# mini'app'les newsletter

the minnesota apple computer users' group, inc.

APRIL 1999						
SUN	MON	TUE	WED	THU	FRI	SAT
		7:00		1 2 3	2	3
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25	26 Mac ? 7:00	27	28 <sub>7:00</sub>	29	30	1



Telecommunications SIG Epiphany Lutheran Church 1414 East 48th Street S, Mpls Bert Persson, 612-861-9578 Note change in meeting date



mini'app'les members welcome. Byerly's

7171 F ance Ave. S., Edina Bruce Thompson, 612-546-1088



AppleWorks / ClarisWorks SIG Washburn Library 5244 Lyndale Avenue S, Mpls John Hunkins, Jr., 651-457-8949



Macintosh Main Washburn Library; 5244 Lyndale Avenue S, Mpls Al Schilling of MacSoft Denis Diekhoff, 612-920-2437



Apple II/GS Main SIG Augsburg Park Library 7100 Nicollet, Richfield Tom Gates, 612-789-6981



Microsoft Word SIG 2850 Metro Drive Rm 124, Blmgtn Tom Ostertag, D 612-951-5520 E 651-488-9979



Macintosh Consultants SIG Embers 7525 Wayzata Blvd St. Louis Park Bob Demeules, 612-559-1124



Quicken/Investment SIG 2850 Metro Drive, Rm 124 Bloomington Dale Strand, 612-835-5872



Fourth Dimension SIG 8200 Humbolt Ave South 2nd Flr. Conference Rm. Blmgtn David Ringsmuth, 612-853-3024



Apple II Novice SIG Ramsey County Library 2180 Hamline Avenue, Roseville Tom Gates, 612-789-6981



Photoshop-Digital Imaging Alias/Wavefront, Inc., 788 N 1st Str (Itasca Bldg), Suite 331, Mpls Denis Diekhoff, 612-920-2437



FileMaker Pro SIG Partners, Suite 5 1410 Energy Park Drive, St Paul Steve Wilmes, 651-458-1513



Meet Your Macintosh SIG Merriam Park Library Marshall & Fairview, St Paul Brian Bantz, 612-956-9814



Macintosh Novice SIG Merriam Park Library Marshall & Fairview, St Paul Tom Lufkin, 651-698-6523



ResEdit / Programming SIG Washburn Library 5244 Lyndale Avenue S, Mpls Lisa Huston, 612-825-1245



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**Newsletter Contributions** – Please send contributions directly to our Post Office, Box 796, Hopkins, MN 55343 or upload them to our BBS at 612-595-9404.

Deadline for material for the next newsletter is the 1st of the month. An article will be printed when space permits and, if in the opinion of the Newsletter Editor or Manager, it constitutes material suitable for publication.

Editor/Publisher: Tom Ostertag 651-488-9979

Newsletter Layout: John Hunkins

mini app les BBS – 612-595-9404, (co-located on Twin City Interlink BBS), 24 hrs. Settings: 8-1-0. Call in with FirstClass® Client software or any text-based terminal program.

mini app les Voice Mail - 651-229-6952

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# CHANGE OF ADDRESS

Moving? Going to be away from home and leaving a forwarding address with the Post Office? Please send us a Change of Address when you are informing others. By using a moment of your time and a few cents to drop us a card, you save the club some money and you get your newsletter delivered promptly to your new address. If you don't inform us, the Post Office puts your newsletter in the trash (they don't forward third class mail) and charges the club for informing us of your new address. Change of Address should be sent to the club's mailing address: mini'app'les, Attn: Membership Director, Box 796, Hopkins, MN 55343.



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### **May 1999 Preview**

Here is the tentative calendar of our Special Interest Group (SIG) meetings for May 1999. Please pencil these events on your calendar. As always, when doubtful of a SIG date, time, or location, confirm with one of the following:

Our BBS, the Calendar Folder in the Conferences Folder Our Voice Mail Telephone number: 651-229-6952 The cognizant SIG Leader

Tuesday	May 4	Board of Directors meeting
Wednesday	May 5	AppleWorks nee ClarisWorks SIG
Thursday	May 6	Telecom SIG
Monday	May 10	Apple II/GS Main SIG
Wednesday	May 12	Microsoft Word SIG
Thursday	May 13	Macintosh Main SIG
Monday	May 17	Fourth Dimension SIG
Tuesday	May 18	Apple II Novice SIG
Wednesday	May 19	PhotoShop / Digital Imaging SIG
Thursday	May 20	Macintosh Consultants
Thursday	May 20	Quicken/Investing SIG
Monday	May 24	Meet Your Macintosh SIG, 6:00pm
Monday	May 24	Macintosh Novice SIG, 7:00pm
Wednesday	May 26	ResEdit / Programming SIG
Thursday	May 27	FileMaker Pro SIG

Please note: The MacNovice and Meet Your Mac groups will be meeting in May. In most years they would not meet in May because Memorial Day falls on the fourth Monday. This year however, Memorial Day is the fifth Monday of May, May 31.

### **Members Helping Members**

Need Help? Have a question the manual doesn't answer? Members Helping Members is a group of volunteers who have generously agreed to help. They are just a phone (or an e-mail) away. Please call only during the appropriate times, if you are a member, and own the software in question.

Apple II / IIGS Software & Hardware ClarisDraw	1, 6, 9 3
AppleWorks / ClarisWorks	2,8, 9, 10
FileMaker Pro	2,0, 2, 10
	0
FirstClass	2
HyperCard	12
MacWrite Pro	2
Microsoft Excel	3, 6, 7
Microsoft Word	6
MYOB	7
PhotoShop	4
Quicken	3, 7
QuickBooks and QuickBooks Pro	7
Mac OS 7	9
Mac OS 8	13
WordPerfect	5
Cross-Platform File Transfer	6
Networks	12
New Users	11, 12
PowerBooks	12
Classic Macs	12
Power PC 601 Power Macs	
iMacs	

_		CE4 505 2050	DELL
1.	Les Anderson	651-735-3953	DEW
2.	Brian Bantz	612-956-9814	DEW
3.	Mike Carlson	218-387-2257	D
4.	Eric Jacobson	651-645-6264	D
5.	Nick Ludwig	612-593-7410	DEW
6.	Tom Ostertag	651-488-9979	EW
7.	Ardie Predweshny	612-823-6713	DEW
8.	Owen Strand	612-427-2828	D
9.	Bruce Thompson	612-546-1088	EW
10.	Pam Lienke	651-457-6026	EW
11.	Tom Lufkin	651-698-6523	EW
12.	Ben Stallings	612-870-4584	DEW
13.	Chuck Hauge	651-292-9029	EW

D: Days, generally 9 a.m. to 5 p.m. E: Evenings, generally 5 p.m. to 9 p.m. W: Weekends, generally 1 p.m. to 9 p.m.

Please call at reasonable hours, and ask if it is a convenient time for them. By the way, many of these volunteers can also be contacted on our BBS. We appreciate your cooperation.

If you would like to be a Members Helping Member volunteer, please send an e-mail message to John Hunkins, Sr. on our BBS, or call him at 651-457-8949, with your name, telephone number, contact hours, and the software or hardware areas you are willing to help others.

#### **Newsletter Ad Rates**

1/12 page 2.25" Width x 2.5" Height \$5	Ou
1/6 page 2.5" Width x 5" Height \$10	Ins
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All ads must be prepaid and submitted on electronic media. Ads of \$20 and under must run for a minimum of three months.

Mail inquiries to: PO Box 796, Hopkins, MN, 55343 Phone inquiries to: John Hunkins, Sr. 651-457-8949

### Mac eDOM #989- Virus Protection

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Agax is an antivirus application. It scans your disks and

files for vises. It also contains Defender, which is an antivirus extension. Both of these use Additives to discover and (in the case of Agax) repair infected files. When Defender is enabled, you can choose how it protects your computer. There are currently three types of protection: 'Examine volumes when mounted', 'Examine applications when launched', and 'Examine resource forks when opened.'



### Scanner

Scanner is a generic heuristic 68k virus scanner.

It makes no assumptions about specific viruses, rather, it examines all the 68k resources (depending on the options set) in a file, looking for suspicious system calls. As such, it can be useful in determining in advance whether many resources (executable or not) try to alter other resources without the user's permission. Scanner is not meant to be a replacement for a professional Anti-Virus

program, such as Virex or Norton Anti Virus for Macintosh. However, it can be useful as a prevention tool, prior to a detailed examination of suspicious files by professional Anti-Virus programs.

#### **DelProtect INIT**



The DelProtect INIT is a generic antivirus suspicious delete blocker, that will

guard against unauthorized file deletes. DelProtect continuously monitors the System for suspicious calls that Delete files. Some viruses, besides spreading can also deliver a malignant payload. They can, for example, attempt to erase your default drive. DelProtect guards against such a behavior and tries to intercept unauthorized calls that attempt to delete files.



#### **Tracker INIT**

The Tracker INIT is a generic antivirus suspicious behavior blocker, something like Gatekeeper or SAM Intercept "lite". It is not as sophisticated as either of the later ones, but it gets the job done, quickly and easily. Tracker

continuously monitors the System

for suspicious calls. In particular, any "AddResource" or "ChangedResource" calls to the fol-

lowing executable code types, will be blocked: CODE, INIT, CDEF, MDEF, WDEF, cdev, FKEY, LDEF, MBDF, XCMD, XFCN, scod, DRVR, proc, PTCH, DSAT, PACK, PATC, boot, ptch, lodr and cfrg. If you don't know what all these are, don't worry. They are objects (actually they are executable code) that can be used by old or new viruses to infect your system. When Tracker identifies an alteration attempt against any of these objects, it blocks it and in addition it issues a notification dialog, that will tell you WHO tried to make the change and against WHOM. The Tracker INIT is successful in blocking further spreading, and preventing side damage to applications, but is not configured to prevent already infected applications from attempting to erase your drive when their trigger payload date is reached. DelProtect though is successful in preventing viruses from delivering Delete payloads. If you want protection from such payloads, install "DelProtect" as well.

# uggable iMac Floppy

by Tom Gates

I purchased an iMac knowing full well the real special feature Steve Jobs had designed out was the floppy. And for the most part I entirely agree with the decision. I couldn't remember the last time I'd used a floppy in the Wintel machine on my desk at work. But was it going to be a completely different scenario at home?

At home we have your typical collection of three IIGS's, two Wintel's and an SE-30. The most common bond here was the Iomega Zip drive that could be hooked to a SCSI port on most of the machines.

So back to my iMac possibilities.

First out with the iMac was the Imation Super Drive that handles 1.44mb floppies and a 120mb cartridge in the same drive. This was priced at \$149. An OK price. It offered a way to move 1.44mb floppies between the Wintel's and iMac. But the 120mb format was an oddball. It would mean loading up on both 120mb cartridges for the Super Drive and 100mb cartridges for the Zip. This didn't seem to be a good solution.

Having pondered this for a couple of months, my procrastination had allowed enough time to pass to see the USB version of the Iomega Zip Drive hit the marketplace. Now

there is a common-format option in that same \$149 range. But alas, it does nothing for dealing with floppies. So why put that money into duplicating what I already had?

So just what was the reason I'd not had to deal with floppies with the Wintel's at work? Of course, they are all networked. If data from a floppy did need to be used, any of the machines with a floppy could be used to load the data and make it available across the network to the other machines. So far, my network at home consisted of the SE-30 running some AppleTalk file sharing to duplicate what was being used in the IIGS computer lab at my daughters'

school. Time to grow a bit.

First shopping trip took me to Que Computer to pick up an Ethernet card for the SE-30. This particular card was an Asante' card, 10Base-T with an RJ-45 connector like a large phone connector. This set me back \$35.

The second trip was to CompUSA to pick up an SMC brand 5-port Ethernet Hub and a pair of Ethernet cables. Basically the box allows hooking up to 5 devices together. This set me back \$35 for the hub and about \$6.95 each for the cables. We were now ready to network.

The installation of the Asante' card was essentially - pop the cover on the SE-30, plug in the card, screw the connector panel to a part of the inside frame and replace the cover. Then connect a cable from the SE-30 port to the SMC hub.

On the iMac, simply pop the side door and plug the other cable into

the iMac's ethernet port and then into the SMC hub. The hub itself is powered by a transformer, so that was plugged in.

The iMac and SE-30 were started. Turned on File-Sharing iMac and designated a folder on the desktop to be used/blessed for sharing. On the SE-30 I'd already done a custom install of the file-sharing portions of the 7.1 software and had an area designated for file-sharing on the hard drive. Now both the iMac and SE-30 were sporting a desktop file-sharing folder.

The moment of truth. I had an Apple IIGS file on the iMac that I wanted to get over to my main IIGS machine. A "drag and drop" to the iMac file-sharing folder caused some lights to blink on the SMC hub, and the file to show up on the SE-30 file-sharing folder. Next, I inserted an 800kb floppy (ProDOS format from the IIGS) into the SE-30 and the

Apple ][ disk icon popped up on the desktop. Another "drag and drop" from the SE-30 file-sharing folder to the Apple ][ icon, some more blinky lights on the hub, and some whirring noises from the SE-30's floppy drive and viola!, the file was on the floppy, ready to be sneakernet'ed to the IIGS machine.

So, obviously this solution is no where near as portable or stylish as the USB Zip drive option, it gives me the options I needed for access to floppies and zip disks. It is also a means of using some older equipment as accessories to the new flashy machines on the market today. This isn't a solution for everyone, but I hope it makes you think differently about some of the equipment you may have around the home or office.

Asante' ethernet card \$35 SMC 5-port ethernet hub \$35 Ethernet cables - two 6' \$13

# **Macintosh Main and Digital Imaging Topics for April**

by Denis Diekoff

Al Schilling of MacSoft (aka WizardWorks Group) will be our feature presenter at the Macintosh Main Special Interest Group. Al will brief us on some of the sensational developments in the Mac game scene and demo some of MacSoft's latest products. We will meet at Washburn Library, 52nd and Lyndale, Minneapolis, at 7 pm, on Thursday, April 8.

On Wednesday, April 21, the Digital Imaging group will be on a

field trip again; this time to the warehouse district of Minneapolis. We will be visiting Terry Stoeger at Alias/Wavefront, Inc. Terry will be demonstrating the Maya animation software which has been used in the production of movies such as ANTZ and It's a Bug's Life, as well as in many TV commercials. The address is 788 N 1st St. (The Itasca Bldg), Suite 331; the meeting time is 6:30pm.Please be early or prompt.



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What iMac Color Are You? With A Blue for Balance

Five New Colors for Five Different
Personalities
a Press Release from Pantone, Inc.

Tim Red

With A Blue for Balance

With A Blue for Balance

Forever associated with sea and sky, can therefore be moody, bossy and

blue is the favorite color for a priority.

a Press Release from Pantone. Inc.

Carlstadt, New Jersey - January 18, 1999 - In a demonstration of the euphoria signaling the new millennium, Apple's new flavorful iMac computers have taken computer hardware from the back corner of the office to design centerpiece. The new computers come in a fiesta of mouth-watering colors: blueberry, strawberry, tangerine, grape and lime. What does the iMac color you choose reveal about you?

According to Leatrice Eiseman, executive director of the Pantone Color Institute® and author of Colors for Your Every Mood, "The colors of the new iMacs represent the current demographic of who's buying computers. These are innovators and young-minded people who are open to the use of color. Of all the new colors, blueberry and strawberry are the standard brights that will have the most general appeal. Even as tiny infants, we are drawn to bright blues and reds. These two colors are always successful. Tangerine, grape and lime provoke more attention and will appeal more to the 'trendies' who think of themselves as nonconformists."

"The fashion runways have been flooded with color this year. Designers are using color more than ever as the hope and prosperity of the new millennium draws near. This fascination for flashy color is trickling down to interior design and consumer products," said Lisa Herbert, vice president of worldwide communications for Pantone, Inc. "It's no surprise that these bolder looks are beginning to influence the technology industry as well."

In an industry surrounded by the use of a traditionally conservative color palette of beige, black and gray, the new iMac colors offer consumers the opportunity to express themselves and bring an element of personality to their work space:

Blueberry: Constancy and Truth

blue is the favorite color for a majority of the population, 35 percent in the U.S. Blue emerges as tender, soothing, cool, passive, secure and comfortable - which inspires calm, confidence and harmony, a sense of control and responsibility. Most people respond to blue as credible, authoritative, basic, classic, conservative, strong, dependable, traditional, confident and professional. However, the electric blues share the same characteristics with a spark of excitement.

Blue people are sensitive to the needs of others and form strong attachments. They are cool, confident and trusting with a strong need to be trusted and are therefore deeply hurt if their trust is betrayed. They aspire to harmony, serenity, patience, perseverance and peace. They think twice before acting out, are generally conservative, even-tempered and reliable. Because of their highly developed sense of responsibility, blue personalities must be careful of perfectionist tendencies that may make them unrealistically demanding.

Strawberry: Power and Strength Red elicits the strongest emotions in every culture. Studies have found that brain function, as measured by electrical responses, is more effected by red than any other color of equal intensity. Throughout history, red has signaled excitement, dynamism, danger and sex. Red is intense, passionate, dramatic, energetic, aggressive and daring. It is the second most powerful color, following black.

People whose favorite color is red have a zest for life; they are, quite literally, "movers and shakers." Red lovers are achievers, intense, impulsive, competitive, energetic, daring and aggressive. They are exciting, optimistic, animated people, leaders who like to be the center of attention. Routine drives them crazy. They crave new things and new experiences. They are assertive and

fickle in the pursuit of new challenges.

Tangerine: Radiant and Hot Of all of the colors of the spectrum, orange is probably the least understood and the most maligned. It is perceived as the hottest of all colors - even more so than red because it takes its heat from two radiant sources, yellow and red. The brightest tones of orange are seen as gregarious, fun-loving, highenergy.

Lovers of this color work and play hard, are adventurous and enthusiastic. They are good-natured, expansive and extroverted with a disposition as bright as their favorite color. They like to be with people, their ideas are original and they have strong determination. Success in business can come easily to this gregarious, charming person.

Grape: Passion and Magic The rainbow's most complex color and so are the people who prefer it; artists, designers and performers nonconformists. Highly creative types enjoy the uniqueness inherent in this extraordinary hue. Purple balances the excitement of red with the tranquility of blue, often producing conflicting traits. It has an aura of mystery and intrigue and has long been associated with royalty. There are many components of this complex color, and therefore, many meanings.

People who like to consider themselves different from the common herd or unconventional often prefer purple. The purple person is enigmatic and highly creative, with a quick perception of spiritual ideas. Purple is also associated with wit, keen observation, supersensitivity, vanity and moodiness. The purple personality can be secretive, so that even though this person may seem to confide freely, their closest friends might never know their innermost feelings.

Lime: Natural and Pleasant The sight of green is inexorably linked to a sense of smell. The word "green" comes from the same root as "grow," so green symbolizes that which grows as well as the regeneration and renewal of life. Green generally imparts a refreshing, cool and collected feel.

People who favor green tend to be stable, balanced types. This is the good citizen, concerned parent, involved neighbor — the joiner of clubs and organizations. "Green people" are intelligent and understand new concepts, and although they are more inclined to do what is popular and conventional rather than take risk with something new, lovers of bright citrusy greens will forge ahead.

Pantone's influence stretches far beyond its solutions for the graphic arts and printing industries. The company creates real-world color standards and languages for a variety of other industries, where the application of color is critical, including media-specific color systems for textiles and plastics, working with materials for interior design, architecture and high fashion. The Pantone Color Institute®, which studies the psychological as well as physiological aspects of color, tracks and predicts color trends and provides color consultation services to companies for product development, packaging, brand identification, fashion and interior design.

Pantone, Inc., the leading global source of products for the selection, control and accurate communication of color, is the developer of the PANTONE® MATCHING SYSTEM®, the PANTONE Process Color System® and the PANTONE Hexachrome®† six-color ultra high quality process system. They provide three distinct global languages for color specification and reproduction. PANTONE Color Systems have been widely

accepted and utilized by designers and printers since 1963 and are currently in use in almost 100 countries throughout the world. Pantone, Inc. is an ISO 9002 registered company. Visit our Web site at www.pantone.com.

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For additional information, please contact Ellen Pinto at Pantone, Inc., 201/935-5500, lauslen@arpartners.com, or Lisa Auslen at A&R Partners, 650/363-0982 x220, lauslen@arpartners.com

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### **Inside MacOs 8.5**

by Maria Langer reprinted with permission from Maria Langer and MacToday magazine; reprinted from http://www.mactoday.com/janfeb99/insideos.html

#### Using Sherlock to search the Internet

Anyone who has used Internet search engines knows how difficult they can be to use for finding specific information. It doesn't matter which search engine you use-if you don't know the tricks (or secret language) for entering search criteria, you'll come up with tens or hundreds of thousands of "matches." Following up on these matches seldom displays pages with the information you seek. It seems to me, Internet search engines waste more time than they save.

Enter Mac OS 8.5's new Sherlock application. Sherlock takes the old Find File program a step further, giving you more power to search your hard disk and offering you new Internet searching capabilities. Although it uses the same search

engines you may already use, it does away with the need to learn secret search languages. And because it's extendible through the use of plugins, its feature set can be continuously expanded and updated to best meet your needs. Here's how you can use Sherlock to search the Internet and how you can expand its capabilities with free plug-ins from Apple and other organizations.

Putting Sherlock to work To get started, choose Sherlock from the Apple menu (or Find from the File menu) or press Command-F. When Sherlock's window opens, click the Search Internet tab to display its options.

- Enter search criteria in your own words in the Words edit box. Don't worry about search criteria syntax, quotes, or special search words. Leave that stuff for the folks without Sherlock. As you'll see, Sherlock is smart enough to figure out what you want.
  - Next, toggle the check boxes for

the search engines you want Sherlock to use for the search. There are no hard and fast rules for choosing search engines. Just choose the ones you think may find the information you need. In my example, I think it's unlikely that the Apple Tech Info Library will have information about native American flute music, so I'll keep it turned off. When you're ready, click the Search button. Sherlock begins searching. After a moment, it displays an Items Found window like the one shown below, with a list of possible matches in the top half of the window.

When Sherlock is finished searching, the items found are sorted by relevance, with the most relevant item at the top of the list. An icon beside the item's name indicates which search engine found it.

• You can explore an item by clicking it. More information appears in the bottom half of the window, along with an ad (of course) and one or more links.

• Clicking the link for the page opens your default Web browser and displays the page.

Sherlock comes with a few search engines: AltaVista, Apple Tech Info Library, Encyclopedia.com, Excite, Infoseek, and Lycos. These should meet your needs for general-purpose searching. But extending Sherlock's capabilities is as easy as dropping a plug-in file into your closed System Folder. Here's how. Start by using your Web browser to visit <a href="http://www.apple.com/sherlock/plug-ins.html">http://www.apple.com/sherlock/plug-ins.html</a>.

 Click the Download Plug-in or other link beside the search feature you want to add. For example, to download the plug-in to search for books on Amazon.com (the world's largest bookstore), click its Books link. In a flash, your Web browser will download the plug-in file and, if the browser is configured properly, use StuffIt Expander to decompress the file. When the silicon dust settles, an icon will appear on your desktop or default downloads folder.

 Drag the icon onto your closed System Folder icon. A dialog box should appear when you release the mouse button. Click OK.

The next time you open Sherlock, the plug-in you added appears as a search site option. You can then use its unique features to search for information you want.

One more thing you should be aware of: Each time you use Sherlock to search the Internet, it checks to be sure that all the search engine plugin files on your computer are up to date.

• Click the Update button to update the plug-ins. Then close Sherlock and reopen it to make sure the update is properly processed and all plug-in files are ready to use.

Maria Langer is a freelance writer based in Wickenburg, AZ who has written at least 20 books about Mac OS topics. Her latest book, Mac OS 8.5: Visual QuickStart Guide for Peachpit Press, tells you more about tapping into the power of Sherlock and other Mac OS 8.5 features. Visit her on the World Wide Web at http://www.gilesrd.com/mlanger/

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### **Building A Home Office**

by Paul Shields reprinted from the Business Mac on Applelinks with permission from Paul Shields

More people are working at home than ever. Whether for a homebased business or a telecommuter, demand for a home office is on the rise. Many people convert an old guest room, some move into the basement, and others look at ways to carve a little space out of an existing living room or den. No matter where you place your office, there are several things to consider while putting it together. This week we will focus on building and furnishing the office. The guidelines for a home-based business and those for telecommuters vary slightly at times and I have tried to point out any differences.

The one thing there is never enough of is space. Even the most organized person will quickly find piles of papers, books, and software collecting all over the office. This is primarily a result of the demands of running a business that draw from our time to manage the small office tasks such as cleaning and organizing. As soon as one job is finished,

the typical small business owner must move quickly to the next, thus ensuring a stable and steady income.

When designing your home office allow space for the following at a minimum

- A large desk (two are recommended: one for the computer and one for desk work)
- At least one file cabinet (there is always some paper that must be filed no matter how hard you try)
  - A large bookcase
- Space for client chairs and a small table if clients will visit your office

Also, make sure you allow adequate floor space for moving around comfortably. For most business owners, I would also suggest a small television or radio to keep up with the daily news and provide some ambience. Many people have difficulty working in a totally "clean" environment free of any ambient noise other than the hum of the electronics.

#### Where to Build?

While we provide a little ambient noise in the design of the room by furnishing it with a small TV or

radio, eliminating all other distractions is critical. This is especially important in an active household where the business owner/operator may not be the only one at home. For a truly dedicated home business, dedicate the space. Find a spare room to convert to an office; the privacy gained will more then compensate for the lost living space.

Without the privacy, you will not only have difficulty concentrating on the tasks at hand but also risk potential embarrassment with clients and associates. While we all strive to understand a person's home life/business life interactions, constant interruptions will make you look undedicated to the client. The best way to drive a client away is to make them feel as if there are other things significantly more important than their business.

For a telecommuter, such interruptions make the employee appear unprofessional and potentially make the employer feel as though the employee is taking advantage of a company benefit. Many managers are reluctant to let their employees go off on telecommuting based assignments; therefore, you must be willing to accept the responsibility and guarantee that you will provide the same level of productivity as in the office. In addition, most companies make employees sign an agreement that stipulates that the employee have an interruption free environment from which to work.

#### **Furnishing the Office**

The biggest mistake most people make when furnishing their home office is pulling that old desk they inherited from a relative or bought at a garage sale out of the garage and making it their primary work surface. Most of these desks are out of space after placing a computer on them and many have very poor ergonomic designs. Placing the keyboard and mouse on top of the desk tends to put them at a height that is too high for most users causing strain on wrists. Fortunately, most telecommuters have the advantage of the employer providing new ergonomically correct furniture.

If budgets are tight, check in your area for a used office furniture store. One can often find some great bargains on quality furniture. The side benefit is that such operations tend to be non-profit stores that benefit a local charity. For new furniture, shop around carefully looking for a desk that has a good height and plenty of desk space. When sizing a desk do not forget to include space for the CPU, monitor, keyboard, mouse, and printer. Most likely, a separate printer stand will be the best solution (file cabinets make great printer stands for those on a tight budget).

The next most important piece of furniture is the chair. While my personal favorite is the Herman Miller Aeron, it is beyond my price range and that of most small business owners. What makes it a great chair is the amount of adjustability. No chair will be custom-made to fit your body perfectly, so you need to find a chair that offers complete control over back support, back and forward tilt, seat height, and arm rest height. Uncomfortable chairs not only lower

productivity while you are sitting in them, they also reduce the number of hours you can spend in the chair on a daily basis.

Finally, always buy quality wrist rests and mouse pads, which offer good support for extended periods of use. My current recommendation is the gel filled rests from Fellowes, although there are a variety of other suppliers that offer similar quality products. I would also recommend a few plants (real preferred, fake are adequate) to give the room a sense of life and color (we are back to that ambience thing again-trust me it is important).

#### Layout

Layout can have a big impact on overall productivity. Designing an office is more than just making sure the telephone and electrical outlets are not behind a bookcase, forever unreachable. You also need to accommodate for any windows in the office and ensure there is adequate lighting and ventilation in the room. Glare from windows in the room is one of the biggest problems. Before deciding on a permanent layout, place the computer in some desired spots and monitor any glare or uncomfortable light situations for a couple of days. Pick a spot that has a minimal amount of glare but good overall lighting.

You will obviously need to provide some artificial light for your office. While the debate between fluorescent and incandescent rages on, pick the one that is comfortable for you. You can never have too many lights in a room. Lights with multiple settings have the advantage of offering more control over the total lighting of the room. Place the lights to avoid shadows over the desk and computer keyboards.

Ensure that the office has good ventilation and adequate heating and cooling vents. Many home offices overheat very quickly because of the heat generated by the electronic equipment (monitor, CPU, printer, fax, etc.). A fan can provide

nice supplemental air circulation. If you build your office in the basement, investing in a dehumidifier may be a good idea.

Finally, invest in an air cleaner if you already do not have one. Look for one that meets HEPA standards and can handle the entire office space. Not only will this provide a more comfortable environment in which to work, it will also keep everything much cleaner. Dust will collect inside electronic devices over time and potentially cause problems. Keeping the air clean will extend the life of your devices and also make it a lot easier to keep the office clean (something for which there is little time when running a small business).

#### **Home Office Logistics**

For the home based business there are a few other logistic issues to consider. Most importantly, will clients be visiting your home office? If so, I would suggest aligning the office with a secondary entrance to the home such as a backdoor or side entrance. You also need to make sure that you have adequate insurance to cover any personal injuries that may happen while a client is in your home or on your property. With today's litigious society, there is a high risk in not carrying adequate insurance.

Another important question for home office users is what to use for an address. Investing in a mailbox at your local MailBoxes, Etc. is worthwhile for several reasons. First, it offers some security by hiding your home address. Second, they offer package acceptance, a useful service for business owners on the go. Finally, most often home address are easily recognized as residential, especially for apartment dwellers. A mailbox service can correct for this shortcoming. Mailbox services are not for everyone and can lead to some confusion if you rely on clients visiting your office on a regular basis, but they may meet your needs.

This week we focused on the

office and furnishings. Next week we will look at equipping the office with a computer, fax, copier, telephone system, and other necessary electronic devices. If you have any other advice or tips for new business owners feel free to forward them to me at pshields@applelinks.com and I will publish them in a follow-up article.

For additional assistance, feel free to post questions to the discussion board on the Business Mac on Applelinks. If your needs are more extensive, please contact Paul Shields at pshields@applelinks.com.

Paul Shields is the contributing editor of The Business Mac on Applelinks. He is also the editor of The Mac Report, a weekly magazine for Macintosh professionals. Outside of writing, Paul advises clients on building cross-platform networks and developing disaster recovery plans.

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### **Midwinter Madness**

by Bert H. Persson

The 18th Annual Midwinter Madness hobby electronics show will be held at the National Sports Center in Blaine, Saturday, April 17, 7:30 A.M.-3:00 P.M.; perhaps a more appropriate name would be 'Spring Madness'.

. Here you will find commercial vendors from all over the country as well as "flea market" space for anyone wishing to sell used items. Many of you frugal shoppers already know, this is the place to find the hardware, software or electronic gadget you have been looking for. In addition mini'app'les will have a club table displaying computers (Apple /

Macintosh), literature and membership information.

Advanced tickets for this event can be purchased at the following locations:

Amateur & Antique Radio Consignment Center in St. Paul (651) 644-3102 (Be sure to call ahead and verify when they are open, since they do not have regular business hours)

Hub Hobby in Little Canada (651) 490-1675 or Richfield (612) 866-9575

Pavek Museum of Broadcasting in St. Louis Park (612) 926-8198

Radio City in Moundsview (612) 786-4475

Advanced tickets are \$ 5.50 and \$ 7.00 at the door.

The National Sports Center is located at 1700 - 105th Ave. NE in Blaine. Take I35W north to County Rd 52 (Exit #32 or 95th Ave), go west approximately 3 miles to Sports Center. Free parking and a free shuttle bus is available. Also be sure to stop by the Robbinsdale Amateur Radio Club Booth, the official sponsor of this event, between 8 and 9 A.M. for a free cup of coffee.

If you like to help promote mini'app'les at this event, come to our club table or contact me on the BBS or at bpersson@isd.net. for more information.

# **Huge Demand for Connectix Virtual Game Station 1.1**

submitted by David M. Peck

SAN MATEO, Calif., Feb. 19, 1999 — Connectix Corporation announced more than \$3,000,000 in bookings for Version 1.1 of Connectix Virtual Game Station in its first three weeks. The improved version is now widely available throughout the U.S. and Canada, as well as at www.connectix.com, with an estimated street price of \$49.

"Three weeks with bookings averaging more than a million dollars a week is exceptionally strong for a Macintosh utility. This clearly shows the high level of consumers' interest in software that expands the range of titles they can enjoy," stated Roy McDonald, president and CEO of Connectix Corporation. Bookings are based on period of January 28-February 17 and include direct sales through the Connectix e-store.

A list of games recommended by Connectix for use with Connectix Virtual Games Station is posted at www.virtualgamestation.com. "We're excited about the enhanced compatibility and functionality of version 1.1. We were able to list just over 100 games as recommended for use with Version 1.0, but with Version 1.1 we're already at well over 150, including many of the most popular PlayStation titles," continued McDonald.

"Connectix believes our pioneering emulation technology gives consumers more choice in the hardware they use to run popular software applications. Connectix Virtual Game Station gives Macintosh owners more games to choose from and PlayStation owners more choice in where they play their games. We also think it benefits developers of

PlayStation games by increasing the number of places where PlayStation titles can be played. And finally, by strengthening the PlayStation platform as a whole we believe it can lead to an increase in the sales PlayStation consoles and, of course, Macintosh computers," concluded McDonald.

Connectix Virtual Game Station, which won MacWorld's coveted "Best of Show" award at the recent MacWorld Expo in San Francisco, enables many popular Sony® PlayStation® games to run on Apple's G3 Macintosh computers, including desktops, PowerBooks™ and iMacs™. This new software-only emulation product builds on the company's success with Connectix Virtual PC software that enables Macintosh users to run Windows applications.

Connectix Corporation
Founded in 1988 and based in
San Mateo, California, Connectix
Corporation develops innovative,
award-winning products around the
philosophy that computers should
enhance people's lives. The company's flagship products include
Connectix Virtual PC, Surf Express
Deluxe, RAM Doubler, and Speed
Doubler. For more information, contact Connectix at 650/571-5100,

800/950-5880 or at www.connectix.com.

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registered trademarks of Apple Computer, Inc., Macintosh is a trademark of Macintosh Laboratories, Inc. licensed to Apple Computer, Inc.

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# **ATI vs Voodoo- Unrealing It**

by Dave Peck

Saturday March 13, we had seven participants at our monthly game meet.

Besides the normal gaming activity of Marathon and Myth II, I got to see my B&W G3, 300 MHz / ATI Rage 128 machine compete against a Voodoo2 equipped 604 machine while networking Unreal, the game. If you have not heard about it, Unreal, is the ultimate in cutting edge graphics gaming. The machines that participated in the Unreal networking were a 300 MHz G3 (128 MB RAM), a 400 MHz G3 (128 MB RAM?), a 225 MHz 604e / Voodoo2 (140+ MB RAM) equipped machine and a 200 MHz 603e (84 MB RAM) machine without a card. When purchasing my G3, I feared I would end up with an inferior graphics card as compared to the Voodoo2. I'm extremely happy to report that prospective G3 buyers need not fear. The ATI card does a great job with game graphics.

On the Friday night before, four of us, John Hunkins Jr, Bryan Lienke, my son, and myself, showed up early and set up. The goal was to evaluate networking Unreal as a possible successor to Marathon, our all time favorite First Person Shooter (FPS). The results were outstanding! In other words I could not have wished for more! Everyone agreed that the ATI Rage 128 picture was just as fantastic as the Voodoo2. While we did not do a frame rate comparison, the graphics on my G3 were fluid and

smooth like glass, indicating to me a high frame rate.

Of note for Unreal players- the readme included in the Unreal 1.0.2b4 update has a 'ton' of configuration info, including a section on optimizing the ATI card. Many of the ATI features are turned off by default when the game is installed. You must go to Options-Advanced Options-Rendering-ATI Rage. On the right side of the screen, you'll see what is turned on and what is turned off. The readme has an excellent description of what each feature does. I don't exactly remember what the default settings were, but when finished the settings looked like this:

Coronas- yes

Detail Bias was turned up from 0 to 1

DisableVSync- yes High Detail Actors- yes Light modify- 1.0 Mip mapping- yes

Non ATI- no

Page Flip- Yes Shiny Surfaces- yes

Texture Composites- yes

Vertex Lighting- no

Volumetric Lighting- yes.

Switching to Millions of colors also made a noticeable difference. These adjustments changed the display from something slightly sub par to Voodoo, to something equal to or slightly better than Voodoo. I'm such a happy fellow!

#### **Unreal Networking**

The results were quite favorable.

We had some fits getting networking up and running. I'm familiar with networking Warbirds via TCP/IP - ethernet for 1v1s. It seemed like most of Friday night was spent figuring it out. We did all the right steps, but no matter what I did, I could not get into a game hosted by one of the other players. The other two could connect. Finally we switched to AppleTalk networking and had success. On Saturday, we tried TCP/IP one last time. Although I had it set up and active, or so I thought, I went back to the TCP/IP Control Panel and everything looked good: TCP/IP via ethernet with my made up IP address and subnet. When I closed it, I got a message saying something to the effect "would I like TCP/IP to be active when I closed the window?". "Sure!", I said. Then it worked. Beats me......

The graphics, accelerated by a card in Unreal are unreal. We were totally blown away. Of the four machines, all had great performance, except for the 200 MHz 603e. My son had that machine, and we now believe that a \$99 Voodoo1 card and maybe some RAM will be ordered in the near future. <g> To get a decent frame rate, we set up the 603e machine at 320x200, quite a small screen. But it would connect and play ok if you could stand looking at the graphics.<g>

It took a little getting used to, but game play was outstanding. After a few moments of savoring the pretty picture, bullet's start whizzing by

and you realize that your survival is at stake. A built-in cross hair was appreciated by all us Marathon types who are used to taping cross hairs to our monitors. The rifle turned out to be everyone's favorite. Yes, a plain ole rifle with a very cool sniper feature. And it's lethal. Ask John, a frequent target. <g> Certain levels with large spaces and multi-levels are ideal for the rifle. The long range opportunities are the most gaming fun I've experienced in a long time. The alternate trigger toggles the zoom. See movement in the distance, zoom in and blast! One to four shots, depending on how the target is equipped (shield vest/armor) and the victim is dropped. In many cases, they don't even know where it's coming from.

The mini-gun is so wimpy, I can't stand it. Kills can be achieved with

this weapon at close range. The razor gun is extremely dangerous to yourself and should only be used at close range when your pumping razors directly into the target. If you start spraying razors, they have a tendency to ricochet all over the place. One of our players were beheaded by one of his own shots.

Critiques- Everyone was more or less satisfied with the way the game, when networking, auto cycles through the available levels. I think there is a way to call up specific levels without starting a completely new game. Everyone missed not having a map feature. Everyone except the host, disliked the way the host's games load's first and he is given up to a minute to run around and gather weapons, while the others are still joining. This requires John's hands off the keyboards until everyone is

joined or a one kill handicap. <g>

The full install, 400 MB Plus will run without the CD installed. Now to locate more network maps! The readme had a blurb about how we can use PC Unreal maps for our games. I'll have to look into this.

This game is a look into the future. Higher and higher hardware and software requirements. But it's incredible. I've got high hopes for the First Person Shooter games on the Mac horizon, which include: Duality, Quake III Arena, Unreal Tournament, and word has it, Tribes and Half Life. I wonder where we'll be in ten years? I'm looking forward to virtual goggles that really work.

For more game talk, join the online discussion at the miniapples BBS.

# An interesting article comparing USB 2.0 and FireWire

by Matthew Langford reprinted from MacInTouch submitted by Bert H. Persson

The press release covered by the EETimes article on USB 2.0 is a classic piece of FUD marketing, textbook example. Kudos to the EETimes writer for sniffing out part of the motives, but I fear it was too subtle for most of the news-following PC population. And the article hugely enhanced the FUD as a result.

Here's the plot: Intel is upset about the FireWire licensing issue, and they don't have any intellectual property rights in the deal—in other words, they don't stand to make any money with IEEE 1394. However, they do make money with USB licensing; in addition, they could make money if they develop serialized ATA patents. The hitch is that IEEE 1394 is here now, while any competition is at least a year and a half to two years away from actual PC deployment (this requires stable and cheap chipsets, which require standardized chipset designs, which follow a final USB 2.0 standard, which follows wrangling among

vendors because USB 2.0 will require much more complicated and expensive hubs, which follows initial research, which is just now up and running).

That's just USB 2.0; the serialized IDE (ATA-66 interface) is far more of a pipe dream. According to the EETimes article, this interface will squeeze FireWire on the high end. No mention was made of hot plugging capabilities, more than two devices, isosynchronous-alongsideasynch device support, or any other of the FireWire cherries. Nor has this Future ATA standard even settled on a serialized interface; this is merely "likely to emerge" according to the article. So it's entirely possible that Future ATA ends up as a two-device, short-ribbon-cabled, internal hard drive connection only, just like the current ATA standards.

Summarizing the two products which are claimed to "squeeze" IEEE 1394: one is more than a year away, and will at best be half as fast as the current 1394 bus. The other would require a radical protocol design to compete with 1394's benefits, has

completely unknown silicon requirements, and is several years away from deployment.

In the meantime, FireWire is advancing, too. Already, the 1394B standard is being hammered out, with double to quadruple the data rates (800Mbps and 1.6Gbps), and a good possibility of lower licensing fees. It will also have several years of deployment, and thus millions of FireWire compatible devices floating around. It seems likely to me, at least, that there could be 1394C out before the serialized ATA-66 hits the consumer PC market, and its advantages of hot swapping, peer-to-peer communication, isosynch support, and others will probably not be addressed.

Two years down the road, the situation remains unchanged: USB for lower-end, very cheap devices, but slower than both FireWire and ATA and using (more expensive) USB hubs out the wazzoo, as now. For cheaply connecting a couple of inexpensive storage devices, there will be ATA-66. For a high end bus connecting video, storage, and conceivably

networks-of-workstations for multiprocessing, there will be FireWire.

Now, back to the FUD accusation. It is clear that the squeeze presented by the Intel PR machine is a stretch; it is mostly contrived. Why even mention FireWire? Why not just preannounce USB 2.0 and Future ATA? Because Intel wants to kill FireWire/1394. If people swallow this squeeze angle, they will not be eager to buy 1394 devices and 1394capable machines, for Fear of future obsolescence. This is the F part of FUD. The Uncertainty is that maybe 1394 will go away, and we will be able to give ALL our R&D money. ALL our chipset money, to Intel in appreciation for their monopoly on good ideas and licensing rights. Intel is saying, "Doubt the good future of 1394. Listen to us: we will be able to do better in a couple of years. Be willing to live without 1394's stellar capabilities now, and perhaps we can come up with something that will mostly fill the gap in a couple of vears."

All they have to do is paralyze part of the market, to keep market momentum from swinging toward 1394. Already, many of the top ten personal computer manufacturers have plans to adopt 1394 or already have. If Intel could sway one or more of them to drop support or never provide it, that would be a big hit. But even more, if Intel can use the licensing issues and FUD to prevent its widespread adoption on third party motherboard designs, they can really hurt FireWire. This is the aim of this recent press campaign.

If I were the 1394 Association, I would fight back by issuing press releases talking up the forthcoming 1394B, and how it and the current FireWire fill needs both USB 2.0 and ATA-66 do not address. Advertise its cool factor, play up its possibilities: could it allow a cheaper, smaller Storage Area Network (SAN)? What about lower-latency network of workstation multiprocessing? Are there any adapters which would allow the use of SCSI or IDE hard drives on a FireWire bus? And I would work HARD, very hard, to convince Microsoft to extend better 1394 support in a Win98 patch, perhaps even a Win95 USR2.0 patch, as well as

forthcoming operating systems. Linux support would be most likely to implement any multiprocessing connection protocols over 1394, so go after Linux developers hard, also. Raise its Geek Coolness Coefficient (GCC) by several orders of magnitude in this way.

With some operating system support, then, IEEE 1394 can go after third party motherboard manufacturers and push Intel to include support for it in its standardized chipsets. Intel would certainly do that if there were demand for it from the motherboard makers, after all being sore about not getting a few licensing bucks is no reason to hurt the big-buck sales of the motherboard chipsets.

I have no monetary interest in 1394; I don't work for any 1394-related companies. I do like the technology, having followed it for a while, and for Apple's sake I'd like to see it succeed. But they need to win the marketing battle.

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### **Industry Leaders Invest in Red Hat to Accelerate Linux Success**

submitted by David M. Peck

DURHAM, N.C., March 9, 1999 — Red Hat(R) Software, Inc., the leading builder of the Linux operating system, announced today that it has accepted offers of equity investments from Compaq, International Business Machines (IBM), Novell and Oracle Corporation. These industry leaders will all take minority equity positions in Red Hat. The financial terms were not disclosed for any of these relationships by Red Hat or its partners.

The announcement follows months of tremendous momentum for privately-held Red Hat, including equity investments from Intel, Netscape and venture capital firms Greylock and Benchmark Partners in September 1998.

"Red Hat chose Compaq, IBM, Novell and Oracle as equity partners because of their leadership positions in the computing industry. Their support of Red Hat is a broad endorsement of the Open Source Software model that is changing the entire software industry and driving the rapid adoption and success of Linux," said Robert F. Young, cofounder and CEO of Red Hat Software. "The support of a such a stellar group of leaders creates even more momentum for the Open Source Software movement and for Linux as a powerful, reliable, costeffective and safe choice for any computing environment."

More than 10 million users currently run the Linux operating system. According to IDC Research, Linux was the fastest-growing server operating environment in 1998, capturing more than 17 percent of all server operating system shipments.

Red Hat Software builds, maintains and provides technical support for the Official Red Hat Linux operating system. Linux runs on Intel, Alpha and Sun SPARC platforms and will soon run on PowerPC systems.

Today's announcement of equity funding by the leaders of the computing industry caps a month of major announcements from Red Hat. Hewlett-Packard, Compaq, Dell and IBM each announced plans to support Red Hat Linux on a variety of server and workstation systems. At last week's LinuxWorld Expo, Red Hat unveiled a new web portal (www.redhat.com) designed to be the primary web destination for anyone interested in Linux news, support, products and community information.

About Linux Linux is the cooperatively devel-

oped POSIX-oriented, multi-user, multi-tasking operating system used worldwide. Linux is strongly differentiated from virtually all other operating systems because it is "open source" software, with the source code freely available to all users. Unlike binary-only operating systems that restrict access to the source code, Linux benefits from a worldwide community of highly experienced programmers and technically savvy academics who have the access to enhance and improve the system. Linux is used as an exceptionalvalue, fully functional UNIX workstation for Internet servers and other applications. Red Hat Linux is maintained as "freely distributable" soft-

ware available from many sites on the Internet.

About Red Hat (R) Software, Inc. Founded in 1994, Red Hat Software is based in Research Triangle Park, N.C., where it builds and maintains the award winning Red Hat Linux operating system. Working in cooperation with a huge development team of research, academic, and commercial software developers over the Internet, Red Hat's goal is to build the most accessible and advanced operating system available anywhere. Red Hat Linux for Intel(R), Compaq AlphaServer(TM), and Sun SPARC(R) platforms continues to gain recognition in the computer industry. From

1996 to the present, Red Hat Linux was named InfoWorld's Product of the Year three times, was given a Productivity accolade in Software Development's "Jolt" Awards, was named an Environment/Desktop finalist in the Ziff-Davis European Excellence Awards, won the editor's choice awards from both the Linux Journal and Australian Personal Computing magazines, and won the "Just Plain Cool" award.

For more information about Red Hat Software and Red Hat products and technologies, please call 1-888-REDHAT1 or visit our web site at <a href="http://www.redhat.com">http://www.redhat.com</a>. Reviews encouraged.

### **Bandwidth for the Masses**

submitted by David M. Peck

ADSL Forum Makes Strides toward Bringing Broadband Access to the Masses; Coming Year Promises to be Significant Milestone for DSL Deployment

WASHINGTON, D.C., March 9, 1999 — The ADSL Forum Summit and working meetings in the Nation's Capital took giant steps toward resolving issues related to the mass market roll out of DSL (digital subscriber line). The meetings highlighted avoiding risks to the seamless, borderless and international nature of the Internet and global ecommerce. "The telecommunications industry needs a regulatory framework which is clear, stable, and stimulates business opportunities worldwide. Whether it is for business, education, entertainment or information exchange, the world is demanding speed," said Hans-Erhard Reiter, the Chairman of the ADSL Forum.

#### **Regulatory Developments**

In his keynote address, Congressman Rick Boucher (D-Virginia) of the House Telecommunications Subcommittee remarked that the advent of the current digital world is the most significant communications trend since the 100-year-old copper network was deployed. He informed over 300 delegates from telephone companies, equipment manufacturers and computer businesses from around the world that resolving bandwidth scarcity will be a priority of the Congressional agenda during the 106th Congress.

"In the last mile, the vast majority of users still access the Internet with dial-up modems operating at 56 Kbps or less," said Boucher. The deployment of last mile broadband services will allow DSL to address the significant demand for "always on" high-speed access. The Congressman also touched on preventing spam, the privacy rights of citizens, and the legalities surrounding digital signatures.

Congressman Boucher invited ADSL Forum Summit meeting delegates to contribute to current thinking on new U.S. legislation which he and other members expect to offer in the next month or so to facilitate development of the Internet backbone and deployment of "last mile" broadband services throughout the country.

Industry analysts, the Federal Communications Commission (FCC), and telecommunications service providers each addressed how to accelerate mass market deployment of DSL worldwide at the Summit, setting the scene for three more days of intensive technical and marketing working meetings for Forum members.

#### **Technical Progress**

An ADSL operations and network management workshop united more than 100 service providers and over 100 other industry players to progress the technical work of the ADSL Forum. The 230-strong crowd debated and brainstormed creative approaches to provisioning, fault management, and network management systems. According to the Forum's Technical Chair, Gavin Young, "This is the first time a group of this scope and magnitude gathered face-to-face, with so many service providers adding enormous value and impetus to our technical work. The opportunity for this sharing of information and collaboration from so many perspectives is essential for effectively transitioning from trials to full-scale service deployments."

That workshop and the opportunities for automated provisioning software (creating an automatic process from customer order to ser-

vice switch-on) were major topics for technical work throughout the week. Current progress on automated provisioning has focused on G.lite, the "plug and play" entry level DSL that is expected to be ready for consumer launch later in 1999.

In preparation for this mass market deployment, the Forum's members are addressing interoperability testing issues using ITU standards, the development of which was accelerated by the efforts of the Universal ADSL Working Group (UAWG). The UAWG's focus is the ongoing task of accelerating time-to-market for interoperable, standards-based products. The Forum's members also began consideration of the next technical developments. Tracking emerging DSL technologies is a continuing mission for the Forum to ensure that their requirements are evaluated and integrated into its technical and marketing program.

Hans-Erhard Reiter, Chairman of the ADSL Forum, closed the week with acknowledgment of the progress made and the steps still to come, "Demand for ever-faster access to the Internet is accelerating around the world. That is just one application for DSL technologies. In Washington, we have made further significant strides toward enabling mass market deployment. As we progress our technical work, we must also ensure that the worldwide regulatory framework is clear for both the industry and end users. Those regulatory issues include privacy and protection of personal data; intellectual property rights; encryption; e-commerce; digital signatures and taxation."

The next ADSL Forum Summit meeting will take place in Vienna, Austria on 25 May 1999, preceded by a day long workshop open to members and non-members on 24 May regarding voice over DSL.

About the ADSL Forum

The ADSL Forum represents over 300 of the world's leading companies from all sectors of the global communication and computer industry, governed by a Board of Directors elected by its members. In this year's annual election, the membership voted to appoint two new luminaries and re-elected four others whose two-year term on the Board had expired. Jim Southworth, Director of Advanced Network

Services and Technologies for Concentric Network Corporation, and Kevin Kahn, Director of Communication Architecture for Intel Corporation and co-chair of the UAWG compliment the nine incumbent members.

This non-profit membership organization was founded in 1994 and is dedicated to helping service providers and their suppliers realize the enormous market potential of DSL and accelerate its deployment. The entire list of the Board of Directors and additional information about the ADSL Forum is available at www.adsl.com.

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# HP and the Mac: past, present and near future

by Dennis Sellers dsellers@maccentral.com January 12, 1999, 8:00 am ET reprinted with permission from Dennis Sellers

Hewlett Packard's printer division has never abandoned the Mac platform and has big plans for the future, HP representatives told MacCentral last week.

We discussed HP's current and future commitment to the Mac last week in a meeting with Hugh Amick, Apple Program Product Manager, HP's Vancouver Printing Division; Kathy Schultheis, DeskJet Product Manager; and Pat Kinley, Home Program PR manager for the Consumer Products Group.

Amick says there's an incorrect perception that HP had planned to

phase out its Apple products in months past, but reversed course when the iMac proved to be such a hit. The truth is that the perceived "phase out" was actually an awkward transition between the period when HP was producing Apple-branded printers for Apple itself and the present.

"We never gave up on Apple, but you can't turn a company like Hewlett Packard around on a dime," Amick says. "We made our decision to continue our support of the Mac platform even before the iMac was introduced."

He says the first HP inkjets targeted at the iMac audience (the 695c and 697c Deskjets, which require special adapter cables) were interim steps on a longer path. That path's

destination is now in sight.

Mac USB drivers will be released this spring for two new HP inkjet printers. Both printers are either now on sale or soon will be. However, the Mac drivers are still in development.

The HP DeskJet Cse offers laserquality black text and photo-quality color with print speeds of up to 10 pages per minute. Aimed at the home office/small office market, the printer is networkable. The price is US \$399.

The HP DeskJet 882C is a replacement for the best selling 722c. Kathy Schulthesis says the 882C has all the features of the 722c — and more — for the same price (\$299). Aimed primarily at home users, the printer offers handout and poster printing capabilities. It prints at 8 pages per

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minute for black text and 6 ppm in color.

Both printers have built-in USB support and won't require the HP Printer Cable for the iMac as do the current iMac-targeted inkjets. Schulthesis says that with the two new inkjets, HP will be offering its "state-of-the-art, best-of-breed products" for the Mac.

"These printers have won several awards on the Wintel side," says Pat Kinley. "We think they'll win an equal number of honors on the Mac platform."

Amick also points out that HP has improved its Web page for Mac users. (Check it out at www.hp.com/go/mac-connect.) Plus, there's a new HP pamphlet specifically targeted to Mac users. It should be available soon on the Web site as a PDF file.

Amick says that HP and Apple are also working closely together from a research and development perspective. Apple is going with more industry standards, such as USB, and it's in both companies' best interests to work together, he adds. Look for comarketing efforts in the near future as HP printers are promoted in the education market.

"We want people to realize that we have the widest peripheral product line for the Mac," Amick says. "We have great enthusiasm for the Mac platform and plan to maximize HP's output for it."

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## **ResEdit / Programming SIG**

by Lisa Huston

The new ResEdit/ Programming SIG will be meeting April 28 at 7pm at Washburn Library. The purpose of the group is to introduce ResEdit and programming issues specific to the Macintosh. ResEdit is a free utility available from Apple that allows you to edit the resources in your programs. The resources are the aspects of your applications that make them feel and look like a Macintosh. For instance, with this utility you can

change the names of some menu commands or change the icons that appear in an application. The only knowledge required is how to use a mouse.

ResEdit is also one of the methods programmers use to create the resources for their applications. The plan for this group is to alternate between exploring ResEdit and exploring available technologies to build Macintosh programs. Besides ResEdit, future topics are likely to

include Codewarrior(Powerplant), RealBasic and AppleScript. Each of these topics will be presented at the introductory level just to give everyone an idea of what's out there. If you have any suggestion or questions, contact me at (612) 825-1245 or husto001@maroon.tc.umn.edu

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### MacTicker 1.1 fine tuned for stock market focus

Staff Report, email@maccentral.com March 12, 1999, 2:30 pm ET

Since the release of MacTicker last Christmas, the folks at Galleon Software say they've been working hard to satisfy a growing list of diverse customers, from casual investors, to enthusiastic Apple watchers, to active day traders aching to bring the stock market to their Mac desktops.

"We haven't just found a market niche," says Colin Biggin, president of Galleon Software. "We've discovered a void!"

MacTicker is a specialized Web browser that queries financial Web sites around the world and reformats the information it receives as an animated stock ticker and a collection of concise reports. With MacTicker 1.1, Galleon has re-engineered their graphics engine to allow the 'Ticker to be updated on the fly and displayed at virtually any size, in any font.

You can now double-click on any stock in the ticker to bring up a detailed stock report, and from there automatically jump to your favorite trading site if you don't like what you see. Or, you can open the stock's web page in your favorite browser for even more information.

MacTicker 1.1 now lets you configure individual alerts for each of your stocks to warn you when your favorite stock rises or falls by a defined amount or even if it reaches a specified price. For

its security-conscious customers, Galleon Software has included support for SOCKS firewalls. And for those of you who count yourselves among the fractionally challenged, MacTicker can now be configured to express all your stock prices in decimals and the price changes in percentages.

You can learn more about MacTicker at http://www.galleon.com/-macticker. To download a copy, go to http://www.galleon.com/macticker/dem o. An unregistered copy of MacTicker runs for 15 minutes before it quits, but otherwise lets you evaluate all of MacTicker's features before you decide to purchase a serial number.

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### Eligibility for frequent drawings for equipment, software, and books.

Many items were given away free or in 'dollar raffles' this last year; such as Mac OS 8.5, T-shirts, and software from many companies.

#### **Discounts on book orders**

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### Periodic special User Group discount offers on equipment and software.

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