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Volume 24, Issue 4



mini'app'les newsletter

the minnesota apple computer users' group, inc.

A P R I L 2 0 0 1						
SUN	MON	TUE	WED	THU	FRI	SAT
1	2 7:00	3	4 7:00	5	6	7
8	9 7:00	10	11 7:00	12 7:00	13	14
15	16 7:00	17 7:00	18 6:30 DIGITAL IMAGING SIG	19 7:00am	20	21
22	23 6:00 7:00	24	25 7:00	26 6:30	27	28
29	30					



Board of Directors
mini'app'les members welcome.
Byerly's
7171 France Ave S, Edina.
Lisa Huston 651-457-6950

AppleWorks SIG
Augburg Library
7100 Nicollet Ave S, Richfield
John Hunkins, Jr., 651-457-6950

iMovie SIG
Washburn Library
5244 Lyndale Ave S. Mpls
John Pruski, 952-938-2818

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

Macintosh Main
Washburn Library
5244 Lyndale Ave S. Mpls
Jack Ferman email
ferma001@tc.umn.edu



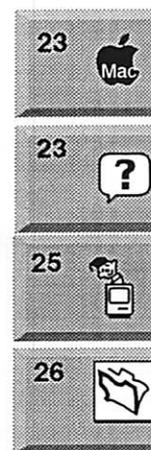
Fourth Dimension SIG
8200 Humbolt Ave South
2nd Fir. Conference Rm.
Bloomington
David Ringsmuth, 952-853-3024

Apple II / GS SIG,
Augburg Library
7100 Nicollet Ave S, Richfield
Tom Gates 612-789-6981

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

Macintosh Consultants SIG
Embers
7525 Wayzata Blvd
St. Louis Park
Bob Demeules, 763-559-1124

Quicken SIG
2850 Metro Drive, Rm 124
Bloomington
Dale Strand, 952-835-5872



Meet Your iMac / Mac SIG
Liberty State Bank
176 Snelling Ave. N, St Paul
Community Room
Brian Bantz, 952-956-9814

Macintosh Novice SIG
Liberty State Bank
176 Snelling Ave. N, St Paul
Community Room
Richard Becker, 612-870-0659

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

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

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

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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 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

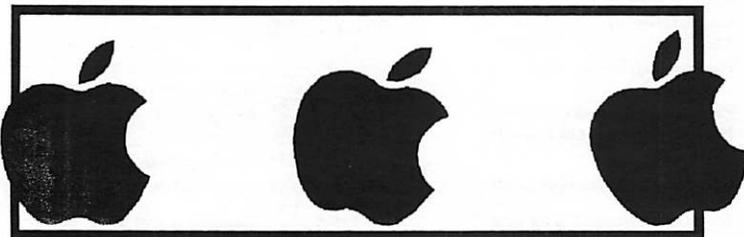
Newsletter Layout: John Pruski 952-938-2818,
Bert Persson 612-861-9578

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.

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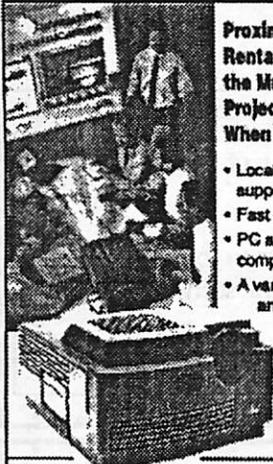


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CHANGE OF ADDRESS

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

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May 2001 Preview

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

Wednesday	May	2	AppleWorks nee ClarisWorks SIG
Monday	May	7	Board of Directors meeting
Wednesday	May	9	Microsoft Word SIG
Thursday	May	10	Macintosh Main SIG
Monday	May	14	imovie SIG
Tuesday	May	15	Apple II / GS Main SIG
Wednesday	May	16	PhotoShop / Digital Imaging SIG
Thursday	May	17	Macintosh Consultants
Thursday	May	17	Quicken SIG
Monday	May	21	Fourth Dimension SIG
Wednesday	May	23	Macintosh Programming SIG
Thursday	May	24	FileMaker Pro SIG
Monday	May	28	Macintosh Novice SIG
Monday	May	28	Meet Your iMac / Mac 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
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, 13
Quicken	2, 6
QuickBooks and QuickBooks Pro	6
Mac OS 7	8
Mac OS 8	
WordPerfect	4
Cross-Platform File Transfer	5, 14
Networks	11
New Users	1, 10
PowerBooks	11
Classic Macs	11
Power PC 601 Power Macs	
iMacs	12

- | | | |
|---------------------------|--------------|-----|
| 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 | 763-427-2868 | D |
| 8. Bruce Thompson | 763-546-1088 | 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	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	
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All ads must be prepaid and submitted on electronic media. Ads of \$20 and under must run for a minimum of three months.

Mail inquiries to: PO Box 796, Hopkins, MN, 55343
 Phone inquiries to: John Pruski, 952-938-2818

You ought to be in the iMovies

submitted by
Cecil B. Diekhoff

mini'app'les is going to start an iMovie SIG on the second Monday of each month, beginning on April 9th. We have the Community Room at Washburn Library reserved for the next few months. At the first an maybe second meeting we will work through the tutorial for iMovie2 (which is excellent). We will then study the basics of movie making with



guests from the local movie making community. Did you know that there are more independent movie makers in the TC area than in Hollywood? There should be plenty of resources for us to draw on. As you will soon learn, there is a lot more to movie making than editing footage on your Mac. If you have interest and skills in other theatrical disciplines this could be fun. Dust off those freshman screenplays and 'come on down'.

Information Technology

Submitted by Les C. Anderson

This message is meant to bring to your attention the League for Innovation's 17th annual Conference on Information Technology (CIT) being held in Minneapolis, Minnesota, on November 14-17, 2001. Minnesota State Colleges and Universities are hosting this year's conference. Additional information about the Conference on Information Technology is available at www.league.org.<?xml:namespace prefix = o ns = "urn:schemas-microsoft-com:office:office" />

This conference has become a major event in community college education. Because CIT focuses beyond technology per se to how information technology is used to improve all aspects of community college education—learning and teaching, student services, organizational management, partnerships—it attracts individuals serving in diverse college roles. Close to 4,000 participants attended last year's conference in Anaheim. The 2001 CIT promises a wide range of learning options including hands-on computer labs, nearly 500 breakout sessions, and an exhibition of resources and services from

over 100 corporate partners.

The conference includes a million-dollar state-of-the-art technical infrastructure with more than 600 fully networked computers, high-speed Internet connections, and hands-on computer labs, including an Internet and e-mail lab that is open to participants 24 hours a day. The conference also features:

Hands-On Alley, where companies such as Apple, Gateway, IBM, Microsoft, Macromedia, and Sun Microsystems provide hardware, software, and training so participants can learn by doing with some of the best technology available

Nearly 1,000 presenters in a technologically sophisticated and topically diverse program that enables educators to explore and expand their use of technology for learning and teaching, student services, organizational management, and partnerships

Learning Center courses with in-depth coverage of current topics in information technology facilitated by recognized leaders in focus areas such as ToolBook II, E-commerce, Adobe Photoshop, online teaching, Web

authoring, developing a virtual campus, and the role of learning resource and chief information officers in community colleges

Exhibition of resources and services from over 100 corporate partners

Keynotes by engaging speakers. Keynote speakers to date for this year's conference include Carlene Ellis, Vice President, Finance and Enterprise Services and Director, Education, Intel; Darien C. Dash, Founder/Chairman/CEO, DME Interactive Holdings; and Willard Daggett, President, International Center for Leadership in Education. Previous keynoters have included Bill Gates, Chairman/CEO, Microsoft; Christine Hemrick, Vice President, Technology Communications, Cisco; and Scott McNealy, President/CEO, Sun Microsystems.

Let me invite you to participate in this exciting conference and help contribute to a community of learners dedicated to exploring and expanding the use of information technology in the community college. We appreciate your support and look forward to seeing you in Minneapolis!

Epic Games digs OSX

Submitted By David M. Peck

Dave ponders- Is Apple going to go Intel?

Epic Games (Unreal, Unreal Tournament) Lead Programmer Tim Sweeney was recently asked by gaming site Voodoo Extreme if there is anything currently on the market that impresses him. Among the few Sweeney mentions is Apple's next generation operating system Mac OS X. He also happens to give the lengthiest explanation for why it impresses him so much. Here it is in its full glory:

Details on Warcraft III

Submitted by David M. Peck

Blizzard Entertainment finalized details of their upcoming 3D real-time strategy game: Warcraft III. The game's full title is "Warcraft III: Reign of Chaos" and the four race classes have been announced.

WarCraft III boasts a huge amount of changes from previous WarCraft titles; first off the game is now rendered in 3D. In what is typically a 2D genre, developers are taking advantage of advanced hardware and producing high-resolution 3D scenes. Though WarCraft III will semi-limited camera movement, the full 3D world and character animation aid in the game's battle tone. WarCraft III uses skeletal and skinning processes, like some first person shooters, to generate fluid animations with infinite view possibilities.

The battles and strategy will be the focus of the game. In other RTS games the object was to balance the resource management aspect of the game with actual play, but now the resources, while still very much necessary, will be simpler with less focus placed on managing an army of peasants and peons. Also battles will be on a smaller scale favoring the challenge and strategy of battle rather than the buying of huge armies and effortlessly overtaking the enemy fortress.

Here's Blizzard's finalized list of playable races:

Humans- The noble defenders of humanity continue to fight for survival in a world plagued by darkness

Mac OS X. It's the first major innovation in user interfaces in 6 years (since Windows 95), and it could be the first serious *consumer* competition for Windows in as many years. Most importantly, Apple has returned to its true roots of innovation -- not innovatively colored computer cases, but genuinely innovative software. If Microsoft screws consumers over with Whistler / Windows XP as the press reports would seem to indicate (no, guys, I will NOT pay an annual subscription fee to rent your OS, and I will NOT submit to this mandatory registration crap), and Apple is smart and ditches the dying PowerPC platform to partner with AMD or Intel,

and war. The humans concentrate their skills in the realms of martial discipline and technology. They alter their environment, use armor, weapons and machines; and domesticate animals. Human units include the Footman, Knight, Elven Priest, Elven Sorceress, Dwarven Mortar Team and Dwarven Rifleman. Human heroes include the Paladin, Arch-Mage, Half-Elven Ranger and the Dwarven Mountain King.

Orcs- The savage Orcs have rallied once again and stand ready to face the terrible demons who corrupted their society long ago. The Orcs rely on brute strength and melee combat. Units used by the Horde include the Grunt, Troll Head Hunter, Wyvern Rider, Shaman and Troll Witch Doctor. Examples of Orc heroes are the Farseer, Blade Master, Tauren Chieftain and Shadow Hunter.

Night Elves- These mysterious, shadowy beings are one of the eldest races of the world. They have emerged from their centuries-long seclusion to defend the world from the coming apocalypse. Units include the Ent, Archer, Sentinel, Assassin, Treant and Hippogryph. Elven heroes are comprised on the Keeper of the Grove, Demon Hunter, Priestess of the Moon and Arch-Druid.

Undead- The plague-ridden undead army known as the Scourge has come from the frozen wastelands of the north to topple civilization in its darkest hour. The undead Scourge is renowned for its ability to generate units on the battlefield. Corpses of

then all the rules could change!

It's always good to hear big-name people in the gaming industry embrace Apple products. Could Tim Sweeney's liking for OS X mean future OS X-compatible games from Epic? We'll have to wait and see. Expect Apple's next generation OS to hit store shelves on March 24th at a price of \$129.

--C. Wang-Iverson

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fallen foes are very important to the Undead. Several abilities and spells rely on corpses as components for their spells. Undead units include Dredge, Ghoul, Banshee, Necromancer, Gargoyle and Frost Wyrn. Heroes include the Death Knight, Lich, Dread Lord and Abomination.

Frank Pearce, Warcraft III Team Lead: "As Warcraft III evolved, we were able to hone in on the elements in the game that will provide the best playing experience. After months of design, we have in place the game's final races as well as the non-playing and neutral units. We will now focus our efforts on finalizing each race's units, the AI and the campaigns." Warcraft III: Reign of Chaos is in development and will hit stores early 2002.

To read the Blizzard press release visit: <http://www.blizzard.com/press/010201.shtml>

For more on Blizzard visit: <http://www.blizzard.com/>

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Look !! Look !! Free Postage !!

The Club Board wants your opinion so bad that we are willing to pay for it. Please take a few minutes and fill out this ballot and questionnaire to help guide our efforts during this next year. When you are done just rip it out, fold it up, tape or staple it closed and drop it in the Mail.

THANKS for helping.

Outside fold

1st fold on this line

.....
Membership Number (required)

Name:

Address:



mini'app'les
P.O. Box 796
Hopkins, MN 55343

.....
Outside fold

2nd fold on this line

.....
Thanks for Voting!

Mini'app'les Survey

April 2001

The purpose of this important, postage paid survey is to determine what Mini'app'les can do better to serve it's members. Please take a moment to answer and return. Your opinion is important and will make a difference to the long term prosperity of our organization.

1. Why did you join or why do you maintain your membership in Mini'app'les?

Please rank the importance of the following:

(1= very important, 2= important 3=mild interest, 4= no interest):

- Special Interest Groups (SIGs)
 - Mini'app'les Newsletter
 - Mini'app'les Bulletin Board (BBS)
 - Seeking iMac/Mac computer help
 - Socializing with other Mac people
 - Other _____
-

2. Do you have access to email and/or the internet?

- * email
- * internet
- * both

3. If the printed Mini'app'les Newsletter was replaced with an electronic means of distributing the same info (email mailing list or electronic newsletter on the Mini'app'les Web site or BBS), how would you feel (check all that apply):

- * A positive development
- * Be inclined to maintain membership
- * A negative development
- * Be inclined to drop membership
- * Makes no difference

Mini'app'les Bulletin Board Service (BBS)

1. The Mini'app'les Bulletin Board Service (BBS) is a dial-up service requiring a modem to connect, but does not require email or an Internet Service Provider. After it's configured, it's an easy way to tap the collective Mac knowledge of our members. In addition, posts on the BBS include how-to articles, MacOS news, Mac Gaming info, Tidbits, Apple Watch and many other items. If you do not access the BBS, please indicate why not:

- * Don't know how
 - * Don't have the time
 - * Not interested
 - * Other _____
-

2. Would you like assistance accessing the Mini'app'les BBS? (if yes, fill in name and contact at end of survey)

- * Yes
- * No

3. If the Mini'app'les BBS was accessible through the Mini'app'les Web Site, would you be:

- * More inclined to access
- * Less inclined to access
- * I'm not interested in the BBS

4. How can the Mini'app'les Newsletter be improved?

Ballot

For Election of Applemini'app'les Board of Directors 2001-2002

Instructions:

- 1) Vote for one and only one candidate per office. Please use an X.
- 2) If you wish, use the blank space to write in another candidate. Be sure to fill in the with an X.
- 3) When you have completed your ballot, fold the bottom edge up to the line indicated and flatten the crease. Fold the top edge down and flatten the crease.
- 5) The Applemini'app'les address should now be facing you. **Fill in your membership number.** No ballot will be valid without it. Fill in your name and address. Tape where indicated. Note: Your membership number is listed on your mailing label on the last page.
- 6a) Place a 34-cent stamp where indicated and mail. Mail early because only ballots received in our P.O. Box on or before April 30, 2001 will be counted.
OR
- 6b) Bring your ballot to any Applemini'app'les SIG meeting scheduled to be held on or before April 27, 2001.

Nominees as of 3/20/01

is for write-in votes;

(I) indicates incumbent.

President	<input type="checkbox"/> Bert Persson
	<input type="checkbox"/> <input type="text"/>
Vice President	<input type="checkbox"/> Denis Diekhoff (I)
	<input type="checkbox"/> <input type="text"/>
Secretary	<input type="checkbox"/> Pam Lienke
	<input type="checkbox"/> <input type="text"/>
Treasurer	<input type="checkbox"/> Don Walz (I)
	<input type="checkbox"/> <input type="text"/>
Marketing Director	<input type="checkbox"/> Mike Schauer
	<input type="checkbox"/> <input type="text"/>
Publications Director	<input type="checkbox"/> John Pruski (I)
	<input type="checkbox"/> <input type="text"/>
SIG Director	<input type="checkbox"/> Les Anderson
	<input type="checkbox"/> <input type="text"/>

Please
Mail In
Your
Ballot!!!

Thanks for Voting!



mini'app'les Handy Form

**New & Renewing Members-
Specify your level of support:**

- \$25 (One Year)
- \$45 (Two Years)
- \$60 (Three Years)
- \$15 Student*(One Year)
- \$100 Corporate (One Year)

Thanks!

* must be a full-time student
at an accredited institution

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Payable to
"mini'app'les"**

Name: _____
 Company (if mailed to): _____
 Address: _____

 City, State, Zip: _____
 Phone (Home): _____ (Work): _____
 Occupation: _____ Check if this is a
 Member ID# (if applicable): _____ address change.

Yes.

I'd like to join!

If this is a new
membership or a
renewal, please
take a few minutes
to fill out this
questionnaire

Which personal computer(s) do you use?

- Power Macintosh model(s) _____
- Macintosh model(s) _____
- Apple II model(s) _____
- Other _____

What peripherals or
attachments do you use?

- Printer
- Laser Printer
- Modem
- Scanner
- Digital Camera
- Drawing Tablet
- Voice Mail
- MIDI
- CD-ROM
- Other _____

What are your areas of
special interest?

- Business Applications
- Household Applications
- Educational Applications
- Desktop Publishing
- Programming
- Networking
- Games
- Other _____

Please list the five software
packages you use most often:

- Check if you want your
name withheld from
commercial and other
non-club mailing lists
- Check if you are
interested in volunteer
opportunities
- Check if you were
referred by a club
member. Please give
their name.

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Mac System 7.0.1 (9 Disks):	\$15.00	N.A.
GS/OS 6.0.1 (6 Disks):	\$10.00	N.A.
3.5" System Disks(All Other Systems):	\$2.00/Disk	N.A.

(Price Includes 6.5% MN Sales Tax)

⚡ NonMembers cannot buy System Disks

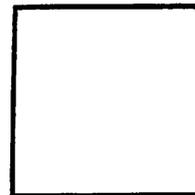
Total Merchandise

Add \$1/Disk for Shipping (\$4.00 Max)

GRAND TOTAL

Make Checks Payable to "mini'app'les"

Last Fold - Seal with Tape



Attention:
 Membership Director
 Software Director

Mini'app'les
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Hopkins, MN 55343-0796



2nd fold

1st fold

Dear mini'app'les
Please direct this to the:
 Membership Director
 Software Director

Renovating this old Mac reveals character

Published: Monday, March 5, 2001
By ROB PEGORARO WASHINGTON
POST

The computer I use at home sets no speed records, nor does it win any prizes for its looks. But it can claim this: It turned 5 years old this week.

Yet this machine -- a Macintosh clone made by long-defunct Power Computing -- still trucks along. It remains a fine tool for writing, Web work, financial management and MP3 hoarding.

What this mostly proves is that I am pathetically cheap. It also shows that, contrary to computer-industry tradition, you can get by for years on one computer.

If, that is, you're willing to replace most of the stuff inside the case.

My madness started months after my new toy arrived. Power Computing discontinued my model, and I swore I would replace it only when I was positive I could avoid the same fate. Until then, I was going to be happy with what I had.

I stayed happy until August 1997, when I spotted a sale on processor upgrade cards. About \$150 later, the 120-megahertz PowerPC 601 processor that my old boss had once called "a screamer" was swapped out for a 150-MHz 604 chip.

The brain transplant was simple. I tugged gently on the old processor "daughtercard" to extract it from its slot, then clicked in the new one. I figured this speed boost would buy me a year or two of obsolescence-free computing.

By early 1999, I was tinkering again. First I splurged on a 32-megabyte memory boost. Then I realized those strange grinding noises meant my power-supply fan was dying. A \$15 replacement fan was a snap to install -- once I got over my anxiety about working on parts labeled "no user serviceable parts."

Months later, I swapped the 850-megabyte hard drive with a 4.5-gigabyte monster for the low, low price of \$200. (Stop laughing!)

What should have been a simple transaction turned into computing trench warfare: One hard drive showed up DOA. Another retailer wouldn't credit me for a back-ordered drive it shipped without checking to see if I still wanted it. Then it went out of business. I had to harass my credit-card company for a good month to get the money back.

But, in the end, I had ample storage capacity in those pre-Napster days. And I had learned a thing or two about SCSI IDs and termination options. I was truly dangerous.

That spring, I tucked a Universal Serial Bus card into one of the Mac's PCI slots. Getting Apple's software to recognize it took tweaking, but now I could buy new USB peripherals -- printers, scanners, etc. -- the iMac was making popular. I also felt terribly savvy for finally using one of these expansion slots.

In April, I upgraded the processor again -- this time with a G3 daughtercard. With the new power plant, my 3-year-old Mac could stay in the race with new iMacs while running cooler than before. So I yanked the buzzing

fan. With no warranty left to void, why not experiment?

In June, I got fed up with my increasingly balky CD-ROM drive and junked that, too. I found a nice 24X Plextor drive for \$90.

My peace of mind lasted about a year, though I couldn't resist picking up another RAM upgrade on eBay. (Memory for such an old Mac is pricey if you insist on buying new.)

So far, this little hobby has added up to roughly \$1,200 in parts, plus more hours of my own labor than I care to count.

I'm sad to think this quest might end, but I'm starting to find software that balks at my Mac mutt. Speech-dictation programs demand a natural-born G3 or G4 processor, not an upgrade. New games are out of the question without a graphics accelerator (don't get me started on that). I'm afraid to think about putting Mac OS X on this old box -- the installer will probably erase my hard drive in protest.

Was it all worth it? On a strict cost basis -- well, I'd rather not think about that. It's enough to know this old Mac has run a race well. I'm pretty sure it won't be hurt when I do replace it -- which I plan to do just as soon as I know what Apple plans to release for the rest of this year.

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Apple's iTunes Doesn't Disappoint

By Matt Moore, AP Business Writer
Submitted by Les Anderson

NEW YORK (AP) - Apple Computer has never been a stranger to blending computing power with sound, but for years would-be disc jockeys and music fans have had to look elsewhere for a digital platform. Not anymore. The company has finally included rewriteable CD drives as standard equipment on its new line of personal computers, including the ubiquitous iMac.

Bundled with the machines is iTunes, an easy-to-use program that

lets MP3 users, compact disc owners and even vinyl LP aficionados manipulate their music on digital media. Apple first shipped a computer with stereo sound in 1986, the Apple IIg. Sound was standard the following year in the Macintosh II. While my friends would buy PCs, then shop for a reliable sound card, I remember bringing home my Performa 6116 and running a plug from the stereo system to the computer, all for the sake of hearing Quake bellow from my six living room speakers. But that was the early 1990s. Now, computers are themselves compact sound systems.

Called iTunes, Apple's foray into the new world of MP3s and CD ripping and burning was unveiled in January. (Glossary: MP3 is a file format for compressed audio; ripping is copying from a CD and burning is copying data onto a CD, typically music). Similar to its successful iMovie program, which lets users become the Cecil B. DeMille of the neighborhood, iTunes is part of Apple CEO Steve Jobs' plan to position the Macintosh as a digital multimedia hub.

iTunes is a small but feature-laden program that organizes MP3 files and

lets you rip CDs and burn the music onto CD-R or CD-RW discs, and it does it fast.

The program ships with all of Apple's new G4 lines, including PowerBooks. G3 owners can download it from Apple's Web site for free. At less than 3 megabytes in size, iTunes comes in quickly, even on a 56K modem connection. It's best to have System 9.1 running to get the full speed iTunes promises, but System 9.04 will work as well. System 8.6 doesn't support it, but there are hacks available to make it work. Apple recommends the program only be run on Macintoshes made since August 1998.

Installation is a snap and the first time the program runs it will search your computer for any existing MP3 files, catalog and list them. The interface is simple and intuitive, without any of the visual attractiveness of programs like MusicMatch Inc.'s Jukebox. What's impressive is the file management and the CD burning speed. Another plus is iTunes radio feature. Using the directory at Kerbango.com, Apple has compiled several format-ready Webcasts featuring music by everybody from Mozart to neo-country folkster Kate Campbell. I ran iTunes on a G4 with a 533MHz processor, 128 megabytes of RAM and

an internal Sony CD-RW drive. Apple says the configuration is standard issue on all models sold since January.

iTunes will work on nearly 35 third party CD-RW drives, the company says, but the list is being updated.

The first time I opened the program, it scanned for all of my existing MP3s, including ones I had imported on a CD-R. Then it listed them all in a massive library with the name of the artist, the song, the album and even the genre.

iTunes also searches out the songs on a store-bought CD using CDDDB, a Web-based database. It took me just 10 minutes to build a playlist of 39 songs. Now to burn a CD to play in the car: iTunes does that in the background so you can Net surf or work on while its quietly copying music to CD. Eight minutes later I had 18 songs and a CD that played not only in my 12-year-old Technics CD player but also my super-inexpensive Koss in-dash CD player. The program is also designed to move MP3s easily to MP3 players and has built-in support for players from makers including HipZip by Iomega (which I used), CreativeLabs and SONICblue.

iTunes can encode as many MP3 songs as you wish and at bit rates as high as 320KHz.

If you're looking to burn data

CDs with iTunes, then you're out of luck. To do that you'll have to get Apple's Disc Burner software or a third-party application like Adaptec's Toast.

The only flaws I can find in iTunes are its lack of visuals.

The program comes bundled with a feature that spits out swirling, swooping colors while you're listening to music but nothing like what is featured in plug-ins for MacAST, a \$24.95 program that plays MP3s only.

Also, iTunes appearance is strikingly similar to iMovie, sort of a brushed aluminum. Having a choice of skins (Glossary: skins are varying visual interfaces for a single program) would be nice.

On the Net:

Apple's iTunes:

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

MusicMatch Jukebox:

<http://www.musicmatch.com>

CDDDB: <http://www.cddb.com>

Kerbango: <http://www.kerbango.com>

MacAST: <http://www.macast.com>

Consultant offers tips to prevent schools going Wintel

by Dennis Sellers, dsellers@maccen-tral.com

March 6, 2001, 2:00 am ET

John Droz, Jr. is tired of seeing schools phase out Macs -- and he's developed a strategy he hopes Apple will implement to stop such "backward migrations."

Droz is a physicist and a Mac consultant who has been involved with computers for over 30 years. He has several hundred Mac clients in the business and education markets. But when a local school system in North Carolina, which had gone all-Mac in 1996, recently announced plans to phase out Macs in favor of Dells, he'd had enough.

"I have spent a considerable amount of time in talking to teachers, administrators, MIS persons, Apple education reps, etc. in an attempt to get an accurate idea of just how this

faux pax came about," Droz told MacCentral. "As part of this effort I have written about a dozen handouts for our school board and other interested parties to digest -- for example, a summary of how to keep Macs up and running simply and inexpensively. My conclusion, at this point, is that the main culprits here are our MIS persons. During this investigation, though, it also became apparent to me that part of the problem is with Apple."

In the case of the local school system, the "backward migration" situation should never have advanced to the point it has, he added. To stop such an occurrence from happening to other school districts in the future, Droz said Apple needs to remember that preventing a problem in the first place requires much less effort (and is much less costly) than having to solve the same problem afterwards. And he

added that in the special case of the education channel, giving up its normal retail profit margins "is a wise economic decision as it reaps financial benefits in several other ways (such as through students' parents using Macs at school and buying a Mac for home use)."

With this in mind, he composed the following list of "What Apple Should Be Doing: Some Ideas on how to Prevent Schools Going to Dell" (or, we presume Gateway, Compaq, IBM, etc.):

Assume that the school district's head MIS person is Windows oriented, and not experienced with, or too interested in, Macs.

Assume that this head MIS person won't be asking for much feedback from teachers and students, so decisions he makes will be in his own interests.

Assume that this head MIS person

won't be requesting much help from Apple, even though he needs it. Most likely, if left on his own, he will go his own way: Windows.

Maintain very close and frequent contacts with MIS people to lessen the likelihood of their going astray, and to better ascertain the pulse of the situation.

Give MIS people a list of Web sites that are beneficial for their situation. Also, consider a monthly newsletter.

Sign up MIS people for the very worthwhile, and free, Mac Managers e-mail list.

Make a BIG effort to assure that Macs can be justified as having lower maintenance costs. (For example, hand the MIS people multiple copies of a free CD that includes all benefi-

cial updates over and above a standard install for the four most common, good system versions: 7.1 Update 3, 7.6.1, 8.6, and 9.0.4. And have a Web site with all this info.)

Make a SIGNIFICANT effort to ensure that school districts use Apple servers (such as giving servers away for free, if need be.)

Make upgrading to 9.0.4 essentially free for education sites (which would allow automatic software updates, NetBoot, etc.).

Arrange for free onsite demos of Apple developments that might be worthwhile (iMovie, iTunes, etc.).

Include HyperCard 2.4.1 with all education Macs. Furthermore, update HyperCard so that it is OS 9 and OS X compatible.

Make a deal with Connectix to

allow education sites to buy Virtual PC 4 at US\$50 or less.

Make a deal with a quality RAM supplier to allow education sites to buy additional RAM at a substantial discount.

Make a deal with a third party floppy drive manufacturer to allow education sites to buy USB floppy drives for iMacs at \$50 or less.

Offer a better education channel warranty -- more than one year. (Dell's is three years.)

Dröz said he is considering turning this list into a petition for submission to Apple. He'd like input and feedback from educators and consultants. If you're interested, drop him an e-mail.

April / May Photoshop / Digital Imaging SIG

Submitted by
Gary Echardt

The April meeting will be held at 6:30 pm at the Hennepin Technical College In Eden Prairie on April 18. Jill Gerold, an instructor at HTC, will make a presentation on "Advanced Channels in Photoshop".

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

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Just a few of the many items given away free in the past include: Connectix

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Periodic special User Group discount offers on equipment and software.

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