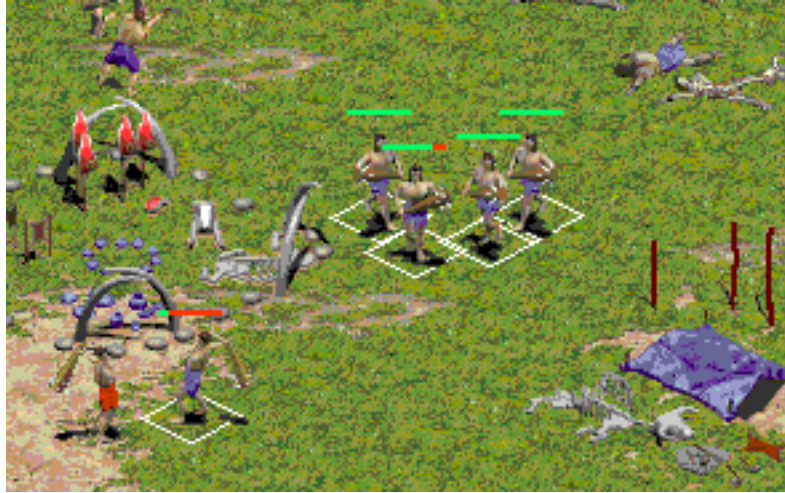
Bugs and Flaws

Also of importance to me are problems that I noticed with Age of Empires. Some are minor annoyances, while others really detract heavily from the game.

Sometimes, I would get confused as to who I was playing against. In one scenario, there were four cultures including mine, each with a name and a civilization type. Once I was playing a tribe called the Hittites, who were Babylonians while the Canaanites were Hittite. This kind of bothered me since one was supposed to be an ally and the other was an enemy.

Age of Empires is another game where the old "right-click" issue arose. In one of the help screens, it instructed me to right-click for an action… which is not the default setting on the Mac version.

The last and probably biggest thing that irked me was the artificial intelligence. The AI in Age of Empires has to be the worst I've ever played. Two villagers might walk into one another and take a minute to figure out how to get around each other. In the graphic to the right, four soldiers were sent to fight one enemy clubman, but three of them couldn't figure out how to walk between two buildings! They were incapable of deciding an order for the three to pass so they just stood there. The awful design of the AI detracted from this game so much. Several times, I would lose a campaign or face a major setback because I couldn't get everyone to do what I wanted them to do.

How Many Simulations Can One Market Withstand?

With the resurgence of the Mac gaming market, there are more games than ever to choose from. Age of Empires has the advantage of being a well-known PC game, but can it live up to the hype? I find it hard to believe that they put so much effort into designing a game and then let it be rendered virtually useless by a bad artificial intelligence, but I've heard from players of the original Windows version that it had the same problem. A well-thought-out game with a major flaw is difficult to judge but Age of Empires has earned 3 out of 5 stars. Unfortunately, no demo is available from MacSoft, so you'll have to find a friend with a copy and try out their's to see whether you notice the problem or not.

URLs From this Article:

Go! → http://www.wizworks.com/macsoft/aoe/aoe.html

Go! → http://www.wizworks.com/macsoft/

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APPLE WIZARDS
http://applewizards.net/

Welcome to the latest edition of Medicine Man. I am your virtual on-call Macdoctor.

To ask a question (sorry, no house calls), just pop by the Apple Wizards website at `http://applewizards.net/special/med-man.shtml` — the website is open 24 hours a day, 8 days a week.

This won't hurt a bit… I promise!

Black-and-Blue Mark #1

`How do I put a new menu in the top menu bar?`

Ice Pack #1

If you are looking for a product that will allow you to add any type of menu to the menu bar, you are out of luck. I only know of products that allow users to add specific types of menus. For instance, Internet Menu (freeware from Tri Bar Software), adds a menu that allows users to launch your favorite Internet applications and Control Panels from the menu bar.

Another option is to use Microsoft Office Manager, which is bundled with Microsoft Office. It allows users to place almost any application in a special menu, allowing for quick application launches.

If any readers out there know of a product that allows users to add a menu to which they can add any Finder capability, please send the good doctor an email!

Daddy, I Have a Boo-Boo #2

```
I'm running OS 7.5.3. What is the highest OS I can run on without going
to 8.0? I am not on a PowerPC (I have a Quadra 650). Most (well all) of
my software  is pretty old and I expect won't run on OS 8 anyway.
Thinking you're going to say 7.6, is there anyplace to download it (free
preferably)?
```

A Rub and a Kiss #2

Before you consider upgrading to anything lower than Mac OS 8.0, you should know that your computer, with its 68040 processor, is perfectly capable of running operating systems all the way up to Mac OS 8.1. In addition, most older software will continue to work fantastically under Mac OS 8.1. Most likely, the only problems will be slight appearance quirks. If you can put up with those, you can take advantage of all the new features that Mac OS 8.1 offers

If you still want to stick with a version older than Mac OS 8, then the latest is Mac OS 7.6.1. While Apple is usually pretty good about releasing older operating systems for free on the Internet, it has not done so with Mac OS 7.6.1 yet. The latest version on their FTP site is 7.5.3. As a result, you'll need to buy the software. The lowest price for Mac OS 7.6.1 that I was able to find was $29 (bundled with a free copy of ClarisWorks 4.0), from MacResQ at http://www.macresq.com/ .

DOH! #3

I was wondering if there is any way to alter settings in my computer to optimize my modem speed and dial-up access.

Don't Have a Cow, Man! #3

While I can't promise a significant amount of added speed, I can give you a few tips for noticeably faster access.

First, make sure that you have the correct modem selected in the Modem Control Panel. If your modem is not listed, you probably can download a "Modem Script" for your modem from your modem's manufacturer. Once it is downloaded, place it in the Modem Scripts folder inside the Extensions Folder
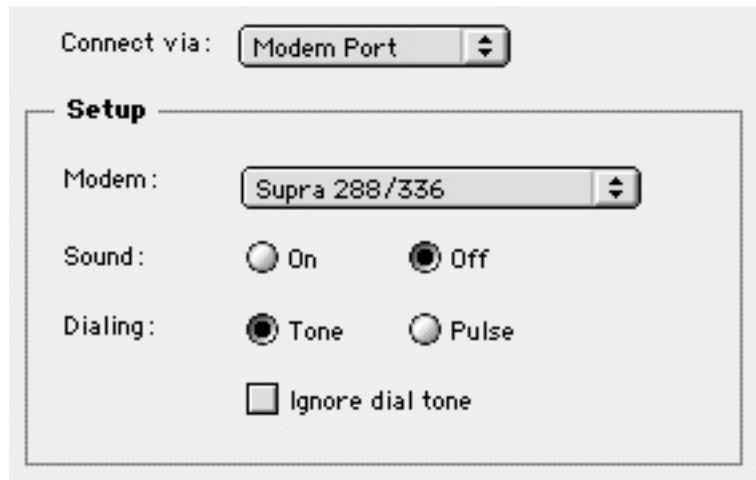
Secondly, if you are using a 56k modem, make sure that you are dialing into a number that supports the 56k speeds. You also have to make sure the phone number supports the 56k protocol you are using. Most 56k modems use V.90, but older ones may use older protocols. If your ISP only supports V.90 and you have a modem that uses an older protocol, you most likely can download a V.90 upgrade from your modem manufacturer's website.

Finally, you can use NavCom Cache Control from Day Job Softworks. NavCom Cache Control allows you to increase Netscape Navigator and Communicator's RAM cache settings to make accessing already visited web sites much, much faster.

While these tips may make your surfing a little bit faster, the only real way to increase surfing speed is to get a broadband connection such as DSL or Cable. Check with your local Telco and cable company to see what broadband options are available in your area.

Medicine Man's Prescriptions

Here are the most important software updates of the past month. Let me remind you that keeping your software up-to-date is one of the most important elements to maintaining a stable Mac. Without further ado:

3Dfx Voodoo3 Drivers
http://www.3dfx.com/view.asp?IOID=306
Yeah! Mac users can now use Voodoo3 PCI cards in their Macs. Be warned, however, these drivers are intended for developmental use only and no technical support is provided.

GlobalVillage USB TelePort modem 1.0.2
ftp://ftp.globalvillage.com./pub/software/mac/usbtp_102.sea.hqx
This update from Global Village fixes the longstanding slow PPP rate problem.

Apple Font Manager Update
http://asu.info.apple.com/swupdates.nsf/artnum/n11489
The Apple Font Manager Update fixes a few bugs that, in certain obscure situations, could cause fonts to become corrupted and crash the computer. This update is only needed for Macs running Mac OS 8.6

MacLinkPlus
http://www.dataviz.com/upgrade/upgmlp_home.html
DataViz has updated its ever-so-famous file conversion utility, MacLinkPlus, to version 11. The new version sports support for AppleWorks, Microsoft Word/Excel 2000, and more.

URLs From this Article:

Go! ➡ http://applewizards.net/special/med-man.shtml

Go! ➡ http://www.tribar.dabsol.co.uk/internetmenu.html

Go! ➡ http://www.macresq.com

Go! ➡ http://www.io.com/~jackb/

Go! ➡ http://www.3dfx.com/view.asp?IOID=306

Go! ➡ ftp://ftp.globalvillage.com./pub/software/mac/usbtp_102.sea.hqx

Go! ➡ http://www.vicomsoft.com/support/updaters.mac.html

Go! ➡ http://www.dataviz.com/upgrade/upgmlp_home.html

Go! ➡ http://www.metrowerks.com/

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Greetings and Salutations

Need a term defined or have an idea for a column? Email me at aaron@applewizards.net or visit the Special Area at the Apple Wizards website by pointing your faithful and trusty browser here: http://applewizards.net/special/term.shtml .

iHype

Everybody with a pulse (and some without) have heard about the iBook. Apple says it best when they say "Get Unwired." It was cool to have tons of cords a couple of months ago, but cords are getting old-fashioned fast (unless of course it's Firewire, in which case it's cool). The iBook brings a technology referred to as wireless **Ethernet** to mainstream consumer use.

Wireless Ethernet is basically regular Ethernet minus the spaghetti-like cables. There are two main ways of transferring data between two different points without wires: **LASER** and **radio waves**. LASER works well only between stationary objects, and wouldn't be practical with laptops. Radio waves don't need line of sight, and are therefore excellent for use in mobile computing objects like the iBook.

The AirPort

What exactly is an **AirPort** network? An AirPort network is nothing more than a regular Ethernet network (again, without cables). The various nodes on the network send out packets of data via radio waves rather than electrical pulses over a cable. Click the icon above and left to check out Apple's official AirPort site!

The **AirPort Base Station** is nothing more than a router with an antenna to broadcast signals, Ethernet and modem ports, and a **really** cool enclosure. The two ports support two network speeds, of course: the Ethernet port handles 10/100BaseT, while the other handles a phone line and connects to the AirPort's internal 56k modem. For an explanation of a router, see this month's reader question.

iBooks can even circumvent the AirPort and talk directly to each other. Suppose an iBook sends out a couple packets of data that are intended to go to another iBook within range. An AirPort Base Station is within range and it 'hears' the packets transmitted by the first iBook. It determines that the packets of data were not intended for it, so it does nothing.

Now lets say that an iBook sends out a few packets of data that are intended to go somewhere on the Internet. An AirPort Base Station within range picks up the signal and examines the packets, then determines that they are intended for the Internet. The Base Station then looks at its internal setup to check to see if it should send the data via the Ethernet port or the 56K modem (this is pretty easy for it to do, of course!).

The iBook has built-in antenna and an AirPort card to transmit data. The range of the signals is about 150 feet. Because it's radio waves, this 150-foot limit **shouldn't** vary much in various settings. It should work through walls (in a house) or wide open spaces. Your mileage, of course, will vary, but probably only slightly.

Spreading it around

AirPort networks transfer data using **Digital Sequence Spread Spectrum** at the rate of 11 Mbps (megabits per second) which is just a bit faster than a 10BaseT Ethernet network (10 Mbps). The AirPort Base Stations can be set up to require passwords for a connection so that anyone who just has an iBook (or IEEE 802.11 compatible device) can not pilfer your network services. An added bonus is that the wireless signals are encrypted with 40-bit encryption. Unless you have some serious computer crunching power available to you, there won't been any iSniff AirPort packet-sniffing software.

iTrend

What is the best part of AirPort networks? They are based on the IEEE 802.11 standard for wireless networking. This means that all third-party wireless products that conform to the standard will work together. Before Apple announced the AirPort, wireless Ethernet was a luxury only the filthy rich people could afford, but now the price has been brought down to a truly affordable level. The popularity of wireless networking is going to explode.

Word of the Month
or Mot du mois \mo dew mwah\

Direct Sequence Spread Spectrum (DSSS): Okay, this is more than just one word, so let's break it down. Spread Spectrum denotes that a signal is spread over a broad range of frequencies when it is transmitted. Spread Spectrum is inherently inefficient because it uses a much larger amount of bandwidth than required. It's basically just redundancy.

To spread the signal over a better portion of the frequency spectrum, the signal is digitized and multiplied by a **pseudo-noise spreading** (PN) sequence.

Basically, a signal is being spread over a large frequency spectrum, and to spread it out, the signal is being multiplied by a PN (which is usually random). To decode the signal it must then be divided by the PN to narrow the frequency spectrum back to its original state. Sounds like fun. Count me in!

Question of the Month

Q. What is a router?

A. A router is basically a device that is hooked up to two or more networks and which receives packets of data and forwards them onward towards their destination. Information in the packet itself is examined and tells the router where to send the packet next. By the time you download an image from the Internet, for example, it is likely that well over 10 routers came into play along the way.

URLs From this Article:

Go! ➡ http://applewizards.net/special/term.shtml

Go! ➡ http://www.apple.com/airport/

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APPLE WIZARDS
http://applewizards.net/

Last month we began describing the class which will act as the basis for all of the chess pieces we have at our disposal. If you remember, I also mentioned something called an abstract class. This month I'll show you why an abstract class can be helpful in defining a specialized class hierarchy, and just how one goes about defining an abstract class.

The Next Step

So far we've defined the methods we need to describe each and every chess piece on the chess board. Without writing any code, let's quickly add some of the other general functions that will be necessary to describe any chess piece. For instance, each piece has a distinct way it can move on the chess board: a knight moves one space in one direction and two spaces in the perpendicular direction. Since each of our `CChessPiece` objects has a position on the board (the `mPiecePosition` data member), we can ask a chess piece if it can move to another position. We will define another function called `ValidMove` which specifies whether or not a chess piece can move to a spot on the board based on its current position. When we ask ourselves how such a function should reply (i.e. what is its return value?), we must realize that `ValidMove` gives us a yes or no answer. Yes, I can move there. No, I can't move there. We can easily match a standard C++ data type to that kind of answer: `bool` (or `Boolean` in some compilers).

```
Boolean
CChessPiece::ValidMove(SBoardPosition inToWhere)
{    }
```

So now we've added another function to our class. Now, on to the abstract!

Abstraction

About this abstract thing. What we've been defining so far in the `CChessPiece` class is an abstract chess piece. The functions we add are generalized to apply to any kind of piece. However, there is no "general piece" that exists in real life (yeah, a king is commander in chief, but he's still no general!). In other words, if we can't actually have a generalized chess piece in real life, why should we really be able to create one on our virtual chess board? An abstract class allows us to define the functionality of a set of child classes, but it is set up in such a way that a program cannot use the abstract base class.

Creating abstract classes depends on the use of `virtual` class functions. There are two options for the functions in a class hierarchy. Functions can be inherited by child classes as-is, or they can be inherited and re-implemented by the child class. Any function which will be inherited as-is is in its final form in the parent class; calling that method for that class and every child class uses that function. Consider our `ValidMove` method. We know that every child class will have a `ValidMove` function; however, we also know that every kind of chess piece has a different pattern to its movement. So each child class will have to define its own `ValidMove` method. In other words, we know that each child class must have a `ValidMove` method, and that the `ValidMove` function in `CChessPiece` is not the same function which the child classes will use. Thus, `ValidMove` will be defined as `virtual`.

```
class CChessPiece
{
  public:
                              CChessPiece();
    virtual                   ~CChessPiece();

    virtual  SChessPieceType  GetChessPieceType();

    virtual  Boolean          ValidMove(SBoardPosition inToWhere);

  protected:
    SBoardPosition            mPiecePosition;
};
```

That's the first step in developing a class hierarchy: decide what functions should be inherited as-is and which will be re-implemented in subsequent classes. The `CChessPiece` definition above shows this.

Finally, in creating an abstract class, we need to make sure a program cannot use it; only subclasses of `CChessPiece` are usable. How do we accomplish this? The answer will probably make you say "duh!" In our current definition of `CChessPiece` the constructor function is marked `public`. What if we change it to `private`? Remember, `private` members of a class can only be accessed by that class. So if the constructor is `private`, no piece of programming code can actually create an instance of that class!

The *New* CChessPiece

Now that we know about abstract classes, our generalized chess piece looks like this:

```
class CChessPiece
{
  public:
    virtual                 ~CChessPiece();

    virtual SChessPieceType GetChessPieceType();

    virtual Boolean         ValidMove(SBoardPosition inToWhere);

  protected:
    SBoardPosition          mPiecePosition;

  private:
                            CChessPiece();
};
```

Now that we have a "template" to the creation of our class hierarchy, we can begin to code for individual chess pieces. Next month…

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APPLEWIZARDS
http://applewizards.net/

Review by Daria Aikens

⭐ ⭐ ⭐ ⭐

4.0 Stars - 1 Star Poor, 5 Stars Excellent

Product: Xenofex
Version: 1.0
Developer: Alien Skin Software
Price: $129.00 (special upgrade pricing available at website)
Contact Info: http://www.alienskin.com/
Genre: Special effects graphics filters
Requirements: PowerPC processor, Mac OS 7.5 or later, 32 MB of physical RAM, Monitor with thousands of colors, one of the following graphics programs: Adobe Photoshop 3.04 or later, Adobe ImageReady 1.0, Corel Photo-Paint 8, Deneba Canvas 6, Macromedia Fireworks 2.0, MicroFrontier ColorIt! 4, MicroFrontier Digital Darkroom 1.2, MicroFrontier Enhance 4.01

Is It The End For Lame Graphics?

From the makers of the revolutionary (well, at least they changed my life!) Eye Candy family of graphics filters comes Xenofex, a whole new package of special effects, all of which promise to inspire and energize any graphics project. For the most part, Alien Skin Software delivers on these promises. Anyone can start out with a simple scanned image, chunk of text, or original artwork, apply one or more of the Xenofex filters, and end up with great results, the likes of which used to be beyond the ability of mere mortals. For anyone who regularly creates images, filters are an important tool in their bag of optical tricks. Alien Skin Software sure isn't the only company in the filter market, but there are a bevy of reasons why I take notice of their new releases. Let me tell you why a Xenofex review is worth your attention.

First off, Xenofex is compatible with just about every major graphics program on the shelf today. I successfully tested Xenofex on Adobe Photoshop 5.0 and Adobe ImageReady 1.0. Secondly, Xenofex's learning curve is very short. For every individual filter, there are well-labeled adjustment sliders, an auto preview to assist you in customizing the look of each filter as it is applied to your artwork, and a zoom feature lets you get a close-up (up to 1600%) of your work. One can also save settings within any filter for later use. Another advantage to Xenofex is that each filter comes prepackaged with approximately 15 variations (also called presets in this article) on each of its 16 filters.

Overall, the special effects included with Xenofex can be divided into three categories: Natural Phenomena, Distorted Effects, and Simulated Reality. In order to best demonstrate the filters, I've chosen to make my SUV (it's a Toyota stock photo and not my accessoried-out RAV) and my cat famous in the following presentation. Performing basic filter operations on simple objects, I am able to give an objective analysis of each filter. Performance may vary depending on the source image being "filtered." Sit back and enjoy the ride.

Natural Phenomena

The filters in this section are definitely my favorite of the Xenofex package. Not only are they fun to use, but resulting images are realistic and of a very high quality.

Lightning
Woohoo! This filter rocks! It's the one I've been waiting for all of my life. Lightning works by applying its magic within and throughout any selection or layer that you inflict the filter upon. Filter parameters include color, segment length, glow width, jaggedness, meandering, and branching. The effects are easy to control and the results look oh so good!

Electrify

similar to Lightning except that waves of electricity shoot out from your selection instead of being bounded by your selection. To create the look of my evil kitty picture, I selected the outline of Diva's eyeballs, and implemented a different preset of the filter on each socket. I was able to control color, branching, length of electricity, and internal masking, just to name a few of the filter's parameters. Electrify, in combination with Lightning, are major selling points of this filter package, because there are no bounds to the fun you can have playing with electricity.

Little Fluffy Clouds

It's fun to make clouds of mustard gas and other noxious elements, as well as simulating good ol' fog and cumulus clouds with this useful filter. You can alter the thickness, color, and coverage of your clouds in ways that your local weatherman can only dream of.

Constellation

If you are looking for a trippy filter, look no further than Constellation, which copies the look of various stellar phenomena. Try this filter over any of the Mac OS pre-installed Desktop pictures (OS 8 and above) and your eyes will be rewarded for sure. A colleague pointed out however that this filter is eerily similar to Photoshop's built-in filter, Pointellize, although the interface is very different. In the example, I used a rather large "star size," but you can alternately choose a smaller size which gives your images more of a starry night type of appearance.

Baked Earth

This was the first Xenofex filter to really catch my eye. Parched landscapes, cracked paint, scaly skin, and beds of gravel are just a few of the variations that are included in the presets of Baked Earth. Incredibly inspiring, Baked Earth can be used for anything from web page patterns to creating digital masterpiece landscapes. To make the example above, I simply applied the filter to a block of color in Photoshop.

Distorted Effects

This family of effects will warp your images with shadows, highlights, and corrosive elements. They are definitely more artistic than playful when compared to the prior section.

Crumple
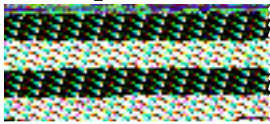
Ever desire that crumpled up and rolled out again, piece of paper look? If so, then this filter is for you. It's an effect that can be used in an incredible number of applications and that adds a nice texture to previously flat images. My favorite effects from among the presets for this filter are Stucco Wall, Wax Paper, Carbon Paper, and Melted Plastic.

Distress

Distress is a great filter for creating torn or altered edges around an object or image. Edges can be wavy and smooth, as in my example, or jagged and corroded. Speaking of corrosion, one could easily use this feature to create the steps of an animation in which the object is slowly weathered away. Artists will enjoy fiddling with the edge width, type, and irregularity within the Distress filter.

Origami

I love filters like this. Taking a basic ordinary photo and altering it into a unique piece of art is simple with the Origami filter. The technique used here is to cut up the image into tiny triangles and displace each triangle with its neighbor triangles. Origami works just as well with landscapes as it does with small objects. I can tell already that this filter is destined to become one of my favorites.

Shatter

The Shatter filter recreates the image that would be apparent if the source file was being reflected into a broken mirror. Users can choose the number of shards, the relative displacement of those shards, and the number of random seeds within the filter's interface. I would appreciate this filter more if the surface of the resulting images had more of a reflective appearance, just like a real broken mirror. Shatter looks great on large images and backgrounds.

Shower Door

An interesting version of the RAV4, don't you think? Shower Door distorts source images out of complete recognition, which isn't always a bad thing. Everything from a impressionistic, Monet-like version of the selected object to a collage-like mess is possible depending on the position of the dot size and random seed sliders within the filter.What I don't like about this filter however, is that the results are often similar to some of the presets in the Origami filter I spoke of earlier.

Television

Using the Televison filter, you can create effects that mimic differing levels of television interference. The example at right illustrates the "Snowy Picture" preset. Other presets imitate a 70s TV set, a Times Square Jumbotron, double vision etc. Although, this filter is highly useful and generates nice results on a variety of original images, I was disappointed that there was not a black and white snowy picture setting. In order to simulate a black and white snowy picture, I had to set the image to Grayscale in Photoshop so that the filter was forced to generate black and white results and not color. A nice feature however, is how a rectangular images is warped into a TV shape as seen here.
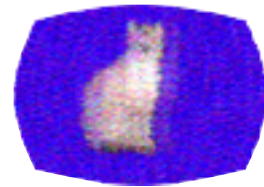
Simulated Reality

Back to the fun and games! I just know that I'll be using these special effects on a lot of the web graphics that I make from now on.

Flag

3-D-like banners and flags are yours for the making with this filter; all without any messy 3-D rendering programs. Xenofex's Flag filter turns any selection into an object that has the appearance of fabric or vinyl being manipulated by wind and other forces. (I created the flagpole separately in this example.) It can also give landscapes a sort of vortexed look. The filter's variables consist of light, brightness, sharpness, ripple strength, and ripple thickness. Logos look great with this Xenofex effect.

Stain

This filter creates various shapes and sizes of simulated spills, stains, splatters, and even mildew. Xenofex uses the parameters of internal opacity, irregularity, and edge width to change the look of each stain; the size being determined by the area selected prior to applying the filter, or by the size/shape of the object that resides in the layer being affected. Ease of use and authenticity of results make this a fun to use and inspiring filter.

Puzzle

Original and creative, Xenofex's puzzle filter divides your selection into pre-formed puzzle-like segments and gives you control over the amount of puzzle pieces, bevel width, brightness and sharpness. In addition to the puzzle appearance, the variables can be arranged to create a "needlework" sort of pattern. Too bad, you can't automatically break apart the puzzle, though!

Stamper

Stamper has the potential to be a really neat filter, but it is hard to demonstrate with little space. Basically, it takes a source image of your choice and tiles it across a selected area. In my example, my RAV4 was tiled four times. I then used the "fade Stamper" option to fade my source image (the big RAV) back into the picture. The result is bleh. This filter works much better on huge images or lanscapes, where it becomes obvious that the tiling implemented by the filter is shadowing the larger source image. Its kind of like a mosaic, where the little pieces are repeated to make up a larger image. The learning curve on this filter is longer than the rest of the items in this package, and your source/pattern image is restricted to either TIFF files or your original image.

Rounded Rectangle

everywhere will find endless uses for this basic filter. Rounded Rectangle draws a border around your target layer, object, or selection according to thickness and corner radius, color, and other choices. Both the indigo and blue borders in my demonstration were generated with this filter. You can also fill in the center of your rectangles to make web buttons and solid, yet beveled shapes. My verdict? This filter is clean, simple and necessary.

Will Xenofex Be Your FX?

All in all, Xenofex includes some filters that are better for small objects and text, and some effects that are better suited to larger, more expansive images and backgrounds. I guess that makes the product well-rounded. They do provide a good creative launch point for a designer's artwork, although they lack the variety that Alien Skin's Eye Candy set of filters can claim, and the cost is just about right for a product of this caliber. For anyone that already uses Eye Candy, Xenofex definitely completes that purchase. New users may want to compare this offering with Eye Candy and pick according to their taste. Alien Skin Software is my filter company of choice for graphics newbies and pros, however, so you need not look any further than http://www.alienskin.com/ for turning your wacked-out visions into reality!

URLs From this Article:

Go! ➡   http://www.alienskin.com/

Daria Aikens
daria@applewizards.net

A Sobering Look into the Violent Mind of Ron Freeman
This Month's Theme: Why exactly are the crazy heathens raging so much lately?

Once again, news media is overflowing with the information about the newest way that men and women are expressing their belief that there's no such thing as dignity. It's road and air rage and it's the hottest thing since Pokémon. If you don't know what road and air rage is, it is basically when people in vehicles decide that stress is a valid excuse to wig out and be violent. It's an interesting and almost unpreventable phenomenon that will most likely continue until the ragers rage themselves to death in an endless series of imbecilic incidents. Let's learn more.

Got a good topic? Email me at ron@applewizards.net . I **want** to hear from you!

The Terrorism of Temperamental Travelers
Go! ➡   http://www.flyana.com/rage.html

This site has some bizarre incident reports as well as some of the supposed psychological causes for air rage. Air rage is supposedly caused by things such as: bad air and ventilation, cramped seats and aisles, excess carry-on baggage due to customers not trusting baggage handlers, smokers going through nicotine deprivation, and our favorite old standby: alcohol. All of these conditions compounded with stress cause ridiculous violence in our friendly skies.

Drivers.com (Road Rage)

Go! ➡ http://www.drivers.com/issues/roadrage/pepper.html

Inexplicably, the unique causes of air rage are mostly eliminated in road rage (no bad air, seats are fine, no baggage, smoke and drink all you like), but it doesn't lessen the effects at all. This Australian study claims that road rage is caused by stress and the recession. But wait a minute… There is a recession in Australia, but the economy is fine in the U.S. That can only mean that the American economy is as gilded and as in debt as I've always suspected. Well, that or American road ragers have one less excuse.

Boston Globe Online/Editorials/The Syndrome Syndrome

Go! ➡ http://www.boston.com/dailyglobe2/231/editorials/
The_syndrome_syndrome+.shtml

Go here and read this. It makes sense. It's right. America is psychoanalyzing itself to death and the problem is really that people don't care enough to keep from losing their temper. Sounds like America to me.

When Fists Flew on the San Juan Special

Go! ➡ http://www.salon.com/travel/diary/hest/1999/08/03/
san_juan/index.html

This is a sickly humorous story of some really shady characters having a brawl on a midnight airline flight from New York to Puerto Rico. It makes you realize that violence isn't caused by anything besides violent people.

What We've Learned Today: As the short order cook from "The Muppets Take Manhattan" said, "people is people."

Ron Freeman
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APPLE WIZARDS
http://applewizards.net/

Mini-Reviews, You Complete Me

If you haven't been to our Mini-Reviews site, what are you waiting for? Hop on your browser and head on over to http://mini-reviews.applewizards.net/ . While you're there, download the kit and submit some Mini-Reviews of your own!

Mini-Reviews are part of the MacLoop network, so check out the other fine sites, like Think Secret and Geektastic, at http://www.macloop.com/ .

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Go! ➡   http://www.macloop.com/

BackJack™ Online Backup Service
Price: $17.50/month
Category: Internet/Communications
Review by: Bruce Trimble

Menuette 3.0
Price: $19.95
Category: Control Panel/Extension
Review by: Phillip Grey

Cozo Speakers
Price: $99
Category: Hardware
Review by: Daria Aikens

Galactic Patrol
Price: $19.95; $24.95 for the CD version
Category: Game
Review by: Marc Messer

TypeIt4Me 4.8.1
Price: $27
Category: Utility
Review by: Erik J. Barzeski

File Smiler 1.5
Price: freeware
Category: Utility
Review by: Phillip Grey

iMagicalDesk
Price: Free, small fees for premium services
Category: Internet/Communications
Review by: Daria Aikens

ScribblingWorks 1.4
Price: $20
Category: Business/Productivity
Review by: Brian Kelley

MegaSeg™ 1.1
Price: $199
Category: Audio
Review by: Ben Garland

ConMail 1.6b6
Price: Free
Category: Internet/Communications
Review by: Rudi Muiznieks

Liquid Music Player 4.01
Price: Free
Category: Audio
Review by: Teemu Masalin

The Apper 1.0
Price: Free
Category: Utility
Review by: Karlye Schmarlye

ThreePort
Price: $19.95
Category: Hardware
Review by: Erik J. Barzeski

iCalc 1.0
Price: $5
Category: Business/Productivity
Review by: Brian Kelley

Macworld Mac Secrets 5th Edition
Price: $49.95
Category: Book
Review by: Brent Hecht

Victorian Mansion
Price: $24.95
Category: Games
Review by: David Doonan

FROM THE DESKTOP
Letter from the Editor and other Miscellaneous Stuff

Online in October

Starting next month, with our October issue, Apple Wizards will move to a strictly online-only format. Though I know some readers will be upset at this move, I also know that others will be quite happy to peruse each issue of Apple Wizards on our website. However, both groups of users are probably wondering why we're doing this…

There are a number of reasons to move to an online (HTML) based publication method. I like lists, so here's one for you.

Paying the Bills
We only have one banner ad, and we use revenues generated from selling that space to pay for those darn site hosting fees, copyright fees, legal fees, and so on. We're still a non-profit group of Mac-o-philes, but we have to make enough to get by, as well as pay for extra things (like trips to Macworld Expos).

Raw Speed and Accessibility
It's much faster to load an article you want on our website than to download a 1.5 MB issue. It's also (probably) going to be much faster for us to publish in HTML over DOCMaker and PDF. An online version is also more accessible. Companies can link right to their product reviews and you can tell your friends to read a specific article.

The Web Basics
The Internet offers the functionality we want — clicking on URLs, optionally loading full screenshots from a review, immediate interaction via feedback forms, and more. We'll even be using cascading style sheets (CSS) to make sure that the online version looks as good (or better) than what you're looking at right now.

Downsides

As with any change, we realize that there will be some downsides. No longer can Apple Wizards be published by third-parties (such as on CD-ROMs or on FTP sites). This is actually good and bad… Moving to an online version also eliminates the ability to read our magazine offline without using Web Devil, downloading the pages you want in Internet Explorer, or the like.

I can tell you that we're going to try pretty darn hard to make the online version as good as our DOCMaker/PDF versions. We'll still use pretty graphics as we do now (perhaps even a few more than normal), we'll still have the same writers, and we'll still notify subscribers when a new issue is released. Heck, we'll even have a (small) archive of previous issues. We'll just be in a different format.

What do you think? Let me know… Just visit our feedback page at http://applewizards.net/feedback.shtml and send me a note, or send email to connect@applewizards.net . Thanks, and I do hope you'll continue to read Apple Wizards.

URLs From this Article:

Go! ➡   http://applewizards.net/feedback.shtml
Go! ➡   connect@applewizards.net

Erik J. Barzeski
erik@applewizards.net

Ron Visits a Pub

This is Apple Wizards staff member Ron Freeman. And this is a contest. Anyone that can think of a funny caption for this picture will be entered to win. What are the prizes? I'm not sure yet, but they may include a free trip to Hawaii. Or not. :-)

Seriously, though, send in submissions to connect@applewizards.net and I will personally pick the funniest caption. Crank up those email applications and fire off your ideas today. This contest will end whenever we think it's fair (i.e. early enough so that we can publish the results in the next issue, and late enough so that we **get** some results). Think happy thoughts…

APPLE WIZARDS
http://applewizards.net/

Behind the Magic

General Information

Thank you for taking the time to read Apple Wizards, **Volume 3, Issue 04**. We sincerely hope that you enjoyed it. This issue of Apple Wizards was created in **DOCMaker v4.8.4** and **Adobe Acrobat 4.01** using the fonts Monaco, Palatino, Courier, Snyder, and Apple Garamond. Please visit our website at http://applewizards.net/ or the DOCMaker website at http://www.hsv.tis.net/~greenmtn/ for more information on our publishing format of choice.

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Staff

Editor in Chief / Webmaster

Erik J. Barzeski
Go! ➡   erik@applewizards.net

```
I am an avid Cherry Coke drinker. I get too busy. When I'm not burning
CDs, working on Apple Wizards, writing reviews for MacAddict, or
otherwise using my G3, I'm usually playing some sport or another or
designing a website for someone. I've been a Apple fan since I first
played Oregon Trail on my family's Apple IIe. Too bad little Billy Gates
always died by the time we got to Blue Ridge Run...

I enjoy working on Apple Wizards because I have a serious distaste for
free time and society in general. <GRIN>
```

PR / Business Director

Daria Aikens
Go! ➡   daria@applewizards.net

```
I am a 22-year-old graduate of the University of Florida who is sick and
tired of the inconsistency of the Gator Football program. But hey, at
least I'm not a Seminole! When I'm not webmastering in front of my
souped-up Performa 6400 or fighting over the iMac with my boyfriend, I
can be found rehearsing and choreographing for dance companies or working
at a local, regional ISP. Apple: If you are looking for anyone to
choreograph a dance piece for next year's "Apple Road Show," I'm
available!

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

Columnists and General Staff

Pete Burkindine — Reviews
Go! ➡ pete@applewizards.net

An Apple/Mac lover since 1986 (remember Lemonade Stand?), I am a Web designer, Mac consultant, and freelance humorist. I'm starting college all over again in Fall '99; a second-year freshman studying philosophy, music and computer science at Drury College in Springfield, MO. I want to be a leech on society when I grow up!

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

Craig Cox — The CoxFiles
Go! ➡ craig@applewizards.net

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

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

David Doonan — PDF Maker
Go! ➡ david@applewizards.net

I have been involved in the graphic arts since 1972, primarily as a photographer and offset printer. Seven years ago, I escaped with my wife and two sons from Trenton, New Jersey to the rural countryside of upstate New York. The most important thing about computing is the spread of knowledge and the potential for individual empowerment. Today's desktop has become every man's printing press.

Life has become a never-ending struggle to learn faster than my sons.

Ron W. Freeman — Website Watch
Go! ➡ ron@applewizards.net

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

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

Jeff Frey — Creator Code

Go! ➡   jeff@applewizards.net

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

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

Brent Hecht — Medicine Man

Go! ➡   brent@applewizards.net

I am rather new at this writing stuff. I currently author articles for MacOS Daily and 32 Bits Online when not hard at work for Apple Wizards. Contact me at the email address above to ask a question, comment or just to talk to someone!

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

Brian Kelley — 'Warehouse, Connect

Go! ➡   brian@applewizards.net

Decanted from a questionable batch of zygotes some 30-odd years ago, Brian's genetically-engineered compulsion to seek out shareware with the tenacity of a bloodhound makes him the ideal candidate for the 'Warehouse column, while leaving him suited for very little else in life. He lives and writes from a secret location in upstate New York with only his very understanding wife and their iMac for company.

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

Aaron Linville — Shop Talk

Go! ➡   aaron@applewizards.net

I am an 19-year-old college student and majoring in Computer Science. I am an experienced consultant with a CNA license. I have used almost every operating System ever made, and I always keep coming back to the Mac OS.

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

Marc Messer — Game Reviews

Go! ➡   macjunkie@applewizards.net

I'm a 22-year-old-senior at the University of Florida studying Computer
Science through the college of business. When I'm not on my 6500, Gustav,
I'm doing such useless time consuming things like sleeping, eating, and
occasionally going to class. I'm forever struggling with java and nothing
ever compiles. Other than that, I like to watch UF sports and listen to
hardcore, ska, and hardcore ska music.

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

Rudi Muiznieks — HTML Toolbox

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I'm a pure Canadian, born and raised. I'm currently majoring in computer
science here at the University of Calgary. When I'm not skipping lectures
to sleep in, I'm probably skipping lectures for some other reason. My
main source of income is designing web pages and shareware (well, I
actually haven't got any income from shareware to date, but I'm still
hopeful). Email me if you have any topics you would like to see covered
in my column here at Apple Wizards.

Where there once was a hole in my soul, there now lies Apple Wizards. Oh
well, beggars can't be choosers…

Morgan Williams — Copy Editor, Feature Articles

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

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

Robert Zimmerman — Macintalk

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I am a 19-year-old student at Karl-Franzens-University in Graz, Austria. Addicted to my two Macs and caffeine, I try to keep my web-pages up to date and even spend some time on bungie.net and whenever I don't have to struggle to pay my phone bill, I seek interesting people for my Macintalk column.

I work with Macs because PCs don't like me: Every time I work on one, it turns blue and rejects input from me.

Next Issue…
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