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mini'app'les newsletter

the minnesota apple computer users' group, inc.

DECEMBER 2000

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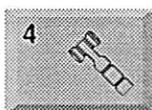
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mini'app'les members welcome.
Byerly's
7171 France Ave. S., Edina
Lisa Huston 651-457-6950
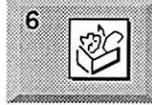
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5244 Lyndale Ave S. Mpls
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11 Apple II / GS SIG,
New Brighton Family Ctr
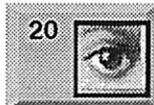400 10th St N.W. New Brighton
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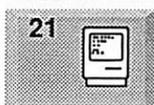Tom Ostertag, D 612-951-5520 E
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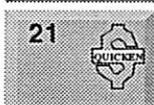Washburn Library
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Lisa Huston 651-457-6950

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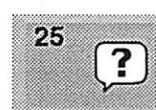2nd Flr. Conference Rm.
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Dale Strand, 952-835-5872

25 Macintosh Novice SIG
CANCELLED

Richard Becker, 612-870-0659

25 Meet Your iMac / Mac SIG
CANCELLED

Brian Bantz, 952-956-9814

27 Programming SIG
Washburn Library
5244 Lyndale Avenue S, Mpls
Andre Benassi 763-502-0187

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

For the latest Information please call mini'app'les Voice Mail-651-229-6952

mini'app'les

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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 specifically fic
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 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.

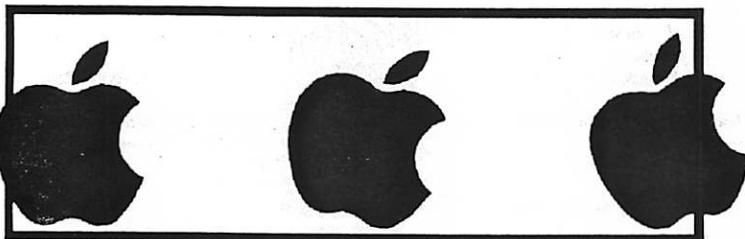**Editor/Publisher:** Tom Ostertag 651-488-9979

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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January 2001 Preview

Here is the tentative calendar of our Special Interest Group (SIG) meetings for January 2001. 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

Day	Month	Date	Meeting
Monday	January	1	Board of Directors meeting
Wednesday	January	3	AppleWorks nee ClarisWorks SIG
Monday	January	8	Apple II / GS Main SIG
Wednesday	January	10	Microsoft Word SIG
Thursday	January	11	Macintosh Main SIG
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Wednesday	January	17	PhotoShop / Digital Imaging SIG
Thursday	January	18	Macintosh Consultants
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Monday	January	22	Meet Your iMac / Mac SIG
Wednesday	January	24	Macintosh Programming SIG
Thursday	January	25	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	1.	Les Anderson	651-735-3953	DEW
ClarisDraw	2	2.	Mike Carlson	218-387-2257	D
AppleWorks / ClarisWorks	7, 8, 9	3.	Eric Jacobson	651-645-6264	D
FileMaker Pro		4.	Nick Ludwig	612-593-7410	DEW
FirstClass		5.	Tom Ostertag	651-488-9979	EW
HyperCard	11	6.	Ardie Predweshny	612-823-6713	DEW
MacWrite Pro		7.	Owen Strand	763-427-2868	D
Microsoft Excel	2, 5, 6	8.	Bruce Thompson	763-546-1088	EW
Microsoft Word	5	9.	Pam Lienke	651-457-6026	EW
MYOB	6	10.	Tom Lufkin	651-698-6523	EW
PhotoShop	3, 13	11.	Ben Stallings	612-870-4584	DEW
Quicken	2, 6	12.	Rodney O. Lain	651-452-5821	EW
QuickBooks and QuickBooks Pro	6	13.	Gary Eckhardt	952-944-5446	EW
Mac OS 7	8	14	Michael Cumings-Steen	651-644-8653	DEW
Mac OS 8					
WordPerfect	4	D:	Days, generally 9 a.m. to 5 p.m.		
Cross-Platform File Transfer	5,14	E:	Evenings, generally 5 p.m. to 9 p.m.		
Networks	11	W:	Weekends, generally 1 p.m. to 9 p.m.		
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PowerBooks	11				
Classic Macs	11				
Power PC 601 Power Macs					
iMacs	12				

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

Minniapples Mac Main Annual Holiday Auction

The annual miniapples auction will be held December 14 in the community room of the Washburn Library. The library is located at 5244 Lyndale Ave So, Minneapolis. The auction will start promptly at 6:30 P.M., preview one hour prior to the auction.

Members and friends of the club are encouraged to donate quality Apple /Macintosh equipment and software for this event. Many of us have a lot of stuff that is stored and not being used so here is an opportunity to clean out the closet of usable equipment and a possible tax deduction.

Also the public is invited to take part in the auction and all proceeds will benefit the Minnesota Apple Computer Users' Group, Inc.

For more information, please contact John Pruski on the BBS, e-mail johnpruski@aol or call (952) 938-2818 , or Bert Persson on the BBS, e-mail bpersson@isd.net or call (612) 861-9578

Going once,
Going twice,
Going,
Going,

and.........SOLD!!!!

Apple 2 System Software Available

by Harry Lienke

A2Central.com is pleased to announce that effective immediately, we're able to ship Apple II system software disks for US $2.00 per disk. This includes Apple II GS System 6.0.1 and Apple II System Disk 3.2 (for all Apple II computers with 64K of memory. Also available are HyperCard IIgs, the Apple II SCSI Utilities, the Apple II Video Overlay Card Utilities, and more.

We have also created Apple II

Telecom Starter Kit disks. These disks, with several versions available depending on which Apple II model you have, come preconfigured for a standard setup of the Apple II model you use. Each bootable ProDOS disk includes Modem Mgr telecommunications software and an assortment of key utilities needed when downloading Apple II software from online services, including ShrinkIt. These disks, too, are available for $2 each.

A2Central.com is providing these disks at cost to help newcomers to the

Apple II community get their new computers up and running. Please visit {<http://www.a2central.com/shop> http://www.a2central.com/shop} for details and an order form.

A2Central.com is an authorized Apple II user group. All Apple software is distributed under license from Apple Computer Inc.

This announcement may be distributed or reprinted freely, as long as it is unaltered.

A2 News and Notes October 2000

by Harry Lienke

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- Pangea's Apple II titles reclassified
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* ByteWorks CDs to be a reality
Mike Westerfield of ByteWorks announced on Delphi that not only

will there be a ByteWorks CD, there'll be two ByteWorks CDs. One will include all of the ByteWorks products that can be included, with manuals in electronic format; the other will include source code for everything on the first CD. Cost will be $95 each. This is one of the most exciting product announcements in years. Keep an eye on http://www.byteworks.org/ for updates.

* LANceGS News
        Several news items related to ///SHH Systeme's LANceGS network interface card:

** New LANceGS driver reaches beta

        A new driver for the LANceGS is currently in beta testing. Unlike the previous driver, this one allows the use of a router, which makes it more practical for use with fast Internet connections such as cable modems or digital subscriber lines (DSL). So far, results have been very good. Keep watching Delphi A2 for updates (at least until A2Central.com's message board areas are up and running).

** LANceGS groupbuy part 3

        In a related development, A2Central.com is sponsoring a third group purchase of LANceGS cards. Cost is estimated to be $155 per card including shipping in the United States of America. See http://www.a2central.com/ for details and email groupbuy@a2central.com if interested.

* Juiced.GS October 2000 ships

        The October 2000 edition of Juiced.GS, the premier Apple IIgs specific newsletter is now in the hands of subscribers. In this issue is KFest coverage--lots of it, as well as a few other articles on the hot new IIgs educational game Lemonade Stand GS and Bernie][The Rescue. For more information, see http://www.wbwip.com/juiced.gs/

* A2Central.com News

        Lots of A2Central.com news this month.

** A2Central.com obtains license to distribute Apple System Software

Eric Shepherd of A2Central.com announced that the popular Apple II website now has a license to distribute Apple System Software, including Apple IIgs System 6.0.1, HyperCard GS 1.1, and a few other products. The disks are now available for download in both DiskCopy image Stuffit archives and Shrinkit disk archives. Finally, Apple II usable versions of Apple System Software is again available legally on the Internet. See http://www.a2central.com/ for details or to order via regular mail or ftp://ftp.a2central.com/ to download.

** A2Central.com Starter Disks

        In a related development, A2Central.com is also offering modem starter disks for sale. At a meager $2 apiece for the IIe, IIc, or IIgs, these self booting disks include Modem MGR modem software (reclassifed as freeware, a former commercial product) as well as utilities such as Shrinkit (GS Shrinkit for Apple IIgs users) and BSCit. Again, see http://www.a2central.com/ for details.

** A2Central.com garage sale

        A2Central.com (there's that name again) is currently clearing out the garages of well known Apple II celebrities Roger Wagner and Eric Shepherd. Currently for sale at bargain prices are the ComputerEyes GS still video capture card, HyperStudio Quick Course, and the A2-Central (not A2Central.com) Font Collection. Check out their Kagi order page at http://order.kagi.com/cgi-bin/r1.cgi?2QP&& for more information.

** A2Central.com Status

        As the November 1 date when Delphi's text access is no longer supported loomed near, A2Central.com's Eric Shepherd posted a status report to update Apple II users eager to be a part of the coming "by Apple II users for Apple II users" text accessible service. See http://www.a2central.com/features/2000-10/30-a2central/index.html for the low down straight from the man himself.

* Shareware Solutions II News

A couple of small SSII news items.

** Spectrum Upgrade Pricing Announced

        After a bit of confusion, Shareware Solutions II announced pricing for the new Spectrum 2.4.

* v1.0-=>v2.4 upgrade $25   * v2.0-=>v2.4 upgrade $20   * v2.1-=>v2.4 upgrade $20   * v2.2-=>v2.4 upgrade $5   * v2.3-=>v2.4 upgrade $5   * New/Full floppy version v2.4 $35   * New/Full CD version v2.4 $35 Outside U.S.: Add $3.50 shipping for either upgrade; $5.00 for full version.

        Upgraders will need to provide proof of purchase. See http://users.foxvalley.net/~joko/spectrum.html for the various upgrade and payment options.

** No new SIS. . . yet

        In a related note, Spectrum Internet Suite author Geoff Weiss announced that testing of a new version of SIS that uses TCP/IP connections directly has shown that it is not much more reliable than the current version with his alpha TCP/IP library. What this means is that there will not be a new version available as soon as was previously thought.

* Shipwrecked! in Australia

        Australian Kim Howe, who is currently working on the IIgs web browser known as Arachnid, has released his first shareware game, Shipwrecked! Shipwrecked! runs under HyperCard GS. Check http://www.omninet.net.au/~khowe/shipwrecked.html for details and help to support a budding Apple II programmer.

* Silvern Castle 5.2 available Now; 6.0 to come soon

        Jeff Fink has made version 5.2 of Silvern Castle available, with a few fixes and changes as well as its new freeware designation. The popular text based adventure will be upgraded to version 6.0 in the very near future.

* Lost Classics keeps rolling

        Couple of more hits for the gang

at Lost Classics.

**** DiversiTune reclassified**

Howard Katz, director of Lost Classics, announced that Bill Basham has reclassified DiversiTune for the IIgs as freeware. It is now available for download in the Delphi A2 database and better Apple II ftp sites Internet wide.

**** Pangea's Apple II titles reclassified**
Katz also announced that Pangea Software, a successful Macintosh game company, has released its Apple II games as freeware. This includes the formerly commercial Xenocide as well as their former shareware titles such as Senseless Violence, Grackle, Copy Killers, Cosmocade, and Orbizone.

Lost Classics is still in the process of making these available. Thanks guys!

* New Brutal Deluxe web site

Finally, the French Apple IIgs programming duo known as Brutal Deluxe has resurfaced with a new site on the World Wide Web. See http://www.brutal-deluxe.net/ for their new location.

* Sign Off

A2 News and Notes is produced with real or emulated Apple II computers using Appleworks 5.1 and Hermes with the occasional assist from ProTERM Mac on the Macintosh. Apple II Forever!

Mac FAKK2 about to be released

By David M. Peck

Contraband Entertainment's Andrew Meggs made a juicy post to Usenet. The post? F.A.K.K.2 for the Mac is currently going through duplication and should be hitting U.S. stores soon thanks to the fast publishing efforts of Gathering of Developers. Here is Meggs' full post for ya:

As I type this, a bunch of guys in Tennessee are stamping out copies of the final version of Heavy Metal F.A.K.K.2 for MacOS, which, according to the reviewer quotes on the box in front of me, is "the best looking Quake III game yet" featuring "moves

Lara Croft hasn't done in four games" and "a personality that is unmatched in the genre". :)

U.S. residents can expect Julie and friends to be waiting for them in the fairly near future wherever Mac games are sold, as Gathering of Developers has been astonishingly quick with that whole distribution thing in the past. European versions of the game will follow soon, pending availability of an international installer for Game Sprockets 1.7.5.

As Meggs stated in his post, FAKK2 uses the Quake 3 engine as you play Julie, the heroine of the

game. Your goal is to defend the peaceful eternal youths of Eden from an evil race of aliens hell-bent on enslaving them all. The game offers a unique combat system, which allows you to hold two completely different weapons in each hand and perform multiple types of attacking combos. As Meggs also stated in his post, the graphics and level design are absolutely gorgeous. This is most definitely a game to look forward to.

Reprinted with permission from MacGamer.com

Mac Deep Space Nine by December

By David M. Peck

NEW YORK, October 18, 2000 -

Simon & Schuster Interactive announced today that its highly anticipated Unreal Tournament powered CD-ROM game title "Star Trek Deep Space Nine(TM): The Fallen will now be shipping for the PC (Windows(R) 2000, 98, 95) on November 13. The Mac version of The Fallen is scheduled to ship one month later in mid-December. The reason for the delay for the PC version is to allow for tweaking of gameplay and debugging by the developer, The Collective. Development of the Mac version of The Fallen is presently underway and it is expected to arrive

at retail before Christmas.
Douglas Hare of The Collective commented on this very short delay. "We're taking the extra time to give The Fallen the spit and polish it deserves. It'll be worth the wait."
More information on Star Trek Deep Space Nine: The Fallen can be found at www.ds9thefallen.com. Fans can also chat about the game and discuss the development of The Fallen with The Collective.
This game is shaping up to be very cool. As the announcement states, it is based on the Unreal Tournament engine, which already gives the game some powerful capabilities. The Collective, the company that is developing the title, has of course modified and tweaked the

Unreal Tournament engine to better suit their needs - for example DS9: The Fallen incorporates a multiple-character system. You can play as Captain Sisko, Major Kira, or Lieutenant Command Worf, with the gameplay experience being slightly different for each one. Each character also has their own weapons that are unique to them, which you can hone your skill in as you progress through the game. In the past, Star Trek games haven't been too successful, but with games like this, and the recent PC release of Elite Force (Mac release soon), that trend is looking to change.

Reprinted with permission from MacGamer.com

Our new location for "Meet your iMac/Mac" and "Macintosh Novice" meetings

There will be no " Meet your iMac/Mac" and "Macintosh Novice" meetings on December 25th in celebration of the Holidays!

The Meet your iMac/ Mac, and Mac Novice Meetings will meet again starting January 22 in the

Community Room at Liberty State Bank, 176 Snelling Ave North, in St Paul.

Fed study says 51 percent of U.S. homes have a PC

by Brad Gibson, bgibson@maccentral.com
October 17, 2000, 7:00 am ET
Submitted by Bryan Lienke

More than half of all U.S. households have a personal computer with 41.5 percent having some form of Internet access, a new government study of PC and Internet inclusion reveals.

51 percent of households had a PC in August of this year, compared to 42.1 percent in December of 1998. The number of households with Internet access also soared, hitting 41.5 percent in August, up 58 percent since 1999.

The report, "Falling through the Net: Toward Digital Inclusion," was released by Commerce Secretary Norman Mineta, Monday. Mineta said the results clearly show Internet access is crucial to economic and educational advancement and to community participation.

"I am especially pleased that many low-income, rural and minority households are beginning to 'get connected' at rates faster than the national average," Mineta said. "Access to these Information Age tools is becoming critical to full participation in America's economic, political and social life."

Among the report's other findings:

* 116.5 million Americans were online in August, a jump of 31.9 million from 20 months earlier.

* An almost equal number of men and women are using the Internet -- 44.6 percent, men and 44.2 percent, women.

* The share of individuals using the Internet rose by a third, from 32.7 percent in December 1998 to 44.4 percent in August of this year. If growth continues at that rate, more than half of all Americans will be using the Internet by the middle of next year.

* The gap between households in rural areas and households nationwide that access the Internet has narrowed from four percent in '98 to 2.6 percent in 2000. Rural households moved closer to the nationwide Internet penetration rate of 41.5 percent. 38.9 percent of rural homes had Internet access in August.

* Sending e-mail remains the most popular use for the Internet at 79.9 percent. Online shopping and paying bills showed the fastest growth.

* The number of individuals over 50 years of age with Internet access surged 53 percent this year making it the fastest growing age demographic.

* Utah ranked number one in computer ownership with 66.1 percent of households followed by Alaska at 64.8 percent. States with the lowest percentage of computer homes were Mississippi at 37.2 percent and Arkansas at 37.3 percent.

* The more you earn, the more likely you are to have Internet access, the survey found. Homes earning $35,000 to $49,000 a year had an Internet access rate of 46.1 percent in August of this year compared to 29 percent in 1998. $50,000 to $74,999 -- 60.9 percent. $75,000 and above -- 77.7 percent.

* People with a disability are only half as likely to have access to the Internet as those without a disability: 21.6 percent compared to 42.1 percent.

"Internet access is no longer a luxury item, but a resource used by many," the 139-page report concludes. "Overall, the findings in this report show that there has been tremendous progress in just 20 months, but much work remains to be done. Computer ownership and Internet access are rapidly rising nationwide and for almost all groups. Nonetheless, there are still sectors of Americans that are not digitally connected."

Apple problems buried in online sales, study concludes

Apple problems buried in online sales, study concludes
by Brad Gibson, bgibson@maccentral.com
October 6, 2000, 4:45 pm ET

An analysis of e-commerce sales data by PC data company OneChannel.net concludes that slumping online sales for Apple that

started a downward move in April and dramatically plummeted in early July, were clear signs that the company's recent earnings warning and subsequent dive in stock value would soon be a reality.

The data collected weekly from third-party e-commerce retailers such as MacZone.com and Cyberian

Outpost showed beginning back in April that a strong calendar year second quarter (Apple's fiscal third quarter) was peaking and dropping quickly.

"When you look at the weekly numbers on a chart, it becomes clear that things started to fall in terms of online sales for Apple in mid-April,"

Tim Haight, Vice President of OneChannel.net's editorial content, told MacCentral. "Things were going very well in early April with online sales from e-retailers were up 92 percent compared to the first week in January, but in early July sales went south, off 30 percent, for example, in the week ending July 8."

Instead of the upward climb that was so pronounced last spring, prompting hopes of strong growth throughout the year, a precipitous decline set in beginning in May, Haight said. After a continuing gradual decline in June and a major drop off in the first three weeks of Apple's fiscal fourth quarter, it was obvious that Apple online sales would not be able to recover and would end the quarter off about 24 percent compared to the first week of January.

Haight mentioned that looking at quarterly results is deceiving because they don't give the total picture compared to weekly numbers. In the case of Apple's calendar second quarter, a huge surge in early April raised the quarterly totals and masked the real downward trend.

"Quarterly averages are very rough measures of what is going on," he said. "What was going in (calendar) Q1 was that things were going up for Apple and the weekly numbers reflected that. But, in (calendar) Q2, sales were only about three percent higher than Q1. While that shows a definite slowdown, the weekly numbers show an even more evident slowdown and you could almost see that the trend was going to be down going

into July, which is exactly what happened."

"It was really slow sales in July that whacked them," Haight commented.

Why the dramatic drop in early July? Haight was hesitant in wanting to give reasons for the drop, saying OneChannel.net isn't in the business to give reasons for why things happen but more to supply the data for its customers to make such assumptions.

Haight went so far as to say a number of factors could have been the cause for the early July slump, including lower-than-expected back-to-school sales and customers deciding not to buy new products in anticipation of new Macs that were introduced at Macworld Expo on July 19.

While it is true that, over the years computer sales have been seasonal, Haight said the comparison with the trend of non-Apple computer sales in the calendar third quarter indicates Apple's drop in calendar Q2 and Q3 was more pronounced for Macs than for other computers.

Although Apple's recent earnings revision announcement emphasized soft sales in the calendar fourth quarter, Haight said there is definitive evidence that Apple is pulling out of its sales slump gradually as it leads into the holiday buying period.

"Probably what we're going to see is third-party online sales for Apple are going to go up," Haight said. "How much? That's hard to say, but we

know there are some forces out there, like Christmas, that will have some impact on both online sales and Apple sales."

It is important to point out that the numbers from OneChannel.net do not include results of sales from the online Apple Store. Despite that, Haight believes third-party Mac sales are an accurate picture of sales overall.

"We realize these numbers represent a small percentage of Apple's total sales and don't reflect what Apple is selling exclusively online," Haight commented. "But absent a logical explanation for why computers buyers at independent dealers would act differently from computers buyers at the online Apple Store, we would say 'yes,' these numbers are very reflective. I can't think of good reasons why those customers and their buying trends would be any different."

Haight believes this data is additional evidence that online computer buyers are actually evidence -- or leading indicators -- of how well a company is doing.

"Weekly data can be very precise, as we've seen, and that's one reason why they can be more of an indicator," Haight commented. "The other is that we're getting evidence that Internet buyers are more upscale and 'lead the pack', sort of speak, in being the early adopters of new technology. That clearly seems to be the case in this situation with Apple."

Ongoing Deals for Minn'app'les Members

Submitted by Tom Gates and Bert Persson

The following businesses have agreed to provide ongoing discounts to members of mini'app'les. When you contact these companies, 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.

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.

CartridgeCare, Inc.
CartridgeCare, Inc. of Roseville is offering Mini'app'les members an additional $5.00 off the cost of laser printer cartridges. They handle supplies for, and do repair work on equipment from a number of manu-

facturers. For example: Apple, Canon, HP, IBM, Epson, Sharp, Brother, Panasonic, Okidata, Minolta, to name a few. They also provide free next-day delivery and core pickup in the metro area.
For additional information about the user group discount and other services, contact CartridgeCare at (612) 331-7757.

Macmillan Publishing/Peachpit Press
Once again we are offering a 40 % discount on Peach Pit Press and

MacMillan family of book companies (Hayden, Adobe Press, Que, Sams, Brady, NRP, and Alpha). Contact person for Peach Pit Press is Keary Olson, he can be contacted at SIG meetings or on our BBS (home phone 724-0031). In order for our members to receive the 40% discount, Peach Pit Press requires that a number of books be ordered at the same time.

Therefore please allow at least 4-8 weeks when ordering books from Peach Pit Press. Minnesota sales tax and a $ 0.50 shipping charge will be applied to each book ordered. The 40% off MacMillan book offer can be applied on individual purchases plus Minnesota sales tax and a s/h charge. Use the mini'app'les account number # 10782880 -when ordering.

MacMillan Publishing produces frequent listings of new titles that have been added to their catalog. Mini'app'les will attempt to have these available on the BBS in addition to the catalogs.

Apple eNews   November 16, 2000

Volume 3, Issue 25

In This Issue

If you'd like to read this issue on the web, go to:

http://www.apple.com/enews/2000/11/16enews1.html

1. Don't Pass the Bucks

Did you hear? We've cut the price of our 500Mhz PowerBook to just $2,999.

That's a $500 price reduction--the lowest price ever for a 500MHz PowerBook.

But that's not all.

Take advantage of our mail-in rebate program as well, and the final cost of a 500MHz PowerBook is just $2,799.

It's up to you. Don't let this opportunity to save $700 pass you by. Order a PowerBook today--from the Apple Store or your local reseller:

http://www.apple.com/enews/quicktakes/pbfamily.html

2. Create Your Own Holiday Movie: We'll Show You How

The holiday season is fast approaching, and while you could send everyone on your list a simple card, you might consider creating something really unique to share with friends and family this year. Your very own holiday Desktop Movie.

iMovie makes it easy. You can mix clips you captured last year with new video shot just for the occasion. Add a few stills. Some music. A narrative track. A few transitions and titles. And, voila, you'll have a family holiday movie that you can post on your iTools home page for all to see and enjoy.

In fact, let us show you exactly how easy it is to make your own Desktop Movies. From now until the end of the year, we'll be sponsoring Apple In-Store Events at many US retail locations. Visit a participating U.S. reseller near you, and you'll be able to get hands-on experience with iMovie 2, iTools, AirPort, Microsoft Office 2001, and our great lineup of desktop and portable Macintosh computers.

http://www.apple.com/hotnews/articles/2000/10/demodays/

3. In the Studio and on the Road With Laika

Named after the dog who hurtled through the heavens in Sputnik 2, the band Laika consists of just two people: producer Guy Fixsen and songwriter Margaret Fiedler. Unless, of course, you consider the Mac, which plays an integral part in their music making--both in the studio and on the road.

At home, the Power Mac lets them "evolve songs" using "analog synths and old keyboards." Says Fixsen, "In terms of multitracking actual audio, I've only ever used Macs."

And when the pair leave the studio (to promote their new album, "Good Looking Blues," for example), the PowerBook hits the road with them.

"We can just take our PowerBooks with us in a van or a bus and have absolutely everything at our fingertips in a compact way, which is great," says Fixsen.

http://www.apple.com/hotnews/articles/2000/08/laika/

4. Mac Games

Gridlock got you tied up in knots? Want to leave traffic behind and take your car off the road for shortcuts through terrain seldom traveled?

Then rev up Terminal Reality's 4x4 Evolution.

With over 150 trucks and 15 open-ended tracks to choose from, you'll have a blast designing and driving your own off-road vehicle. You can even get online and race against other drivers from around the world.

"We've put together a fun style of racing that will appeal to both the arcade and hardcore racer," says QA manager Evan Russell. "Hopefully, there will be something that will appeal to everyone."

4X4 Evolution Takes the Mac Off Road and Online:

http://www.apple.com/games/articles/2000/11/4x4/

5. Call of the Wild

Want to hear sea lions bark and watch seabirds swoop? Now you can--no matter where you live--thanks to QuickTime and the AirPort-equipped network of PowerBook and Power Mac computers controlling the digital video cameras at the Race Rocks

marine preserve in Canada.

"As reserve wardens, we're concerned about the impact of too many visitors," says Garry Fletcher, who helped set up the virtual nature tour. "Our goal is to provide a window into this unique marine ecosystem while protecting it from damage."

Four cameras on the islands broadcast live streaming audio and video, allowing you to observe the animals without ever making your presence known. You can even play wildlife photographer and control one of the cameras remotely from controls available in your web browser's window.

http://www.apple.com/hotnews/articles/2000/10/racerocks/

6. Built for Mac OS X

Whether you think a picture is worth a thousand words or a word is worth a thousand pictures, Mac OS X has a built-in application that lets you communicate with others the way you want.

It's called Mail, and it allows you to trade messages with colleagues, friends, and family--quickly, easily, and in ways other email programs may not permit.

Want to show off some digital photos from your vacation? How about a QuickTime movie of your new baby? No problem. Just drag and drop any files into an email message and they're ready to go.

Mail even has a companion that will help you organize your life. Called AddressBook, it does more than track email addresses. It includes digital cards that allow you to store street addresses, pictures, phone numbers, and even URLs.

To find out more, visit the Mail page on our Mac OS X site.

http://www.apple.com/macosx/usingosx/communication.html

7. Technically Speaking...

What's new on Apple's support site? If you have a PowerBook, G4 Cube, or Power Mac G4 with a DVD drive and

you like to watch DVD movies, we have an informative article--just recently updated--that can clarify a sometimes confusing topic: DVD region codes.

http://til.info.apple.com/techinfo.nsf/artnum/n60183

Or maybe you'd like to download the most recent version of the Apple Memory Guide. The guide has been updated with information about the current models of the iMac (iMac, iMac DV, iMac DV Plus, and iMac DV Special Edition), Power Mac G4, and Macintosh Server G4. How much memory does each computer support? What kind should you purchase? This PDF will advise you. (Requires Adobe Acrobat Reader.)

http://asu.info.apple.com/swupdates.nsf/artnum/n10084/

8. Quick Takes

In Popular Science's look at the "Best of What's New: 2000," the Grand Award goes to the G4 Cube. "Words like 'striking' and 'inspiring' are rarely used to describe desktop computers. But they seem almost insufficient to describe Apple's rapturous Power Mac G4 Cube."

http://www.apple.com/enews/quicktakes/popsci.html

Watch our newest television commercial again and again to find out why Jeff Goldblum is wild about iMovie:

http://www.apple.com/hardware/ads/

Wish friends and family a Happy Thanksgiving with one of the iCards in our new Thanksgiving collection:

http://www.apple.com/icards/

On Nov. 14, Sade's new album "Lovers Rock" premiered--exclusively in QuickTime--via the Internet, four days before it arrives in stores:

http://www.sadeusa.com/listeningparty/

At an inaugural event in Singapore, the AppleMasters program celebrates 18 leading athletes, musicians, artists, educators and civic leaders from five

countries: Hong Kong, Singapore, Malaysia, Thailand and the Philippines.

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

Looking for consultants, trainers, and other Macintosh technology solution specialists? Visit the Apple Solution Experts site:

http://www.apple.com/experts/

Thanks for reading this issue of Apple eNews. You'll receive your next issue on November 30.

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Aspyr aspires for market dominance in Mac games

by Peter Cohen, pcohen@maccentral.com
October 10, 2000, 1:00 pm ET

With Aspyr Media's weekend announcements about their new games for 2001, the company has clearly positioned themselves as a market leader in the Mac games business. Here's an in-depth look of where Aspyr came from and where the company is going.

Aspyr Media started life in 1996 [1] as a modest publisher and distributor of Mac games. Their first titles out of the gate were fairly evergreen low-budget games like tile game Mah Jong Parlour and arcade platform game Bonkheads Deluxe -- titles the company still keeps in its inventory today. Later Aspyr struck a deal with UK-based Sales Curve Interactive to distribute their Macintosh version of the popular 3D-action game Carmageddon in North America.

Since then, Aspyr has consistently put together license arrangements with major PC game publishers to bring A-list games to the Mac market. For both Aspyr and its PC license partners, the attraction is obvious. With each new major title Aspyr gains presence in the burgeoning Macintosh game market, while its PC publishing partners gain a revenue stream with very little risk -- Aspyr forks out the money needed for the games Mac development, handles publishing and marketing costs, and pays hefty licensing and royalty fees.

Outside of the cost of paperwork and some minor administrative inconvenience, the PC publisher has nothing to lose, and as long as Aspyr makes careful decisions about which games to sell, everyone stands to gain in these deals. On the surface it seems like such a simple business model; it's a bit surprising that more companies aren't rushing to the Mac market to follow Aspyr's lead. Precious few have, and that's left a world of potential game licenses ripe for the picking by Aspyr.

A major component of Aspyr Media's success can be attributed to its relationship with fellow Austin business Westlake Interactive. Mac game conversion specialist Westlake sports a team comprised of individual developers with years of Mac game conversion experience. Although Westlake works with other publishers, Aspyr has thus far worked exclusively with Westlake on its Mac game conversions. That relationship stands to continue -- without exception, all of Aspyr's new titles will be developed by Westlake Interactive.

Aspyr's first major coup was a license deal with Eidos Interactive, first for Tomb Raider II and then later for the other titles in the popular Lara Croft 3D adventure game series. This past weekend Aspyr indicated that the latest major game in that series, Lara Croft's posthumous Tomb Raider: Chronicles retrospective, will also be coming to the Macintosh.

Aspyr's relationship with Eidos has led to other lucrative opportunities, as well -- last summer, Aspyr published the Mac version of Deus Ex, the 3D role-playing game developed by Eidos partner Ion Storm. Deus Ex turned into one of the crown jewels of this past summer's Mac game offerings. With Eidos Interactive recently indicating that it's going to stay the course alone rather than accept one of several different buyout offers, it's hard to imagine that Eidos wouldn't want to continue to work with Aspyr to maintain a steady stream of revenue from Mac licenses.

Electronic Arts has been another major partner for Aspyr Media. The companies first worked together last year to bring to market a Macintosh version of Madden NFL 2000, the popular American football game. With American football's limited popularity outside of the U.S. and Canada, Aspyr may not have struck international gold with the game, but it was still the first major sports title to hit the Macintosh in years.

Electronic Arts is arguably the ace up Aspyr's Mac game licensing sleeve -- the companies have since worked together to license several other diverse hit games for the Macintosh, including Sid Meier's Alpha Centauri, its official expansion pack, Sid Meier's Alien Crossfire, and this past summer's monster hit, The Sims. Two more EA games are coming to the Mac soon: Livin' Large, an expansion pack for The Sims, and Need for Speed: Porsche Unleashed, an ultra-realistic racing game featuring legendary Porsche performance automobiles.

EA and Aspyr are also collaborating to produce a Macintosh version of Tiger Woods PGA Tour 2001. While some will argue that it's not a "true" sports game because it's not as action-oriented as soccer, basketball or hockey, there's little question that golf has tremendous worldwide appeal. Golf games sell to a much broader audience than action sports games do, as well. It'll be interesting to see how this title does -- its release will follow MacSoft's own Links LS 2000 offering, and will precede the release of Links LS 2001, scheduled to be published by MacSoft founder and former Bungie Software exec Peter Tamte's new enterprise, which has a Mac game publishing deal with Microsoft. One thing's for sure: The game is a perennial favorite in EA Sports' catalog, and the endorsement of PGA stars like Tiger Woods certainly won't hurt its mainstream appeal.

Sim Theme Park is another game in which EA and Aspyr share a relationship, though it's a bit of a distant one: The Mac version's licensee is actually UK-based Feral Interactive, which is currently in the late stages of converting the title to Mac OS. Like SCI with its game Carmageddon, Feral is teaming with Aspyr to distribute the title throughout North America. Feral boss David Stephen has made it apparent that he hopes the relationship works out well -- Feral could use a strong North American distributor.

Feral has plans to publish two other major Mac games in the next few months, including Enemy Engaged: Apache Havoc, a helicopter combat simulator, and F1 2000, a Formula One auto racing game published by Electronic Arts. Aspyr hasn't given any indication yet if it's interested in these other titles, but if Sim Theme Park meets with reasonable

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3.5" System Disks(All Other Systems):	$2.00/Disk	N.A.

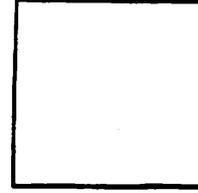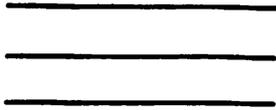(Price Includes 6.5% MN Sales Tax)
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1st fold

Dear mini'app'les
Please direct this to the:
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success, Feral and Aspyr may be in a good position to work together further.

Sim Theme Park was originally developed by EA subsidiary Bullfrog and enables users to build and manage their own amusement park. Sim Theme Park may very well appeal to the same broad swath of hardcore and casual gamers that enjoyed Aspyr's recent release, The Sims -- folks who like to build and control their own worlds, having some laughs in the process. It's a savvy move for Aspyr, which is hedging its bets with a product line otherwise heavy in "hardcore" gaming value.

Other PC game publishers seem to be following Eidos and EA's lead as well. Activision has teamed up with Aspyr for a Mac license of its recently released first-person action game Star Trek: Voyager -- Elite Force, which should be out for the Mac in the next month or so. Aspyr's most surprising announcement of the weekend was the news that LucasArts has licensed the company to make a Mac version of Escape from Monkey Island, the latest installment of LucasArts' popular pirate adventure game featuring Guybrush Threepwood and the vengeful ghost pirate LeChuck. It's the first time in years the Monkey Island series has made it to the Mac.

LucasArts' interest in Aspyr certainly food for thought. While LucasArts' adventure games like the Monkey Island series and Grim Fandango have had critical and commercial successes, the vast majority of the company's titles are based on the one of the most successful franchises in history: Star Wars. LucasArts has more than two dozen different Star Wars titles released or in development presently, and they span a wide swath of game genres, from first person shooters to arcade-style action games, space combat games, strategy titles and other ambitious games. Will LucasArts allow Aspyr Media near these coveted properties if Escape from Monkey Island is successful? Aspyr says it's focusing just on this one title for now, but surely the company is aware of this new relationship's long-term potential.

If the first half-decade of Aspyr's life has been any indication of how the next half will go, Mac gamers should be in for a treat. Aspyr Media has put together a solid line-up of A-list Mac titles for the remainder of 2000 and the start of 2001, and doesn't show any signs of slowing down.

December Photoshop / Digital Imaging SIG

Submitted by
Gary Echardt

On Wednesday, December 20, 2000, the Digital Imaging/Photoshop SIG will meet at the Washburn Library at 7:00 PM at 5244 Lyndale Avenue S.

If you have questions about the meeting, please contact Gary Eckhardt at (952) 944-5446.

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