

AppleSauce

February 1995




The Cover

HTML by hand with SimpleText, display by MacWeb, screen capture by FlashIt, trim by SuperPaint.

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AppleSauce this month...

Peter J. Carter

No, that's not a real WWW page on the cover (the URL gives it away) but the HTML is real enough.

Two things have stood out in the past year and have been reflected on these pages. One has been the increasing number of good titles on CD-ROM. We've reviewed several, and there are lots more: encyclopedias and other educational material, MacOS 7.5, programming tools and utilities, games and other entertainment... The club deal with the Ian and Stuart's CD set is a good example. It's a trend that will continue. Time to buy if you haven't already.

The other has been the growth of the Internet. Most of the material in **AppleSauce** now comes via the 'net, either from TidBITS or from our own members. That too, will continue, especially now that the machine used to edit this magazine now takes its own place, with a little help from TCP/IP, PPP, and MacWeb or Mosaic, on the network. There are a few examples of what's available in this edition.

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On other pages you'll find some musings on the Mac and its past and future, news of goodies seen at Macworld SF, a book review, more 'net stuff; all the usual sorts of things.

The Apple][people are not forgotten, because David Francis describes his experiences with adding hard disks to Apple][s. He also contributes a couple of backronyms and a poem.

That mock HTML **AppleSauce** does bring up a question, the future of **AppleSauceHT**, the electronic edition. It's currently prepared with FrameMaker 4, then exported (via MIF) to FrameMaker 3 so that it can be read with version 3 of FrameReader. Has the time come to change to HTML so that people can use Mosaic or MacWeb which are shareware? (Frame products aren't.) Think about it and let me know. 🍏

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Presidential Keyboard

Peter Jenkins

My best wishes go to all members for 1995. I hope that the Club will meet your expectations this year. Some of you will have heard this before, but for the sake of new members, it is worth repeating. If you think that we could be doing something new or different to make your Club more useful to you, let one of the committee members know. We are constantly striving to make the Club better for you, and your ideas and feedback are welcomed.

I was confronted with an interesting challenge during my summer holidays. My wife's second cousin, who lives in Trieste, Italy, came to Adelaide for the week between Christmas and New Year. She has a Mac Plus and a PowerBook 145. When she learned that I was an Apple user, I was presented with a couple of problems with which she had been struggling.

The first problem was an easy one. The mouse on the Mac Plus had stopped working. She had been unable to obtain a second-hand mouse, and a new mouse was quoted at \$200. That didn't seem a good purchase when pre-loved Pluses sell in Italy for about \$400. Although that last week of the year

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is probably the worst for purchasing computer parts, Steve Rosenberg from MacLogic was able to help immediately.

The second problem required more effort. What do you do to get on to the Internet? Although I've seen the demonstrations at our Club meetings and have an idea of the general requirements, I don't know the full details of hardware, software, or subscribing to connection service providers such as APANA or the MacMedia BBS. Phone calls to Geoff Peters and Ian Bagust put me on the right track. One really helpful recommendation was to buy Adam Engst's book *The Internet Starter Kit for Macintosh*, which has an accompanying floppy disk of useful public domain software. I found that this book filled in a lot of detail for me and I was really impressed with the scope of the information which can be found on the Internet. One piece of information that I was unable to obtain in the short time available was details on any public access organisations or bulletin board services in Trieste.

These problems demonstrated clearly to me the value of a user group. Through our Club, I had the contacts which enabled me to track down quickly a source of cheap computer parts and detailed information on network access, at least in my local area. If I were her, one of the first things that I would be doing on returning to Trieste would be to join a local user

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group. SAAUC members know that this is the smart thing to do.



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1994 and 1995: Forward and Backward

Adam C. Engst

Welcome to 1995! At this juxtaposition of endings and beginnings, I'd like to pass on some thoughts I've been mulling over in regard to predictions and look back at last year's more interesting events.

Predictions

People often ask me what I think the Mac industry, the Internet, or I myself will be like in five years, in ten years, or who knows when. I never pretend to be a prognosticator in entrails, so I base my answers on several basic policies.

First, with the clarity of hindsight, could I have predicted where things sit today from some length of time in the past? In other words, if you ask what I'll be doing in five years, I look back five years and see if I could have predicted my current situation. I find this method useful for determining whether a prediction is possible. If the current situation was unimaginable in the past, I see no reason that I should be able to predict the same length

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of time into the future.

Second, all my thoughts about the future are predicated by a pair of contradictory statements, each of which on its own works perfectly.

- ‘The world is constantly changing.’
- ‘The more things change, the more they stay the same.’

The first statement (an expression of Heracliteanism, for those of you with a passing interest in Classical philosophy) makes sense, and I doubt anyone would seriously argue with it. No matter what tack you take, the world is changing, at the levels of the physical, the cultural, the intellectual. But, the second statement, more of a popular aphorism, seems equally sensible. Cells may die and be replaced within our bodies, but we stay pretty much the same. Governments come and go, but the lot of most people remains the same. Fashion may come and go, but the penguin-effect of the tuxedo has remained constant for many years.

Again, I never said I was a seer, but if you keep these basic truisms in mind while analyzing the current situation, you’ll stand as much of a chance as I do at gazing into the murk of the gleaming crystal sphere.

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A look back

It's much easier to look back than it is to look forward, and I just thought I'd glance at some of the events that caught my attention.

- Early in 1994, the Macintosh celebrated its tenth birthday. Apple put on a good show, but it was up to the industry to note that Apple had survived for ten years both because of and despite the Macintosh. Is Apple going away any time soon? I seriously doubt it — Apple's too big and continues to sell more Macs every year. But will the Mac as we know it last another ten years? That's a good question for the soothsayers.
- What Apple didn't quite manage to do at the Macintosh birthday party was release the Power Macs. They did appear though, a few months later in March, and have proven wildly successful. Apple pulled off a technical coup in moving the entire platform to a different CPU based on RISC rather than CISC with few notable problems. It took a few months for most major programs to appear in native mode, but clearly the Power Macs are here to stay and the 680x0 line is fading fast.
- Less successful was the release of eWorld, Apple's online service. Based on the same software used by America Online, eWorld has been rightly crit-

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icized for having too little information, for offering insufficient Internet connectivity, and for not being the official channel to Apple for users. When all is said and done, Apple's new graphics for the AOL interface aren't enough; users want content, and in my opinion, the content Apple should provide is full, official, guaranteed technical support. Just think, Apple could make money on tech support rather than paying vast sums to let people wait on hold at 800/SOS-APPL.

- The great industry implosion started with Aldus and Adobe merging toward the middle of March. Aldus has disappeared in favor of the Adobe name, and FreeHand reverted to Altsys, the original developers (who were later purchased by Macromedia). Not to be outdone, Novell purchased WordPerfect and picked up Borland's Quattro Pro spreadsheet in the process. Next in line was Symantec, which swallowed competitor Central Point (after having previously eaten Fifth Generation Systems, which had in turn purchased Salient Software earlier). Never one to be left behind (and perhaps the target of many of the other mergers), Microsoft announced an agreement to purchase of Intuit in October, pending FTC approval. Rumors about Apple and AT&T, Apple and IBM, and Apple and Motorola all proved to be nothing more than vapor.

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- This was definitely the year of the Internet, perhaps the first of many. Growth blazed on at the tremendous 10 to 20 percent per month rates (depending on what you look at and when), and the World-Wide Web took the spotlight as the sexiest Internet service around. NCSA Mosaic for the Mac was joined (and in many ways surpassed) mid-year by EInet's MacWeb and, toward the end of the year, by Netscape Communications' Netscape. Even Apple got in on the action, awarding eleven Cool Tools certificates (and Power Mac 7100s) to deserving Macintosh Internet developers.
- Although OpenDoc's tiny modules still lie in the future, the backlash against bloated programs began with the release of Microsoft Word 6.0, which boasts an impressive feature set that helps it to leap tall buildings, very slowly. Word's 25 MB standard install bulk enables it to stop speeding trains, and users of machines with the 68030 chip (reportedly about half the installed base of Macs) wondered what sort of kryptonite was bringing the Document Processor of Steel to its knees on their previously capable machines.
- Last but certainly not least, Intel closed out the year with what will become a textbook case of how to repeatedly shoot yourself in the public relations foot with the Pentium debacle. Despite having known about the

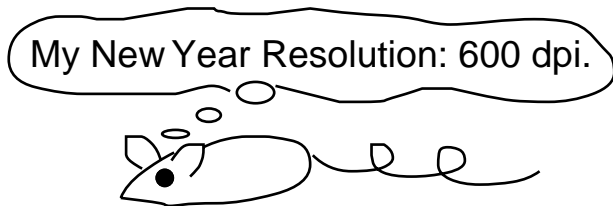
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bug for months, Intel tried to hush it up until the Internet took over and turned a couple of incorrect calculations into a firestorm of public outrage that burned Intel at every misstep, until the company finally offered to replace any bad Pentium chip for anyone for any reason.

Adam C. Engst <ace@tidbits.com> 🍏



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OS Directions: Marconi, Copland, and Gershwin

Geoff Duncan

With rumors that the next major revision of Apple's system software (Copland or System 8) is set for the tail end of 1995, Apple is gearing up for an interim system software release in early 1995 to pave the way for new Macintosh models and critical new Apple technologies. In the meantime, Apple is slowly dispersing information on future system technology in an effort to clarify their stance on future directions and Windows 95.

Marconi

Code-named Marconi, this system software will incorporate support for new Power Macs based on the PowerPC 603 and 604 chips, including new PowerBooks, desktop Macs, and upgrades for existing CPUs set to ship in the first half of 1995. In addition, Marconi will ship with OpenDoc, Open Transport, and possibly the Appearance Manager and the long-rumored enhanced version of the Power Mac's 68040 emulator. We should also see

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some interface changes, better support for 3-D graphics technology, support for PCI and other (possibly FireWire) peripherals, and a good deal more PowerPC-native code in the system.

The much-touted OpenDoc is a central technology in Apple's movement toward a more document-centered operating system. To over-generalize, OpenDoc lets users apply collections of small, compatible tools to their documents rather than throwing their documents at sets of large, unwieldy applications. Under OpenDoc, users will be able to mix-and-match spell checkers, drawing tools, text tools, and utilities to meet their particular needs. OpenDoc is a superset of Microsoft's OLE 2.0 technology (shipping in current versions of Word, Excel, PowerPoint, and Works) and will thus be compliant with existing applications using OLE.

Open Transport is a new, modular layer of the operating system designed to allow Macs to communicate 'natively' using any network protocol, such as TCP/IP, SNA, Novell NetWare, DECnet and others. Traditionally, Macs only 'speak' AppleTalk; Open Transport will enable Macs to behave as if they were native denizens of any network, and furthermore be able to run more than one network protocol simultaneously. Presumably Apple will provide a set of protocols with Open Transport (such as AppleTalk and

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TCP/IP); other protocols will likely be available from third parties.

Incidentally, Guglielmo Marconi (1874-1947) was an Italian engineer who transmitted long-wave radio signals across the Atlantic in 1901. In 1909, he shared the Nobel Prize in physics.

Copland

Although rumor and innuendo continue to surround Copland, a few common themes have begun to emerge. One is that it probably won't be called System 8. Apple representatives declined to comment on what Copland's final name might be, although they have suggested it won't be System 95. Copland may ship under the name MacOS, possibly with Marconi leading the way as MacOS 1.0. Copland is also allegedly a complete rewrite of system code based almost entirely on OpenDoc components.

Another consistent thread is that Copland will be the last release of Macintosh system software that will run on 68000-based Macs and, furthermore, that the release of the 68000-based version of Copland might occur as late as the second quarter of 1996. Apple insists that Copland will ship by the end of 1995 (a key point in their strategy to compete with Windows 95), but they may be backing away from commitment to a 68000 version by that

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date. Although this is good news for Power Mac owners, it does leave many owners of earlier Macintoshes wondering what will happen next.

Copland is presently set to include a significant set of features and enhancements:

- **Preemptive multitasking and protected memory.** The new microkernel-based system will enable your Mac to do more things simultaneously and let you continue working without interruption through what now are modal operations (i.e., formatting disks, launching applications, polling network services, etc.). Protected memory management means that crashes in applications (or even the system) should have minimal impact on other programs or your machine. (This should also include support for applications developed under the current Macintosh memory model and run them in their own protected memory area.) Copland will include a threaded version of the Finder that can run many Finder tasks concurrently.
- **Active Assistants:** With the introduction of Apple Guide in System 7.5, we've seen the beginning of active assistance integrated into the Macintosh system. Copland will expand on this model and include precursors

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to intelligent agents. Expect early examples to be tightly integrated with the System — printing, network use, and PowerTalk come to mind — but application support and inter-application features should be provided by third parties.

- Workplace features, with better support for workgroup and collaborative applications. Likely candidates include MovieTalk (QuickTime-based video-conferencing) and collaborative document spaces that can be modified and viewed simultaneously by multiple users.
- 64-bit memory addressing, which would allow Macs to see disks up to 256 terabytes in size and access over 16 million volumes simultaneously. This should keep even the most intensive power users happy for at least a couple of years.

Gershwin

Fewer details are available regarding Gershwin, Apple's system software set to follow Copland in 1997. It seems that Gershwin will not run on 68000-based Macs; however, it will incorporate a portable microkernel that would allow Apple (or its licensees) to compile Gershwin for a variety of processors, including (but not limited to) PowerPCs, DEC Alphas, MIPS, and

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Intel processors. If this effort bears fruit, users would be able to select from a number of hardware architectures and still run Macintosh applications. Not surprisingly, Gershwin is set to include application and operating system frameworks from Taligent, allowing Mac users to run applications from other platforms under the Mac OS.

Gershwin is also slated to support multi-processor machines. As CPU chips get less expensive, significant performance improvements could be seen on desktop computers by incorporating a number of inexpensive processors rather than a single high-end, high-speed CPU. This would also allow Apple to have a mainstream OS that runs on high-end, multi-processor workstations and servers.

Gershwin should include system-level support for advanced 3-D graphics, possibly with the aid of technology licensed from SGI or other graphics-platform vendors. This would let application developers and information providers more easily incorporate high-speed 3-D models and renderings into their products. Additionally, Gershwin should include intelligent agents that handle and assist with a wide variety of tasks. Don't look for them to simply help you learn your new word processor or find a missing file: intelligent agents might handle telephone messages, email, reservations, per-

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sonal finances, program the VCR, and even make sure your house has that lived-in look while you're on vacation. Intelligent agents will likely be one of the gee-whiz features Apple focuses on as Gershwin gets closer to market, both in its advertising and demonstrations, as well as in efforts to attract developers to its new technologies.

Summary

With these rumors of spectacular progress in Apple's operating systems, it's important to note that Rome wasn't networked in a day. With Marconi, the introduction of OpenDoc and Open Transport will likely be akin to the introduction of QuickDraw GX with System 7.5: cool technology that few programs support. By introducing these technologies and shipping them with new Macintosh models, Apple hopes to push these components into the world and encourage developers to use them. By the time Copland ships, these technologies will hopefully be mature enough to provide real advantages for everyday Macintosh users.

By announcing these plans as much as a year in advance and making some details available to developers and the press, Apple is also attempting to clarify its stance relative to Microsoft's much-hyped (and much-delayed) Windows 95. Microsoft would have you believe that with the introduction of

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Windows 95, there will no longer be any reason to buy a Mac. By discussing and demonstrating its current and upcoming technology, Apple hopes to show that its offerings already eclipse Windows 95, and that the Mac's future will both ship earlier and be significantly more elegant than Microsoft's options. This certainly won't be the last chapter of the Mac-versus-Windows debate, but I believe it shows Apple intends to be in the thick of the fight.

Information from: Apple propaganda, Pythaeus

Geoff Duncan, Managing Editor <geoff@tidbits.com>

(Geoff has recently been appointed to the TidBITS staff. He has considerable experience in the computing world, and has held a number of editing and program testing positions. TidBITS has grown to the point where it has some 14,700 subscribers, who naturally generate considerable volumes of email, requiring more people to handle it. Ed) ☺

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Things My Mother never told me (but I found out anyway)

W. John Russell

Incompatible Back-ups.

Like all good Mac users I backup everything regularly (Hmmm?). It was only an unlucky accident that my Powerbook 180 which I had been using whilst travelling and which had a 10 MB FileMaker data file on it, decided it was tired and crashed. I could not even boot up. The only response was the puzzled floppy disk on the screen. Fortunately I had just upgraded my Norton Utilities from 2.0 (good) to 3.1 (excellent), but as yet, according to Murphy's law, had not yet installed it on the Powerbook. I was able however to get the system running by inserting the Emergency floppy disk and booting from that. Norton was then able to restore the hard drive to the level that the Powerbook again booted from its own drive.

However, in this fragile state, I was not prepared to formally install Norton Utilities 3.1 on to the system. I therefore used the Norton 2.0 which was

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already installed to totally back up the drive onto 30 HD floppies before proceeding. This was done uneventfully.

I then decided to store the large data file on my IICI desk machine.

However, to my surprise, the backup file could not be read by Norton 3.1. Fortunately I had retained a copy of the backup program which came with Norton Utilities 2.0 and so I was able to rebuild the file on my main machine.

Lesson — Norton Utilities 3.1 is an excellent program. It recovered very well for me. But if you use the backup program do not delete Norton Utilities 2.0 backup from your system as 3.1 does not appear to be able to read backup files from 2.0

For those in the upgrade mood

Deneba has released a new version of Canvas. This excellent drawing program has got even better. Registered users can obtain the upgrade to Canvas 3.5.3 from PICA Software 212 Berkeley Street Carlton Vic 3053, Telephone (03) 349.4155 or Fax (03) 349.4166. For users of 3.x the upgrade is \$149 plus shipping. If you already have 3.5, the upgrade is cheaper.

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For people who indulge in Lies, Damn lies or Statistics, PICA also are the agents for Abacus Statview. The old Statview 4.0 had a printer bug which was corrected in 4.02. That was released over a year ago but is still available for \$29.95 plus shipping. Abacus have just released Statview 4.1. This is written in native code so those that are the really heavy number crunchers (and already have their Powerbook 540c) may wish to upgrade when it becomes available in the next few weeks. ☺



The dog lives at

<http://www.cityscape.co.uk:81/bar/>

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Response to ‘It’s All About Love’

Dave Nagel

[This is a response from Dave Nagel of Apple to Dave Winer’s item in the December issue. Ed.]

You’re wrong in thinking that we neither value our developers nor recognize their contributions. We do — very much — on both counts. On the other hand, you’re right in saying that we have shanked the developer program in the past. The gentlemen you mention certainly did their magic, but I fear I also contributed shortly after ‘taking the helm.’

We are working hard to fix these problems — and to improve the fortunes (literally) of our developers. I have constantly been on the bandwagon during the past six months — inside AppleSoft and out — about the importance of doing what we can do to make our developers successful. Recently, at our three international sales meetings, I tried to rouse the field people into being much more aggressive with helping ‘local’ developers succeed with their products and their businesses. Of course, the best thing we could do

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would be to increase our market share — but that's a longer story (which will unfold by itself, I am sure).

We are in the process of revamping our developer programs with a view to helping the smaller developer. We also are trying to work more closely with key large developers (the usual suspects) since their support for the platform is both central to success in the commercial market segments and important for the press. To succeed in the platform game, it's clear we have to deal effectively with both the trade and popular press — you can't imagine how much time this takes. [It must take a lot, since the Apple PR people haven't yet called me back from a question I posed back in September, and we never get any press releases or official release information. -Tonya]

So there are a number of things we are doing — and I am very serious about that. Does it mean that I'll always do everything right by the developers? Probably not (from their point of view), but I am trying hard to balance the realities of our current business model with the need to do everything possible to help developers — both large and small — succeed better on our platform than on the other platform.

I know the good old guys are no longer around and, from your perspec-

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tive, Dave, there are often a bunch of ‘suits’ in their places. But the world and our business are more complex than when the pioneers were around. So... different folks, different problems, different behaviors — some for the better, some for the worse. What *does* seem to be a constant is that virtually everyone at Apple does want to make a difference — the culture here is still far, far from being IBM-like. I think we’ve lost a lot of the ‘major personalities’ and this has created a different experience for those of you who deal with us.

It has been a difficult transition for us over the past couple of years. Our profitability (gross margins) were more than halved in a little over a year. That factor alone created incredible pressures (apart from the layoff — itself a delightful experience). Those pressures are certainly felt by our employees, virtually all of whom work incredibly hard to make our platform a success. Admittedly, it’s been difficult at times to keep morale high: employees are barraged every day with popular and trade press opinions that we’re going to be crushed under the Gates steamroller. (Maybe if he starts spending more of his time in those old book auctions...).

And, of course, there are a lot of start-ups right now (particularly in multi-media) and many of our employees are being targeted. We’ve always had a

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superior work force — it's one of the real strengths of Apple. I don't know if you know, but Bill opened a recruiting office in Cupertino just down the street from our R&D facility. Morale is pretty good now (it was certainly at a low point six months ago) but these things can change quickly. Keeping morale high is a major goal.

So, we have changed and will continue to change. But don't pay too much attention to superficial details. There is a certain core of the culture that's intact — there's a tremendous passion at Apple to do great products and to be a great company. The styles are different and perhaps the pressure is greater; the go-go, indulgent 80s are over and folks here are hunkering down and working without some of the flamboyance of the past.

I feel more positive than I've felt for years. We have a good strategy; we have some fantastic technologies and great people; we're developing some new and aggressive marketing talent; we're working on mostly the right things; the other side has its share of problems to look forward to in the next couple of years; and we've adjusted to our new financial model extremely well. Obviously, I don't want to appear to be too much of a Pollyanna — success is certainly not guaranteed. But I truly think we are better situated to succeed than we have been. And I can guarantee you it's going to

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be as exciting as hell the next couple of years!

Dave Nagel, president of AppleSoft <nagel@applelink.apple.com> 🍏



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Clone Alone

Geoff Duncan

On December 28, 1994, Power Computing Corporation of Milpitas, California, became the first company to announce it had reached a licence agreement with Apple for rights to build Macintosh clones. Power Computing expects to supply Mac clones to other PC makers to sell under their own logos as well as directly to consumers via mail order. According to the New York Times, Power Computing plans to begin shipping PowerPC-based clones in mid 1995 for as little as US\$1,000 each. Apple indicated it expects a few other companies will announce licensing agreements ‘in the near future.’

If your first reaction to the name ‘Power Computing’ is ‘Who’s that?’, you aren’t alone. Power Computing is a small, little-known, start-up company with no established brand recognition, distribution channels, or manufacturing track record. However, its CEO and President, Stephan Kahng, is a veteran of the PC-clone game and is credited with developing the Leading Edge PC for South Korea’s Daewoo Corporation in the 1980s. Power Com-

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puting's largest outside shareholder is the Italian company Olivetti, a large manufacturer of PC-clones.

If you wonder why Power Computing is the first company to announce an agreement to manufacture Macs, you still aren't alone. Apple has been coy when speaking about potential licensees of Macintosh technology, saying only that there were several possibilities and that it would leave any statements up to licensees. Industry speculation has pointed to Motorola, Zenith, Pioneer, and even IBM as being likely to strike a deal with Apple, but apparently Power Computing decided to make a splash with its announcement. This could potentially jump-start other efforts to licence the Macintosh as other manufacturers rush to firm up their deals. But it's important to remember that no large personal computer makers have committed their own manufacturing resources to Mac clones, nor have any agreed to buy systems manufactured by Apple.

Industry scuttlebutt has held for years that Apple should licence the Macintosh, and it's generally been accepted that Apple must licence its technology in order to expand market share. It's a risky strategy: Apple has controlled about ten percent of the personal computing market for the last few years, but that is expected to decline in relation to the PC market for

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1994, even with unprecedented Macintosh sales and the success of the first Power Macs. Mac clones will significantly ‘cannibalize’ Apple’s own revenues and cause the company to decrease in size as it lays off employees and focuses more on its software business. However, an aggressive and successful cloning strategy could allow the Macintosh to penetrate a greater portion of the market and — cross your fingers — fight a winning battle with the Windows-Intel standard.

Many members of the Macintosh user and development community feel extremely nervous about clones. They point to early IBM PC clones that claimed 100 percent compatibility but didn’t deliver, causing untold numbers of headaches for consumers and businesses (and giving savvy technicians a sinecure!). Users and some industry experts agree that a bad Mac clone could be disastrous for Apple; however, others feel that clones — even bad ones — will allow Apple to leverage its brand name. As one industry source put it, ‘Would you rather drive a Volkswagen or a Mercedes?’ In any case, look for Apple to closely supervise the production of the first Macintosh clones.

Geoff Duncan <geoff@tidbits.com> 🍏

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Radius Too

Tonya Engst

Radius has long made accelerator boards, video cards, and the like for the Macintosh, so it comes as no big surprise that they will be early clone makers. Apparently, Radius plans to offer several clones to help people push the speed envelope with desktop publishing and video. One such clone, dubbed the VideoVision Workstation, is intended as dream machine for people doing video on the Mac, and will ship with Radius/VideoFusion's Radius Edit program, a program that video producers should find analogous to the higher-end systems they've been using for editing video. Radius Edit will also support QuickDraw GX fonts. Radius Edit will also ship separately in the first quarter of 1995 for around US\$1,000.

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DayDoubler

Brady Johnson

DayDoubler is a new product from Connectrix that gives you those extra hours in each day that we've been asking for. Using sophisticated time mapping and compression techniques to double the number of hours in the day, DayDoubler gives you access to 48 hours each day. With the shareware hack MaxDay, you can easily stretch your day to 60, 72, or even 96 hours! Connectrix warns that at the higher numbers DayDoubler becomes less stable and that you run the risk of a temporal crash in which everything from the beginning of time to the present would come crashing down around you, sucking you into a black hole.

Should this occur, be sure to reboot with the shift key down

Brady Johnson <bjohnson@halcyon.com> 🍏

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Internet Starter Kit for Macintosh, Second Edition

Adam C. Engst

The second edition of *Internet Starter Kit for Macintosh* (A\$49.95, ISBN 1-56830-111-1) should be readily available now. Many people have asked me about the most significant changes.

First of all, the book is a lot longer than the first edition, some 990 pages versus 640 pages. Despite this, it's not much thicker, since Hayden used relatively thin paper for the second edition, whereas they used bulky paper for the first edition. Never judge a book by its spine. To underscore the impact of all that writing, also consider the fact that the first edition has about 280 pages of appendices, but the second has less than 250.

So what is all that new text? A number of the chapters increased in length, as I figured out better ways of explaining how the Internet works and how it fits together. I also mentioned a few notable events that had happened in the previous year, such as Canter and Siegel spamming Usenet. The chapter

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about MacTCP and MacTCP software grew so large that I ended up splitting it into two. Chapter 12 focuses on MacTCP, PPP, and SLIP, and contains lots of technical and troubleshooting information that I learned since the first edition, and Chapter 13 covers just the MacTCP-based applications. Even with that split, Chapter 13 is huge, because so many new and updated applications appeared last year, and I wanted to discuss each one, at least briefly. Although some have no doubt changed already, I also included URLs for pretty much every program in the book.

The expanded chapters were aided in the size increase by the book business's version of steroids — new chapters. I added Chapter 5, which excerpts some of Internet Explorer Kit for Macintosh, which I co-authored with Bill Dickson last spring. I decided to add the excerpt because one of the criticisms of the first edition was that it told you how to do lots of stuff, but it didn't tell you why you might want to do those things or what the Internet would be like, which the Explorer Kit did well. The other criticism of the first edition was that it didn't provide simple step-by-step instructions on how to use the main programs. I had avoided those instructions because they're difficult to write well for something that changes as quickly as the Internet. But, my editor prevailed, and thus was born Chapter 14, which

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covers MacTCP, MacPPP, InterSLIP, Eudora, Anarchie, Fetch, NewsWatcher, MacWAIS, TurboGopher, Mosaic, and MacWeb. You won't learn how to do much from those instructions, but they will get you started.

Ken Stuart <kps1@cornell.edu> came through with an admirable job of updating the list of Internet resources in Appendix A, including numerous Web sites along with mailing lists, WAIS sources, FTP sites, and Gopher servers. We had to shrink the list of newsgroups in Appendix B to keep the book at a reasonable size (with over 9,000 newsgroups, you have to draw the line somewhere), and Appendix C and D still list Internet providers along with contact information.

Perhaps the part of the book that I'm the most proud of is the disk. It's a high density disk this time, and includes the following software: MacTCP 2.0.4, MacPPP 2.0.1, InterSLIP 1.0.1, Eudora 1.4.3, Anarchie 1.2.0, MacWAIS 1.29, MacWeb 0.98a, TurboGopher 1.0.8b4, and a folder of Essential Internet Bookmarks that point at self-extracting versions (use Binary mode to retrieve them if you don't use the bookmarks) of the latest essential Internet applications in:

`ftp://ftp.tidbits.com/pub/tidbits/select/`

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It's easy to throw programs on a disk, though, so this time we created an installer using Aladdin's excellent StuffIt InstallerMaker.

ftp://ftp.netcom.com/pub/leonardr/Aladdin/InstallerMaker_2.0.hqx

The installer puts everything in the proper places, and if you use Northwest Nexus, it even configures MacTCP for you. I've created a custom installer for another provider, LA-based EarthLink Network <info@earthlink.net> in exchange for them buying a quantity of books for their startup kits, and I can do the same for other interested providers — just send me email.

Regardless of the provider you use, everyone gets a PPP Preferences file that contains a slew of modem strings — I've discovered that most of the problems people have in connecting to the Internet are related to their modem init strings. The entire list is also on the disk as a text file. The version of MacWeb on the disk connects to the Internet Starter Kit for Macintosh home page by default, and that page lists, chronologically, the latest versions of the programs that you can retrieve via the Essential Internet Bookmarks.

<http://www.tidbits.com/tidbits/index.html>

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So, along with updating all the information that needed updating, those are the main changes in the book. I'm happy with the second edition because I've learned so much over the last year and I think the added knowledge helps the book, and thus the reader, a great deal. Reports from providers so far indicate that I succeeded.

Should you buy the second edition if you already have the first? That's of course up to you, and I'd say that it depends on how you've used the Internet. If you dove right in and always have the latest of everything, no, the second edition won't tell you all that much that's new. One local Internet user recommended on a local newsgroup getting the second edition and giving the first edition to a friend. I don't know if that's true for everyone, but little of the information in the first edition is wrong; it's just out of date. If, on the other hand, you haven't explored the Internet all that much, but you want to get more into it now, the second edition may be extremely worthwhile.

Oh, and to answer the question about upgrades, no, there is no upgrade path. Despite the addition of the disk, this is a book, and books don't have upgrades. Materials cost is about a third of what the book sells to stores for,

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so the margins are extremely low. In comparison, a software product is often cheaper to produce in terms of materials, and usually sells for quite a bit more money. And yes, I know O'Reilly offers 25 percent discounts on second editions if you send them the cover from your first edition. All I can say to that is that you can get 20 percent off both the first edition and the second edition by ordering direct from Hayden, and you don't have to rip the cover from the first edition.

Actually, why the heck are you asking me if you should buy the second edition? I obviously think you should buy three, or maybe ten, and give them to your friends and relatives as gifts. They stack well, and make great furniture, and if it's another cold winter in the eastern U.S., I bet there are quite a number of BTUs stored in those pages.

For a second opinion (and, I think, a well done review), check out Elliotte Rusty Harold's <elharo@shock.njit.edu> review at:

<http://rever.nmsu.edu/~elharo/faq/reviews/tisk.html>

For those of you who like buying things in computer stores rather than bookstores, Hayden is releasing another version of the book into the software channel. The 'software version' as I've been calling it for lack of a bet-

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ter title, is exactly the same as the book version, with four differences. First, it comes in a box. Second, it costs a little more. Third, it has another disk, for a total of two. (The second disk includes DropStuff with Expander Enhancer 3.5.1, Finger 1.3.7, MacTCP Watcher 1.1.1, MacWeather 2.0.3, NCSA Telnet 2.6, NewsWatcher 2.0b9, StuffIt Expander 3.5.1, and Talk 1.1.1.) Fourth, and most importantly in my opinion, I managed to get Hayden to license all of the shareware on the two disks other than MacWAIS and DropStuff. That means if you buy the software version, you get not only a licensed version of MacTCP, but you are already registered for Anarchie, Finger, Talk, MacTCP Watcher, MacWeather, and TurboGopher (and yes, I know some of those are free — we licensed them anyway to support the programmers). I was especially pleased to be able to negotiate these licenses, since financially recognizing the programmers helps to legitimize the excellent shareware available.

Adam C. Engst <ace@tidbits.com> 🍏

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Circuit Closed

David Francis

I used to be a lot of fun;
When all the daily chores were done
I'd take a glass and park me bum,
and languish.

And friends and fam'ly dropping by
Thought 'What a well adjusted guy,
As right as home-made apple pie,
And happy.

Then someone whispered quietly,
You're missing out if you ask me,
You haven't lived until you see
an Apple.'

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Against my wishes, I was caught
Up with excitement at the thought,
And on an impulse went and bought
an Apple.

Not one of nature's miracles,
But one that's laced with digitals,
And interfaced peripherals
and floppies.

And very soon I got engrossed
In learning how to make the most
Of swapping data with a host
of others.

So here am I, computer hack;
Ensconced in my computer shack
I fiddle with my Apple Mac
for hours,

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A hermit in a hermit's hive,
On line but hardly still alive.
I used to be O.K. but I've,
down-loaded.

I'm booted up, my RAM's on line,
I've memorised my log-on sign,
My modem's dialling out a line
at random.

And as the hours go drifting by,
And babes are born and aged die,
Old father time I think I spy —
I'm aging.

So when at last it's time to face
That final Holy Data Base,
Before my mem'ry gets erased
for ever

Just save to disk and keep on file,
And once in every little while
Re-boot me yet again and I'll
be happy... 🍏

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1995 MACWORLD EXPO

Macworld SF Superlatives

Adam C. Engst

Mark Anbinder started our tradition of an article awarding some tongue-in-cheek awards (and some serious ones) to various companies, products, and events at the show. Mark wasn't able to make it to San Francisco, so we tried to pick up the slack.

Most Connected T-shirt

Outland gets this award for their t-shirt, which, aside from having a nice design, had a URL emblazoned on it. Next thing you know, URLs will be on cereal boxes.

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Classic Microsoft

Microsoft gave ‘Windows 95 for Macintosh Developers’ seminars and passed out t-shirts with the witty slogan, ‘Windows 95 Sucks Less.’ Unfortunately, someone forgot to tell them that Apple had ‘System 7.5 Sucks Less’ t-shirts at Macworld Boston this past August, so once again, Microsoft had to settle for copying Apple after the fact. Plus, the t-shirts made one wonder if Microsoft was saying Windows 95 sucked less than the Mac, a distinctly unpopular sentiment at a Mac trade show.

Neatest Utility

Natural Intelligence enthusiastically demonstrated a utility, called DragStrip, that enables you to create sets of launcher tiles, much like the free-ware Malph, but with numerous enhancements, such as the ability to attach recently used documents to an application launcher tile, and hotspots that bring your strips to the foreground. DragStrip takes the genre to its peak for the moment, and supports its own DragStrip Additions (for changing monitor depth, sound volume, and so on) and Control Strip modules, which were previously only accessible on a desktop Mac with Desktop Strip. DragStrip also comes with a separate Control Panel called Bail, (also released sepa-

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rately by Christopher Evans <evans@natural.com>) that lets you cancel the launch of an application, a useful capability if you keep both Word 5 and Word 6 on your hard disk. Check out the DragStrip demo if you're interested. Natural Intelligence — <info@natural.com> — 617/876-4876 — 617/492-7425 (fax)

ftp://mrcnext.cso.uiuc.edu/pub/info-mac/gui/malph-23.hqx

ftp://mrcnext.cso.uiuc.edu/pub/info-mac/gui/desktop-strip-102.hqx

ftp://mrcnext.cso.uiuc.edu/pub/info-mac/gui/bail-202.hqx

ftp://mrcnext.cso.uiuc.edu/pub/info-mac/gui/drag-strip-10-demo.hqx

Fishest Product

This award easily goes to Aquazone, an aquarium simulator that even had one of its developers stumped when we walked by (he couldn't figure out why all of his fish were dying suddenly). Aquazone isn't a game: you add, remove, and name your fish, feed them, take care of them, control the water temperature, clean the filter, and even tap on the glass. What's more, you can watch your fish grow, lay eggs, and give birth to new fish. Of course, your fish can get sick (and Aquazone comes with a lot of information on piscine diseases!) or even die. You can control the rate at which time passes

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(typical is 50x normal time) to make things happen faster. Aquazone gives you digital pets, and wins kudos from aquarium owners and fish enthusiasts. In future versions, they plan to add environments and creatures, plus use artificial life techniques to give your ecosystems emergent behaviors and interactions. Tecsys Computers — 714/955-4968 — 714/955-4963 (fax)

Best Booth Display

DriveSavers, a company that specializes in data recovery, had the most interesting booth display, titled 'Museum of Bizarre Disk-asters.' Museum-style glass cases displayed several seriously messed up Macs (from which they had recovered hard disk data) in simulations of the original accidents, which included a PowerBook 100 that spent two days in the Amazon river, a PowerBook 140 run over by a Boston Macworld shuttle bus, and a Macintosh that the booth representatives had trouble identifying, but which looked well-scorched. Drive Savers — 415/883-4232 — 415/883-0780 (fax)

Best Deal

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Deneba Software was offering a steep discount on a good bundle: Canvas 3.5, Pixar Typestry 2.0 and DeltaGraph Pro for \$159. If you believed the signs on the booth, this was a \$900 value, but in terms of street prices it still added up to about 50 percent off. Considering that the upgrade price for Canvas 3.5 alone was over \$100, the deal amounted to quite a steal. Deneba Software — <deneba@applelink.apple.com> — 305/596-5644.

Most Frequent Buys

The two products that everyone rushed around trying to buy were Marathon, from Bungie Software, and Route 66, from Geographic Information Systems. Route 66 looks like a promising application for people who need road maps and also want specific driving directions, complete with PowerPC native code, Apple Guide, and AppleScript abilities. Geographic Information Systems has some U.S. maps available, but they are a Dutch company, so they also have a number of European maps for sale. Bungie Software — <bungiel@aol.com> — 312/563-6200 — 312/563- 0545 (fax) — Geographic Information Systems — 415/957-0666 — 415/957-1644 (fax)

Best Tongue-in-Cheek Booth

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Dell Computer, one of the main PC clone vendors, had a booth in the Developer Central section of the show floor. I never saw what they were demonstrating, but they had prepared for the worst by piling sandbags around their booth for protection. We're not that mean of a crowd, are we?

Interesting Retreat

A few months ago, Mitch Hall Associates sent out a press release announcing they had banned all vendors of erotic software from future shows. I was surprised, then, to run into Penthouse Interactive and a couple of similar companies. Rumor had it that after that press release, Penthouse used the 'speak softly and wave a big lawyer' technique, and Mitch Hall Associates rescinded the ban rather than fight it in court.

Coolest Gimmick

Touch-It Paper unveiled Living Paper, a line of heat-sensitive paper products, which come in six different colors in a paint wash look. The trick is that as they heat, they change from their original color to white, and then, relatively quickly, right back again as they cool off. You can print on the paper with a laser printer, and Touch-It's president claimed the paper's color-change capability was more or less permanent. Sure, it's a gimmick,

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but it's fun, and the world needs more fun. Touch-It Paper — 801/786-1000
— 801/786-1400 (fax)

Neatest Emulator

Digital Eclipse gets this award for their emulation software that enables them to license and run the code from original classic arcade games, including Defender, Joust, and Robotron, on a Power Mac. Their booth had the original game cabinets with the guts ripped out and replaced with Macs. As they say, the only thing missing is the sticky buttons. Digital Eclipse — 510/450-1740 — 800/289-3374

Best New Hardware

Iomega and Visioneer share this award since we couldn't decide whether Iomega's purple Zip drives were neater than Visioneer's PaperPort personal scanner. The Mac and DOS/Windows-compatible Zip drive costs about \$200 and stores 100 MB on a single \$20 Zip disk (it doesn't read or write normal 1.4 MB floppies). The under-\$400 PaperPort has OCR software, turns on when you insert a page (and off when it's done), and can scan a page in about six seconds. In fact, we don't have to decide which is best, since Iomega and Visioneer collaborated to create The Electronic Filing Cabinet,

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which includes a Zip drive and a PaperMax personal scanner (which, as far as I can tell is the same as the PaperPort). Iomega — 800/777-6654 — 801/778-1000 — 801/778-3748 (fax) — Visioneer — 800/787-7007 — 415/812-6400 — 415/855-9750 (fax)

Best Bumper Sticker

Pentium Happens.

Adam C. Engst <ace@tidbits.com> and TidBITS Staff

Richard Huff created an unofficial Macworld Expo WWW home page, complete with some photos from his QuickTake. The picture of Michael Spindler on the next page is one of them.

<http://www.pacificrim.net/macworld.html> 🍏

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Apple Chief Michael Spindler at the expo.

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Introducing Multimedia

The Federal Government produces a CD-ROM

Peter Carter

Late last year, amid a great media to-do, the Prime Minister announced that the Australian multimedia industry would be promoted. To help those in the community who were unsure of what multimedia is about, the government has been giving away free CD-ROMs with samples and information about multimedia, its present and potential uses, and the federal government's willingness to be involved.

The disc was prepared by Canberra firm Brigalow Digital Publishing and is in dual Macintosh (HyperCard) and Windows™ format. Mac installation involves dragging a file to the hard disk and setting a memory allocation. PC installation requires a following a half page of instructions, and may involve editing `autoexec.bat`.

On our first look we were disappointed. The screen layout is nothing exciting, the text in the introductory screens is in all capitals, and the QuickTime

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movies were very poor.

A closer look, however, revealed a considerable amount of information that does give an overview of what multimedia is and what it can do. There are three sections, Introduction, General, and Details. The last named deals with markets, and users at all levels of education and in industry. The General section is the largest, covering aspects of multimedia: interactivity, compression, CD-ROM technology, and so on, and various organisations in the industry, such as the SA Film Corporation and similar bodies. Taxes,



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tariffs and other things important to business are either described, or have the relevant addresses listed. There are comparisons between the Australian scene and what is happening in Asia and the rest of the world. Each screen has text and either a photograph (which can be expanded to full screen (some larger than 640 by 480)), or a short movie. These vary in quality. Some do not seem particularly relevant to the topic being discussed, while others are interviews expanding on the text. Many came from Apple Quick-Time samplers. Other examples have come from Sony Australia, the NSW Board of Studies, Peter Gabriel's Xplora, and Brigalow Digital Publishing themselves. In several cases the developers have committed the cardinal sin of film projection by leaving a blank white screen.

The Help system, with explanations in the text area as the pointer is moved about works well enough. People accustomed to browsing HyperCard stacks will have no trouble with navigation, but newcomers may have a few surprises. For serious study, the Contents Lists window seems to be the easiest way to get around.

There was one screen, Major benefits, in the Introductory section that I could not see: whenever I tried (four times) the system crashed.

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Introducing Multimedia is hardly state of the art. It is nothing like packages such as Investigating Lake Iluka, Alice to Ocean or the better training materials now being produced. However, it is a useful summary of multimedia in Australia, and should therefore serve its purpose. If there are any left, they can be ordered from AV Task Force, Dept of Industry, GPO Box 9839, Canberra ACT 2601.

One hopes that all members of both federal houses work through a copy. As has been pointed out elsewhere, most of them would not know email from the whitegoods manufacturer, and the Speaker of the SA parliament has admitted to being computer illiterate. 🍏

Two more screens follow...

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ACS-link

Peter Carter

The Australian Computer Society has for some time made some of its documentation available through a Gopher site in Sydney, but late last year announced something different: Internet access for its members.

By arrangement with Pegasus, the ACS was offering email, conferences (ie. USENET groups), FTP, Gopher and WWW access for a one-time fee of \$50 (plus charges for use beyond the 10 hours off peak or 5 hours peak time use). There were modem deals as well.

I was a little skeptical at first, but as I was set to lose my Nexus account when I left DECS at the end of the year I would need a new provider. The WWW access was a definite bonus, so I signed up.

In due course the manual and software (ZTerm) arrived. In the meantime



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ACS coordinator Peter Tully had given a presentation in Adelaide to demonstrate ACS-link. He used his own PowerBook, not the PC provided, and showed normal modem access to email and conferences, then with PPP and Netscape, browsed the Web for a time. ACS-link has its own home page:

<http://www.act.acs.org.au/acs-link.html>

My first attempts to log in failed. Passwords had been generated by some automaton that hadn't been told the rules: passwords must contain at least one numeral. After several messages via Nexus a new password arrived by snail mail and I was in.

A few weeks later came the message that PPP software was available, so I downloaded and installed it. Whoever set it up did everything right, because TCP/IP, PPP and MacWeb worked first time. There have been a few hiccups in the network since, but elsewhere on the page are some samples of what's out there.

Peter Carter <pccarter@acslink.net.au> 🍏

Screens of pics follow...

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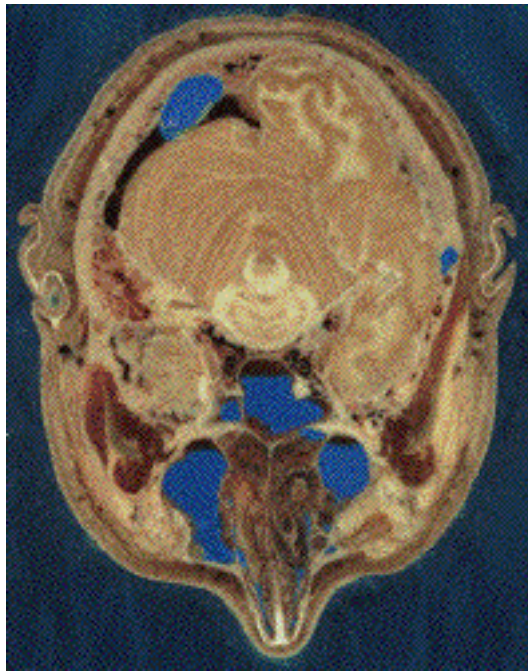
Section of the head of 'Adam'
<http://www.nlm.nih.gov>

Next screen:

A storm on Saturn, taken
through the Hubble Space
Telescope's Wide Field Plan-
etary Camera.

Accessed via

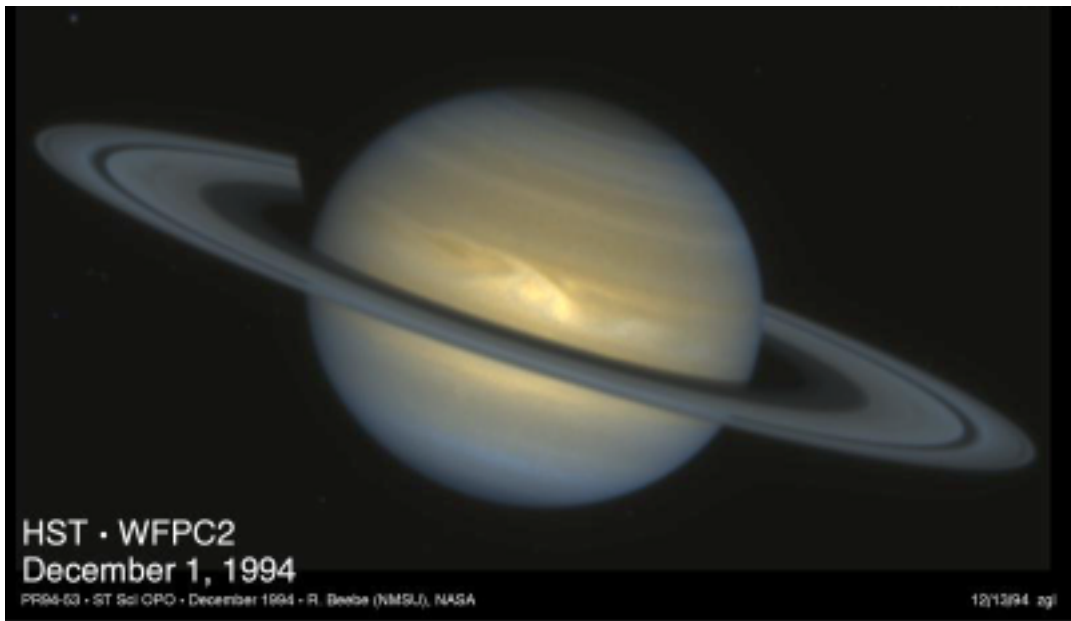
<http://stsci.edu/top.html>



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A glimpse of eWorld through the Web. It looks snazzy (much better in colour), but content is slow in coming. Meanwhile, the Web grows and grows...

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Drive and Initiative

David Francis

A little over twelve months ago, when I impulsively bought a second hand computer ‘to type my letters with’, I had no idea what I was getting into. At that time I was completely ignorant as far as the computer world is concerned (indeed I still am in many respects), but I soon learned that there was a lot more to it than just typing letters. In fact the more involved I became, the more fascinated I became.

I was quite aware of course, that this thing I’d bought was no super-modern technological wonder. It was just a modest little Apple //e with a printer and a few interface cards, but I quickly realized how amazingly flexible the ‘Apple Two-stroke’ can be, especially when well endowed with add-ons.

In no time at all it seems, I came to realise that I simply couldn’t get by without a hard-drive. Now I haven’t got a lot of room on my desk, and I don’t like being surrounded by clutter, so when I spotted an advert in ‘AppleWorks Forum’ for a //e compatible internal drive, I thought all my

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birthdays had come at once.

Well, to cut a short story shorter, I wrote to a company called Memory Plus Distributors in America and ordered a 40 Meg 'Road Runner' at a very reasonable price. It's a brilliant little item which has a couple of miniature drive units bolted to a slot card, with a short strap cable connecting it to a SCSI interface in the form of a second slot card.

I was perfectly happy with my set up, until I decided to expand my horizons even further by getting a modem (It had to be another internal unit, of course!). As you can well imagine, the innards of this old melodeon were getting pretty crowded by now. In fact I was already using all the slots, what with my 2 printers, my 80 column card, an extra meg of memory, the mouse, my 2 floppy drives, and of course the two slots being occupied by my wonderful hard-drive.

What was I to do? I could have started all over again with some other kind of computer, but I was quite loath to do this (funny how you get attached to them, isn't it?). Or perhaps a bit of minor surgery was called for. After all, the card on which the drives were assembled was apparently only there as a support and a means of drawing power. Well I'm no electronics expert by any means, but needs must, as they say.

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So, after studying the cards carefully, I decided to attempt to use DC voltage from the SCSI card, to power the Drive-card. I blew the dust off my old soldering iron, and taking a good grip of my nerves (I was sure I'd stuff it up — and who ever makes a back-up of a hard drive, anyway!?), I very carefully soldered two fine pieces of wire to suitable spots on the drive-card, and soldered the other ends of the wires to the SCSI card, after checking and re-checking to make sure I didn't reverse the polarity, of course.

Having done this (and desperately hoping I hadn't burnt out any components) I drilled very small holes in the corners of both cards, and carefully bolted the two together, using spacers to keep them about 2.5 cm apart. This wasn't entirely necessary but I do like everything to be neat and tidy.

Finally, I covered the drive-card's connector with a strip of edging rubber to insulate it from the mother board, and installed the whole assembly in slot seven of the Apple. There's a bit of space at the end of the slots, so there was just sufficient room for the drive-card to nestle there supported by, and (hopefully) drawing power from the SCSI card.

So with a mumbled prayer and with crossed fingers I switched on the power and stood back. Imagine my relief when the drives began their almost inaudible chatter and the screen lit up with the ProSel menu. Every-

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thing seemed to be working satisfactorily — and in fact still is. I installed a modem a few days after. That was a few months ago and I have been happily using this set up ever since, with never a glitch. It was only a minor achievement I know, but a satisfying one.

By the way, I realise that some people think of a SCSI card as Sufficiently Complex to Stuff Itself, but actually mine seems to Simply Communicate Stored Information. And as for the club itself, I know we like to think of it as Serious Associates Actively Using Cooperation, but really, wouldn't it be more accurate to call it Specialists Assisting Amateurs to Understand Computers? 🍷

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That squiggle in the heading is a special squiggle. It represents the digitised sound of a bicycle bell (and not just any bicycle bell but one called 'Incredi-Bell'). With SoundEdit it's possible to see what a fine tone it produces. (Why would one want to digitise the sound of a bicycle bell? Because we needed the sound of a manual typewriter, but there weren't any in the place. Tapping sounds were easy enough and the editor's bicycle was brought in to simulate the rest.)

Still on bikes for a moment, this appeared in the hqv@zippy.sonoma.edu recently: 'Is Shimano the Microsoft of Bicycles, or is Microsoft the Shimano software?'

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The QuickTake 100 looks quite unlike most cameras, so different in fact that some people are puzzled:

‘Here are a dozen tips I’ve learned using the camera with both children and teachers...

1. Make sure the camera is pointed in the right direction. I had a group of teachers accidentally take 32 pictures of their own face. They wondered why the flash was going off in their face.’

Annette Lamb, ‘QuickTake for QuickFun! Practical Applications of QuickTake Pictures’ in *HyperNexus* Vol 4 No 4, p 18.

Another quote, while we’re at it:

‘In fact, so much equipment is required in these systems that one person has even defined interactive multimedia in this way; If it takes more than two trips to bring in the equipment from the car; it’s multimedia’

—from AV Video magazine, quoted in Training, September 1994

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And another. What is a...

Raging, inexorable thunder-lizard evangelist

- a. What you must become to hold onto your job in the '90s.
- b. What you must become to run for office as a Republican in the '90s.
- c. Protagonist in upcoming Hollywood epic, "Jurassic Baptist."
- d. Your father-in-law, with a terrific new investment opportunity.
- e. It wasn't a climate change after all. Credulous dinosaurs sent all their money to this creature, then starved.

A, according to Apple Computer software developer Guy Kawasaki, as quoted in a column by Tom Peters.

We mentioned last time that the PC world is discovering 'plug-and-play'.

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Another magazine to hold forth on the subject was *New Scientist*, to whose editor one Nigel Eastmond has duly written (17 December, p 51):

‘...We would like to point out that those of us who use Apple Macintoshes have had this facility ever since the Mac was invented 10 years ago. Every peripheral I can think of will plug into any Mac built since 1986 and work first time, every time. I have installed a host of software and peripherals on a large number of Macintoshes and never once had a problem. I have never once had to fiddle around with anything remotely resembling an autoexec.bat file...’

The latest piece of hardware at Entropy House, a Pinnacle Tahoe 230 magneto-optical drive, has been no exception to that, apart from the fact that it uses SCSI-II connectors (ie. the little ones). Plugged it in, turned it on, installed the drivers and away it went, first time. Half a page of hardware installation instructions for the Mac, four pages for the PC. With this drive, 230 MB fit on a disk the size of a 1.4 MB floppy.

Two major items of software too. One is M.Y.O.B. to keep things straight for

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the accountant.

The other is System 7.5. It was held up somewhere along the line, for which Apple apologised, saying 'As a mark of our appreciation for your patience, we will be including a gift pack of CD's with your order.'

Another set just like the one that came with the AppleCD 300 drive: From Alice to Ocean (an excellent example of programming for dissection with Director), Cinderella (bleh!), etc., etc. Anyone like a set, or should they be turned into ornaments?

More on MacOS 7.5 next time.

FreeHand users have received a letter from Altsys, who developed it and licenced distribution to Aldus. Now that Aldus is Adobe, Altsys will be transferring FreeHand to Macromedia, the people who make Director, Authorware Professional etc. Will Macromedia request improvements in FreeHand's handling of PICT images so that it will work properly with Authorware? In the meantime we'll stick with Painter, Photoshop, and SuperPaint for preparing images for multimedia.

A few days later came a letter from Adobe, announcing that Wang

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member them? They used to make dedicated word processing systems.)
ould be providing support by telephone, fax, and BBS. Will cost you
ough, standard price is \$49 per 'incident.'

Pentium envy seems to have taken a battering in recent weeks, with IBM refusing to use the chip until the problems are sorted out. Cynics suggested that was a ploy to promote PowerPC machines, but IBM doesn't have any desktop machines ready yet. Meanwhile, Microsoft has issued a fix for Excel to work around the bug.

The problem in the Pentium came about, by the way, because Intel managed to omit five entries from a lookup table that the chip uses as a shortcut for certain floating point calculations.

If you bought a Power Mac you made the right choice.

Some network administrators must be glad that Christmas is over. Several companies had agreed to donate 10 cents to charity every time anyone accessed a certain WWW home page: <http://north.pole.org> The news was
bled somewhere in the net, and some people thought the donation
ended on the number of e-mail messages the white-bearded gentleman

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ceived. One morning there were more than 42 000 messages waiting after
out of overnight spamming. After the files were purged the administra-
rs posted the message ‘...there might be a few last-minute transfers to the
‘naughty’ list.’

On the other hand, there are retailers finding Christmas gifts coming home to roost: all those PCs and things that don’t work. Just to put a figure on it, eight in 20 copies of the PC version of *Myst* are returned for various reasons. Return rate for the Mac version is one in 20. Ever wondered why two out of three multimedia developers work on Macs even when the final product is do be delivered on PC? (The stats come from the September 12 edition of *Electronic Engineering Times*.)

Also on the ’net is a coffee pot. It’s there because some people upstairs in a

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building at Cambridge University tired of walking downstairs to find it empty. They rigged a video camera and a digitiser board, and put the results through their network. Somehow it went out on to the Internet for the whole world to see:

<http://www.cl.cam.ac.uk/coffee/coffee.html>

You do have to actually be in the Trojan Room to sample the brew. Somewhere else in the WWW universe there's a Coke machine...

The rescue of Isabelle Autissier made head-

lines recently. As it happens, there is another French person crossing another ocean at the moment: Guy Delage is swimming the Atlantic. He wears wetsuit and flippers and is towing a 4.5 m raft with supplies, sleeping accomodation, etc. He's making just under 3 km/h. Somewhere in France there's a Mac keeping track of things.

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Some of those backronyms in the last issue were wrongly attributed. We think they came from Aidan Stanger. Moral: always put your name on everything you give to the Editor. (When he was a teacher he used to refuse to mark any anonymous tests and essays, assuming that their writers didn't want any marks anyway.)

There's still time for more backronyms, so send them in. 🍏

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Meetings are held at 7:30 pm on the first Friday of each month at the
Salvation Army Hall
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