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Volume 23, Issue 3



mini'app'les newsletter

the minnesota apple computer users' group, inc.

| M A R C H 2 0 0 0 | | | | | | |
|-------------------|----------------|----------------|----------------|------------------|-----|-------------------------|
| SUN | MON | TUE | WED | THU | FRI | SAT |
| | | | 1 7:00 | 2 7:00 | 3 | 4 Annual Meeting |
| 5 | 6 | 7 | 8 7:00 | 9 7:00 | 10 | 11 |
| 12 | 13 7:00 | 14 | 15 6:30 | 16 7:00am | 17 | 18 |
| 19 | 20 7:00 | 21 7:00 | 22 7:00 | 23 6:30 | 24 | 25 |
| 26 | 27 6:00 | 28 | 29 | 30 | 31 | |

1 **AppleWorks / ClarisWorks SIG**
Washburn Library;
5244 Lyndale Ave S. Mpls
John Hunkins, Jr., 651-457-8949

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

4 **Annual Meeting**
mini'app'les members welcome.
Brooklyn Center Community Ctr
6301 Shingle Creek Pkwy, Ave. S.,
Brooklyn Ctr Denis 612-920-2437

8 **Microsoft Word SIG**
2850 Metro Drive Rm 124,
Bloomington
Tom Osterlag, D 612-951-5520 E
651-488-9979

9 **Macintosh Main**
Washburn Library;
5244 Lyndale Ave S. Mpls,
Denis Diekhoff, 612-920-2437

13 **Apple II/GS Main SIG**
CANCELLED
Tom Gates, 612-789-6981

21 **Apple II Novice SIG**
New Brighton Family Ctr
400 10th St N.W., New Brighton
Tom Gates, 612-789-6981

15 **Photoshop-Digital Imaging**
Washburn Library, Dave Johnson
5244 Lyndale Ave S. Mpls
Gary Eckhardt, 612-944-5446

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

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

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

22 **Macintosh / Programming SIG**
Washburn Library
5244 Lyndale Avenue S, Mpls
Andre Benassi, 612-502-0187

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

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

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



mini'app'les

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

Board of Directors:

| | |
|------------------------------|--|
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| Mac Software | Bryan Lienke |
| Apple II | Owen Aaland |

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Questions – Please direct questions to an appropriate board member. Users with technical questions should refer to the Members Helping Members section.

Dealers – mini'app'les does not endorse specific dealers. The club promotes distribution of information which may help members identify best buys and service. The club itself does not participate in bulk purchases of media, software, hardware and publications. Members may organize such activities on behalf of other members.

Advertisers – For information, see Newsletter Ad Rates box within this issue.

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

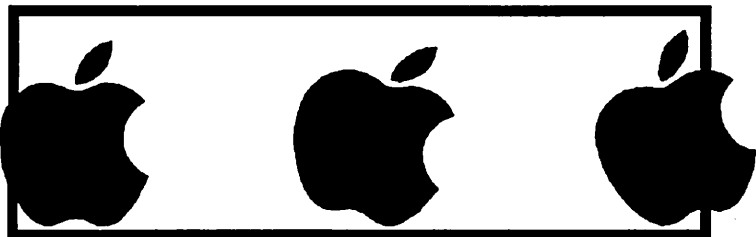
Newsletter Layout: John Pruski 612-938-2818, Bert Persson 612-861-9578

mini'app'les BBS – 612-595-9404, (co-located on Twin City Interlink BBS), 24 hrs. Settings: 8-10. 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>

mini'app'les e-mail: miniapples_info@tcilink.com



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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.

FOR RENT: BRILLIANT PRESENTATIONS



Proxima On Call™ Rental Program. For the Multimedia Projector You Need. When You Need It.

- Local service and support
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- PC and Macintosh compatibility
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- Expert advice on selecting equipment
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April 2000 Preview

Here is the tentative calendar of our Special Interest Group (SIG) meetings for April 2000. 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

| | | |
|-----------|----------|----------------------------------|
| Saturday | April 1 | Board of Directors meeting |
| Wednesday | April 5 | AppleWorks nee ClarisWorks SIG |
| Thursday | April 6 | Telecom SIG |
| Monday | April 10 | Apple II/GS Main SIG (Cancelled) |
| Wednesday | April 12 | Microsoft Word SIG |
| Thursday | April 13 | MacintoshMain SIG |
| Monday | April 17 | Fourth Dimension SIG |
| Tuesday | April 18 | Apple II Novice SIG |
| Wednesday | April 19 | PhotoShop / Digital Imaging SIG |
| Thursday | April 20 | Macintosh Consultants |
| Thursday | April 20 | Quicken / Investing SIG |
| Monday | April 24 | Meet Your iMac SIG |
| Monday | April 24 | Macintosh Novice SIG |
| Wednesday | April 26 | Macintosh Programming SIG |
| Thursday | April 27 | 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, 5, 8, 15 |
| ClarisDraw | 2 |
| AppleWorks / ClarisWorks | 7, 8, 9 |
| FileMaker Pro | |
| FirstClass | |
| HyperCard | 11 |
| MacWrite Pro | |
| Microsoft Excel | 2, 5, 6 |
| Microsoft Word | 5 |
| MYOB | 6 |
| PhotoShop | 3, 14 |
| Quicken | 2, 6 |
| QuickBooks and QuickBooks Pro | 6 |
| Mac OS 7 | 8 |
| Mac OS 8 | 12 |
| WordPerfect | 4 |
| Cross-Platform File Transfer Networks | 5,15 11 |
| New Users | 10, 11 |
| PowerBooks | 11 |
| Classic Macs | 11 |
| Power PC 601 Power Macs | |
| iMacs | 13 |

| | | |
|---------------------------|--------------|-----|
| 1. Les Anderson | 651-735-3953 | DEW |
| 2. Mike Carlson | 218-387-2257 | D |
| 3. Eric Jacobson | 651-645-6264 | D |
| 4. Nick Ludwig | 612-593-7410 | DEW |
| 5. Tom Ostertag | 651-488-9979 | EW |
| 6. Ardie Predweshny | 612-823-6713 | DEW |
| 7. Owen Strand | 612-427-2868 | D |
| 8. Bruce Thompson | 612-546-1088 | EW |
| 9. Pam Lienke | 651-457-6026 | EW |
| 10. Tom Lufkin | 651-698-6523 | EW |
| 11. Ben Stallings | 612-870-4584 | DEW |
| 12. Chuck Hauge | 651-292-9029 | D |
| 13. Rodney O. Lain | 651-452-5821 | EW |
| 14. Gary Eckhardt | 612-944-5446 | EW |
| 15. Michael Cumings-Steen | 651-644-8653 | DEW |

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 612-938-2818, 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 | |
| Full page 7-1/2" Width x 10" Height (save 15%) . . \$60 | |

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

Mini'Apple's Annual Meeting

(A family event)

Our Annual Meeting is Scheduled
for Saturday, March 4th, 2000.

It will be held at the Brooklyn Center Community Ctr.
6301 Shingle Creek Pkwy,
Brooklyn Ctr.

The meeting will be held in the Constitution Hall starting at 12:00 P.M.

There will be a brief business meeting, introduction of board nominees, presentations, demonstrations and a potluck dinner buffet.

A heated swimming pool and water slide adjoins the meeting room which you and your family members may use for a small fee.

The Club will also provide some food, refreshments, plates etc.

This is were it's at folks

In addition the mini'app'les Gaming Group may facilitate an ongoing war with the latest greatest games. For more information about gaming contact.

John Hunkins Jr (651-457-8949) for details. Hope to see you all there!!



Apple eNews January 27, 2000 Volume 3, Issue 3

1. The Tools That Bring Dreams to Life
2. So Many Pages, So Little Time
3. QuickTime Celebrates Independent Film/Music Makers
4. Turn Your Dial to 4.1
5. "Best of Show" Award Goes to Dreamweaver 3
6. Technically Speaking...
7. Quick Takes

1. The Tools That Bring Dreams to Life

You'll recognize their work.

If you've sat in the theater mesmerized by the title credits of such movies as Seven, Mission Impossible, Sphere, or The Horse Whisperer, you've seen the particular stamp of genius that distinguishes the work of Imaginary Forces.

They create "motion graphics," compelling moments of digital video that combine design, typography, special effects, and animation to tell a story, set a tone, convey emotion. And to produce them, to bring their visualizations to life, Imaginary Forces are

spending an increasing amount of their time with an Apple desktop movie studio--FireWire, the Power Mac G4, Final Cut Pro, and a digital video camera. "You take a digital camera, plug it in, transfer the video, it's done. With FireWire and the Power Mac G4, the process has become so integrated. If you want to shoot video, you can import it directly. If you want to get a picture, you can scan it; you can bring in audio. Final Cut Pro has everything you need to get something from your head to the screen. All the tools you need are at your fingertips. If you can visualize it,

you can do it."

<http://www.apple.com/medi-aarts/0301/imaginary/>

2. So Many Pages, So Little Time Can you believe it?

According to a report recently issued by Inktomi and the NEC Research Institute, there are now more than a billion web pages on the Internet. 1,000,000,000. But, you know what, you probably wouldn't want to read more than a few hundred thousand of them anyway. No, you want to spend your time at only the best places. That's why we created iReview--to make it easier for you to find sites that are truly worth your time. iReview is available to anyone who has access to the Internet. In fact, if you have Mac OS 9 and have signed up for an iTools account, you can even contribute reviews of your own:

<http://www.apple.com/ireview/>

3. QuickTime Celebrates Independent Film/Music Makers

Last Thursday, QuickTime TV traveled to Utah and the Sundance Film Festival to celebrate independent filmmaking and announce the addition of five exciting new film and music channels to the growing QuickTime TV network:

- AtomFilms, the award-winning distributor of short films, animation, and digital media, promises a "weekly succession of short entertainment titles," like Short, an acclaimed Irish romance and the first feature to appear on AtomFilms QuickFlicks.

- The New Venue, an online showcase for movies made expressly to be seen on the web, features a new Internet movie every week as well as a library of made-for-Internet films.

- D.FILM offers an online festival of digital films, providing a showcase to independent filmmakers who want to bring their work directly to viewers--over the Internet and into their homes.

- V2TV, which connects you to V2 Music, an independent music label representing the work of artists from around the world, brings you music, news, artist profiles, scheduling, music videos, interviews, and perfor-

mances streaming live over the Internet.

- brandnewmusic.com offers artists and musicians a forum where they can showcase their talents and bring their music directly to a new, global audience via the Internet.

Sample the wares of our newest QuickTime TV channels by visiting:

<http://www.apple.com/quicktime/qttv>
4. Turn Your Dial to 4.1

Immediately available for free download, QuickTime 4.1, the newest version of Apple's award-winning multimedia software application offers

- Support for variable bit rate (VBR) MP3 files and MP3 playlists via M3U files
- Improved navigation through firewalls when paired with QuickTime Streaming Server 2
- Authentication features, offering access to pay-per-view sites
- Options for embedding movies as a track within other movies
- New wired actions and events
- Enhanced JavaScript support
- AppleScript support (Mac version only)

Download it today from:

<http://www.apple.com/quicktime/download/>

5. "Best of Show" Award Goes to Dreamweaver 3

"Layers" offer more precise control over the positioning of text and graphics. "Styles" let you format text with the type of control you expect to find in desktop publishing programs. And creating and editing tables in Dreamweaver 3 has never been easier: New tools let you format cells, rows, and columns as easily as you can in Microsoft Word or Excel.

And those are only a few of the many new Macintosh features Macromedia has added to Dreamweaver 3, features that helped earn it a Best of Show award at the recent Macworld Expo. Read more about this exciting new cross-platform web development tool at:

<http://macworld.zdnet.com/2000/02/features/wakeupweb.html>

Rewritten from scratch to take full advantage of the Mac OS, Dreamweaver 3 is also available for a free 30-day trial:

<http://www.macromedia.com/software/dreamweaver/trial/>

6. Technically Speaking...

Is your Macintosh system still under warranty? Would you like to extend the protection afforded by that original warranty with a comprehensive plan that offers three years of service AND support at one economical price?

We have just such a plan. One that covers hardware and system software. Includes a CD with powerful diagnostic software. Provides toll-free telephone support. And offers a special, members-only web support area. It's the AppleCare Protection Plan:

<http://www.info.apple.com/support/protectionplan/>

7. Quick Takes

"Where am I? And how do I get to Portland?"

You wouldn't have to ask those questions if you were using an Earthmate (a handheld global positioning system) and Street Atlas USA 6.0, both from Delorme. Both work great with iBook and PowerBook computers:

<http://www.apple.com/hotnews/articles/2000/01/delorme/>

It's encouraging to know that even the most accomplished digital artists occasionally flub their lines. And it's just lucky for us that the cameras were still rolling when the following outtakes--available exclusively in QuickTime 4--were captured for posterity (and your enjoyment):

<http://www.apple.com/trailers/disney/toystory2/index.html>

Apple eNews is a periodic news communication from Apple Computer.

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Apple eNews February 10, 2000 Volume 3, Issue 4

1. Send Your Valentine an iCard
 2. Feel Free to Roam About the Office
 3. Just What the Doctor Ordered
 4. USB and FireWire, Too
 5. Another QuickTime Exclusive: Mars
 6. Independent Power Mac G4 Benchmark Data Available
 7. Technically Speaking...
 8. Quick Takes
1. Send Your Valentine an iCard

Do you say it with chocolate? Roses? Some Valentine whimsy?

However you wish that special person in your life a Happy Valentine's Day, we have some lovely iCards in our Holiday collection that you can use to deliver the message. Just visit our site, pick the image you like, and write a personalized message in the space provided:
<http://www.apple.com/icards/>

Of course, if you'd like to make your Valentine's iCard even more personal, you also have the option of using an image of your own. But, first, you'll need to take a few minutes to sign up for a iTools account.* When you enroll, you'll get a free mac.com email address and an iDisk with 20MB of free storage space. To create your completely customized iCards, just drop JPEG images into the Pictures folder on your iDisk. Then visit the iCards page, click on the Create Your Own button.* It's that easy.
<http://www.apple.com/itools/>
* You'll need Mac OS 9 to sign up for an iTools account.

2. Feel Free to Roam About the Office

You're late. At your 2:00 meeting, you'll be showing the VPs the new web site, so you grab your iBook and dash off to the meeting room. In a panic you think, "Is there Ethernet in the second floor conference room?" But then you remember, you don't have to worry about being wired anymore. Since you enhanced your office's network with Apple wireless networking technology, you have access to the company's network--and to the Internet--on every floor and in every room in your building. Even in rooms that aren't wired. What's more: with AirPort 1.1 (a recently-released

update), AirPort is not only easier to use but offers some exciting new features: like "active roaming" and a preview version of the AirPort Software Base Station, a feature that lets any Macintosh with an AirPort card function like a Base Station for a wireless network.

Download the software and get more information about AirPort 1.1 at:
<http://asu.info.apple.com/swupdates.nsf/artnum/n11570>

3. Just What the Doctor Ordered

Serving the medical needs of over 10,000 students, staff, and faculty, the Cutler Health Center at the University of Maine had some big challenges. It needed to:

- Improve patient care.
- Manage costs very effectively.
- Move from a paper-based to a reliable, electronic patient information system.
- Guarantee the security of confidential medical records.
- Make everyone happy.

According to Mark Jackson, Cutler's Director, the Center exceeded all expectations by installing a complete Macintosh solution--consisting of a Mac OS X Server, two PowerBook, five Power Mac, and 32 iMac computers--that not only met all of their IS and medical needs but also saved them nearly \$100,000 over a comparable PC-based solution.

It was just what the doctor ordered:
<http://www.apple.com/education/hed/macsination/maine/index.html>

4. USB and FireWire, Too

In what may signal the introduction of an entirely new class of portable storage devices, both LaCie and VST Technologies--respected names in the Macintosh developer community--recently announced pocket-sized hard disk drives sporting both USB and FireWire ports. That's great news for Mac users, making it easier than ever to transfer data among PowerBook, iBook, iMac, or Power Mac G4 computers with USB ports, FireWire ports, or both.

LaCie will offer 6GB and 18GB Pocket Drives, while VST will offer 6GB, 12GB, 18GB, and 25GB USB/FireWire

Hard Drives. Both companies expect to begin shipping products in the first quarter of 2000.

For pricing and other information about these new products, visit:
<http://www.lacie.com/pocket/>
http://www.vsttech.com/vst/products.nsf/pl_fwusbhd

5. Another QuickTime Exclusive: Mars

It's a rescue mission. Their colleagues have disappeared, and NASA doesn't know what's happened to them. Or if they're still alive. Mission to Mars--coming to theaters on March 10--follows the crew and shares in their discoveries. Both exciting and terrifying. The trailer for this new Touchstone movie--which aired on Super Bowl Sunday but won't appear on television again--is available only on QuickTime TV. Come take a look:
<http://www.apple.com/trailers/touchstone/missiontomars/index.html>

6. Independent Power Mac G4 Benchmark Data Available

As part of its in-depth analysis of the Power Mac G4 computer, Pfeiffer Consulting, an independent technology research institute, tested the performance of some of the leading applications used to create digital content (Quark XPress 4.0.4, Adobe Photoshop 5.5, Adobe Illustrator 8.0, and others) on both current Power Mac G4 computers and earlier high-end Macintosh systems.

The Pfeiffer group published the results of their comparative study in the Power Macintosh G4 - 450 Benchmark Report. You can see excerpts of the report focusing on specific areas of interest (e.g., Photoshop or QuarkXPress performance and productivity data) by visiting:
<http://www.apple.com/creative/collateral/index.html>

Or visit the Pfeiffer home site for the complete report and a description of the overall methodology followed:
<http://www.pfeifferreport.com>

7. Technically Speaking...

You don't have to pack, worry about

roommates, or stand in line at the Registrar's office. Not if you matriculate at Metrowerk's CodeWarrior University. The first online university that specializes in code, CodeWarriorU offers free interactive courses on C++ and CodeWarrior, the leading programming language and development environment for developing applications for the Macintosh. Open to coders of all levels, the courses are free and are available online, 24 hours a day.

For more information, visit:
<http://www.codewarrioru.com/>

8. Quick Takes

Quicktime News Highlights

1. Turn Your Dial to 4.1
2. Physiognomy in QuickTime
3. Use your head
4. Technically Speaking ...
5. QuickTime QuickTakes

1. Turn Your Dial to 4.1

Immediately available for free download, QuickTime 4.1, the newest version of Apple's award-winning multimedia software application, offers:

- Support for variable bit rate (VBR) MP3 files and MP3 playlists via M3U files
- Improved navigation through firewalls when paired with QuickTime Streaming Server 2
- Authentication features, offering access to pay-per-view sites
- Options for embedding movies as a track within other movies
- New wired actions and events
- Enhanced JavaScript support
- AppleScript support (Mac version only)

Download it today from:

<http://www.apple.com/quicktime/download/>

2. Physiognomy in QuickTime

Whether he poses Tom Waits as a latter day Diogenes or Jerry Seinfeld as the Tin Man du jour, Mark Seliger whimsically explores the inner being of the glitterati in the images he captures for Rolling Stone. Here, in an exclusive QuickTime video, Rolling Stone's chief photogra-

phers brings you behind the lens as he explains how he puts a fresh face on the famous:
<http://www.apple.com/games/articles/2000/02/fly/>

Digital tools. They excite artists like Greg Gorman. Because of the creative and business doors they open:
<http://www.apple.com/applemasters/ggorman/>

If you think that losing a computer game isn't the end of the world, you haven't played Rainbow Six, a new political thriller action game from

pher brings you behind the lens as he explains how he puts a fresh face on the famous:

<http://rollingstone.tunes.com/aapl/asp/seliger.asp?afl=aapl>

3. Use your head

It's encouraging to know that even the most accomplished digital artists occasionally flub their lines. And it's just lucky for us that the cameras were still rolling when the following outtakes--available exclusively in QuickTime 4--were captured for posterity (and your enjoyment):

<http://www.apple.com/trailers/disney/toystory2/index.html>

4. Technically Speaking...

In addition to QuickTime 4.1, we recently released QuickTime Streaming Server 2, a free update available to those customers running Mac OS X Server. The release offers such new features as:

- Enhanced firewall support, allowing you to stream media over HTTP using Real Time Protocol (RTP) and Real Time Streaming Protocol (RTSP)
- Relay support, allowing you to scale streaming to reach more viewers
- Authentication support, so you can control access to content made available over the Internet
- Enhanced logging, providing support for third-party web

MacSoft and Red Storm Entertainment.

<http://www.apple.com/games/articles/2000/02/rainbow6/>

Just last week, QuickTime TV welcomed a great new music channel. It's Spike Radio, an eclectic mix of alternative, independent, dance, and techno music that you can enjoy whenever the mood hits you:

<http://www.apple.com/quicktime/hotpicks/radio/spikeradio/>

reporting and analysis tools

For more information, visit our Software Updates site at:

<http://www.apple.com/quicktime/servers>

5. QuickTime QuickTakes

As part of their annual coverage, the editors of Macworld magazine presented Eddy awards to QuickTime (Technology of the Year) and the QuickTime Streaming Server (Best Internet Server Software).

<http://macworld.zdnet.com/2000/03/features/1999eddys.html>

Elvis Presley Plaza. B.B. King's club. The Blues City Cafe. They're all there on Beale Street. But if you can't get to Memphis anytime soon, you could take the "first interactive multimedia virtual tour" of Beale Street by visiting:

<http://www.seebeale.com/seebeale.html>

Heard about MegaSeg? It's a QuickTime and MP3 DJ music mixing program for the Macintosh. You'll find a free demo available at:

<http://www.megaseg.com/>

mini'app'les Gaming

by Dave Peck

About once a month the mini'app'les Gaming Group (mGG) meets for fun and games. Although online gaming is available, we've found the most fun to be gathering our computers together in an ethernet network and making a day (and night) of it. Of course we play multiplayer games. My first experience with a multiplayer game was in 1993 when Marathon by Bungie Software hit the Mac gaming scene. I don't know who hosted the first miniappes meet but soon gaming meets were happening on a regular basis. We do some real time strategy games like Myth and Starcraft. Occasionally, a bit of flight sims. But the main attraction has been First Person Shooters (FPS). In a FPS match, you have a first person view of the arena. So does everyone else. You see players running all over, rockets and death rays a flying and somehow, the computers over the network, keep track of everything.

The age group of the players has been 17 to 40's. Our meets are 4-8 people with their computers. The atmosphere is friendly, polite, and loud, but no antics, drinking, or potty mouths.

Marathon was my first exposure to a great FPS. We've played Marathon since 1993. That's one heck of a long lifespan for the Mac's first great FPS. As you may know, a FPS has historically (but not always) been a story, who's premise is an invasion by aliens. The player must save humanity by wiping out the fiends. It's a dirty job, but someone has to do it. The bottom line is your given a good reason to shoot the place up! Although Marathon had a complete solo story with 20-some levels, what has kept my interest are the team games and death matches were you are playing other people.

Before I continue, I'll say that FPSs are not for young children and are only for those who can tell the difference between reality and virtual reality. The makers of these games have chosen to cloak them in extreme violence. But what you really have is an action game that tests your tactics and quick reactions. As soon as your "fragged", (the politically correct term) you are immediately reincarnat-

ed into the game to continue play. It's just too bad that they have made it so apparent that your blowing other players to smithereens. It's just a game. No resemblance to real life or any kind of moral code. We manage to overlook this aspect of the game and have a great time dodging and shooting!

For multiplayer, the game setting is an arena, sometimes open and small or large and rambling. With a 3D accelerator, that comes standard on all new iMacs, G3s and G4s, the graphics in the new FPSs are incredible. Death match is strictly every player for themselves and the most frags wins. Team play is similar, which team gets the most frags. Or in Capture the Flag games, whoever captures the other teams flag the most.

Looks like most of this article is about First Person Shooters. FPSs do get played the most. For a long while, we were playing Bungie Software's Myth, a 3rd person, God's eye view, real-time strategy game with a "Demons and Dragons" type of setting. There's no immunity from violence in this game. After a battle, the arena is one big mess strewn with body parts. The ground soaked with blood. But gosh it's fun! You control a number of units, each with it's own particular strengths and weaknesses. Certain units can project power such as the archers and their arrows. Others need to be used up close and personal. The strategy is how your units are deployed, sending your strong ones against their weak ones. It takes skill, a good knowledge of each units capabilities, the dexterity to control your units, and the ability to maintain the big picture of the battlefield. There are team games, capture the flag, and other variations. Both Myth and Myth II are out and each have compete solo levels.

We've also tried Starcraft. Starcraft is also a real time, God's eye view, strategy game by Blizzard. Their previous great game was Warcraft. Notice "war" in the title. Yep, there's more conflict. Starcraft is set in space with one of three species that you can assume the role of. Each species has distinct advantages and the key is learning how to capitalize on this. The main disadvantage of Starcraft (as with Warcraft) for multiplayer is that

it usually takes quite a bit of building and gathering to get the game going. Our multiplayer Starcraft match took several hours to complete. In contrast, FPS matches usually run about 10 minutes each.

The latest FPSs are Unreal Tournament published by MacSoft and Quake 3 Arena by Id Software. The big change from earlier FPSs is the game play is now focused on multiplayer matches. There is no traditional solo game. But what you get is the ability to play and practice in a solo mode against the game's characters known as "bots" (as in robots). Both of these games have improved artificial intelligence and the bots are a big improvement over previous versions. You can set the bot's skill levels and practice against them or with them on your team. Unreal Tournament has a complete solo tournament setup with a tournament ladder allowing you to fight with and against the bots. It's a lot of fun! When your practiced up, go online and find multiplayer games in progress to test your skills against other people or come to a mini'app'les gaming meet!

Although we are not an official Special Interest Group (SIG) of the club, we meet on almost a regular basis. As a miniapple member, it's a good idea to get onto the club's bulletin board (bbs). Settings are located in the front of each monthly newsletter. Or call one of our members listed for assistance. Word usually goes out over the bbs. And you can give me a call, and I'll place you on my call list-Dave Peck (651)423-5711.

At this year's annual mini'app'les on Saturday, March 4, starting at noon, we'll have some Macs setup and games being played by their owners. The exact location of this meeting will be posted elsewhere in the newsletter. If you've never done any multiplayer, this would be a convenient opportunity to check it out and see what the club is about.

Steve Jobs' Apple Gets Way Cooler

From Fortune Magazine
Submitted by John Pruski

Mr. Apple's new mission: to marry the iMac and the Internet with an easy-to-use new operating system and free Web services for everything from your photos to your home page. If it works, Microsoft, AOL, and others will be playing catch-up with a company left for dead two years ago.

Steve Jobs, the personal-computer industry's chief aesthetic officer, is in his element. Here in the boardroom at Apple Computer's Cupertino, Calif., headquarters, he's the only person seated. Reclining, actually. Hands clasped behind his head, he stares pokerfaced at a couple of Web pages displayed side by side on an outsized 22-inch-wide Apple Cinema flat-panel monitor. Twelve weary-looking men--programmers, marketers, graphic designers, and Web experts--stand in pensive poses, forming an arc behind him, some scribbling notes on Palm hand-held devices whenever the 44-year-old iCEO comments.

"The icon for 'real estate' doesn't do anything for me at all," announces Jobs, snapping out of his reverie and leaning forward. He points at a Web-link button on the mocked-up home page for iReviews, Apple's new Website-rating service. "That's not what a 'for sale' sign looks like. And I don't much like this 'investing' icon either. I can't tell if it's supposed to look like a dollar bill or a stock certificate. But this old-fashioned highway sign for 'cars,' now that's cool. I love it! You instantly know exactly what it means.

Jobs has been presiding over secret meetings like this several hours a day, three or four times a week, throughout most of November and December. No detail was too trivial to escape his scrutiny as he passed final judgment on the look and feel--or what he calls the fit and finish--of a series of ambitious Apple software products and Internet initiatives that he would announce in early January at the annual MacWorld trade show in San Francisco. These surprise announcements would prove more than the latest manifestations of Jobs' knack for high-tech showmanship. They would be his way of drawing a

new line in the sand and daring Microsoft or Compaq or AOL or Sun or any other competitor to cross it.

Everyone expected him to unveil a new computer or two. Instead, Jobs showed off a flashy, completely redesigned Macintosh operating system called Mac OS X [ten], which, when it's delivered this summer, will put a glossy new face--graphical user interface, that is--on the Mac. "We made the buttons on the screen look so good you'll want to lick them," he says. (Some of the design elements he approved help illustrate these pages.) Just as provocative was a set of jazzy and useful free Internet services available immediately--online data-storage space, build-'em-yourself personal home pages and Websites, and a new kind of parental-control filter to keep kids from seeing the wrong kinds of Web content, to name just a few. These Web services, which Apple calls iTools, are designed to work exclusively with Macintosh computers, not PCs or any other kind of Internet device. Jobs' shrewd goal: to use the Internet to make Apple's computers show up Wintel PCs rather than merely stay even.

Yep. Once again Steve Jobs is trying to win by design--to use aesthetics and finesse instead of brute force to change the rules of the computing game. That's what he did when he rolled out the first Macintosh in 1984. He did it again upon returning to Apple in 1997, when he coaxed engineers to come up with the sleek, colorful iMacs and iBooks, winsome machines that consumers are buying hand over fist.

Now he has turned his connoisseur's eye beyond the box, hoping that a fresh approach to system software and especially to the Internet will further fuel demand for Apple's products.

And, oh, there's a soap opera subtext to all this. Most of these software and Web innovations spring from the technologies and engineers that Apple acquired in 1997 when it bought Next, the company Jobs started in a fit of pique after being cast out of Apple in 1985. Until Apple handed over \$400 million for Next, that company's software breakthroughs had been widely praised, but its products had never made much of a splash in

the market. Many people thought Jobs snookered Apple's then CEO, Gil Amelio, in the deal, collecting an inflated price for Next, not to mention inveigling himself into a position to commandeer Apple if Amelio stumbled.

Now it's looking like a pretty good deal all around. (Unless you're Amelio, of course.) After being reported into Apple along with Jobs, the Next technology has had a chance to blossom. Says Jobs: "Once this all plays out, I think we'll all feel vindicated--those of us from Next and everybody at Apple too.

Steve has good reason to feel vindicated already. In four of the past five quarters, his \$6-billion-a-year company has posted solid revenue gains, and it is expected to have grown by 16% in its fiscal first quarter, which ended in December. (The sole blip, in the previous quarter, was caused by a shortage of microprocessors for Apple's hottest new computer, the G4.) Profits doubled in the last fiscal year. Best of all, Apple's stock set an all-time high of \$118 in early December and has been hovering around \$100 ever since, eight times the price at its nadir, shortly after Jobs took over.

Those are pretty good numbers, especially considering that in a world dominated by Microsoft Windows PCs, Apple is the size of a fly. Despite the iMac's runaway success, the company still hasn't managed to push its worldwide market share--close to 10% in the late '80s--much beyond 3%. In fact, its buckets of profits seem to buttress Jobs' belief that the PC industry has grown big and varied enough to accommodate a niche for a high-end BMW-like computer maker. Nor does market share seem to matter one whit when it comes to Apple's ability to alter the course of the PC business--and that, of course, is what gives Steve his biggest buzz.

"I don't want to toot our own horn too much, because it sounds arrogant, but the rest of the industry is trying to copy our every move again, just like in the '80s," says Jobs. "Every PC manufacturer is trying to copy the iMac in one way or another. And you can bet they'll be cloning iBook next year. The same goes for our software. Our QuickTime stream-

ing video player has this sleek, brushed-metal look on the screen, and our iMovie digital video editing software on the new iMacs lets you make your home movies actually viewable. Well, a month ago Bill Gates announced that Microsoft's next Windows multimedia player was going to feature a brushed-metal interface, and that they're coming out with Windows Movie Maker. So now we've got Microsoft copying us again too. And I don't mind. I don't mind.

"Microsoft, for its part, couldn't be happier about Apple's resurgence. For one thing, its business selling Macintosh applications software is hugely profitable. And its lawyers, now in the throes of trying to settle Microsoft's celebrated federal antitrust case, can point to Apple's comeback as hard evidence that the PC industry does foster at least a little competition. Best of all, the controversial \$150 million investment Microsoft made in Apple after Jobs came back in 1997--which seemed a charity donation at the time--now looks downright prescient.

So we can forgive Jobs if he gloats a little. Things are clicking in both his CEO gigs. Pixar's Toy Story 2 was the holiday season's biggest box office hit. As for Apple, Job says, "It has been a bigger company, but it has never been more capable or more profitable than today. The best thing is that we're done patching the place up. Now we're marching forward on all fronts." No wonder he used the MacWorld forum to announce that he has dropped the "interim" from his CEO title. This guy clearly plans to stick around. (For more on Jobs' thoughts, feelings, and plans for Apple and his future, including an explanation of why he still won't let the company pay him more than \$1 a year.

As much as Jobs loves to develop gee-whiz hardware, system software has always been what really distinguishes the Macintosh. At Jobs' insistence, the Mac was the first PC to popularize the now-familiar graphical user interface, or GUI, in which you use a mouse, onscreen windows, and icons to operate the computer. Microsoft and Sun Microsystems have openly copied many of Apple's interface innovations in their Windows and Solaris operating systems.

Apple added more and more capabilities to the Mac OS over the

years to make it more robust. But the company never tinkered much with the interface. That has changed with Mac OS X, a top-to-bottom rewrite of the operating system. Mac users will see differences on their screens as soon as they load OS X and its new user interface, Aqua. The software, which all recent Macs and iMacs will be able to use, continues to employ windows, icons, pull-down menus, buttons, and dialogue boxes, but they've been subtly transformed. As with iMac hardware, translucence is a key design element--you can peer through command boxes, for instance, to glimpse the documents underneath. The interface introduces something called a dock--a band of animated icons and miniaturized windows along the bottom of the screen. Designed to cut clutter, they streamline humdrum tasks like clicking from program to program and document to document. The interface aims to be "better yet familiar," says Avie Tevanian, senior vice president for software engineering, Jobs' former chief soul mate at Next and his present one at Apple. "Aqua pushes the envelope, but it doesn't create a whole new envelope, because we wanted to preserve the best elements of the Mac OS."

The truly radical changes in OS X are under the hood. Based on Next's operating system, OS X is actually a blood relative of industrial-strength Unix operating systems like Sun's Solaris and Linux, the current free-ware sensation; hence OS X is far less likely to crash than any previous Mac OS. Because of its lineage, Mac OS X may not even require a Mac; with a little fiddling by Apple, it could be made to work in Dells, Compaqs, or other Intel-based PCs. (Tevanian stresses that this is not one of Apple's immediate priorities.)

OS X handles onscreen graphics in a unique way that allows a Mac to display just about any kind of document the user might receive over the Internet, even if he doesn't have the program used to create it. Though it is fundamentally different from earlier Mac operating systems, it boasts a mode that will enable it to run most existing Mac programs (Jobs calls these classic applications) almost as smoothly as they run on today's iMacs.

The most profound advantages of

OS X will reveal themselves as developers craft new software for it. There will be two ways to do that. "We've made it easy for developers to recompile their older applications so that they can run 'native' in the new operating system with much better performance and stability," explains Tevanian. "We're also providing a whole set of development tools and interfaces we call Cocoa that lets programmers build brand-new programs in about a tenth the time it would take to write them for any other operating system." Tevanian hopes Cocoa will tempt developers--who deserted by the hundreds in recent years as Apple's market share waned--to start building Mac applications again.

Jobs, as usual, has a vivid metaphor ready to explain why Apple geeks will be able to improve OS X faster than Microsoft geeks can improve Windows: "Think of Windows and our older Mac OS's as houses built with two-by-fours. You can build that kind of house only so high before it collapses from its own weight. So as you start to build it higher, you have to spend 90% of your time going back down to shore up the lower floors with more two-by-fours before you can go on to build the next floor. That leaves you with only 10% of your engineering budget to spend on actually innovating--it's why new versions of Windows always come out way late. On the other hand, OS X is like a software space frame made out of titanium. It is so strong and light and well designed that it lets us spend all of our resources innovating, not reinforcing the foundations."

As sophisticated as it is underneath, OS X is intended first and foremost for consumers, using state-of-the-art programming to enhance and simplify the computing experience. "Who says consumers don't want and need the best technology?" says Phil Schiller, Apple's vice president for worldwide marketing. "Always before, the consumer market was considered the tail of the dog. Well, we're driving advanced technology back to the consumer. That's how the whole PC business started.

"Jobs' passions have always been cool hardware and mouthwatering system software. But lately he is just as smitten by the Internet's potential to add a special dimension to the

Macintosh user experience. "I actually think that our new Internet services are going to be the equal of OS X in making the Macintosh stand out," he says. "They are so hot."

"Of the free iTools he unveiled in San Francisco, some are improved versions of services you can find elsewhere on the Web; a couple are truly novel. All are designed to take particular advantage of Macs equipped with OS 9, Apple's current operating system, and OS X when it hits the market. Says Eddie Cue, senior director of Internet services: "We're the first to really let the operating system play a key part in Internet computing. In some cases you won't even need your browser to take advantage of an iTool." Here's a quick rundown of Apple's first batch of iTools:

IDISK Probably the most intriguing new Apple service, iDisk provides every Mac user with 20 megabytes of free data-storage space on the company's servers (if you want more you'll have to pay for it). That gives the user a place to build online archives of digital photos, documents, and even digital film clips. iDisk also provides a "public folder" so that you can make stuff available for other Web surfers to see or download. Other Internet services offer free storage, but what makes iDisk unique is that, on the user's computer screen, it looks and behaves just like a disk drive inside the machine. All the user has to do is drag and drop files onto the iDisk icon, and the next time the Mac goes online, it automatically uploads the data to Apple's servers. The iDisk is key to several other iTools.

HOMEPAGE Websites like Homestead.com and Yahoo's GeoCities offer free home pages, but Apple promises that Mac owners will get their personal Website up and running much more quickly and easily if they go to www.apple.com. Apple will provide templates and plug-in features like guest books and visitor counters; anyone with an iDisk will be able to easily and instantly update their site with digital photos, sound bites, documents, or video clips.

KIDSAFE Many parents worry about X-rated, violent, or otherwise objectionable stuff their kids might come across while surfing what often seems the Wild Wild Web. Apple's solution is radically different from

conventional kid-protection software, which tries to filter out what kids shouldn't see on the fly. By contrast, KidSafe, which is controlled directly by the Mac OS, specifies what sites kids can see. To accomplish this, Apple assembled an advisory board of teachers and librarians to certify that specific Web sites are "KidSafe." The board has already approved 50,000 sites; the goal is to add 10,000 each month. Parents also may add to their children's list of permissible destinations. Because KidSafe works in the operating system and not the browser, kids can't easily turn it off or get around it.

There are other iTools. Mac.com is a free e-mail service that can be used with any e-mail application or Internet browser; iCards is a free e-mail greeting-card service. Apple has also cooked up an Internet wayfinder called iReview. Unlike conventional search engines and portals, iReview offers quality ratings for thousands of Websites in a dozen or so categories, making it easier to figure out which are really worth visiting. The service provides two kinds of ratings: It employs a panel of Web experts to review and rank sites.

(Any Internet surfer can look at these.) And if you are a Mac user, iReview also invites you to weigh in with your own opinion and keeps a running score for each site. And, like all the iTool sites, iReview has a quality that reflects Apple's counterculture roots: It won't accept advertising. Apple's own branding on the sites is discreet--usually a small Apple logo at the top of each Web page.

Offering services exclusively for Mac users raises the possibility that Apple may start a dangerous trend: breaking up the Internet into exclusive, jealously guarded preserves. Jobs insists that can't happen: "The Internet has resisted all efforts to balkanize it. The point is that iMac users can get everything else on the Web that everyone else gets, plus all these new services." You may buy that or not, but there is no question that computing's No. 1 impresario is on a roll. Talk to him a little longer and it becomes clear that while Jobs has lots he's proud of--Apple's new OS X and Internet strategy, its colorful hardware, its financial turnaround--what really gets him cranked is the buff condition of Apple itself.

It's true: Jobs has marshaled the management team, the operational prowess, and the engineering skill that enable Apple to dream up and deliver genuinely innovative products and services quickly. Long known for its melodramatic, snafu-ridden, often downright dysfunctional culture, the company now routinely meets and even beats deadlines. Most of the surprises it springs on customers and investors are of the positive kind.

That's the real reason Jobs stripped the word 'interim' from his title. "I took a walk with my wife the other night and was telling her how, the way I see it, Apple offers me a base that I would be foolish to walk away from," he says. "Think about it. By the end of this year we'll have maybe \$5 billion in the bank, the Macintosh will be thriving, hopefully our Internet services will be a big hit, and our engineering teams will be operating at the peak of their games. I'm always keeping my eyes open for the next big opportunity, but the way the world is now, it will take enormous resources, both in money and in engineering talent, to make it happen. I don't know what that next big thing might be, but I have a few ideas. Whatever it is, it will be much easier and better to use Apple as the springboard than to have to start from scratch." During that same walk, he told his wife he plans to stay with Apple at least four or five more years. In Internet time, that would be forever. REPORTER ASSOCIATE Christine Y. Chen Copyright © 2000, Time Inc., all rights reserved. Portions of above Copyright © 1997-2000, Northern Light Technology Inc. All rights reserved.



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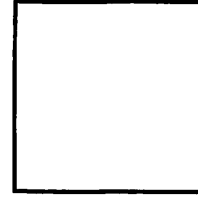
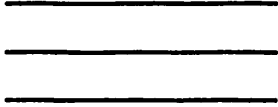
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March / April / May Photoshop / Digital Imaging SIG

Submitted by
Gary Eckhardt/ Bert Persson

The Photoshop/Digital Imaging SIG for March 15 will meet at the Washburn Library 5244 Lyndale Ave So, Minneapolis at 6:30 pm. Dave Johnson from National Camera will be demonstrating digital cameras, software and answering questions concerning digital imaging in general.

For the Photoshop/Digital Imaging SIG on April 19 at 6:30 pm. we will be visiting Prism Studios. Prism Studios is a photographic service bureau and caters to all needs of the professional and amateur photographer. In the digital world, Prism offers Photo CD and Pro Photo CD

For Sale by Members

Performa 6115CD (video signal has yellow tint) - \$25. Video adapter cable for Performa 6115 - \$10. Pam or Harry Lienke at 651-457-6026, leave Email on the club BBS, or Email to plienke@aol.com

service, digital file to print and film, dye sublimation prints, etc. Photoshop is one of a number of applications that is supported for the Macintosh and PC computers.

We will tour the newly remodeled facilities of Prism and then have a Q&A session about digital imaging requirements.

To get to Prism Studios, take 35 W to the Stinson Blvd exit. If you are coming from St. Paul, Kennedy Street is 3 blocks south from 35W and Stinson. If you are coming from Minneapolis, Kennedy Street is about 2 blocks south from the off ramp exit on Stinson. Take a left turn (east) on Kennedy and to about 1/3 block. Prism is on the north side of the street.

Macintosh computers, monitors, Apple Ile's and Image writers for sale. Bert (612) 861-9578 or post message on our BBS, bpersson@isd.net

The May Digital Imaging/ Photoshop SIG meeting will be a demonstration of the software package Photo Genetics. Photo Genetics is a digital imaging program that uses the 'eye doctor' approach to improving the image (is 1 better or worse than 2, etc.). A more detailed description of Photo Genetics is available in the March, 2000 issue of MacWorld.

Bring your digital imaging questions. See you there!

If you have questions about the meetings please call Gary Eckhardt at (612)-944-5446.

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Eligibility for frequent drawings of free equipment, software, and books.

Just a few of the many items given away free in the past included: Connectix QuickCam, Microsoft Encarta, Alps Printer, Books from Peachpit Press , MacMillan, RamDoubler, SpeedDoubler, Lind PowerBook battery Conditioners , Rechargers, Microsoft Art Gallery, T-shirts and software including Apple OS 9.0

Discounts on book orders

40% off Peachpit Press, 40% off MacMillan family of book companies (Hayden, Adobe Press, Que, Sams, Brady, NRP, and Alpha)

Periodic special User Group discount offers on equipment and software.

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

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