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Volume 26, Issue 3



mini'app'les newsletter

the minnesota apple computer users' group, inc.

M A R C H 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 iMovie SIG	11 7:00	12 7:00	13 7:00	14	15
16	17	18 7:00	19 7:00 PHOTOSHOP / DIGITAL IMAGING SIG	20 7:00 AM	21	22
23	24 6:00 7:00	25	26	27 6:30	28	29
30	31					

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

4 **OS X SIG**
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**
Washburn Library
5244 Lyndale Ave S. Mpls
John Pruski, 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

13 **Macintosh Main**
Washburn Library
5244 Lyndale Ave S. Mpls
Robert Marking 651-442-2702

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

19 **Photoshop-Digital Imaging**
Augsburg Library
7100 Nicollet Ave S, Richfield
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 **VectorWorks Special Event**
6:00 PM
Washburn Library
5244 Lyndale Ave S. Mpls
Charles Radloff 952 941 1667

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

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

mini'app'les

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

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Mac Software	Bryan Lienke
Apple II	Owen Aaland

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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.

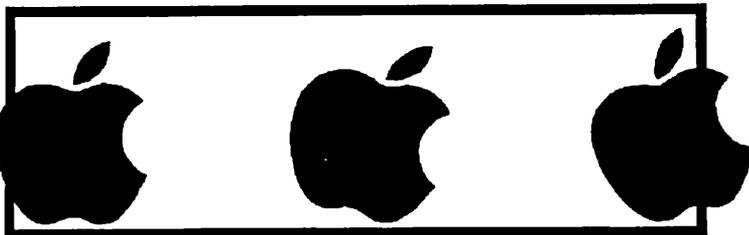
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mini'app'les BBS – Internet only access

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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April 2003 Preview

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

Tuesday	April	1	OS X SIG
Wednesday	April	2	AppleWorks nee ClarisWorks SIG
Monday	April	7	Board of Directors meeting
Tuesday	April	8	VectorWorks SIG
Wednesday	April	9	Microsoft Word SIG
Thursday	April	10	Macintosh Main SIG
Monday	April	14	iMovie SIG
Tuesday	April	15	Vintage Mac/ Apple SIG
Wednesday	April	16	PhotoShop / Digital Imaging SIG
Thursday	April	17	Macintosh Consultants
Thursday	April	17	Quicken SIG
Thursday	April	24	FileMaker Pro SIG
Monday	April	28	Meet Your iMac / Mac SIG
Monday	April	28	Macintosh Novice 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
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, Jan 6, 2003

Submitted by Bruce Thompson

mini'app'les Board Meeting Minutes, Jan 6, 2003

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

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

Approval of Minutes - M/S/P

Treasurers Report - Don Walz - Good receipts from the auction. Bills paid Officers and Coordinators Reports President - Les Anderson - Items to discuss are on agenda

Vice President - Denis Diekhoff - Discussion of 501(c)(3) status; comments about club's financial status

Secretary - Bruce Thompson - Discussion of Dick Peterson's status on BBS; he is a good resource

Marketing - Greg Buchner - Absent Membership - Erik Knopp - Just got 3 late renewals

SIG Director - Dave Peck - Gary E will continue with Photoshop SIG, subject to location availability

Publications - John Pruski - Always

need articles for newsletter, prefer plain text; will publish Annual Meeting Notice; ask all listed in Members Helping Members to review info

Past President - Bert Persson - concern about SIG locations with limited library hours; emphasized that newsletter articles should be posted to area on BBS or sent via email to miniapples@mac.com

Unfinished Business

BBS Complaint Followup - can handle with contact by BBS admin as needed

Annual Auction - Final report - Total from auction was \$1829, net after advertising \$1608

Bylaws

Records - minutes, equipment, software, etc

Surety Bond - Signatories

Audit - Dave Lundin - agreed to meet with Don to review

Annual Mtg. Set agenda food, program, etc - Don will arrange food, Les coffee, Dave P will notify gamers, Les working on presenter, Denis will con-

tact Sandy Foderick about MWSF report
FileMaker upgrade - Bruce T contacted FileMaker and copy is enroute
Dropped Members - not able to contact yet
Novice Workshop - advertising - advertising only in newsletter

New Business

MWSF Broadcast - At U of Mn School of Journalism; Denis suggested spending for treats at broadcast. After discussion, decided not to

New Version of Dreamweaver - Dave P (webmaster) currently running v5, which is not OS X compatible.

Upgrade to MX about \$180-200; will check on it

Web Site Backup - Dave P would like someone as backup. Discussion as to possible candidates

Adjournment

Next meeting Feb 3, 2003 at Rice Street Library

Mini'app'les Annual Meeting

Submitted by Bruce Thompson

Les Anderson called the meeting to order and the first order of business was nominations for the Board of Directors. The nominations for elected positions are as follows:

- Treasurer - Don Walz
- Secretary - Jim Nye
- Marketing - Greg Buchner
- SIG Director - Dave Pec
- Publications - John Pruski
- Vice President - Tom Gates
- President - Les Anderson

Les then went on to highlight a couple of items that the BOD has dealt with recently. He has found out the MN Secretary of State will not send annual renewal papers to our PO Box. Mary Henry volunteered to be the "designated address" since she performs a similar function for another non-profit. The BOD has also just completed an audit (thanks to Dave Lundin) and a report will be forthcoming shortly.

Les then introduced Sandy Foderick, who is a mini'app'les member and a

Regional Liaison for Apple Computer. In this (volunteer) position Sandy works with User Groups to help them work better with Apple and to help them understand better the assistance that Apple can provide them.

She outlined how Apple tries to work with user groups and the structure they have. The Regional Liaison program is a worldwide program. Sandy then went on to give an overview of the MacWorld held in January in San Francisco. She described some of the activities that are targeted specifically to User Groups and members., pointing out the offerings of User Group University (UGU). She also pointed out some MUG resources on the Web, such as the MUG Center, and handed out some information about these resources.

Finally, she also provided some items for a raffle, including ThinkFree Office, an Apple bag (with a few goodies inside), and a copy of GoLive web development software. And, as is often the case, she also provided t-shirts for most anyone that wanted one.

Thanks to the efforts of all those involved in organizing the meeting, the approximately 35 people that were there had a good time (except, maybe, the gamers, who could have used another 12 hours!)

A Brief History of ClarisWorks

Submitted by

As seen by Bob Hearn

This is my little tale of adventure in Silicon Valley. I hope you find it entertaining.

Background

This page is about the history of ClarisWorks (now called AppleWorks). ClarisWorks was one of the most popular Macintosh programs of all time, with over 20 million active users at one point. If you haven't heard of it, you will likely not find this page particularly interesting! A lot of the material here is rapidly becoming ancient history; I thought I had better set down as many recollections as I could, before everybody forgets ClarisWorks completely.

There seems to be a lot of confusion surrounding the relationship of the various programs named AppleWorks and ClarisWorks. This is not helped by the fact that Apple renamed ClarisWorks to AppleWorks a couple of years ago. In fact, there have been three completely different programs known as AppleWorks. This history is not about the first one, which was a text-based program for the Apple II. People also seem to confuse Claris the company and ClarisWorks the program. In fact, Claris was around long before ClarisWorks, as explained below.

Prehistory: StyleWare

It all started with a little software company in Houston called StyleWare, run by Kevin Harvey. StyleWare made Apple II software (MultiScribe). In 1986, Apple introduced what looked to be an interesting new computer: the Apple IIGS. It was an Apple II that acted like a Mac! StyleWare hired a bunch of computer science students from Rice University to write software for this new machine. Among them were myself, Jeff Erickson, Scott Holdaway, Scott Lindsey, Tom Hoke, Mike Hibbetts, and Syd Polk. (This was a natural job for me - I had been an Apple enthusiast and programmer since 1977, when I got my first Apple II.) Jeff and I wrote TopDraw1, which was like MacDraw. Originally to be called ColorDraw, TopDraw was the first color object-oriented drawing program for a Mac-style graphical user interface. The Mac II had not yet arrived; Macs were black and white.

Our main programming effort at StyleWare became an integrated application for the IIGS, to be called GSWorks. This would have word processing, graphics, spreadsheet, etc. This turned out to be a very difficult undertaking - the IIGS was not really a powerful enough machine to support its color graphical UI, and GSWorks was a very large and complicated program. The Macintosh was an 8 Mhz machine with a 1-bit display; the IIGS was a 2.8 MHz machine with a 2- or 4-bit display. Furthermore, at that time application software for the IIGS had to be written in assembly language.

Claris, Part I

Meanwhile, Apple had formed a software subsidiary, named Claris, to develop and market application software. Initially Claris sold MacWrite, MacPaint, and MacDraw, for the Macintosh, and AppleWorks, for the Apple II. (The original plan was that Claris would become completely independent from Apple someday, and go public. But that never happened.) Naturally Claris was interested in this forthcoming AppleWorks-like program for the IIGS. In 1988, Claris bought StyleWare, moved the development team to its offices in Santa Clara, and rechristened GSWorks as AppleWorks GS. (I was already living in the SF bay area by then: I'd moved out in 1987 to be with my fiancé, Liz Harding, who was in grad school at Berkeley.)

By late 1988, AppleWorks GS was ready to ship. Well, ready or not, it was shipped. (For more about the history of AppleWorks GS, click here.) The plan at this point had been to reorganize the StyleWare team around a project to write an integrated application for the Macintosh. This would compete against Microsoft Works - a daunting prospect, even in 1988. Apparently Claris decided it was too daunting; after we finished AppleWorks GS, the plan was changed. The StyleWare programmers were distributed throughout the other Mac projects. Scott Holdaway wound up on the MacWrite II team; I was on the MacDraw II team2.

In spite of the change of plans, Claris was in many ways a great place to be. It had inherited some Apple culture, which appealed to me, and there was

a strong sense that we were creating the best, cleanest software out there. Years later I realized that this feeling had led to a certain blindness to the pace at which the rest of the industry was moving. In its effort to produce slick, bug-free software, Claris was neglecting the hard reality that sheer number of features sells, independent of elegance of design. Some products, such as MacWrite Pro, were delayed so long by stringent quality assurance requirements that they lost their effectiveness in the market. Eventually, in April 1989, Scott Holdaway and I decided that our jobs were not what we had in mind when we joined Claris: we wanted to write new software, not maintain old software. So, we left Claris to form our own company, Spartacus Software, which would create the Mac integrated application. Almost everyone at Claris told us we were crazy: how could two programmers on their own compete against Microsoft? The one exception was Yogen Dalal, VP of Engineering. He thought we had a good chance. Claris gave us some equipment in return for the right of first refusal if we wound up selling our company. (This turned out to be a great deal for Claris.) Spartacus seed capital amounted to about \$10,000. I remember picking up our computers from the Apple store like it was yesterday. It was incredibly exciting. The two of us were about to take on Microsoft, and we knew we could do it!

On Our Own

Bob and Scott had made a little money from the StyleWare sale, and my (by then) wife Liz had a job as a geologist, so we could last for a while on our own. For the first couple of months we had our computers (16 MHz Macintosh IIXs) set up on card tables in the dining room of Scott's apartment; this is where ClarisWorks was born. (We wanted the program eventually to be sold as MacWorks, but early versions were called BSWorks, for Bob & Scott.) We rented a house together in Santa Clara to save rent; this was Spartacus headquarters. Things went well for the first several months. We settled on a very nice overall architecture for the program.

All integrated software to date was

effectively several separate programs, loosely stitched together. For multiple reasons we had to do better than this. First, to do something new and interesting. Second, two programmers cannot write a competitive stand-alone word processor, spreadsheet, graphics program, and database program in a year or so. Third, application size was a big deal in those days: Microsoft Works was a big program; we wanted to do better.

We came up with a frame-based approach. Most of the functionality particular to the various application types was packaged up into frames: word processing frames, graphics frames, etc. These frames were then used as building blocks to make documents of the appropriate types, in a unified programming framework. E.g., a word processing document was essentially a bunch of text frames, one per page, linked together. (Doing this neatly was a big challenge - many subsequent efforts at building a component-based architecture (e.g. OpenDoc) have failed to take into account the top-level user interface requirements.) The result was that not only was most of the code shared across the document types, but the application was also truly integrated - the frames could be embedded in each other. E.g., you could plop a spreadsheet frame right into your word processing document. Text objects in a graphics document had a full-featured word processing engine behind them. The database form editor used the built-in graphics environment. Etc.

One related cool thing we had was a shared graphical context mechanism: sometimes, stuff would wind up being displayed in multiple frames at once. E.g., maybe youre dragging an object across a page break in a graphics document with multiple pages. We developed a general architecture for displaying actions live in multiple contexts. Of course, a lot of this kind of stuff is old hat today, but it was new and exciting in 1989. Some creative programming was required to do these things efficiently on the hardware of the time.

Our work was interrupted in October by the Loma Prieta earthquake. This was the magnitude 7.1 quake that interrupted the world series. Having lived in the bay area for a few years, Id been through several quakes, but

nothing had prepared me for this one. I was sure the house was going to collapse. Of course, it didnt.

By around November, we had made great progress - all the document types were more or less functional. Scott had done most of the word processing code, Id done graphics and most of the overall framework, and everything else wed both had a hand in. There was a lot of work left to be done, but we figured it was time to start shopping the program around. We didnt want to be unemployed forever.

We had wanted all along to take the program back to Claris, and finish it with our friends from StyleWare. We gave the Claris execs a demo, and they were impressed. Around about then Claris decided that it really did make sense to be in the Mac integrated market after all. They would buy either us, or a competing effort called SmartWorks. They preferred our program. But when it came time to talk numbers, things didnt work out. Claris said well give you X; wed had in mind more like 6X. Maybe we were greedy - X wasnt bad for less than a year of work. But we had written it, it was ours, and we thought it was worth a lot more. And of course, Claris had first rights of refusal (meaning they had the right to match any other offer) - they had nothing to lose by letting us shop it elsewhere. This is a letter we sent to Steve Jobs at NeXT. So we tried to. However, there are things called proper channels, and we didnt have them. We sent letters to Steve Jobs at NeXT, to Aldus, to Ashton-Tate, and others. (Offering the program to Microsoft is something we would never have done.) Without exception nobody returned our letters or our repeated calls. We had a great program, and we knew it, but no way to get it out there! We had no resources to produce and market it ourselves. Yes, we were a bit clueless; there were no doubt plenty of venture capital opportunities, and agents available who did have the connections to get us in the door at the big software companies. (But remember this was well before Silicon Valley dotcom culture.) Eventually we found both. For a tense few months, however, the future looked bleak. The winds had changed again at Claris; they were no longer sure they wanted an integrated application. Nerves frayed.

Somehow, we managed to keep the effort going, and avoid tearing each others throats out.

Then one day we got a call from Kyle Mashima, who had been a marketing executive at Claris when we worked there. He knew about us, and had left Claris to join a venture capital firm. He arranged a demo for Guy Kawasaki (former Apple evangelist, former president of ACIUS3). Guy came over to our house, we gave a demo, and he loved it. He said, Why dont you guys move into my office in Palo Alto. Ill move into my wifes office, across the hall. Seriously! This was way cool. Everybody knew who Guy Kawasaki was. Wed read in the Mercury News a couple of months earlier that he had left ACTIUS; there was rampant speculation on where hed go next. Wed joked that we should get him to be the president of Spartacus. That was now a distinct possibility. However, there were other options to consider; Kyle had agreed to act as our agent in offering our program to various companies.

The next couple of months were a whirlwind of demos and crunch development. We did indeed move into Guys office, rent free - literally, he moved out, across the hall. (He left up his Porsche posters to help keep us motivated.) At the same time we were looking for buyers, we were scoping out the possible structures for our own company that would actually produce and market our program, with Guy as president and Kyle as VP of marketing. This was an exciting time, a complete turnaround from the recent depths of despair. We were living every Mac hackers dream.

It would have been a great adventure to start the company with Guy, but in the end, the competitive offers we started getting made Claris sit up and take notice. Claris wound up offering us everything wed wanted, and more; it was impossible to refuse. This was our chance to rejoin the StyleWare crew, and have the Claris stamp of quality on our work. (Guy and Kyle werent left out in the cold - they received an agents fee. Guy now runs garage.com, and Kyle is now VP of strategic development at Adobe.) Ill always wonder how it would have turned out had we taken the other course.

In July 1990, we sold our program to Claris.

Claris, Part II

Claris corporate headquarters: The Wedge. We signed a letter of intent with Claris on a Friday (Pink Floyd's Money was playing on the radio as we drove to Claris), and we were back at Claris working the following Monday. Since we had left, Claris had moved into their spiffy new corporate headquarters, known as The Wedge. (I suppose when you get right down to it, the Wedge was Dilbert-land on the inside, but still, it seemed pretty cool. Hey, it had an atrium.)

At this point things were going great, but there were still a few speedbumps on the road to a successful shipping product. As mentioned above, Claris never went public. Right after Claris bought Spartacus, Apple decided to keep Claris as a permanent subsidiary. This was not in line with the expectations of the executive staff at Claris. Shortly after we arrived, Claris president resigned. Over the next year, most of the executive staff also left. The general turmoil complicated all activities at Claris.

We were joined by StyleWare programmers Tom Hoke and Scott Lindsey in our effort to finish the product, now code-named Terminator (because that's what we were going to do to Microsoft Works). Mate Gross, who had been a tester for AppleWorks GS, headed up the Terminator test team. On the marketing side, Bob Lisbonne joined as product manager. ClarisWorks would not have become the product it did without the hard work of these and many other talented people at Claris.

The actual product name had yet to be chosen. In line with MacWrite, MacDraw, etc., we wanted our program to be called MacWorks. But that name belonged to a program that let Lisas emulate Macs. (The Lisa was the ancestor of the Macintosh.) Also, Claris wanted to get away from the Mac names, because producing Windows versions of their products was a future possibility. For a while FireWorks was the leading candidate, but that name was owned by someone who had some fire station-management software; he was unwilling to part with the name. Revolution was also an option. In the end ClarisWorks was chosen, more by default than anything else. I'll skip most of the details of the next year and a half, which is how long it

took to finish ClarisWorks after we sold it to Claris. This was far longer than we had planned. Some of this was due to adding features, some to Claris stringent quality assurance, and some simply to misestimation of the amount of work required. Suffice it to say that we worked long and hard. Towards the end of this period it became critical that we ship a product soon. We weren't the only ones trying to shoot down Microsoft Works. There were also SmartWorks (the program Claris didn't buy) and BeagleWorks. SmartWorks had been bought by Symantec (who had also been very interested in Spartacus), and relabeled as GreatWorks. BeagleWorks was another integrated product, put out by Beagle Bros. All three were due out at around the same time, to take advantage of Apple's newly-introduced lower-cost Macintosh models. These were the Mac Classic, the Mac LC, and the Mac IIx. All were less expensive than the existing Mac II line, and targeted at education, which was also a big part of our target market. These machines shipped in configurations with only a megabyte of RAM; achieving acceptable performance on these models was a major technical requirement for ClarisWorks.

Finally, ClarisWorks 1.0 was certified golden master in October, 1991, and began shipping to the public. Initial reviews were positive, and sales began to take off. Liz and I celebrated with a trip to Hawaii, where I was thrilled to see ClarisWorks on the shelves in the computer stores.

ClarisWorks quickly surpassed Microsoft Works in sales and popularity. Early in 1992, Microsoft shipped a new version of Microsoft Works, with the claim Best-Selling Integrated Application for the Macintosh on the cover of the box. Claris Legal forced them to remove this inaccurate text. (Microsoft initially objected that Claris sales numbers were based on copies of ClarisWorks bundled with Macs, but in fact retail sales were also better than Microsoft's, in number and in revenue.) For once, Microsoft had been beaten in the marketplace, in a category in which it had been dominant.

By this time, development on ClarisWorks 2.0 was well under way... Oregon
Mount Hood: one small slice of

Oregon beauty. After ClarisWorks 1.0 shipped, Liz and I moved to Portland, Oregon. Why? Liz had grown up nearby, and each time we visited her family there, it was harder to leave. The Pacific Northwest is really a wonderful place to be, in countless ways. We also wanted to get away from Silicon Valley high prices and crowds. (Of course that's hard to believe, in retrospect - houses in the bay area now cost many times what they did in 1992.) We had a dream that Claris would relocate the entire development team to Portland; the other team members were amenable. But I was under no illusions that Claris would see fit to open an office in Portland. However, when it came time to negotiate the terms of the contract for ClarisWorks 2.0, Scott put his foot down: no Portland office, no contract. Claris gave in. In the end we had to settle for Vancouver, Washington, which is just across the Columbia river from Portland. Liz and I bought a house there, the whole development crew moved to Vancouver, and ClarisWorks 2.0 started to take shape.

In due course we finished ClarisWorks 2.0. Sales were still strong, and ClarisWorks was winning lots of awards. At least according to one Claris marketing presentation I saw, ClarisWorks was outselling Microsoft Office (presumably by units, not revenue). For a couple of years, ClarisWorks was a \$100 million product. Now it was time to think about 3.0, but by this time the down side of moving to Portland began to manifest itself. Claris management had continued to turn over, and Scott and I no longer had any close ties with the latest management team. By isolating ourselves, we had freed ourselves from a lot of the daily hassles we'd had in Santa Clara; this let us focus on programming. But in reality, losing contact was too high a price to pay, both for the development team as a whole, and for Scott and me personally. We had a hard time negotiating the contract for ClarisWorks 3.0.

Development on 3.0 did not go particularly smoothly. Claris needed a new version on the market before all the features were ready, and shipped a version with a small number of feature upgrades as 3.0, against Scott's and my wishes. The feature set we had agreed to eventually shipped as

ClarisWorks 4.0.

By the time ClarisWorks 4.0 shipped, Claris vision of the future of the product was too different from mine for me to continue working on it. One thing required was integration with OpenDoc, which necessitated a massive restructuring of the program. OpenDoc was designed to tackle a lot of the same problems that ClarisWorks tackled, and each project had its own ideas and metaphors for component integration and interface architecture. The two directions were not particularly compatible. I left after 4.0 to pursue other interests; Scott and the rest of the development team stayed on.

Before ClarisWorks 5.0 was finished, the rift between Claris and the remaining development team grew too wide. Scott Holdaway, Tom Hoke, Scott Lindsey, Bruce Hammond, and Carl Grice left Claris, and formed what would later become Gobe Software. These were the core engineers, the ones who had been on the project the longest. Several newer engineers remained. Three in particular were responsible for OpenDoc integration. At Apple WWDC 96, they demoed a version of ClarisWorks with OpenDoc support. Apple was particularly eager to demonstrate to developers that a flagship product was supporting the new component technology - ergo, everyone else should too. Not surprisingly (to me, anyway), the following week the three engineers were recruited by Microsoft. Result: no OpenDoc support in ClarisWorks 5.0. That maneuver is just one typical example of the way Microsoft stifles competition. Ironically, in this case it hit a product conceived in defiance of the Microsoft way.

Whither ClarisWorks?

In January 1998, Claris ceased to exist as such. ClarisWorks was brought directly into Apple, and renamed AppleWorks. What had been Claris now became FileMaker, Inc. In March 2000, Apple released AppleWorks 6.0. This was widely perceived as a very minor update, with several problems (e.g. removal of several file translators). I sent [a letter] to MacInTouch and MacFixit at the time.

Meanwhile, the guys at Gobe (whom I had since joined) were working on Gobe Productive. This product was the next logical step beyond ClarisWorks, but written for the Be operating system (BeOS). There is an

interesting back-story here. When Gobe was founded, in late 1996, speculation was rampant that Apple would buy Be, and BeOS would become the basis of the next Mac OS. Thus, Gobe would have a leg up on development for the new platform. However, Apple surprised everyone by buying NeXT instead of Be. NeXTStep became the basis for Mac OS X, and the writing was then on the wall for Be, although most of us refused to read it. BeOS did not survive in the marketplace; thus, neither did Gobe. At times over the past few years, there have been rumors and speculation that Apple was working with / had reacquired Gobe and / or the original ClarisWorks team, to produce a new Mac version of AppleWorks based on Gobe Productive. Apple and Gobe did indeed discuss possibilities at various points in Gobes history; however, I am not at liberty to go into details. Apple did not in the end acquire Gobe as such, but three of its founders, Scott Holdaway, Scott Lindsey, and Carl Grice, did rejoin Apple as employees when Gobe failed. They wont tell me what they are up to (even off the record!), but whatever it is, it does not involve the Gobe Productive codebase. Nor, I am reasonably sure, does it involve the ClarisWorks / AppleWorks codebase. As for myself, I went back to grad school, to study artificial intelligence at the MIT AI lab. (Ironically, although I dragged the team to Oregon, and I was always the most die-hard Apple enthusiast of the bunch, Im now the one whos left Oregon, and Apple. I miss them both!) Im depressed at the lack of progress AppleWorks has made over the past few years (although I still use it on a daily basis), and I wish I had found a way to keep it moving forward. I also wish there were an alternative, that had the simplicity and tight integration we spent so much effort crafting into ClarisWorks. I can think of nothing Id rather do than help create a modern version of ClarisWorks - except finish my thesis! Heres hoping others can carry the torch forward.

Comments or questions:

<mailto:rah@ai.mit.edu>

Please especially let me know if you remember some important part of ClarisWorks history Ive forgotten to mention, or misremembered.

Notes

1 An unrelated program for NextStep was later also called TopDraw. Our TopDraw eventually became BeagleDraw; when Claris bought StyleWare, everything except GSWorks was sold to other companies.

Those who are excessively nosy or observant might have noticed that the ClarisWorks file creator ID is BOBO. Why BOBO? This is actually related to TopDraw. When Jeff and I sat down to spec out TopDraw, we played around a lot with MacDraw. One excessively silly creation (aided by my wife, Liz) was My Dog Bo-bo. Alas, Bo-bo has been lost in the depths of time, but he lives on in every ClarisWorks file.

2 During this period, a new hire joined the graphics group: Pierre Omidyar. He would later go on to found eBay. Pierre and I frequently bounced software design issues off of each other; I think those discussions were useful to me later when designing ClarisWorks.

3 ACIUS was the other company (besides Claris) created by Apple in an effort to divest itself of application software. The idea was to convince 3rd party developers that Apple was not competing with them. In this case a relational database program, known as Silver Surfer, became 4D. ACIUS sells 4D to this day. It was a running joke at ACIUS to refer to Claris as BCIUS: Bill Campbell Inherits Used Software. (Bill Campbell was the president of Claris.)

4 He must have sold the name eventually - now, of course, Fireworks is a web graphics program, by Macromedia.

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Quick Tip of the Week - OS X Software Update

Submitted by Dave Peck

Presented by way of Other World Computing, a great source for Mac hardware and info.
<http://eshop.macsales.com/>

The Apple Software Update 'application' included with OS X makes keeping your system up to date a snap. Either automatically on a scheduled frequency you set or with your manual request, the Software Update app will check across the internet to Apple's site to see if any new updates are available for installing. If there are, you just leave checked the ones you want and click the install button.

But, what if you have more than one Mac? What if high-speed internet access isn't available to all the machines needing these updates - or at all? Some of those updates can be pretty big and at dial up speeds they take quite a while to download! What if you just want to download the update and install it later when it won't interfere with your work?

A simple option exists that gives you the flexibility the auto-download/install does not. Normally, to start the download and installation of these updates, you simply click on

the install button that is in the lower right hand corner. This week's Quick Tip shows you the other way! Rather than clicking the install button to start the download of selected updates, you can instead select from the 'Update' pull down menu the option "Download Checked Items to Desktop". After the download is complete, you can then click on the install button to do the installation or doubleclick on the updater file that is now on the desktop to accomplish the same. So what's the point?

When you just click the Install button without prior doing the download to desktop option: #1 - it will do the update installation as soon as the update(s) are down downloading which then usually results in a restart being required. #2 - After the update is installed, the update file is deleted. There is a record of the update file in </YOUR HD/Library/Receipts>, but those files are not the update images and are unusable. By downloading them to the desktop and then installing, you now have at will use of these update installers.

Except for FIRMWARE updates that are machine specific (a Firmware update won't run on the wrong machine anyway), all OS X software updates are universal, just like the OS

X install itself is. So, rather than downloading the various updates on multiple machines you can just as easily transfer the files between your different machines... Then just run the updates accordingly on those machines. Also, if you save your update files and then at some point end up with reason to install OS X from scratch again, rather than downloading all those updates again, all you need do is use those files you've already got. And if you miss something, Apple's Software Update app is right there to tell you so.

So there ya go, a quick and tip for more flexibility and potential use out of those pretty regularly provided updates! And hey - 10.2.4 is now out, can use this tip right now today. :)

See an online version with Screen Shots by OWC's Steve Manke here:
<http://eshop.macsales.com/link.cfm?id=2798-6215>

22 nd Annual Midwinter Madness Hobby Electronics Show

Submitted by Bert Persson

The Annual Midwinter Madness show will be held on Saturday March 29 at Gangelhoff Center, 235 Hamline Ave, Concordia University in St. Paul. Doors are open from 7:30 A.M. until 1:00 P.M.

This hobby electronics show usually has something for everyone from ham radio equipment to computer stuff as well as other odds and ends. You never know what you may find, it is like a huge electronics garage sale

with commercial exhibitors and a large indoor swap meet.

Miniapples will have a table located in the Club corral where we will distribute information about the Minnesota Apple Computers user' group. We will need some volunteers to let people know about miniapples and how we as a user group can be helpful to the novice as well as the more advanced Macintosh or Apple user. Call 612 861-9578 if you are interested in helping out or simply come to the miniapples club table at the show.

Advanced tickets can be purchased from these vendors: Amateur Radio Consignment Center, St. Paul 651-646-3102., Axman Surplus, St. Paul, Fridley or St. Louis Park 952-935-2210., Pavek Museum of Broadcasting, St. Louis Park 952-926-8198., Radio City, Mounds 763-786-4475. Advanced tickets are \$ 6.00, tickets can also be purchased at the door at a higher price.

Annual Membership Meeting

Submitted by Les Anderson

The annual membership meeting was held Feb. 15, and about 50 members attended, including several gamers'. A slate of officers was nominated for

next year. The ballot will be in next months newsletter. They are :

Treasurer Don Walz
Secretary Jim Nye
Marketing Director Greg Buchner,

SIG Director Dave Peck
Publications Director John Pruski,
Vice President Tom Gates
President Les Anderson

Bruce Thompson and Denis Diekhoff

did not chose to run for reelection. Bruce and Denis have served the club for many years. Bruce will continue to run the BBS, and serve as our mail pickup person. He has also served as President and Software Director. Denis has been our Vice President for several years, and also served as SIG leader for Apple works, Main Mac, and e-Bay SIG's. He also scheduled the meeting room and arranged for the program for this meeting. Both of these men deserve our thanks for service to the club.
Sandy Foderick, Apple User Group

Don't Be A Bonehead

Submitted by James Nye

I applaud Bert Person's suggestion in the last issue of the Mini 'apples newsletter to share with other members information about problems or questions. This is my contribution:

Recently I received the OSX software for Christmas, but I was reluctant to install it on my imac. Finally after a month of procrastination, I installed the software. The software installed trouble free and I breathed a sigh of relief. The next day I fired up the imac and got nothing but a blank screen.

A harried call to Apple Support resulted in trying various things to start the computer, but they all failed. Finally they asked me if I was comfortable

with removing the chips and grounding out the machine. I did this, but also without success. Apple then told me to contact an authorized repair shop.

I dropped the imac off at the authorized repair shop and noted with some misgivings the sign saying repair charges were \$ 95 per hour. Fortunately, my Apple care warranty was still inforce.

A day later the repaiman called and asked if I had installed the updates before I loaded the software. I told him, "no , I was going to do that after I had installed the program". He said the problem may be the logic board which is expensive to replace; but he would try to fix the problem by

removing the logic board and placing it in another imac and loading the upgrades on it, and then replace the board back in my imac. He said if that didn't work they would have to replace the logic board.

The repairman called back shortly and told me that he had the machine working. Unfortunately for me, this was a software problem and the Apple Care warranty would not cover the repair- cost \$ 95.

Moral of Story, don't be a bonehead, read the manual, install the upgrades before you install the OS X software.

Live, web authoring software. In addition there was T shirts, Turtle necks, and CD carrying cases for everyone. Thank You Sandy.

We also had plenty of food thanks to Don Walz and Bert Persson. We had pizza, subs, and a variety of beverages. When I left about 4:00 PM the gamers' were still at it. I assume the left before the library closed.

The repairman called back shortly and told me that he had the machine working. Unfortunately for me, this was a software problem and the Apple Care warranty would not cover the repair- cost \$ 95.

Moral of Story, don't be a bonehead, read the manual, install the upgrades before you install the OS X software.

Destineer Purchases MacSoft

Submitted by Dave Peck

Destineer announced today (Jan 31) that they have purchased the MacSoft arm of Infogrames, one of the largest game publishers in the world, along with future first rights to publish Mac versions of any Infogrames games. Infogrames has owned MacSoft since they acquired The WizardWorks group in 1999. MacSoft was founded in 1993 by Peter Tamte, who is now

the president of Destineer. Infogrames is pulling back in order to focus on their core strengths, console and PC games. Most current MacSoft employees will be joining Destineer immediately. So far, Destineer has mostly concentrated on ports of Microsoft game products, including Age of Empires II and Links: Championship Edition, under their Bold by Destineer label. The addition of Infogrames' line of

games, which currently includes Unreal II: The Awakening, Unreal Tournament 2003, and the Civilization series, has the potential to give them a major piece of the Mac game market. Details can be found at the full press release, at Infogrames' web site.

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The Matrix becomes a Video Game

Submitted by Dave Peck

The Matrix becomes a Video Game According to The Hollywood Reporter, the Wachowski brothers are going to great extremes to ensure that their first video game will have the

same impact on the video game industry as "The Matrix" franchise has had on the Hollywood film industry. The game was recently previewed at a gala event.

Directors Larry and Andy Wachowski,

creators of the sci-fi hacker in-the-computer world movie The Matrix, have been hard at work expanding their empire. Two sequels are coming this year, The Matrix Reloaded and Matrix Revolutions. Nine short animated features have been developed

under the title of The Animatrix, but more to the point for a gaming site they've been working very closely with developer Shiny Entertainment to create Enter the Matrix.

The Reporter article details how closely the Wachowskis are working with Shiny. Motion capture hardware was used extensively; when it wasn't in use at the film set, it was at the video game developer. The Wachowskis have written 600 pages of script for the game. The two stars of the game, Anthony Wong's Ghost and Jada Pinkett Smith's Niobe have cameos in the movies, but the game is intended to be an extension of the story rather

than a replay of the films. Each character has a separate story line, too, which intersects at several points and provides some great single-player game play.

Will Enter the Matrix make it to the Mac? Well, Shiny Entertainment has developed cutting-edge games for the Macintosh platform, such as the irreverent and odd shooter MDK and the soul-bending real-time strategy game Sacrifice. Shiny Entertainment is currently part of the massive game company Infogrames which recently sold MacSoft to Destineer studios with the provision that Destineer will get first look at possible games to port to Mac.

Lastly is this line from the Reporter article: "Infogrames will ship the game under its Atari label May 15, making all platforms available day-and-date with the first Matrix sequel."

Only time will tell, of course, but we'll definitely be keeping an eye on and asking questions about Enter the Matrix! In the meantime, the links below should whet your appetites.

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QuickTime News February 7, 2003 Volume 5, Issue 3

In This Issue

1. QuickTime in a Production Environment
2. Listen to the Music
3. QuickTime Showcase
4. Authors Corner
5. Trailer Park
6. What's New

1. QuickTime in a Production Environment

"QuickTime is far and away the most flexible, versatile, and, yes, powerful tool available to the video/film/animation/music industry," says Andrew Beach, adjunct professor at New York's School of Visual Arts. And "the greatest asset digital professionals can afford themselves is to become a versed user of the medium." In an article he wrote for Creative Mac called "QuickTime in a Production Environment," Beach draws from his own extensive experience to help media professionals gain greater control of moving images and sound using QuickTime.

Learn innovative ways to use QuickTime in all phases of digital media production and practical tips to help improve the quality of web-based video.

<http://www.apple.com/enevs/quicktime/creativemac.html>

To upgrade to QuickTime Pro, visit our website.

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

2. Listen to the Music

One of the sleeper movie hits of last fall, "Drumline" is the story of a Harlem street drummer who leads his conservative university's marching band to competitive victory. The soundtrack features the hottest R&B and hip hop songs around, including the solo debut from *NSYNC's JC Chasez, "Blowin' Me Up (with Her Love)." This infectious music video includes movie clips and JC's vocals backed by marching band instruments.

The beat goes on with another "Drumline" soundtrack highlight: Joe and Loxx's Jadakiss performing "I Want a Girl Like You."

<http://www.drumlinemusic.com>

While the movie is gone from theaters in many areas, enjoy the trailer in anticipation of the upcoming DVD and video release.

<http://www.apple.com/trailers/fox/drumline/>

Kicking off its 2003 World Tour this month with 15 performances in Australia and Japan, the iconic Seattle band Pearl Jam will record and release each of these shows as a "Bootleg" CD. Find out more and catch the video for "Save You" from the new album, "Riot Act."

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

Infusing elements of R&B and funk into their unique brand of alternative rock, Maroon 5 makes its debut with "Songs about Jane." Enjoy the CD in its entirety and the video for the single, "Harder to Breathe." And check out the band's performances on "Last Call with Carson Daly" (their first TV appearance) and "The Late Late Show with Craig Kilborn."

<http://www.maroon5.com/contest.html>

Good Charlotte wants you to listen to "The Anthem," the second single from the band's platinum CD, "Lifestyles of the Rich and Famous." Tune in until February 10.

Also on Epic's New Music Mondays, hard rockers Chevelle plan to "Send the Pain Below" with the second single from their debut album, "Wonder What's Next." Hear it from February 10 to 17.

<http://www.epicrecords.com/newmusicmondays>

3. QuickTime Showcase

He made an impressive directorial debut with "The Shawshank Redemption" and went on to write and direct "The Green Mile," which gained him an Academy Award nomination.

In a series of live discussions with aspiring filmmakers, Frank Darabont shares his passion for storytelling, giv-



mini'app'les

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 Check if you want your name added to Members Helping Members List.
 Check if you want your name withheld from commercial and other non-club mailing lists.
 Check if you were referred by a club member (if so give members name).

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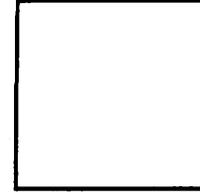
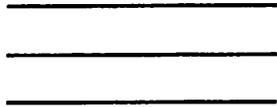
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continued from page 12

ing honest answers about working in the film industry and sharing the joy he's found in pursuing his life's dream.

http://www.foxsearchlight.com/lab/lectures/index_darabont.html

If Forrest Gump was right, then life is pretty darn good at Monterey Bay Chocolate, a confection factory in California's Monterey peninsula.

Take a tour with the company founder and see how they make their taste-tempting treats—from truffles to toffee to the only turtles in Monterey Bay that don't swim in the water.

http://www.endorphin.com/places/mont_bay_choc_alt.html

4. Authors Corner

As a training resource for creative professionals, lynda.com depends on high quality streaming video. And it's clear that the site's technicians really know their business—the videos are so well-compressed that they're constantly asked how they do it. That's why lynda.com's Sean Blumenthal developed the tutorial "QuickTime Compression Principles." Find out what it entails and watch the demo segment, "What is the goal of media compression?"

<http://movielibrary.lynda.com/html/modPage.asp?ID=40>

If visitors to your website don't have

QuickTime installed or their version is too old, they may not understand why some videos can't play. The Qtilities QT Detection Pack provides a simple solution to this complex problem.

With this package, you can let your customers know which QuickTime version they're using with help pages that you can customize. It's easily incorporated into existing web sites and compatible with all browsers and operating systems that support QuickTime.

Visit the Qtilities website to learn more.

http://www.qtilities.com/qt_detection_pack/index.html

5. Trailer Park

It's been a long time since Irish immigrants landed on Ellis Island. But they still come to America with the same hopes and dreams. "In America" is the story of the Sullivans, an Irish couple and their two spunky daughters who struggle to build a new life in a New York City tenement while the father, Johnny, pursues a career in theater.

Directed by Jim Sheridan ("In the Name of the Father" and "My Left Foot"), "In America" was a highlight of the 2003 Sundance Film Festival. The film opens on May 14.

http://www.apple.com/trailers/fox_searchlight/in_america/

6. What's New?

Experience the Mexican country charm of Rancho Santa Maria, a 4500-acre ranch nestled in the jungles near Cancun. A series of QuickTime VR panoramas lets you explore its colorful rooms and grounds, which include Mayan ruins.

<http://www.sitetraffic.com/rancho/qt/index.htm>

Seattle photographer Charles J. Evans creates some of the most stunning QuickTime VR panoramas we've seen. Tour the world by viewing his spectacular images shot in some of the most picturesque places on earth. Evans offers each VR in a full-screen version for extra impact.

<http://www.digitalpanos.com/index.html>



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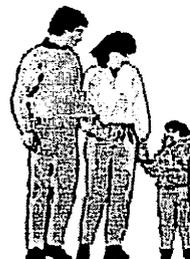
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A free account on the mini'app'les BBS (60 minutes/day)

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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