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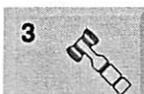
Volume 26, Issue 2



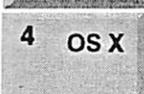
mini'app'les newsletter

the minnesota apple computer users' group, inc.

F E B R U A R Y 2 0 0 3						
SUN	MON	TUE	WED	THU	FRI	SAT
						1
2	3  7:00	4 OS X 6:30	5  7:00	6	7	8
9	10  7:00	11  7:00	12  7:00	13	14	15 Annual Meeting
16	17	18  7:00	19  DIGITAL IMAGING SIG	20  EMBERS	21	22
23	24  ? 6:00 7:00	25	26	27  6:30	28	



3 Board of Directors
mini'app'les members welcome.
1011 Rice St, St Paul
Les Anderson 651-735-3953



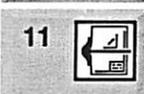
4 OS X
Burnhaven Library
1101 W.Co. Rd. 42
Burnsville
Andre Benassi 763-786-3891



5 AppleWorks SIG
Augsburg Library
7100 Nicollet Ave S, Richfield
John Hunkins, Sr. 651-457-8949
hunkins@mac.com.



10 iMovie SIG
St. Louis Park Library
3240 Library Lane St. Louis Park.
John Prusk, 952-938-2818



11 VectorWorks SIG
7805 Telegraph Rd, Suite 220
Bloomington
Charles Radloff 952 941 1667



12 Microsoft Word SIG
Eagles lodge
9152 Old Cedar Ave Bloomington
Tom Ostertag, D 612-951-5520 E
651-488-9979



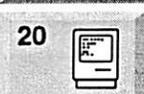
15 Annual Meeting
Southdale Library
7101 York Ave, Edina,
Les Anderson 651-735-3953



18 Vintage Mac / Apple SIG
Augsburg Library
7100 Nicollet Ave S, Richfield
Tom Gates 612-789-1713



19 Photoshop-Digital Imaging
Hennepin Tech College
13100 College View Dr.
Eden Praire Campus
Gary Eckhardt, 952-944-5446



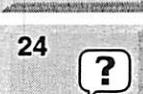
20 Macintosh Consultants SIG
Embers 7:00 AM
7525 Wayzata Blvd
St. Louis Park
Bob Demeules, 763-559-1124



20 Quicken SIG 7:00 PM
Eagles lodge
9152 Old Cedar Ave Bloomington
Dale Strand, (612) 824-1685



24 Meet Your iMac / Mac SIG
Merriam Park Library
1831 Marshall Avenue
St. Paul
Brian Bantz, 952-956-9814



24 Macintosh Novice SIG
Merriam Park Library
1831 Marshall Avenue
St. Paul
Richard Becker, 612-870-0659



27 FileMaker Pro SIG
Megaclean
769 Kasota Ave S.E.
Minneapolis MN 55414
Steve Wilmes 651-458-1513



Programming SIG
For meeting time contact
<http://www.vlsi.com/~andre/>
Andre Benassi 763-786-3891



mini'app'les

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

Board of Directors:

President	Les Anderson 651-735-3953 anderslc@usfamily.net
Vice President	Denis Diekhoff 612-920-2437 td2dv@yahoo.com
Secretary	Bruce Thompson 763-546-1088 bthompson@macconnect.com
Treasurer	Don Walz 651-426-5602
Marketing Director	Greg Buchner 952-883-0195 gbuchner@mn.rr.com
Publications Director	John Pruski 952-938-2818 johnpruski@aol.com
SIG Director	Dave Peck 651-423-4672 huntn@charter.net.
Director at Large	Bert Persson 612-861-9578
Membership	Erik Knopp
Mac Software	Bryan Lienke
Apple II	Owen Aaland

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

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

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

Newsletter Contributions – Please send contributions directly to our Post Office, Box 796, Hopkins, MN 55343, or tostertag@usfamily.net

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.

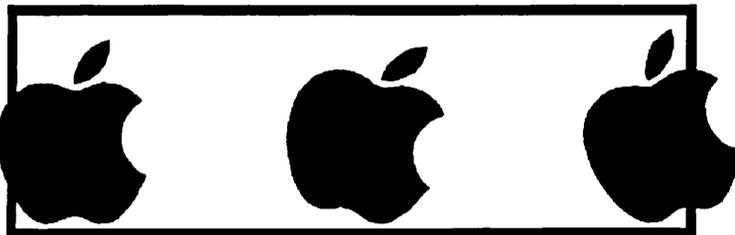
Editor/Publisher: Tom Ostertag 651-488-9979

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

mini'app'les BBS – Internet only access

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

mini'app'les e-mail: miniapples@mac.com



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CHANGE OF ADDRESS

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

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March 2003 Preview

Here is the tentative calendar of our Special Interest Group (SIG) meetings for March 2003. Please pencil these events on your calendar. As always, when doubtful of a SIG date, time, or location, confirm with one of the following:

- At www.miniapples.org
- The cognizant SIG Leader

Monday	March	3	Board of Directors meeting
Tuesday	March	4	OS X SIG
Wednesday	March	5	AppleWorks nee ClarisWorks SIG
Monday	March	10	iMovie SIG
Tuesday	March	11	VectorWorks SIG
Wednesday	March	12	Microsoft Word SIG
Thursday	March	13	Macintosh Main SIG
Tuesday	March	18	Vintage Mac/ Apple SIG
Wednesday	March	19	PhotoShop / Digital Imaging SIG
Thursday	March	20	Macintosh Consultants
Thursday	March	20	Quicken SIG
Monday	March	24	Meet Your iMac / Mac SIG
Monday	March	24	Macintosh Novice SIG
Thursday	March	27	FileMaker Pro SIG

Members Helping Members

Need Help? Have a question the manual doesn't answer? Members Helping Members is a group of volunteers who have generously agreed to help. They are just a phone (or an e-mail) away. Please call only during the appropriate times, if you are a member, and own the software in question.

Apple II / IIGS Software & Hardware	1, 5, 7
AppleWorks / ClarisWorks-Draw	6, 7, 8
Classic Macs	10
Cross-Platform File Transfer	5
FileMaker Pro	
FirstClass	
iMacs	13, 15
iPhoto / iTunes / iMovie	16
Mac OS Classic	7,13, 16
Mac OS X	15, 16
MacWrite Pro	12
Microsoft Excel	2, 5, 14, 15
Microsoft Word	5, 15
MYOB	14
Networks	10, 15
New Users	1,9,13
PhotoShop	3, 11
PowerBooks / iBooks	10,13, 15, 16
Power Macs	15
Quicken	2, 14, 16
QuickBooks and QuickBooks Pro	14
WordPerfect	4

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. Owen Strand	763-427-2868	D
7. Bruce Thompson	763-546-1088	EW
8. Pam Lienke	651-457-6026	EW
9. Tom Lufkin	651-698-6523	EW
10. Ben Stallings	612-870-4584	DEW
11. Gary Eckhardt	952-944-5446	EW
12. R. J. Erhardt	651-730-9004	DEW
13. Richard Becker	612-870-0659	EW
14. Ardie Predweshny	612 978-9774	DEW
15. Andre' Benassi	763 786-3891	EW
16. Dave Peck	651-423-4672	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	
1/2 page 7.5" Width x 5" Height (save 5%) . . . \$30	
2/3 page 5" Width x 10" Height (save 7%) . . . \$40	
Full page . . . 7-1/2" Width x 10" Height (save 15%) . . \$60	

All ads must be prepaid and submitted on electronic media. Ads of \$20 and under must run for a minimum of three months.

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

Board of Directors Meeting Monday, December 2, 2002

Submitted by Bruce Thompson

MINUTES

mini'app'les Board Meeting
Dec. 2, 2002

Present: Les A, Denis D, Don W, Bruce T, Greg B, John P, Dave P, Bert P, Erik K

Adoption of Agenda - Changes, additions, etc - M/S/P as amended

Approval of Minutes - M/S/P as corrected

Treasurers Report - Don Walz - Provided balance sheet; all bills paid
Officers and Coordinators Reports
President - Les Anderson - Presented letter from Jack Ferman re: possible MUG ideas.

Vice President - Denis Diekhoff - Has the Southdale Lib for Annual Meeting
Secretary - Bruce Thompson - received bill from US Family, asked Denis to resolve billing

Marketing - Greg Buchner - See below
Membership - Erik Knopp - posted latest membership list to Directors

SIG Director - Dave Peck - Still looking for Photoshop SIG leader; Library closings might cause problems
Publications - John Pruski - Printer has changed ownership, no change in cost at this time. Working with Bert on auction

Past President - Bert Persson - collections for auction seem low
Unfinished Business

Annual Budget - Needs to be published. John P will try to format for print

Annual Auction - Room Confirmed, Dec 7 - Lisa OK; still looking for donations; Denis will provide soft drinks
Bylaws - No changes requested

Records - minutes, equipment, software, etc

Surety Bond - Signatories - Don W says we have what we need

Audit - Dave Lundin? - Has been out of the country. Les will talk to him again.

Annual Meeting - Will be at the Southdale Library Sat, Feb 15. Begin at

noon, 12:45 business mtg, 1:30 (or before) eat. Working on presentation, give-aways

BBS Calendar - iCal - Switched calendar on web site; Bruce still looking into the HTML for the BBS

Club iBook - Applecare - package has arrived, Bruce will finish registration

Novice Workshop - advertising - Make sure ad gets in the newsletter
New Member CD - working on compatibility of OS X CD on OS 9

Voice Mail - Discontinued, need to check Apple website info
Dropped Members - Les will try to follow up

New Business

Club equipment for auction - M/S/P to sell old projector (not used)

Filemaker Upgrade - Erik would like to upgrade from 4.2 to current. Bruce will contact Steve Wilmes for info
Adjournment

Next meeting Jan 6, 2003

Apple Announces New PowerBooks

Submitted by Dave Peck

Tuesday, January 07, 2003 - 2:48 pm
Steve Jobs announced the world's largest and smallest laptop computers today at MacWorld San Francisco: the 17" and 12" PowerBook G4. Both systems tout G4 processors at 1GHz and 867MHz respectively. Both also sport fast NVIDIA GeForce4 420 Go graphics processors with 32MBs of DDR SDRAM in the 12" model and 64MBs of DDR SDRAM in the larger 17" model. Memory in the new PowerBooks is now DDR SDRAM, too.

The 17" Powerbook G4 is a top-of-the-line system weighing in at only 6.8 lbs and only one inch thick. The new case is anodized aluminum and resistant to scratches and stains. The 17.1 inch TFT active-matrix display has a native resolution of 1440x900 pixels. Inside is a 1GHz G4 processor with 256K backside level 2 cache and

1MB of L3 cache and 512MB of DDR SDRAM (expandable up to 1GB) to make this the speediest PowerBook ever. It's chock-full of other features, as well, such as built-in BlueTooth capability, built-in "Airport Extreme" technology (Apple's name for its implementation of faster 802.11g wireless networking), and new faster FireWire 800 connectivity. The machine comes standard with a 60GB hard drive and SuperDrive.

And, if that isn't enough, the keyboard glows. The PowerBook senses when the lights go down, and fiber-optics in the keyboard come to life to illuminate the keys. The 17" PowerBook G4 starts at \$3299 and will be available in February 2003. Its 12" brother weighs in at 4.6 pounds and is actually slightly smaller than the current iBook models. The 12.1 inch display has a native 1024x768 pixel resolution. It has the same aluminum exterior as the larger

Powerbook and also includes BlueTooth wireless technology, but lacks the faster FireWire port or included wireless networking. (Wireless networking can be added, of course.) The 12" PowerBook comes standard with a Combo CD/CDRW/DVD drive for just \$1799, or you can add a SuperDrive via Apple's Build-To-Order site for just \$200 more.

Apple is also keeping the 15" Titanium PowerBooks in the lineup, effectively providing three models of G4 laptop systems from which to choose.

Apple 12" G4 Powerbook:
<http://www.apple.com/powerbook/index12.html>

Apple 17" G4 Powerbook:
<http://www.apple.com/powerbook/index17.html>

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Mini'app'les Annual Meeting Saturday, Feb. 15, 2003

Submitted by Les Andersson

Southdale Library,
7101 York Ave, Edina,
noon until closing
All members and families are invited.

Make your views known.

Agenda

12:00 Social Time
12:45 Business Meeting

1:30 Food, Pizza, Subs, beverages, etc.
2:00 Program

The library opens at 10:00 AM, and Gamers are invited.
All times are subject to change.

We need Articles for the Newsletter

Submitted by Bert Persson

I think all of us at some time or another have encountered problems or questions regarding our computer equipment. Then why not take a few minutes to share them with our members by writing an article for our Newsletter. This may in fact be a solution for someone who has had the

same problem but unable to attend any of our (SIG's) Special Interest Group's meetings. We could then set up a Q&A forum in the newsletter where submitted questions would hopefully be answered in the following month's newsletter. This is to some extent already taking place on our BBS (Bulletin Board System) and we strongly recommend more people

taking advantage of this service.

Articles for the Newsletter can be submitted by uploading them (in simple text format) to our (BBS) in the "For newsletter staff" folder or e-mailing them to miniapples@mac.com attention newsletter staff.

Keep It Clean

Submitted by Bruce Thompson

By Justin Granger, Small Dog Electronics

Dust can easily build up inside computer systems. If you consider all the electrical charges flying around in there, and the fan or fans drawing the dusty air through it, you'll realize that a computer makes a halfway decent ionizing air cleaner. I have seen almost 3/8 inch of collected dust in some computer systems.

Dust is the enemy of computers because it raises their internal temperature. As a computer gets warmer, the chances of failure increase dramatically. Dust does three things: it collects and insulates components like a blanket; it gathers in vents and heatsinks, obstructing airflow; and it collects in the fans themselves, eventually causing them to fail.

Check the inside of your tower computer at least once a month for a few months every time its environment changes to ascertain the rate of build-up. Then you'll know whether you need to clean it once a month or once a year. If it's in a particularly clean environment, you may discover that it doesn't need cleaning for the life-span of the unit.

Some local environments are dustier than others. Elevating your tower computer off the floor can make a dramatic difference. Either by place it on a desk or lift it a few inches with a set of legs or mounting hardware from Marathon. Never operate a computer in a smoky environment. The sticky tar captures dust with a vengeance and clogs fans quickly. You should also look inside when the computer is running to verify that all the fans are operating properly. You can often hear the larger main fans

running or feel the air they exhaust from the computer. Some video cards carry tiny fans on their processors. Being so small, these fans are very susceptible to dust build-up and subsequent failure, so extra care should be taken to ensure their proper operation.

How to Clean Your Computer

This is the easy part. Buy a can of compressed air. Take your computer outside. You may want to wear a dust mask. Open the computer and remove the surface dust with short blasts of air. Pay special attention to fans, heatsinks, vents, and the surfaces of the little black chips on the board. I usually also gently probe the plastic extension tube inside the power supply. You will be amazed by how much dust collects there! Incidentally, do NOT use compressed air from an air compressor such as those found at auto garages. These compressors often add a fine stream of oil to the air to lubricate pneumatic tools. This can instantly cause a mess in your computer that might be uncleanable.

Do NOT take your household vacuum cleaner to your computer. More than one person has brought in a dead computer, saying that it was working fine until he or she vacuumed its dusty interior. Household vacuums often generate a static charge on the tip of the cleaning wand, which can play havoc with a computer's delicate circuitry.

As for the outside of the computer, we use mostly Goo Gone or some other citrus cleaner, applied with a cloth or paper towel. Are the keys on your iMac or G4 keyboard getting all cruddy? If you like puzzles, you can pop them out from the bottom with a Popsicle stick and put them in a mesh

bag in your dishwasher. Turn on Energy Saver mode so it doesn't melt them during the drying cycle and keep the heat down a bit. Just make sure that you know how to put them back on.

Russ White adds:

This weekend, I was racking my brain trying for a topic for this week's Tech Tails. Writer's block is an annoying affliction.

Write about my weekend ski trip to Smuggler's Notch (-30 F at the summit—icy, but fun)? Nope, not Mac-oriented, although I did bring my iBook to my friend's house so I wouldn't have to use their Compaq. ;) Nothing was springing to mind, and pounding my head against the counter wasn't working.

So, I got bored and decide to root around inside my G4 tower's case to spec it out for some cosmetic tweaks I've been planning. I dropped the door and saw a fine layer of dust coating the internals. I grabbed my can of compressed air, took the G4 outside, and gave it a good spray-down, making sure to pay extra attention to the power supply. Total time, a couple of minutes.

I once opened up a Power Mac 8500 that was brought in for service that had—no exaggeration—about an inch of dust in it. It wouldn't power up. The customer had never opened the case in the four years he owned it. It was home to a thriving metropolis of cobwebs and dust bunnies. (I think they were just one step shy of a Warp Drive-capable civilization) ;) I took it outside and started spraying it with compressed air. A black cloud of dust poured out of it. It took about 10 minutes to evict the dust bunnies and return them to their Neolithic condition.

Diagnosis: Power supply choked by dust bunnies. The fan wasn't moving, so the power supply overheated. Once a new power supply was installed, it was fine. This was the first machine I had ever seen that was actually killed by the mythical dust bunnies.

LCD screens, like the screens on laptops and the Apple Studio Displays, are extremely delicate devices and require special cleaning techniques. You can get away with using a soft, lint-free cloth and water—in fact, that should be your first step—but for stubborn fingerprints and other

smudges, you're better off using a microfiber cloth and iKlear cleaning fluid.

You can get a microfiber cloth at any good optician. If you're lucky enough to own either a flat-screen iMac G4 or any of Apple's Studio Displays, you already have the cloth—it's that gray square cloth that came in your accessory kit.

Spray the iKlear on the cloth, not on the screen. Wipe the screen down then polish it with a dry part of the cloth. Be gentle, because the screen is delicate and a cracked screen is not

covered under Apple warranty. Make sure not to touch your LCD displays, since they pick up fingerprints really well.

(Reprinted from Tech Tails #149)

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Apple Reduces Its Microsoft Dependency

Submitted by Bruce Thompson

by Adam C. Engst <ace@tidbits.com>

As is becoming increasingly common at Macworld Expo, Apple dominated attendees' attention by introducing a wide-ranging set of new hardware and software products. The new 12-inch and 17-inch PowerBooks, the speedy 802.11g-based AirPort Extreme, significant updates to three of the four iApps, three new major applications in Safari, Keynote, and Final Cut Express... the rapid-fire of announcements had journalists scribbling madly through Steve Jobs's two-hour keynote presentation.

But, as interesting and important as most of the announcements were, the release of the Safari Web browser and the Keynote presentation program offer the first major public look at what has been one of Apple's main goals of late: to reduce the company's dependence on Microsoft for essential productivity software. The task is by no means done, so look for future moves to complete the task of making Microsoft's software excellent alternatives, rather than the sole choices in any given field.

****Past Efforts**** – When Steve Jobs returned to Apple in 1997, a five-year agreement was made between the companies, requiring Microsoft to continue producing Macintosh software, in exchange for which Apple would bundle Microsoft software - Outlook Express and Internet Explorer - with the Mac OS. That agreement is over now and won't be renewed, but Apple has been working for some time to wean itself from Microsoft, a move that's not only in Apple's best

interests, but which may also benefit Microsoft by giving the company's Macintosh Business Unit (MacBU) some much-needed competition. Though Apple didn't make much of it at the time, the inclusion of Mail with Mac OS X was the first step in this strategy, enabling Apple to drop Microsoft's Outlook Express, which had been bundled previously. More recent public hints came with Apple's unveiling of iChat in May of 2002, since iChat specifically offered compatibility with AOL Instant Messenger, rather than Microsoft's MSN Messenger. Then, although it wasn't blatant, Apple's system-wide Address Book and the release of iCal meant that Apple had duplicated most of the basic features of Entourage X. The public problems became more obvious after Microsoft complained about how Office X wasn't selling well enough because Apple wasn't helping to market it.

****Big Game with Safari**** – Once the cracks began to show, it became clear that Internet Explorer would be Apple's first target. Internet Explorer's favored position on the Dock made it the only non-Apple program to receive such treatment, and given the undeniable importance of a Web browser in today's computing world, Apple simply had to reclaim that spot. Conceivably, Apple could have purchased one of the smaller browsers, such as OmniWeb or iCab, but the company has avoided that approach with the iApps after turning Casady & Greene's SoundJam into iTunes. In particular, Apple chose to develop iPhoto and iCal in house, even though there were plenty of decent programs that Apple could have

bought to kick start the development effort. Part of that is undoubtedly Apple's desire to show how quickly Cocoa applications can be developed from scratch; there's probably some of the old "Not Invented Here" syndrome in play as well, although there are good reasons to write software yourself, as you can read in the "Joel on Software" article linked below. So Apple set out to create their own browser, hiring a Netscape developer who was also working on the open source browser Chimera. That led to assumptions that Apple would use the open source Gecko HTML rendering engine that's behind all of the Netscape-derived browsers (Netscape, Mozilla, and Chimera), but those assumptions proved false when Steve Jobs announced that Apple had instead chosen the open source KHTML engine, reportedly because KHTML is significantly faster than Gecko and has about seven times fewer lines of code. Whatever the under-the-hood details, Safari looks to be a good, if not yet great, Web browser, and we hope Apple will continue to use it to push the browser paradigm forward.

Does the release of Safari change the Web browser landscape? Yes, since it will overnight become one of the primary Web browsers on the Internet, and anyone writing HTML must test against Safari along with all the other heavily used browsers. But overall, I don't think Mac users will find the change all that unsettling. Until Safari, Internet Explorer was the dominant browser, and all the rest (Netscape, Mozilla, Chimera, iCab, OmniWeb, and Opera) were used by people for whom Internet Explorer wasn't quite right. I suspect Safari will

replace Internet Explorer, not just on the Dock, but also as the dominant Macintosh Web browser, and Internet Explorer will join the others as a browser of choice for those who eschew the status quo.

****Selling the Keynote**** – If the release of Safari was not unexpected, the appearance of Keynote was an almost complete surprise. Perhaps PowerPoint experts had been wondering about some of the effects in Steve Jobs's Macworld Expo keynotes in 2002, all of which relied on pre-release versions of Keynote, but if there was any such speculation, I never heard it. I had been thinking privately that Apple might be working to beef up AppleWorks so it could give Microsoft Office X some competition, but since AppleWorks doesn't include presentation software, I wasn't thinking in those terms.

In retrospect, though, a cutting-out expedition to separate the weakest member of the Office suite from the herd makes total sense. Excel occupies an extremely solid position, since it's incredibly mature and Excel spreadsheets are required for the day-to-day functioning of innumerable businesses. Word's position is also rather secure, thanks to the need for people to exchange Word documents among Macintosh and Windows users and to import them into layout programs. Word is more vulnerable than Excel, though, because many people find the program's features - even essential ones such as version tracking and comments - ungainly and awkward. As much as Word is currently an essential application for vast numbers of people, a competitor that read and wrote Word format files perfectly would have a chance of supplanting it.

With Mail, Address Book, and iCal already offering an alternative to Entourage, PowerPoint made sense as the next target for Apple. With the exception of a few programs like ConceptDraw Presenter from small companies, PowerPoint hasn't had any real competition since the demise of Aldus Persuasion in the mid-1990s. Although PowerPoint isn't a bad program, it had become the dominant presentation program more through its inclusion in the Office suite than its incomparable feature set or overwhelming ease of use. PowerPoint's

file compatibility is important, but not nearly as much as with Word, and it doesn't fill the day-to-day role of Excel in running a business. Hence Keynote. Although I'm not qualified to compare it to PowerPoint on a feature-by-feature basis, it looks as though it will be highly credible competition. Not surprisingly, Apple focused on helping users make visually arresting presentations with Keynote, but in a forward-thinking move, Keynote's file format uses XML (eXtensible Markup Language). Since XML files are merely structured text files, other programs will be able to write out Keynote files, thus making it possible to create automatic presentations based, for instance, on daily sales data. Plus, Apple enabled Keynote to import and export PowerPoint files, a capability that should address many file compatibility concerns (reportedly, QuickTime movies in PowerPoint presentations must be moved over manually). Unlike the free Safari and iApps, Keynote costs \$100, and thus will not automatically take over as the Macintosh presentation software of choice. But the buzz about it at Macworld Expo was positive, and if nothing else, it should serve as a wakeup call to the PowerPoint team that they need to innovate or risk losing the Macintosh platform.

****How Should Microsoft Respond?*** While not declaring war, Apple has certainly thrown down the gauntlet, and it remains to be seen how Microsoft will respond. Microsoft's MacBU has been flailing since the release of Office X in October of 2001. The more recent departure of MacBU general manager Kevin Browne emphasized the group's confusion and underscored the importance of Apple reducing its dependency on Microsoft for essential software. Apple must extricate itself from this too-close relationship with Microsoft carefully. Were Microsoft to become too angry about how Apple was portraying the company and its products, it's not inconceivable that Microsoft would dissolve the MacBU (which probably doesn't contribute that much to Microsoft's bottom line) and stop producing Macintosh software entirely. Such a move could still be disastrous for Apple, given the essential roles that Word and Excel play in

business, government, and academia. However, I expect better from Microsoft, particularly since the company has long utilized the same strategy in the Windows market that Apple is following in the Macintosh market. What's good for the goose... Aside from the problem of being beholden to a company that is essentially your primary competition, the other reason it makes sense for Apple to lessen its dependency on Microsoft is that Microsoft hasn't been delivering of late. It's been 14 months since the release of Office X, and although carbonization of the four programs in the Office suite was an admittedly huge undertaking, Office X has few new features over Office 2001, released 13 months earlier. And Internet Explorer hasn't seen a major update since March of 2000, thanks in part to being left without a development team for long periods of time. Sadly, a renewed sense of purpose at Microsoft, if it's indeed happening internally, hasn't yet bubbled to the surface. In our briefing with Microsoft, the only new thing they showed was MSN for Mac OS X, a novice-level Internet service that, short of some moderately interesting parental controls, was basically a yawn. But even MSN for Mac OS X was exciting compared to the rest of Microsoft's limp announcements - the extension of a discount on Office X for new Mac buyers, the release of Entourage X on its own for \$100, and the bundling of the Office X Test Drive with all new Macs (in which you can see Apple trying to let Microsoft down gently). My questions about whether we'd see a new version of Office X in 2003 were ducked, and no one would venture a comment on Safari or Keynote. Call me an optimist, but I hope that Apple reducing its dependency on Microsoft will motivate Microsoft to take renewed interest in moving Office X and Internet Explorer forward in interesting and innovative ways. Competition is a good thing, and Microsoft hasn't had nearly enough of it lately.

Reprinted from TidBITS#662/13-Jan-03

Force Feedback comes to the Mac

Submitted by David M. Peck Sr

Today Mac gamers can enjoy Force Feedback with their Mac games, thanks to OS X 10.2.3 and Immersion Corporation. Immersion is the leader of Force Feedback technology for the PC, and has partnered with Apple to bring their "TouchSense" technology to OS X. Maccentral.com spoke with Immersion Vice President of Technology Adoption, Dean Chang, who said that "gamers are now able to use game controllers that shake, rattle and roll in time with the explosions on the screen... With Immersion's technology, you feel rumbles and shakes from your game controller. Depending on how the technology is implemented, it's also possible to simulate textures and other more delicate sensations."

Inside Mac Games has also published an article about the new technology, in which they state "In more complex applications, the sensation of mass/weight, hardness/stiffness,

roughness/textures, pulses, and any combination of those effects can be transmitted from the haptic device to your hand through a combination of powerful and precise motors, gears and sensors. This is particularly useful in medical simulations where the use of fruit, animals, and cadavers fail to provide a sense of realism."

Mac OS X 10.2.3 is required for any Force Feedback technology to work (for those who don't yet have the update, check the Software Update control panel in "System Preferences"). Most controllers which currently support Force Feedback for the PC are powered by Immersion's technology, which makes those controllers compatible with the Macintosh. At present only Feral Interactive's F1 Championship Season 2000, NASCAR Racing 2002 Season from Aspyr Media, and Aspyr's upcoming game Tony Hawk's Pro Skater 3 support Force Feedback, but this list is short only because developers have only recently been seeded

with the APIs they need to bring this technology into their games. According to Maccentral, Apple has already given the thumbs-up to certain Force Feedback controllers (Logitech's MOMO Force, MOMO Racing, Formula Force GP, Force 3D and Strike Force 3D controllers, Saitek's Cyborg 3D force feedback stick and R440 force feedback wheel, Gravis' Eliminator Force Feedback game pad, and certain Thrustmaster products). For the rest of this story, check out the links below.

<http://www.insidemacgames.com/features/view.php?ID=198>
<http://maccentral.macworld.com/news/0212/20.immersion.php>

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<http://www.macgamer.com>

GL Tron

Submitted by Dave Peck

GL Tron, the Mac game where players engage in drive-till-you-die Lightcycle competitions, has been updated to version 0.62. Inspired by the movie Tron, this game is a descendant of "Snake!", a game where you are constantly in motion, leaving a trail behind you. If you or your opponent happen to hit that trail, you're D.O.A.

GL Tron for Macintosh uses OpenGL (and all the great visuals that go with it) and is completely free. The latest version adds a few minor fixes:

- Fixed lightcycle-hits-lightcycle lock-up bug
- Fixed a view z-buffer issues
- Camera settings are saved
- Added new texture sets

You can grab GL Tron for OS X or Classic at the MacGamer Download

Center (courtesy of MacUpdate)

<http://www.macgamer.com/news/item.php?id=6289>
<http://macgamer.macupdate.com/>

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MacOSX10.2.3 debuts

Submitted by Dave Peck

Apple has released MacOS X 10.2.3, the latest upgrade to the next-generation operating system that drives current Macintosh hardware. This release includes updates that should interest gamers, including OpenGL 1.4, which improves performance on "all systems," according to the tech note. Other updates included in MacOS X 10.2.3 that may enhance Mac gaming include support for force-feedback USB devices, improved OpenGL compatibility for Rage 128-based video hardware (which is used in many older iMacs and PowerMacs), and

improved sound when using the iSub with third-party USB speakers. There are also a host of improvements to the audio and communication subsystems. Users of Connectix VirtualPC should see improved performance, and more third-party CD writers are supported.

MacOS X can be updated using the Software Update feature in the System Preferences.

About OSX 10.2.3:
<http://docs.info.apple.com/article.html?artnum=107263>

Stand alone updates:

<http://www.info.apple.com/support/downloads.html>

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<http://www.macgamer.com>

Switcher in Harlingen, TX

Submitted by Michael Rehbein

Being a Mac enthusiast in a family of PC users has been a bit of an abrasive subject over the years.

Each time I would have to fix something which is not really fixable on their PC, I would just mention that the current problem would not be an issue on a Mac.

You see, I service workstations and servers for my supper.

I deplore few things more, than to do this on my own time after work. I have enough disdain for the products spewed forth by Mr. Bill than to occupy my off work time with the muck. Macs also have failings but I find the problems usually much easier to resolve and in much less time, not to mention, with less frequency.

So, after watching my nephew who has been capable and able to provide my sister and himself with the necessary routine of PC service, suffer through yet another weekend long repair session, I made an offer. Yes, at first, the offers went un-accepted.

I tried many times to reassure my nephew that yes, a Mac is more stable and quite compatible with his school-work.

The speed bump was the usual two items. Games and his friends don't use Macs. He lives in Harlingen, TX. I don't know if Apple has heard of Harlingen, TX :)

So, the clincher was a series of points. That since I really would love to have a PowerBook myself, The deal was that I would purchase a PowerBook for myself which would be shipped to him for trial. If he liked it, it was his. If not, it's mine :) Gaming would continue on his PC desktop.

I suggested that he might discover, one or two other Mac users who would introduce themselves to him once they learn he has a Mac.

Also, that the other friends would come to accept the PowerBook once he has become familiar enough with

it to speed along with it and remain up and running longer with fewer problems than his friends.

Did I mention that there was maybe a possibility of resistance from Mom? Who uses PC's at work. And unfortunately, of course hears the daily barrage of media news leveled at Apple. Plus the usual hype that PC's are for business, so students should only use PC's.

My counter for this is that by the time students reach the business world, the OS will have changed from what they are using in school. Plus, it is better to learn more than one OS. Using more than one OS makes you more versatile in troubleshooting and gives you a better background in computers in general.

Someone who has been exposed to more than one OS, even though they focus on one OS for daily use, is going to be better in thinking outside the box when tasked with resolving problems or creative in looking for solutions.

Well, that sounds good to me :)

Now for what I thought would be the easy part, shopping for the PowerBook....

At first, I thought the iBook was the way to go. At least, it would be more than PB enough for me. Then, as I considered how this is really my one shot at introducing my nephew to the Mac as a daily workhorse, I reconsidered.

Ok, so I started looking at the refurbished TiBooks at SmallDog. A decked out iBook got awful close to a refurbished Ti.

In the past, I would never look at buying a refurbished Mac due to the 90 day warranty. If it was returned from some intermittent problem, it is not likely that it was fixed the first time and it is also likely not to show itself within 90 days. If it truly is as good as new, then it should carry the same 1 year warranty. Which, is now the case. Refurbished gear carries the same 1 year warranty.

Note: An example is my refurbished

G4 Quicksilver. The issue did not show itself in 90 days. And, it would not repeat itself to be found. Finally it happened often enough that I was able to have it repaired by the MofA Apple Store 8 months after the purchase. I'm sure most gear is fixed the first time through the repair process, but, as luck would have it. Mine was not ;) But is now and the service was impeccable. I'd purchase a refurbished Mac again with no qualms.

After making several runs to the MofA Apple store to compare the two, I finally bit the bullet and ordered a refurbished Ti from SmallDog.

My nephew asked that the Mac arrive before he left for Notre Dame. The colleges offer 10 day to 3 week stays at a price during the summer months as a way for perspective students to become familiar with the college. The pressure was "on". :) The refurbished Ti arrived a few days before his departure. Long enough to become comfortable with what he would need to know to get it on the network at the dorm and transfer over the files he wanted to have along.

I missed one small detail. The model I thought I picked was not the one I thought it was. The deal was quite good in that it included an AirPort card and older AirPort and extra RAM. But what I missed was that the 667 MHz was actually built in the then current model AND the previous model. After reviewing the differences, I called SmallDog and asked what it would cost to exchange the Ti's.

I only mention all this because when it came time to arrange for the Ti exchange..... my nephew resisted due to the possible 10 to 14 day down time. The original Ti would be shipped to SmallDog and then they would accept it with regards to packaging, cables, etc which make it resellable. Gee, after just 4 weeks, it had become fairly "necessary". This, is great news.

Airliners became involved as in to my surprise, his parents shipped the Ti by 2 day air to SmallDog. So, I helped too, I has the new 667 MHz Ti shipped out by air as well :) At this

point in time, I was not sure that Kevin was really that "hooked". I would not know just how much he like the Ti until later.

While on vacation there. It was apparent that Kevin has truly made the move to the Mac. The way he fluently moves about the keyboard, navigating by rote. Has explored most nook and cranny of the OS. Is learning more and more about commands used in the terminal.

An example of this is while a DVD was playing a movie, near the end, the movie skipped a bit. Kevin opened Terminal, entered "top" and saw that there was only 3 MB of RAM free. Announced that apparently there was a memory leak. Hopefully just that particular time.

The final straw which Mr. Bill won't like to hear is that Kevin was at first saying that he would still use a PC for college. But months ago, he has decided that the Ti will be the college tool.

Even gaming looks good on the Ti and worked at the local LAN party. Warcraft III, Quake and Counter Strike were the popular games. The Ti handles those very well. Except Counter Strike, Half Life isn't written for the Mac. So, the Athlon PC desktop is used for CS :)

Since he has been using the Ti, the PC desktop went through another bout of rebuild-itis. The comment from Kevin was good to hear. It was that it didn't matter now because with the Ti, the PC could rot until he got "around-to-it" ;)

It is gratifying to see him make use of the various features of the hardware and software. Such as using the digital camera and iPhoto, putting on the slide shows on TV so everyone can immediately see what is available to take home by print or file. And he uses the line in from the guitar amp to record his music.

I learned from him on this trip, and

expect to learn more in the future. What a pleasure to have this easy to use and much more pleasant OS to share now and in the future.

Switching is no small matter. Each person has their own changes to make and expectations to meet. Plus the OS we choose, does have some small influence on some of the computing for fun activities we choose to participate in.

Switching in Harlingen, TX, meant going it alone for a time. While PC friends adjust to choice. And, as I had hoped. Though the number is small as expected. A few Mac users surfaced. One, owned a G4 for 3 months and then said he would never buy another Mac ever :) And two others, who are Mac enthusiasts.

Future Switchers in Harlingen, TX - as I left for home, he said the first thing he wants to buy after college, is a new Mac for his parents :)

Unreal Tournament 2003 Mac

Submitted by Dave Peck

Inside Mac Games is reporting that a Macintosh demo will be made available for Unreal Tournament 2003, the highly anticipated first-person fighting game coming soon from Epic Games. The game is currently making its public Mac debut at MacWorld San Francisco. IMG says a firm release date hasn't been set but a Q1 2003 release is expected.

Also, Epic Games' Vice President Mark Rein has posted a timely update about the Macintosh version on InfoGames' forums. He indicates UT2003 is being shown on Macs running OS X 10.2 at the Moscone Center in San Francisco. The version they're running has all the features of the latest PC 2166 patch. All that is left to do, according to Rein, "is squashing some bugs, doing some performance optimizations and testing it extensively."

Rein writes that the game is probably 6-10 weeks from shipping, but emphasizes that this is an estimate and entirely reliant upon how testing proceeds. Interestingly, he notes that

Apple has been very helpful in providing some very necessary OpenGL extensions to Jaguar and says more extensions are expected before the game ships.

In other UT2003 news, a MacGamer reader on the MWSF show floor has passed along his take on what is happening at the Epic games booth. Matthew Parsons e-mailed to mention that LAN games are being played every afternoon at 5:00 pm with a copy of the game going out as the prize for winning. He also asked about system requirements and was told a 800MHz processor and a RADEON 7000 would likely be recommended. Of course, we must note that there is no official word yet on system requirements, and Mark Rein's status update indicates they are still very much in flux. Parsons was told that changes made to any version — PC, Mac or Linux — are being rolled into the other system versions regularly and very quickly now. Patches can be created within an hour or so of each other.!

You can check out more information about Unreal Tournament 2003 and

read the full status update at the links below!

Inside Mac Games:
<http://www.insidemacgames.com/news/story.php?ArticleID=6849>

Infogrames Forum: <http://www.ina-community.com/forums/showthread.php?s=651f37fae7a2f2d4e2c1f734e03fdf41&threadid=250224>

Unreal Tournament 2003k Official Web Site: <http://www.unrealtournament2003.com/>

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<http://www.macgamer.com>

UT2003 takes Best of Show at MWSF

Submitted by Dave Peck

IDG's MacWorld announced the winners of the MacWorld Best of Show Awards at the Macworld Conference & Expo being held in San Francisco. Presented by Jim Dalrymple, Editor of Macworld.com and MacCentral.com, the Best of Show Awards are presented to products either making their public debut at Macworld Expo or recently introduced and likely to generate excitement on the show floor. In addition, judges had to see the product in action, although beta and prototypes are allowed.

The one game getting an award is Unreal Tournament 2003. The first-person shooter is currently in development for the Macintosh platform and was being shown in nearly complete form at the show. Epic Games indicates it is deep in beta testing and is expected to be completed for a first quarter 2003 release. More information about UT2003's status is available via the links below.

Other products winning awards include:

Apple 12" and 17" PowerBook G4s;

M-Audio Revolution 7.1, which provides 7.1 channel surround sound; DigiDesign Inc. Pro Tools 6.0 for Mac OS X;

Sorenson Squeeze 3 Compression Suite video encoding software; Apple AirPort Extreme high-speed wireless networking technology with speeds up to 54Mbps; Dr. Bott ExtendAir, a range extending antenna for the new AirPort Extreme Base Station; and several others.

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Apple eNews January 1, 2003 Volume 6, Issue 1

Submitted by John Pruski

1. 1 Inch Thin. 17 Inches Wide.
2. Small Wonder
3. When Your Presentation Really Counts...
4. iLife. It's All About Integration.
5. Hunting for the Fastest Mac Browser?
6. Edit Like a Pro
7. Simply Extreme
8. Get Organized. Stay in Sync

1. 1 Inch Thin. 17 Inches Wide.

Introducing the new 17-inch PowerBook G4, with the largest display and thinnest design of any notebook computer. The PowerBook's voluminous 17-inch (diagonal) widescreen display is enclosed in a stunning new anodized aluminum design that includes the industry's first fiber-optic illuminated keyboard and an ambient light sensor that automatically adjusts the brightness of the screen and keyboard. Nor do the innovations stop there. Apple's new 17-inch PowerBook is the first notebook computer to offer FireWire 800 for high-speed data transfers of up to 800 Mbps. The first with AirPort Extreme, which offers wireless networking at up to 54 Mbps. And it's the first PowerBook with built-in Bluetooth 1.1, which lets you communicate wirelessly with such digital devices as mobile phones. Now that you've had a glimpse of our new PowerBook, be sure to visit the website to get the big picture:

<http://www.apple.com/powerbook/index17.html>

2. Small Wonder

Powerful things, they say, come in small packages. And that's certainly the case with our new 12-inch PowerBook G4 computer. The smallest notebook we've ever made, the new PowerBook sports an 867MHz PowerPC G4 processor, features the NVIDIA GeForce4 420 Go graphics processor with 32MB of DDR SDRAM, and comes with 256MB of memory. So this tiny dynamo offers plenty of power to road warriors crunching numbers, creating presentations, manipulating photos, or watching DVD movies on the go.

Designed to keep you connected with your active digital lifestyle, the 12-inch PowerBook G4 supports AirPort Extreme and offers a full complement of networking and communications options, including built-in Bluetooth 1.1, 10/100BASE-T Ethernet, and a 56K V.92 modem.*While our new PowerBook comes standard with a Combo drive (DVD-ROM/CD-RW), you can order one from the Apple Store with a SuperDrive and burn both CDs and DVDs on the road.

<http://www.apple.com/powerbook/index12.html>

Compatible ISP and telephone services required. Your ISP may not support all V.92 features. Modem will function according to V.90 standards if V.92 services are not available. Actual modem speeds lower; speed depends on connection rate and other factors.

3. When Your Presentation Really Counts...Use Keynote.

With Apple's new application, you can create stunning, cinema-quality presentations. Easily Import Microsoft PowerPoint presentations, Excel spreadsheet data, QuickTime movies, MP3 audio, or other digital content. Choose from 12 distinctive Apple-designed themes—each offering coordinated colors, typography, backgrounds, charts, and tables. Take advantage of precision alignment tools, robust organization tools, and impressive presentation enhancement tools that let you adjust transparency and shadows, resize and rotate images, and add 3D transitions and animations. Got a professional design team at your disposal? You won't need one...with Keynote. <http://www.apple.com/keynote/>

4. iLife. It's All About Integration.

Like pieces in a puzzle, our award-winning applications for managing music, editing video, organizing and sharing digital photos, and creating your own DVDs come together in a fully integrated package. That's iLife. iLife fully integrates iTunes, iPhoto, iMovie, and iDVD,* making it even easier to combine your digital music, video, and photographs in exciting new ways. In fact, we introduced new versions of three of these applications—iPhoto 2, iMovie 3, and iDVD 3—at Macworld Expo 2003. You can already download iTunes 3; you'll find iPhoto 2 and iMovie 3 available for

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mini'app'les

The Minnesota Apple Computer Users' Group, Inc.
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Membership Application, & Renewal Form

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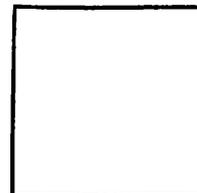
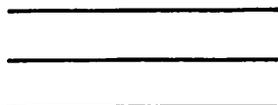
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continued from page 12

free download later this month; and you can get all four on January 25 for just \$49 when you purchase iLife at the AppleStore.

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

iDVD requires a Macintosh computer with a SuperDrive.

5. Hunting for the Fastest Mac Browser? Stop beating the bushes and download Safari—Apple's turbo browser for Mac OS X. Available now as a public beta, Safari launches faster and loads web pages faster than any other web browser available for the Macintosh. Ever. What's more, Safari simplifies the process of naming and managing bookmarks and offers an array of features that will make browsing the web an absolute pleasure, including:

- * Built-in Google searching
- * SnapBack—an easy and efficient alternative to hitting the Back -button repeatedly
- * Built-in blocking of pop-up ads
- * Compatible with a wide range of Internet standards and plug-ins
- * Simplified downloading

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

6. Edit Like a Pro With Final Cut Express.

Available for just \$299, Final Cut Express offers digital video enthusiasts, multimedia producers, web designers, educators, and DVD authors access to the same Emmy

Award-winning interface as Final Cut Pro. To get started, you need only connect your FireWire-equipped DV camcorder to your Mac to capture video. Final Cut Express, optimized for the DV25 format, offers professional editing tools with seven types of edits, provides over 150 video filters and effects; includes a full range of audio tools, filters, and effects; and lets you output your video to tape, QuickTime, or DVD. In fact, Final Cut Express works seamlessly with iDVD and DVD Studio Pro. Be sure to visit our website for complete product details:

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

7. Simply Extreme

If you've enjoyed networking wirelessly with AirPort, you're gonna love it with AirPort Extreme. Talk about fast. AirPort Extreme comes turbocharged with the next generation of wireless technology—802.11g—delivering data rates of up to 54 megabits per second—nearly five times the speed of AirPort.* You'll definitely notice the difference transferring large data files or enjoying multiplayer games with AirPort Extreme. Talk about compatible. Up to 50 Mac and PC users* can share a single Internet connection simultaneously. And AirPort Extreme works seamlessly with earlier AirPort Cards

and other Wi-Fi certified 802.11b products.

Talk about simple. AirPort Extreme sets up easily. After a speedy setup process, you're off to the wireless races.

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

* Based on IEEE 802.11g draft specification. Data rates greater than 11 Mbps require an AirPort Extreme Base Station, an AirPort Extreme Card, and an AirPort Extreme-ready computer. To achieve maximum speed of 54 Mbps, all users must use AirPort Extreme Cards. Actual speed will vary based on range, connection rate, and other factors. Initial AirPort Extreme setup requires an AirPort-enabled Macintosh computer.

8. Get Organized. Stay in Sync.

Don't forget to download the latest versions of iCal and iSync from our website.

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



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A one year subscription to our monthly Newsletter

A free account on the mini'app'les BBS (60 minutes/day)

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

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

Just a few of the many items given away free in the past include: Connectix QuickCam, Quickeys, Books from Peachpit Press, MacSoft Games & Software, T-shirts and software including Apple OS 10

Periodic special User Group discount offers on equipment and software.

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

Plus, you're supporting all of mini'app'les' special interest group (SIG) meetings that you can attend each month.

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