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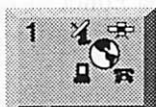
Volume 22, Issue 7



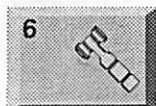
# mini'app'les newsletter

the minnesota apple computer users' group, inc.

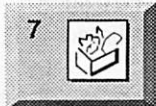
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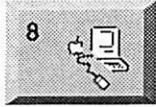
**Telecommunications SIG**  
Epiphany Lutheran Church  
1414 East 48th Street S, Mpls  
Bert Persson, 612-861-9578



**Board of Directors**  
mini'app'les members welcome.  
Byerly's  
7171 France Ave. S., Edina  
Lisa Huston, 612-825-1245



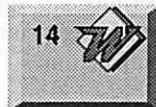
**AppleWorks / ClarisWorks SIG**  
Southdale Library  
70th & York, Edina  
John Hunkins, Jr., 651-457-8949



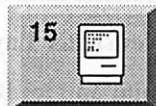
**Macintosh Main**  
Final Cut Pro Mary Philipsek  
Washburn Library;  
5244 Lyndale Avenue S, Mpls  
Denis Diekhoff, 612-920-2437



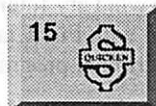
**Apple II/GS Main SIG**  
Augsburg Park Library  
7100 Nicollet, Richfield  
Tom Gates, 612-789-6981



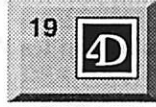
**Microsoft Word SIG**  
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Bloomington  
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651-488-9979



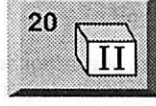
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7525 Wayzata Blvd  
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Bob Demeules, 612-559-1124



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Dale Strand, 612-835-5872



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David Ringsmuth, 612-853-3024



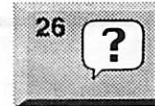
**Apple II Novice SIG**  
Ramsey County Library  
2180 Hamline Avenue, Roseville  
Tom Gates, 612-789-6981



**Photoshop-Digital Imaging**  
Field Trip: Digital Bucket  
510 1st. Ave No. #410  
(see page 6 for details)  
Denis Diekhoff 612-920-2437



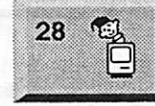
**FileMaker Pro SIG**  
Partners, Suite 5  
1410 Energy Park Drive, St Paul  
Steve Wilmes, 651-458-1513



**Macintosh Novice SIG**  
Merriam Park Library  
Marshall & Fairview, St Paul  
Richard Becker, 612-870-0659



**Meet Your iMac / Mac SIG**  
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Marshall & Fairview, St Paul  
Brian Bantz, 612-956-9814



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



# mini'app'les

The Minnesota Apple Computer Users' Group, Inc.  
P.O. Box 796, Hopkins, MN 55343

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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, in the opinion of the Newsletter Editor or Manager, it constitutes material suitable for publication.

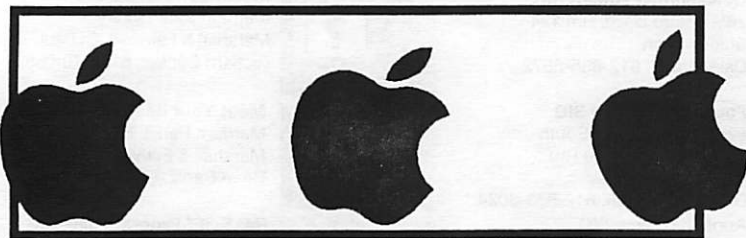
**Editor/Publisher:** Tom Ostertag 651-488-9979

**Newsletter Layout:** John Pruski

**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

**mini'app'les WWW site:** <http://www.miniapples.org>



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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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## August 1999 Preview

Here is the tentative calendar of our Special Interest Group (SIG) meetings for June 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	August 3	Board of Directors meeting
Wednesday	August 4	AppleWorks nee ClarisWorks SIG
Thursday	August 5	Telecom SIG
Monday	August 9	Apple II/GS Main SIG
Wednesday	August 11	Microsoft Word SIG
Thursday	August 12	Macintosh Main SIG
Monday	August 16	Fourth Dimension SIG
Tuesday	August 17	Apple II Novice SIG
Wednesday	August 18	PhotoShop / Digital Imaging SIG
Thursday	August 19	Quicken/Investing SIG
Thursday	August 19	Macintosh Consultants
Monday	August 23	Meet Your iMac / Mac SIG, 6:00pm
Monday	August 23	Macintosh Novice SIG, 7:00pm
Wednesday	August 25	ResEdit / Programming SI
Thursday	August 26	FileMaker Pro SIG

# 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	1, 6, 9
ClarisDraw	3
AppleWorks / ClarisWorks	2,8, 9, 10
FileMaker Pro	
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	14

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	612-427-2868	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	D
14. Rodney O. Lain	651-452-5821	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 Pruski on our BBS, or call him at 612-938-2816, 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	Outside back cover . 7-1/2" Width x 7-1/2" Height . . \$50
1/6 page . . . . . 2.5" Width x 5" Height . . . . . \$10	Inside back cover . . . 7-1/2" Width x 10" Height . . \$60
1/3 page . . . . . 2.5" Width x 10" Height Vert or 5.5 H. . \$20	
1/2 page . . . . . 7.5" Width x 5" Height (save 5%) . . . \$30	
2/3 page . . . . . 5" Width x 10" Height (save 7%) . . . \$40	
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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 Pruski, 612-938-2818



# Our New Publications Director

by Bert H. Persson  
SIG Director

## We'll see what the future holds.

After some delay our new publications director John Pruski finally got his brand new Apple Blue & White (B/W) G3, scanner,

Zip and printer up and running. He is now in the process of learning how to use this hardware and software for producing newsletters.

After talking to John, he mentioned that he would like material for interesting articles about Apple computers and related software that would be of interest to our readers. Please post articles for the

newsletter on the BBS in the For Newsletter Staff Folder, in text format before the end of preceding month. Since he has a background in photography and an interest in computers he is hoping to be able to incorporate this knowledge for jazzing up our future newsletters.

# Miniapples at the Uptown Art Fair

by Bert H. Persson  
SIG Director

## Good News, we have a display!

Our user group will have a display (cart) in Calhoun Square during the annual Uptown Art Fair. This event which takes place on the weekend of August 6-8 attracting thousands of people and providing an excellent opportunity for Miniapples to increase our exposure in the community in

general and to Apple computer users in particular. At this time we have a number of committed individuals that will work at our display, but we can always use "a few more good men and women". The work consists of introducing and showing people the latest coolest Apple technologies as well as promoting Miniapples and the benefits one receives by becoming a member. Since this is a three day event we need people to man the display (cart) in shifts during regular business hours. If you are

interested in helping promote Miniapples and Apple computers at this event please contact Denis Diekhoff on our BBS or call him at (612) 920-2437 for more information.

Calhoun Square is located on the southeast corner of Hennepin Ave S and Lake St W in Minneapolis.

# Additional News about upcoming events

by Denis Diekhoff  
Vice President

## Macintosh Main

Washburn Library  
5244 Lyndale Ave S, Mpls  
Mary Philipsek, Apple SW Update  
Denis Diekhoff, 612-920-2437

On July 8th, at Washburn Library, Apple's Mary Philipsek will present an update of Apple's software offerings as well as some software and T-shirt give-aways. In addition to the update, she will be demonstrating Apple's new "Final Cut, Pro" which gives Apple users the power to do, broadcast quality, home video editing. Meeting time 7 PM. (be there or loose your shirt!)

## Photoshop/Digital Imaging

Washburn Library  
5244 Lyndale Ave S, Mpls  
regular \*Spectacular\* meeting  
Denis Diekhoff, 612-920-2437

## Uptown Art Fair, membership recruitment.

mini'app'les will be recruiting new members from a display cart inside the Calhoun Square (Hennepin So & W. Lake) over the Uptown Art Fair weekend, Aug. 6, 7, & 8. The cart will be set up with several new demonstrator Mac's which Apple's Rick Hammond helped the Club get. Club member Volunteers will be supervising and demonstrating

these machines while promoting the benefits of Club membership to the milling throngs of art fanciers. The hours of operation will be 10 to 9, Fri. & Sat, Noon to 6 pm Sunday, with at least 2 Club members working each 4 hour shift.

Our Club president, Lisa Huston, lives half a block from the Mall and is opening her place to Club members, over the weekend, as a rest stop and refuge with refreshments provided by the Club. Parking is a challenge, and we suggest you bring your bicycle in the car, parking where ever it is easy, and cycle to the Lisa's or the Mall where we will have a convenient lock-up for your bike. For all Club members wishing more information on visiting or



meeting at Lisa's or the Club booth, contact Lisa at 612-825-1245 <macgal84@aol.com> or Denis 612-920-243  
Volunteers need to make contact,

giving their shirt sizes and choosing a work shift.  
As a special treat for "garage saler's" the entire area surrounding the Art Fair is awash in end-

less garage and yard sales that week-end.

## Digital Imaging Field Trip

For many years Mark Scheldon has been perfecting his craft in TV editing in the broadcast community. Today he does business as "Digital Bucket" within the Metro Hadden Group". Mark has been gracious enough to invite

the DI group to come visit his studio and workshop in the Butler North building this month. The address is 510 First Ave N, Suite 410. The entrance is just down the block from the Loon and identified by three blue pillars. If

you would like any parking tips, or to find out more about the location please call 612-333-1025.

As usual, please try to be a little early. The meeting begins at 6:30 so our host can get home early

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## Sherlock II to feature shopping capability

by Benjamin Jonas-Keeling -  
<mailto:staff@insanely-great.com>  
Submitted by David M. Peck

Sherlock II, Apple's upgrade to its smash-hit search utility Sherlock, will allow users to gather price and availability information on a wide variety of products from a group of affiliate websites, or channels. When a user enters a desired product, Sherlock II will return a list of which sites offer the product, price information, and links.

This technology could open up new revenue streams for Apple,

## Playin Train

Submitted by Hunt'n Peck

A review of Railroad Tycoon II. Have you ever sat down to check out a game demo without any special expectations only to find yourself pulled in over your head? My wife was headed out of town for a couple of days so it was fortunate that I chose this time to check out the Railroad Tycoon II demo, a 23 MB download. Two days later, I was a RT2 junkie, ready to sell my soul to get that next cargo shipment heading down the tracks. Maybe it's a subconscious connection to childhood train sets. Maybe a desire to be a tycoon. I found RT2 to be a highly addictive real time strategy game. Your goal is to build a railroad empire.

The demo comes with two complete scenarios, the U.S. East Coast and England, circa the mid 1800s. The documentation accompanying the demo is adequate and a tutorial is included to get you up and running quickly. To win the scenarios, you must be the first player (against computer players) to build a personal fortune of \$5 million. Starting with your own seed money of about \$100,000

and could conceivably be considered an e-commerce portal. Apple demonstrated Sherlock II at it's Worldwide Developer Conference this week. Websites such as Ebay, Amazon, Music Boulevard and Barnes and Noble, are indicated as likely Sherlock II savvy websites.

"There is no other way people will want to shop on the Internet," said Avie Tevanian, senior vice president of software engineering, during a keynote speech at the WWDC.

Sherlock II is to be included in Sonata, an upcoming Mac OS release, expected this fall.

and as much investor money as desired (up to about \$900,000), you create a company, assigning a name and logo. You'll find that \$100,000 even back in the 1800s does not go too far when it comes to setting up a railroad so investors are important. Then take a God's eye view of the world to pick two likely cities to connect and start up train service. This game has two parts, managing your company and your personal investments. Remember the key to winning the scenarios is to build your personal fortune to \$5 million and there is no way you can do that relying on your initial investment in the company and your salary. This requires you to play the stock market. Managing the Company I've discovered that I'm not crazy about city development strategy games such as Caesar II or Sim City that rely on the specific placement of buildings to be successful. In contrast, I love Civilization II, which has no building placement to speak of although it's of monumental importance how you develop your cities and where you place and connect them. RT2 is more like

Can Apple become an e-commerce portal?

<<http://www.news.com/News/Item/0,4,36477,00.html?tt.yfin..txt.ni>>

[Join the discussion in the IGM Forum]

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<<http://www.insanely-great.com/news/99/5/14-sherlock.html>>

Civilization II in this regard. As President of your railroad, you make all of the decisions. The primary placement decisions after deciding which cities to connect, are where to lay track and locate stations. Upgrades such as water towers and round houses, need to be added to your stations, but placement of these features is not an issue. Management of the company is simple enough at first, dispatching one or two trains and selecting the mix of passengers and cargo to send between your stations. But to do well, you must continually expand your network, learn to efficiently schedule your trains, and have enough trains running to meet demand. As your network grows, the most difficult and time consuming task of the game quickly becomes the micro-management of your trains. More on this later.

As I said, one or two trains is no problem, but think about running 20 trains. You'll quickly discover that the big money is in cargo and long hauling. The inter-dependencies of raw materials to industries and secondary industries and your ability to exploit these relationships will determine how big of a

money maker your company becomes. For example, steel mills require iron ore and coal to manufacture steel. A cannery requires steel and produce to create food. Most cities demand food, but based on the local industries and raw materials, each city has unique items they produce and demand. You can lay out the entire itinerary and manifest for a train, but when 20 trains are running, you'll find your world is a very dynamic place requiring constant monitoring and changes.

**Managing Personal Finances**  
 With an aversion to the stock market, I've found this portion of the game the most difficult. Although I created the largest, most profitable company, I ended up losing both of the demo scenarios first time through, because one of the computer opponents built their personal fortune faster than I did. I'm unsure about this aspect of the game. When you pull up the stock market window, your given a readout of your personal worth in cash and stock. You can buy or sell stock in your company or competitors companies. So you have 2 or 3 choices for buying and selling. I basically bought my companies stock when I had earned enough to do so but it wasn't enough to win. There must be something I've missed. The advanced financial model that is included in the full version of the game allows you to do more things, including selling stock short, and buying into non-railroad related industries. Fortunately, in the full version, which I now have, there are campaigns with only development and company worth objectives necessary for victory. Having started the second scenario of the first campaign, there's been nothing about personal financial objectives so far. But I'm sure it will raise it's ugly head in the near future.

**Conclusion:** Overall a very fun game and a great way to waste a

day or week! Also allows you to run friends over with your train with multi-player options over Lan/internet!

**Critiques and FYI**  
 - Cargo can't be handed off from train to train. Some trains do better on a flat grade and some do better in the mountains (but are slow in the flats). An ideal version of this game would let you bring cargo to a station out of the mountains for hand-off, but this feature is not available. So be careful what kind of locomotives you bu

mode for those who want to have the hands on.

-Micro-managing trains. It's critical that you review what each of your trains are picking up at each stop. Depending on how fast you are running the game and how many trains are in service, this can easily be missed and quickly become a mess. The next thing you know, you've got trains half way to Timbuktu carrying nothing or a totally inappropriate load with a value of "0". My second desired feature of the game (in absence of an auto-load feature)



-As President you make all decisions. I suspect that the real President of a railroad, after defining the broad strokes and emphasis of the business, would have his managers selecting which cargo and/or passengers to haul. I find this do it all yourself a little unrealistic. The manager that you hire in the game only gives you some kind of general advantage but is not really helping during the game. My first request is for an "auto load" feature where, after laying out the itinerary of a train, it would be automatically loaded with the highest value manifest, and you could designate what general types of goods you want to haul. Keeping the manual

would be a preference not to allow a train to leave a station without your approval. As it is, I spend a lot of time watching the train window where the progress of each train is displayed. When you get over about 15 trains, you can no longer see all of them in the window and scrolling is required. The rub comes when two trains hit their stations at the same time, I guarantee you'll miss a train now and then.

-Long hauls pay better than short hauls. It appears, although not scientifically proven <g> that it's much better to pick long haul city pairs and run cargo/passengers between them, than to hop hop hop up and down the line. For



example I'd run a train from Hartford to Norfolk then back to New York. This appeared to make much more money than running the train from Hartford, to New York, to Philly, to Baltimore, etc. -Don't be shy about selling bonds. You need to expand quickly and bonds give you a fast \$500 thousand to play with. But don't rush

to buy bonds at the very beginning of the game. Go for max investor money and then check and see how the interest rate is running. On several games it seemed like on the first turn, if I sold bonds, the interest rate would be 14%. But if I waited a few turns it would drop down to about 5%, a much better deal.

System requirements: MacOS 7.5.3 or later; PowerPC 132MHz or faster; 16MB ram, 4x CD-ROM, Monitor capable of 800x600, 130MB hard drive space. Monitor requirements were an eye opener! It won't go on my PB 5300 which only supports 640x480.

## Apple Digital Seminars

If you are involved at all with photography, you have probably heard the term "digital imaging." People are increasingly turning to digital image capture for greater productivity and creativity. Whether you're shooting conventionally on film and scanning images to the computer, or are interested in using the latest digital camera technology, this seminar is for you!

### Digital Imaging Seminar

Chicago-based photographer Dennis Biela has more than six years of experience in digital photography. Some of his clients include BMW, EAA, EPA, Jaguar, and GM. He is also a consultant to major corporations, camera manufacturers, and the U.S. government in the field of digital imaging. Dennis will take you on a tour of the latest in digital equipment, and tell you about his real-world experiences on its uses, including the do's and don'ts of digital imaging. You'll learn what you need for a complete digital studio.

### Location and Date

Minneapolis July 16

### Information and Registration

Register for this seminar at [www.seminars.apple.com/series/photography/](http://www.seminars.apple.com/series/photography/) or call 800-895-4853, reference 100 (ask for the Digital Imaging Seminar).

At this seminar, you'll:

- Increase your knowledge and understanding of digital imaging, with demonstrations on how film compares with high-end and entry-level digital cameras
- Learn guidelines for buying a film scanner
- Learn how to improve your photos using Adobe's Photoshop 5 and color management with Apple's ColorSync software
- Find out about computer equipment needs for digital photographers
- Know what you should look for in mass storage devices, and what to be aware of in output devices, including dye sublimation and ink-jet devices.

The seminar will end with a discussion of how to become more creative with your photography using the Macintosh computer and programs such as QuickTime VR Authoring Studio, as well as creating 3D images from your photos.

Various manufacturers' representatives will be on hand afterward to answer your questions.

### Featured Solutions from

Apple Computer, Inc  
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## Apple video tour and QuarkXpress seminars

### Apple Invite

QuarkExpress Seminar Tour

From: "Rick L. Hammond"  
<[hammond@apple.com](mailto:hammond@apple.com)>

See next page

<http://www.seminars.apple.com/series/QuarkXPressTour>

Quark, Inc. and Apple Computer, Inc. are proud to present the QuarkXPress Tour!

Come to this FREE THREE-HOUR SEMINAR and see how QuarkXPress 4.0 and the Power Macintosh G3 can boost your productivity and streamline your workflow. You'll see demonstrations of document production with QuarkXPress 4.0 at the center of the workflow solution. You'll also discover how to use ColorSync technology and AppleScript software integration for maximum results.

**THE QUARKXPRESS TOUR IS COMING TO A LOCATION NEAR YOU!**

Seating is limited. Register now for either the morning or afternoon session.

By phone: 800-895-4853, reference 100

On the Web: <http://www.seminars.apple.com/series/QuarkXPressTour>

As the event dates approach, be sure to check the Web site for up-to-date information. Dates and locations are subject to change. Take advantage of this free seminar and find out how you can save time and streamline your workflow with QuarkXPress 4.0 and the Power Macintosh G3. In addition, you'll get a SNEAK PREVIEW of upcoming technology that can provide custom solutions to your everyday challenges. Power Macintosh G3 and QuarkXPress giveaway.

Seminar times are the same for all locations. Register for either the morning or afternoon session. 9:00a.m. - 12:00noon or 1:00p.m. - 4:00p.m.

**DATE & LOCATION**

July 12 Minneapolis, MN

July 13 Chicago, IL

All dates, locations, speakers, and content are subject to change or cancellation without notice.

Apple disclaims any liability in connection with any changes.

Every seminar held at an Apple Computer facility is fully accessible to and appropriate for individuals with disabilities.

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## VST Technologies

VST Technologies to Market a New Series of Full Height, High Performance FireWire Hard Drives; New FireWire Hard Drives Offer Largest Capacity and Highest Available Performance

*Submitted by David M. Peck*

BOSTON--May 12th, 1999--VST Technologies, Inc. today announced a new series of full-height, high performance FireWire(R) Hard Drives aimed at high-end video editing, audio and multi-media applications. This marks the third new FireWire product announcement from VST in as many weeks. These new full-height, high performance drives from VST are available in a variety of capacities from 10 to 36

Gigabytes (GB), and provide users the widest range of FireWire capacities and performance available.

The new products announced this week include the VST FireWire Hard Drives in 10, 14, 22, and 36GB sizes, combining a variety of storage sizes with hot-plug/unplug and blazing transfer speeds, up to 15 MB/sec. This unparalleled combination provides seamless storage performance for any FireWire equipped computer. Just cable the drive and computer together, and the volume mounts automatically, ready for high speed file transfers.

Apple(R) Power Macintosh(R) G3 owners are the first to benefit

from FireWire's ability to instantly connect devices regardless of platforms and software. In January, Apple began shipping FireWire (IEEE 1394) as a key feature built into every Power Macintosh G3 series professional desktop computer. In April, VST shipped the world's first new 1394 compliant Hard Drives that take full advantage of Apple's new FireWire capable CPUs. See related press release dated April 28th, 1999 at VST's web site, <http://www.vsttech.com>.

"FireWire technology is already proving its superiority in moving today's large multimedia files and data between devices," said Vincent Fedele, Chairman and Founder of VST Technologies. "Apple continues to lead the



industry in new connectivity solutions that allow users to be more productive by allowing truly seamless plug-and-play expansion capabilities. FireWire is the most significant advance in the state-of-the-art for external peripherals in more than a decade, and will bring users into the next generation of high performance storage connectivity."

Introduction of the high performance, full-height VST FireWire Hard Drives marks the company's third offering of desktop peripheral devices, and one that is completely platform independent. VST expects Microsoft Windows 98 compatibility within the next few months.

On April 28th, VST shipped the world's smallest FireWire Hard Drive, measuring only 3" x 5.5" x 0.7" and weighing in at only 6.5 ounces. The ultra-compact series of FireWire Hard Drives from VST has been extraordinarily well received by users, and this week VST added 8, 10 and 14GB capacities to the 2, 4 and 6GB ultra-

compact FireWire drives announced and shipped previously. See related press release(s) dated April 28th and May 10th, 1999 at VST's web site, <http://www.vsttech.com>.

VST Technologies, Inc. is a market leader in the design, engineering and marketing of peripheral products for the notebook and desktop computer industries. VST peripheral products can be found as optional features or as after market add-ons from leading OEMs and from notebook manufacturers, including Apple Computer, Fujitsu, NEC, and IBM. In addition to the VST FireWire Hard Drives, VST manufactures notebook Zip100 Drives, SuperDisk(TM) Drives, Hard Drives, AC/DC Power Adapters, Battery Chargers and Auto Adapters.

VST's products may be viewed and purchased through their web site at <http://www.vsttech.com> and from major distributors, resellers and catalog mail houses.

Pricing and availability of VST's full height FireWire Hard Drives announced today, is as follows (for technical information regarding today's announcement, visit our web site, <http://www.vsttech.com>):

**Pricing & Availability:**

Description	Speed/RPM	Price	Availability
10GB	7200	\$499.95	Q2 1999
14GB	7200	\$699.95	Q2 1999
22GB	7200	\$799.95	Q2 1999
TBD	36GB 10000		Q2 1999

*Apple and Macintosh are registered trademarks of Apple Corp. Inc. SuperDisk is a trademark of Imation Corp. IBM is a registered trademark of International Business Machines Corp. Zip is a registered trademark of Iomega Corp.*

**CONTACT:** VST Technologies, Inc.  
Ward Russell, 978/263-9700  
[ward.russell@vsttech.com](mailto:ward.russell@vsttech.com)

## Ongoing Deals for mini'app'les Members

The following businesses have agreed to provide ongoing discounts to members of mini'app'les. Please identify yourself as a member of mini'app'les to qualify for these discounts. For questions related to these discount offers, please contact Tom Gates, 612-789-1713 evenings and weekends, or e-mail on our BBS.

### Power Protection Products

Surge Protection strips, Battery backups, line conditioners, etc. Contact Keith Kalenda at Business Security Products, 612-789-1190. 1/3 off APC SurgeArrest line of products 25% off APC BackUPS, SmartUPS and related products.

### Peachpit Press

Peachpit Press offers mini'app'les members a 40 percent discount on their books. Our contact person for Peachpit is Keary Olson, he can be contacted at SIG meetings, on our BBS or his home phone, 612-724-0031. Peachpit books may also be ordered on our BBS; go to 'Conferences', 'Special Offers', 'Peachpit Books'. From time to time, Keary will have Peachpit catalogs at SIG meetings. You may also check Peachpit's web page at <http://www.peachpit.com/> for current and soon to be released books.

In order for our members to receive the 40 percent discount, Peachpit requires a minimum number of books be ordered. Therefore,

please allow sufficient time. Minnesota sales tax and a \$ 0.50 shipping charge will be applied to each book ordered.



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**A free account on the mini'app'les BBS (45 minutes/day)**

Communicate with other mini'app'les members plus get up to date information on mini'app'les events and meetings. Get assistance from other members. Download freeware and shareware.

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

Many items were given away free or in raffles this last year; such as Mac OS 8.5, T-shirts, and software from many companies.

**Discounts on book orders**

40 percent off books from Peachpit Press; renown authors such as Robin Williams and Maria Langer

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

In the past, Apple, Brøderbund, and APC Power Protection (Business Security Products), among others, have offered mini'app'les members significant discounts.

**Plus, you're supporting all of mini'app'les' Special Interest Group (SIG) meetings that you attend each month.**

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