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Volume 30, Issue 9



mini'app'les newsletter

the minnesota apple computer users' group, inc.

S E P T E M B E R 2 0 0 7						
SUN	MON	TUE	WED	THU	FRI	SAT
						1
2	3	4	5  6:30	6	7	8
9	10	11	12  7:00	13	14	15
16	17	18	19	20 	21	22
23 / 30	24 Q&A 7:00	25	26	27  7:00	28	29

5  **AppleWorks SIG**
Edina Library
5280 Grandview Square, Edina
John Hunkins, Sr. 651-457-8949
hunkins@mac.com

12  **Microsoft Word SIG**
Eagles lodge
9152 Old Cedar Ave. Bloomington
Tom Ostertag, E 651-488-9979

20  **Macintosh Consultants SIG**
Perkins 7:00 AM
6920 Wayzata Blvd
Golden Valley
Bob Demeules, 763-559-1124

24 **Q&A**
Macintosh Q & A SIG
Questions & Answers
Merriam Park Library
1831 Marshall Avenue St. Paul
Les Anderson 651-735-3953

27  **FileMaker Pro SIG**
Partners
2250 terminal Road
Roseville, MN
Steve Wilmes 651-458-1513

*S/PDIF 3.5 mini phone jack
mini optical adapter*

Toslink → 3.5mm



mini'app'les

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P.O. Box 796, Hopkins, MN 55343

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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.

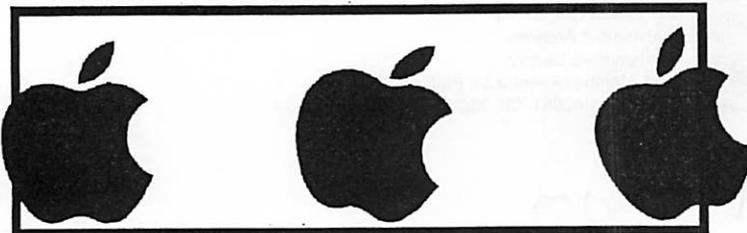
Editor/Publisher: Tom Ostertag 651-488-9979

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mini'app'les BBS – Internet only access

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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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October 2007 Preview

Here is the tentative calendar of our Special Interest Group (SIG) meetings for October 2007. 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

Wednesday	October	3	AppleWorks SIG
Tuesday	October	?	OS X SIG
Tuesday	October	?	VectorWorks SIG
Wednesday	October	10	Microsoft Word SIG
Thursday	October	18	Macintosh Consultants
Monday	October	22	Mac Q & A SIG
Thursday	October	25	FileMaker Pro SIG

Members Helping Members

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

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

1. Les Anderson	651-735-3953	DEW
2. Mike Carlson	218-387-2257	D
3. Tom Ostertag	651-488-9979	EW
4. Bruce Thompson	763-546-1088	EW
5. Pam Lienke	651-457-6026	EW
6. Richard Becker	612-870-0659	EW
7. Ardie Predweshny	612 978-9774	DEW
8. Charles Radloff	952-941-1667	D
9. Chuck Hauge	612-963-5064	DEW
10. Ron Heck	651-774-9151	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.

Volunteers needed for members helping Members.

Please call at reasonable hours, and ask if it is a convenient time for them. By the way, many of these volunteers can also be contacted on our BBS. We appreciate your cooperation.

If you would like to be a Members Helping Member volunteer, please send an e-mail message to John Pruski on our BBS, or call him at 952-938-2818, with your name, telephone number, contact hours, and the software or hardware areas you are willing to help others.

Newsletter Ad Rates

1/12 page 2.25" Width x 2.5" Height	\$5
1/6 page 2.5" Width x 5" Height	\$10
1/3 page 2.5" Width x 10" Height Vert or 5.5 H.	\$20
1/2 page 7.5" Width x 5" Height (save 5%)	\$30
2/3 page 5" Width x 10" Height (save 7%)	\$40
Full page 7-1/2" Width x 10" Height (save 15%)	\$60
Outside back cover 7-1/2" Width x 7-1/2" Height	\$50
Inside back cover 7-1/2" Width x 10" Height	\$60

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

mini'app'les will accept all ads for publication that do not affect our nonprofit status, or the postal regulations dealing with our nonprofit mailing rates. Examples of ads that will be rejected are; but not limited to, ads that:

1. endorse a political candidate or cause
2. attack a person or cause
3. are in "bad taste" (x rated or similar)
4. expound or demean a religion or practice.

Ads should be for a product or service. Because of our nonprofit mailing rates we must limit ads that are not related to computers.

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

mini'app'les Directors Meeting Minutes for August 6, 2007

Submitted by Harry Lienke

In attendance: Bert Persson, Don Walz, Kevin Stryzik, Chuck Hauge, Les Anderson, Harry Lienke
Absent: Tom Gates, Erik Knopp, John Pruski

Agenda: A prepared agenda was not available so the items shown as Old and New Business were offered as the agenda and approved.

Minutes: The minutes for the June 4 meeting were approved electronically and published on the BBS on June 11.

Directors Reports

Treasurer Don Walz's report: The bills are all paid. A hard-copy financial statement for May/June was distributed. The statement was approved with a few spelling corrections.

President Tom Gates' report: No report.

Vice President Bert Persson's report: A gentleman by the name of Jonah Cagley representing Yugma, Inc., (a company producing collaborative software) sent an email indicating he submitted a check for an ad in the newsletter. Bert was not able to contact Cagley by phone. Bert will contact Cagley and club members who

Publications Director John Pruski's report: No report.

SIG Director Kevin Stryzik's report: He is still not getting any cooperation from SIG leaders on providing time and location information; he was encouraged to keep trying. There is a rumor that the OS X SIG is to be led by Bob Demueles upon the departure of Craig Arko; Kevin will talk to Craig and Bob about this.

Marketing Director Chuck Hauge's report: The web site background is still too dark; Chuck will contact Dave Peck about this. Chuck will spearhead updating the Benefits list mentioned in the Vice President's report above. Chuck suggested adding email addresses into the Members-Helping-Members list in the newsletter and a few other updates to that list; he will ask people before adding their email address. Chuck asked for a clarification of the scope of his duties. From the Bylaws, Les determined Chuck is in charge of membership marketing but not advertising; Publications Director John Pruski is responsible for advertising.

Director at Large Les Anderson's report: Our web site still has one reference to the Team location in Oakdale rather than Woodbury. Newsletter mailing is going well; the

change from First Class since the BBS is working well; Chuck and Kevin both felt a change is needed to a more modern format so we can attract and hold more members. Chuck pointed out that we are running a very old version of the First Class software on very old hardware furnished by a very generous former member; cost of updating the software is \$1800 with the hardware update cost unknown. The software and server for forumer.com are provided and updated as needed by the forumer.com company at no cost to the club. Harry suggested Chuck develop a strategy to combine various means to overcome the problem areas and provide a step-by-step guide to using the mini'app'les forum on forumer.com.

Multi-SIG meeting site - No information available. Needed by August 20 to be included in the newsletter.

Compensation for Buchner - No information available.

IRS info - No information available.

Budget - Les has suggested changes to Tom's straw horse 2007/8 budget. Les will distribute his suggestions in an Excel spreadsheet.

New Business

St. Paul Public Access SPPA-TV - Dave Peck, Kevin Stryzik, and Chuck Hauge went and collected information. There is a charge to become a SPPA member, either individual or group (\$35/\$60 or \$110 plus \$12.50 for each mini'app'les member if more than five mini'app'les members become SPPA members). SPPA members can utilize the public access facilities and equipment to produce programs on computer-related (or other) topics; we could make podcasts as well. Other arrangements would need to be made if we wanted the program(s) to be broadcast outside the St. Paul cable area.

Next meeting: Scheduled for October 1, 2007, at the Merriam Park Library at 7:00 pm. All club members are welcome to attend.

Cagley sent (Bruce Thompson, Erik Knopp). The Benefits list on the back page of the newsletter needs to be updated as suggested at the last Directors Meeting, including deleting evangelism. Our group is not promoted properly on our web site -- we need to describe the efforts of each SIG and of the group as a whole. Kevin is to produce a write-up for each SIG (Les volunteered to do Q&A; Harry volunteered Pam to do AppleWorks).

Secretary Harry Lienke's report: A club member suggested the minutes of the Directors Meeting be made available to all members on the BBS in addition to appearing in the newsletter. It was agreed that the approved minutes be put into the General/Miscellaneous folder on the BBS and into The Miniapples Member Private Forum on forumer.com.

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Membership Knopp's rep
Old Business
Small Dog Eter - Everyt appeared in
Reporting on See the SIG
Future of Fin ing club BBS reported not forumer.com in on-line co that forumer ments and w culty of exch and Bert bot

Apple Kills Another Great App

by Dan Knight

submitted by Les Anderson

Once upon a time there was Microsoft Works for the Mac. It combined a word processor, a spreadsheet, and a database in a single program. When it was introduced in 1986, it took the market by storm. Finally, average users could have the tools they needed in a single program rather than moving back and forth between two or more apps.

Microsoft Works created the "Works" market and owned it. Competitors rose to challenge it - and were quickly struck down. It was the immovable object in its field. Enter ClarisWorks

In those days, a Works program was more like an Office suite. You did word processing in one part of the program, number crunching in another. Bob Hearn and Scott Holdaway had a different vision. As Hearn tells it:

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.

They did. Their Works program used "frames" to integrate word processing, graphics, spreadsheets, etc. You could stick a working spreadsheet into a word processing document, drop in graphics from the drawing or paint modules, etc.

ClarisWorks 1.0 was finalized in October 1991, and it required a Mac running System 7. It also faced competition from not only Microsoft Works, but also GreatWorks (originally SmartWorks) and BeagleWorks.

The Mac market was growing thanks to Apple's first "low cost" desktops: the Classic, LC, and IIsi had been introduced in October 1990 and sig-

nificantly lowered the cost of entry, much as sub-\$1,000 iMacs and the Mac mini have done in recent years.

October 1991 also saw the introduction of Apple's first PowerBook models (the 100, 140, and 170), all of which shipped with System 7 and had the resources necessary to run ClarisWorks, which had a very low memory footprint compared to Microsoft Works. I picked up my first copy of ClarisWorks around March of 1992, running it comfortably on my upgraded Mac Plus - and quickly retiring my copy of MacWrite.

In no time at all, ClarisWorks became the irresistible force of Macintosh Works programs, eclipsing Microsoft Works and all comers.

ClarisWorks was bundled with all consumer Macs for years and years, so it developed a huge installed base. ClarisWorks was ported to Windows in 1993, and every subsequent version has been available to Windows users.

ClarisWorks evolved, adding features, growing in size, becoming more powerful. After version 5.0, ClarisWorks was renamed AppleWorks, and version 6.0 (March 2000) was "Carbonized" so it could run with both the Classic Mac OS and the new OS X. Through incremental upgrades, AppleWorks eventually reached version 6.2.9.

I've been using AppleWorks since ClarisWorks 1.0, and I still use it daily. Its word processor has all the features I need, and its spreadsheet does all the number crunching I can come up with.

But AppleWorks' days are numbered, if not already over. There are bugs in the code that haven't been fixed in the seven years since version 6.0 was released, such as one that messes up cut and paste between word processing documents. (Apple figured out how to do that with MacWrite 1.0!) The Future of Works on the Mac

Apple introduced iWork in 2006, which included both Keynote, a presentation module compatible with Microsoft PowerPoint files, and Pages, a word processor with design tools

compatible with Microsoft Word files. In August 2007, Apple expanded iWork by adding Numbers, a spreadsheet program compatible with Microsoft Excel files.

iWork 06 won plaudits, and iWork 08 is receiving rave reviews, especially with the new model Numbers uses that's very different from traditional spreadsheets.

However, iWork isn't AppleWorks. It's not an integrated word processor, database, spreadsheet, paint, and drawing program. It's much more like Microsoft Office, where Word and Excel are separate programs that can work together.

And while iWork can open PowerPoint, Word, and Excel files, for some reason Apple has ignored compatibility with its own AppleWorks program, which is used by millions upon millions of Mac users on both the Classic Mac OS and OS X.

I know Steve Jobs has a general disdain for things not created on his watch, and he's allowed AppleWorks to languish, but if he wants Mac users to migrate to new hardware and iWork, he needs to make it easy to convert .cwk files into iWork documents and spreadsheets.

I may work with a dozen spreadsheets a day, others once a month, and still others only a few times a year. To get them into Numbers, I'd have to export them to Excel format from AppleWorks. And to get my word processing files into Pages, I'd have to save them as Word files in AppleWorks. That's very time consuming; it would be far easier if I could simply drag them to the Pages or Number icon in the Dock....

UPDATE: Pages can import AppleWorks word processing documents, and Numbers can import its spreadsheets. Good Enough vs. the Best

We all heard Steve Jobs say that Apple won't make junk, as we applaud it. I have a cheap, low-end Windows laptop that's pathetically slow using either Windows XP or Ubuntu Linux, and I don't think the battery last even

45 minutes. It's been that way since I bought it. That's what you get with cheap, junky computers.

Under Jobs, Apple is striving for excellence. It mostly hits the mark. The Mac mini and MacBook could have better graphics, but in general Apple is releasing knockout products. The iPod owns and redefined the MP3 player market, the iTunes Store owns and helped create a viable online music and video market, and the iPhone is already redefining the smartphone market.

But sometimes we don't need the absolute best. The Mac Pro is a powerhouse, but the Mac mini has enough power for most people. Likewise, Microsoft Office and iWork are powerhouse application suites, but Apple's

integrated software program has been enough for most users since 1991.

I'd love to see Apple dust off AppleWorks and release a version 7.0 that's OS X native, a universal binary, compatible with the latest Microsoft Office file formats, exports directly to Pages and Numbers, and gives us the simple elegance and power we've known for the past 16 years.

But don't hold your breath. Apple's AppleWorks page no longer exists. If you try to visit <http://www.apple.com/apple-works/>, you end up on the iWork page.

I don't know about the rest of you, but I'm going to continue using AppleWorks until it no longer works.

I'm the kind of diehard user who will do it - I used Claris Mailer (last updated in 1998) well after switching to Mac OS X, and I still use Claris Home Page 3.0 (not updated since 1997) in Classic mode on my 2002 Power Mac G4.

Once I find the right tool, I don't like to change.

Apple, how about reviving AppleWorks for those of us who already know and love the program, would love to see it modernized, and don't want to switch to Pages and Numbers.

Thirteen Years of Mac Gaming (1993-2007)

Submitted by Dave Peck

This is not much of a confession. My game centricity has been known to attendees of Miniapples (Minnesota Apple Computer User Group) Annual meeting for years when LAN (local area network) Parties ruled the meeting and hoots from gamers in the current round of Marathon interfered with the stodgy goings-on of an annual meeting.

I had owned an Apple IIe since 1983 and used that baby for 10 years. The IIe is still gathering dust in my basement in hopes that one day it will become a valuable antique. From previous experience with an Atari consol, I knew I had gaming tendencies. Besides my check management program and word processing duties, for diversions, I found the Apple IIe was mostly good for text adventures like Zork, with honorable mention going to a neat little game called. Lode Runner. The stage was set for hard core gaming.

Over The Top

But my adventure in Mac gaming did not start until 1994 at the ten year anniversary of the original Mac, when I was visiting a local Mac Dealer to have my first Mac's processor (a Mac Performa 68030) upgraded to a brand new PowerMac 7100. Suddenly the vision hit me as I feebly pointed with gibberish drooling from my mouth.

The music vibrated my soul "da da da...da-duh-da".....then the army choir shouted: "MAR-Ah-THON!!" The Starship Marathon on the store's display Mac, a First Person Shooter (FPS) reeled me in and grabbed hard, like an Alien's extensible chompers. A fleet figure came sprinting up the long corridor as I cowered in the corner. But when it zapped me with electric shocks I arose to the occasion with just a pistol- blam! blam! Despite my wife rolling her eyes, gaming had just gotten better.

Frag'n Fools

The 1990's were choice years of discovery on the Mac as new exciting gaming concepts and opportunities appeared for the first time. We "ooohed" at the solo story in Bungie's Marathon (1994). We frolicked with Marathon's multiplayer networking-player versus player/coop and we reveled in Real Time Strategy (RTS) playing classic games like Blizzard's Warcraft (1994) and Bungie's Myth (1997). The original Marathon remained on our play list for seven years because it was that good.

I'm compelled to mention a similar sounding but very different game, Myst (1993) which was the first monumental graphic adventure created and developed on the Mac by Cyan. There was no stopping it as it sold six million copies to become the 5th highest selling Mac/PC title of all

time.

FPS and RTS were clearly the genres of choice for my group. Other shooters that grabbed our attention in the 90s was an outstanding solo and networkable game called Unreal (1998), the first dedicated arena shooter, Unreal Tournament (1999) and Id's gem Quake III Arena (1999). I specifically remember the rivalry between the Quake camp and the Unreal Tournament camp debating which was the better game. I preferred the Unreal franchise and have been happily entertained since 1997 when Unreal, the Unreal Tournament prequel was released.

Come Fly With Me

I have an infinity for flying and soon after acquiring the Mac Performa, my office became a defacto flight sim center. Although not the most popular genre on the Mac (as well as the PC), they provided years of enjoyment. My list of favorite flight sims follows. Release dates in same cases are approximate:

- * Chuck Yeager Air Combat (1991)
- * F-117 Stealth Fighter (1991)
- * Dog Fight City (1993)
- * A-10 Cuba (1996)
- * Sky Fighters (late 1990s)
- * F/A-18 (1996)
- * Fighter Squadron: Screaming Demons over Europe (1998)
- * Flying Nightmares (1998)

- * Warbirds (1999)
- * X-Plane (1999.)

For an excellent classic flight sim reference go to Migman.com at: <http://www.migman.com/> and see Inside Mac Game's 1996 Flight Sim Roundup at: <http://www.insidemacgames.com/features/view.php?ID=399> for links to currently available Mac flight sims. Although all are notable titles, I rank them as follows:

- * Most Solo Fun- F/A-18 and Flying Nightmares.
- * Most LAN Fun (Local Area Network)- Chuck Yeager Air Combat, Don Hill's Sky Fighters, and Warbirds (using the off-server 1v1 mode which to my knowledge was dropped in later versions.)
- * Most Online Fun- The years I spent flying Warbirds with my son on my wing.
- * Most Fun In a Civil Aircraft Simulation- Without doubt, X-Plane. It's hard to beat a Space Shuttle approach starting at 400,000'.
- * Best WWII Flight Models- Warbirds.
- * Most Realistic and Demanding Flying Experience- Falcon 4.0.

The Thirty Year Storm

With so much fun to be had, what worries could a Mac gamer have? Well if you know anything about a Mac you probably know Apple Computer was created in 1976 by Steve Jobs and Steve Wozniak and you know that the original Mac went retail in 1978 with a brilliant commercial first shown at that year's Super Bowl. Since the beginning, the Mac has had its ups and downs as a computer and as a gaming platform. For such a brilliant design, marketing and poor choices in hardware design did not serve Apple well. Jobs knew that software would make or break the Mac, and therefore he established what was to become an infamous one-sided deal with the company destined to become the Evil Empire, sending them a couple of test Macs in a relationship where most of the benefits flowed away from Apple. Didn't they know that Chancellor Palpatine was really the Sith Lord Darth Sideious? Ok, so this is a worn out analogy, but the point is made. Plus Macs were expensive. The philosophy of a proprietary Operating System on proprietary hardware

seemed like a weak strategy as The Evil Empire gained momentum while the Mac's market share was relatively stagnant. As Mac gamers were busy fraging each other, Apple was fraging itself with the ouster of Steve Jobs (1985), followed by weak leadership, lack of vision, turmoil and threats to its very existence. It was a rocky road for Apple, however the allure of Macs continued to appeal to a solid core of the creative and enlightened individuals who were willing to pay top dollar for a superior Operating System. The MacOS easily ran circles around Windows but it was not enough to dominate in the market especially with new customers typically focused on up-front costs.

Almost A Desert

For Mac gaming, a result was that many big name game developers did not produce Mac titles because Mac market share was "too small". This situation has plagued Mac gaming for as long as I've owned a Mac. The only reason Mac gaming currently exists is thanks to Mac game porting companies that started appearing in the mid 1990's leaping into the Mac game vacuum. Interpret companies like Aspyr Media, MacSoft, Feral Interactive, and MacPlay saw a market for native Mac games and struck deals with the PC game companies to keep the games flowing to the Mac. Their efforts can be seen in the best selling PC/Mac Game List at Wikipedia (http://en.wikipedia.org/wiki/List_of_best-selling_video_games#PC).

Happy Days Are Here Again

When Apple's future prospects seemed most diminished, Apple CEO Gil Amelio made an excellent decision turning to one of Apple's soul mates and original founders, to buy Steve Job's NeXT Software (1997) with the intent of using the UNIX based NeXTstep Operating System as the basis for the next generation MacOS. In the nick of time, the once-banished prodigy was returned to the fold, the Rebel Alliance became strong enough to turn away if not defeat the Evil Empire, and things have been mostly going right at Apple ever since.

Jobs was back. His leadership and the creative forces at Apple made a difference buoyed by Apple's loyal fan base for the tough choices that needed to

be made. The purpose of this feature is not to go into an in-depth history of Apple hardware, but Apple's savvy marketing of an consumer electronic MP3 player deserves to be mentioned. It was and is so successful the iPod (2001) seems to have created a halo around the company that is just too cool. See much more on Apple History at: <http://www.apple-history.com/>.

Mac sales were up, but Mac gaming did not turn around over night. In fact, Mac gaming, to this day still has a ways to go. During these uncertain years of Mac gaming, four Mac gaming giants, Blizzard, Bungie, Id Software, and Epic Games stuck by the Mac producing native versions of their outstanding games.

That is until the dark day when the Evil Empire struck again, whisking the Mac's white knight, Bungie off to it's dark tower transforming its next title, a FPS called Halo (2001) into an xBox exclusive. The pain and the outrage! Eventually the title did migrate to the PC/Mac. But did anyone care by then? Maybe a few.

Several years later, Mac gamers were grateful for Blizzard's decision to bring Mac gamers along for the ride in the number one Massive Multiplayer Online Role Playing Game, World of Warcraft.

Casual or Hardcore?

Although I describe Mac gaming in terms of "up and down" an examination of Mac titles since the 1990s indicates that Mac gaming has always been viable thanks to the porting companies. A look at the highest selling PC/Mac titles reveals that of the highest 30 selling games, six of the top ten, ten of the top twenty, and 18 of the top 30 games were released on the Mac. This is a testament to the efforts of Mac porting companies and not too shabby for a computer with a unique operating system that accounted for about 5% of the computer market during this time.

Significant Mac releases that made the PC best seller list are: The Sims (#1 seller), StarCraft (#2), World of Warcraft (#3), Myst (#5), RollerCoaster Tycoon (#8), Doom 3 (#11), Warcraft (#13), Age of Empires

(#16), Battlefield 1942 (#20), Civilization III (#23), Riven (#25), Baldur's Gate (#26), Neverwinter Nights (#28), Doom II (#29), and Black & White (#30). Other notable titles (million copy sellers-PC/Mac) include Age of Mythology, Return to Castle Wolfenstein, Quake II, Unreal, Unreal Tournament, and Return to Zork. Besides the AAA releases, the Mac is awash with a large number of adventure, puzzle, and card games described as "casual games". For reference, my definition of "casual gamer" are those who play games on a casual basis which might include titles that are considered hard core. Bottom line, if you are a casual gamer, you should be mostly happy with the content available on the Mac.

My name is Hunt'n and I'm a hard core gamer...
If anyone has a problem with Mac gaming, it has been the hard core gamers, salivating over those specific titles they really, really want but could not have on the Mac. They don't like being limited by an operating system. While many of the best games have arrived on the Mac there are sweet titles that have not. While I was worshipping my Mac, I was one of those who really really wanted some of those unreachable titles.

In addition, porting has its problems- problems such as lack of cross platform networking, delays in compatibility updates for cross platform titles, lack of editing tools, and middleware software that has been wreaking havoc on porting titles. No surprise is Havok, a physics program which probably has been the single largest roadblock to bringing PC games to the Mac via a porting house. Havok's licensing scheme is just too expensive for the average ported Mac title hence, most (all?) Havok titles are not ported.

Somehow I ended up as one of "those" people- the hard core gamers. The earliest pang I felt was looking at the screen shots for a new PC title: Home World (2003) which later did appear on the Mac but not for a while. To keep the story short I ended up with a game capable PC. In a Mac purist sense I was a bad boy but I really, really wanted those PC games unavailable for the Mac. And although Windows

has always been substandard to the MacOS, I could stand to deal with it long enough to play a game. And there were outstanding games to be played such as cream of the crop titles like System Shock 2 (1999), the Total War series (2000), Vampire-Blood Lines (2004), Elder Scrolls III: Morrowind (2002), and others like Planetside (2003), a Massive Multiplayer Online (MMO) game, that like most MMOs, never see the light of day on the Mac in native form. However, good MMO news arrived in March of this year when Eve Online was announced coming to intel Macs.

A Date With Destiny
2006 became a very significant year for hard core Mac gamers when Apple converted their product line the Mac Pro, iMac, MacBook Pro, and the MacBook to intel processors, aligning their hardware with the market place to increase performance and ease compatibility issues. Dedicated hackers were busy working to launch Windows on the Mac when suddenly Apple produced an official and convenient bridge for PC users called Boot Camp allowing them to cross to the Mac without abandoning their most important PC programs. While probably not Apple's primary intent, this was a boon for hard core Mac gamers.

And along came the trepidation that this was the end of Mac gaming as we know it. The counter argument is that most Mac gamers want to play native Mac games and developers know this, so there is hope. The result is if you're a hard core gamer who can pony up the cost of a new Mac you'll have access to most PC games, at least for the near term. And while it is not as good as native Mac games, the discussion in IMG's Window related forums are some of the most active areas on the site.

So What About Native Mac Gaming?
It's been a perplexing issue that as Mac sales have risen, native Mac game sales have improved but not at the same pace. There has been speculation that the "intel" boost and Boot Camp would push the Mac up towards the 10% market share threshold. And it's possible we are seeing a surge for Macs helped along by iPod

and iPhone groupies and you-know-who's bungling of Vista, that other Operating System with it's performance, compatibility, and driver issues.

In June IMG reported at the WWDC 2007 keynote, Electronic Arts' Co-Founder, Bing Gordon, announcing the company's return with six Mac titles including Command & Conquer 3, Battlefield 2142, Need For Speed: Carbon, Harry Potter and the Order of the Phoenix, Madden NFL 2008, Tiger Woods PGA Tour 2008. Then in July with great excitement, Epic Games, a Mac friendly company, announced that Gears of War and Unreal Tournament 3 are coming to Mac. Woot!

But many gamers are wondering if this is a permanent change in the Mac gaming landscape where more big name game publishers will jump on board or is it just testing the waters? Only the future and strong Mac sales will tell.

Consoles- What Me Worry?
I really don't want to talk about them, but just a little bit. Consoles are the lower cost gaming solution that "own" the gaming market for the present and foreseeable future. However there are advantages that real computers have that consoles can't compete with such as better graphics, upgradeability, and more choices for control devices. Even as console prices climb I don't see an opportunity to knock them off their throne, but Mac/PCs, with their greater expense do provide a better gaming environment in my opinion and will continue to do so for at least the next couple of years. As long as there is money to be made selling games, I don't anticipate any real shortcoming of gaming titles for Mac/PCs.

Is the Shiny Finish Wearing?
In closing, allow me to ascend to my soapbox. Back in the 90's we frolicked with joy at the creativity and newness of the computer gaming experience, especially when dedicated graphic cards kicked into high gear, providing immersive 3D environments. Today a lot of us are no longer kids and what felt like computer gaming's Renaissance Period is starting to feel stale. Just how much recycling of

game concepts are we going to be exposed to? As technology advances, has innovation taken a back seat to churning out sequels? I'm the first to admit being a sucker for pretty graphics, but ultimately I'm not going to want to play Civilization 20 unless maybe I can do it on a holo-deck (hopefully well before version 20) exploring and interacting with the game environment. And how many more shooters are you going to play before getting the been-there-done-that feeling? I all ready have.

In other words we need new innovative game play. We really need the next generation of game wizards to step forward to sprinkle some magic pixy dust, say a chant and conjure the

What Apple's iWork moves mean for Office

submitted by Les Anderson

Philip Michaels - Macworld/Fri Aug 17, 12:03 AM ET

In the second half of 2007, Mac users were supposed to have an Intel-native productivity suite offering, among other things, a presentation program, word processor, and spreadsheet tool. And they do—only this productivity suite doesn't come from Microsoft. Instead, it's Apple's iWork '08.

Last week's addition of the spreadsheet application Numbers to iWork finally created a full-featured successor to the now officially-abandoned AppleWorks, which had gone untouched since 2004. But does it also mean stiffer competition for Microsoft's Office suite, now that iWork offers three of the four apps included in Office? (And the fourth, Entourage, is matched by tools included elsewhere in Mac OS X.)

If iWork '08's release signals a renewal of hostilities that have been largely dormant since the late '90s, you'd have a hard time convincing representatives from either Apple or Microsoft. Perhaps that's because as intriguing as an iWork-versus-Office storyline may be in some quarters, the realities of the marketplace seem to nip any would-be feud in the bud.

Office: 'Still pretty entrenched'

For all the ease Numbers brings to spreadsheets, it's still a 1.0 version of

next "Oh-My-God Game" from under their pointy caps. Something that has never been tried before, like the first Unreal Tournament, the first Sims or the first Spore (which was recently announced!!) So some of the old codgers still know how to think up a new concept. Other possibilities look something like BioShock, the next Half Life 2 Episode or maybe a Crysis. It could be more pretty pictures but ultimately it's the next, the next, and the next really new game idea with several shots of good story telling that is going to keep computer gaming going and it is fitting the most innovative computer deserves to enjoy the rewards of the next gaming revolution.

an application, with all the mixture of potential and missing features that phrase implies. Office, on the other hand, remains the preeminent suite of its kind, used widely not just on the Mac platform, but among businesses of all sorts of shapes, sizes and computing platforms. "If you look at Office," said Tim Bajarin, president of consulting firm Creative Strategies, "it's still pretty entrenched" among business and education users.

Still, the arrival of iWork '08 comes at an interesting time in the Mac market—barely a week after Microsoft announced that the release of Office 2008 would be delayed until January. Microsoft cited what Macintosh Business Unit general manager Craig Eisler called a "perfect storm" of factors—the switch to Intel-based processors, a change in Office file formats, and the fact that Microsoft is building this version of Office with Apple's Xcode developer tools.

Whatever the reasoning behind the delay, it doesn't change the fact that Mac users will need to wait another five months for an Intel-native version of Office; iWork runs natively on both Intel- and PowerPC-based Macs right now.

For its part, Apple isn't touting iWork as an Office replacement, let alone an Office killer. Rather, the company says, its productivity suite is aimed at people who'd prefer a Mac-like approach to tasks such as word-pro-

cessing and spreadsheets. And while I'm not yet willing to bet on Electronic Art's commitment to Mac gaming, this could be a corner Mac gaming is turning as Apple is steaming ahead, as the Evil Empire continues to bungle, as Macs sales continue to rise, so does the Mac gaming potential. Who knows, if you Mac fanatics keep buying native Mac games this could be the start of a new era in Mac gaming!

To see this article with links and graphics visit Inside Mac Games at: <http://www.insidemacgames.com/features/view.php?ID=525>

cessing and spreadsheets.

"One of the things that you'll see in some of our materials is, 'Productivity the Mac way,'" said Rob Schoeben, Apple's vice president of applications product marketing. "That means, 'I bought a Mac on purpose. I bought into the idea that things should look right and be well-designed and really easy to use.' They want to enjoy the way they work, they want their work product to look great, and [they want to be] fundamentally integrated into iLife. If you buy into all that, that's going to be appealing."

Meanwhile, executives from Microsoft's Mac Business Unit don't sound particularly threatened by another productivity suite, even one that's developed by the same company that makes the hardware and operating system on which the suites run. While calling iWork '08 "an interesting option for some users," Mac Business Unit marketing manager Amanda Lefebvre said that the Mac version of Office appeals to users with very demanding document-sharing needs.

"For us, it's about allowing people to deliver really great documents across platforms," Lefebvre said. "With Office 2004, it's proven that it is an essential piece of software. We will deliver on that even more with [Office 2008]."

Document compatibility is crucial for

any suite of applications that hopes to make hay in Office's space. And that appears to have been a major focus with the iWork '08 apps—the latest version of Pages, for example, delivers improved exporting to Word, even with graphics-heavy documents, while Numbers offers compatibility with many Excel spreadsheets, though users may need to modify some of them. (There is no support for macros in Numbers, and some formulas are unsupported as well.)

What's more, iWork shipped with support for the Open XML file format that's native to Microsoft Office 2007. Adding such support to the Mac version of Office is one of the reasons behind its delayed release, so its presence in iWork is "embarrassing" for Microsoft, according to one analyst.

"This was the ultimate insult to injury," JupiterResearch vice president and research director Michael Gartenberg told Computerworld. "Not only has Microsoft not delivered the ability to read and write Open XML in its Mac Office, but at the end of the day, Apple was the one who delivered."

Who iWork is for

Still, for users regularly exchanging files with co-workers and clients, Office's seamless compatibility will make it tough for iWork to make much of an inroad. Office "is still an essential piece of software for our customers," Microsoft's Lefebvre said.

While Apple's Schoeben describes iWork's compatibility with Office as "pretty solid," he concedes that there are users who would not want to drop Office in favor of Apple's suite. "If you need to constantly roundtrip with other people who are using an Excel spreadsheet, you want Excel," he said.

But not every user works under those circumstances, Apple hastens to add. "If you're going to create something yourself, if 90 to 95 percent compatibility [with Excel] is fine, if you don't really care about pivot tables and macros and things like that, you'll prefer [Numbers]," Schoeben said.

Indeed, that's where Apple figures to make the biggest inroads with its lat-

est version of iWork—among users who need a word-processing or spreadsheet tool for their personal use, but don't need all the features—or the higher price tag—of Office's apps.

"There are segments of the market where Office is overkill," Creative Strategies' Bajarin said.

Apple has another reason for bolstering its own productivity suite apart from trying to reach users who might otherwise be overwhelmed by Office. The more powerful a suite iWork becomes, the less dependent the company is on Microsoft to produce timely Office updates.

What lies ahead

Consider that 10 years ago this month, Bill Gates appeared at Macworld Expo in Boston to announce a deal where Microsoft would buy \$150 million of Apple stock. More important, however, was the part of the Apple-Microsoft pact where the Redmond-based software giant agreed to keep developing a Mac version of Office. That move lent credibility to the Mac platform at a time when Apple was struggling.

These days, Apple's standing is dramatically different. The company just enjoyed its best quarter for Mac sales ever, and, with a market capitalization of more than \$100 billion and \$7.1 billion in cash on hand, it finds itself on a solid financial footing.

Yet, Apple and Microsoft continue to operate under a series of pacts that keep Office on the platform. The latest five-year agreement was announced in 2006 calls on Microsoft to develop Office for both PowerPC- and Intel-based Macs.

And Apple's strong Mac sales momentum may be a major reason why Silverlight, Microsoft's new rich-media browser plug-in technology meant to compete with Adobe's Flash, supports Intel-based Mac systems as well as Windows PCs.

But while Office remains a fixture on the Mac platform, other Microsoft apps—everything from Internet Explorer to Virtual PC to Windows

Media Player—have fallen by the wayside. What if Office were to join them once the current pact between Apple and Microsoft runs out?

"It wouldn't be catastrophic," said Bajarin, hastening to add that he believes a vibrant Mac version of Office remains part of Microsoft's strategy. "But it would be a significant blow."

For that reason, Bajarin adds, enhancing iWork could be seen as "pre-emptive" move on Apple's part. Adding more applications and features to a productivity suite now spares Apple from the pressure of having to do it later.

JupiterResearch's Gartenberg took a more stark view in his interview with Computerworld. "Office for the Mac is just not a real priority for Microsoft," he told the IT publication. "And that's not likely to change any time soon."

Editorial director Jason Snell contributed to this report.

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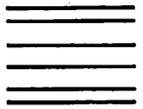
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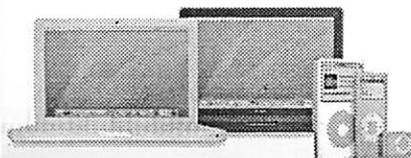
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**Apple
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AppleWorks SIG New Location Map

Submitted by John Hunkins, Sr.

I was unable to secure the meeting room at our usual location, Augsburg Park Library.

About the best I could do was the Edina Library (part of the Hennepin Co system), 5280 Grandview Square, Edina. I have the room reserved for 6:30 to 7:45.

This library is located SW of the intersection of Hwy 100 and 50th-Vernon. Since this is a new location (for me at least and perhaps others), it would be great if we could post a map in the newsletter, web site, and BBS.

I have not reserved a meeting location for October and later. Let's see how this new location works and proceed from there.



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