mini'app'les newsletter
the minnesota apple computer users' group, inc.

OCTOBER 2000

| SUN	MON	TUE	WED	THU	FRI	SAT
1	2 7:00 pm	3	4 7:00	5	6	7
8	9 6:30	10	11 7:00	12 7:00	13	14
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2 **Board of Directors**
mini'app'les members welcome.
Byerly's
7171 France Ave. S., Edina
Lisa Huston

4 **AppleWorks SIG**
Washburn Library
5244 Lyndale Ave S. Mpls
John Hunkins, Jr., 651-457-8949

9 **Apple II / GS SIG**
Mounds View Library
2576 Hwy 10, Mounds View
Tom Gates, 612-789-6981
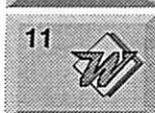
11 **Microsoft Word SIG**
2850 Metro Drive Rm 124,
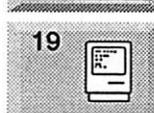Bloomington
Tom Ostertag, D 612-951-5520 E
651-488-9979

12 **Macintosh Main**
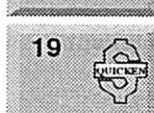Washburn Library
5244 Lyndale Ave S. Mpls
Gary Eckhardt, 952-944-5446

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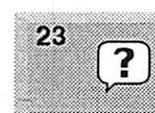Bloomington
David Ringsmuth, 612-853-3024

18 **Photoshop-Digital Imaging**
Hennepin Technical College
Eden Prairie
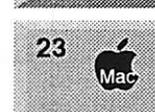Gary Eckhardt, 952-944-5446

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

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

23 **Macintosh Novice SIG**
CANCELLED
Richard Becker, 612-870-0659

23 **Meet Your iMac / Mac SIG**
CANCELLED
Brian Bantz, 612-956-9814

25 **Programming SIG**
Washburn Library
5244 Lyndale Avenue S, Mpls
Denis Diekhoff 612-920-2437
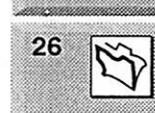
26 **FileMaker Pro SIG**
Partners, Suite 5
1410 Energy Park Drive, St
Paul Steve Wilmes, 651-458-1513

mini'app'les

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

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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 952-595-9404.

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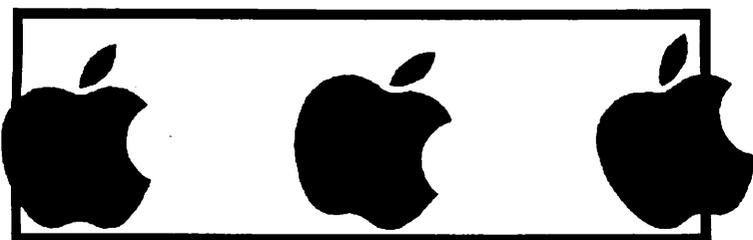
Editor/Publisher: Tom Ostertag 651-488-9979

Newsletter Layout: John Pruski 952-938-2818, Bert Persson 612-861-9578

mini'app'les BBS – 952-595-9404, (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

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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November 2000 Preview

Here is the tentative calendar of our Special Interest Group (SIG) meetings for November 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

Wednesday	November	1	AppleWorks nee ClarisWorks SIG
Monday	November	6	Board of Directors meeting
Wednesday	November	8	Microsoft Word SIG
Thursday	November	9	Macintosh Main SIG
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Monday	November	27	Meet Your iMac / Mac SIG
Thursday	November	30	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, 14	
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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.	Rodney O. Lain	651-452-5821	EW
13.	Gary Eckhardt	952-944-5446	EW
14	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 952-938-2818, 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

1/6 page . . . . 2.5" Width x 5" Height $10

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

Outside back cover . 7-1/2" Width x 7-1/2" Height . . $50

Inside back cover . . . . 7-1/2" Width x 10" Height . . . $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, 952-938-2818

Appleworks 6 vs PowerPoint

By Russ Conte
Submitted by Les Anderson

I'm keeping this brief, though I plan to write a fuller account for our local club newsletter. It's the success I just had with AppleWorks 6 in a major presentation. Here's what happened.

I manage a multi-million dollar division of a Fortune 500. I'm responsible for supervising hundreds of employees, including everything from hiring and promoting to discipline and termination. My new boss said I need to do regular business reviews with my one client. (yes, I only serve one client with an account that size). She suggested her favorite program, PowerPoint. I replied that I'd like to use a different program, AppleWorks 6, now shipping for the Mac, and soon coming to Windows. She said OK.

I have several pet peeves about nearly every PowerPoint presentation I've seen. One is that when presenters try to create backgrounds with gradients, the gradients wind up looking like stripes. And the text is very jagged, I joke that it looks like it was done on an Etch-A-Sketch. Maybe it doesn't have to be that way, but I KNOW with AppleWorks that I can make my own background, with a real gradient, and smooth text (that I also spell checked, another omission I've seen in many presentations), and the logo for both our company and the client company. My boss said it looked great.

I was able to use several pieces of clip art from the Clippings selections, to very good effect. In addition, I also used photos and other clip art I have from a second collection. Given my dislike of "string beans", and all of the same looking clip art I see in every other presentation, this was like a breath of fresh air.

The charts were also made with AppleWorks 6 (spreadsheet) and I created textured fills for the bar graphs that coordinated with the background I made. Normally PowerPoint bar graphs I've seen are boring colors like Red and Green (looks like a stop light to me), but these were much better done, and I used the 3D effects in AW6.

I have photos of quite a few of my employees, and I scanned those in to make a brief movie. The software I used was VideoShop, though the upcoming version of iMovie, called iMovie 2, supposedly can do the same thing.

I also created a QuickTime virtual reality movie of our office, and showed how it is used to the benefit of our employees. AppleWorks 6 does not do this, it requires separate software, I have Nodester, though other products work as well.

I showed my boss a preview of the presentation this morning in my office, on a computer monitor, and it went flawless. She asked for a special type of clip art to be included (a golf course) and wouldn't you know, Clippings has it, so I just dropped it right in, and my boss was beaming. (we gave the customer rep a present of a free round of golf at an exclusive club)

The actual presentation went very well. I had a little problem setting up the projector (one I'd never used before) and the projector was so weak that it could not show the movie I made (discussed in the sixth paragraph of this post) - the movie froze on the second frame and I was afraid AppleWorks 6 was going to crash, but it did not, and the rest went very well.

Now my boss wants me to show this AppleWorks presentation to our entire Chicago region, as an example of how a business review can be done. The customer is asking if I can help create a movie of their location, put it on a CD-ROM, and they would use it for marketing. Keep in mind one of my company's largest other customers is Microsoft, and two of my customer's biggest owners are Microsoft and Compaq. I'm entrenched in a Windows world, and AppleWorks 6 (plus lots of creativity) looks better to my boss (and my customer).

I created a color print out of my slides on my Epson 740, and to my surprise the Epson did NOT print the textures in some of the graphs, but they did print when I used my old B/W Apple LaserWriter 300. So it's clearly not an AppleWorks problem. That issue aside, my boss said the printing looked excellent, and she wants to know how I did it. I told her, but I don't think she's getting a Mac anytime soon.

To make things go even better, here are a few suggestions, if Apple is listening:

1. Output presentations to QuickTime. Right now I've got a huge presentation, (some 300 MB) but no one using a Windows computer can see it on their own computer, and the only way to see it is if they have AW6 for Windows when it does come out. If QuickTime output is available, that would be very cool.

2. Create a "Duplicate
slide" function, not just imp
ter slide. This would save a
ble amount of time.

3. Create an option whe
changes are made to a mast
ask something like "should a
based on this master have th
changes, yes or no?" (so for
if I change a background co
Master slide, I don't need to
and change every backgrou
the set of slides based on th

4. Slightly better layout
such as those in ClarisDraw,
non printing guides, wrappi
a curve, and so forth.

5. Multiple undos.

I'm sure I'll think of oth
tions for the presentation fe
AW6. All in all we're on the
path, I'm looking forward t
again, and seeing what imp
our friends in Cupertino ha
for us.

October Photoshop / Digital Imaging SIG

Submitted by
Gary Echardt

On Wednesday, October 18, 2000, the Digital Imaging/Photoshop SIG will once again meet at Hennepin Technical College in Eden Prairie at 6:30 pm. Jill Gerold, an instructor at HTC, will present a lecture on the use of channels in Photoshop. As you will recall, Jill gave a lecture
use of layers in Photoshop a
lecture was very well receive

It Pays to Attend SIG's

Submitted by Les Anderson

The September Appleworks SIG was profitable for one member. After working on some members problems, and going over a few Appleworks shortcuts we saw a few features of the new Appleworks 6. I was impressed with the features of Appleworks 6, and waited hopefully for the door prize drawing at the end of the meeting. The door prize was a copy of Appleworks 6. When the time came we all dropped our drivers license in the hat, and an impartial guest drew the lucky license. The lucky member was David Lundin, just think, that door prize has a value of over three years of Mini'app'les dues. Thanks to Brian Bantz for getting this for us at Mac World.

It pays to attend the SIG's, and learn something too. Other SIG's have had drawings in the past, some even more valuable. See you at the next SIG meeting.

Time in a Bottle CD Collection...

By Max Jones
Submitted by Harry Lienke

The Time in a Bottle CD Collection, a two-disc compilation based on the Syndicomm Genie Apple II Roundtable and Apple II Programmers Roundtable libraries.

Genie, the center of the Apple II universe for many years, finally shut down in early 1999. But the thousands of library files -- almost 15,000 in all -- were preserved by Syndicomm and are now available on CD-ROM to the Apple II community exclusively through Juiced.GS.

The files were sorted, organized and prepared for distribution by Ryan Suenaga, a longtime staffer in Syndicomm forums and a leader in the Apple II community. He unveiled the CD project at KFest 2000 and made it available to attendees during the KFest Vendor Fair.

Now, the set of two labeled CDs are available for purchase (in a jewel case) for the rest of the Apple II world. Packed onto the CDs are more than 1.1 gigabytes of public domain, freeware, shareware and reclassified/freely distributable commercial software. The CDs are in HFS format, and all library file descriptions remain intact. In addition to software files are the many forum archives preserved through the years.

Time in a Bottle can be purchased from Juiced.GS for $50, which includes shipping to anywhere in the world.
To order, send check or money order in U.S. funds to:
Max Jones
JuicedGS
2217 Lakeview Drive
Sullivan, IN 47882
-- http://www.wbwip.com/juiced.gs

Credit card orders are also accepted at the Juiced.GS Online Order Processing Site at: http://order.kagi.com/?2ZM

Apple II Forever!!

Apple and Miniapples present The Apple User Group Product Tour Fall 2000

Date: Wednesday, October 25, 2000
Time: 7:00 - 8:45 pm
Place: Washburn Library, 5244 Lyndale Ave. S., Minneapolis

See demos of Apple's latest hardware and software technology--presented by product managers who actually worked with Apple engineers to bring these products to market.

Grace Kvamme, Internet Product Manager Grace has been at Apple for more than seven years. She is responsible for the Internet-related features and technologies of the OS, especially Sherlock. and Peter Carcione, Portable Systems Product Manager Peter will be talking about iBook. He joined Apple earlier this year after spending 6 years in the PC industry working for Fujitsu Personal Systems, Fujitsu PC and Everex Systems.

For more information, visit the user group web site at http://www.miniapples.org/.

We'll have lots of raffle prizes to give away.
See you there!

Apple eNews September 21, 2000 Volume 3, Issue 21

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7. Technically Speaking.
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1. Now iMovie Goes with the iMac to Go

At the Apple Expo in Paris last week, Steve Jobs introduced the next generation of iBook, the most personal of portable computers.

More like an iMac to go than ever, the new iBook comes with FireWire and iMovie software. The FireWire port lets you plug in a wide assortment of digital camcorders, and iMovie software lets you make Desktop Movies wherever your iBook takes you.

Did we mention the colors? Like iMac, the new iBook comes in Indigo. Very becoming. And iBook Special Edition looks simply stunning in Graphite.

But if you fancy owning an iBook of a different color, you may want to consider a luscious new shade--Key Lime-- available only at the Apple Store or as a special order from an authorized Apple reseller.

http://www.apple.com/ibook/

2. iMovie Now Shipping on PowerBook Computers, As Well Apple Expo attendees learned another piece of good news. iMovie now comes pre-installed on all new PowerBook computers. Just connect a digital camcorder to your PowerBook via a built-in FireWire port, and you can make Desktop Movies right on location. But that's not all: without increasing the price, Apple has also increased the storage capacity of PowerBook computers. New models are now shipping with either 10GB or 20GB hard disk drives. Like even more room to store files? Then consider ordering your PowerBook with a 30GB hard drive from the Apple Store.

http://www.apple.com/powerbook/

3. We Need a Few Good Beta Testers You've heard about Mac OS X. Apple's next-generation operating system, Mac OS X blends simplicity and elegance, power and stability. Developers are already hard at work optimizing applications to take advantage of its inherent strengths.
But we also need you to help us make it the most advanced and intuitive operating system in the world. That's why we released Mac OS X Public Beta at last week's Apple expo 2000. We need you to take it on a long, grueling trip. Run the applications you use every day. Play the games. Surf the Internet. Transfer humongous files. We need you to use it, see how it performs, and tell us about your experience. Encounter any unusual behavior? See things you think could be improved? Discover a feature you'd like added? Send us your feedback and help us make Mac OS X your favorite Mac OS of all time.
Available only at the Apple Store, Mac OS X Public Beta costs $29.95 (U.S.) and is available in English, French, and German.

http://www.apple.com/store

With its four tightly integrated state-of-the-art tools--Flash 4, Fireworks 3, Dreamweaver 3, and FreeHand 9--the Macromedia Web Design Solution lets you create sticky sites that visitors will enjoy and come back to visit again and again. But you have only one week left to take advantage of this offer: Purchase a PowerBook, Power Mac G4, or Power Mac G4 Cube between June 24 and September 30 and you can purchase the Macromedia Web Design Solution for just $595--a $600 savings off the price of the four packages if purchased separately.

http://www.apple.com/promo/webdesign/

5. Mac Games Do you fancy yourself a pinball wizard? Super Bowl MVP? Asteroid smasher? Mah-Jongg champion? Thanks to a wide selection of classic gaming titles available for iMac, iBook, and other Macintosh computers, you can be any, or all, of the above. Just visit any online store (like the Apple Store) or your local authorized Apple reseller, and you'll find exciting games to meet any interest--from electronic versions of classic board games (like Scrabble and Chess) to sports (e.g., Madden 2000), solitaire, pinball, bingo, and more.

http://www.apple.com/games/articles/2000/07/classics/

6. PowerBook Gives CNN Portable Production Power The story that CNN technology correspondent Rick Lockridge aired the other day made a little TV history of its own, marking the first time anyone at CNN had eschewed the gaggle of traditional production equipment to create an entire CNN segment using a pair of digital camcorders, an off-the-shelf PowerBook computer, and Final Cut Pro.
"I never would have been able to edit the piece on the schedule we had if I had been limited to a desktop computer," says Lockridge, "because I edit-

7. 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.apple.com/support/products/proplan.html

8. Quick Takes Apple offers the Radeon graphics accelerator card as a build-to-order option on the Apple Store for Power Mac G4 and Power Mac G4 Cube systems. It's priced at $100.
http://www.apple.com/pr/library/2000/sep/13radeon.html

Get a taste of Apple expo 2000. Check out the Music & Audio Showcase. See the Paris gallery. Watch QuickTime coverage from the show floor. Read our keynote coverage. And more.

http://www.apple.com/hotnews/articles/2000/09/parisexpo/

New on the Apple Store, 1-Click offers the ultimate in online shopping convenience--the ability to buy products with a single click, the moment you decide to buy them.

http://www.apple.com/store/

Who are Andrew Denton, Trevor Flett, Richard Henderson, Peter Garrett, David Hirschfelder, Karl Kruszelnicki, James Morrison, and Mandawuy Yunipingu?

http://www.apple.com/applemasters/aussiemasters/

Moving to OS X

Reprinted from Sarasota/Manatee
Macintosh Users Group
By Stephen Beale
Submitted by John Pruski

Within the next few months, Apple will ship the first public beta release of Mac OS X,   and life for many Mac users will never be the same. Although it will let you run your current Mac applications, Mac OS X represents a radical shift from Mac OS 9.x and all of its predecessors. Some of the changes, notably the modern OS features such as preemptive multitasking and protected memory, will be immediately welcome. Others will take time to get used to. Gone are such familiar features as the Chooser, Apple menu and Control Strip. Instead, you'll see the Aqua interface with its anti-aliased screen elements and photorealistic icons. You'll see documents and applications rising genie-like from the Dock when you need them, and disappearing in a puff of smoke when you don't. You'll see translucent Sheets that slide out from the title bars of open documents, offering quick access to commands for saving the file or performing other operations. Applications that take full advantage of Mac OS X will have capabilities far beyond those of current Mac OS software. And the new OS promises to end the Mac's second-class status in many areas of computing, such as the enterprise, professional 3-D graphics, high-end server applications and the like. But despite its foundation in Apple's Darwin software, this is not an evolutionary upgrade. It's a revolutionary one, and this will make some users uncomfortable even as they anticipate the goodies. Until recently, Apple offered little public information about Mac OS X. But since the release of Developer Preview 4 at the Worldwide Developers Conference in May, Apple has published numerous documents to help developers get up to speed with the new OS, and has also added a consumer-oriented Mac OS X section to its Web site. Mac OS X remains a work in progress, but it's now possible tO get a reasonably clear picture of how the new OS will look and behave when it's finally released to the public. In this ten-part series, MacWEEK will offer an indepth examination of the new OS based on publicly available information, largely from Apple's own technical documents. Those documents, notably the System Overview (1.2MB PDF file) and Aqua interface guidelines (2.2MB PDF file), are aimed at developers. This series, in contrast, is aimed at Mac users who want to get an early handle on the OS—emphasis on "early," since we won't have the complete picture of Mac OS X until the final public release next year. The elements Mac OS X has four main components: the Darwin core, which includes the Mach 3.0 kernel and a customized version of the BSD operating system; an imaging layer, which includes the new Quartz technology for generating 2-D graphics, along with QuickTime for multimedia and OpenGL for 3-D; a set of application environments—primarily Classic, Carbon and Cocoa—for running OS X software; and the Aqua graphical user in interface, which introduces new features such as the Dock, photorealistic icons and a Finder window for navigating local and remote files and media. Darwin. The core software, also available in an open-source version for free download, provides the underlying modern OS capabilities, such as protected memory, advanced virtual memory and preemptive multitasking. Protected memory forces each application to operate in its own memory space; if the application crashes, it doesn't bring down other applications or the system along with it. The advanced virtual memory feature, which is always on, automatically allocates memory resources to applications as needed; Apple says that "out of memory messages are out of here." Preemptive multitasking provides a more-efficient way for applications to share the CPU by actively managing . access to the processor. The current Mac OS is limited to supporting cooperative multitasking, in which applications must give up CPU time for other apps to have access to it. Darwin also provides the underpinnings for Mac OS X's file system and network services, and includes the device drivers that manage access to hardware peripherals, such as printers and displays. The imaging layer. Mac OS X introduces a new 2-D imaging engine called Quartz that is based on Adobe is PDF technology. Quartz, which drives the eye-popping interface features in Aqua, performs real-time anti-aliasing and rendering of PostScript graphics and also offers built-in layer-compositing effects, such as transparency. For 3-D imaging, Mac OS X uses an optimized implementation of the industry-standard OpenGL API. The imaging layer also includes Apple is QuickTime technology for multimedia. Application environments. Mac OS X will run five kinds of applications—Classic, Carbon, Cocoa, Java and BSD Commands—of which the first three are the most important. The Classic environment, once known as the Blue Box, runs Mac OS 8.x and 9.x applications that have not been modified for the new OS. The applications will run much as they do in the current OS, but won't have access to Mac OS X's modern OS features or Aqua interface. Carbon is a set of APIs that allow developers to take advantage of the new OS features by making relatively modest modifications to their current applications. Cocoa is a development environment for creating new Mac OS X applications. Mac OS X will also support Sun's Java 2 Platform, including a PowerPC version of the HotSpot virtual machine for running Java applications. Aqua. Aqua, unveiled at January's Macworld Expo San Francisco, is the Mac OS X graphical user interface. It's a radical departure from the current Mac interface, and other OS interfaces for that matter. Applications and documents are represented as photorealistic icons as large as 128-by-128 pixels; for example, an e-mail app can be shown as a photo of a mailbox. Icons for applications appear in color; icons for utilities generally appear in grayscale to reflect their "serious" nature. The Apple menu and Control Strip are gone; in their place, Apple offers the Dock, an area on the bottom of the screen for storing frequently used documents and applications. The "Finder," which used to refer to the entire desktop, is now a window that lets you navigate among the Mac's file and network system. This, along with a new printing application called PrintCenter, spells the end of the Chooser.

Beyond the interface

Mac OS X will change the Mac experi-

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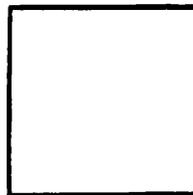(Price includes 6.5% MN Sales Tax)
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ence in ways that go beyond the interface. For example, it takes Mac OS 9's multiuser option to a new level by treating every user as if they're sharing the system with others. You will always begin your session by logging in—though you can automate this—and the system will automatically configure itself to your preferences. Thanks to Mac OS X's NetInfo feature, you can even store your preferences on a server and access them from a different machine, which will restore the same environment you were 1n when you logged out. Mac OS X extends the multiuser function to applications, which can store unique preferences for multiple users on one machine or network. For example, the same word processor, when launched, could present a Wizard screen to one user and a blank document to another if that's how they've set their preferences. The new OS also uses a feature called "bundling" that allows developers to present all files associated with an application—data and resource files, plug-ins, libraries, localized resources,

tutorials, images and multiple versions of the core software—as a single clickable icon. As a result, a single executable can run on Mac OS 9.x or X or in multiple languages. Bundling also simplifies downloading and installing software, prevents users from accidentally deleting required files, and makes it easier to run applications from a server. The bundling feature appears to support a trend—seen most prominently in Adobe's InDesign page-layout software—toward implementing programs largely as compact software engines with associated plug-ins providing most of the functions. Developers can store required plug-ins, or those considered central to using the program, in the bundle, but optional plugins can still be stored in a separate directory. Mac OS X also includes features that make it easier for developers to add plug-in capabilities to their software.
Another subtle change in Mac OS X is the impending retirement of the resource fork. Mac files currently store information in a data fork and resource fork; the latter typically

includes the icon, creator type and other information that the OS uses to identify the file. The problem is that most file systems, including the Web, don't recognize resource forks, and tend to strip them out of the files. That's why you have to convert Mac files to StuffIt archives or BinHex format before you transmit them. Mac OS X doesn't eliminate the resource fork, but Apple is encouraging developers to store resource information in the data fork of a resource file placed in the application bundle. Apple also wants developers to end use of resource forks in documents by placing resources in the data fork.
This might be welcome news, but it's not likely that Apple will be touting the death of the resource fork in its TV commercials for Mac OS X. Instead, the whizzy new Aqua interface is slated to get most of the glory. In Part Two of this series, we'll take a dive into Apple's watery new GUI.

The 16 th Annual Hamfest Minnesota & Computer Expo
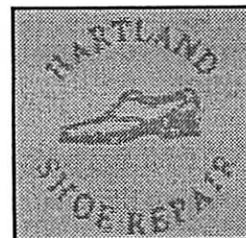Submitted by Bert Persson

The Big One
The 16 th Annual Hamfest Minnesota & Computer Expo will be held on Saturday October 28 (8:00 A.M. to 4:00 P.M.) at the St. Paul RiverCentre (Kellogg Blvd. & W. 7th St.) in downtown St. Paul.
This is the largest Ham and Computer swapmeet in the Upper Midwest. Here you will find old and new computer equipment as well as software for that old machine sitting in your basement. Advanced tickets are $ 7.00

and $ 9.00 day of show. For more information call (612) 535-0637 or see their web page at www.hamfestmn.org
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